

Jungle Fever

Jungle Fever is 2 player Multiplayer Map that was created by me - Nataalka and with the help of my boyfriend - Punisher. Driven by creativity I implemented some new adventure map objects that diversify a typical custom map.

Magic Academy - when you defeat the guards choose the reward - 1 Magic Defense or 1 Magic Power

On the map you find a location with Crystal of Revelation and Crystal of Power that are touching. If you choose one the other disappears.

If you choose Crystal of Revelation you get 30 Tear pts.

If you choose Crystal of Power you get 30 Blood pts.

Might Academy - it allows the players to add 1 Might Power or 1 Might Defense

On the map you find a location with Armorsmith and Weaponsmith that are touching. If you choose one the other disappears.

If you choose Armorsmith you get 30 Tear pts.

If you choose Weaponsmith you get 30 Blood pts.

Tombstone - when you walk next to a tombstone and you open it instead of a body you will find a major artifact inside.

Pillar of Evil Eyes - thanks to the all seeing Eye it is easier for each player to decide where are the better artifacts.

Keymaster Ring - It is for players that love to rush. If they didn't defeat the guards of the ring the Gates wouldn't open.

There are two Keymaster Rings, that are activated with a signpost, on each side opening the Northern or the Southern Gate. You need to control both Rings to open the second set of Gates that lead to the centre zone.

Watermill - object that provides 1000 gold/week.

Windmill - it gives the player 3-6 Wood, Ore or Dragon's Blood once per week.

Tavern Changes

I think that if you want to stretch the capabilities of your brain and beauty of the game , then it is impossible to play with only two heroes. You need minimum three heroes for the first days chaining. But then your army will become very strong(If all heroes are from one faction) - so the decision is to make the tavern act like the previous Heroes - one native hero with troops and one non-native. The rest lose their army with script and this repeats weekly.

Be careful ! - When buying a **new** hero put any heroes in all towns into the **visiting hero** slot. Don't cheat, the other player may see what heroes you have bought.

Rules

Game difficulty - Normal

Hero Leveling Speed - Normal

Starting Resoruces -**Normal**

Neutral Armies -Medium or Strong

Creature Growth - Normal or Fast

Dynasty Bonuses - Off

Even Resources Placement - Off

Powerful Secondary Heroes - Off

The banned

Banned Skills - Enlightenment, Mentoring.

Banned starting hero specializations - Enlightened

Banned non-native hero specializations:

- handler
- expert trainer
- explorer
- treefeller
- digmaster
- delver of the royal purse

Battle Sites

Jungle Fever includes also these map objects which guards and respective rewards are random, submitted in a table.

Battle Site	Guarded by Faction	Army Description	Rewards
<i>Crypt</i>	Necropolis	10 Ravenous Ghouls 10 Specters 10 Skeletal Spearmen 2 Vampires	2000 Gold

		20 Ravenous Ghouls 20 Specters 20 Skeletal Spearmen 4 Vampires	3500 Gold
		30 Ravenous Ghouls 30 Specters 30 Skeletal Spearmen 6 Vampire Lords	5000 Gold Minor Artifact
Wooden Warehouse	Haven	2 x 45 Praetorian 2 x 25 Marksmen 10 Blazing Glory Army Power 1240	6 Wood 1500 Gold
		2 x 65 Praetorian 2 x 25 Marksmen 20 Blazing Glory Army Power 1720	12 Wood 2500 Gold
		2 x 85 Praetorian 2 x 25 Marksmen 30 Blazing Glory Army Power 2320	25 Wood 3500 Gold
Ore Cache	Necropolis	3 x 25 Ravenous Ghoul 15 Specters Army Power 850	6 Ore 1500 Gold
		3 x 40 Ravenous Ghoul 25 Specters Army Power 1350	12 Ore 2500 Gold
		3 x 60 Ravenous Ghoul 30 Specters Army Power 1970	25 Ore 3500 Gold
Naga`s Bank	Sanctuary	2 x 35 Pearl Priestesses 2 x 15 Kenseis 2 Yuki-Onna Army Power 1660	6 Dragon`s Blood 1500 Gold
		2 x 40 Pearl Priestesses 2 x 20 Kenseis 5 Yuki-Onna Army Power 2170	12 Dragon`s Blood 2500 Gold
		2 x 45 Pearl Priestesses 2 x 25 Kenseis 12 Yuki-Onna	18 Dragon`s Blood 3500 Gold

		Army Power 2800	
Barbarian Camp	Stronghold	3 x 10 Centaur Marauders 2 x 60 Fury Army Power 2040	Elite joiner(non- neutral) of power 100 1 Dragon`s Blood 3000 Gold
		3 x 12 Centaur Marauders 2 x 75 Fury Army Power 2550	Elite joiner(non- neutral) of power 200 2 Dragon`s Blood 4000 Gold
		3 x 16 Centaur Marauders 2 x 85 Fury Army Power 3140	Elite joiner(non- neutral) of power 300 3 Dragon`s Blood 5000 Gold
Elemental Stockpile	Neutral	20 Fire Elementals 15 Light Elementals 15 Air Elementals 20 Water Elementals Army Power 2190	5 Wood 5 Ore 7 Dragon`s Blood
		25 Fire Elementals 20 Light Elementals 20 Air Elementals 25 Water Elementals Army Power 2830	10 Wood 10 Ore 12 Dragon`s Blood
		30 Fire Elementals 25 Light Elementals 25 Air Elementals 30 Water Elementals Army Power 3460	15 Wood 15 Ore 20 Dragon`s Blood
Dungeon Cavern	Dungeon	2 x 35 Chakram Dancer 2 x 20 Scorpicores 20 Faceless Puppeteer Army Power 2510	3000 Gold
		2 x 35 Chakram Dancer 2 x 30 Scorpicores 20 Faceless Puppeteer Army Power 3200	Minor Artifact 5000 Gold
		2 x 35 Chakram Dancer 2 x 40 Scorpicores 20 Faceless Puppeteer Army Power 3890	Major Artifact 7000 Gold

Also it is very important that Jungle Fever is the first (iirc) random-custom map in Heroes history. All these Battle Sites are placed randomly each game in one of the zones. That`s why every time you play the game the map will be different. Strength and type of monsters guarding nearby treasures and attribute dwellings are increased depending on the power of the Battle Site.

The map is preciously tested over 100 times with all factions in hotseat mode so there is no room for unpleasant surprises. I hope I created a map that is balanced and challenging. Jungle Fever is a map for TOH but noobs can also enjoy playing it.

Good luck and have fun with Jungle Fever

Natalka & Punisher

Scripting help: Thanatoeil

Beta tester: Zamolxis