ALCHEMY AOE ALLIANCE

TYPE: **COMPONENT SPECIFICATION FOR RANDOM MAP** **(CSRM)**		**PROJECT:** **SPACE** **(SPC)**
CSRM-SPC-11		**REVISION: OI**

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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 - Background

This component specification defines requirements for a "Bog Islands"-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The requirements of GSRM-SPC-1 apply unless superseded by this specification.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

This map shall be arranged per Figure 4 below:

Figure 4: Comet Land Configuration

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

4.A - Space

The dark blue area of the image.

4.B - Head

The large tan, elliptical area and dark green splotches contained therein.

4.C - Chunks

Any tan area not included in the Head, including dark green splotches within.

4.D - Tail

Any area not included in other zones.

5 - Elevation

5.A - Space

Space shall be elevation 0.

5.B - Head

Head shall be at elevation 1 minimum, except where it meets other zones at elevation 0. Small patches of elevation up to 2 shall be present.

5.C - Chunks

Chunks shall be at elevation 1 except where bordering the tail at elevation 0.

5.D - Tail

Tail shall be at elevation 0.

6 - Terrain

6.A - Space

Space shall consist of layered water terrain, navigable by ships but otherwise un-buildable and un-walkable, and masked with "DLC_BLACK" (47) or "Evil Fog" (69) in any combination.

6.B - Head

Head shall consist of gravel, masked with snow, broken by large forests.

6.C - Chunks

Chunks shall share the same terrains as the Head.

6.D - Tail

Tail shall consist of amphibious terrain: buildable, walkable, and navigable, masked with snow, ice, and deep water, and broken by mangrove forests. Where bordering Space, the Tail shall have a dockable (albeit mostly invisible) layer of beach.

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

At least 4 relics shall spawn distributed among zones whose terrains allow retrieval.

7.B.1 - Space

Only oysters, scattered modestly, shall be present in this zone.

7.B.2 - Head

No neutral resources shall spawn in this location.

7.B.3 - Chunks

No neutral resources shall spawn in this location.

7.B.4 - Tail

Tail shall contain neutral gold, stone, and groups of 3 box turtles.

Signatures:

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Revision History:

Revision	Description	Change Document	Date (YYYY-MM-DD)
OI	------ Original Issue ------	N/A	2024-12-08