

# ALCHEMY AOE ALLIANCE

**TYPE:**  
COMPONENT SPECIFICATION  
FOR RANDOM MAP  
(CSRM)



**PROJECT:**  
SPACE  
(SPC)

**CSRM-SPC-01**

**REVISION: OI**

**Asteroid Belt**

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## 1 - Referenced Documents

Table 1 below is a list of all specifications that are components to this one. Each of its entries were designed as an interchangeable part, to be used in context for this specification, or others like it:

Specification Number	Nomenclature
<u>GSRM-SPC-1</u>	General Requirements, Space Maps

*Table 1: Bill of Materials*

If any part of any documents listed in Table 1 conflict with this specification, then this specification shall assume priority.

## 2 - Overview

This component specification defines requirements for a “Migration”-style map for use in a Space Map pack.

## 3 - General Characteristics

The requirements of GSRM-SPC-1 apply unless superseded by this specification.



## 4 - Land Configuration

Asteroid Belt shall be arranged per Figure 4 below.



*Figure 4: Asteroid Belt Land Configuration*

In this way, three zones are established, described as follows:

### 4.A - Planet

The green quarter-circle in the upper corner of the map.

### 4.B - Asteroids

The tan patches of land throughout the map.

### 4.C - Space

Any area not included in the above two zones.

## 5 - Elevation

### 5.A - Planet

The planet shall be at a minimum elevation of 1, with some areas randomly raised to elevation 2.

### 5.B - Asteroids

The asteroids shall be at elevation 1.

### 5.C - Space

The space area shall be at elevation 0.

## 6 - Terrain

### 6.A - Planet

The planet shall be of a grass-type terrain with random clumps of trees.

### 6.B - Asteroids

The asteroids shall be of a rock or gravel terrain in any combination.

### 6.C - Space

The space area shall be mangrove shallows, with occasional mangrove forests, except in the lower corner of the map which shall consist of deep water. These shall be masked with “DLC\_BLACK” (47) or “Evil Fog” (69) in any combination.

## 7 - Objects

### 7.A - Starting Units

Each player shall start the game controlling objects defined by Table 7.A:

Object	Distance from Town Center [tiles]	Quantity
Town Center	0	1
Pig	6 to 7	4
Villager	6	3
Exploration Unit	6	1

*Table 7.A: Starting Player-Controlled Objects*

### 7.B - Resources

#### 7.B.1 - Planet

The planet shall contain small amounts of gold and berries.

#### 7.B.2 - Asteroids

The asteroids shall contain plentiful gold and occasional stone.

#### 7.B.3 - Space

The space area shall contain few shore fish and all relics within the mangrove shallows, while the deep water shall contain very few deep water fish.



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