

1. **Definitions** – per CH-01.
2. **Overview** – This document defines requirements for a Singularity-style map for use in an Alchemy AOE Competition.
3. **General Requirements for “Space Maps”** – per SPC-9.
4. **Starting Condition** – Players shall have a standard start on the main circular landmass
5. **General Description** – Figure 1 below conveys the shape and scale of features, as they should appear on the mini-map:

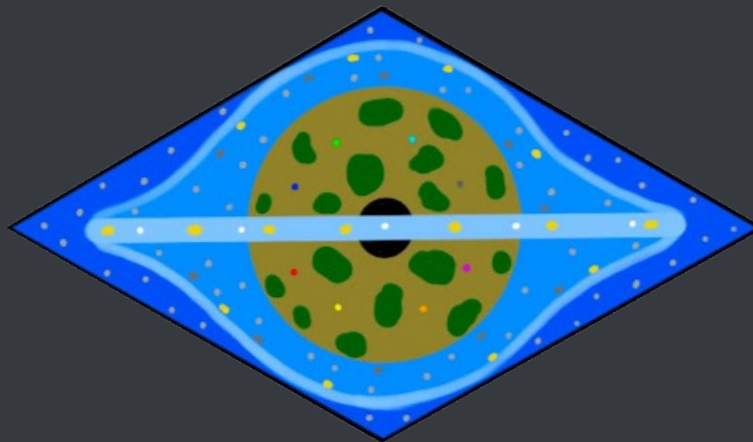


Figure 1: General Layout For Singularity Map

A large, circular landmass consisting of about 1/3 the map shall make up the player lands, with a minimum elevation of 1. Extending beyond that will be a circular aura of amphibious terrain that reaches the edge of the map, and will be at 0 elevation. At the ends of this aura will be ice or pieces of ice separating the amphibious terrain from deep water. Towards the left and right sides of the aura, the ends should curve back out and reach a point that extends close to the left and right corners of the map. From these two points, a solid line of ice will cut across the center of the map, and have a minimum elevation of 2. At the very center of the map, at elevation 1, is a small black circle of impassable black terrain that acts as the center of the singularity. All wood will be located on the player lands, as well as standard starting resources, except for a lower gold/stone count. Extra stone and gold can be found in the amphibious terrain and along the ice bar. All relics will be spread across

Bill of Materials:		Alchemy AOE	CSRM-HVN-06	Revision
CH-01	Definitions			1
SPC-9	General Requirements, Space Maps			
		Singularity		
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the ice bar. Shore fish can be found in schools scattered across the amphibious terrain, and deep fish will be located in the deeper water.

Revision	Description	Change Document	Date
Original Issue	-----	N/A	2024/02/10
R1	Changed source of supply for HVN-06 from BPDrej to Zetnus	1	2024/02/17

