
Elite Game

Training, quick and ranked

I propose a new game mode. The elite mode.

To start you must have the knowledge of the game "Enemy Territory". I never found better and it was free. At the time There was a server that shot h24 on the map "Fuel Dump". There was also a server that shot h24 partly with limited lives. We played strategic games worthy of an evolved chess game. One for the quality of the map and the perfect knowledge that all the regulars had. The other for lives limited to 12 according to my memory, which completely change the gameplay aspect and the behavior of the players. Those who were aggressive at the beginning left their place to those who went to the economy. Only novices lost all their lives early in the game.

The elite mode that I propose to you is to accentuate the strategy and reduce the side nag while revealing all the power of the champions and their skills. The summary principle is to place your champions in "Enemy territory" with the appropriate adjustments.

The map is much larger and it should not be narrowed. As far as server power is concerned, that would be a subject I am talking about at the end of the message. It is necessary to copy as much as is legal the card "Fuel Dump" and to modify it only if necessary. This map is ultra strategic, like all that of "Enemy Territory", but this one more than the others. The cards in this game had both passes and only two to leave enough opportunity but not too much. There were two fronts that progressed over the objectives. The defensive positions were slightly favored since only the attackers could finish before the end of 20 minutes of play. The defense had to hold on until then and any mistake had the consequence of advancing the front with little chance of reversing the trend. . It was rare to undergo attacks from flanks is even rarer from behind. This required a breach in the enemy forces or the advantage of a "cover'op" that had the ability to disguise himself as an opponent if he found a body. With paladin the stealth replace the "cover op" for rear attacks is flanks easier but more solitary. The other champions will be able to attack on the flanks or from behind according to the evolution of the two fronts. In the end the game looks much less like a fighting arena than Paladins in the cards currently proposed.

In the servers with limited lifespan, at the time, players were waiting on the server to start a new game. Only lifeless novices after 5 minutes are disconnected. The others sometimes helped with text or were AFK the time of victory or defeat.

Adaptations

Number of players

6 x 6 minimum.
12 x 12 maximum.

The game starts with 6 x 6 players. Any disconnected player is replaced by a bot. New players can connect and replace these bots. New players can be added up to 12 x 12. A new player must wait a second to force the teams to be equal in number of players. Players do not know in which team they will fall.

Teamate

Custom teams can group from 6 to 12 to compete against other players. They will have to decide who plays first in case only 6 opposing players are connected. They may also decide to play only a team with 12 players in the creation of custom games.

Choice of champions

Players can choose their champion before the match. Principle of ban in ranked. They can also change during the match. A cooldown of 3 minutes is imposed for the change of champion. A champion can be used only by one player. It will be important to know which champion to choose so that the opponents can use it. If you change to another champion you make yours available to your opponents. You can not reselect a champion that you have already used.

Limited life

Quick play: 10 lives

Ranked:	
Bronze	unlimited
Silver	12
Gold	10
Platinum	8
Master	7
Grand Master	6

Change of players

When a player voluntarily leaves the game he can not return. Any started game must be completed before you can start another. If a player consumes 10 of his 12 lives then disconnects to be replaced by another player. The bot that temporarily replaces him uses his 2 remaining lives. The bots remain more or less safe depending on the number of lives remaining. The new player will use his 12 lives. But the total lives of the team can not exceed the maximum number of players multiplied by the number of lives per player. So player replacements can not be unfair.

Number of lifes : team limit

8 players x 12 lifes = 96 lifes.

If at the last player change there are only 4 lifes left, the new player will only have 4. This should be rare. There is no reason to have untimely changes to players. A player who voluntarily leaves a game can not return. A player who experiences a crash of the game is replaced by a bot that consumes his life or replaced by a new player who will have his own total life. In this last case the replaced player, once returned, will have to wait the time that another new player appears to balance the two teams in number of player. He will count his number of life to where it was before the replacement by the new player. His champions already used remain unusable except the one he had before the crash. Bots do not change champion.

Each champion also has his own number of life at 12 team lifes. If a champion dies 12 times the team can no longer select it.

Clearing mechanism

Your champions are so powerful that it will take some means to make up for the abuse. It will be necessary to define the maximum number of turrets.

- Small turrets anti-air

Touch also Maeve and those who jump high.

- Large anti-air turret

Target only those who fly, hover and jump over the fuel dump barricades. These large turrets can be placed only in the fortified area.

- Anti-teleportation pylon

It works with an area of effect. Anyone in the area can not teleport. Even though he can be teleported there. When placing several piers not far from each other the surface between each pylon is covered by the effect.

- Tower defense

These rounds use credits with the same choices as for the champions. Champions use their own credit to buy zone effects around the turret. The ultimate can be replaced by the size of the area of effect. A player can spend 50 credits per 50 credits or buy the skill directly. He can participate if he does not have enough to buy the entire skill. These turrets can only have one active skill. Once destroyed the credits are they lost? ... Depending on the gameplay.

- Attributes of the champions

- o Tank: Decide where the tower will be located.
- o Support: Build and repair the tower by caring for it.
- o Damage and Flank: Add ammo by shooting at it. Except for defense towers that do not need it.

It is not possible to heal both a tower and player. It's one or the other. Same thing for zone shots.

Chronology

- Champion selection

Same as now.

- Attack - Defense

Before the match a fighting arena in "capture the point" is launched for 5 minutes. The team that captures or scores the most points will be able to choose whether to attack or defend by a vote between the players.

- Match

- o Capture a 150 seconds optional gray capture point at the garrison location to make it appear. This is where in enemy territory players can recharge in ammo and life point. The garrison allows you to hide, shoot through windows and regenerate your life faster and with a shorter cooldown. This goal is optional
- o Capture a 100 seconds blue capture point close to the ally spawn to reveal the payload. (very easy).
- o Capture a 100 seconds Bleu, near the skewed to build the bridge. (Under enemy fire)
 - Bring the payload in front of the bridge, staying at its side to move it forward. The objective is increasingly difficult as the payload approaches the point as the enemy fire intensifies.
 - Once these first goals reach, a 200 seconds red capture point appear in front of the secondary entrance. Once captured the secondary entrance is open. The tunnel gives a second access voice which divides the opposing forces and allows them to take backs if the attackers pass the line of defense.
 - After the tunnel in the second part of the map allies need to capture a 200 seconds red captures to spawn near the outpost. Opponents can destroy this outpost by capture a 30 seconds white capture point inside the outpost. The outpost have automatically an anti-stealth post. Easier once the next objectives achieved but achievable from the first open entry.

- Bring the payload on the bridge. Place the payload on a catch circle in front of the first big door. Once the point is captured the opponent's defense spawn is moved back to their main base.
- Advancing the payload in the tunnels. There are three exits, more or less distant from the main door, more or less close to the outpost to build.
 - Bring the payload to a 100 second blue capture point in front of the main gate of the fort to destroy the main gate.
 - Secondary way, they can destroy the door with ultimate hits for 50.000 damages.
- Bring the payload the payload quoted back yard.
- Place the payload on a 100 seconds blue capture point to open the second entry.
- Into the fort, to protect the fuel dump a last time, opponents can build protection grids of 40,000 HP at any time by capturing a 100 seconds blue capture point inside the fuel dump. There are two grids, one for each access to the fuel dump. Attackers can destroy these grids with any type of attack. Opponents can remake grids at any time.
- Escort the payload to the fuel dump. Destroy the grids if they were built.
- Leave the payload on a 200 seconds red capture points. If the payload goes out of the circle the countdown goes back one second every second.

All need to be adjusted according to the gameplay

spawnkill

In case of spawnkill and total submission the teams and especially the attackers can vote for a surrender and finish the game as is.

Unlimited duration matches

Obligatory defenders will have the vocation to lose. The longer the duration exceeds 20 minutes and the more defenders will earn additional rewards. The longer the duration exceeds 20 minutes, the less attackers will earn additional rewards.

Horses

The horses are in unlimited access to the selection match to find out who is defending. Then, during the game the first horse is offered. They will have to buy the others. They will be able

to buy stock to avoid having to buy after each death.

Gold

To promote victories and team games all the gold of the match is shared 80-20. 80% for the winners. 20% for the losers.

Limited ammunition

You can integrate limited ammunition to test the game play. Champions will be able to recharge stock in any capture point get, in outpost, in garrison, and why not when healed by allies. Or must integrate a new skill for tank to let us give ammunition like enemy territory.

Credit conservation

Valid only in quick games. The game calculates the credits earned during the last 6 hours and adds 2% of the credits earned at the beginning of each match to the player. The player can therefore spend credits from the beginning of the match. The credits he will earn during the match will not be added unless he exceeds the amount of bonus starting credit.

VIP server

This is not the place to talk about it. I have ideas for servers and VIP packages.