1. **Definitions –** per <u>CH-01</u>.

2. **Overview –** This document defines requirements for a Cataclysm-style map for use in an Alchemy AOE Competition.

3. **General Requirements for "Space Maps" –** per SPC-9.

4. **Starting Condition –** Players shall start in either the left or right corner of the map on a tiny island with 3 villagers, a herdable, and a transport ship.

5. **General Description –** Figure 1 below conveys the shape and scale of features, as they should appear on the mini-map:
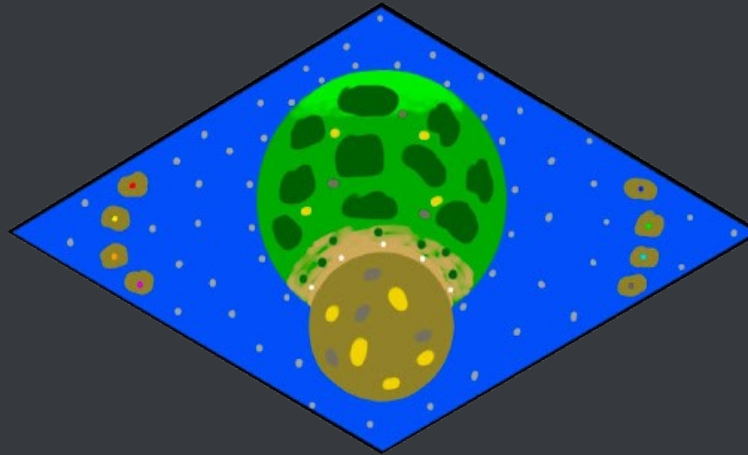

<u>*Figure 1: General Layout For Cataclysm Map*</u>

A large, circular landmass in the center acts as the main planet, with a smaller circle overlapping it in the southern region – which is the moon crashed onto the surface. The main land holds all essential resources seen in a nomad map; wood, forage, hunt, gold, and stone. Splitting the planet and the moon is a barren terrain with little more than ruins and all available relics. The moon contains the majority of the gold and stone, similar to a Golden Pit style map. These lands have a minimum of 1 elevation above the water surrounding them. Shore fish and deep fish can be found in their associated water depths all around the map.

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