SEA of Nyx

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 #7

Grand Slam advanced to the next round.
No new turn for **Beer Powered Word Frenzy**.
Since the subscriber numbers for SEA of Nyx are not growing and, apart from the turns, I'm not receiving any emails (about Announcements or anything else), I will return to the originally announced 4-week release cycle.
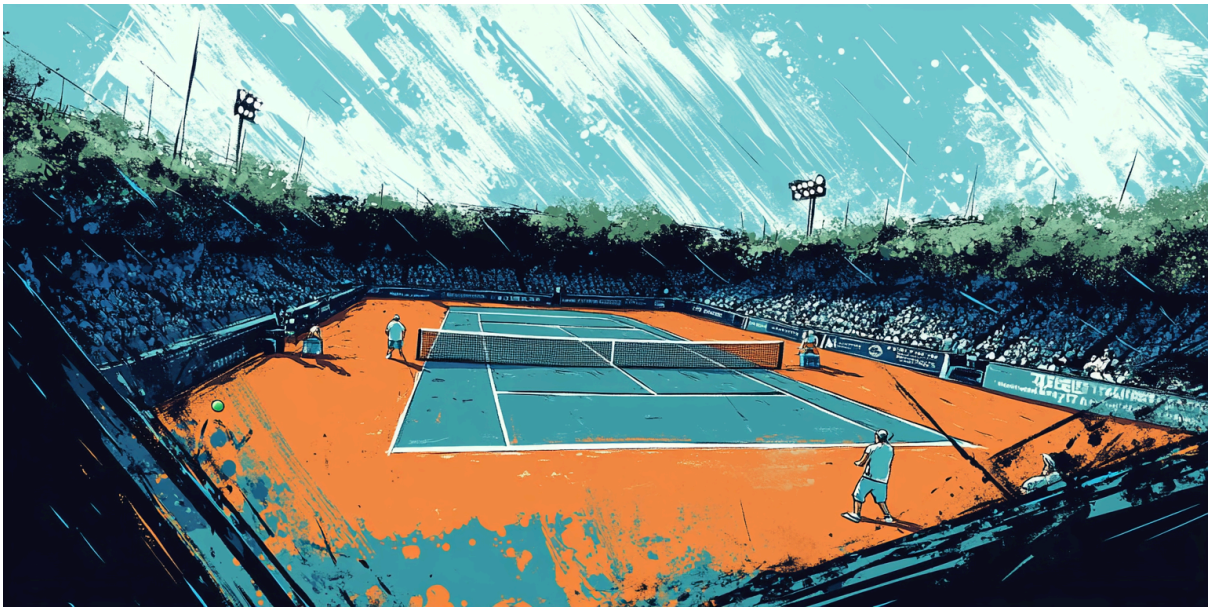
Deadlines

For players to send in their turn: **2025/04/13**
~~For Game Masters to send in their evaluations: **2025/04/20**~~
For other PBEM relevant stuff for the next issue: **2025/04/13**
The next issue will be released on **2025/04/20**

Grand Slam - Round 6

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 #5
Racket Science Championship

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

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

Final:
1. **Per Kele** - VS - **Zaloth Zar** = **2:3** (6:7 6:2 6:7 7:6 2:6)

World ranking list:
1. Per Kele (Strength: 105 / WRLP: 15)
2. Andrey Merano (Strength: 104,6 / WRLP: 13)
3. Zaloth Zar (Strength: 103,8 / WRLP: 11)
4. Roger Thatlob (Strength: 104,2 / WRLP: 11)

5. Pete Polko (Strength: 103,4 / WRLP: 7)
6. Avair Strabain (Strength: 100,6 / WRLP: 1)

New tournament:
"You Got Served" Open

Since there are actually 6 "real" players, we'll start directly with the quarterfinals.

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

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

wraith (on Discord): FWIW, the https://playbymail.net/ page has a link at the top, PBM Forum, which points to https://forums.playbymail.dev/. There's also a page, https://playbymail.net/forum/, which has some older posts, some of the same, and, because it is still active, some newer posts.
... there are more info about the (maybe) future of the PBM Forum in the #pbm-forums Channel on Discord.

Discussion about postal game costs on Discord:
Fred from the Factorium: How much would it be reasonable to pay per turn for such a product, let's say bi-weekly?
wraith: For a small business in the US, sending via USPS to US addresses only, your materials cost (stamp, envelope, 4 sheets of cheap paper per mailing) are going to cost just under a $1 (chatGPT estimates $0.82 per piece). Switch to 28lb paper for the premium stuff (not glossy, just inkjet grade) and the cost jumps to $1.51 per piece. (That includes the heavier paper, extra postage, and printer supplies.)
If you go with the glossy paper, cost per piece increases to $1.83. You can look to outsourcing to a large-scale mailer and reduce the price to $1.31 a piece but you're putting a one to two week lag into your mailings.
Davin: Don't forget the cost of printing those pages, too. I estimated my costs at about $0.10/page (including paper cost), which isn't much until you consider that my reports may get to be dozens of pages each. And if you've got large reports like mine, that not only increases postage but also envelope costs for larger envelopes (and larger envelopes cost more postage too).

The dutchman game is making progress. 🙂

Empyrean Challenge (a classic play-by-mail 4X strategy game of diplomacy, exploration, and empire-building. Players control interstellar civilizations, forging alliances, managing economies, and commanding fleets in a vast galaxy) got a new Discord: https://discord.gg/6jWbEbMP9d

NEW GAME: **galactic empires**
You are the sole ruler of a world whose people have recently unlocked hyper-jump stardrive, and your people are poised to expand across the galaxy. Your duty is to guide and direct their expansion. Will you pursue a path of peaceful expansion, built on trade and trust with potential allies, or will you claim what you believe is rightfully yours through military might? It is not enough that you succeed in your goals; everyone else must fail!
Rules can be found on PBM Discord.

Takamo turns are out.

BARNEY (on Discord): Hello Everyone!
Apologies for the delay in writing here and replying to people. I am undergoing some huge life changes but I am still managing to develop **The Land** and get through turns.
It's not 100% yet but The Land may be getting an additional GM to run their own section of The Land. They will be brought up to date with all the secret stuff and background data and game mechanics over the next week or so. Assuming they are good to go their area will be open to real live gaming, so no more testing
In about two weeks I will hopefully be able to open up the ancient area to players and not just beta players. We are still debating it but players with a character in each zone may be eligible for an overall discount. Old beta players will not have to pay startup fees and can continue to play with their character without a reset as a thank you for their support along with a load of free turns each.
Many of the old-school beta players gave feedback relating to certain new features that I thought about bringing in. Their consensus was generally negative when I suggested using 3D mapping to give a better idea of a combat scene for example. It may well be a traditional 2D map is good enough. I've also looked at allowing players to log into their own 'node' and look about as a character in a limited area. These areas will be designed by Godstar Games and players cannot travel outside them, they will just be there so in complex combat (or similar) situations you can get a better idea of what is going on. You won't be able to actually affect anything in the node. There may be some generic ones for common places like The Exiles Rest in Trinity city centre.
There are some very exciting times ahead for sure.
More updates soon!

https://www.fateofmillions.com

It is summer 1941. Germany has conquered most of Western Europe while the Molotov-Ribbentrop Pact allows the Soviet Union to re-occupy parts of the old Tsarist Empire lost after World War I. The two nations share an uneasy border.

For his part, Stalin avoids war as long as he can. The Red Army is in the midst of a major reorganization and it's leadership is weak after the NKVD purged thousands of officers suspected of treason by Stalin's paranoid regime.

Meanwhile, Hitler craves more land for his 'Thousand Year Reich'. He believes Russia can be conquered in a lightning war, just like Poland and France. He masses his forces, and in late June, launches the largest invasion ever known to man: Operation Barbarossa.

The Soviets are caught by surprise, many of their units not at full readiness and most still equipped with obsolete weapons systems. The well-trained, veteran elements of the German army are confident and fully prepared.

Now you can make the choices faced by generals on both sides.

Can you succeed where they failed?

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-q38IlG5NDHD90/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: 1

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

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 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

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

Nyx / Stefan