

# SEA of Nyx

*"Some E-Mail Adventures"*

Issue #5

2025/02/14

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](mailto:stefan@seaofnyx.com).

## Issue #5

*Grand Slam* and *Beer Powered Word Frenzy* advance to the next round.

## Deadlines

For players to send in their turn: **2025/02/28**

~~For Game Masters to send in their evaluations: **2025/03/07**~~

For other PBEM relevant stuff for the next issue: **2025/02/28**

The next issue will be released on **2025/03/07**

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 - Actual Turn



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

The rules for *Beer Powered Word Frenzy* can be found at the end of this issue.

### Rules:

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- Sentences will score one point for every two words, up to maximum (for this rule) of five.
- Players will lose 3 points when using words with three letters in sentences from this point onwards.
- In the event of a tie, never choose the spotty one.
- New rules from now on shall be exactly five words long.
- Each word that contains only one unique vowel (a, e, i, o, or u) earns 1 point.
- If new rules don't rhyme, they ain't worth a dime!

### Scoring:

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- Fred: 5
- Rich: 5
- Stefan: 5
- Kevin: 2

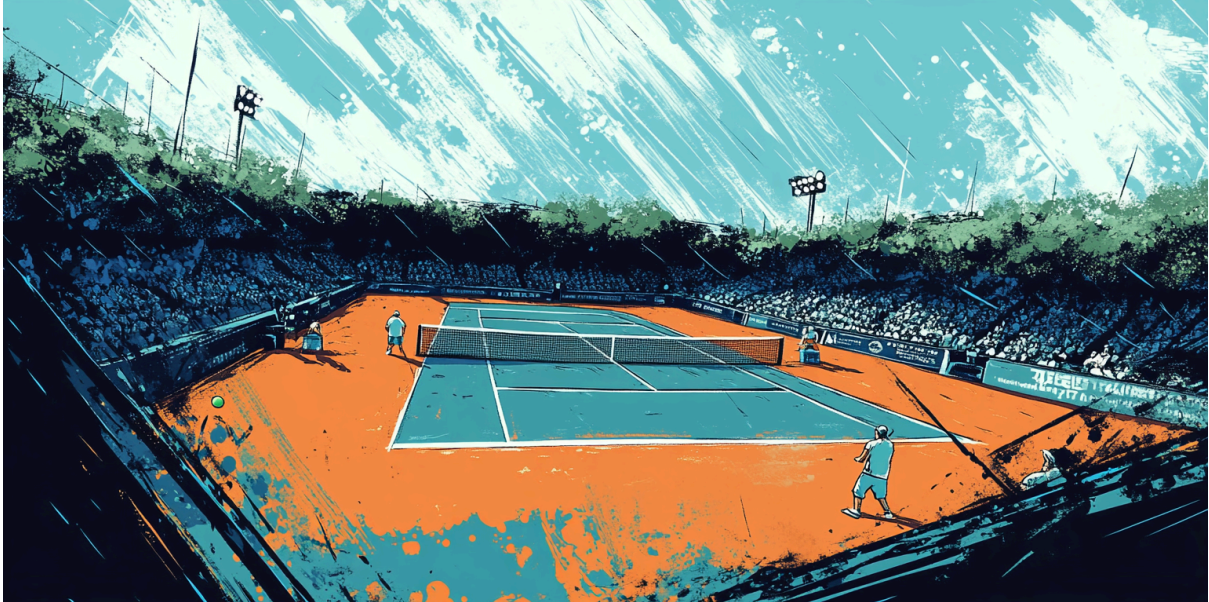
### Sentences:

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- Fred: As he opened their joint bank account, he pondered what could be spent on PBM-gaming this month without needing to sleep outside.
- Rich: With a toot on a flute or a twiddle on a fiddle

- *Stefan: Wonderful people always appreciate kindness because generosity makes everyone feel valued.*
- *Kevin: This is just a test.*

## Grand Slam - Round 4



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.

Tournament #3

### The Grand Slap

Quarterfinals:

1. **Per Kele** - VS - Ace Racketson (GM) = **2:3** (2:6 6:2 4:6 6:2 4:6)
2. **Andrey Merano** - VS - **Roger Thatlob** = **3:0** (6:3 6:2 6:3)
3. **Pete Polko** - VS - Chip Baseline (GM) = **3:0** (6:2 7:6 6:3)
4. **Zaloth Zar** - VS - Lob Spinster (GM) = **3:2** (3:6 2:6 6:2 6:2 6:3)

Semifinals:

1. Ace Racketson (GM) - VS - **Andrey Merano** = **0:3** (4:6 2:6 3:6)
2. **Pete Polko** - VS - **Zaloth Zar** = **2:3** (6:2 6:2 4:6 3:6 2:6)

Final:

1. **Andrey Merano** - VS - **Zaloth Zar** = **2:3** (6:2 6:2 6:7 2:6 2:6)



### World ranking list:

1. Andrey Merano (Strength: 102,8 / WRLP: 8)
2. Per Kele (Strength: 102,8 / WRLP: 8)
3. Roger Thatlob (Strength: 102,6 / WRLP: 7)
4. Zaloth Zar (Strength: 102 / WRLP: 6)
5. Pete Polko (Strength: 102,2 / WRLP: 5)

New tournament:

### Faulty Towers Invitational

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

1. Ace Racketson (GM) - **Zaloth Zar**
2. Chip Baseline (GM) - **Andrey Merano**
3. **Roger Thatlob** - Lob Spinster (GM)
4. **Pete Polko** - **Per Kele**

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](mailto:stefan@seaofnyx.com).

### Announcements and other stuff



Davin (on Discord) about **Galac-Tac**:

Well, galaxy #130 seems to be continuing to have a little elbow-jostling here and there. I wonder what it will turn into? 🤔

Sporkles (on Discord)

What your favorite programming language says about you:



## Empyrean Challenge Returns: Alpha Test Now Open

The legendary space strategy game Empyrean Challenge is making a comeback with a new online implementation. Originally released as a play-by-mail game in the late 1970s, Empyrean Challenge was a deep, turn-based strategy experience set in a vast and dynamic interstellar setting. Players assumed the roles of galactic leaders, managing exploration, diplomacy, trade, and military conflicts in a living universe that evolved based on their decisions.

This modern revival remains faithful to the original first edition, bringing back its complex economic and political systems while making adjustments for an online format. The game engine is reversed-engineered from the 1978 rulebook and is currently in alpha testing, with much of the gameplay still hand-moderated. This means that, for now, players will submit written orders and receive manually processed turn reports, just as they did in the early days of the game.

The development roadmap includes an online system for submitting and managing orders, as well as viewing turn reports. Until these tools are in place, players will need to put in extra effort to format their orders correctly and analyze their results without automated assistance. However, this stage presents an excellent opportunity for dedicated players to shape the game's future development while enjoying an authentic Empyrean Challenge experience.

If you are interested in joining the alpha test or learning more about the project, just write an email to [stefan@seaofnyx.com](mailto:stefan@seaofnyx.com) - I will forward it to the creator of the game.

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-q38IIIG5NDHD90/edit?tab=t.0#heading=h.vh7wdlcyki1s](https://docs.google.com/document/d/1eA6GyyFRKfRPjaDA3btrBM_KbzRtr-q38IIIG5NDHD90/edit?tab=t.0#heading=h.vh7wdlcyki1s)

Game Master: Jacob / [j.andersson@antikvanti.com](mailto: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](mailto: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](mailto: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](mailto:stefan@seaofnyx.com)

### **Beer Powered Word Frenzy**

- 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](mailto: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.

Game Master: Richard / [Richard.lockwood@gmail.com](mailto:Richard.lockwood@gmail.com)

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

Nyx / Stefan