

# SEA of Nyx

*"Some E-Mail Adventures"*

Issue #1

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SEA of Nyx is intended to be a Play-by-Email magazine, released as a free PDF every four weeks. The idea is to offer a variety of simple games that require no complex rules and allow for a quick start. Of course, this requires not only players but also game masters to host the games.

To start, I will launch the magazine on my own and hope for your support.

If you're interested in subscribing to the magazine, if you'd like to contribute, or if you have questions, feedback, etc., email [stefan@seaofnyx.com](mailto:stefan@seaofnyx.com).

## Possible Games

Here are the games I'm initially proposing.

If enough players show interest, the first evaluations will be included in the next issue. The rules listed here are shortened versions to explain the basics.

### **Grand Slam**

This represents a simple tennis simulation. The number of participants is unlimited. A player can join the game at any time.

Each player represents a tennis player trying to rank as high as possible in the world ranking list (WRL) and improve their playing strength and "mental" strength. Every player starts with a playing strength of 100 points.

In each match round (= one issue of the magazin), the GM offers a number of tournaments and each player may register for a maximum of two tournaments per round.

For every tournament each player allocates their strength points across 5 sets for their first tournament pairing. The allocation must follow these rules:

- a) No set may have the same number of strength points as another.
- b) At least 1 strength point must be used per set.

Examples:

Player A

35 / 25 / 15 / 13 / 12 is allowed

Player B

40 / 25 / 10 / 10 / 15 is not allowed because of the identical set 10 & 10

Player C

31 / 29 / 0 / 15 / 25 is not allowed because of the 0

To determine the winner, the strength points of each set are compared. The player with the higher value wins the set. Once a player wins 3 sets, the match ends and that player is declared the winner.

If the strength points in 2 or 4 sets are equal, each player wins one or two sets respectively. The trailing player is awarded the set first (or, in the case of a tie, the player who would otherwise fall behind without that set).

If the points are equal in a set, the winner is the player whose lowest strength point in any set is higher than the opponent's. If still tied, the winner is determined randomly.

For each round a player wins, they receive WRL points (WRLP) so a ranking could be created.

Game Master: Nyx / Stefan / [stefan@seaofnyx.com](mailto:stefan@seaofnyx.com)

Minimum Players: 4

### **High Noon**

This is a strategic game set in the Wild West, where players compete to become the most successful gunslinger. The goal is to have the most duel victories by the end of the game, which concludes when at least half of the participants have been eliminated.

Each player starts with 12 life points and must participate in at least two duels per round. For every duel, players receive two bullets to use for their shots. During duels, the opponents gradually move closer to each other, starting at position 20. With each step, they have the option to fire a shot, and the chance of hitting increases with proximity – from 5% at position 19 to 95% at position 1. Players plan their shots in advance and submit their decisions to the game master.

A duel ends as soon as one player hits their opponent. The winner gains an extra life point and collects all unused bullets from the loser. If both players hit simultaneously, they each lose two life points but keep their unused bullets. If no hits are achieved, only the bullets fired are lost.

In addition to participating in duels, players can challenge others to new duels. The number of challenges a player can issue depends on their remaining life points. Challenges cannot be refused, making strategic planning and carefully selecting opponents critical aspects of the game.

The game master evaluates the results, publishes the updated standings for life points, bullets, and duel victories after each round, and announces the new duel pairings. Players whose life points drop to zero are eliminated and can no longer participate.

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Minimum Players: 4

## **TRON**

This is a strategic game where players aim to occupy as many fields as possible on a square, torus-shaped game board. The board consists of 2,601 fields (51x51) and has no edges, meaning the left side connects directly to the right, and the top connects directly to the bottom. Players start from randomly assigned positions and move across the board using TRONs.

Movements are made horizontally or vertically across any number of fields. The speed, or range of movement, starts at 1 and can be increased, decreased, or maintained by 1 per turn. Players may only enter fields that have not already been occupied. A driving error, such as reducing speed below 1 or violating other rules, results in the immediate elimination of the player.

Each round, players submit their moves, specifying direction and, if necessary, any changes to speed. Players are allowed 1 to 3 sub-moves per round and must make a move (no skipping is allowed). If a player fails to submit a move, the NMR (No Move Received) rule is applied. In this case, the vehicle continues in the last direction, adjusts to obstacles if necessary, or reduces speed. If the speed drops below 1 or a conflict arises, the player is eliminated.

Conflicts occur when multiple players attempt to enter the same field. In such cases, the fastest player has priority. If multiple players with the same speed reach the field simultaneously, all affected players are eliminated. At the end of each round (= one round is one issue), moves are evaluated, scores are updated, and a new game board is published.

The game ends when no players can move, only one player remains, or after a maximum of 20 rounds. The last remaining player earns a bonus of 20 fields, the second-to-last earns 15, and the third-to-last earns 10. The winner is the player who has occupied the most fields by the end of the game.

Game Master: Nyx / Stefan / stefan@seaofnyx.com

Minimum Players: 4

If you'd like to participate in any of these games, send me an email, and I'll add you to the list of players. Once the minimum number of players is reached, the game will start.

If you're interested in more complex Play-by-Email games, check this list:

<https://mailchi.mp/d3fee38d9108/pbm-list>

Nyx / Stefan