

1. **Definitions** – per CH-01.
2. **Overview** – This document defines requirements for a Jupiter-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 in a circular formation around the planet.
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 Jupiter Map

A central, circular landmass represents the planet Jupiter and will take up as much available space as it can while leaving a generous pass of water between it and the edges of the map. This space should allow for a dock and at least 6 tiles of water between it and the map edge. The land must have a minimum elevation of 1. Players will have standard resources, but smaller amounts of gold and stone. Forests/wood will be in long strip formations across the map, and will be an appropriate distance away from player starting areas. In the southern region of the planet is a circular land representing the Great Red Spot of Jupiter. This will contain much of the extra gold and stone on the map. Additional small, circular landmasses have been previously discussed. These could either represent Jupiters many moons or some smaller asteroids surrounding it, and can be applied at the map maker’s discretion. Shore fish and deep fish can be found in their respective waters surrounding the planet.

Bill of Materials:		Alchemy AOE	CSRM-HVN-05	Revision
CH-01	Definitions			-
SPC-9	General Requirements, Space Maps			
		Jupiter		
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