

ALCHEMY AOE ALLIANCE

TYPE:
COMPONENT SPECIFICATION
FOR RANDOM MAP
(CSRM)



PROJECT:
SPACE
(SPC)

CSRM-SPC-03

REVISION: OI

Jupiter

Page 1 of 7

Table of Contents

1 - Referenced Documents.....	2	5.D - Space.....	4
2 - Overview.....	2	6 - Terrain.....	5
3 - General Characteristics.....	2	6.A - Planet.....	5
4 - Land Configuration.....	3	6.B - Great Red Spot.....	5
4.A - Planet.....	3	6.C - Moons.....	5
4.B - Great Red Spot.....	3	6.D - Space.....	5
4.C - Moons.....	4	7 - Objects.....	6
4.D - Space.....	4	7.A - Starting Units.....	6
5 - Elevation.....	4	7.B - Resources.....	6
5.A - Planet.....	4	7.B.1 - Great Red Spot.....	6
5.B - Great Red Spot.....	4	7.B.2 - Moons.....	6
5.C - Moons.....	4	7.B.3 - Space.....	6

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 a “Volcanic 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The requirements of GSRM-SPC-1 apply unless superseded by this specification.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

Jupiter shall be arranged per Figure 4 below:

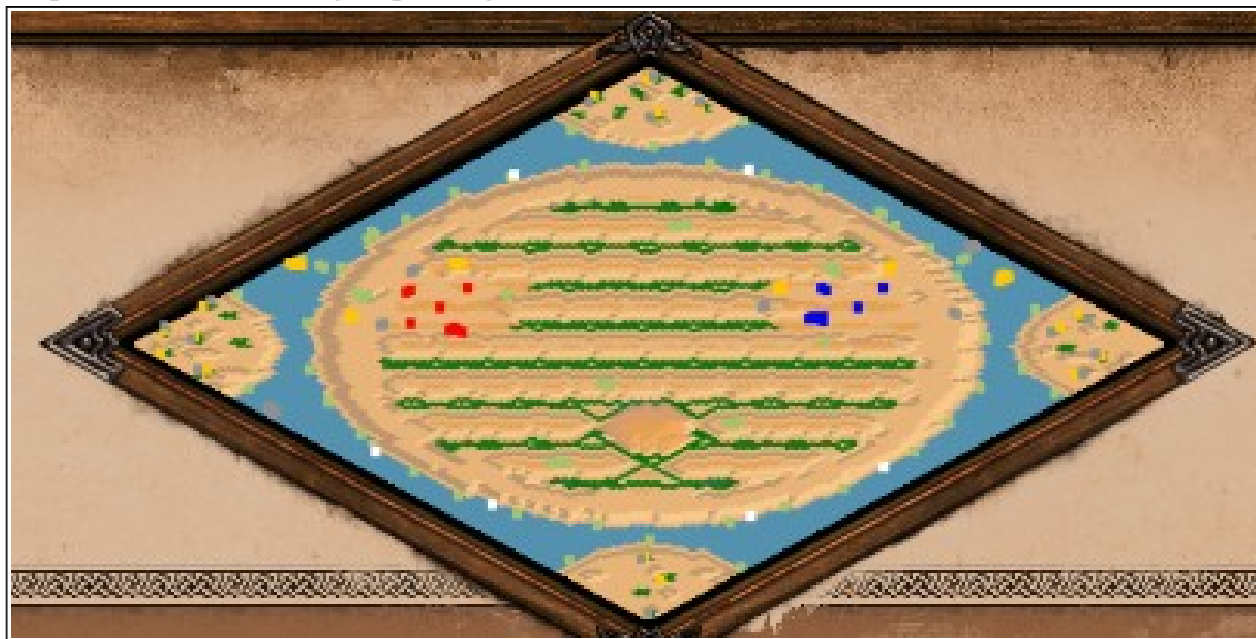


Figure 4: Jupiter Land Configuration

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

4.A - Planet

The large, circular, tan area which occupies most of the map area and has green and reddish-brown lines running from its left side to its right side. The orientation of the lines shall have a chance of being horizontal or tilting left or right by a few degrees.

4.B - Great Red Spot

The small reddish-brown area within the main planet, where green lines converge. This area shall have a 50% chance of being closer toward the bottom edge of the planet and a 50% chance of being closer toward the top of the planet.

4.C - Moons

The small tan quarter circles in each corner of the map.

4.D - Space

The azure area between the planet and moons.

5 - Elevation

5.A - Planet

The planet shall be at a base elevation of 2, with isolated areas lowering to elevation 1. The areas between the green lines shall have a 40% chance of remaining at base elevation (2), a 30% chance of being at elevation 3, and a 30% chance of being at elevation 4.

5.B - Great Red Spot

The great red spot shall rise from the base elevation of the Planet up to elevation 5.

5.C - Moons

The moons shall be at elevation 1, with scattered hills reaching an elevation of at least 2 but not higher than 3.

5.D - Space

The space area shall be at elevation 0.



6 - Terrain

6.A - Planet

The planet shall consist primarily of desert terrain. Randomly-angled Reed forests shall be placed in thin, contiguous lines across the planet, except around the great red spot where they shall converge diagonally. Reddish dirt terrain shall be added in to give an appearance of “stripes” that run parallel to the reed forest lines.

6.B - Great Red Spot

The great red spot shall consist of a reddish dirt terrain.

6.C - Moons

The moons shall consist of gravel, rock, or desert terrain in any combination. The moons shall utilize column forests per GSRM-SPC-1.

6.D - Space

The space area shall consist of mangrove shallows, with a 50% chance of deep water placed along the map edges. Mangrove shallows shall always be adjacent to the planet and moons and joining them, allowing land units to walk between them. Both types of terrain shall be 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
Pig	6 to 7	4
Villager	6	3
Exploration Unit	6	1

Table 7.A: Starting Player-Controlled Objects

7.B - Resources

7.B.1 - Great Red Spot

The great red spot shall be devoid of resources.

7.B.2 - Moons

Gold, stone, and wood shall be placed on the four moons.

7.B.3 - Space

All relics shall be contained in the space area adjacent to the boundary with the planet area. Shore fish shall be placed throughout the space area. When deep water areas appear along the map edges, deep water fish shall be sparsely placed in those areas.

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2024-10-27

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