

SEA of Nyx

"Some E-Mail Adventures"

Issue #3

2025/01/26

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.

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.

Issue #3

And once again, it's less than the intended 4 weeks. But if all players have submitted their turns, I see no reason not to evaluate earlier. I'll handle this very dynamically. As soon as all necessary content is available, there will be a new issue. Once a game is being played where I'm not the game master, this process will naturally change. Until then, I'll announce the official deadline here, but I'll evaluate earlier if all turns are submitted.

There's another game being offered by a user: *Beer Powered Word Frenzy*.

Almost all games already have registrations. The exact number of players required for a game to start can be found in the "Other Possible Games" section under the respective game.

Deadlines

For players to send in their turn: **2025/02/09**

~~For Game Masters to send in their evaluations:~~ **2025/02/16**

For other PBEM relevant stuff for the next issue: **2025/02/09**

The next issue will be released on **2025/02/16**

As soon as I have received all the turns from the players in my games ~~and all the evaluations from the other game masters~~, I will create a new issue, even if the deadline hasn't been reached yet. So, if you want to submit other content, please keep in mind that the next issue might be published earlier than the deadline shown here.

Beer Powered Word Frenzy - New Game

Richard is offering the game *Beer Powered Word Frenzy* with the following rules:

- A turn consists of a sentence, and a rule
- The rule can either be a new rule, or countermand an existing rule (other than the immutable rules)
- Turns will only be accepted if they arrive by noon (GMT) on the deadline day
- Turns deadlines will be weekly, on Sundays, so you've got no excuse
- A rule cannot stop another player from participating
- New rules will apply from the next turn onwards (until countermanded)

Scoring:

None as yet. That will be decided by new rules.

Order of play:

Turns will be processed in the order in which they arrive. Rules will be applied to the sentence in the order of the rules list

Submitting turns:

Email to Richard.lockwood@gmail.com Title your email [BPWF] – Turn 1 (or whatever), and simply include your sentence, followed by your rule.

Results:

Results will be published in SEA of Nyx, along with the next deadline day.

Grand Slam - Round 2

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

The rules for *Grand Slam* can be found at the end of this issue.

First tournament:

Volleywood Championships

Quarterfinals:

1. **Roger Thatlob** - VS - Ace Racketson (GM) = **3 : 1** (2:6 6:1 6:2 7:6)
2. Smash Volleyton (GM) - VS - **Pete Polko** = **1 : 3** (4:6 4:6 6:4 6:7)
3. **Andrey Merano** - VS - Lob Spinster (GM) = **3 : 1** (7:6 4:6 6:4 6:3)
4. Chip Baseline (GM) - VS - **Per Kele** = **2 : 3** (6:4 3:6 6:4 6:7 4:6)

Semifinals:

1. **Roger Thatlob** - VS - **Pete Polko** = **3 : 2** (2:6 6:3 6:3 4:6 7:6)
2. **Andrey Merano** - VS - **Per Kele** = **2 : 3** (6:2 3:6 6:3 3:6 3:6)

Final:

1. **Roger Thatlob** - VS - **Per Kele** = **3 : 0** (7:6 6:4 6:2)

World ranking list:

1. Roger Thatlob (Strength: 101,2 / WRLP: 4)
2. Per Kele (Strength: 101 / WRLP: 3)
3. Pete Polko (Strength: 100,8 / WRLP: 2)
4. Andrey Merano (Strength: 100,8 / WRLP: 2)
5. Zaloth Zar (Strength: 100 / New Player)

New tournament:

Court Jesters Cup

Since there are actually 5 "real" players, we'll start directly with the quarterfinals.

5. **Andrey Merano** - VS - Lob Spinster (GM)
6. Chip Baseline (GM) - VS - **Roger Thatlob**
7. **Pete Polko** - VS - **Per Kele**
8. **Zaloth Zar** - VS - Ace Racketson (GM)

The bolded players are real players.

I now need each player to allocate their strength points for this tournament.

Please send these to stefan@seaofnyx.com.

Announcements and other stuff

Cortrah (on Discord)

Just a reminder to folks running games to include dates on communications especially for static web pages that get stale fast.

The toughest barrier to finding a new game to join is filtering through all of the announcements of new games and not knowing. "Is this post 8 years old or from 2 months ago"

That is definitely a good reason for this discord or having forums as well.

Charles (on Facebook)

<https://shorturl.at/MbylK>



Fred from the Factorium (on Discord)

Second turn up.

<https://fredsfactorium.blogspot.com/2025/01/the-one-with-zaps-second-turn.html>

Takamo - New Turns are out.

<http://www.takamouniverse.com/takamo/>

If you also have something to announce - whether it's about PBEM in general or your PBEM game - feel free to let me know.

Other Possible Games

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.

Pitch Perfect

https://docs.google.com/document/d/1eA6GyyFRKfRPjaDA3btrBM_KbzRtr-q38lIG5NDHD90/edit?tab=t.0#heading=h.vh7wdlcyki1s

Game Master: Jacob / j.andersson@antikvanti.com

Minimum Players: 6

Already registered: 3

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.

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

Minimum Players: 4

Already registered: 1

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

Already registered: 0

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.

Rules Of Running Games

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. 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) The total strength is always rounded down.
- b) No set may have the same number of strength points as another.
- c) 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

If you're interested in more complex Play-by-Email games, check this list:
<https://mailchi.mp/d3fee38d9108/pbm-list>

Nyx / Stefan