

ALCHEMY AOE ALLIANCE

TYPE:
COMPONENT SPECIFICATION
FOR RANDOM MAP
(CSRM)



PROJECT:
SPACE
(SPC)

CSRM-SPC-06

REVISION: R2

Saturn

Page 1 of 6

Table of Contents

1 - Referenced Documents.....	2	6.B - Rings.....	4
2 - Overview.....	2	6.C - Space.....	4
3 - General Characteristics.....	2	7 - Terrain.....	4
4 - Rule Changes.....	2	7.A - Planet.....	4
5 - Land Configuration.....	3	7.B - Rings.....	4
5.A - Planet.....	3	7.C - Space.....	4
5.B - Rings.....	3	8 - Objects.....	5
5.C - Space.....	3	8.A - Starting Units.....	5
6 - Elevation.....	4	8.B - Resources.....	5
6.A - Planet.....	4	8.B.1 - Rings.....	5

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 “Enclosed”-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The requirements of GSRM-SPC-1 apply unless superseded by this specification.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 - Rule Changes

In addition to their normal terrain compatibility, Objects 72, 117, and 155 (Palisade, Stone, and Fortified Walls, respectively) shall be build-able on beach-class terrain.

5 - Land Configuration

Saturn shall be arranged per Figure 5 below:



Figure 5: Saturn Land Configuration

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

5.A - Planet

The innermost, green, circular area with reddish-tan scallops.

5.B - Rings

The three tan circles circumscribing the planet area, separated by two azure circles.

5.C - Space

The blue areas between the outermost ring and the map edges.

6 - Elevation

6.A - Planet

The planet shall be at elevation 1.

6.B - Rings

The rings shall be at elevation 0.

6.C - Space

The space area shall be at elevation 0.

7 - Terrain

7.A - Planet

The planet shall be reddish dirt or desert terrain in any combination. Except within 8-12 tiles of players' starting town centers, the planet shall be covered entirely in reed forest.

7.B - Rings

The rings shall consist of desert, dirt, or gravel in any combination. These terrains shall be separated into three distinct rings by two additional rings of mangrove shallows, masked with dirt or desert terrain in any combination.

7.C - Space

The space area shall be water adjacent to the rings, followed by deep water, masked with "DLC_BLACK" (47) or "Evil Fog" (69) in any combination.



8 - Objects

8.A - Starting Units

Each player shall start the game controlling objects defined by Table 8.A:

Object	Distance from Town Center [tiles]	Quantity
Town Center	0	1
Goat	7 to 8	4
Villager	6	3
Exploration Unit	8 to 9	1

Table 8.A: Starting Player-Controlled Objects

8.B - Resources

8.B.1 - Rings

All relics shall be placed on the rings, closer to the space area than the planet. The rings shall contain numerous box turtles in the mangrove shallows separating each ring.



Signatures:

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2024-10-27

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Revision History:

Revision	Description	Change Document	Date (YYYY-MM-DD)
OI	----- Original Issue -----	N/A	2024-11-10
R1	Section 6.A: Revised spacing of core forest to town center, was “30 tiles”.	N/A	2024-11-29
R2	Inserted Section, “Rule Changes” between “General Characteristics” and “Land Configuration”, all subsequent section numbers (4 and above) incremented.	N/A	2024-12-22

