

Kohan Map Submission Overview v1.0

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1 GENERAL GUIDELINES

- **Absolutely no profanity or vulgarity will be allowed.**
- **Absolutely no works derived from non-TimeGate copyrighted material will be allowed.**
- **Violators of either of these strictures will be barred from future submissions.**

These are the general guidelines for preparing a map for submission to TimeGate Studios. For more detailed information on map creation, please see the ***Kohan Editor Overview***. These guidelines are not appropriate for Campaign maps, which are single-player only and ignore most of these settings.

1.1 Map Size

Map size is very important in determining the number of players that can comfortably play on a map. These are general guidelines, not strict rules.

Map Size	Range	Recommended
64 x 64	1-3	2
96 x 96	2-4	2
128 x 128	3-5	4
160 x 160	4-6	4
196 x 196	4-8	6
256 x 256	6-8	8

1.2 File Names

(In the Kohan Editor with your current map open, select Save from the File menu.)

File names should be all lower case letters, contain the title of the map with underscores instead of spaces, and have the file extension **.TGM** appended.

Ex.: rhaksha_herd.tgm

the_crossing.tgm
aeslan_fallen.tgm

1.3 Construction / Layout

Look & Feel - The terrain of the map should vary, contain terrain features (also referred to as “doodads”), and look as natural and realistic as possible. The terrain variance will obviously depend greatly on the intended climate for the map (i.e., a desert map may feature desert, water, beach, jungle, and desert mountains, but not rotting grass or hills). When designing a map that features a single terrain in a disproportionate amount, be sure that it is by design, not by lack of effort in the design.

Pathfinding - Please make sure that “bottlenecks” are not present on the map. “Bottlenecks” are extremely narrow passes that can cause units to get stuck and/or cause pathfinding problems for units trying to move from point A to point B. Using mountains and water to create mazes or labyrinths should be avoided. Terrain and object placement that will disrupt pathfinding will disrupt gameplay and therefore, should be avoided.

1.4 Balance

Players’ starting positions in **Deathmatch** and **Team Deathmatch** maps should be equitably equipped as to ensure that no player or team has a distinct advantage over any other player. (**NOTE: Tournament** maps, by default, **Deathmatch** or **Team Deathmatch**, should be perfectly balanced. In a Free-For-All tournament, all players’ starting positions should be identical and for One-on-One or Team-Play, the maps should either be a mirror image or symmetrical.)

1.5 Map Settings

Map Name - (In the Kohan Editor with your current map open, select *Map Settings* from the *Settings* menu.) The map name should be descriptive and reflect the play of the map. Kohan uses specific icons in the map names to indicate what gameplay type the map falls into. For **Deathmatch** maps the icon is a set of crossed swords (**Ctrl+A**), for **Team Deathmatch** maps the icon is a sword laid across a shield (**Ctrl+C**), and for **Scenario** maps, the icon is a red jewel (**Ctrl+M**). For maps that can be played as **Scenario** and **Deathmatch**, both icons should be used, the red jewel (**Ctrl+M**) for **Scenario** first, and the set of crossed swords for **Deathmatch** second. For maps that can be played as **Team Deathmatch** and **Deathmatch**, both

icons should be used, the sword laid across the shield (**Ctrl+C**) for **Team Deathmatch** first, and the set of crossed swords for **Deathmatch** second. There should be no comma or space between the two icons.

A map should never be marked as **Scenario** and **Team Deathmatch** (since **Team Deathmatch** is actually a subset of **Scenario**). The **Deathmatch** icon is added if a map features fair starting positions, so could be played with customized settings.

Following the icon(s) there should be a single space, after which the name of the map is inserted. The maximum number of players follows the name of the map and a single space and is enclosed in parentheses. For **Team Deathmatch** maps the number of teams follows the maximum number of players and a single space and is enclosed in brackets.

- Ex.:** A **Deathmatch** map: (**Ctrl+A**) The Crossing (2)
A **Scenario** map: (**Ctrl+M**) Rhaksha Herd (4)
A **Team Deathmatch** map: (**Ctrl+C**) Bonehenge (8) [2 Teams]
A **Deathmatch** and **Scenario** map: (**Ctrl+M**)(**Ctrl+A**) Aeslan Fallen (8)
A **Deathmatch** and **Team Deathmatch** map: (**Ctrl+C**) (**Ctrl+A**) The Yinyaen (4) [2 Teams]

2 DEATHMATCH GUIDELINES

- **These games are played with Custom settings (or any game type other than “Use Scenario Settings”).**
- **Only the placement of Start Positions, Independent Cities, Terrain, and Features are used in Deathmatch maps.**
- **Since the assignment of players to Start Positions is random, positions should be equally balanced.**

2.1 Balance

Players' starting positions in a **Deathmatch** map should be equitably equipped as to ensure that no player has a distinct advantage over any other player. This is important, since players are always randomly assigned to starting positions in custom games (any game that is not “Use Scenario Settings”).

Placement of objects on the map is extremely important in ensuring that the map is balanced. Mines need not be distributed absolutely evenly across the map; however, thought and care should be put into which mines are placed on the map and where they are placed. The placement of lairs on the map should be handled carefully for two reasons: 1) The lairs can launch rampaging monsters that can wander where you do not intend them to wander and 2) The gold received from the lair will be set in the lair, so you should make sure that the gold to be gained from a lair is equal across the teams. Terrain should be placed in such a way that players have similar terrain around their starting position.

2.2 Map Settings

Map Name - (In the Kohan Editor with your current map open, select Map Settings from the Settings menu.) The map name should be descriptive and reflect the play of the map. Kohan uses specific icons in the map names to indicate what gameplay type the map falls into. For **Deathmatch** maps the icon is a set of crossed swords (**Ctrl+A**). For maps that can be played as **Scenario** and **Deathmatch**, both icons should be used, the red jewel (**Ctrl+M**) for **Scenario** first, and the set of crossed swords for **Deathmatch** second. For maps that can be played as **Team Deathmatch** and **Deathmatch**, both icons should be used, the sword laid across the shield (**Ctrl+C**) for **Team Deathmatch** first, and the set of crossed swords for **Deathmatch** second. There should be no comma or space between the two icons.

Following the icon(s) there should be a single space, after which the name of the map is inserted. The maximum number of players follows the name of the map and a single space and is enclosed in parentheses. For **Team Deathmatch** maps the number of teams follows the maximum number of players and a single space and is enclosed in brackets.

Ex.: A **Deathmatch** map: **(Ctrl+A)** The Crossing (2)
A **Deathmatch** and **Scenario** map: **(Ctrl+M)(Ctrl+A)** Aeslan Fallen (8)
A **Deathmatch** and **Team Deathmatch** map: **(Ctrl+C)**
(Ctrl+A) The Yinyaen (4) [2 Teams]

Map Description - (In the Kohan Editor with your current map open, select Map Settings from the Settings menu.) The map description should describe the layout of the map and indicate whether or not settlements and outposts are allowed.

Ex.: Your kingdoms face off across a lush and fertile river valley. Bend the local Haroun population to your will before crossing the land bridges to attack your opponent. Settlements are allowed. Outposts are allowed.

2.3 King of the Hill [Ahriman's Gift only]

When the "King of the Hill" game type is selected, *Kohan* checks if there are any "Flag" objects placed on the map. If there are, *Kohan* will use those pre-placed flags. Otherwise, the user will be given the choice of having 1-4 flags placed randomly. Some maps may not work very well with the random flag placement logic, so, to support play as "King of the Hill," it is recommended (but not required) that you place flags on your map in balanced positions. There is no limit on the number of flags that can be placed on the map.

"Flag" objects are not loaded in any game type other than "King of the Hill."

3 TEAM DEATHMATCH GUIDELINES

- **These games are played with the Use Scenario Settings selection.**
- **The placement of Start Positions, Independent Cities, Terrain, Features, as well as Triggers are used in Team Deathmatch maps.**
- **All players must be assigned to a Team.**

3.1 Balance

Teams' starting positions in a **Team Deathmatch** map should be equitably equipped as to ensure that no team has a distinct advantage over any other player. In Team Deathmatch, it is the teams that have to be equipped fairly, not the individual players on the team.

Placement of objects on the map is extremely important in ensuring that the map is balanced. Mines need not be distributed absolutely evenly across the map; however, thought and care should be put into which mines are placed on the map and where they are placed. The placement of lairs on the map should be handled carefully for two reasons: 1) The lairs can launch rampaging monsters that can wander where you do not intend them to wander and 2) The gold received from the lair will be set in the lair, so you should make sure that the gold to be gained from a lair is equal across the teams. Terrain should be placed in such a way that players have similar terrain around their starting positions.

3.2 Player Settings

Kingdom Name - (In the Kohan Editor with your current map open, select *Map Settings* from the *Settings* menu.) The kingdom name should be descriptive and reflect the play of the map. Kohan uses specific icons in the map names to indicate what type of gameplay the map offers.

3.3 Map Settings

Map Name - (In the Kohan Editor with your current map open, select *Map Settings* from the *Settings* menu.) The map name should be descriptive and reflect the play of the map. Kohan uses specific icons in the map names to indicate what gameplay type the map falls into. For **Team Deathmatch**

maps the icon is the sword laid across the shield (**Ctrl+C**). For maps that can be played as **Team Deathmatch** and **Deathmatch**, both icons should be used, the sword laid across the shield (**Ctrl+C**) for **Team Deathmatch** first, and the set of crossed swords for **Deathmatch** second. There should be no comma or space between the two icons.

Following the icon(s) there should be a single space, followed by the name of the map. The maximum number of players follows the name of the map and a single space and is enclosed in parentheses. For **Team Deathmatch** maps the number of teams follows the maximum number of players and a single space and is enclosed in brackets.

Ex.: A **Team Deathmatch** map: (**Ctrl+C**) Aeslan Fallen (8) [4 Teams]
A **Deathmatch** and **Team Deathmatch** map: (**Ctrl+C**) (**Ctrl+A**) The Yinyaen (4) [2 Teams]

Map Description - (*In the Kohan Editor with your current map open, select Map Settings from the Settings menu.*) The map description should describe the layout of the map, the placement of the kingdoms/teams and indicate whether or not settlements and outposts are allowed.

Ex.: Your teams face off across a lush and fertile river valley. Bend the local Haroun population to your will before crossing the land bridges to attack your opponent. Settlements are allowed. Outposts are allowed.

4 SCENARIO GUIDELINES

- **These games are played with the Use Scenario Settings selection.**
- **The game settings are exactly as defined by the designer of the map, this includes starting gold, buildings, companies, triggers, story pieces, teams, terrain, features, and start positions.**

4.1 Balance

Players' starting positions in a **Scenario** map should be equipped as appropriate for the intended play of the scenario. Balance is very subjective in **Scenario** maps. "Challenge" maps use Scenario settings and start the game with one player or team at a distinct disadvantage to the other players or teams.

4.2 Player Settings

4.2.1 Player Settings Options

Kingdom Name - Please choose an appropriate name for the Player's Kingdom. Absolutely no profanity or vulgarity will be allowed. Absolutely no works derived from non-TimeGate copyrighted material will be allowed.

Multiplayer - Determines whether or not a human player can take this Player slot when playing the map in a multiplayer situation. If the Multiplayer drop down is set to "AI Only," this Player slot will not show up when playing the map using Scenario settings.

Faction - Sets the faction for the player. Remember that the Faction should match the starting village, if any.

Gold -The starting gold for the player. Gold can vary on the map from player to player. Generally, starting gold is set to somewhere between 500-650.

Monster War - This determines whether or not monsters (roaming and otherwise) will attack the player.

Teams and Political Relations - This area is used to set up the Teams or the Political Relations of players to one another.

Some fields are ignored, unless a kingdom is set to "AI Only."

Player Name - If the kingdom is "AI Only," this field should be set to something appropriate (like Kingdom Name).

AI Personality - If the kingdom is "AI Only," this field should be set to something appropriate for each difficulty setting.

4.3 Map Settings

Map Name - (In the Kohan Editor with your current map open, select Map Settings from the Settings menu.) The map name should be descriptive and reflect the play of the map. Kohan uses specific icons in the map names to indicate what gameplay type the map falls into. For **Scenario** maps, the icon is a red jewel (**Ctrl+M**). For maps that can be played as **Scenario** and **Deathmatch**, both icons should be used: the red jewel (**Ctrl+M**) for **Scenario** first, and the set of crossed swords for **Deathmatch** second. There should be no comma or space between the two icons.

Following the icon(s) there should be a single space, followed by the name of the map. The maximum number of players follows the name of the map and a single space and is enclosed in parentheses.

Ex.: A **Scenario** map: (**Ctrl+M**) Rhaksha Herd (4)
A **Scenario** and **Deathmatch** map: (**Ctrl+M**)(**Ctrl+A**) Aeslan Fallen (8)

Map Description - (In the Kohan Editor with your current map open, select Map Settings from the Settings menu.) The map description should describe the objectives and gameplay of the map.

Ex.: Your kingdoms face off across a lush and fertile river valley. Bend the local Haroun population to your will before crossing the land bridges to attack your opponent. Settlements are allowed. Outposts are allowed.

4.3.1 Map Settings Options

Team Name - Please choose an appropriate name for the team in question. Absolutely no profanity or vulgarity will be allowed. Absolutely no works derived from non-TimeGate copyrighted material will be allowed.

Company Limit - Select an appropriate number for the Company Limit. This number cannot be set higher than 20. Setting it lower than 20 should be done with care.

Settlement Limit - Select an appropriate number for the Settlement Limit. This number cannot be set higher than 20. Setting it lower than 20 should be done with care.

Outpost Limit - Select an appropriate number for the Settlement Limit. This number cannot be set higher than 20. Setting it lower than 20 should be done with care.

Allied Victory - This drop down menu offers you three possible conditions for victory: Allied Victory Only, Single Victory Only, and Single or Allied Victory.

Use Politics - This checkbox determines whether or not politics will be active on the map. If it is checked, the map can devolve into a simple free-for-all. If this is the intention, than that is fine, if not, be careful to ensure that the checkbox is unchecked.

Allow Settlements - This checkbox determines whether or not settlements are allowed. Disallowing settlements should be done with care.

Allow Outposts - This checkbox determines whether or not outposts are allowed. Disallowing outposts should be done with care.