1. **Definitions –** per <u>CH-01</u>**.**

2. **Overview –** This document defines requirements for a Collision-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 either planet.

5. **General Description –** Figure 1 below conveys the shape and scale of features, as they should appear on the mini-map:
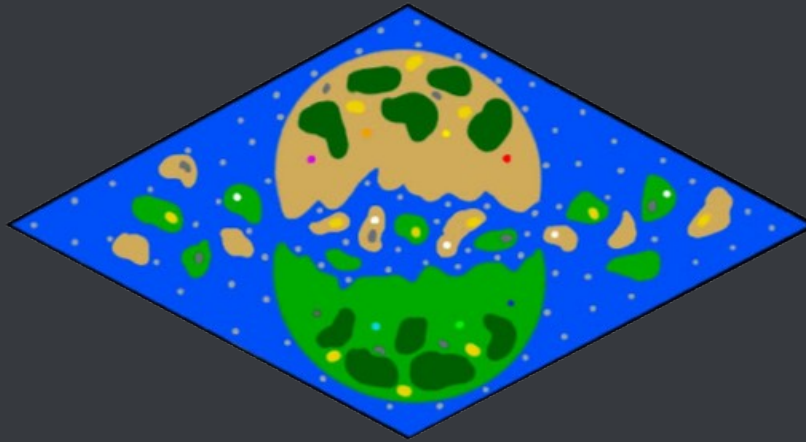
<u>Figure 1: General Layout For Collision Map</u>

Two opposing, semi-circular landmasses will represent separate planets that have collided into each other. These will be the player lands, and should be assigned by teammates spawning on the same planet as each other. Preferably, the lands should have jagged ends towards the center that faces the opposing planet, while maintaining a smooth circular outer border. The planets have a minimum elevation of 1, and separate biomes (tree type and terrain). A large divide of amphibious terrain will separate the two planets, the distance of which is at the map maker's discretion. In this section of terrain, and extending to the right and left corner of the map through deep water will be small scattered islands. The islands represent broken pieces from the planets' collision, and should have similar land/terrain to them as well as a minimum elevation of 1.

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CH-01	Definitions			-
SPC-9	General Requirements, Space Maps			
		Collision		
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Additional gold, stone, and all relics will be located on the small islands between the planets. Shore-fish can be found on the shorelines and in the amphibious terrain. Deep fish will be located in the deeper water.

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