1. **Definitions –** per <u>CH-01</u>, in addition to the following:
   A. GSRM – (G)eneral (S)pecification for (R)andom (M)ap: A technical document defining the common needs of most or all random maps used in competitions, mitigating repetitive text across component specifications that would otherwise share common features. In the case of a conflict, specific requirements take priority over general.

2. **Overview –** This document defines general concepts and styles for supplier-designed "Space-themed" maps to be used in an Alchemy AOE competition,.

3. **Procurement Process for Alchemy AOE Community Maps –** per GSRM-01.

4. **General Requirements for Alchemy AOE Community Maps –** per GSRM-02.

5. **Competitivity –** shall be scored at 100 minimum, per the methods of GSRM-03.

6. **Naming Convention –** Space maps shall observe the following naming convention:

   HVN_XX_Nomenclature_(Underscores_Instead_of_Spaces), for example HVN_99_Map_Name

7. **Storage Location –** All "Space-themed" custom maps shall be maintained as logical sub-folders in the "Space_Maps" branch of the Alchemy AOE Community Random Map Script Repository. Link as follows: <u>https://github.com/TechnicalChariot/Alchemy-AOE-Community-Random-Map-Scripts/tree/Space_Maps</u>

Bill of Materials:		*Alchemy AOE*	SPC-9	Revision
CH-01	Definitions			R3
GSRM-01	Procurement Process ...			
GSRM-02	General Requirements ...	General Requirements, Space Maps		
GSRM-03	Competitivity Scoring ...			
		--------- Document Approvals ----------		Date:
		Prepared:	TechChariot#4776	2024/02/06
		Checked:	BPDrej#8635	2024/02/08
		Approved:	JC3#2990	2024/02/10
		Approved:		
		Used In:	CSRM-HVN	
		Change Authority: N/A		Page 1 of 4

8. **General Design** – The following guidance is provided to achieve a "Space-look":
   A. **Appearance** – Where possible, terrains for space maps should be selected to exemplify the particular biome or climate of the location featured by the custom map. For instance, a "Pluto" map should be covered in snow and rock terrains – not jungle grass or desert, and should have "dead forest" instead of mangrove shallow forests, because Pluto in real life is the ninth planetoid of the solar system; very cold and rocky.
   B. **Trees/Forests** – The vast majority of celestial bodies/phenomena do not have trees, so artistic license may be taken with forests on Space Maps to ensure play-ability. The following lines of code are recommended to create "column forests" of TREE_A – as a type of ruin – for lifeless biomes where trees could not possibly exist, but ancient civilization may have, long ago:

```
#const RUBBLE_AQUEDUCT 1522
effect_amount GAIA_SET_ATTRIBUTE TREE_A ATTR_STANDING_GRAPHIC 1704
effect_amount GAIA_SET_ATTRIBUTE TREE_A ATTR_WALKING_GRAPHIC 1704
effect_amount GAIA_SET_ATTRIBUTE TREE_A ATTR_DYING_GRAPHIC 7344
effect_amount GAIA_SET_ATTRIBUTE TREE_A ATTR_DEAD_GRAPHIC 7344
effect_amount GAIA_SET_ATTRIBUTE TREE_A ATTR_DEAD_ID 1522
effect_amount GAIA_SET_ATTRIBUTE RUBBLE_AQUEDUCT ATTR_STORAGE_VALUE 99999999
effect_amount GAIA_SET_ATTRIBUTE TREE_A ATTR_NAME_ID 5393
effect_amount GAIA_SET_ATTRIBUTE TREE_A ATTR_ICON_ID 856
```

   Normal tree graphics may be used where column trees do not make sense, or if normal trees have a property uniquely suited for the map (such as yellow reed trees on a yellow planet).

   Space maps should have forest sizes commensurate with standard AOE2DE random maps.

   Eye candy objects "Statue Column" (1322) and "Roman Ruins" (856) graphics are forbidden on any Space Map with columnar trees created using the code above.

   C. **Water** – The void representing space should require ships to traverse, the closest in-game analog being water. If a space map would feature a planet or other phenomenon surrounded by nothingness, then that nothingness should be represented by water-class terrains that have been masked with DLC_BLACK or "Evil Fog", to better resemble the emptiness of space. Despite often being surrounded by water, Space maps should minimize use of navigable terrain where possible, due to the dominance of naval options in AOE2.
   D. **Elevation** – Most non-navigable terrain should be minimum of elevation 1, above navigable "Space" at elevation 0. This would provide a much-needed advantage to land-units over ships.
   E. **Random Statements** – Many Space maps will possess a highly ordered, "scenario-feel". To offset this, random sizes of land features, forests, terrain types, etc. are encouraged where possible to improve variety offered by the map.

9. **Conditional Science-Fiction** – Artistic license is granted to introduce fictional concepts only for the purposes of game balance; E. G. "Space Fish" on a nomad map.

10. **Starting Scout –** Space Maps shall implement the following lines of code in the <PLAYER_SETUP> section of their script to allow a thematically appropriate starting scout unit, the photon man:

```
effect_amount  SET_ATTRIBUTE  PHOTON_MAN  ATTR_TRAITS 16
effect_amount  SET_ATTRIBUTE  PHOTON_MAN  ATTR_ATTACK_GRAPHIC 1908
effect_amount  SET_ATTRIBUTE  PHOTON_MAN  ATTR_STANDING_GRAPHIC 1913
effect_amount  SET_ATTRIBUTE  PHOTON_MAN  ATTR_STANDING2_GRAPHIC 1914
effect_amount  SET_ATTRIBUTE  PHOTON_MAN  ATTR_DYING_GRAPHIC 1911
effect_amount  SET_ATTRIBUTE  PHOTON_MAN  ATTR_UNDEAD_GRAPHIC 1911
effect_amount  SET_ATTRIBUTE  PHOTON_MAN  ATTR_WALKING_GRAPHIC 1918
effect_amount  SET_ATTRIBUTE  PHOTON_MAN  ATTR_RUNNING_GRAPHIC 1918
effect_amount  SET_ATTRIBUTE  PHOTON_MAN  ATTR_NAME_ID 5043
effect_amount  SET_ATTRIBUTE  PHOTON_MAN  ATTR_ICON_ID 300
effect_amount  SET_ATTRIBUTE  PHOTON_MAN  ATTR_LINE_OF_SIGHT 5
effect_amount  SET_ATTRIBUTE  PHOTON_MAN  ATTR_SEARCH_RADIUS 5
effect_amount  SET_ATTRIBUTE  PHOTON_MAN  ATTR_HITPOINTS 45
effect_percent SET_ATTRIBUTE  PHOTON_MAN  ATTR_MOVE_SPEED 110
effect_amount  SET_ATTRIBUTE  PHOTON_MAN  ATTR_HERO_STATUS 66
```

If the Space Map has a scout that can deal combat damage, then "`PHOTON_MAN`" shall first be defined with:
`#const PHOTON_MAN 430`
Otherwise the definition for "`PHOTON_MAN`" shall be:
`#const PHOTON_MAN 1292`
One of these units shall be placed per player in <OBJECTS_GENERATION> unless otherwise stated in the custom map's component specification.

Revision	Description	Change Document	Date
Original Issue	--	N/A	2024/02/10
R1	Section 8.B, added end text: "Eye candy objects "Statue Column" (1322) and "Roman Ruins" (856) graphics are forbidden on any Space Map with columnar trees created using the code above."	N/A	2024/02/18
R2	Section 10 (Starting Scout): The final line changed FROM: "`effect_amount SET_ATTRIBUTE PHOTON_MAN ATTR_MOVE_SPEED 4`" TO: "`effect_amount SET_ATTRIBUTE PHOTON_MAN ATTR_MOVE_SPEED 1 effect_percent ADD_ATTRIBUTE PHOTON_MAN ATTR_MOVE_SPEED 10`", thereby changing the scout move speed from 4 to 1.1, equivalent to an eagle scout. Section 10 (Starting Scout): First definition for photon man revised FROM: "`#const PHOTON_MAN 1292`" TO: "`#const PHOTON_MAN 430`" Second definition for photon man revised FROM: "`#const PHOTON_MAN 430`" TO: "`#const PHOTON_MAN 1292`". In correction of an accidental reversal.	N/A	2024/02/23
R3	Section 10 (Starting Scout): -Removed: "`effect_amount SET_ATTRIBUTE PHOTON_MAN ATTR_MOVE_SPEED 1`" -Revised effect percent line FROM: "`effect_percent ADD_ATTRIBUTE PHOTON_MAN ATTR_MOVE_SPEED 10`" TO: "`effect_percent SET_ATTRIBUTE PHOTON_MAN ATTR_MOVE_SPEED 110`". -Added: "`effect_amount SET_ATTRIBUTE PHOTON_MAN ATTR_HERO_STATUS 66`", thereby preventing regeneration.	N/A	2024/02/26