

#### 4.2.8 The Role of the PBEM Game Host (The Hub)

The host reconciles and enforces the desires of the playgroup during a PBEM game. Using the PBEM/IP Administration Menu (Admin Menu), the host has the ability to:

- Enforce a turn deadline and use the Admin Menu to have either the AI play a turn, or skip a turn, for any given client player who is unable to submit a turn file and meet the deadline.
- Supply client players with a backup saved game file should file corruption or out of sync errors occur.
- Replace client players that no longer wish to play and supply new client players with the appropriate backup saved game file.
- Change game options.
- Change diplomacy settings between nations.
- Add political points, money and manpower.
- Move and edit units.
- Create garrisons.

**PBEM / IP Administration Menu**

| PLAYER NUM | NATION        | NAME    | TYPE         | EMAIL ADDRESS | STATUS |
|------------|---------------|---------|--------------|---------------|--------|
| Player 1   | France        | France  | Email Client | France        | Ok     |
| Player 2   | Great Britain | Britain | Email Client | Britain       | Ok     |
| Player 3   | Spain         | Spain   | Email Client | Spain         | Ok     |
| Player 4   | Prussia       | Prussia | Email Client | Prussia       | Ok     |
| Player 5   | Turkey        | Turkey  | Email Client | Turkey        | Ok     |
| Player 6   | Russia        | Russia  | Email Client | Russia        | Ok     |
| Player 7   | Austria       | Austria | Email Host   | Austria       | Ok     |

Nation:

Name:

Type:

Email:



PP:

Amount:

Manpower:

Nation:

Diplomacy Setting:

☐ Unit Free Moves

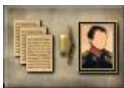
Units:

These Admin Menu functions are intended to help the host move the game along at an acceptable pace, to correct occasional faulty battle results or game events that are inconsistent with the rules, or to possibly implement some optional rules for particular scenarios. For example, a host could adjust political points and manpower to simulate “Levee en Mass” rules for a 1792 scenario, or enforce “Alternative Failure to Leave” rules following a peace made between major powers. Because the host can significantly change a game using these functions, the host and players should carefully agree upon house rules before starting a game.

Using the Admin Menu (host only):



- **To have the AI play a turn:** To have the AI play a turn for a specific client who is next to play his turn, click the “Quick play turn with AI” button, answer “Yes” and then exit the Admin Menu. If the next client in order must also have the AI play their turn, return to the Admin Menu and repeat the above instructions.



- **To replace a player:**
  - **To replace a human player with the AI:** If a client player drops out or gets the boot and no other human player is available to take over, the host can substitute a computer opponent for the player. Select the client player’s Major Power from the nation list at the top of the Admin Menu screen. The selected nation will now appear in the “Nation” box on the left side of the Admin Menu. In the “Type” box below the selected nation box, select which AI difficulty level (Easy, Medium or Hard) will take over for the current client player, and then click the “Replace Player” button on the Admin Menu. The AI will now generate a turn file, which must be sent by the human client player that precedes the AI player. For example, if human Britain is first to move during the naval phase and AI Russia is next to move, after human Britain completed his turn and advanced the game, the AI would immediately play the Russian turn. Human Britain would then be responsible for sending both his turn AND AI Russia’s turn files to the other members of the playgroup.
  - **To replace the AI or a human player with a human player:** If the host wishes to add a human player to take over for the AI or replace one human player for another, he can easily substitute a new player for the old player. Select the current player’s Major Power from the nation list at the top of the Admin Menu screen. The selected Major Power will now appear in the “Nation” box on the left side of the Admin Menu. In the “Type” box below the selected nation box, select “Email Client”. The host will then add the new player’s name and email address in the boxes on the left side of the Admin Menu (Note: these changes should now appear in the nation list at the top of the Admin Menu screen), and then click the “Replace Player” button on the Admin Menu which creates seven backup files. The program will generate a backup file for EACH member of the playgroup, including the host, and the host must send the appropriate file (plus any applicable AI player files) to each member in order for the game to be in sync again. NOTE: The new backup files can be found in the “Save” folder.
  - **To replace the host:** The host also has the ability to remove himself from that duty and appoint a new host from either the list or from outside of the group. To do so, follow the instructions for how to replace a human player with a human player.



- **To repair a game due to out of sync problems:** File corruption, distributing reworked turn files or using an old saved game file can cause out of sync errors. When a player attempts to load a turn file that is deemed by the program to be out of sync, the program will warn the receiving player trying to load it; “Turn file out of sync – contact game host”. When file corruption or out of sync errors occur, the host has two options available:
  - **Option 1.** Create a set of backup files using the host’s automatically saved game files. The program automatically saves the host’s saved game files to the “Save” folder at the start each month’s Diplomacy Phase. To create backup files using this method, load the preferred saved game file, listed by game month. Once inside the game, simply click the “Create Backups!” button in the Admin Menu window and two files per Major Power will be generated in the EIANW “Save” folder. Backup files created using this method start with France’s Diplomacy Phase.
  - **Option 2.** Create a new set of backup files from the Admin Menu. To create backup files using this method, simply click the “Create Backups!” button in the Admin Menu window and two files per Major Power will be generated in the EIANW “Save” folder. Backup files created using this

method start where the host last left off. For example, if the French Naval Phase was the last turn file the host loaded then each individual backup file would start PRELOADED up to the French Naval Phase.

- Using either method, the host must then distribute the backup files to each member of the group (including the host). The backup files are appropriately named for the seven Major Powers so the host should take care when sending them out. (NOTE for host: DO NOT group list your email.)

- Example:

*GameName\_backup\_forplayer\_Austria.sav.dat*

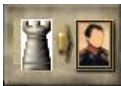
*GameName\_backup\_forplayer\_Austria.sav*

When the clients receive the backup files, they put them into their "Save" folder. The clients and the host must then use the "Load Game" button (from the main menu) to load the backup file (the program only recognizes the .sav extension). The player next to move works his turn and then clicks the End Current Phase button so that all data will again be written to the save game file. As soon as the other six players load that turn file, the program will automatically update their saved game file too. All members of the playgroup can now resume play using the SAVED GAME file. The backup has done its job (it is obsolete now) and everyone is in sync again and can continue with play. NOTE: As players resume the game from this point forward, they create NEW turn files and all previously made turn files (those made before the backup was created) are now obsolete.

- **IMPORTANT:** Do not go back to a previously played turn in PBEM games. The two ways to make that mistake is to: 1) reload the gamestart file, or 2) if you have been saving game files on your own (i.e., using copy and paste functions). The program will protect itself and the other players, so that one cannot "go back" and redo a turn, thus causing out of sync errors. If you attempt to load your own turn file, the program will disallow it and you will require a backup file to continue playing. The only way to advance this game is to use the saved game file that the PROGRAM creates and continually writes to.



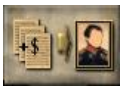
- **To skip a player turn:** To skip a turn for a specific client who is next to play his turn, click the "Skip current player" button in the Admin Menu, answer "Yes" and then exit the Admin Menu. If the next client in order must also have their turn skipped, return the Admin Menu and repeat the above instructions.



- **To create a garrison:** You can create a garrison by doing the following:
  - First select the area on the map where you wish to create the garrison.
  - Then bring up the Admin Menu and select the nation for the garrison you wish to create (using the "Nation" box on the right side of the Admin Menu screen).
  - Click the "Create [nation] garrison in [area]" button in the Admin Menu. You can now edit this unit!



- **To add political points to a major power:** You can add political points to a major power by selecting the nation in the "Nation" box on the right side of the Admin Menu screen, setting the desired number of political points in the appropriate box, and then clicking the "Add pp to selected nation" button in the Admin Menu. NOTE: The game log will report what changes are made so that all players are made aware.



- **To add money to a major power:** You can add money to a major power by selecting the nation in the "Nation" box on the right side of the Admin Menu screen, setting the desired amount of money in the appropriate box, and then clicking the "Add money to selected player" button in the

Admin Menu. NOTE: The game log will report what changes are made so that all players are made aware.



- **To add manpower to a major power:** You can add manpower to a major power by selecting the nation in the “Nation” box on the right side of the Admin Menu screen, setting the desired amount of manpower in the appropriate box, and then clicking the “Add manpower to selected player” button in the Admin Menu. NOTE: The game log will report what changes are made so that all players are made aware.
- **To change diplomacy:** You can change the diplomacy setting for a nation relative to a Major Power by first selecting the Major Power from the nation list at the top of the Admin Menu screen (the selected Major Power will now appear in the “Nation” box on the left side of the Admin Menu), selecting another nation using the “Nation” box on the right side of the Admin Menu screen, and then changing its diplomacy setting (Neutral, Ally, or War) using the “Diplomacy Setting” box just below the selected nation box. NOTE: These changes are immediate and will be reported in the game log so that all players are made aware.
- **To move or edit units:** The Admin Menu provides a powerful capability for moving and editing units. This includes moving units off the map (i.e., deleting units if needed) or placing new units onto the map (i.e., creating new units if needed), which may also be used to implement optional rules not included in the program. NOTE: The game log will report what changes are made so that all players are made aware. The host has two options available:
  - **Single Unit Move Option.** To move units to another area, first select the area on the map where you wish to move units to and then bring up the Admin Menu. Select the unit’s nation using the “Nation” box on the right side of the Admin Menu screen and then select the specific unit from the “Units” box below. The “Move [unit] off of map” button will now appear on the Admin Menu screen. Click this button to remove the unit from the map. The “Move [unit] off of map” button will vanish and the “Place [unit] at [area]” button will now appear on the Admin Menu screen. Click this button to place the selected unit at the selected area and then exit the Admin Menu. See the example below. NOTES:
    - If you selected a unit still in the nation’s Counter Pool, only the “Place [unit] at [area]” button will appear for placing this new unit into play.
    - If you do not click the “Place [unit] at [area]” button and exit the Admin Menu, the selected unit is simply removed from play and returned to the nation’s Counter Pool. To completely remove a unit from play, you must also empty it of all its factors. Otherwise the unit will retain its current factors when the corps or fleet counter is repurchased. Garrison factors, however, are deleted when garrisons are removed from play.
    - You can add new fleets to land areas but not sea areas. This is a bug and will be fixed. As a workaround, place the fleet first using this option and then move it using either option.
    - To place a fleet in a blockade box may require several attempts to click on the right area where fleets appear in a port or blockade box. This area is typically adjacent to the port symbol (i.e., close to where the fleet would appear if it were in the port/blockade box).
    - There is no checking to see if these moves are valid so the host can move any unit to any area on the map!
  - **Multiple Unit Moves Option.** To do this simply check the “Free Unit Moves” box on the right side of the Admin Menu screen and then exit the Admin Menu. You should see red text in the middle of the screen say “**ADMIN MOVE ON**”. This is to inform the host that when you click a unit and then click another area that the unit will be moved to that area. NOTE: There is no checking to see if these moves are valid so the host can move any unit to any area on the map!
  - **Editing Units.** Using either method (with or without actually moving units), the host can also edit the factors of any unit selected in the “Units” box at the bottom right of the Admin Menu. When you select a unit, you should see the factor boxes appear. You can use the spin control to edit

these units. NOTE: These changes are immediate and will be reported in the game log so that all players are made aware!

- Example: In the screenshot below, an area has first been selected on the map and the Admin Menu brought up. (1) Select the nation of the unit to be moved. (2) Select the unit from the "Units" list and edit its factors if desired. (3) Move the unit off of the map by clicking the button that appears. (4) Place the unit in the new location by clicking the button that appears and then exit the Admin Menu.

