

# ALCHEMY AOE ALLIANCE

**TYPE:**  
PROCUREMENT SPECIFICATION  
FOR RANDOM MAP  
(PSRM)



**PROJECT:**  
GERMANY  
(GER)

**PSRM-GER-1**

**REVISION: X1**

**Custom German Maps, ALS6**

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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
STND-001	Procurement Process, AOE2 Maps
CSRM-GER-01	Black Forest
CSRM-GER-02	Chiemsee
CSRM-GER-03	Alps
CSRM-GER-04	North Sea
CSRM-GER-05	Mecklenburg
CSRM-GER-06	Kuehkopf
CSRM-GER-07	Neuschwanstein
CSRM-GER-08	Heidelberg
CSRM-GER-09	Amoeneburg

*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 - Definitions

The following definitions apply:

- **Map Supplier** – A person who forms plans and leads the development, troubleshooting, and design changes of a random map script, in order for it to comply with all applicable requirements. The Supplier is the owner and point of contact for a map, but need not be the sole originator of all containing script or script-compiling materials. In the event of collaboration, it is presumed that the Supplier properly credited all co-creators
- **Map Organizer** – A person who arranges the development of an entire map pack to be used in a competition. The Map Organizer consults as needed with the Competition host to disposition any maps that do not conform to established requirements and determines, in his/her discretion – with input from subject-matter experts – the state of readiness for any map listed herein.
- **CSRM** – (C)omponent (S)pecification for (R)andom (M)ap: A technical document defining the needs for each map sourced specifically for the competition. Supersedes any general specifications, in the case of conflicting requirements.
- **GSRM** – (G)eneral (S)pecification for (R)andom (M)ap: A technical document defining the common needs of most or all random maps used in competitions, mitigating repetitive text across component specifications that would otherwise share common features. In the case of a conflict, specific requirements take priority over general.
- **PSRM** – (P)rocurement (S)pecification for (R)andom (M)ap: A technical document defining the procurement process for a group of maps to be used in a competition, including a list of maps, creators, contest descriptions, timeline for completion, compensation, etc.



### 3 - Overview

This document provides definition for custom random maps intended for use in a “German-themed” (GER) Alchemy League Season 6.

### 4 - Procurement

Where applicable, maps shall be sourced according to the procedure defined by STND-001.

### 5 - Map Organizer

Direct all questions to Theo on discord.

### 6 - Map Listing

Table 6 below summarizes the maps to be used in Alchemy League, Season 6:

CSRM Designation	Map Number	Nomenclature	Map Supplier
CSRM-GER-01	GER-01	Black Forest	<u>Jasuni</u>
CSRM-GER-02	GER-02	Chiemsee	<u>CookiePirate</u>
CSRM-GER-03	GER-03	Alps	Biscuits
CSRM-GER-04	GER-04	North Sea	SuperHero55
CSRM-GER-05	GER-05	Mecklenburg	<u>Zetnus</u>
CSRM-GER-06	GER-06	Kuehkopf	Biscuits
CSRM-GER-07	GER-07	Neuschwanstein	<u>CookiePirate</u>
CSRM-GER-08	GER-08	Heidelberg	<u>TechChariot</u>
CSRM-GER-09	GER-09	Amoeneburg	<u>TechChariot</u>

*Table 6: Listing of German Maps*



## 7 - Calendar

The following milestones/dates apply per Table 7 below:

Milestone	Start Date (YY-MM-DD)	End Date (YY-MM-DD)
Bidding Phase	24-11-18	24-11-22
Specification Development	24-11-13	24-12-22
Map Creation	24-12-23	25-01-31
Mundane Screening	25-02-01	25-02-07
Compliance Updates	25-02-08	25-02-14
Final Competitiveness Evaluation	25-02-15	25-02-28
Maps Uploaded for Tournament	25-03-01	25-03-09
Map voting	25-03-10	25-03-17

*Table 7: Map Procurement Timetable*



## 8 - Compensation

The map contest for this season of Alchemy League provides total a prize pool of \$120 USD.

### 8.A - Guaranteed Earnings

Each creator is guaranteed to earn \$10 USD per map.

### 8.B - Placement Earnings

In addition to guaranteed winnings, there will be a distribution on the three most voted maps as follows.

#### 8.B.1 - Voting Categories

The following categories and weights apply per Table 8.B.1 below:

Criterion	Weight
Thematic Appropriateness	2
Originality	1.5
Fun Factor	1
Visual Appeal / Readability	1

*Table 8.B.1: Artistic Evaluation Category Weights*

The final score will be used to determine which maps are favored by the community the most and to create a sequence of the top three best scoring maps.



## 8.B.2 - Contest Earnings

The highest-scoring maps will then receive an additional compensation as in Table 8.B.2 below.

Placement	Prize [\$ USD]
1 <sup>st</sup>	15
2 <sup>nd</sup>	9
3 <sup>rd</sup>	6

Table 8.B.2: Placement Earnings

For example the third place will earn a total of  $\$10 + \$6 = \mathbf{\$16}$  as the sum of the guaranteed compensation as in §8.A and the contest earning.



## Signatures:

Theo

2024-11-17

*Prepared**Date (YYYY-MM-DD)*TechChariot

2024-11-17

*Checked**Date (YYYY-MM-DD)*Sample Approver

202X-MM-DD

*Approved**Date (YYYY-MM-DD)*Sample Approver

202X-MM-DD

*Approved**Date (YYYY-MM-DD)*

## Revision History:

Revision	Description	Change Document	Date (YYYY-MM-DD)
X1	Advanced Release for community review/feedback, creator recruitment	N/A	2024-11-17
X2	Assigned creators to various maps	N/A	2024-11-24

