

Content Description:

Glendalough – This map was inspired by Glendalough, a Monastic Settlement in the Wicklow Mountains of Ireland, just south of Dublin.

A hybrid map, players start on opposing mountain tops, which descend into a valley of two lakes. One lake contains shore fish, and the other deep fish. Most gold on the map is situated near the ancient monastery.

Important Deviations:

- None.

Achill – This map was inspired by Achill Island, a rugged and windy location in County Mayo off the West Coast of Ireland.

A hybrid map, players start in the mountains on opposite corners, and quickly find themselves in a battle for what little wood is available. Control of trade along Keel Beach will bring a modest wood income, but the true source of early game building materials are peat farms scattered across the map. Traditional farming is impossible on such rocky thick sod, but fish are plentiful and sheep may be trained from the mill.

Important Deviations:

- Achill island is 87% peat bog and is not arable.
- Farms are disabled for all players (except AI).
- Sheep may be trained at the mill/folwark in 30 seconds for 25 wood apiece. Because there is no limit to the number of sheep available to players their vision has been reduced to zero so that they cannot be used to explore the map. Kinda like real-life sheep.
- To recreate the harsh subsistence of Achill Island's inhabitants, there is very little wood on this map. Small forest patches of reeds and occasional straggler bushes may be chopped, but there are no real trees. To make this map playable, the following provisions exist for wood collection:
 - Reeds (but not bushes) regrow after 3 minutes as long as their stumps are not built on top of.
 - All players receive a trickle of wood equivalent to 2 dark age villagers.
 - There are capturable gaia peat farms scattered across the map. Peat was traditionally used for fuel and building materials on Achill Island, and controlling at least one peat farm will provide wood income equivalent to 2.6 dark age villagers. These farms regrow if destroyed or deleted. Wood income does not scale with controlling more peat farms.
 - There are three trade workshops along Keel Beach guarded by gaia spearmen with 10 attack (thus threatening even eagle scouts). Players are rewarded with wood income equivalent to 2 dark age villagers *per* trade workshop controlled.

Tara – This map was inspired by the Hill of Tara, near Skyrne in County Meath, Ireland. The most hallowed location in Ireland, the site contains ancient burial mounds and is where Irish High Kings were coronated.

An open Empire Wars-style land map, players find themselves under the perpetual tax of the king, draining gold from their coffers. Although taxes are a universal constant, players may capture relics from around the standing stone in the center of the map. But watch out! This holy site protects its

artifacts. Stone may also be mined from the lesser mound, so be prepared for many castles, towers, and overall hyper-aggression!

Important Deviations:

- As of September 2021, this map unconditionally contains the starting buildings and units to satisfy the requirements of Empire Wars, regardless of the game mode selected. Selecting Empire Wars is still important, however, as this game mode will automatically task starting villagers to gather from the nearest resource.
- All trees contain 350 wood to allow more openness without sacrificing wood supply.
- The gold supply of all players is drained at a rate equivalent to three dark-age villagers mining gold, regardless of technology or units. However, relics may be captured to offset this drain.
- Relics are all located in the center of the map, surrounding the holy standing stone at the summit of the Hill of Tara. They are guarded by hostile and unconvertible gaia priests with block printing, redemption, and atonement, and will require investment to secure.

Blarney – This map was inspired by Blarney Castle in County Cork, Ireland, built in the 13th century.

Blarney is a closed, hideout style map where players start inside palisade walls surrounding the main neutral gaia unconvertible castle in the center of the map. As they advance through the ages, they must decide if it is better to go around Blarney Castle to get to the opponent, or through it. But beware – the castle has a garrison and will defend itself if attacked.

Important Deviations:

- Players start with a pavilion in the castle to make it easier to place houses without town center idle time. This pavilion will eventually be destroyed by the hostile garrison, and is not a permanent replacement for a starting house.
- Players start with 4 watch towers outside their starting walls to mitigate the risk of losing access to safe wood in the Feudal Age.
- There is little player assigned gold, but a lot of player-assigned stone which may be sold at the market or used for tower rushes, castle drops, etc. Alternatively neutral golds may be mined, but beware, they are far from player town centers!
- This is one of three AOEire tournament custom maps with wolves. Wolves were eradicated from Ireland in the late 18th century.

Nomad – This is a general map of Ireland, available in Nomad form.

There are 15 possible configurations of the Irish Island: 5 angular rotations and 3 magnifications.

Important Deviations:

- All players start with a fishing ship to mitigate the benefit of being Persians, Malians, or Sicilians.
- All oak forest trees contain 350 wood to allow the map to be more open without sacrificing wood supply.
- Resource piles generally condensed to reward map control and take up less space (improving number of TC placement locations)
- Generally fewer fish, but relics spawn only on small islands off the Irish coast.

Tullyhogue – This map was inspired by Tullhogue Fort in County Tyrone of Northern Ireland, the ceremonial site where O'Neill clan chieftains were inaugurated. Following the narrow defeat of Hugh O'Neill during The Nine-Years war, the standing stone atop this hill was smashed to pieces by English soldiers in the early 1600s, symbolizing their triumph over Irish rebels, the end of the Gaelic clan system, and English political domination for the next 300 years.

Tullyhogue is a closed, gold-rush and land-nomad style map where players start with 11 villagers and a homestead that is taxed by the O'Neills. A generally closed landscape, the unique feature of Tullyhogue is the mystery of what is behind the wood boundaries in each corner: relics or stone? Either way, it's guarded by wolves.

Important Deviations:

- There is a 50% chance that all stone on the map will be in the North and South corners, and a 50% chance that it will be Relics instead. The same is true of the East and West corners.
- The forests zoning off the relics and stone are unbuildable, even after the trees are fully cleared.
- Relic trickle rate halved, but about 2x the usual amount.
- Small gold piles dispersed across the map (containing 400 total). Most gold is in the center.
- Player starting resources:
 - Wood: *All players start with 275, regardless of Civilization.*
 - Gold: +50
 - Stone: +150
- The O'Neill clan is "progressive" and only has property taxes. As long as players control their starting Yurt (providing 10 population space), their gold is drained at a rate equivalent to one normal relic. Deleting the yurt ends the tax, but could make players housed when their TC first goes up. Luckily the town assessor won't visit Tullyhogue hill until after the battle is over.
- This is one of three AOEire tournament custom maps with wolves. Wolves were eradicated from Ireland in the late 18th century.

Arabia – This is a general Irish Arabia map. It is vanilla and intended to be used for the first game in a set.

Important Deviations:

- Generally more player-assigned woodlines, but further away.
- Generally further stone.
- Generally closer deer, boar.
- Generally more neutral berries.
- For Team Games:
 - Elliptical player starting arrangement puts pocket players closer to enemy pocket players. Flanks further from enemy flanks.
 - Team positions only supported when it is odd vs even numbers. In 3v3, grey (player 7) and orange (player 8) are not supported.

Changelog:

29/09/21 – Original Issue

01/10/21 –

Glendalough:

- <OBJECTS_GENERATION> Object_Database.ods (Changes to make player-assigned stone and gold more intuitive)
 - Row #9 First Object and First Object ID Constant
 - Revised FROM GOLD_STONE 841 TO GOLD
 - Row #11 First Object and First Object ID Constant
 - Revised FROM GOLD_STONE 841 TO GOLD
 - Row #12 First Object and First Object ID Constant
 - Revised FROM GOLD_STONE 841 TO GOLD
 - Row #15 First Object and First Object ID Constant
 - Revised FROM ROCK_STONE 841 TO STONE
 - Row #17 First Object and First Object ID Constant
 - Revised FROM ROCK_STONE 841 TO STONE
- <LAND_GENERATION> (Simplifications reduce filesize by ~200 kb)
 - Revised all land creation commands FROM “create_land { ...” TO “L { ...” where “L” was already predefined as create land command. Number of instances: 19,151.

Tara:

- Tara.m (Changes to allow ring of forest around map border)
 - Reduced the player starting group radius FROM “r = [75 80 85];” TO “r = [74 78 82];”
 - Added following lines of code to Grid_Forest variable, prior to its processing against other auto-generated lands:

```
Grid_Forest = [Grid_Forest; LandScribeV5(['S'],[0],{0 -49},{00},{'0*x'},{1},{1},[-50 50]);
Grid_Forest = [Grid_Forest; LandScribeV5(['S'],[0],{0 -49},{90},{'0*x'},{1},{1},[-50 50]);
Grid_Forest = [Grid_Forest; LandScribeV5(['S'],[0],{0 +48},{00},{'0*x'},{1},{1},[-50 50]);
Grid_Forest = [Grid_Forest; LandScribeV5(['S'],[0],{0 +48},{90},{'0*x'},{1},{1},[-50 50]);
```
- <LAND_GENERATION> (Simplifications reduce filesize)
 - Revised all land creation commands FROM “create_land { ...” TO “L { ...” where “L” was already predefined as create land command. Number of instances: between 16,431 and 17,034.
- <TERRAIN_GENERATION> (correcting for now more leaf terrain, need to decrease forest)
 - /* Forest Creation */ ... “create_terrain LEAVES”
 - Revised FROM “land_percent 5” TO “land_percent 11”
- <OBJECTS_GENERATION> Issued revision to use Object_Database_V2.ods instead of Object_Database.ods (Change to improve reliability of stone spawn, make it avoid central standing stone location, and reduce number of hostile gaia priests)

Blarney:

- <LAND_GENERATION> (Simplifications reduce filesize by ~180 kb)
 - Revised all land creation commands FROM “create_land { ...” TO “L { ...” where “L” was already predefined as create land command. Number of instances: 18,941.
- <TERRAIN_GENERATION> (Increase size of forests on grass terrain)
 - Forest creation on normal grass, elevation 1:
 - Revised FROM “number_of_clumps 120” TO “number_of_clumps 60”
- <OBJECTS_GENERATION> Object_Database.ods (Change to grant players a starting gold, push berries further away)
 - Added a row between STONE (17) and VILLAGER_BASE_F (18), making it the 18th row with the same parameters as the STONE (17) now above it with the following exceptions:
 - Resource Delta -600
 - Group Quantity 1
 - Row 17 (previously created stone) avoidance by 2
 - Updated all subsequent row numbers by +1
 - New row 25 (FORAGE) avoidance of Row #1 changed FROM 15 TO 16.

Nomad:

- <ELEVATION_GENERATION> (Reduced number of hills to make starting town center easier to place)
 - Excepting the creation of elevation 1, reduced “number of tiles” for all “create_elevation” commands by 25%, rounded down.
- <OBJECTS_GENERATION> Removal of Villager and Fishing Ship manual object scribe. Included in Object_Database.ods:
 - Added Row #49 VILLAGER_BASE_F with the following parameters:
 - Object Type: Player Assigned Player Owned
 - Group Quantity: 3
 - Grouping Type: Tight
 - Scaling Type: None
 - Min Distance Group Placement 16
 - Temp Min Distance Group Placement 32
 - Rows to Avoid: 8,9,10,11 (all fish: shore, water, med_water, & deep_water)
 - Avoidance Distance: 8,8,8,8
 - Force Placement: Yes
 - Manually removed “find_closest” from auto-generated code
 - Added Row #50 FISHING_SHIP with the following parameters:
 - Object Type: Player Assigned Player Owned
 - Grouping Type: Tight
 - Scaling Type: None
 - Min Distance Group Placement 16
 - Force Placement: Yes
 - Manually removed “find_closest” from auto-generated code

Achill:

- <LAND_GENERATION> (Simplifications reduce filesize by ~150 kb)
 - Revised all land creation commands FROM “create_land { ...” TO “L {...” where “L” was already predefined as create land command. Number of instances: 16,410.
- <PLAYER_SETUP>
 - After “direct_placement” added the following lines (to circumvent the need for second_object when placing this Donjon, allowing it to be truly unconvertible):
/* Make Neutral Gaia Unconvertible Donjon Placeable on Any Terrain */
#const DONJON 1665
effect_amount SET_ATTRIBUTE DONJON ATTR_TERRAIN_ID 0
- <OBJECTS_GENERATION> (Change to make Donjon primary object)
 - Changed FROM “create_object IPH...second_object DONJON” TO “create_object DONJON ...”

12/10/21 –

Glendalough:

Nature/Reason:

- Relics should avoid player starting areas, but don't. This change requires relics to spawn outside of a 30 tile radius from player starting town center, and will make the relic generation more fair.
- There is a neutral gaia mining camp on a stream feeding the upper lake containing deep fish. This change makes that mining camp unconvertible, to that no player will gain a vision advantage from sprinting there with their scout.
- Adding hitpoints to the fence containing the herdable animals so that the game doesn't open with a sprint to their pen to get four free sheep. The pen generally spawns closer to one player, essentially giving one person four free sheep.

Details:

- <PLAYER_SETUP>
 - Added the following line below “direct_placement” (making gaia mining camps placeable anywhere without need for second object, which doesn't work with unconvertible):
effect_amount GAIA_SET_ATTRIBUTE MINING_CAMP_F ATTR_TERRAIN_ID 0
 - Added the following line below “direct_placement” (making the gaia fence surrounding the animals take 60 seconds to destroy using dark-age scout):
effect_amount GAIA_SET_ATTRIBUTE DLC_FENCE ATTR_HITPOINTS 30
- <OBJECTS_GENERATION> Added relic avoidance of player towns through ObjectDatabase.ods
 - Added Empty Columns AB through AI for latest version compatibility
 - Updated by running ObjectAutoscribeV5.m, instead of ObjectAutoscribeV3.m
 - Row 52 Column Y (Object to Avoid Actor Area) added “1”
 - Row 52 Column Z (Avoidance Distance) added “30”
 - Row 57 Column B (First Object) Removed “DLC_GALLOW” and replaced with “MINING_CAMP_F”
 - Row 57 Column D (Second Object) Removed “MINING_CAMP_F”.

Achill:

Nature/Reason:

- Two generations of Achill.rms on the current revision had un-pickable berries for one of two reasons: 1) The mill was too close to the gaia spearmen guarding the trade workshops. Since these spearmen have 10 attack, it's too much for even loomed villagers to deal with. The vision and search radius of these spearmen is reduced so they will not attack nearby foragers or mill, or 2) Sometimes the mill would spawn without berries for one player. This obvious food advantage is unacceptable. This change will allow the mill to spawn in a location where the berries can be guaranteed.
- Currently the code allows for Donjons to be built anywhere. This was done to support the eye-candy Donjon representing Kildownet Castle, which is allowed to spawn on shallows. The script is revised so that this rule only applies to gaia starting Donjons – not player built Donjons.

Details:

- <PLAYER_SETUP>
 - Revised line 68 FROM “/* Set Attack of Gaia Spearmen to 10 */” TO “/* Set Attack of Gaia Spearmen to 10 and Reduce Their Search Radius */”
 - Added two lines below 68 with the following:
effect_amount GAIA_SET_ATTRIBUTE SPEARMAN ATTR_SEARCH_RADIUS 2
effect_amount GAIA_SET_ATTRIBUTE SPEARMAN ATTR_LINE_OF_SIGHT 2
 - Revised line 24:
 - FROM:
effect_amount SET_ATTRIBUTE DONJON ATTR_TERRAIN_ID 0
 - TO:
effect_amount GAIA_SET_ATTRIBUTE DONJON ATTR_TERRAIN_ID 0
- <OBJECTS_GENERATION> Beach invisible placeholders now more robust in ObjectDatabase.ods (having removed a spacing parameter):
 - Added Empty Columns AB through AI for latest version compatibility
 - Updated by running ObjectAutoscribeV5.m, instead of ObjectAutoscribeV3.m
 - Row 8 Column V (Temp Min Distance Group Placement) Removed “1”

Tullyhogue:

Released with this update.

13/10/21 –

Nomad:

Nature/Reason:

- Current code allows villagers to be trapped inside forests, which is unacceptable since players could start with a different number of use-able villagers. This change will give all starting villagers forest avoidance, so it is impossible for them to become trapped.
- Kings may spawn on the water, making them vulnerable to being trapped and sniped by enemy units. This change forces kings to spawn on beach terrain.
- Rather than having a free fishing ship (which may not sufficiently nerf Persians and Malians), all civilizations are given +50 starting wood so they can at least afford the dock and town center. A free transport ship with reduced vision is instead given to each player to encourage relic collection and sneak landings.
- On some larger generations of the previous map revision, cosmetic defects would be present – grass would be left where terrain layering should have converted it to rock. This change removes these visual bugs by improving the probability that the correct terrain is applied uniformly.

Details:

- <PLAYER_SETUP>
 - After the effect_amount setting wood amount contained by trees, but before <ELEVATION_GENERATION> added the following lines of code:

```
/* Modify Player Starting Resources */
effect_amount MOD_RESOURCE AMOUNT_STARTING_WOOD ATTR_ADD 50
/* Setting Transport Ship LOS */
#const SFTS 1735 /* Sicilian Free Transport Ship */
effect_amount SET_ATTRIBUTE SFTS ATTR_LINE_OF_SIGHT 1
```
- <ELEVATION_GENERATION>
 - Under “create_elevation 1”
 - “number_of_clumps” revised FROM “9320” TO “40”.
- <TERRAIN_GENERATION>
 - Increase the number of instances of “create_terrain NNRB” FROM 1 TO 2. All other parameter kept the same.
- <OBJECTS_GENERATION>
 - Added forest avoidance of villagers through ObjectDatabase.ods
 - Row 49 Column T (Forest Distance): Added “2”.
 - Updated by running ObjectAutoscribeV5.m, instead of ObjectAutoscribeV4.m
 - Before “/* BEGIN_OBJECTS_AUTOSCRIBE */”, in king creation script for regicide, added the following text after “set_place_for_every_player”: “terrain_to_place_on NNRB”
 - Modified starting units thusly through ObjectDatabase.ods
 - Row 50, Column B (First Object) revised FROM “FISHING_SHIP” TO “SFTS”
 - Housekeeping: Manually removed “find_closest” from auto-generated code.

17/10/21 –

Blarney:

Nature/Reason:

- There is a DE bug that makes gaia gates appear to have been converted, even when they aren't. Although there is no way for a scripter to correct this issue, the line of sight of the fortified gates has been reduced to 0 so that players who "control" them gain no vision advantage. Gates that appear converted do not grant passage and are attackable.
- To ensure a more uniform destruction rate between starting pavilions, more hostile gaia unconvertible throwing axemen were created. To restrict these axemen to the citadel, their vision is reduced.
- The technology used to create the objects for this script is not compatible with how the game generates walls on maps. To circumvent this issue, convertible gaia outposts were placed around each player town, which were then upgraded to palisade walls before being converted and becoming player owned. This introduced another issue where sometimes, depending on player starting LOS, the walls around towns would be controlled by the wrong player, and could simply be deleted to gain access to the enemy town. This change improves the reliability of wall control, ensuring each player controls their intended walls.

Details:

- <PLAYER_SETUP>
 - After the text removing the visual effect of the dead fish trap, ADDED the following:
/* Adjusting Vision of Fortified Gates */
#const FORTIFIED_GATE_UP 63
#const FORTIFIED_GATE_DOWN 85
effect_amount GAIA_SET_ATTRIBUTE FORTIFIED_GATE_UP ATTR_LINE_OF_SIGHT 0
effect_amount GAIA_SET_ATTRIBUTE FORTIFIED_GATE_DOWN ATTR_LINE_OF_SIGHT 0
/* Adjusting Vision of Gaia Throwing Axemen */
effect_amount GAIA_SET_ATTRIBUTE THROWING_AXEMAN ATTR_LINE_OF_SIGHT 3
 - After the text allowing gaia outposts to be placed on any terrain, ADDED the following:
effect_amount GAIA_SET_ATTRIBUTE OUTPOST ATTR_LINE_OF_SIGHT 1
effect_amount SET_ATTRIBUTE FLAG_A ATTR_LINE_OF_SIGHT 1
effect_amount SET_ATTRIBUTE FLAG_A ATTR_HITPOINTS 0
- <OBJECTS_GENERATION>
 - Gates defined for use in effect_amount, no definition required in ObjectDatabase.ods
 - Rows 6 through 9, Column C (First Object ID Constant): Entries removed.
 - Placement of FLAG_A in ObjectDatabase.ods
 - Added a row above Row 14, becoming the new Row 14, with the old row 14 (OUTPOST) becoming row 15 and all others incremented by 1 thereafter. Entries are:
First Object: FLAG_A
Object Type: Player Assigned Player Owned
Group Quantity: 10000
Scaling Type: Map Size
Terrain to Place On: R2
Object to Place in Actor Area of, Row #: 1
Object to Place in Actor Area of, Distance: 11
Object to Avoid Actor Area of, Row #: 1
Object to Avoid Actor Area of, Distance: 10
Force Placement: No
 - Increasing the Number of Throwing Axemen through ObjectDatabase.ods
 - Row 58, Column Z (Distance to Avoid Actor Areas) changed FROM: 5,5,5,5,5 TO 4,4,4,4,4
 - Updated by running ObjectAutoscribeV5.m, instead of ObjectAutoscribeV4.m

26/20/21 –

Arabia:

Released with this update.

30/10/21 –

Tara:

Nature/Reason:

- Player starting configuration has been updated to the using the latest version of player land creation software. It will allow for a mirror arrangement, where players can be separated by the neutral stone OR the relics. This was done to improve variety on the map and reward players for scouting and adaptability. Additionally, the grid-forest is programmed with avoidance to player starting areas, improving placement flexibility and initial access fairness.
- Starting camp distributions were adversely affected by the previous change, which pushed players slightly closer together (to make room for a perimeter woodline). This created situations, particularly for one player, where stone and gold were on the neutral side of the unbuildable terrain ring, or lumbercamps were closer to the center, making them harder to defend. This change will improve the fairness of resource spawns for both players, and ensure that no player controlled objects can be created on the wrong side of the unbuildable ring.
- A new technique for spacing camps from resources has been developed by the scripting community. It will allow camps to look more like what a human player would place, instead of on corners or directly against the resource pile. This change implements such an approach for this map.
- Since this map was last released/updated, object placement program was still buggy, and lacked the direct object placement location feature of “create_actor_area” (added in an update to the game since the map was released). This change will ensure a more uniform villager distribution across resources (4 villagers per lumbercamp, etc.) and pushes resources away from specific keep-out zones (like the edge of the map, or too close to the center).
- Amount of stone in player-assigned piles has been reduced to incentivize competition over the neutral stone mound toward the center of the map.
- Added neutral gold and stone piles to the map, to make come-backs more possible.

Details:

- <PLAYER_SETUP>
 - After “direct_placement” but before “/* Setting Tree Wood Storage to 350 */”, ADDED:
ai_info_map_type ARABIA 1 0 1
/* Remove Visual Effect of Dead Fish Trap */
#const ON_GRID 278
effect_amount GAIA_SET_ATTRIBUTE ON_GRID ATTR_STORAGE_VALUE 0
 - After “/* Setting Tree Wood Storage to 350 */” but before “/* Giving GAIA Additional Monastery Techs & Range */”, ADDED:
/* Removing the Pine Trees Used for Camp Placement Spacing */
effect_amount GAIA_SET_ATTRIBUTE PINETREE ATTR_STORAGE_VALUE 0
effect_amount SET_ATTRIBUTE PINETREE ATTR_DEAD_ID 278
effect_amount SET_ATTRIBUTE PINETREE ATTR_HITPOINTS 0
- <LAND_GENERATION> Tara.m (Changes to player starting land generation)
 - Added line in front of “off” variable definition (variable “adc” needed for version 6):
adc = [175 185]; %Angular Distance to Team Centroid
 - Revised line invoking player land creation function:
FROM:
[create_player_lands] = RMS_CPL_V2({3},{‘G’},{1},off,SA,b,r,e);
TO:
[create_player_lands] = RMS_CPL_V6({3},{1},{1},off,adc,SA,b,r,e);
- <TERRAIN_GENERATION> Tara.rms (terrain layering changes to support new starting configuration)
 - In forest creation section, in “create_terrain FOREST { ...”
 - Removed “clumping_factor -100”
 - Below “set_scale_by_groups” ADDED “set_avoid_player_start_areas 12”
 - Added “spacing_to_other_terrain_types 1” under “SMALL_MAP” and “MEDIUM_MAP” options
 - Revised FROM “spacing_to_other_terrain_types 1” TO “spacing_to_other_terrain_types 2” for “LARGE_MAP”, “HUGE_MAP”, and “GIGANTIC_MAP” options.
 - Introduced seven additional copies of the “create_terrain FOREST { ... ” command to ensure proper tree grid pattern.
 - After:
create_terrain GRASS
{
 base_terrain LEAVES
 land_percent 100
 number_of_clumps 9320
 set_scale_by_groups
 clumping_factor 100
}
But before:
create_terrain LEAVES
{
 base_terrain FOREST
 land_percent 11
 number_of_clumps 9320
 set_scale_by_groups
 clumping_factor 100
}

ADDED the following terrain generation:

```
create_terrain BIRCH_FOREST
{
    base_terrain FOREST
    land_percent 100
    number_of_clumps 9320
    set_scale_by_groups
    clumping_factor 100
    spacing_to_other_terrain_types 2
}
```

➤ Revised FROM:

```
create_terrain LEAVES
{
    base_terrain FOREST
    land_percent 11
    number_of_clumps 9320
    set_scale_by_groups
    clumping_factor 100
}
```

Revised TO:

```
create_terrain LEAVES
{
    base_terrain FOREST
    land_percent 8
    number_of_clumps 9320
    set_scale_by_groups
    clumping_factor 100
}
```

➤ After:

```
create_terrain LEAVES
{
    base_terrain FOREST
    land_percent 8
    number_of_clumps 9320
    set_scale_by_groups
    clumping_factor 100
}
```

But before:

```
create_terrain DLC_ROCK
{
    base_terrain GRASS
    land_percent 100
    number_of_clumps 9320
}
```

```
set_scale_by_groups
clumping_factor 100
height_limits 5 7
}
```

Added the following terrain generation:

- <OBJECTS_GENERATION>
 - Updated using ObjectAutoscribeV6.m, a newer and improved function with fewer bugs and direct object placement capability.
 - Issued revision to use Object_Database_V3.ods instead of Object_Database_V2.ods (Change to increase intelligence of camp spawn, distribute resources as intended, add neutral gold & stone piles, etc.) Contact TechChariot#4776 for access to either revision.
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02/11/21 –

Ireland Arabia:

Nature/Reason:

- Players reported deer generation to be inconsistent and unfair. This change repositions the deer to be slightly closer to the town center and generally further from the player-assigned forests, giving them more available space to spawn in. Additionally, their avoidance to other features such as berries, gold, stone, etc. are reduced.

Details:

- <OBJECTS_GENERATION>
 - Placement of DEER in ObjectDatabase.ods
 - Row 19 (DEER):
 - Column T (Forest Avoidance): Revised FROM 4 TO 2.
 - Column X (Place in Distance): Revised FROM 20 TO 16. Deer now must spawn within 16 tiles of town-center (was 20).
 - Column Z (Avoidance Distance): Revised FROM 14,4,12,4,4,4,4,4 TO 10,2,10,2,2,2,2,2. Avoidance to TC now 10 (was 14) avoidance to boar now 2, (was 4), avoidance to berries now 10 (was 12), avoidance to all 6 gold/stone piles now 2 (was 4).