TYPE: COMPONENT SPECIFICATION FOR RANDOM MAP **(CSRM)**		**PROJECT:** **SPACE** **(SPC)**

ALCHEMY AOE ALLIANCE

CSRM-SPC-08	**REVISION: R1**

Table of Contents

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The requirements of GSRM-SPC-1 apply unless superseded by this specification.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

Syzygy shall be arranged per Figure 4 below, but may be rotated by 90/180/270 degrees:

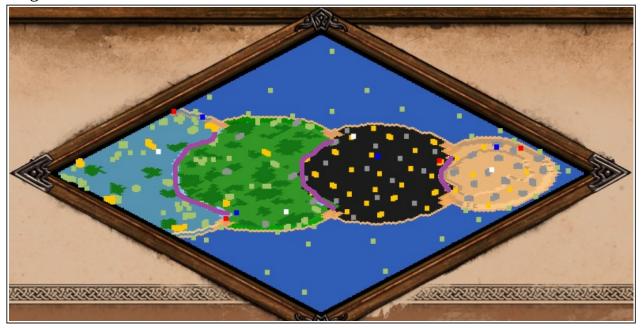*Figure 4: Syzygy Land Configuration*

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

4.A - Planet 1

The smallest circular area near the right corner of the map.

4.B - Planet 2

The circular area left of and overlapped by Planet 1.

4.C - Planet 3

The circular area left of and overlapped by Planet 2.

4.D - Planet 4

The largest circular area near the left corner of the map.

4.E - Space

The blue area from the edges of the four planets to the map edges.

4.F - Planet Intersections

The areas separating two planets, immediately adjacent to the Space area, located at the ends of each purple line.

4.G - Biomes

Table 4.G below lists all possible biomes for each planet. Each of the four planets shall be a different biome than the others. The chance of any particular biome being selected for any of the four planets shall be approximately equal.

1	Barren
2	Bogland/Mangrove
3	City
4	Cracked
5	Desert
6	Dirt
7	Dirt 4
8	Dirt/Mud/Mangrove Maze
9	Farmland
10	Heavy Snow
11	Lakes
12	Leaves
13	Plains
14	Radioactive
15	Savannah
16	Snow

Table 4.G: Biomes

5 - Elevation

5.A - Planets

All planets shall have a base elevation of 2. Further elevation shall be dependent upon the biome selected. Table 5.A below lists the chance of each biome being elevated and its maximum mean elevation. The amount of land to be elevated, if elevation is applied, shall be randomized.

Biome	Chance of Elevation	Maximum Mean Elevation
Barren	55%	3
Bogland/Mangrove	0%	2
City	10%	3
Cracked	50%	3
Desert	30%	3
Dirt	100%	3 or 5, determined randomly
Dirt 4	10%	3
Dirt/Mud/Mangrove Maze	0%	2
Farmland	10%	3
Heavy Snow	100%	5
Lakes	25%	3 (on Grass2: lakes are elevation 2)
Leaves	15%	3
Plains	~40	3
Radioactive	55%	3
Savannah	30%	3
Snow	15%	3

Table 5.A: Elevation of Biomes

5.B - Space

The space area shall be at elevation 0.

5.C - Planet Intersections

The Planet Intersections shall be at elevation 2.

6 - Terrain

6.A - Planets

Table 6.A below lists the terrain type(s) that shall be used for each biome. If the biome has forests, the forest type is listed, along with any additional terrains used to mask layers over the base terrain.

Biome	Terrain Type(s)	Forests
Barren	Gravel, masked with rock and desert gravel	None
Bogland/Mangrove	Boglands, Mangrove shallows, with a 1-tile barrier of boglands separating it from the space terrain	Mangrove trees
City	Road, masked with gravel roads, fungus roads around forests	Mediterranean trees
Cracked	(Alien): Cracked terrain masked with muddy shallow and bogland terrains. (otherwise): Cracked terrain masked with quicksand and sometimes desert gravel, dirt, and desert terrains	(Alien): Baobab straggler trees. (otherwise): none
Desert	Desert	Palm trees
Dirt	Dirt 1 (tan-brown), masked with mud dirt, savannah, dirt 2, dry grass	Dragon trees
Dirt 4	Dirt 4 (reddish-green)	Baobab trees
Dirt/Mud/ Mangrove Maze	Muddy shallows, mangrove shallows, with a 1-tile barrier of mud dirt separating it from the space terrain	Mangrove trees
Farmland	Mixture of different farm terrains	Mediterranean trees (assorted)
Heavy Snow	Heavy snow, masked with rock or gravel	Snow pine trees
Lakes	Water5, Grass2	Palm Grass Forest
Leaves	Leaves underbrush	Pine forest, jungle, bamboo, oak forest, autumn forest, birch, oak bush, bush, reeds, Mediterranean trees
Plains	Grass masked with one of dry grass, bogland, snow, heavy snow, grass2, or no mask	None
Radioactive	"Evil Fog" (69), layered with desert gravel	None
Savannah	Savannah	Acacia trees
Snow	Snow	Snow pine trees, snow autumn trees, dead oak trees

Table 6.A: Biome Terrain Types

6.B - Space

The space area shall be water masked with "DLC_BLACK" (47) or "Evil Fog" (69) in any combination.

6.C - Planet Intersections

The Planet Intersections shall be Rock terrain.

7 - Objects

7.A - Starting Units

Each player shall start the game controlling four villagers and no other units, to provide for a "Nomad" start, except as described below. One villager per player shall be placed on each of the four planets.

- When a desert biome is selected, each player shall have a chance of starting with a bactrian camel in addition to a villager.

- When a city biome is selected, each player shall have a chance of starting with an additional one to three villagers and a house. If additional villagers and a house are placed, all players shall receive equal of the extra units.

- When a radioactive biome is selected, each player shall start with a Photon man instead of a villager.

- When a barren biome is selected, players shall start with a Photon man in addition to a villager.

- If a radioactive biome and a barren biome occur in the same generation, each player shall be given only one Photon man.

- If the plains biome is selected, each player shall be given a horse scout.

7.B - Resources

7.B.1 - Planets

Table 7.B.1 below lists the resources that may occur on each biome type. These may be randomized and might not occur in the same amounts or at all on certain generations. Oysters may only appear if antiquity mode is selected.

Biome	Possible Resources
Barren	Gold, stone
Bogland/Mangrove	Herdables, huntables, lurables, berries, gold/oysters, stone, shore fish
City	Berries, herdables, lurables, huntables, gold, stone
Cracked	Gold, (Alien): Forage, baobab stragglers, oysters (else): stone
Desert	Huntables, lurables, gold, stone
Dirt	Huntables, lurables, gold, stone, berries
Dirt 4	Stone, huntables, lurables, gold
Dirt/Mud/Mangrove Maze	Herdables, gold/oysters, berries, lurables, huntables, stone, shore fish
Farmland	Berries, herdables, gold, stone
Heavy Snow	Herdables, huntables, gold, stone, berries
Lakes	Fish, Herdables, Huntables, Lurables, berries, gold, stone
Leaves	Herdables, huntables, gold, berries
Plains	Gold, stone, "buffalo" (herdable, huntable, or lurable)
Radioactive	Gold, stone
Savannah	Huntables, lurables, gold, stone
Snow	Huntables, herdables, gold, berries, lurables

Table 7.B.1: Resources per Biome Type

7.B.2 - Planet Intersections

If none of the biomes contain any gold (and antiquity mode is not selected), the Planet Intersections area shall contain neutral gold. If only one of the biomes contains any forests, the Planet Intersections area shall contain piles of wood. Otherwise, the Planet Intersections shall be devoid of resources.

7.B.3 - Space

The Space area shall contain shore fish near the edges of the planets or planet intersections and dolphins further offshore. If antiquity mode is selected, oysters will also appear further offshore.

7.C - Objects

7.C.1 - Relics

Relics shall be placed randomly throughout the map, regardless of biome type. The number of relics shall vary between two and eight.

7.C.2 - Convertible Buildings

On the City biome, there shall be a minimum of one Gaia outpost per player, with a higher number possible. These outposts shall be capturable. All other buildings are eye candy and unconvertible.

<u>Signatures</u>:

CookiePirate   2024-10-30
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Prepared   *Date (YYYY-MM-DD)*

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<u>Revision History</u>:

Revision	Description	Change Document	Date (YYYY-MM-DD)
OI	---------------------- Original Issue -------------------	N/A	2024-11-10
R1	Added additional biomes: Cracked, Lakes, & Plains, with corresponding table & section expansion where necessary.	N/A	2024-11-29