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

2. **Overview –** This document defines requirements for a Comet-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, with town-centers equidistant from the edge of the comet's head.

5. **General Description –** Figure 1 below conveys the shape and scale of features, as they should appear on the mini-map:
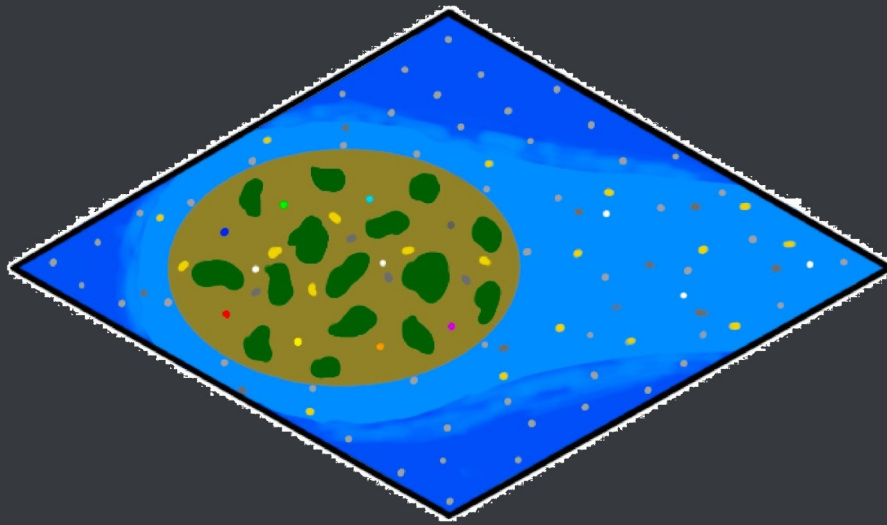

Figure 1: General Layout For Comet Map

An ellipse occupying approximately 1/3 of the total map area shall be offset from the center, surrounded by a glowing aura, trailing toward the opposite side, and occupying most of the remaining map area. This aura terrain shall be walk-able, build-able, and navigable, and in other words, amphibious. The head of the comet shall be non-navigable, with minimum elevation 1. Trailing fragments, presumed to have "broken off" from the head, shall be arranged randomly in the tail section, and also at elevation 1. Forests, gold, stone, and some relics shall be found on the comet head and trailing fragments, while extra gold, stone, and relics shall be provided in the tail of amphibious terrain. Shore fish shall be found in the amphibious section, with deep fish found in in deep water.

Bill of Materials:		Alchemy AOE	CSRM-HVN-02	Revision
CH-01	Definitions			-
SPC-9	General Requirements, Space Maps			
		Comet		
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