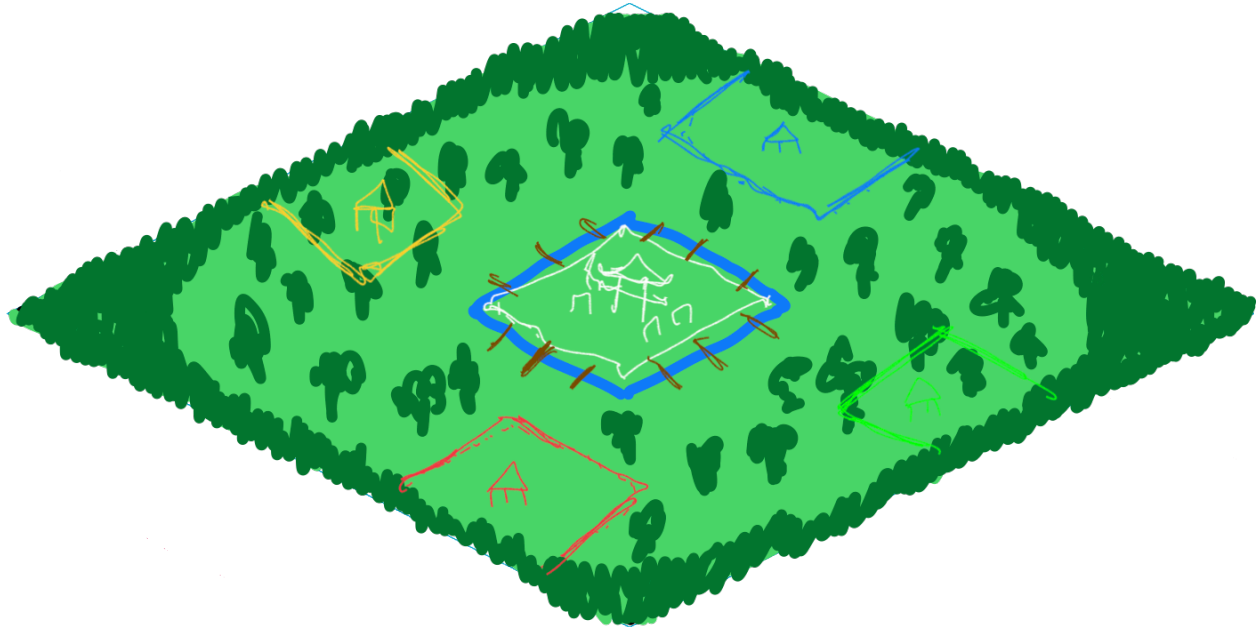


Viet Arena (Preliminary name; final name TBD - Possibilities: Hanoi, Hue, some other inland city, not Saigon)
AoE2:DE Random Map Script
Type: Closed land



Viet Arena is based on a traditional Arena-style map with a few differences and a few themed elements.

As the setting of the map is to be representative of Vietnam, it will be primarily jungle grass or rainforest grass terrain. Players will have starting walls, either one layer of stone or two layers of fortified palisade. (Or one of each.) Behind player bases, and around the edge of the map will be either jungle forest, rainforest, or a mixture of the two. Players will start with standard resources inside their walls.

Like traditional Arena, the middle of the map will be relatively open, with some small forest clumps and occasional resources scattered about. Unlike Arena, however, the land will not be completely flat, although hills will not be substantially high. There also will be somewhat more trees in the middle area compared to traditional Arena.

The primary feature of the map, which makes it unique and gives it its Vietnamese flavor, is the Imperial City in the middle of the map. The Vietnamese Wonder, Bút Tháp Temple, is located in the exact center of the map, much like it would be in King of the Hill, although it is inactive in non-KotH games [maybe not? Maybe controlling it would give a small trickle of resources to the team]. Surrounding it is a variety of neutral Gaia buildings including pagodas, monasteries, houses, markets, armories, etc. which cannot be destroyed, but have no impact on the game. This is the {Imperial city, Hanoi, Hue, something else}. A series of walls, gates, and exterior buildings {and possibly a small moat of water with bridges} surround the city buildings. It is possible for units to pass through the city or go around it to reach opponents on the battlefield or at their bases.

Owing to Vietnam's rich Buddhist history, plenty of relics will be present on the map. Each one will be guarded by Skirmishers, as a nod to Vietnam's history of proficient archery and jungle-based ambush tactics. The Skirmishers will automatically upgrade [if possible] to Elite Skirmishers and then to Imperial Skirmishers, in time with the first player who reaches the castle age and imperial age, respectively.

[Possible feature: Additionally, each player will have a Pagoda just outside their base. This Pagoda is convertible and if it falls out of its owner's control, it will result in a slow drain of resources until it is brought back into control. To help with this, a Watch tower can be positioned where it can fire upon units who try to control the Pagoda.