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Spec. No.	Description	Spec. No.	Description
STND-004	Program Reqs., Alchemy AOE Maps		
STND-002	General Requirements, Random Maps	STND-003	Competitivity Scoring, Random Maps

Bill of Materials:

----- Document Approvals -----		Date (YYYY/MM/DD)		
Prepared:	CookiePirate	2024/07/04		GSRM – AK – 002
Checked:	TechChariot	2024/07/04		
Approved:	Honeybadger	2024/07/11		General Requirements, Greek Maps
Approved	-	2024/07/XX		Revision	-	Page 1 of 5

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 "Alaska-themed" maps to be used in an Alchemy AOE Alliance competition.

3. General Requirements

Alaska Maps shall satisfy the requirements of STND-002.

4. Competitivity

Alaska Maps shall score a minimum of 100 when evaluated for "Competitivity" through the process of STND-003.

5. Navigation/Licensing

Alaska Maps shall satisfy the programmatic requirements of STND-004, with the following additional points:
- The prefix for this map pack is "AK".
- Destination folder for maps after development: https://github.com/Alchemy-AOE-Community/CHEM-Random-Map-Scripts/tree/Alaska_Maps/Alaska_Maps

6. General Design

The Alaska Maps shall have an appearance that is plausibly a location within Alaska. 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 Alaska maps should be selected to exemplify the particular biome or climate of the location featured by the custom map. For instance a "Denali" map should contain mountains, and rocky and snowy terrain instead of mangrove shallows, because that is how Denali appears in real life. A "Yukon Forest" map should not contain palm trees, because the Yukon River lies in a northern temperate biome. Eye-candy objects appropriate to the area of Alaska represented, such as totem poles, snowy mountains, dead trade carts, etc. are encouraged.

6.B. Water

Alaska maps should minimize use of navigable terrain where possible, due to the dominance of naval options in AOE2. Maps where water is an inherent component (i.e. Aleutian Islands, Yukon River) should take into consideration any balancing or limitations to avoid giving naval units too strong of an advantage. Note that if a map includes water and it is done well,

then this would be an advantage in any map contest, if applicable.

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 an Alaska 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.

6.E. Seasonal Variations

Alaska, maps should include random statements to change the type of terrain and forests to match a "warm" season and a "cold" season, where practical.

7. Starting Scout

Alaska Maps shall have an Eagle Scout (defined in code as EAGLE_WARRIOR) for each player. The parameters of the unit shall be unchanged, functioning exactly as a standard starting Eagle Scout of the Aztecs, Mayans, and Incas.

8. Bears

Many parts of Alaska are unsuitable for the habitation of wild boars; yet "boar" is considered a vital dark-age food source in AOE2. The following sections define an additional, thematically-appropriate food source (bears) consistent across all maps in an Alaska-themed AOE2 competition.

8.A. Statistics

Alaskan bears shall possess the following statistics when compared as reference to the standard AOE2 wolf class, per table 8.A below:

Property	Alaskan Bear	Standard AOE2 Wolf
Hit Points	30	25
Line of Sight (scaled by difficulty level)	6	12
Speed [tiles/sec]	0.7	0.7
Attack	5	3
Attack Reload Time [sec]	2	2
Food Amount	700	0

Table 8.A: Statistics of Alaskan Bears

Note that the combat abilities of the Alaskan bear are identical to the "rabid wolf", and as such, it is capable of killing most civ loomed villagers in 1v1 combat, regardless of first hit.

8.B. Behavior

Bears in Alaska map shall adopt a defensive "predator" behavior – seeking out and attacking all nearby player-controlled units within their line of sight except kings, villagers, monks, siege weapons, and scout cavalry/eagle scout classes. Unlike traditional predators, bears shall be on "defensive stance" by including the "set_gaia_unconvertible" attribute in their object generation. This prevents the bears from following their targets across the entire map.

8.C. Berry Spacing Consistency

Because Alaskan bears are on defensive-stance, they cannot be lured to the town center like traditional boars. Yet by containing 700 food, they are an attractive site for mill construction. Player-assigned bears shall satisfy one of the following conditions:
- Placed within 3 tiles of any player-assigned berry bush patches
- Avoid player-assigned berry bush patches by more than 12 tiles

In this way, assigning bears to players as a food source has no fairness detriment on the number of early-game mills built by each player.

8.D. Unmodified Bears Are Forbidden

To ensure consistency across the Alaskan map pack and avoid player confusion, no map shall include unmodified bears that do not satisfy the requirements of this specification. If traditional gaia predators are desired, the "wolf" unit is recommended.

8.E. Recommended Code (Reference Only)

The following lines of code are recommended to achieve the desired properties of the Alaskan bear:

```
/* Configuring Bears */
#const WOLFX_D 356
effect_amount GAIA_SET_ATTRIBUTE WOLFX_D ATTR_STANDING_GRAPHIC 8239
effect_amount GAIA_SET_ATTRIBUTE RABID_WOLF ATTR_ATTACK_GRAPHIC 8236
effect_amount GAIA_SET_ATTRIBUTE RABID_WOLF ATTR_STANDING_GRAPHIC 8238
effect_amount GAIA_SET_ATTRIBUTE RABID_WOLF ATTR_STANDING2_GRAPHIC 8238
effect_amount GAIA_SET_ATTRIBUTE RABID_WOLF ATTR_DYING_GRAPHIC 8237
effect_amount GAIA_SET_ATTRIBUTE RABID_WOLF ATTR_UNDEAD_GRAPHIC 8237
effect_amount GAIA_SET_ATTRIBUTE RABID_WOLF ATTR_WALKING_GRAPHIC 8240
effect_amount GAIA_SET_ATTRIBUTE RABID_WOLF ATTR_RUNNING_GRAPHIC 8241
effect_amount GAIA_SET_ATTRIBUTE RABID_WOLF ATTR_NAME_ID 5713
effect_amount GAIA_SET_ATTRIBUTE RABID_WOLF ATTR_ICON_ID 151
effect_amount GAIA_SET_ATTRIBUTE RABID_WOLF ATTR_STORAGE_VALUE 700
```

Note that this code simply reskins rabid wolves to resemble bears.

Revision	Description	Change Document	Date (YYYY-MM-DD)
Original Release	--	N/A	2024/07/21