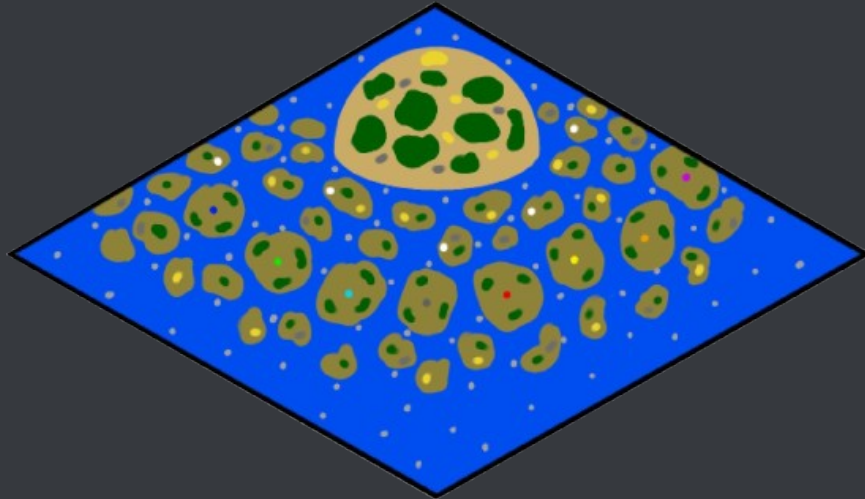


1. **Definitions** – per CH-01.
2. **Overview** – This document defines requirements for an Asteroid Belt-style map for use in an Alchemy AOE Competition.
3. **General Requirements for “Space Maps”** – per SPC-9.
4. **Starting Condition** – Players shall have a standard start on their own small islands representing the largest asteroids, with lower amounts of resources surrounding them.
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 Asteroid Belt Map*

A small circle (or partial-circle as depicted in Figure 1) shall be located in one of the four corners of the map, occupying about 1/8 the total map area. This landmass will be the main planet, which will contain large forests, extra stone and gold deposits, and a few relics. Many small islands will surround the planet in a circular shape from one side to the opposite. These small islands are the asteroid belt of the planet, and will contain small amounts of standard resources such as; wood, gold, stone, herdables, and the remaining relics. Amphibious terrain shall surround all the asteroids in the semi-circular shape, but should not spread into the deep water beyond. All lands will have a minimum elevation of 1. Shore-fish can be found in the amphibious terrain, and deep fish in the deep water.

Bill of Materials:		Alchemy AOE	CSRM-HVN-09	Revision
CH-01	Definitions			-
SPC-9	General Requirements, Space Maps			
		Asteroid Belt		
		----- 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

