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		<u>CSRM-AK-09</u>	Columbia
<u>CSRM-AK-08</u>	Kenai Peninsula	<u>CSRM-AK-07</u>	Chandalar Lake
<u>CSRM-AK-06</u>	Yukon Gold Rush	<u>CSRM-AK-04</u>	Utqiagvik
<u>CSRM-AK-03</u>	Kodiak	<u>CSRM-AK-02</u>	Chena Hot Springs
<u>CSRM-AK-01</u>	Denali	<u>STND-001</u>	Procurement Process, AOE2 Maps
Spec. No.	Description	Spec. No.	Description
Bill of Materials:			
----- Document Approvals -----			GSRM – AK – 001
Prepared:	CookiePirate		Custom Alaska Maps, ALS4
Checked:	TechChariot		
Approved:	Honeybadger		
Approved	x	x	<div style="display: flex; justify-content: space-between;"> <div><u>Revision</u></div> <div>R3</div> <div>Page 1 of 5</div> </div>

1. Definitions

- **Supplier/Source of Supply** – A person who forms plans and leads the development, troubleshooting, and design changes of a random map script, in order for it to comply with all applicable requirements. The Supplier is the owner and point of contact for a map, but need not be the sole originator of all containing script or script-compiling materials. In the event of collaboration, it is presumed that the Supplier properly credited all co-creators and achieved consensus to apply the team's work in support of this Alchemy AOE Competition.
- **CSRM** – (C)omponent (S)pecification for (R)andom (M)ap: A technical document defining the needs for each map sourced specifically for the competition. Supersedes any general specifications, in the case of conflicting requirements.
- **GSRM** – (G)eneral (S)pecification for (R)andom (M)ap: A technical document defining the common needs of most or all random maps used in competitions, mitigating repetitive text across component specifications that would otherwise share common features. In the case of a conflict, specific requirements take priority over general.

2. Overview

This document provides definition for custom random maps intended for use in an “Alaska-themed” (AK) Alchemy League Season 4.

3. Procurement Focal

Direct all questions to CookiePirate on discord. The Map Procurement Focal consults as needed with the Competition host to disposition any maps that do not conform to established requirements and determines, in his/her discretion –with input from subject-matter experts— the state of readiness for any map listed herein.

4. Procurement Process

Where applicable, maps shall be sourced according to the procedure defined by STND-001.

5. Pool Tabulation

Table 5 below summarizes the designations, nomenclature, and suppliers of all maps to be used in Alchemy League, Season 4:

CSRM Designation	Map Number	Nomenclature	Source of Supply
<u>CSRM-AK-01</u>	AK-01	Denali	TechChariot
<u>CSRM-AK-02</u>	AK-02	Chena Hot Springs	XingXing
<u>CSRM-AK-03</u>	AK-03	Kodiak	CookiePirate
<u>CSRM-AK-04</u>	AK-04	Utqiagvik	Huehuecoyotl22
<u>CSRM-AK-06</u>	AK-06	Yukon Gold Rush	Jasuni
<u>CSRM-AK-07</u>	AK-07	Chandalar Lake	Zetnus
<u>CSRM-AK-08</u>	AK-08	Kenai Peninsula	QFilip
<u>CSRM-AK-09</u>	AK-09	Columbia	TechChariot

Table 5: Listing of Alaska Maps

Final selection from Table 5 depends on completion status, inspection standing, and discretion of the Map Procurement Focal.

For all eight maps, there is no contest to determine which will appear in ALS4. Instead, those random maps are assured use if they are dispositioned as *ready* by the Map Procurement Focal.

6. Calendar

The following milestones/dates apply per Table 6 below:

Milestone	Start Date (YY-MM-DD)	End Date (YY-MM-DD)
Specifications Released	~	24-07-21
Development of Maps	24-07-09	24-07-31
General Compliance Screening	24-07-31	24-08-13
Initial Competitiveness Evaluation	24-08-14	24-08-27
Final Competitiveness Evaluation	24-09-04	24-09-17
Artistic Evaluation	24-09-18	24-09-24

Table 6: Map Contest Timetable

7. Compensation Model

The following compensation model applies to all maps accepted for use in the tournament, except those created by the tournament host or the map organizer.

7.A. Guaranteed Earnings

A total of \$16 USD shall be awarded for each eligible map used in this season of the league.

7.B. Contest Earnings

The remaining earnings shall be distributed according to a contest, where the community votes on how “well done” each map is for a variety of categories.

7.B.1. Voting Categories

The following categories and weights apply per Table 7.B.1 below:

Criterion	Weight
Thematic Appropriateness	2
Originality	1.5
Fun Factor	1
Visual Appeal / Readability	1

Table 7.B.1: Artistic Evaluation Category Weights

The final score for each map depends on how favorably the community rates each of its categories.

7.B.2. Prizes

The eligible maps shall be ordered from highest score to lowest, with prizes for first through fourth places per Table 7.B.2:

Place in Contest	Additional Winnings [USD]
First	\$15
Second	\$12
Third	\$8
Fourth	\$5

Table 7.B.2: Compensation Per Place

For example, second place would receive the assured compensation of \$7.A in addition to added prize, for a total of “\$16+\$12 = \$28”.

Revision	Description	Change Document	Date (YYYY-MM-DD)
Original Release	-----	N/A	2024/07/21
R1	Fixed component specification links to function correctly. No substantive changes.	N/A	2024/07/22
R2	Table 5: Removed ‘Aleutian Islands’ line entry and added ‘Columbia’ line entry due to change in map pool. Updated name of ‘Yukon Gold Rush’. Revised reference table on Page 1 based on updated map pool and reordered for organization.	N/A	2024/09/08
R3	Excluded map organizer and tournament host from compensation model. Increased guaranteed earnings due to only five of the eight maps eligible for winnings.	N/A	2024/09/26