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ADVANCED RELEASE

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1. Definitions

- **Alchemy AOE Licensing** – Per the following link: https://github.com/Alchemy-AOE-Community/CHEM-Random-Map-Scripts/blob/_About_/LICENSE.md

2. Overview

This document defines programmatic requirements for supplier-designed random maps used in an Alchemy AOE Alliance competition. The nature of these requirements is such that they require no knowledge of Age of Empires II in order to satisfy.

3. Location

Submission of a map for use in an Alchemy AOE event is an agreement that it will be used to expand our collection of random maps. The file shall be maintained, at least until conclusion of the parent competition, within a logical sub-folder of the Alchemy AOE random map script repository: <https://github.com/Alchemy-AOE-Community/CHEM-Random-Map-Scripts>

4. Licensing

A random map script is a work of intellectual property, entitled to all rights and privileges generally associated with the labor of ideas.

4.A. Identification Format

The random map script shall possess a header containing the following information, in the following order:

- Map Name
- Name of Originator
- Date of Collaborators with how they contributed – E. G. JohnDoe – <TERRAIN_GENERATION>, 50% ... or JohnDoe – Land Generation For Southern Islands, etc. If there were no collaborators then this section may be skipped. Block code compiled by a computer program is credited to whoever selected its inputs – and not the developer of the tool.
- Notice of consent to use the random map script –at a minimum— in the Alchemy AOE Competition to which it is submitted, also meaning that participants can make money streaming their point-of-view playing on the custom map.
- Link to any applicable component specification, giving high-level overview of map features.

All persons listed as collaborators shall agree with all header contents.

4.B. Exclusivity

Submission of a random map script for use in an Alchemy AOE competition, is a pledge not to license it in any other application, until at least one of the following are true:

- The map is not used in the Alchemy AOE competition as originally planned.
- The parent Alchemy AOE competition has ended.
- A period of three months has passed from that competition's start date (when games may begin).

In this way, random maps developed under the auspices of the Alchemy AOE Community provide the advantage of being the “first” community to offer a competitive environment for the map. This includes upload of the map to forums or services that would nullify Alchemy AOE map licensing, such as the official AOE2DE mod workshop.

5. New Work

Maps proposed for use in an Alchemy AOE Competition shall satisfy both of the following conditions prior to the start of the event:

- Pursuant to §4.B, the map –or any similar variant– is not, and has never been, uploaded to a forum or service that nullifies Alchemy AOE licensing.
- The map does not have a Liquipedia article:
https://liquipedia.net/ageofempires/Category:Age_of_Empires_II_Maps

6. Conclusion

This standard covers programmatic requirements for Alchemy AOE random maps, including navigation, licensing, and novelty requirements.

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X1	Advanced release for community review/feedback.	N/A	2024/06/09