ALCHEMY AOE ALLIANCE

TYPE: **COMPONENT SPECIFICATION FOR RANDOM MAP** **(CSRM)**		PROJECT: **SPACE** **(SPC)**
CSRM-SPC-02		**REVISION: OI**
Collision		**Page 1 of 7**

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The requirements of GSRM-SPC-1 apply unless superseded by this specification.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

Collision shall be arranged per Figure 4 below:

Figure 4: Collision Land Configuration

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

4.A - Planets

The roughly circular tan and green areas diametrically opposite each other.

4.B - Fragments

Small, scattered tan and green areas that are not part of the Planets.

4.C - Voids

Black patches surrounded by green with gold dots near the edges of the map.

4.D - Space

The teal areas surrounding all other lands.

5 - Elevation

5.A - Planets

The Planets shall be at elevation 1 in their entirety.

5.B - Fragments

The fragments shall be at elevation 1.

5.C - Voids

The voids shall be at elevation 0.

5.D - Space

The space area shall be at elevation 0.

6 - Terrain

6.A - Planets

The planets shall be two separate mixes of terrains, with one consisting of dirt, leaves, and shoreless water in any combination, and the other consisting of snow, grass, gravel, and shoreless water in any combination.

6.B - Fragments

The fragments shall be any combination of the two terrain groups used for the planets.

6.C - Voids

The voids shall consist of "DLC_BLACK" (47) or "Evil Fog" (69) in any combination.

6.D - Space

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

6.E - Forests

Forests on any tan Planets or Fragments areas shall have the appearance of Rock Formations (1048, 1049, or 1050) with dead trees (407) placed on them. Forests on any green Planets or Fragments areas shall have the appearance of Beach Rocks (1148) or Jungle Rocks (1149) without any trees placed on them.

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	7 to 9	4
Villager	6	3
Exploration Unit	7 to 9	1

Table 7.A: Starting Player-Controlled Objects

7.B - Resources

7.B.1 - Planets

The planets shall have huntable deer with graphics to appear as Penguins.

7.B.2 - Fragments

All relics shall be placed on the fragments. Additionally, the fragments shall contain deer with graphics to appear as Penguins.

7.B.3 - Voids

The voids shall contain trees and stationary, exhaustible, gold sources at their edges, guarded by Komodo Dragon predators. For "Antiquity" mode, those gold sources shall be Unit 2170 ("Oysters"), and gold mines otherwise.

Signatures:

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