

Chlyssich in the
Wonderland

ZxZ

(c) Classic, Ritter des Todes 2025

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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 290 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 shows 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

This map contains 20 battlefields, 10 for vertical and 10 for horizontal templates. Players of teams get same locations and resources.

Team can start at each side of the map. Positions of players in team are mixed. Mirrored locations are always opposite each other.

There is a limit: 16 towers PER TEAM and 12 towers PER PLAYER! You should not count something it's limited by script. But knowing it is important!

SEED-instruction

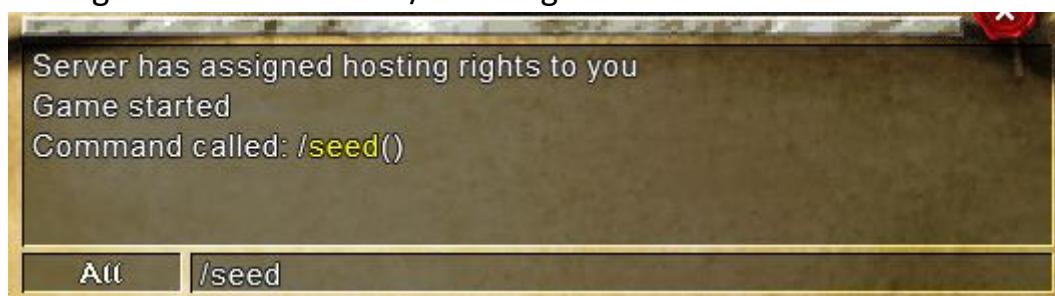
Command to generate SEED is a code string that allows you to play map again with some randomization.

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 «CiW 2x2_SEED» name:

	Title	H	#	Size
★	CiW 2x2	4	4	XXL
★	CiW 2x2_SEED	4	4	XXL

You have to make this step once. Then you will always use this map for SEED. CiW version 1x1 and 4x4 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 2x2\»

3. Find and open log file «CiW 2x2.log.txt»

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,BT,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;DC,Bo,HY,F,C,A|Di,BS,K;Cv,BM,K;C1,BM,K;Cy,BM,K;Cz,BM,K|DH,/,B,B;DH,BA,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;0,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;0,L;c,G|C,F;L,E|I,R|||
```

4. Find «CiW 2x2_SEED» map folder, and open «Seed.script» file.



script

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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|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;0,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;0,L;c,G|C,F;L,E|I,R]';
```

Save and close file.

5. Now make lobby and set «CiW2x2_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.



Map version: 1.00