Chlyssich in the Wonderland

4x4

CONTENTS

Welcome to Wonderland! Here everything starts and goes not as planned and you have to adapt. Remember if you think that all is bad – your opponent thinks the same.

Locations description

Players do not know the map where they will play. Map is generated at start of the game based on creation templates. There are 330 different locations templates. Each location might have different amount of mines, coal, fish and wine fields. Placement of resources, amount and possibilities to make mines are different each time you play any location.

Example of different coal generation at same location

At screenshots above you can see storehouse has random starting position. Starting resources at storehouse are different each game.

Here is a table that shoes amount of starting resources that you can get:

Stone	60-80
Timber	40-60
Gold	50-70
Wine	0-70
Bread	0-50
Sausage	0-30
Fish	0-30

The amount of serfs and builders at start might be:

4/3	4/4	4/5
5/4	5/5	5/6
6/5	6/6	6/7
7/6	7/7	7/8

There is a chance that additional building types would be unlocked at start:

Farm	50%
Quarry	50%
Woodcutter's	50%
Fisherman's	50%
Vineyard	50%

Also there is 16% chance to get slow building order: School – Inn – Quarry. If that happens quarry will not be opened at start, but woodcutters, farm and coal mine can still be opened. If Inn is not available to build at start – you have slow building order.

There is a 10% chance that players will get additional resource from table below:

Stone	15-45
Tree trunk	5-12
Timber	9-24
Iron ore	9-18
Gold ore	8-24
Coal	8-24
Iron	7-14
Gold	14-28
Wine	21-36
Bread	15-32
Sausage	8-22
Flour	7-23 + bakery is unlocked at start
Зерно	10-28 + mill, swine farm and stables are unlocked at start
Leather	4-12
Horse	1-5
Fish	12-28
Pig and skin	2-7 + butcher's is unlocked at start
Serf/Builder	+1-2/1-2 your starting citizens have fool satiety

Few locations might have really hard to play and the amount of given resources is changed to make it more playable. Usually player will get extra gold/stone/coal depending on what is really hard there.

Map description

Players in pairs 1 / 5 , 2 / 6 , 3 / 7 , 4 / 8 will get same locations. Team can start at each side of the map. Positions of players in team are mixed. Mirrored locations are always opposite each other.

It's recommended for balance to give same locations for equal players (1/5, 2/6, 3/7, 4/8). Do not use "Randomize players position in team" checkbox unless you are sure that all players in lobby are close to equal.

This map contains 14 battlefields, 7 for vertical and 7 for horizontal templates. Players of teams get same locations and resources.

SEED-instruction

Command to generate SEED is a code string that allows you to play map again with some randomization.

1. To use SEED you will need change script in map files. To keep existing map untouched we need to make copy of it. Open map editor and save map with «CiW4x4_SEED» name:

You have to make this step once. Then you will always use this map for SEED. CiW version 1x1 and 2x2 will need own map.

2. To generate SEED write /seed in game chat.
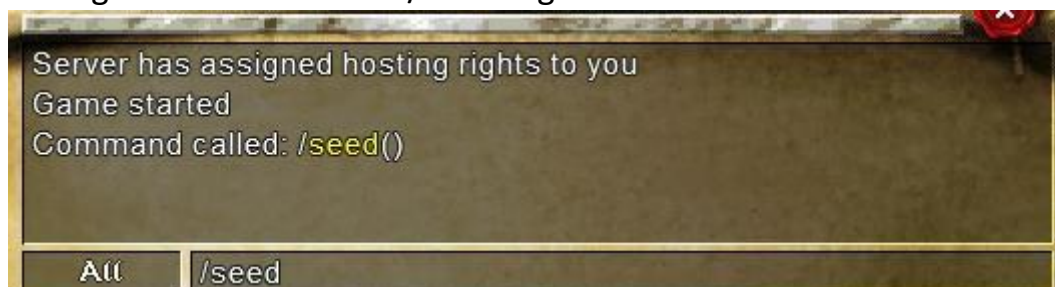
Commands are allowed only to players If you are spectator, then save game, enter lobby and start it as a player. Do the same if you want create SEED having a replay.

2. After you enter this command SEED string will be created in map log. Log is at map folder. Map folder is at your game installation path in MapsMP folder. For example «c:\Program Files (x86)\KaM Remake Beta r15472\MapsMP\CiW 4x4\»

3. Find and open log file «CiW 4x4.log.txt»

CiW 4x4.log   txt   170 144 18.12.2025 13:48
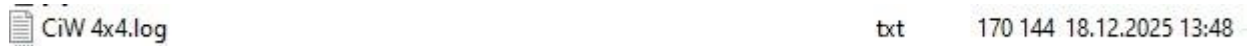
Copy SEED string. It should look like this:

```
2025.12.14 16:41:26.363    [C;B,D][C;BM,A,Co,4,J,4,A,B|
DZ,7,BI,F,A;Cz,BG,BP,F,A;Cw,BF,BD,F,A;De,Bg,BD,F,A;C5,Bt,A,F,B;DV,Bi,A,F,B;DK,7,BH,F,A;DZ,Bt,BD,F,A;DF,7,BB,F,A;C
+,7,BJ,F,A;DL,Bu,A,F,B;DP,Bu,A,F,B|DQ,Bb,Fa,F,C,A|Di,BS,K;Cv,BM,K;C1,BM,K;Cy,BM,K;Cz,BM,K|DH,/,B,B;DH,BA,B,B;DG,
+,A,B;DG,/,D,B;DG,BA,D,B;DF,+,A,B;DF,/,B,B;DF,BA,A,B|BK,B,Co,B3,J,B3,A,B|C8,Cn,Bk,F,A;Da,Cq,Bv,F,A;Di,Co,Br,F,A;C0,B
+,Bg,F,A;Cy,Cq,BN,F,A;C9,B8,A,F,B;C4,Cn,A,F,B;DA,B6,A,F,B;Cz,CY,9,F,A;DX,B7,BU,F,A;De,Cc,7,F,A;Cu,CV,A,F,B;Db,B7,A,F,B;Dj,Cf,A,F,
B|DX,CK,Ic,D,C,B;C5,Cf,EH,D,C,B||
C2,Cv,B,B;C2,Cu,C,B;C2,Cw,D,B;C1,Cw,B,B;C3,Cu,B,B;C3,Cv,B,B;C3,Cw,C,B;C1,Cx,B,B;DG,Ct,A,B;DG,Cs,A,B;DF,Cs,C,B;DF,Ct,D,B;DH,Cs,D,B
;DH,Ct,B,B;DH,Cu,A,B;DE,Cs,D,B;DE,Ct,D,B][C;A,A;A,C2,Bc;C,X,Bc|C,8;D,q;I,BA;J,8;L,t;O,e;c,E|C,H;L,H|R,e||A,A;B,DP,Cn;D,w,Cn|
C,BB;D,q;I,/;J,5;L,k;O,L;c,G|C,F;L,E|I,R|]
```

4. Find «CiW 4x4_SEED» map folder, and open «Seed.script» file.

Seed   script   123

Enter SEED string as it's shown at screenshot below:

```
function GetSeed(): string;
begin
    //ENTER YOUR SEED HERE! LIKE THIS result := 'YOUR SEED';
    result := '[C;B,D][C;BM,A,Co,4,J,4,A,B|
DZ,7,BI,F,A;Cz,BG,BP,F,A;Cw,BF,BD,F,A;De,Bg,BD,F,A;C5,Bt,A,F,B;DV,Bi,A,F,B;DK,7,BH,F,A;DZ,Bt,BD,F,A;DF,7,BB,F,A;C+,7,BJ,F,A;DL,Bu,A,F,B;DP,Bu,A,F,B|
DQ,Bb,Fa,F,C,A|Di,BS,K;Cv,BM,K;C1,BM,K;Cy,BM,K;Cz,BM,K|DH,/,B,B;DH,BA,B,B;DG,+,A,B;DG,/,D,B;DG,BA,D,B;DF,+,A,B;DF,/,B,B;DF,BA,A,B|
BK,B,Co,B3,J,B3,A,B|C8,Cn,Bk,F,A;Da,Cq,Bv,F,A;Di,Co,Br,F,A;C0,B
+,Bg,F,A;Cy,Cq,BN,F,A;C9,B8,A,F,B;C4,Cn,A,F,B;DA,B6,A,F,B;Cz,CY,9,F,A;DX,B7,BU,F,A;De,Cc,7,F,A;Cu,CV,A,F,B;Db,B7,A,F,B;Dj,Cf,A,F,B|
DX,CK,Ic,D,C,B;C5,Cf,EH,D,C,B||
C2,Cv,B,B;C2,Cu,C,B;C2,Cw,D,B;C1,Cw,B,B;C3,Cu,B,B;C3,Cv,B,B;C3,Cw,C,B;C1,Cx,B,B;DG,Ct,A,B;DG,Cs,A,B;DF,Cs,C,B;DF,Ct,D,B;DH,Cs,D,B;DH,Ct,B,B;DH,Cu,A,B
;DE,Cs,D,B;DE,Ct,D,B][C;A,A;A,C2,Bc;C,X,Bc|C,8;D,q;I,BA;J,8;L,t;O,e;c,E|C,H;L,H|R,e||A,A;B,DP,Cn;D,w,Cn|C,BB;D,q;I,/;J,5;L,k;O,L;c,G|C,F;L,E|I,R|]';
end;
```

Save and close file.

5. Now make lobby and set «CiW4x4_SEED» map. It will have same randomization.

Important to know:

After you run game with seed there is a «Seed version» overlay at screen. Be carefull. Some people might want to play with you map that they have seen already. Watch what you are downloading in lobby. This was created to replay some interesting randomizations, not to fool people. Easiest way to check is to run map twice and see if random is new.

Changelog 2.0

Map:

1. Increased loading speed.

2. Added new map type - diagonal.

3. Added 10 battlefields for diagonal maps.

4. Starting screen of player now is at point where his storehouse is placed. After pause and resuming game screen position will be at the same point.

5. Removed cinematic. Now player can control citizens right after map loaded.

6. Changed starting fog reveal. Now player does not see battlefield.

7. Added SEED.

Locations:

1. Total number of possible locations templates increased to 330.

2. All fixed sources of wine and fish were removed from maps.

3. Now player has chance to get wine at each location. Also player can get fish at each location that has lakes.

4. Increased chance of getting slow build order.

5. If player has wine/fish sources vineyard/fisherman's can be unlocked at start.

6. Changed possible mines count and coal amount at many location templates. Mostly at locations that had 3 fixed mines to 3-4.

7. Fixed bugs with wrong object placements to block mines.

8. Fixed bugs with giving ore at places where mines can't be built.

9. At some location templates town hall was blocked. You will receive a message about it at start of the game if you will get such location.