

ALCHEMY AOE ALLIANCE

TYPE:
COMPONENT SPECIFICATION
FOR RANDOM MAP
(CSRM)



PROJECT:
SPACE
(SPC)

CSRM-SPC-09

REVISION: OI

Nebula

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The requirements of GSRM-SPC-1 apply unless superseded by this specification.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

This map shall be arranged per Figure 4 below:



Figure 4: Nebula Land Configuration

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

4.A - Neutron Stars

The tan area circumscribed with purple, the appearance and distribution of this zone depending on map size per Table 4.A below:

Map Size [tiles]	Number of Neutron Stars	Size [total tiles]
120x120	2	300
140x140	2	300
168x168	3	400
200x200	3	500
220x220 and above	4	500

Table 4.A Neutron Star Map-Size-Dependent Properties

Neutron Stars shall possess an approximately circular shape as portrayed in Figure 4, emulating reality. Finally, Neutron Stars shall be arranged on the map equidistant from its center and – in the case of more than two – each other.

4.B - Debris

The tan area that is not circled with purple, and any dark green area enveloped by such tan area. This region shall possess amorphous shape, without pattern or organization.

4.C - Clouds

Any area not part of the above two zones.



5 - Elevation

5.A - Neutron Stars

A unit moving from the edge of the Neutron Star to its center shall ascend one tile for every for every two tiles of horizontal movement. The maximum elevation achieved in this manner shall be 2 for map sizes less than or equal to 140x140, and 3 otherwise.

5.B - Debris

The Debris shall have scattered elevation between 1 and 2.

5.C - Clouds

The Clouds shall be at elevation 0.

6 - Terrain

6.A - Forests

Forests shall be plentiful and contain a mixture of trees from every available region, including snowy or African biomes. The base terrain of all forests shall possess the same properties as their surrounding area (e. g. mangrove forests on mangrove shallows, etc.).

6.B - Terrains by Zone

6.B.1 - Neutron Stars

Neutron Stars shall have the appearance and behavior of rock terrain, except buildable, and masked with gravel/sand. Forests are forbidden.

6.B.2 - Debris

Debris shall contain approximately half of the forests on the map, but is otherwise land terrain with the appearance of a sand/dirt blend.

6.B.3 - Clouds

Clouds shall consist of walkable, navigable, and buildable terrain, masked with a combination of black terrain, as well as dark blue/green/brown water, to give semblance of mixing stellar nebular gases. Clouds shall also contain approximately half of the forests on the map.

7 - Objects

7.A - Starting Units

Players shall start the game controlling three villagers and an exploration unit.

7.B - Resources by Zone

7.B.1 - Neutron Stars

Neutron Stars shall contain the majority of stone and gold on the map, but no other resources.

7.B.2 - Debris

The Debris shall contain all forage, herdables, and relics, as well as some gold and stone.

7.B.3 - Clouds

The Clouds shall contain scant patches of gold, stone, and schools of 1 to 3 box turtles, also placed sparingly.

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