

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

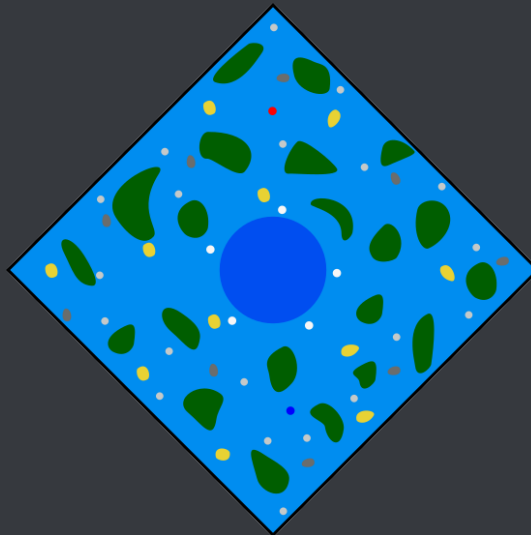


Figure 1: General Layout For Neptune Map

Player lands will fill the majority of the map as amphibious terrain. A small circle of water in the center will represent Neptune. Terrains should be manipulated so that it is impossible to build a Dock on the map. Forests, gold, stone, and relics will be evenly scattered around the map. Schools of shore fish will also be scattered in the amphibious terrain. No fish or resources will be found in Neptune itself. Scripters shall be required to design a method where damage is dealt to any transport ship that travels too far into Neptune. One example is an invisible Arbalest with increasing range per map size standing in the center, and its range should envelope Neptune to at least 5 tiles from the amphibious terrain.

Bill of Materials:		<i>Alchemy AOE</i>		CSRM-HVN-11		Revision	
CH-01	Definitions					-	
SPC-9	General Requirements, Space Maps						
		Neptune					
		----- Document Approvals -----				Date:	
		Prepared:	BPDrej#8635			2024/02/17	
		Checked:					
		Approved:					
		Approved:					
		Used In:		SPC-8			
		Change Authority: N/A				Page 1 of 2	

