

ALCHEMY LEAGUE SEASON 4

\$240 PRIZE POOL \$120 MAP CONTEST



ALCHEMY LEAGUE – SEASON 4

MAP CONTEST PRESENTATION

Overview

- The following eight maps have been created by seven different random map scripters for use in this Alaska-themed season of Alchemy League.
- Review these maps, which are listed in alphabetical order. When you look at them and read the descriptions, consider the following:
 - Thematic appropriateness
 - Originality
 - Fun factor
 - Visual appeal/readability

Chandalar Lake – Zetnus



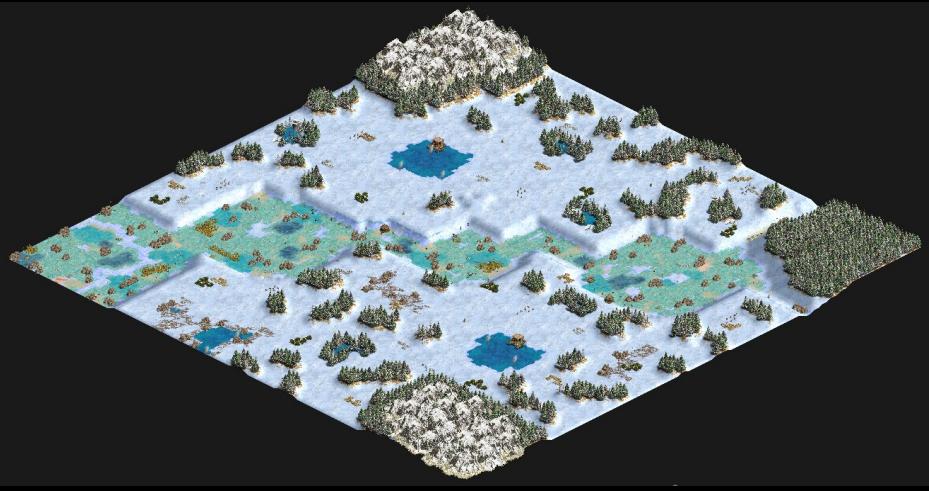
Players face off at opposite ends of the curved Chandalar Lake. In summer, the land is lush and green and fish are plentiful, so building a navy will be important. In winter, the lake freezes over, save for a few small spots for ice fishing.



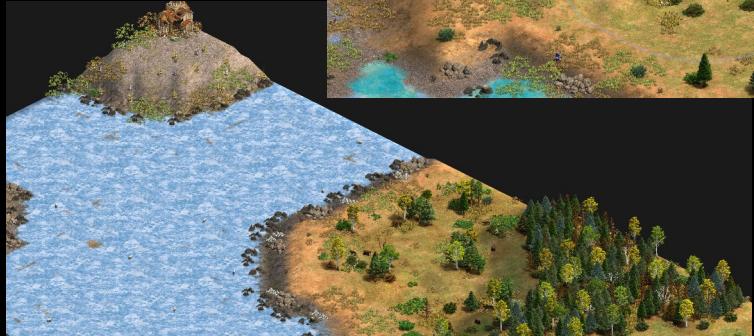
Chena Hot Springs – XingXing



The Chena Hot Springs are close to a shallow river in the middle of the map, in a valley bordered by forested mountains. Players start with 8 villagers, a horse scout, a hut and a dock in one of the hot springs. The shallow river is buildable terrain and rich in fish, but there are also enough resources around the plains. The western and eastern corner are either a dense forest or a shallow lake.



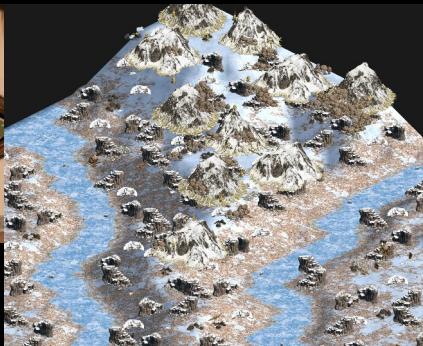
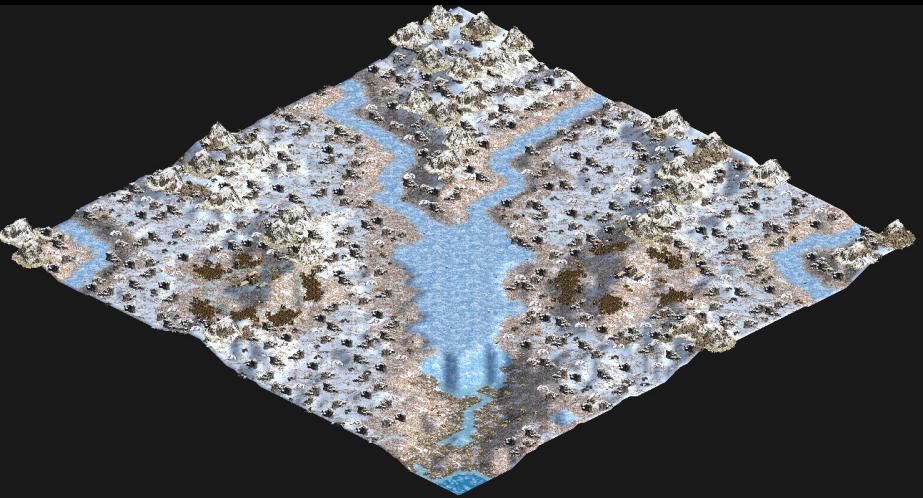
Columbia – TechChariot



Columbia is based on my classic map "Moraine", reworked with more modern Alchemy AOE scripting technology. The shapes of the lands are slightly more organic, and players are given standard starts near the center of the map. The map explores the question of which gold is better: relics with investment of killing their defending monks, or a golden Moraine, surrounded by water. Stone is plentiful on the map, but fish are scarce. Lots of huntable deer in the glacial basin, but bears/wolves are in the back (bigger investment).

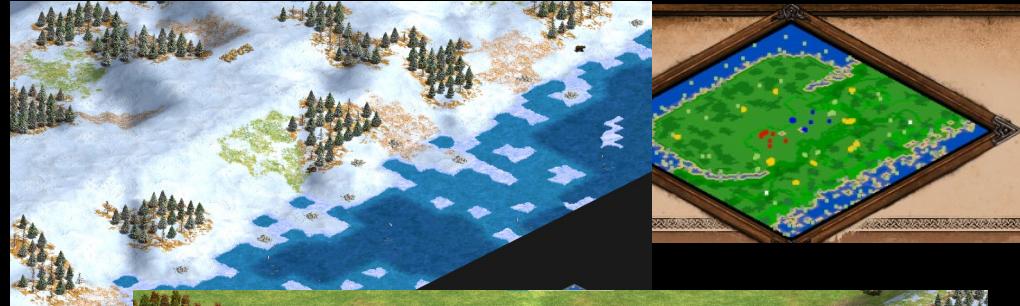


Denali – TechChariot



Denali is a form of Columbia, but moved high into the frigid mountains. This version features summer, with temperatures on the glacier barely above freezing. Variable gold in the basin, and relics up top, but this time, there is no water or fish. Difficult to boom in this barren landscape, with limited access to wood being everything that was carted up before the battle.

Kenai Peninsula – QFilip



Covered in forest peninsula with water rich with fish. Players start extremely close to each other and stone is available only at the shore.

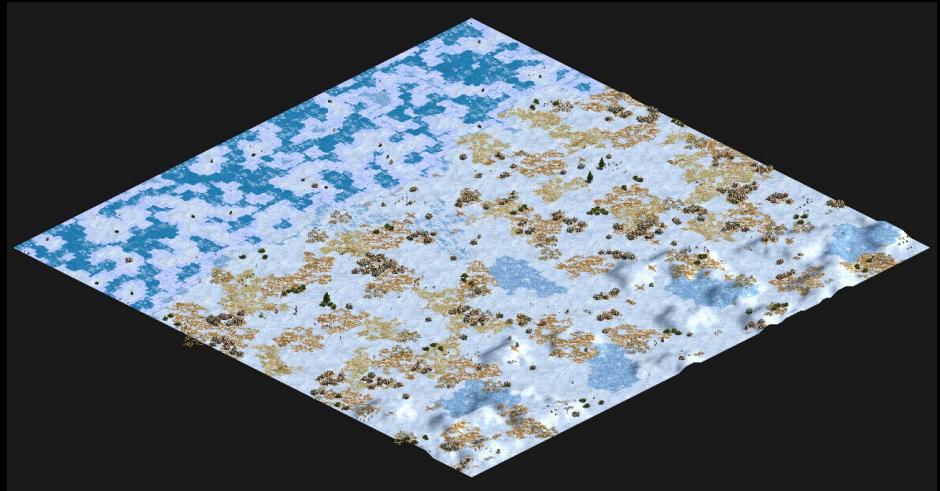


Kodiak – CookiePirate



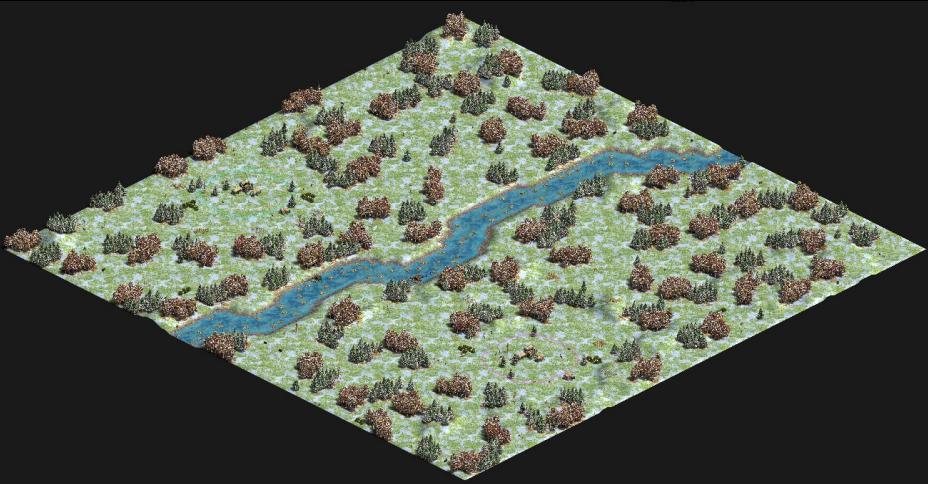
You have a large island with a jagged coastline, not much flat land, plenty of forests, some small islands offshore, and a very mild climate even by Alaska standards. The mountain range offers a little safety by dividing players, but there are still plenty of ways for players to get around the island to fight each other. Oh – and fishing and berry picking and hunting!

Utqiagvik – Huehuecoyotl22



Utqiagvik is located at the northern coast of Alaska, right at the Arctic Ocean. Vegetation is sparse and food sources are fish, geese, reindeer and a few berries. Players start in a classic nomad resource start, with no town center, but 6 villagers. Most resources are scattered around the map, but one side has the ocean rich in fish, but some dangerous hungry bears wandering along the shore as well. There is a 50 % chance that the ocean is practically frozen and the map mostly snow-covered and a 50 % chance that the ocean is open and most snow has thawed.

Yukon Gold Rush – Jasuni



Inspired by the first Alaskan gold rush, this map features villagers panning for gold in the Yukon/Klondike River. The area is heavily forested and features plenty of wildlife.