

# ALCHEMY AOE ALLIANCE

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



**PROJECT:**  
SPACE  
(SPC)

**CSRM-SPC-04**

**REVISION: OI**

**Mars**

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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 an “ES Paradise Island”-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The requirements of GSRM-SPC-1 apply unless superseded by this specification.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

Mars shall be arranged per Figure 4 below:



*Figure 4: Mars Land Configuration*

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

### 4.A - Planet

The large, tan, round circle covering most of the map.

### 4.B - Summit

The green and light azure area in the center of the planet.

### 4.C - Moons

Two small tan circles in opposite corners of the map. There is a 50% chance of the moons appearing in the left and right corners as shown, and a 50% chance of these appearing in the upper and lower corners.

## 4.D - Space

The blue areas covering the remainder of the map area.

# 5 - Elevation

## 5.A - Planet

The planet shall be at a base elevation of 2, with scattered areas at elevation 1 forming “craters” or “canyons”, and scattered hills at elevation 3. The planet shall rise to elevation 6 at its boundary with the summit.

## 5.B - Summit

The summit shall be at a maximum elevation of 15, descending to elevation 6.

## 5.C - Moons

The moons shall be at elevation 1.

## 5.D - Space

The space area shall be at elevation 0.

# 6 - Terrain

## 6.A - Planet

The planet shall consist of a suitable reddish-dirt terrain, with scattered column forests in higher concentrations closer to the center and lower concentrations toward the Planet edges.

## 6.B - Summit

The summit shall consist of dirt, snow, and ice in any combination, but shall be ice at the highest point.



## 6.C - Moons

The moons shall be of gravel or rock terrain.

## 6.D - Space

The space area shall be any navigable, non-walkable water, 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
Sheep	2 to 3	4
Villager	6	3
Exploration Unit	6	1

Table 7.A: Starting Player-Controlled Objects

## 7.B - Resources

### 7.B.1 - Summit

The summit shall contain one relic, guarded by Amazon Warriors and/or Amazon Archers given the appearance of Photon Man units.

### 7.B.2 - Moons

Each moon shall contain one relic and two piles of gold.

### 7.B.3 - Space

The space area shall contain sparse shore fish and deep water fish around the planet, and higher concentrations of both types of fish around the moons.



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