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Spec. No.	Description	Spec. No.	Description
		CSRM-GRK-09	~ TBD ~
CSRM-GRK-08	~ TBD ~	CSRM-GRK-07	Nomades
CSRM-GRK-06	Nesia	CSRM-GRK-05	Libadi
CSRM-GRK-04	Kresphugeto	CSRM-GRK-03	Frourio
CSRM-GRK-02	Akropole	CSRM-GRK-01	Arabia
GSRM-GRK-002	General Requirements, Greek Maps	STND-001	Procurement Process, AOE2 Maps
Spec. No.	**Description**	**Spec. No.**	**Description**

Bill of Materials:

----- Document Approvals -----		Date (YYYY/MM/DD)			
Prepared:	TechChariot	2024/06/08	ALCHEMY AOE ALLIANCE	GSRM – GRK – 001	
Checked:	x	YYYY/MM/DD			
Approved:	x	YYYY/MM/DD		Custom Greek Maps, ALS3	
Approved	x	YYYY/MM/DD		Revision	X2	Page 1 of 4

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 to be used in the "Greek-themed" (GRK) Alchemy League Season 3.

3. Map Procurement Focal

Direct all questions to TechChariot 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. Map Pool Tabulation

Table 4 below summarizes the designations, nomenclature, and suppliers of all maps that could be used in Alchemy League, Season 3:

CSRM Designation	Map Number	Nomenclature	Source of Supply
CSRM-GRK-01	GRK-01	Arabia	TechChariot
CSRM-GRK-02	GRK-02	Akropole	TechChariot
CSRM-GRK-03	GRK-03	Frourio	TechChariot
CSRM-GRK-04	GRK-04	Kresphugeto	TechChariot
CSRM-GRK-05	GRK-05	Libadi	TechChariot
CSRM-GRK-06	GRK-06	Nesia	TechChariot
CSRM-GRK-07	GRK-07	Nomades	BPDrej
N/A	GRK-08	TBD	TBD
N/A	GRK-09	TBD	TBD

Table 4: Listing of Greek Maps

Final selection from Table 4 depends on completion status, inspection standing, and discretion of the Map Procurement Focal.

For maps GRK-01 through GRK-07, there is no contest to determine which will appear in ALS3. Instead, those random maps are assured use if they are dispositioned as *ready* by the Map Procurement Focal.

5. **Map Contest**

The final two rows of Table 4 are dedicated to GRK-08 and GRK-09. These maps shall be procured through a scripting contest whose terms are described in the following sections.

5.A. Prize Winnings

In addition to being featured in Alchemy League Season 3, a total of $30 USD will be awarded for each winning map.

5.B. Procurement Specification

The Map Contest shall operate according to the procedure defined in STND-001.

5.C. General Specification

Maps submitted for the contest shall satisfy the requirements of GSRM-GRK-002.

5.D. Submission Quantity

Only one map may be submitted per supplier for this contest.

5.E. Calendar

The following milestones/dates apply per Table 5.E below:

Milestone	Start Date (YY-MM-DD)	End Date (YY-MM-DD)
Specifications Released	~	24-06-09
Development of Maps	24-06-09	24-06-16
General Screening	24-06-17	24-06-19
Technical Screening	24-06-20	24-06-23
Artistic Evaluation	24-06-24	24-06-28

Table 5.E: Map Contest Timetable

5.F. Artistic Evaluation

The following categories and weights apply per Table 5.F below:

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

Table 5.F: Artistic Evaluation Category Weights

5.G. Renaming

Contest winning maps included in the pack may be renamed with Greek transliteration to Roman Alphabet. E. G. if a map called "Olympus" wins the contest then its Greek name is "Όλυμπος", and the Latin transliteration would be "Olympos".

Revision	Description	Change Document	Date (YYYY-MM-DD)
X1	Advanced release for community review/feedback.	N/A	2024/06/08
X2	Added "Renaming". Reworked requirements call-out for map contest., rearranged Section 5 subcategories. One one map submission per creator.	N/A	2024/06/09