

ALCHEMY AOE ALLIANCE

TYPE:
COMPONENT SPECIFICATION
FOR RANDOM MAP
(CSRM)



PROJECT:
SPACE
(SPC)

CSRM-SPC-08

REVISION: OI

Syzygy

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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
<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 “Megarandom”-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The requirements of GSRM-SPC-1 apply unless superseded by this specification.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

Syzygy shall be arranged per Figure 4 below:



Figure 4: Syzygy Land Configuration

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

4.A - Planet 1

The smallest circular area near the right corner of the map.

4.B - Planet 2

The circular area left of and overlapped by Planet 1.

4.C - Planet 3

The circular area left of and overlapped by Planet 2.

4.D - Planet 4

The largest circular area near the left corner of the map.

4.E - Space

The blue area from the edges of the four planets to the map edges.

4.F - Planet Intersections

The areas separating two planets, immediately adjacent to the Space area, located at the ends of each purple line.



4.G - Biomes

Table 4.G below lists thirteen possible biomes for each planet. Each of the four planets shall be a different biome than the others. The chance of any particular biome being selected for any of the four planets shall be approximately equal.

Barren
Bogland/Mangrove
City
Desert
Dirt
Dirt 4
Dirt/Mud/Mangrove Maze
Farmland
Heavy Snow
Leaves
Radioactive
Savannah
Snow

Table 4.G: Biomes



5 - Elevation

5.A - Planets

All planets shall have a base elevation of 2. Further elevation shall be dependent upon the biome selected. Table 5.A below lists the chance of each biome being elevated and its maximum mean elevation. The amount of land to be elevated, if elevation is applied, shall be randomized.

Biome	Chance of Elevation	Maximum Mean Elevation
Barren	55%	3
Bogland/Mangrove	0%	2
City	10%	3
Desert	30%	3
Dirt	100%	3 or 5, determined randomly
Dirt 4	10%	3
Dirt/Mud/Mangrove Maze	0%	2
Farmland	10%	3
Heavy Snow	100%	5
Leaves	15%	3
Radioactive	55%	3
Savannah	30%	3
Snow	15%	3

Table 5.A: Elevation of Biomes

5.B - Space

The space area shall be at elevation 0.

5.C - Planet Intersections

The Planet Intersections shall be at elevation 2.



6 - Terrain

6.A - Planets

Table 6.A below lists the terrain type(s) that shall be used for each biome. If the biome has forests, the forest type is listed, along with any additional terrains used to mask layers over the base terrain.

Biome	Terrain Type(s)	Forests
Barren	Gravel, masked with rock and desert gravel	None
Bogland/Mangrove	Boglands, Mangrove shallows, with a 1-tile barrier of boglands separating it from the space terrain	Mangrove trees
City	Road, masked with gravel roads, fungus roads around forests	Mediterranean trees
Desert	Desert	Palm trees
Dirt	Dirt 1 (tan-brown), masked with mud dirt, savannah, dirt 2, dry grass	Dragon trees
Dirt 4	Dirt 4 (reddish-green)	Baobab trees
Dirt/Mud/Mangrove Maze	Muddy shallows, mangrove shallows, with a 1-tile barrier of mud dirt separating it from the space terrain	Mangrove trees
Farmland	Mixture of different farm terrains	Mediterranean trees (assorted)
Heavy Snow	Heavy snow, masked with rock or gravel	Snow pine trees
Leaves	Leaves underbrush	Pine forest, jungle, bamboo, oak forest, autumn forest, birch, oak bush, bush, reeds, Mediterranean trees
Radioactive	“Evil Fog” (69), layered with desert gravel	None
Savannah	Savannah	Acacia trees
Snow	Snow	Snow pine trees, snow autumn trees, dead oak trees

Table 6.A: Biome Terrain Types

6.B - Space

The space area shall be water masked with “DLC_BLACK” (47) or “Evil Fog” (69) in any combination.

6.C - Planet Intersections

The Planet Intersections shall be Rock terrain.

7 - Objects

7.A - Starting Units

Each player shall start the game controlling four villagers and no other units, to provide for a “Nomad” start, except as described below. One villager per player shall be placed on each of the four planets.

- When a desert biome is selected, each player shall have a chance of starting with a bactrian camel in addition to a villager.
- When a city biome is selected, each player shall have a chance of starting with an additional one to three villagers and a house. If additional villagers and a house are placed, all players shall receive equal of the extra units.
- When a radioactive biome is selected, each player shall start with a Photon man instead of a villager.
- When a barren biome is selected, players shall start with a Photon man in addition to a villager.
- If a radioactive biome and a barren biome occur in the same generation, each player shall be given only one Photon man.



7.B - Resources

7.B.1 - Planets

Table 7.B.1 below lists the resources that may occur on each biome type. These may be randomized and might not occur in the same amounts or at all on certain generations.

Biome	Possible Resources
Barren	Gold, stone
Bogland/Mangrove	Herdables, huntables, lurables, berries, gold, stone, shore fish
City	Berries, herdables, lurables, huntables, gold, stone
Desert	Huntables, lurables, gold, stone
Dirt	Huntables, lurables, gold, stone, berries
Dirt 4	Stone, huntables, lurables, gold
Dirt/Mud/Mangrove Maze	Herdables, gold, berries, lurables, huntables, stone, shore fish
Farmland	Berries, herdables, gold, stone
Heavy Snow	Herdables, huntables, gold, stone, berries
Leaves	Herdables, huntables, gold, berries
Radioactive	Gold, stone
Savannah	Huntables, lurables, gold, stone
Snow	Huntables, herdables, gold, berries, lurables

Table 7.B.1: Resources per Biome Type

7.B.2 - Planet Intersections

If none of the biomes contain any gold, the Planet Intersections area shall contain neutral gold. If only one of the biomes contains any forests, the Planet Intersections area shall contain piles of wood. Otherwise, the Planet Intersections shall be devoid of resources.



7.B.3 - Space

The Space area shall contain shore fish near the edges of the planets or planet intersections and dolphins further offshore.

7.C - Objects

7.C.1 - Relics

Relics shall be placed randomly throughout the map, regardless of biome type. The number of relics shall vary between two and six.

7.C.2 - Convertible Buildings

On the City biome, there shall be a minimum of one Gaia outpost per player, with a higher number possible. These outposts shall be capturable. All other buildings are eye candy and unconvertible.

Signatures:

CookiePirate

2024-10-30

Prepared

Date (YYYY-MM-DD)

Jasuni

202X-11-08

Checked

Date (YYYY-MM-DD)

Theo

2024-11-08

Approved

Date (YYYY-MM-DD)

TechChariot

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Approved

Date (YYYY-MM-DD)

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