


Table of Contents

1. Definitions.....	2	6. General Design.....	2
2. Overview.....	2	6.A. Appearance.....	2
3. General Requirements.....	2	6.B. Water.....	2
4. Competitivity.....	2	6.C. Elevation.....	3
5. Navigation/Licensing.....	2	6.D. Random Statements.....	3
		7. Starting Scout.....	3

ADVANCED RELEASE

STND-004	Program Reqs., Alchemy AOE Maps			
STND-002	General Requirements, Random Maps	STND-003	Competitivity Scoring, Random Maps	
Spec. No.	Description	Spec. No.	Description	
Bill of Materials:				
----- Document Approvals -----		Date (YYYY/MM/DD)	<div><div><div>ALCHEMY AOE</div><div></div><div>ALLIANCE</div></div></div> <div>GSRM – GRK – 002</div>	
Prepared:	TechChariot	2024/06/09		
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Approved	x	YYYY/MM/DD		
		General Requirements, Greek Maps		
		Revision	X1	Page 1 of 3

1. Definitions

- STND – Standard. A document that provides definition for an important and commonly recurring feature but does so in a generalized way, which could be used for a variety of applications. For this reason, standards usually do not call out specific communities or events.

2. Overview

This document defines general concepts and styles for supplier-designed “Greek-themed” maps to be used in an Alchemy AOE Alliance competition.

3. General Requirements

Greek Maps shall satisfy the requirements of STND-002.

4. Competitvity

Greek Maps shall score a minimum of 100 when evaluated for “Competitvity” through the process of STND-003

5. Navigation/Licensing

Greek Maps shall satisfy the programmatic requirements of STND-004, with the following additional points:

- The prefix for this map pack is “GRK”.
- Destination folder for maps developed under a component specification OR contest winners:
https://github.com/Alchemy-AOE-Community/CHEM-Random-Map-Scripts/tree/Greek_Maps/Greek_Maps

6. General Design

The Greek Maps shall have an appearance that is plausibly a location within Greece. The following guidance is provided to achieve such an appearance and perform well under evaluation, but each point will not be individually inspected:

6.A. Appearance

Terrains for Greek maps should be selected to exemplify the particular biome or climate of the location featured by the custom map. For instance an “Olympus” map should contain mountains and rocky terrain instead of mangrove shallows, because that is how Mount Olympus appears in real life.

6.B. Water

Despite their many islands and historical significance in early seafaring, Greek maps should minimize use of navigable terrain where possible, due to the dominance of naval options in AOE2. Note that if a map includes water and it is done well, then this would be an advantage in any map contest, if applicable.

GSRM-GRK-002

General Requirements, Greek Maps

X1

6.C. Elevation

Most non-navigable terrain should be a minimum of elevation 1, above navigable terrain at elevation 0. This provides a much-needed advantage to land-units over ships.

6.D. Random Statements

If a Greek map has a highly ordered, “scenario feel”, then random sizes of land features/configurations, forests, terrain types, etc., are encouraged through use of random statements to improve variety offered by the map.

7. Starting Scout

Greek Maps shall implement the following lines of code in the <PLAYER_SETUP> section of their script to allow a thematically appropriate starting scout unit, the “Heavy Swordsman”, which is the AOE2 version of the “Broad Swordsman”, a bronze-age infantry unit from the original game:

```
/* Heavy Swordsman Configuration */
#const HEAVY_SWORDSMAN 76
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_TRAITS 16
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_LINE_OF_SIGHT 8
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_SEARCH_RADIUS 6
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_HITPOINTS 15
effect_percent SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_MOVE_SPEED 90
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_HERO_STATUS 66
effect_amount SET_ATTRIBUTE HEAVY_SWORDSMAN ATTR_RELOAD_TIME 4
```

Revision	Description	Change Document	Date (YYYY-MM-DD)
X1	Advanced release for community review/feedback.	N/A	2024/06/09

ALCHEMY AOE ALLIANCE

[return]

Page 3 of 3