

Examples Of Battle And GO Scenario's

3D Range Modifier's (RM)

To compute Range Modifier's of 3 Planes worth of PR's is easy in Apotheum. If an OPP is 10 meters forward, 4 meters up, and 5 meters left then, $X = +10$, $Y = +4$, $Z = -5$.

X = Forward or Back.

Y = Up or Down.

Z = Right or Left.

Positive values get a + sign and Negative values get a - sign.

The 3 Planes are added as Absolute values and then divided for the average = $(X + Y + Z)/3 = RM$. In this case $(10 + 4 + 5) = 6.33$. No more than two decimal places are needed.

What makes it interesting is in Group Battles you have multiple GAP's and OPP's all relative to each other moving around quickly and firing, especially if you can Fly. Thus each one gets its own Position Variable represented by letters and/or number combinations depending how large and complex your 3D Battle Diagram is as described in the previous chapter and other chapters.

Custom Creature Formula (CCF)

OPP's come in various sizes and strengths, kind of like NIT's.

To design and make OPP's use the basis of GAP design, except easier; an OPP can have 1-10 CAP's with an associative EF. Obviously, you can also utilize the full GAP design...

So it is formulized as so:

SKIN X, MOUTH Y, NOSE Z, EYES K, EARS B,

BONE A, BLOOD C, LUNG J, MUSCLE M, HEART Q

where (X,Y,Z,K,B,A,C,J,M,Q) are a number #n(Planar Level)

i.e. 7D10 for MASTER.

Example: Mode1X-3 Energy Efficient Cleaning Device (7D10 MASTER) with maneuverable capabilities, the perfect wireless house servant which is somehow not obstructed by corners or chair legs; however it is somewhat buggy or has been hacked and starts attacking:

MOUTH E55, EYES A63, BONE E60, HEART F38.

Example 2: Alien Morpho Foam Form VICTIM (3D10) in Sub-Sector X+32, Y-14, Z+11 which is the target of the above Device:

SKIN A15, EYES 24, EARS A20, LUNG W23, HEART F17.

Such are two humorous examples but it be applied to any conceivable Battle Scenario.

See seperate sections on EF's, NIT's, IF's, and GAP's.

Natural Phenomena (NP)

The EF's encountered as an OPP is some form of Natural Phenomena (NP), usually destructive, otherwise it would not be an OPP.

To Simulate the NP simply add and stir:
A middle-weight Tornado could be A57, F32, E15.

The choice is in the hands of AWE depending on how much havoc AWE wishes to wreak!

GO's

Example:

GO: Dark Ages, Europe - 4 Skill, 2 Tools - Basic, Easy - 1 UP.

You walk into a forest to take out a rebel Ogre infraction. You BAF and SAF depending on the combined factors of multiple Opponent's engaging in Battle based on your choices and Action's and the Bonuses and Penalty's of the Energy Chart's and so forth a Winner will remain who then Taps the remaining Energy of the still living or dead Loser's.

This is, of course, a Basic and Easy Scenario if you use only the CCF.

Easy Challenge: Create a similar Battle Scenario using ALL of the previous chapters.

Medium Challenge: If you also have a 3D Editor to make a 3D Level within a 3D Game then do so (I personally cannot find one these days which is free or affordable... [(:-(])

Hard Challenge: Create a whole new online 3D World.

Near-Impossible Challenge: Present online 3D Games are working towards making a whole 3D Universe, but definitely a hell of a lot more memory is needed for even one full blown Space Battle with two Space Fleet's consisting of thousands of gamers and hundreds of large objects.

See Degrees Of Difficulty in The Free Show and also read ALL 4 Part's.

Example 02:

GO: Britain, Elizabethan Times - 6 Skill, 4 Tools, 1 Psionic - Medium, Medium - 3 UP's

Send the GAP's on a Spying Infiltration Exploration into the heart of the Royalty to uncover a suspected Royal Conspiracy vs the Common Folk. Instigate a Revolution!

Example 03:

GO: Outer Space, Future - 4 Magic, 3 Magic Tool, 2 Tech Tool, 5 Skill, 2 Psionic - Advanced, Hard - 6 UP's

Apotheum Colluseum, The Ultimate InterActive™ Game

Search out and Map a whole Science Base while eliminating any Enemy on an uncharted Planet in a Hostile Space Sector of God Emperor Gol.

Example 04:

GO: Celtic, 1000 B.C. - 7 Skill, 5 Magic, 4 Tech Tool, 6 Magic Tool, 8 Psionic - ALL, Near-Impossible - 12 UP's

Raid a Demi-Human Village infested with hundreds of the Enemy so as to clear room for your Clan; it was after all originally and rightfully your land anyway... and your region ran out of food due to bad crops...

These are the most Basic Guidelines of Apotheum Colluseum, giving a general Description of World's, Times and their Exploration's allowing for ANY GO or Battle or War Scenario!

Added into these are, of course, all the highly descriptive and high resolution details of all the different Areas i.e. Rooms within, neighbouring countrysides, Villages, City's and if AWE wishes to he can send the GAP's all over the Map through different Country's, Planet's, Solar System's, Galaxy's and even Universes, thus other Planes, Reality's or Dimension's.

Wealth And Trade

The Wealth And Trade needs to be established you, AWE. Most important is the Supply And Demand of such NIT's, GAP's, OPP's and anything or anyone else you can Buy or Sell using the Credit System and/or Money System and/or any other method of Payment.

Basically, whatever you, A World Engineer want your GAP's to suffer/enjoy you must have ready before you put the GAP's through your GO.

This is a great excuse to do some research on these things...

And, there is no excuse for poor planning as your Partier's sit around playing with their dice only.

Put everything you can first down in correctly defined documents: As my late Uncle always said, he himself a Genius Engineer, if you do not first correctly define your words, statements and system than it is only doomed to fail.

Some unexpected things have to, of course, be winged.

Do not forget to provide the best possible descriptions through Voices, Sound Effect Samples and/or Visual Effect's.

It is fun to play around with adding the real vivid quality needed to spring your Exploration's to life, the correct balance between game play, dynamics and realism, and making InterAction™ what it is really meant to be.

Apotheum Colluseum, The Ultimate InterActive™ Game

A 3D Game or Film is not just Entertainment, it is also Art and History, Science and Politics, Philosophy and Religion, the whole array of Flora, Fauna, Human and Alien History to create a truly Epic Adventure and Story to stir the hearts and minds and spirits of all who Debate, Battle and War for Good, Neutral and/or Evil.

This is Apotheum Colluseum and The Free Show, a true Generic Universal Role-Playing Game System (GURPGS) in the Science/Fiction Fantasy Humor Genre!

After all, you are putting GAP's, the Character Classes, through Exploration's, the Plot's, and you do not want to give a Boring Story, unless it is Blank Land...

As can be seen, from all the pages, Apotheum Colluseum with The Free Show is designed and developed by any AWE for any GO while maintaining its own flavor and giving complete freedom to you, the Partier's, to take on any Mission.



