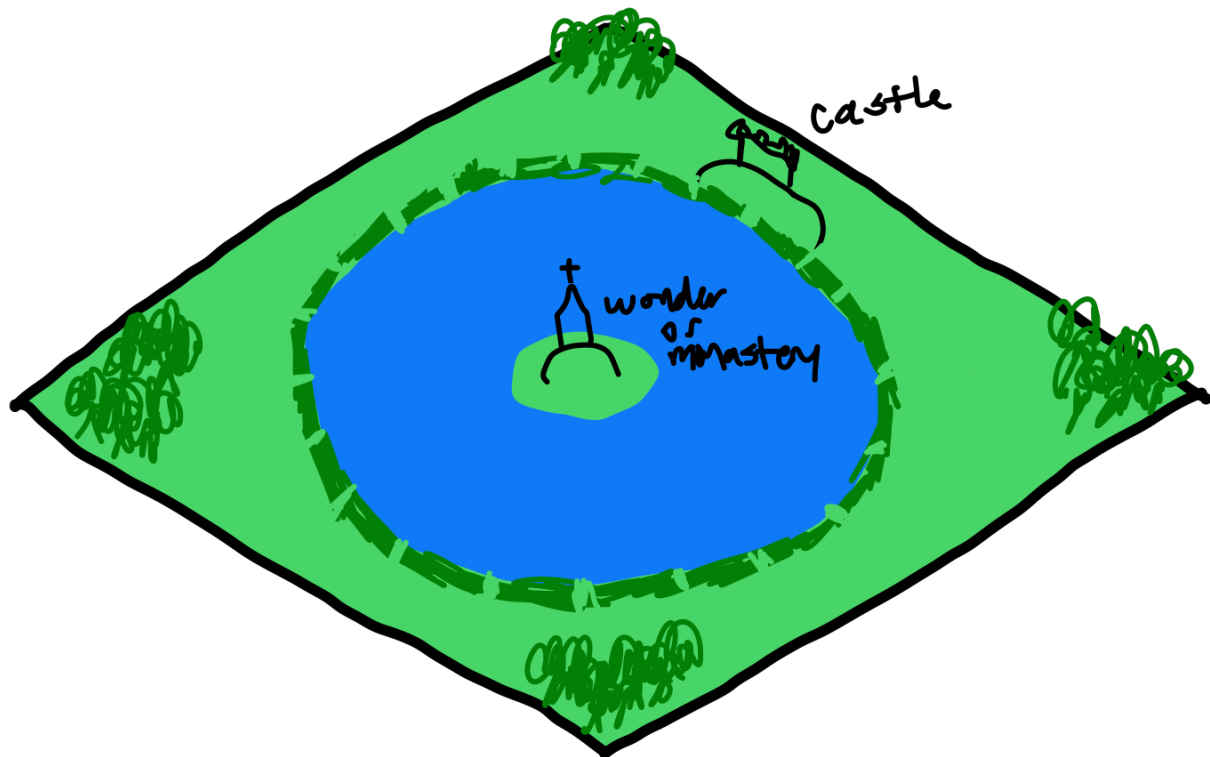


## BLEJSKO JEZERO, SLOVENIJA | LAKE BLEED, SLOVENIA



The map is based around Lake Bled in Slovenia. Famous for its castle on the side and the island with the church in the middle of the lake, Bled will feature both of these landmarks in AoE2.

Forests will be concentrated mainly toward the corners of the map, with a thin ring of trees spaced around the edge of the lake. Grass/dirt terrain will fill the landscape. There will be a 15% chance of winter weather and a 25% chance of autumn foliage. The remaining 60% will be typical spring/summer foliage, both deciduous and evergreen trees.

The lake will be dockable around the outside and populated with moderate amounts of shore fish and light amounts of shallow and medium water fish. No water deeper than medium water will be present, but there will be no shallows.

There will be a small, hilly island in the middle of the lake with either a wonder or a monastery and a few trees. The wonder or monastery will be neutral but can be player-controlled and will generate a small trickle of gold while it remains under the player's control. The building will be indestructible, but there will not be enough room to build any additional player-owned buildings. Additionally, the island in the middle of the map will be undockable. The purpose of this is so that units will have to be actively present and maintained to retain control of the building to continue earning the trickle of gold. A building that would allow a player to create units on the middle island would cause it to be uncompetitive, including a dock. To further increase the competitiveness of the middle island, it will be set up so that having ships along the coast will not allow a player to retain control of the island — land units must be transported to the middle island and remain on site to have control of the wonder/monastery.

Deer and boar will be plentiful on the map. Standard gold and stone, but plentiful berry bushes as well.

In general, the land will be relatively flat with a few exceptions. The island in the middle will be fairly hilly, though small, and the monastery or wonder will be at an elevation of at least 2 or 3. The lake will naturally be at elevation 0, and the surrounding player terrain will be at 1, with occasional small hills up to 2 or 3. The most prominent exception will be the castle, rising way over the surrounding landscape, as much as elevation 7.

While the castle will be primarily for aesthetic/symbolic purposes, the castle could play into effect somehow. This remains to be determined. Some possibilities are as follows: 1. The castle could be a Gaia castle building that players would actively have to avoid and could not be destroyed or converted. 2. The castle COULD be converted, but this might have serious balance implications. 3. The castle could be a larger cosmetic design with actual player-owned castles on each side of the cosmetic structure. 4. For balance purposes, there might be multiple hills with castles, one per player or one per team. Again, this remains to be determined and might require extensive testing and modification. The last option is that the castle will be entirely cosmetic with no actual gameplay effect. It may or may not be destructible, and it may or may not be built around/inside.