

Tips and Tricks

Use the Random function sparingly when playing a serious game. While being able to randomize every aspect of the game is part of what makes CraftGen a great utility, you could easily produce maps that are nearly unplayable due to too many random elements. For example, if you give all players Starting Gold of RANDOM, make the cost of farms RANDOM, and assign the number of gold mines as RANDOM, CraftGen could produce a map with zero gold mines, zero starting gold for every player, and farms that cost 10,000 gold each.

Here's a fun thing to try: Choose the extra-small map. Adjust all player starting units to Maximum. Make sure you have the number of players set to eight (in any combination of Orc and Human) with one human controlled player and seven computer controlled players. This will cause CraftGen to produce a Boatwar Armageddon map. Try running it and let me know if you last longer than 60 seconds before all of your boats are fish food.

Have you saved your configuration lately? CraftGen has the ability to save all of your screen settings so that they may be loaded again later. This allows you to have custom templates. For example, you could have a template for a one-on-one two-player game that takes place on a series of islands. Another template could be for rescue missions. You can trade these templates with your friends.

Did you find a bug in CraftGen? The best way to report it is to save the configuration in which the bug occurred and mail the configuration file to us along with a description of the bug and which version of CraftGen you are using (v2.4, etc.). The first one to report the bug will be credited in our next release.