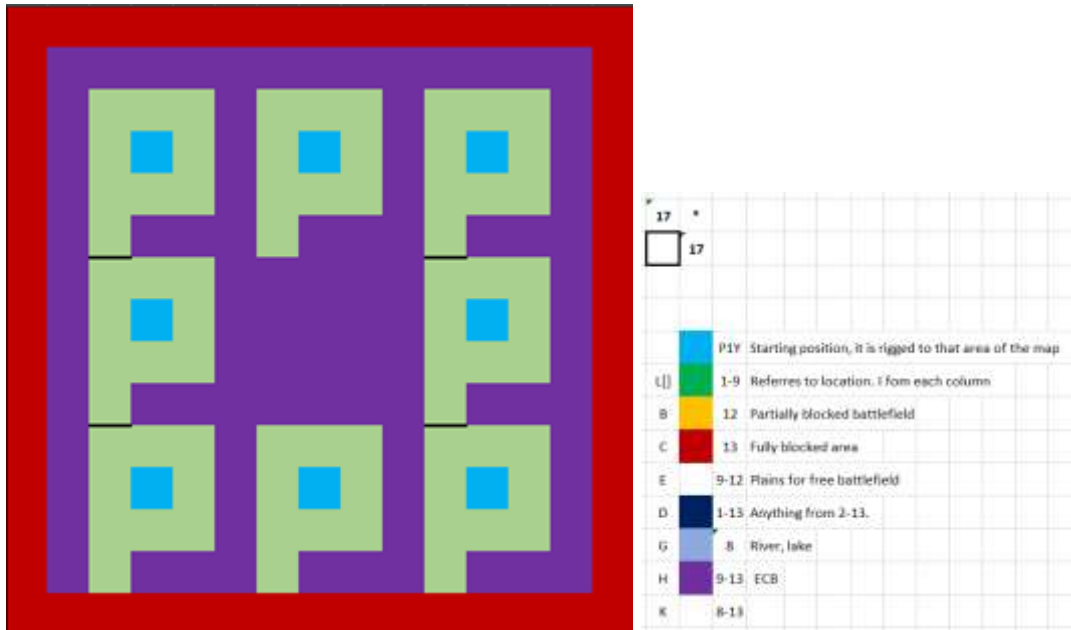


# A Chunked zone 11

A 1 versus 1 map based on logic of the M42 map .

There is only one randomly filled up Template. 10 of the chunks are the same for each player- this is the building area. The battlefield is randomly generated too. Please note, 10 chunks are the same for the players, but the generated battlefield could open different building directions for the locations. The core game is not symmetrical, so even the developing directions could be different on the same locations... will build differently on top than bottom, or on the left than right.



## The Map palettes

### Mud Theme (The original, very first theme)



### Mud 1 with blocked mine slots





# Grass 1 Theme



Grass 1 Theme with blocked mine slots.





Grass Theme 2 - no obstacles, repeat a battlefield column instead (Disabled)

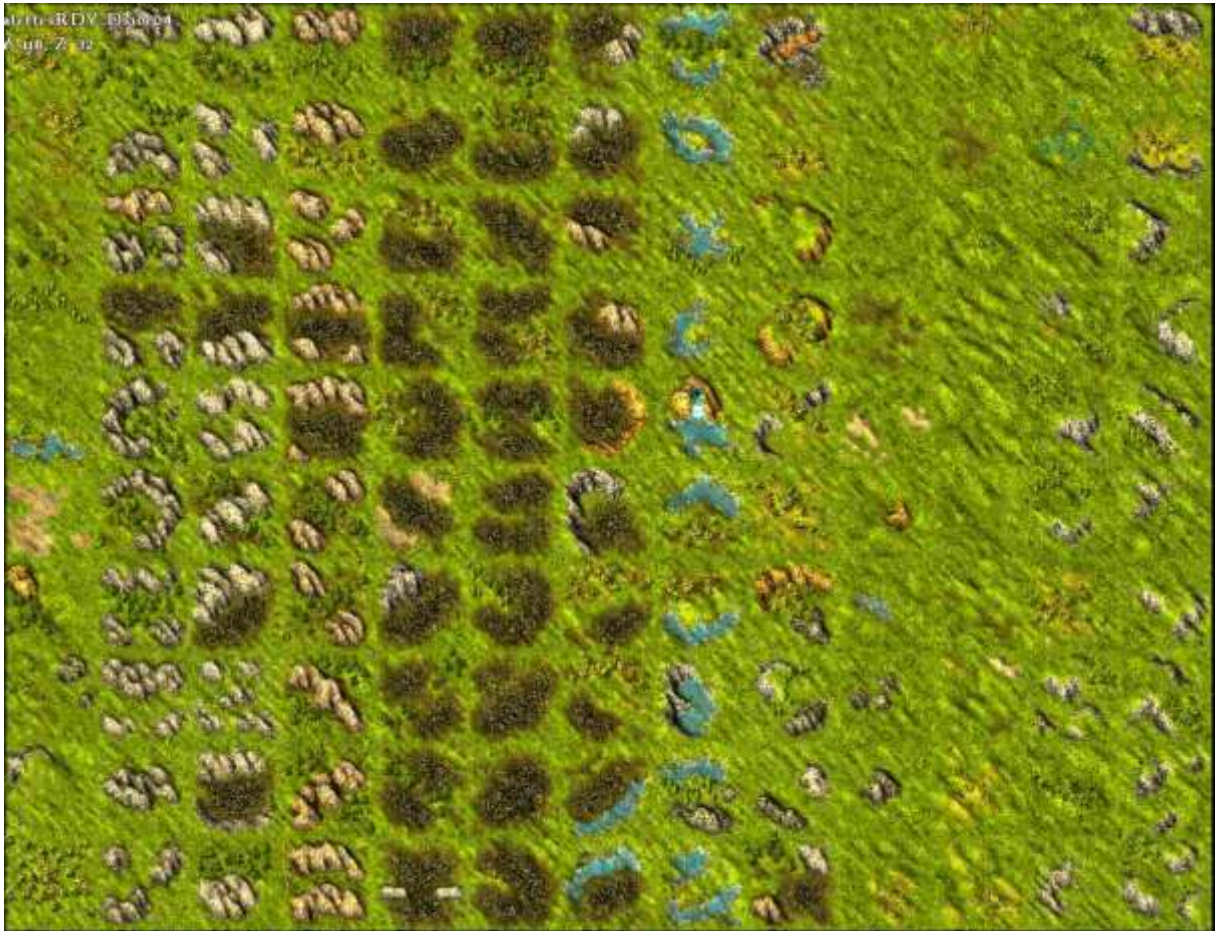


Grass 2- With blocked slots and with no obstacles;





Grass 3 -Soft obstacles







## Release notes

- v1.9.11 -Only one randomly filled up template for supporting 1v1 games.
  - Disabled the most opened palette due to inconsistencies.
- v1.9 -Scene changes on: River Dance; Tneibma, Swan Hill,
  - New scenes: Side Kick; Dragons Enter; High&Low; The Mushroom Soupa and more..
  - Added up new map pallets. these are mostly the same but with blocked mines slots. 2/3 slots on the gold column. Of course, a location still could have more than 2-3slots with the bonus hills.
  - (Desert , Mud1, Grass1/2 with closed slots)
  - pdf update
- v1.8 -Fixing diagonal scenes; adding one lines to the edges on diagonal scenes;
  - Removed a not fully balanced scene (Te Nessy)
  - Palette message;
- v1.7 -added up more scenes;
  - Desert palette;
  - Scene message;
- v1.6 -Fixed a glitch in the matrix
  - removed wolfs from some spawning points
  - Grass 3 theme (3/6)
  - Other themes got 1/6chance
  - Column nr.9 removed from Orange group
- 1.4 -New Map Themes
  - Grass theme (1/6)
  - Grass theme NO obstacles (4/6)
  - Mud theme (1/6)|
- v1.2 -Fixed couple of blocks
  - Replaced all the templates to have better symmetry
- v1.1 -Improved map loading by Ritter's MTH script.
  - fixed couple of tile connections
  - added up more templates