

1. **Definitions** – per CH-01.
2. **Overview** – This document defines requirements for a Mars-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 nomad start on a moon with a herdable and 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 Mars Map*

A large, circular landmass in the center of the map shall make up the neutral land, and shall start at elevation 1. This land represents Mars, and taking up the majority of its space will be a mountain (Olympus Mons) that slowly gains high elevation towards the center of the map. Player lands will be small islands (moons) that will encircle the planet a fair distance away. Water and deep water will surround all lands. Forests can be found at the lowest elevation on Mars, with a few smaller patches on the lower parts of Olympus Mons. Stone will be most prevalent at these lower elevations, with a few sparse gold mines. Most of the gold can be found at the peak of Olympus Mons. Relics will be scattered around, at least one should appear at the peak. Shorefish can be found along shores, and deep fish out in the deeper water.

Bill of Materials:		<i>Alchemy AOE</i>	CSRM-HVN-10	Revision
CH-01	Definitions			-
SPC-9	General Requirements, Space Maps			
		Mars		
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