



Chlyssich in the Wonderland 1x1

(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.

LOCATION DESCRIPTION

Players do not know the map where they will play. Map is generated at start of the game. There are some creation templates. First of all it's about your location. There are 58 different locations that you can get. Each location might have different amount of mines and coal. Also coal and mines placement can be different.



Example of different coal generation at same location

As you can see storehouse has random starting position as well. 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, 5/4, 5/5, 6/5, 6/6, 7/6, 7/7.

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

Quarry	50%
Woodcutters	50%
Farm	50%
Coal mine	25%

Also there is 10% 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 15% chance that players will get additional resource from table below:

Stone	15-45
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
Corn	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 + butchers is unlocked at start
Serf and worker	+1-2/1-2 your starting citizens have fool satiety.

If storehouse is spawned at wood you will get trunks for each tree that will be removed to place it.

MAP TEMPLATE

Players get same locations and resources. There are 2 map templates: top vs bottom and right vs left. Each has 5 different battlefields.

There is a limit - 8 towers max for each player. You should not count something it's limited by script. But knowing it is important!