

1. **Definitions** – per CH-01.
2. **Overview** – This document defines requirements for a Nebula-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 nomad start with a transport ship, and be scattered around the map.
5. **General Description** – Figure 1 below conveys the shape and scale of features, as they should appear on the mini-map:

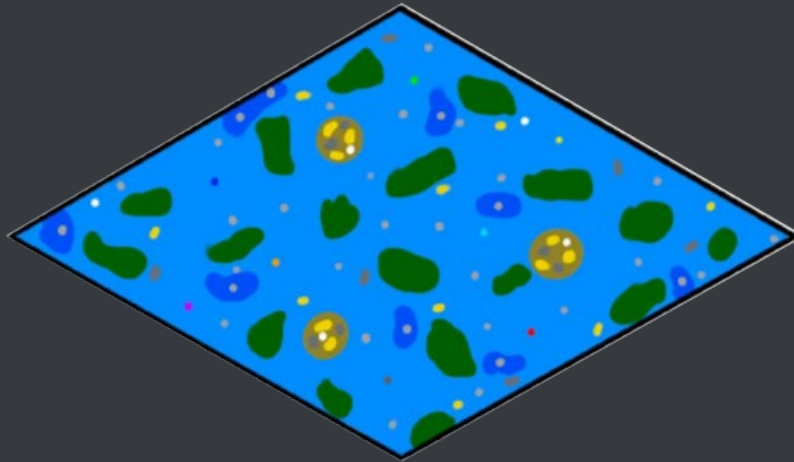


Figure 1: (Old) Layout For Nebula Map

The entire map shall consist of randomly scattered, elevated land. Amphibious terrain will completely cover elevation 0, filling in all un-elevated space between the landmasses. Small pockets of deeper water are dotted around in the larger pools of amphibious terrain. The elevated terrain will hold all wood, forage, herdables, hunt, some gold & stone, and some relics. Small, circular lands are present near the center of the map, kept apart from each other in a circular formation. These lands are the dead stars that birthed the nebula around them. As map size increases, there will be more stars present: Tiny/Small – 2, Medium – 2, Normal – 3, Large+ – 4. These stars will contain the majority of the gold and stone on the map, plus 1 relic each. Schools of 3 shorefish will be scattered all through the amphibious terrain, deep fish can be found in the pockets of deeper water.

Bill of Materials:		<i>Alchemy AOE</i>	CSRM-HVN-03	Revision
CH-01	Definitions			-
SPC-9	General Requirements, Space Maps			
		Nebula		
		----- Document Approvals -----		Date:
		Prepared:	BPDrej#8635	2024/02/06
		Checked:	TechChariot#4776	2024/02/06
		Approved:	JC3#2990	2024/02/10
		Approved:		
		Used In:	SPC-8	
		Change Authority: N/A		
		Page 1 of 2		

