ESCAPE CHAMPIONS LEAGUE I

MAP SUBMISSIONS

BY CHRAZINI

Abstract

All of the following maps have been specially developed with Escape Champions League in mind. Every single map has been given hours of attention to hopefully make them as perfect as possible. My goal was to create a series of maps that would feel new and unique to play while still remaining a competitive aspect. Furthermore, I wanted players to be able recognize which region the maps belonged to by simply playing and/or looking at the maps. I'm very proud of how the maps play, but also the aesthetics of them. Even if none of the maps make it into the Escape Champions League, I hope that some people will still enjoy playing them.

Down below, you will find all 30 maps with a short description, some more technical stuff, an in-game screenshot, three full screen screenshots in different game sizes, and more. Further information will be found at the very bottom of the PDF.

Feedback, suggestions, criticism, assessments, ideas, proposals, propositions, tips, advice and other words with similar meaning are all very much appreciated and welcomed.

Thank you very much for reading this far already!

- **Chrazini**

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African Waters

Description:

African Waters is set in the african savannah with a lot of wild animals like zebras and ostriches. Players start in the center of an elephant habitat in close proximity to allies and foes. You will have to have fight for the food as everyone will be wanting to hunt the elephants and take advantage of their huge amounts of food.

The center in which the players spawn will be visible to all players - fight for the food and build outwards. In every corner you will find water with huge amouts of fish.
The rest of the savannah will have resources scattered all over it.

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Created by: Chrazini

Created: 25-09-2017
Updated: 16-07-2018
Version: 4.0

Theme: African
Style: Land & Water

Compatibility:
- Deathmatch
  - Players spawn further apart.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

Compatibilty & Technical Information:

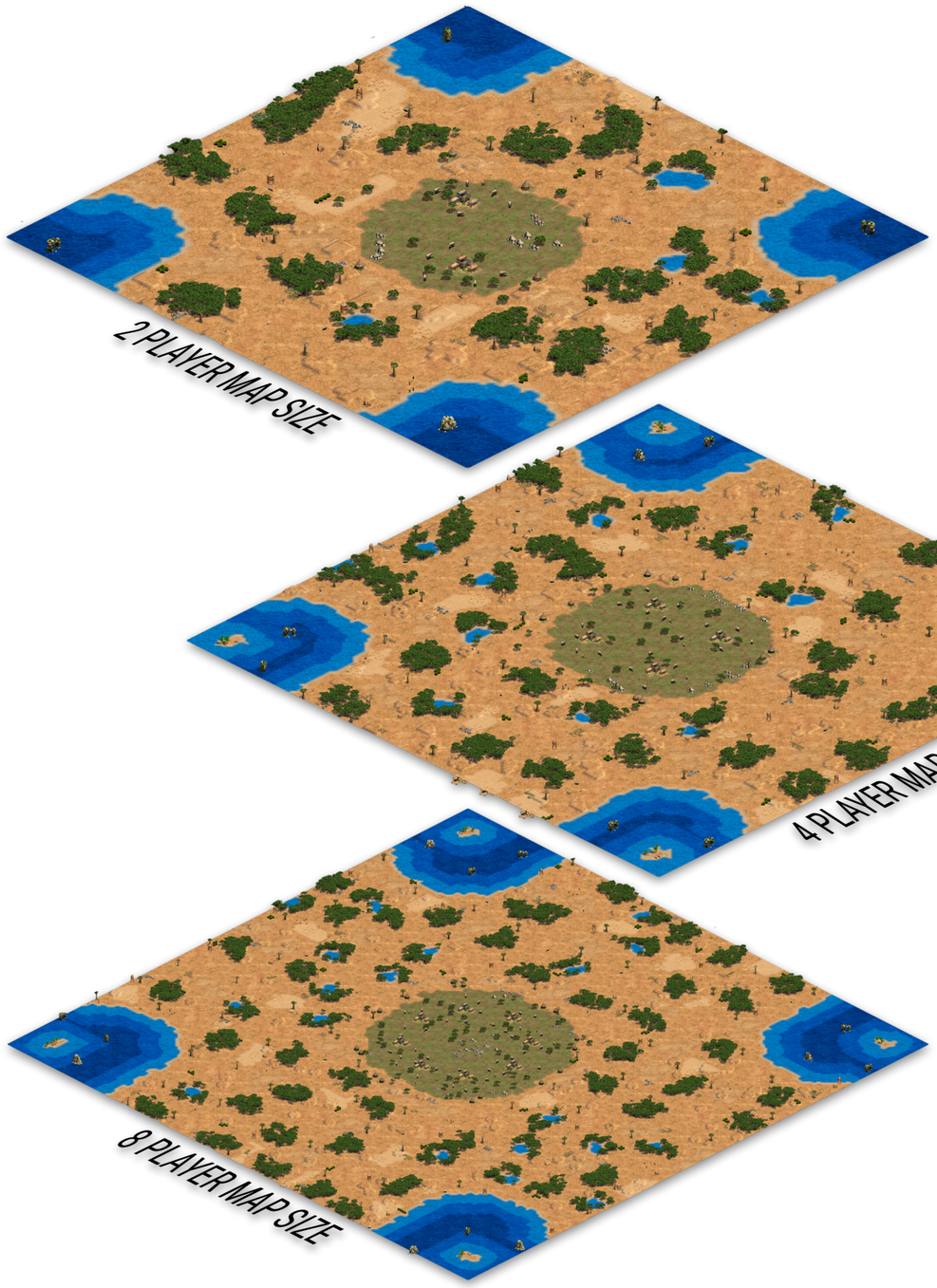
The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: ZR@African Waters (4.0).rms (uncompressed zipfile)
File size: 1.145 KB

The map replaces the following .slp files: **15001**, **15007** and **15008.**

```
15000 is replaced with moorland terrain.
15007 is replaced with savannah terrain.
15008 is replaced with savannah terrain   .
```


Screenshots



Dual Barrier

Description:

Dual Barrier is set in the savannah. Players spawn inside their respective bases with a total of two lines of walls surrounding their entire base.
Players main gold will always spawn behind the most inner wall, the secondary and primary stone will spawn in the middle and the tertiary gold and secondary stone will always spawn on the outside.
But are you really protected?

Since the walls are only palisades and with a lot of straggler trees in between walls, it might not be so difficult to breach.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 30-06-2018
Updated: 16-07-2018
Version: 1.0

Theme: African
Style: Land

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

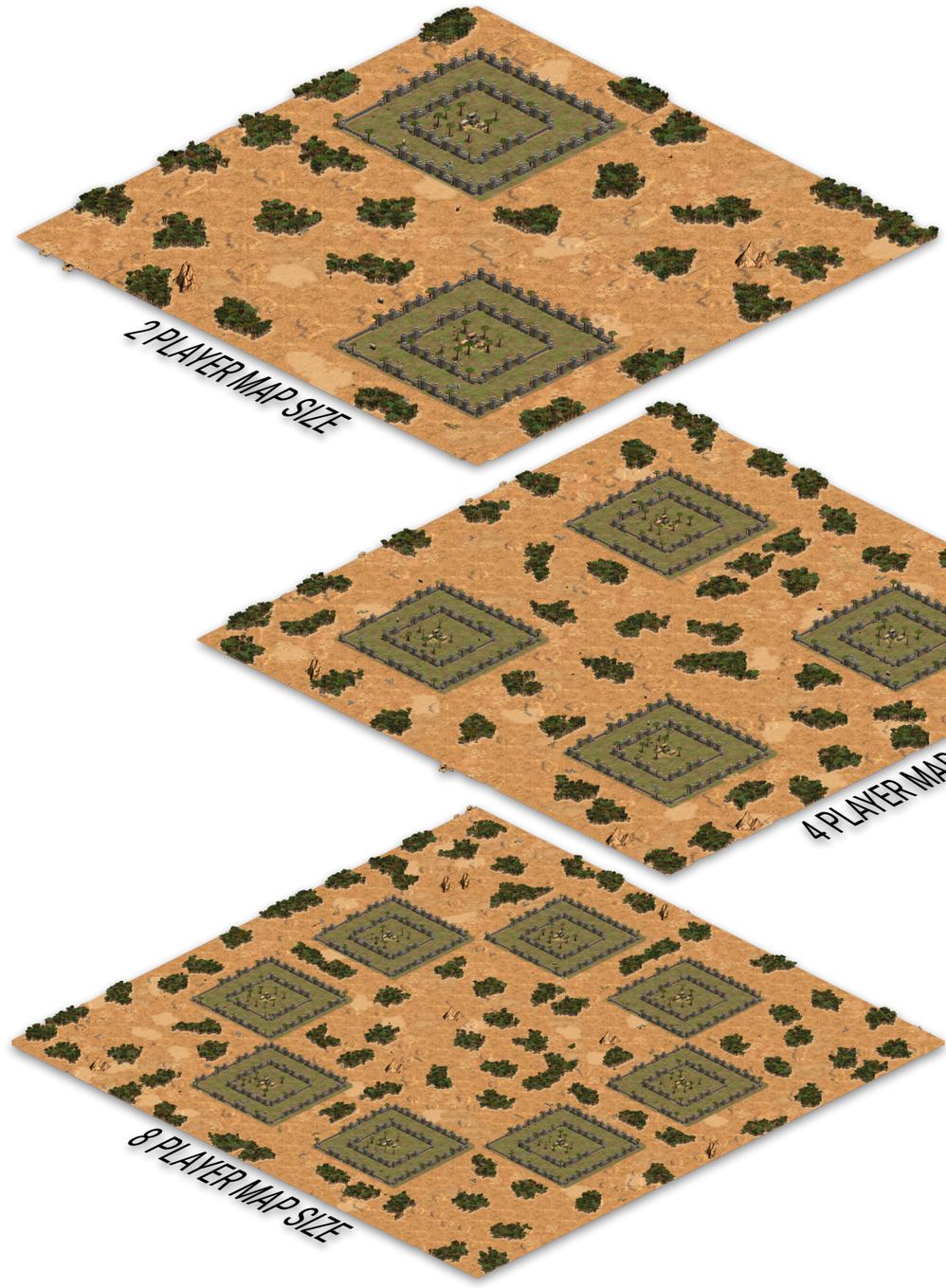
Compatibilty & Technical Information:

The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: ZR@Dual Barrier (1.0).rms (uncompressed zipfile)
File size: 856 KB

The map replaces the following .slp files: **15001** and **15007.**
`15001 is replaced with moorland terrain.`
`15007 is replaced with savannah terrain.`

Screenshots



Grand Bara

Description:

Grand Bara is set in the desert of Djibouti. It consists of a huge dried up lake with cracked sand and almost no vegetation - however, gold is plentiful in the now deep crater. Accessing the huge amounts of gold requires players to cut through a thin line of forest. Be wary though, while the desert holds many resources, the cracked sand does not serve as a good foundation for buildings, and they will easily fall to any kind of siege.

The grassland around the desert have plenty of life, and the patches of baobab trees will provide plenty of wood for your civilization.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 22-05-2018
Updated: 16-07-2018
Version: 1.0

Theme: African
Style: Land

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

Compatibilty & Technical Information:

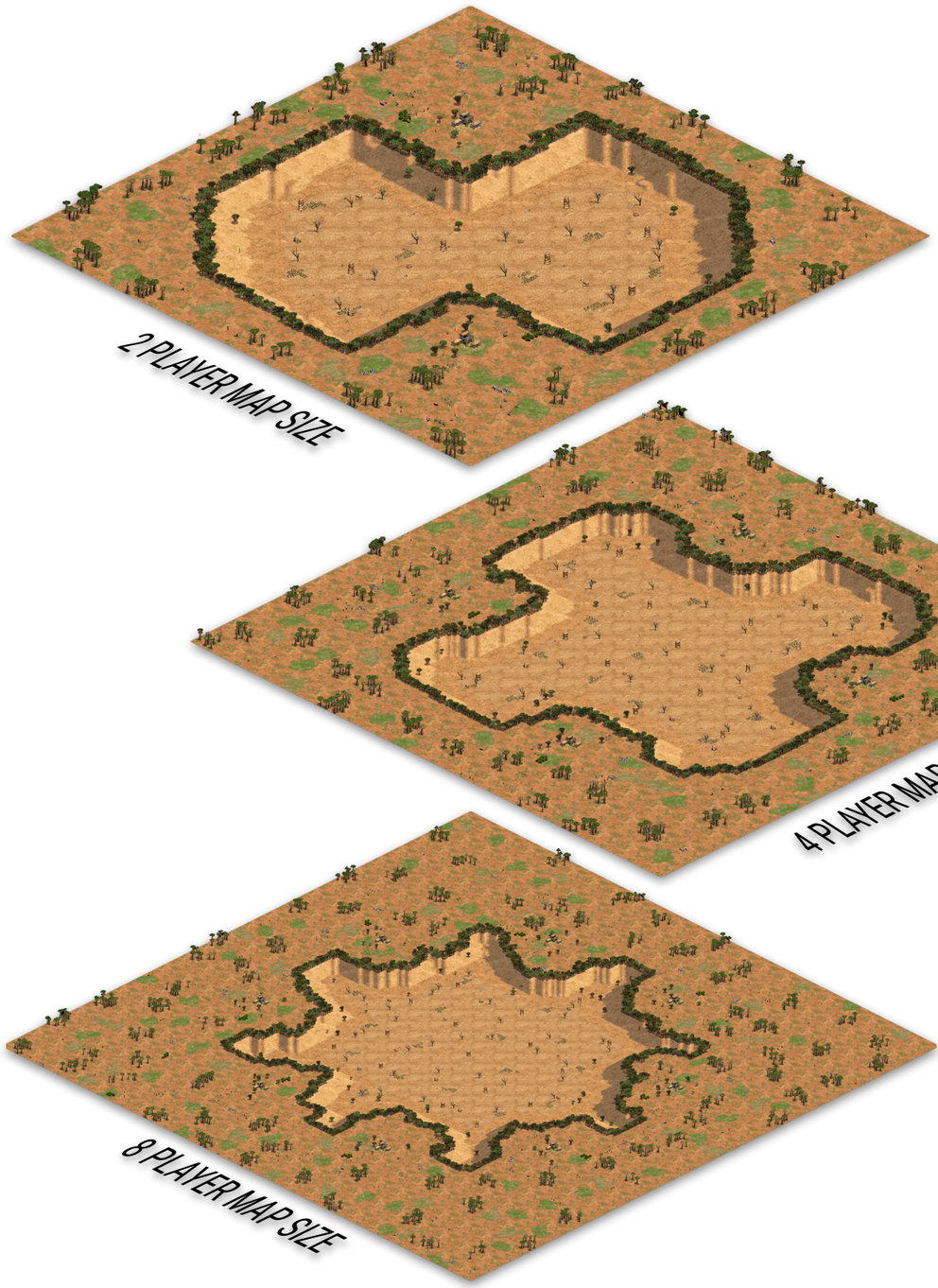
The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: ZR@Grand Bara (1.0).rms (uncompressed zipfile)
File size: 1.140 KB

The map replaces the following .slp files: **15000**, **15001** and **15010.**

```
15000 is replaced with savannah grass.
15001 is replaced with savannah terrain.
15010 is replaced with dragon forest.
```


Screenshots



Hoodoo

Description:

Hoodoo is set near the African shoreline. The land is ragged near its beaches, but the ocean, as well as the ponds, contains many amazing fish and whales.
Players start with no town center, but with the ocean next to them, it will not take long before their new empire will sprawl and strive.

Controlling the water will be crucial to gain an economical advantage and to fight for the limited amount of land available on the map.
Use your domesticated camel to scout for gold, stone and wild life that you can take advantage of.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 22-05-2018
Updated: 16-07-2018
Version: 1.0

Theme: African
Style: Land & Water

Compatibility:
- Deathmatch
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

Features:
- Reversable Gamemode[2]

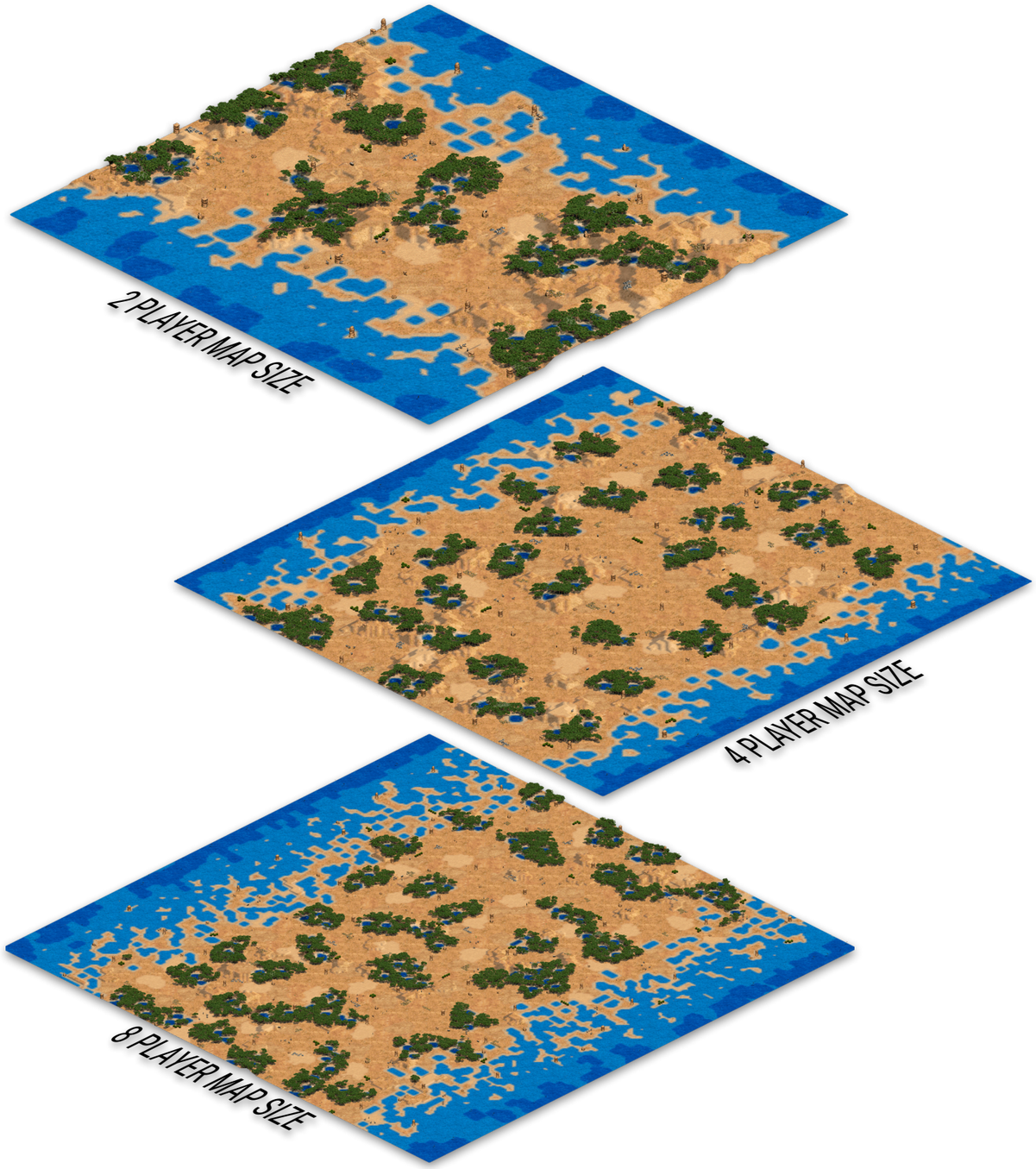
Compatibilty & Technical Information:

The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: ZR@Hoodoo (1.0).rms (uncompressed zipfile)
File size: 571 KB

The map replaces the following .slp files: **15007.**
`15007 is replaced with savannah terrain.`

Screenshots



Sandy Crater

Description:

Sandy Crater is set on the edge of the desert. With forests flanking most of the edges of the map, it only allows a few paths towards the nearby savannah.
Oases are found all over the desert with plenty of shore fish in every single pond.

Players start in a deep crater in the middle of the map. The crater has grown plenty of vegetation, so food will not not be in short supply.
Gold is to be found in the desert, but stone is only obtainable by venturing all the way to one of the four corners of the map.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 10-03-2018
Updated: 16-07-2018
Version: 2.0

Theme: African
Style: Land

Compatibility:
- Deathmatch
  - Players spawn further apart.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

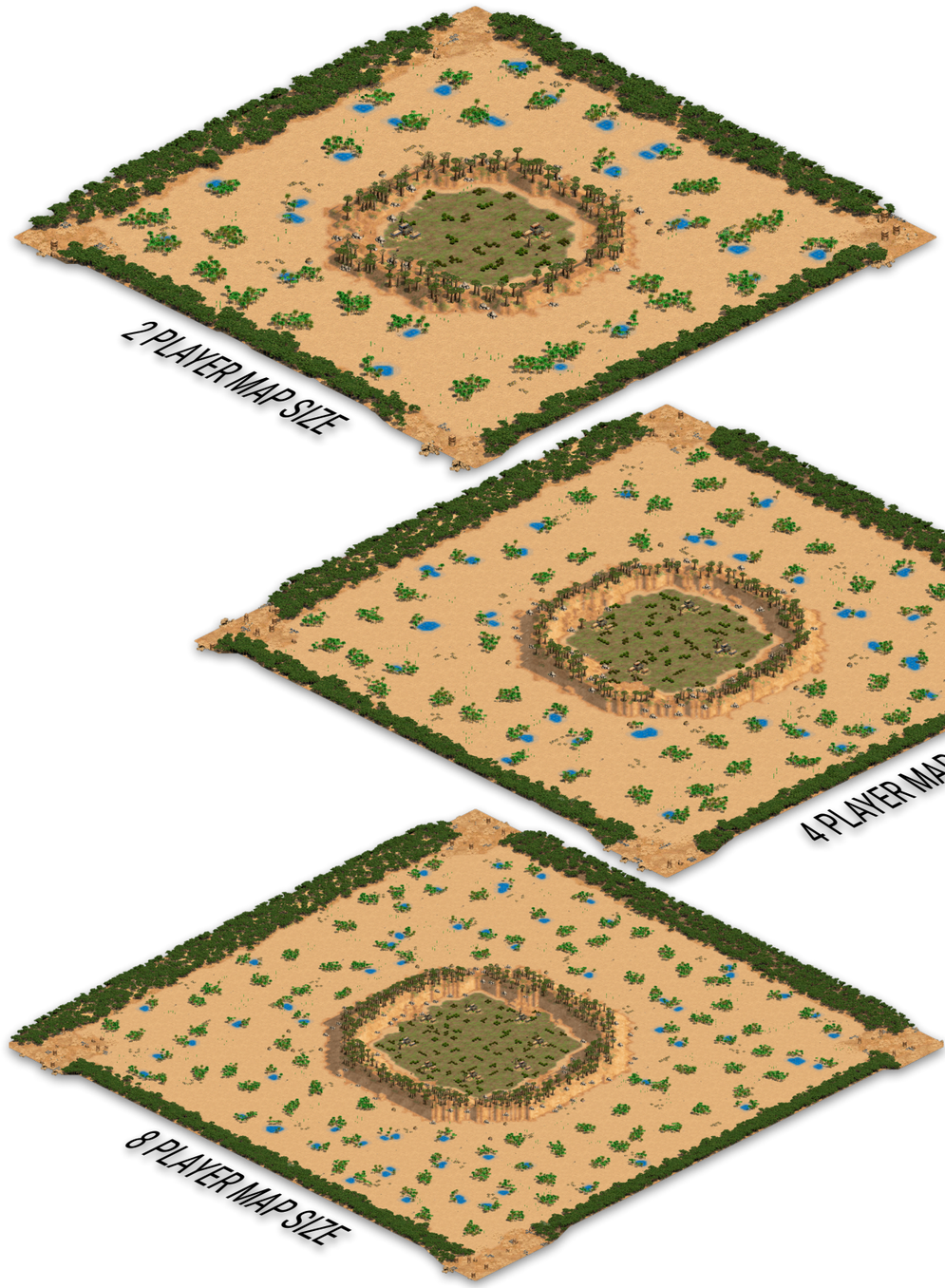
Compatibilty & Technical Information:

The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: ZR@Sandy Crater (2.0).rms (uncompressed zipfile)
File size: 857 KB

The map replaces the following .slp files: **15001** and **15007.**
`15001 is replaced with moorland terrain.`
`15007 is replaced with savannah terrain.`

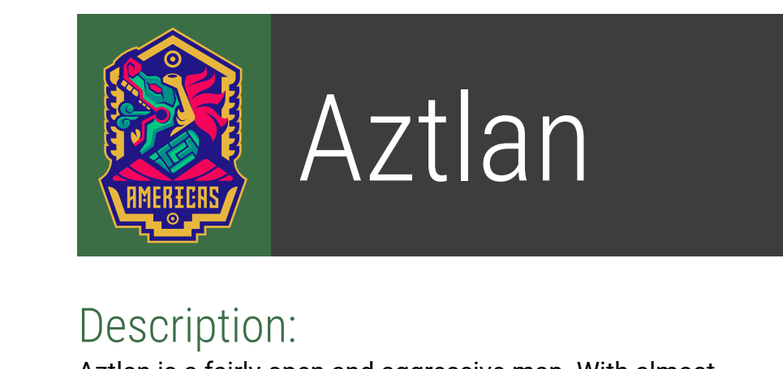
Screenshots



Aztlan

Description:

Aztlan is a fairly open and aggressive map. With almost no wildlife other than wild horses and a few deer scattered around jungle. However, food is not in short supply. Abundant amounts of food can be found in the in the middle of the map.
It is, however, not so easy to defend your economy in the middle as stone is extremely sparse and gold is fairly limited. Before your empire can truly strive, you must cut through the dense forests in one of the four corners of the map, revealing copious amounts of both gold and stone – be wary though – every single corner is always visible to all players on the battlefield.



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Created by: Chrazini

Created: 28-08-2017
Updated: 16-07-2018
Version: 3.0

Theme: Americas
Style: Land

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

Compatibilty & Technical Information:

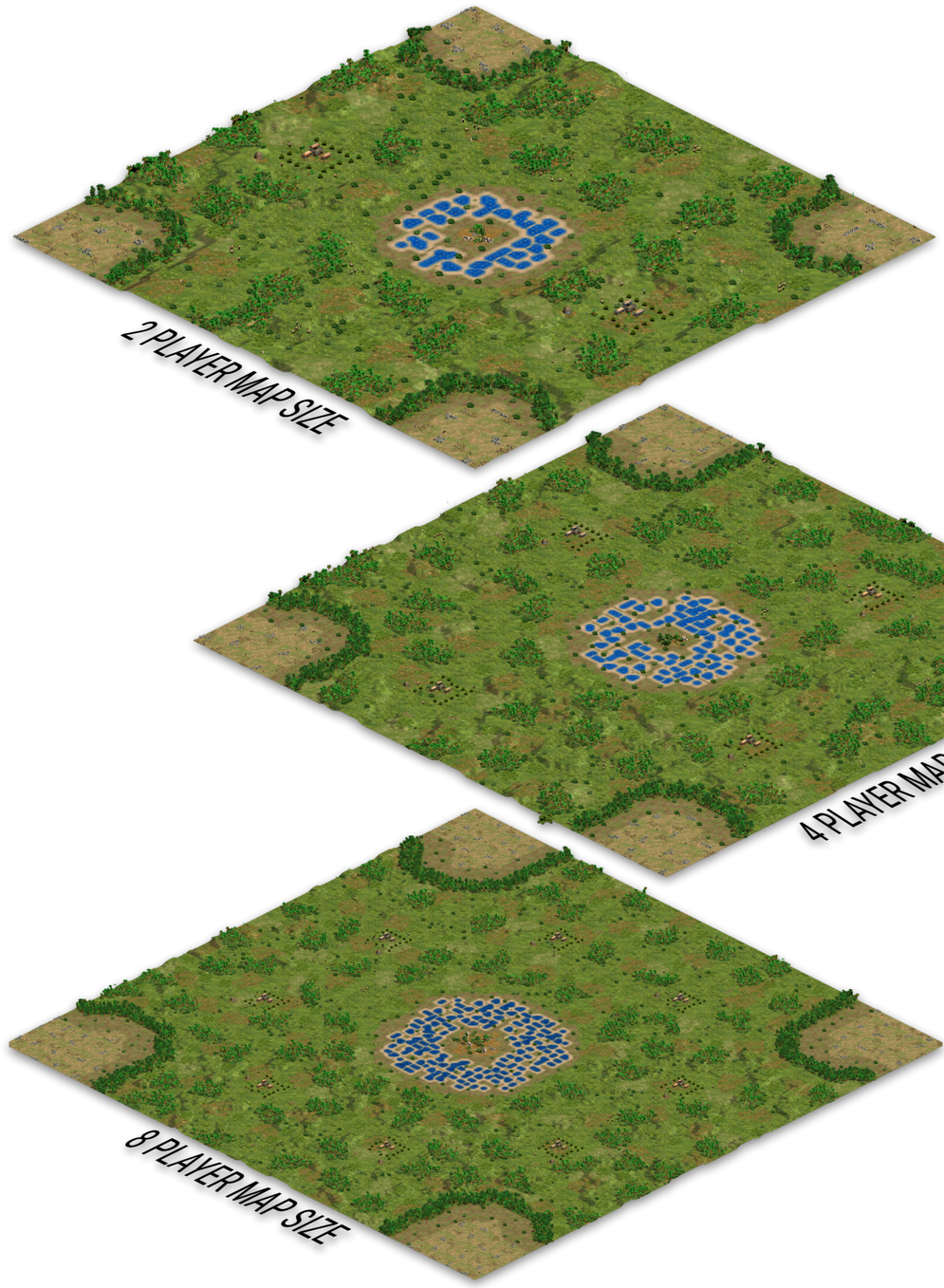
The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: ZR@Aztlan (3.0).rms (uncompressed zipfile)
File size: 1.425 KB

The map replaces the following .slp files: **15000**, **15001**, **15006** and **15010.**

```
15000 is replaced with moorland terrain.
15001 is replaced with jungle grass.
15006 is replaced with jungle leaves.
15010 is replaced with jungle leaves.
```

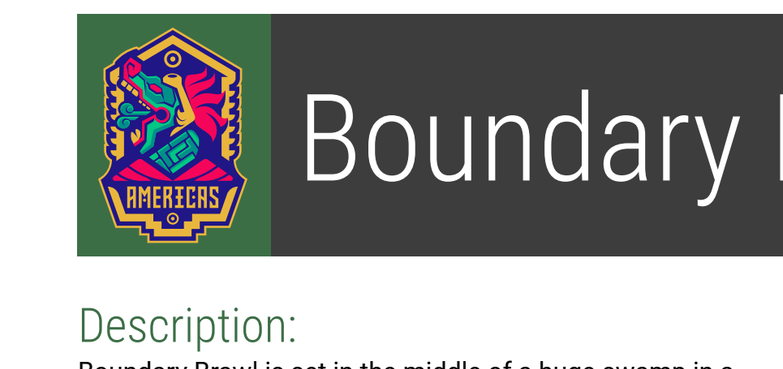

Screenshots



Boundary Brawl

Description:

Boundary Brawl is set in the middle of a huge swamp in a dense jungle. Players spawn in the middle of the swamp, with no town center, where many other animals have sought solid ground as well.
The swamp is passable and hold few fish, but it is merely a passage towards to actual jungle which holds huge amounts of ores. Because no trees or other tall vegetation grows on the wetland, players always have full vision of the middle of the map.
Will you take advantage of the tremendous amounts of food in the middle or will you cross the shallows and build your empire in the jungle?



CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 02-03-2017
Updated: 16-07-2018
Version: 3.0

Theme: Americas
Style: Land & Water

Compatibility:
- Deathmatch
  - Players spawn further apart.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

Features:
- Reversable Gamemode[2]

Compatibilty & Technical Information:

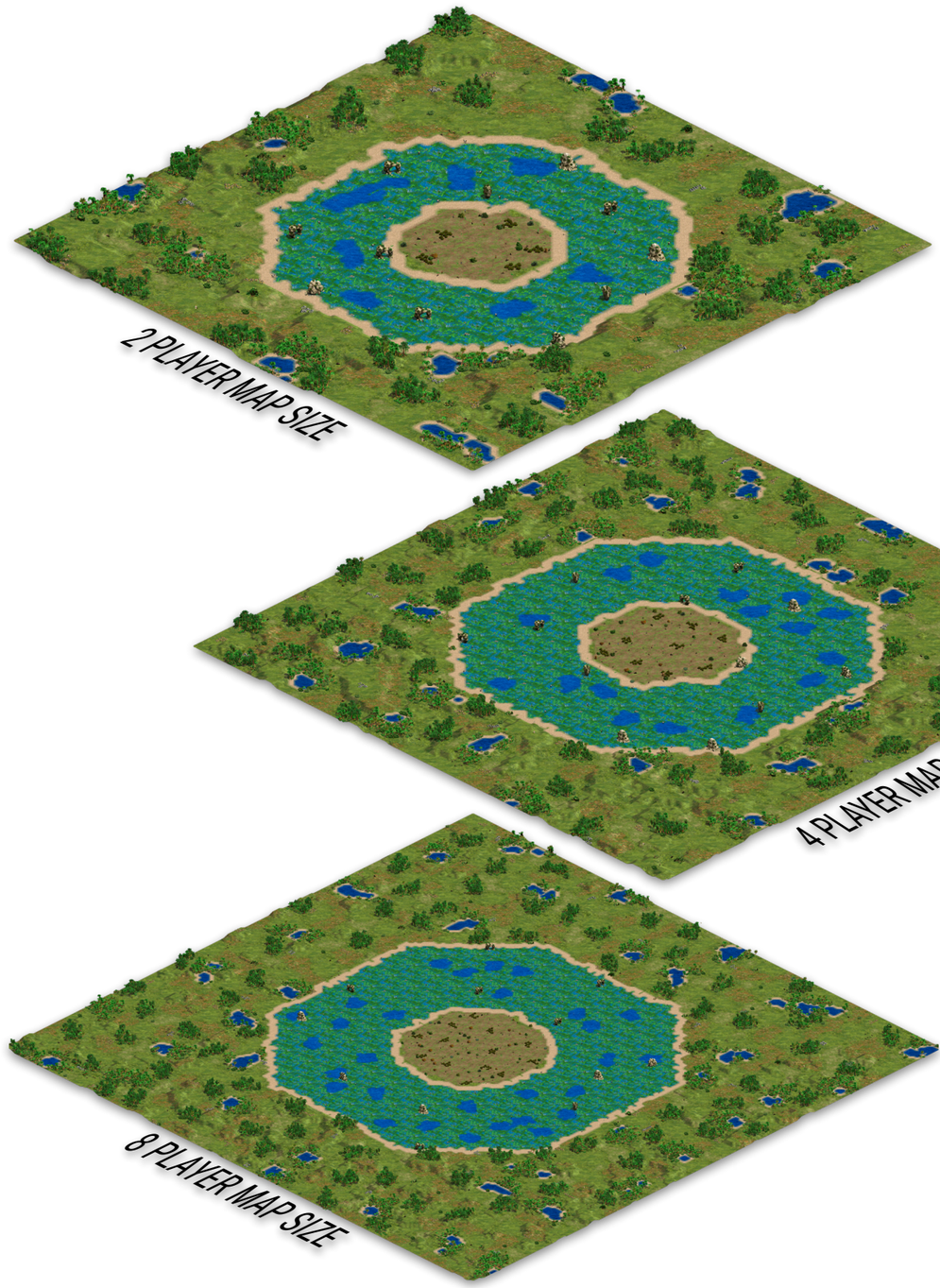
The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: ZR@Boundary Brawl (3.0).rms (uncompressed zipfile)
File size: 1.422 KB

The map replaces the following .slp files: **15000**, **15001**, **15006** and **15010.**

```
15000 is replaced with moorland terrain.
15001 is replaced with jungle grass.
15006 is replaced with jungle leaves.
15010 is replaced with jungle leaves.
```


Screenshots



Forest Slope

Description:

Forest Slope is set in the hilly jungle. Nothing but forest all around, except for small opening just beyond the shallow river.
Not much food is to be found around the players starting position, so they quickly must transport themselves over the river and fight for the food and other resources in the middle.
No fish is to be found the river surrounding the middle land.

To obtain stone, however, players will have to cut through the outside jungle.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 22-05-2018
Updated: 16-07-2018
Version: 1.0

Theme: Americas
Style: Land

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

Compatibilty & Technical Information:

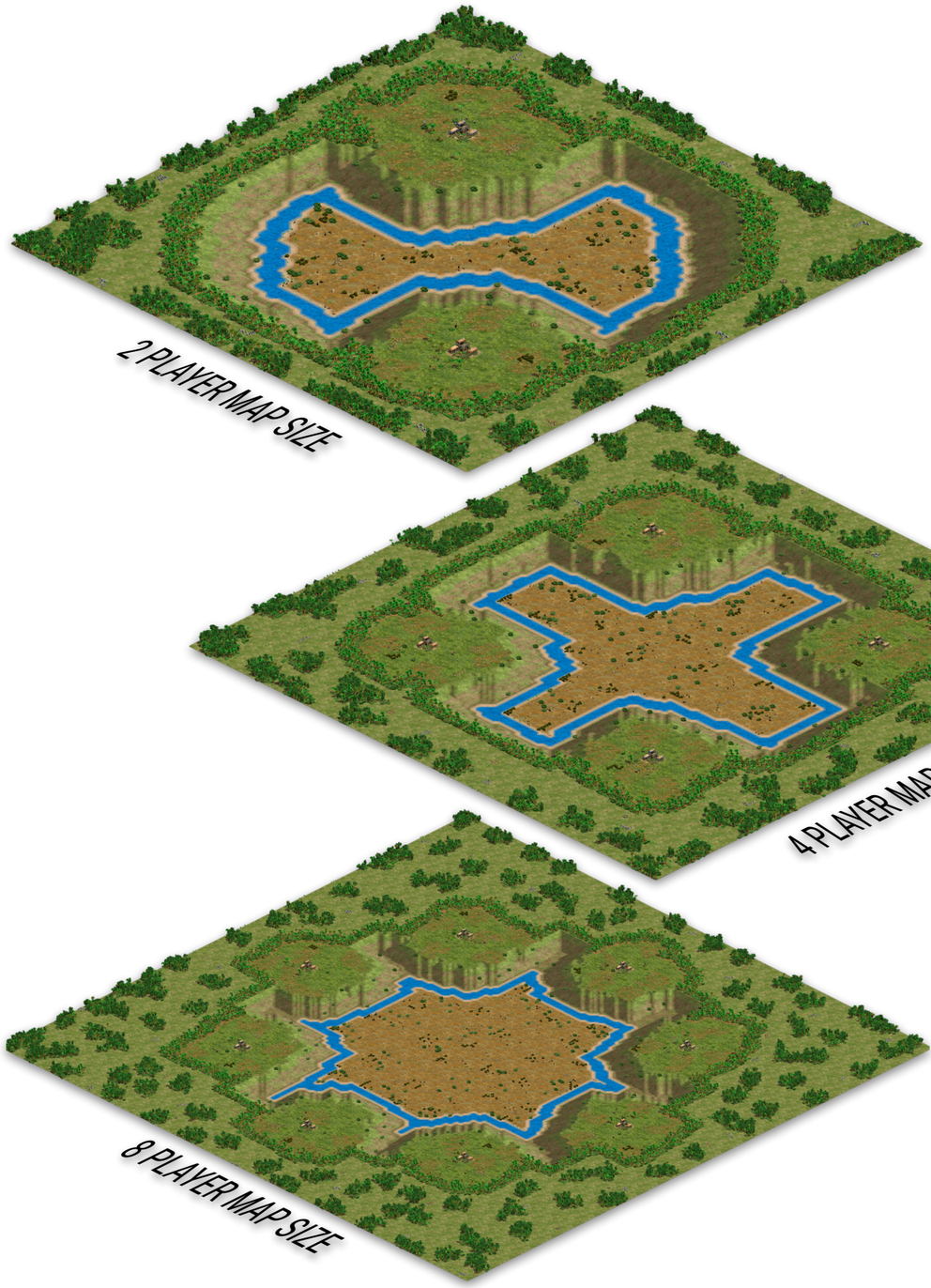
The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: ZR@Forest Slope (1.0).rms (uncompressed zipfile)
File size: 1.420 KB

The map replaces the following .slp files: **15000**, **15007**, **15008** and **15010**.

```
15000 is replaced with moorland terrain.
15007 is replaced with jungle grass.
15008 is replaced with jungle leaves.
15010 is replaced with jungle leaves.
```


Screenshots



Jungle Isles

Description:

Jungles Isles is set in the Pacific Ocean. Players spawn on tiny islands with very limited amount of space and resources.
Every engagement you make is costly as resources will quickly run out on the islands. Controlling the sea is crucial to victory as there is no other way to get to the enemy islands.

Use the sea stacks in the ocean to outmaneuver your foes, conquer the gold in the middle and raid the enemy islands.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 28-05-2018
Updated: 16-07-2018
Version: 1.0

Theme: Americas
Style: Water

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

Compatibilty & Technical Information:

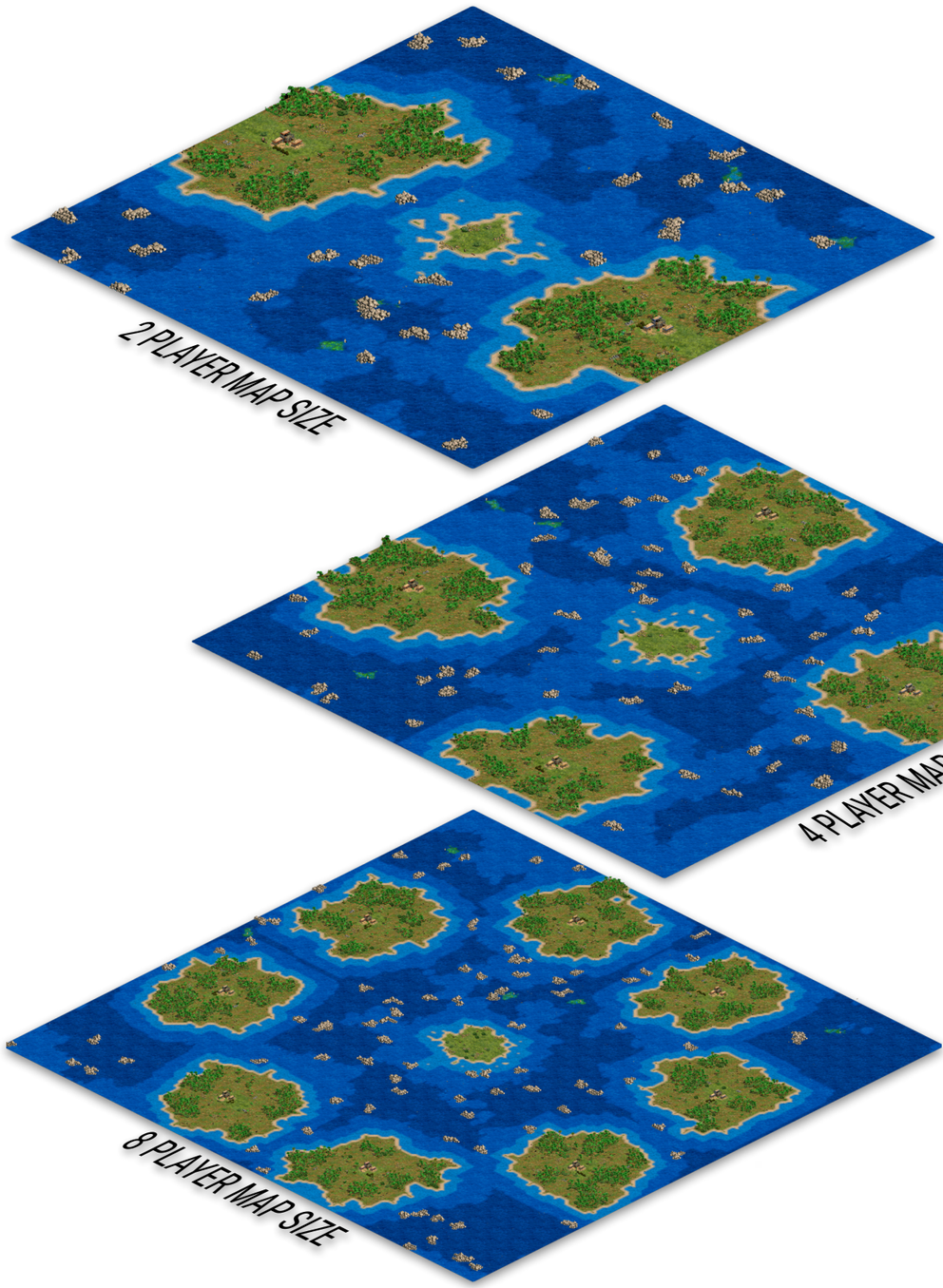
The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: ZR@Jungle Isles (1.0).rms (uncompressed zipfile)
File size: 1.137 KB

The map replaces the following .slp files: **15001**, **15008** and **15009.**

```
15001 is replaced with jungle leaves.
15008 is replaced with jungle grass.
15009 is replaced with jungle grass.
```


Screenshots



Thicket

Description:

Thicket is set in a dense jungle with holy relics hidden in the woods. No players are yet to reach any of the relics, but in their mission to do so, they will have to eliminate civilization that share the same goal.
Players spawn in close proximity to each other, only separated by a few lines of trees. A small river is spanning all around the holy area and controlling that will give players a vast advantage and allow them to fish and transport units all over the map.

A normal amount of resources can be foundclose to each player and around the map.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 29-06-2018
Updated: 16-07-2018
Version: 1.0

Theme: Americas
Style: Land & Water

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

Compatibilty & Technical Information:

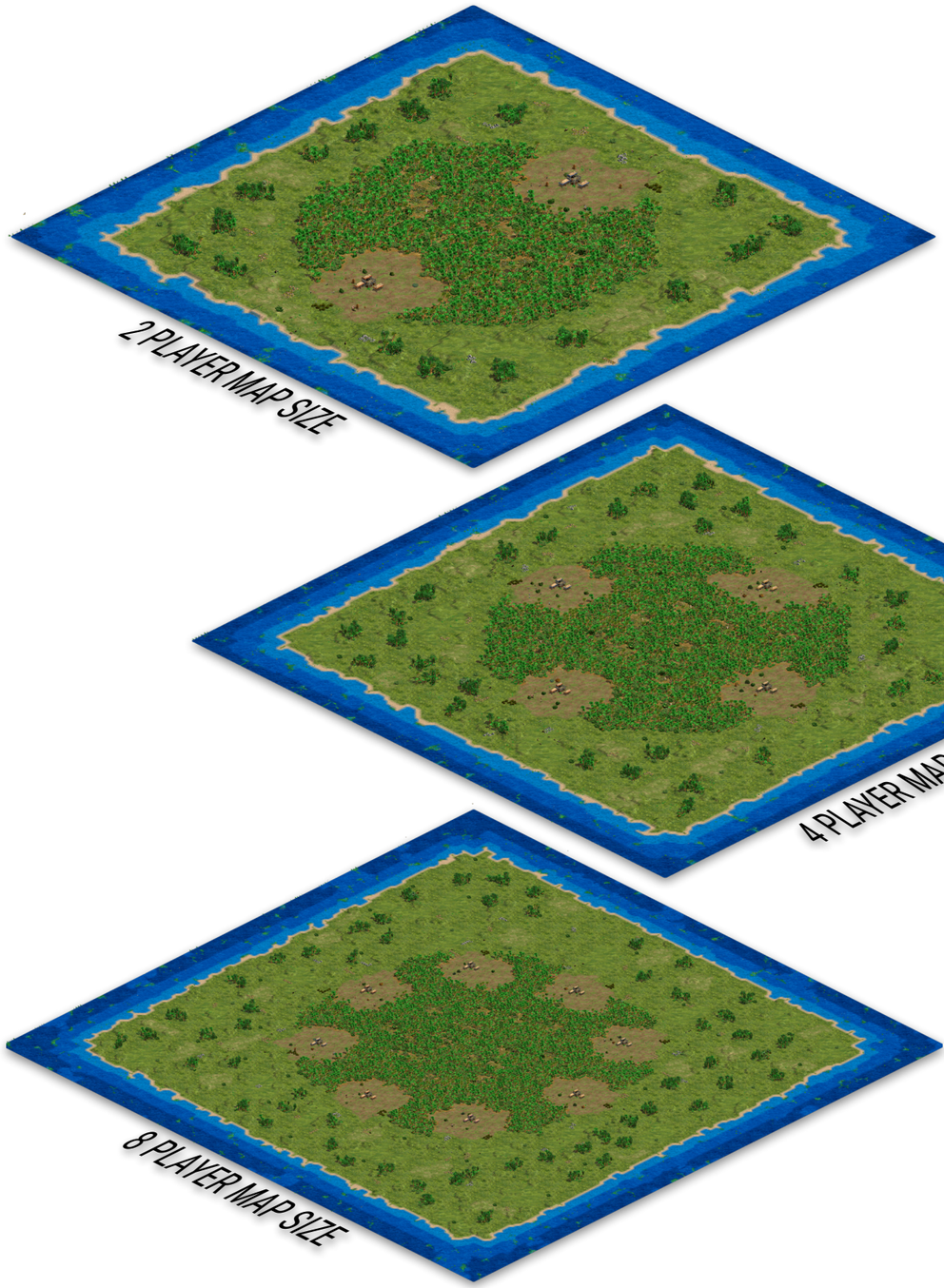
The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: ZR@Thicket (1.0).rms (uncompressed zipfile)
File size: 1.423 KB

The map replaces the following .slp files: **15000**, **15001**, **15007** and **15010**.

```
15000 is replaced with moorland terrain.
15001 is replaced with jungle grass.
15007 is replaced with jungle leaves.
15010 is replaced with jungle leaves.
```


Screenshots



Holy Crest

Description:

Holy Crest is set deep in the forest of East Asia. Players spawn safe in their respective bases, surrounded by bamboo and indestructible massive rocks – however, to reach the bamboo or forests you will have to venture out into the jungle. In the middle of the map stands a huge rocky mountain holding numerous sanctified relics. Players will use their already constructed monastery and monk to quickly gather as many relics as possible, before enemy armies rush to stop you.

On the crest you will find an old pagoda, abandoned, as the wildlife have dominated later dominated the mountain.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 05-03-2017
Updated: 16-07-2018
Version: 2.0

Theme: East Asia
Style: Land

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

Compatibilty & Technical Information:

The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: ZR@Holy Crest (2.0).rms (uncompressed zipfile)
File size: 1.425 KB

The map replaces the following .slp files: **15010**, **15019**, **15031** and **15033**.

```
15010 is replaced with jungle leaves.
15019 is replaced with jungle road.
15031 is replaced with jungle road.
15033 is replaced with HD rock terrain.
```


Screenshots

Lost Island

Description:

Lost Island is an uninhabited island in the middle of the sea. Players start on very small islands with only a transport ship, ready to move on to bigger grounds. Will you choose to move to the center which is rich in gold, forage bushes and deer or will you move to the edge that which is filled with shore fish, boars and stone mines?

The land is limited so water control will be crucial.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 24-05-2018
Updated: 16-07-2018
Version: 1.0

Theme: East Asia
Style: Land & Water

Compatibility:
- Deathmatch
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

Features:
- Perfect Spawns[1]

Compatibilty & Technical Information:

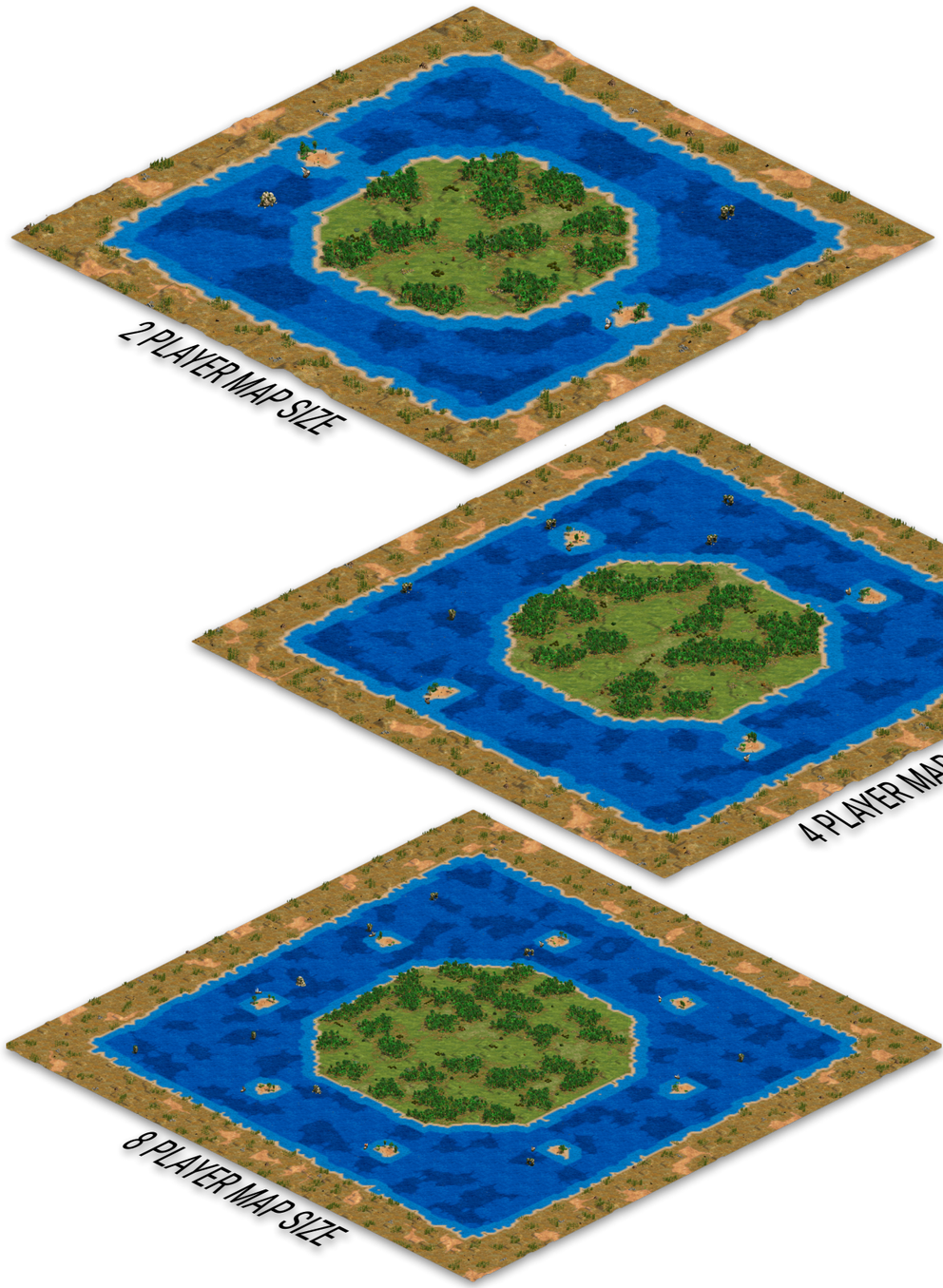
The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: ZR@Lost Island (1.0).rms (uncompressed zipfile)
File size: 855 KB

The map replaces the following .slp files: **15001** and **15010.**

```
15001 is replaced with jungle leaves.
15010 is replaced with jungle leaves.
```


Screenshots



Mired

Description:

Mired is set in the middle of a Mire, surrounded by grassland filled with forests and bamboo. Players start in the center of a rhino habitat in close proximity to allies and foes. Quickly settle your first town center and fight for the food as everyone will be wanting to hunt the rhinos and take advantage of their huge amounts of food.

Fight for the food and build outwards. Resources are scattered all over the grassland. Boars, deer, ponds with fish will all help you build your civilization.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 29-06-2018
Updated: 16-07-2018
Version: 1.0

Theme: East Asia
Style: Land

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

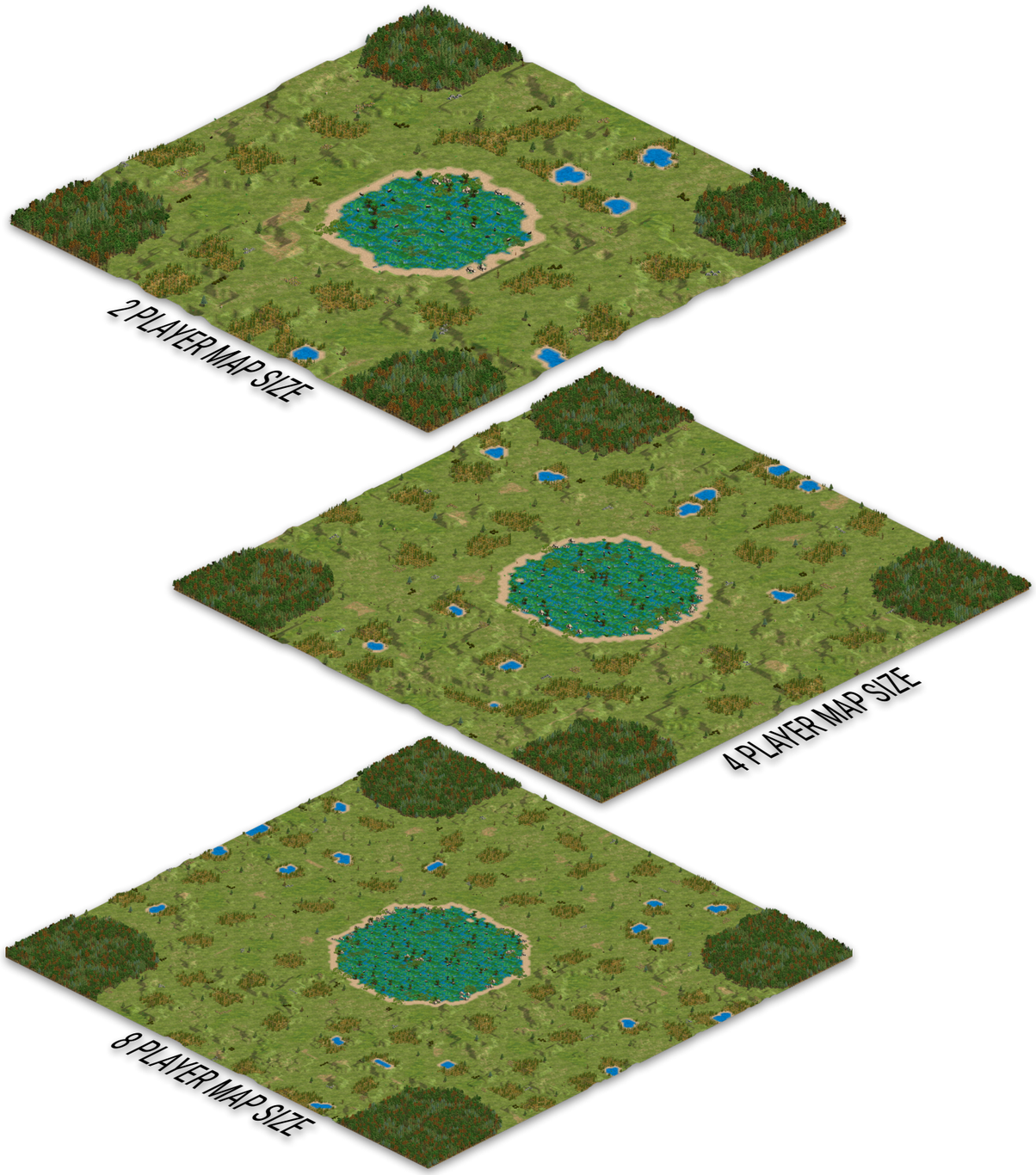
Features:
- Reversable Gamemode[2]

Compatibilty & Technical Information:

The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: Mired (1.0).rms
File size: 289 KB

Screenshots

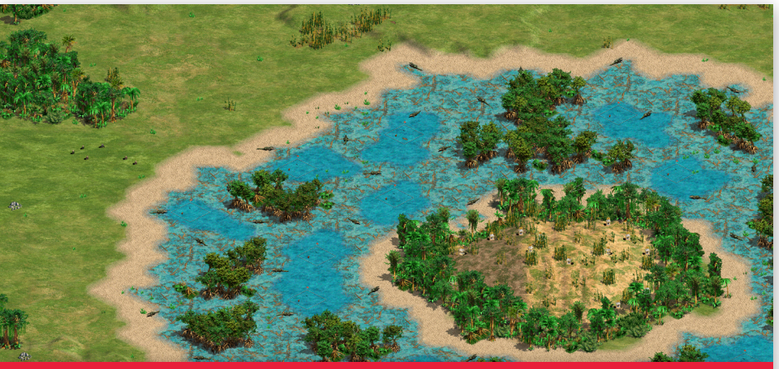


Shimoga

Description:

Shimoga is set in the forest of India. The center of the jungle holds numerous holy relics, but they are not so easily obtainable. Players will have to fight their way through a huge amount of hungry crocodiles, chop through the thick forest in the middle and carry the relics out.

Players start on small elevations with forage bushes right next to them. Gold is found in normal batches, however, stone is scattered all over the place making it more difficult and expensive to gather stone.
Scout for elephants, buffalos and deer close to you.



CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 28-05-2018
Updated: 16-07-2018
Version: 3.0

Theme: East Asia
Style: Land

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

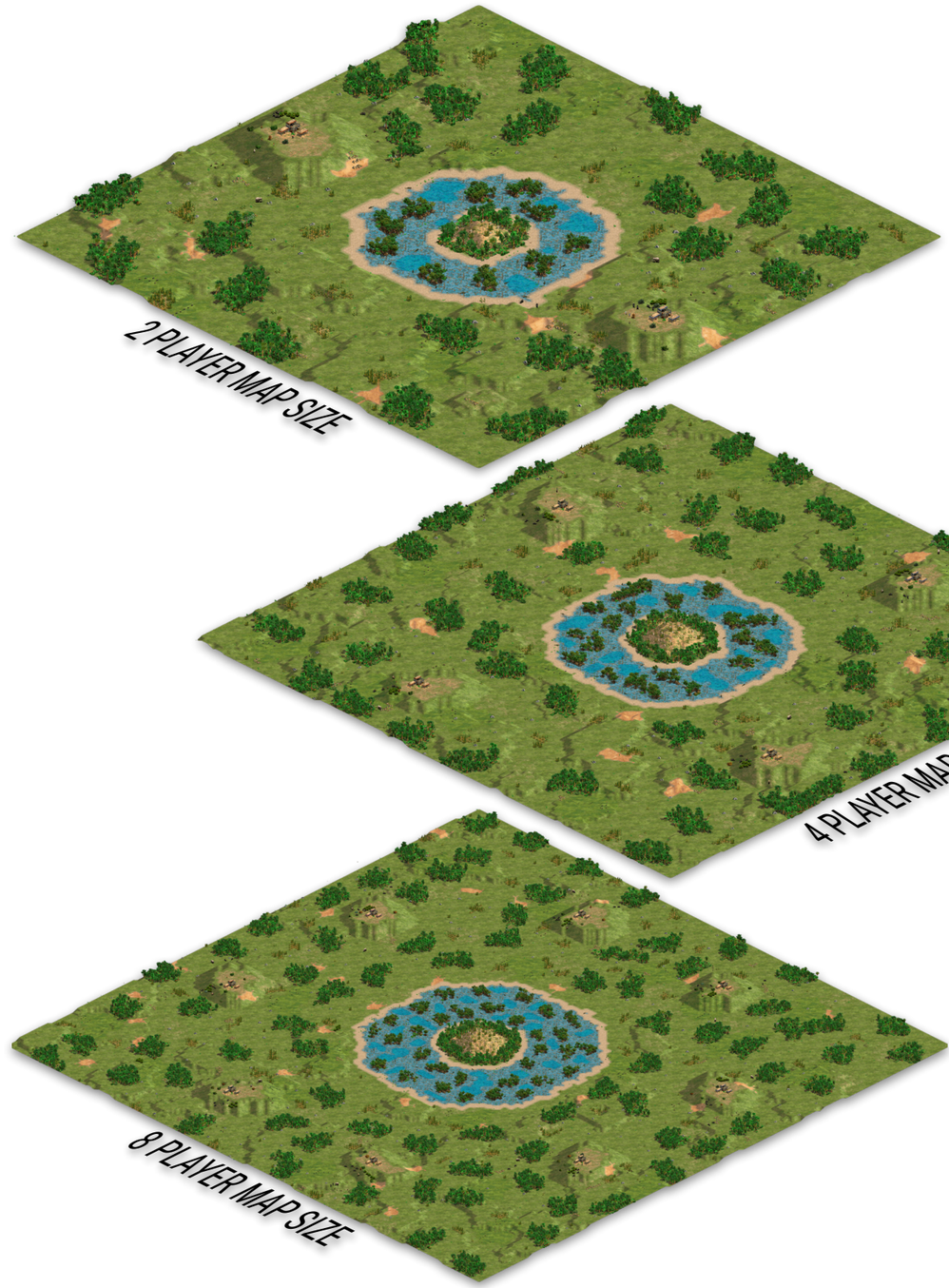
Compatibilty & Technical Information:

The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: ZR@Shimoga (3.0).rms (uncompressed zipfile)
File size: 858 KB

The map replaces the following .slp files: **15002** and **15010.**
`15002 is replaced with azure water.`
`15010 is replaced with jungle leaves.`

Screenshots



Takeshima

Description:

Takeshima is a group of small islets in the Sea of Japan. Players start on very small islands with only a transport ship and a few fishing ships. Quickly choose which direction you want to sail and settle your very first town center.

The more time you spend walking inland, the safer you will be against raids from the sea, but you will also find more resources and a lot more wild life that you can utilize to kickstart your civilization.
The four islands will always be connected by shallows and controlling the land will therefor be as important as controlling the sea.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 07-06-2018
Updated: 16-07-2018
Version: 1.0

Theme: East Asia
Style: Land & Water

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

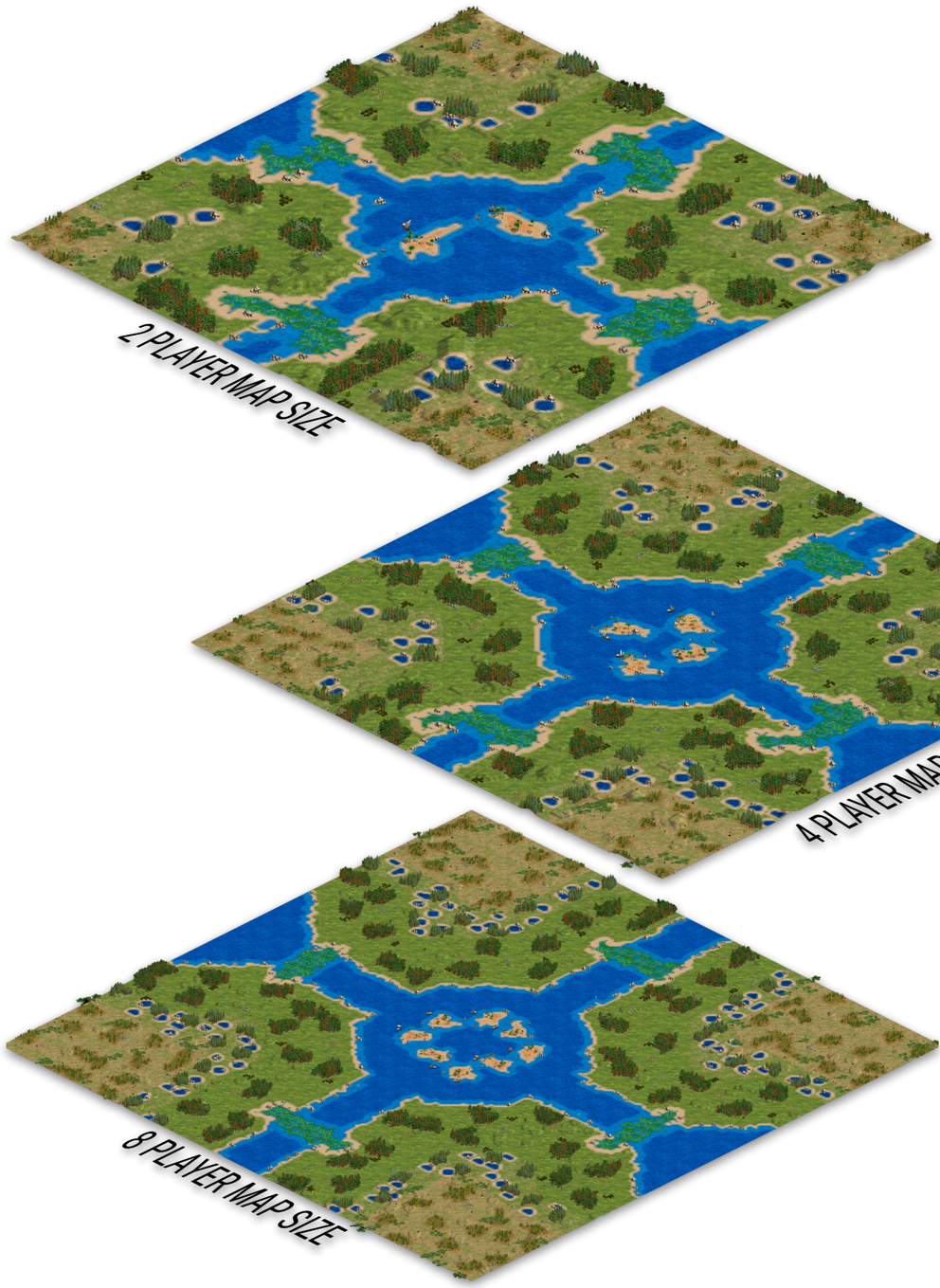
Features:
- Reversable Gamemode[2]

Compatibilty & Technical Information:

The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: Takeshima (1.0).rms
File size: 293 KB

Screenshots



Big Freeze

Description:

Big Freeze is set in the mountains of Switzerland.
Players start surrounded by palisade walls as a weak defense against early aggression. The middle of the map is a big frozen lake, but with a few cracks and exposed water, players will be able to fish through the cracks.

Do you dare to move out of the safety of your walls to take advantage of the fish, or will you stay secure behind the wooden walls in your base?
Be wary of the bears in the wilderness.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 01-06-2018
Updated: 16-07-2018
Version: 1.0

Theme: Europe West
Style: Land

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

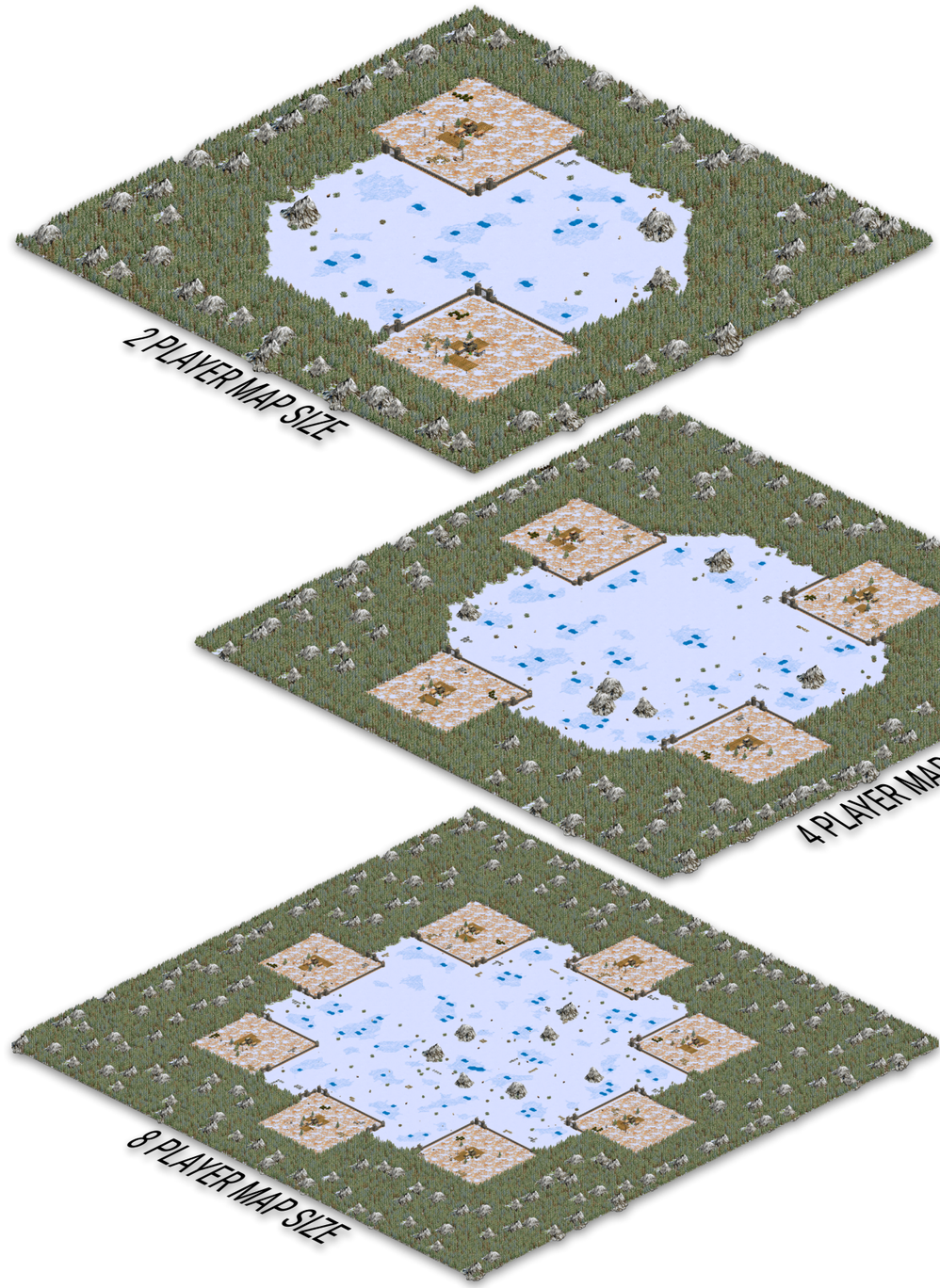
Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

Compatibilty & Technical Information:

The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: Big Freeze (1.0).rms
File size: 291 KB

Screenshots



Cenotaph

Description:

What began as a border conflict has later escalated into war which has decimated thousands of men. All civilizations have all but exhausted the resources of their lands in their struggle for domination.

All civilizations now crippled beyond repair, the remnants of their armies continue to battle on ravaged grounds - their hatred fueled by years of total war. This is a fight to the death.
For each civilization, the only acceptable outcome is the complete elimination of the others.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 24-05-2018
Updated: 16-07-2018
Version: 1.0

Theme: Europe West
Style: Land

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

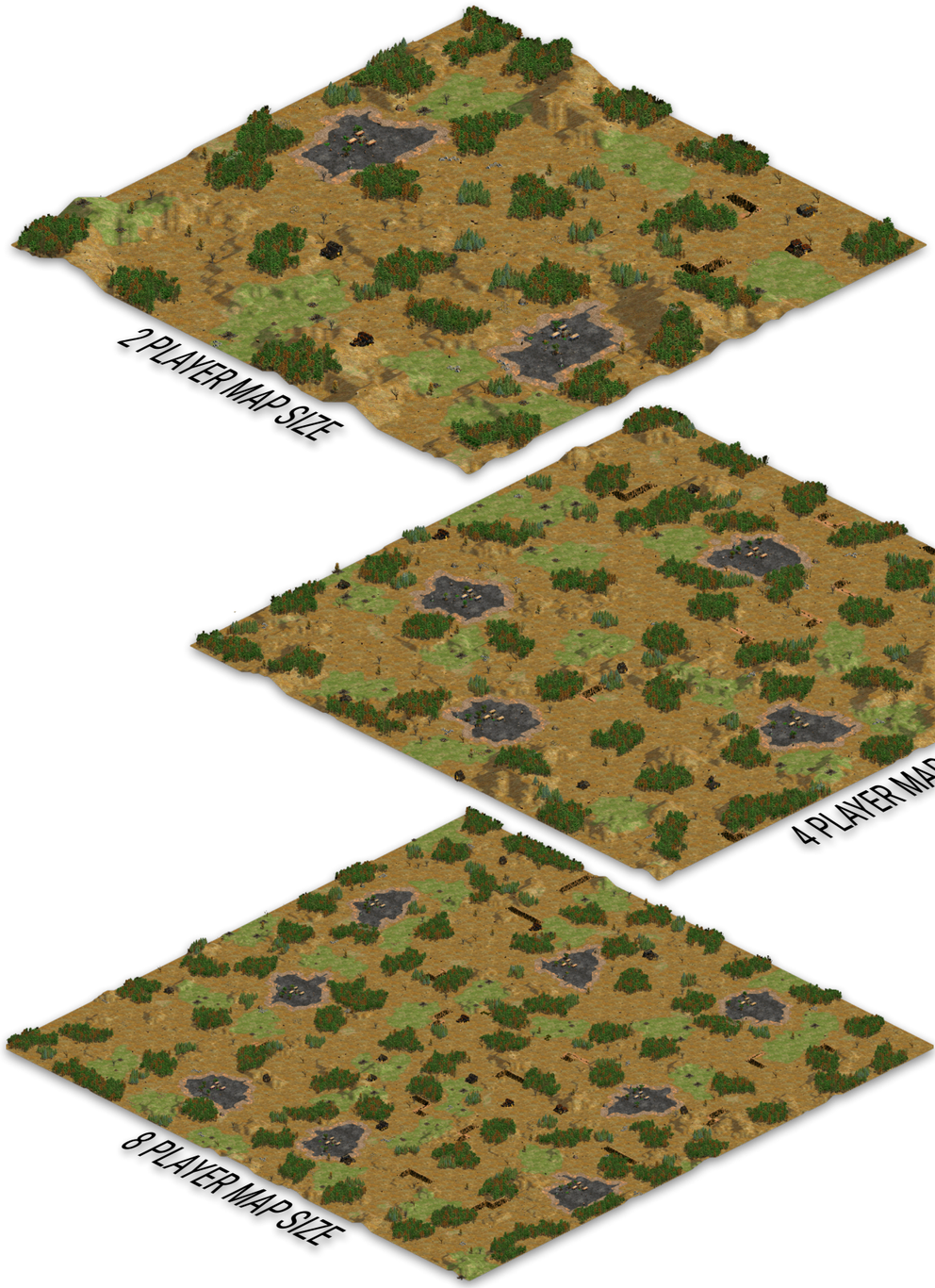
Features:
- Reversable Gamemode[2]

Compatibilty & Technical Information:

The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: Cenotaph (1.0).rms
File size: 293 KB

Screenshots



Frazil

Description:

Frazil is set in the middle of the North Sea. It is a group of small islets which holds limited amount of wood, gold and other resources. The water is filled with ice flakes, but they do not stop ships from sailing through them. No big fish is found in these waters, but many shore fish have gathered around the ice patches in the water.

Pick your fights carefully as resources are sparse. Dominate the sea and take over the islands. Because of the limited amount of land, a very aggressive approach is the way to victory.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 20-06-2018
Updated: 16-07-2018
Version: 1.0

Theme: Europe West
Style: Water

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

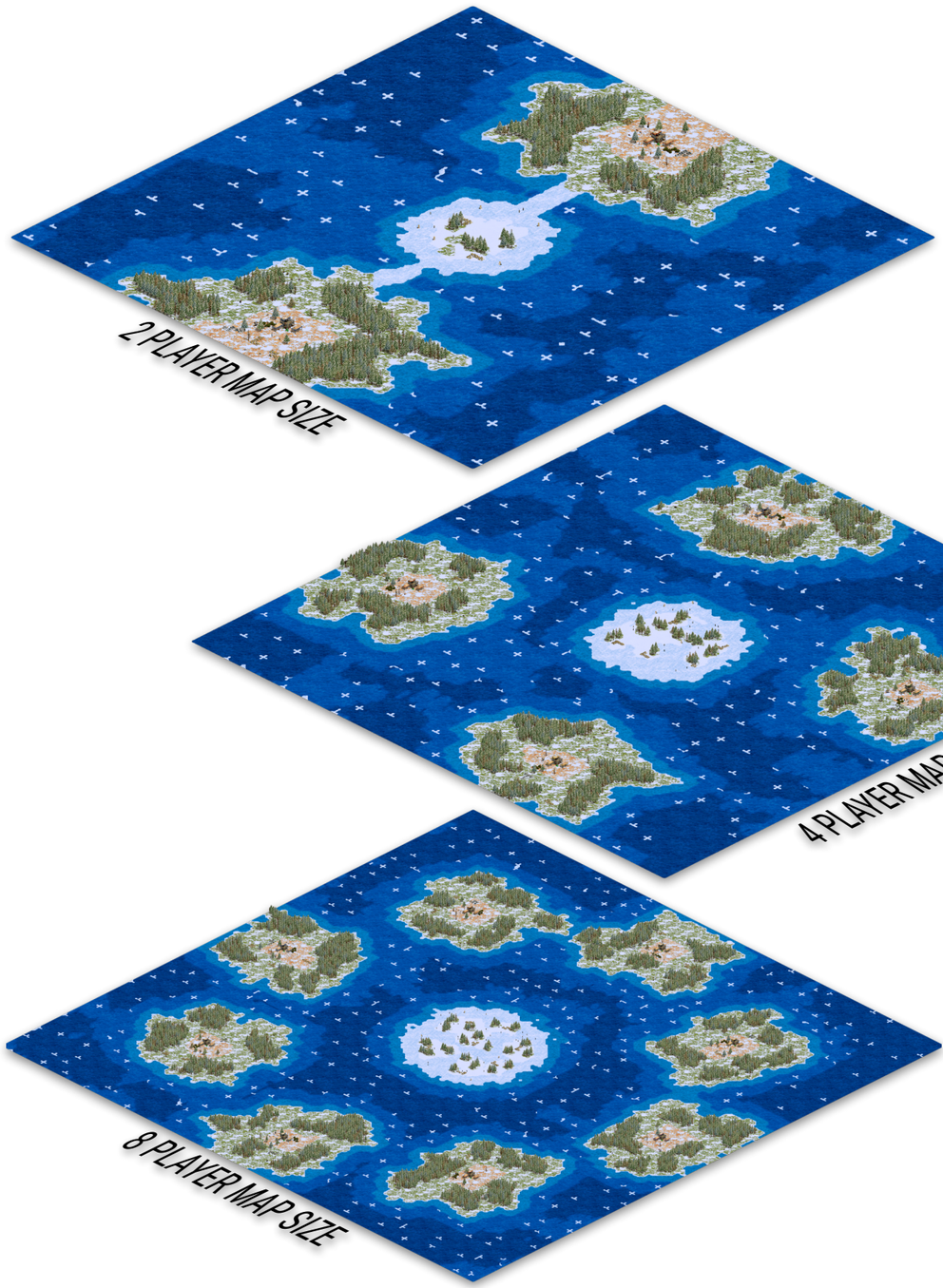
Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

Compatibilty & Technical Information:

The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: Frazil (1.0).rms
File size: 288 KB

Screenshots

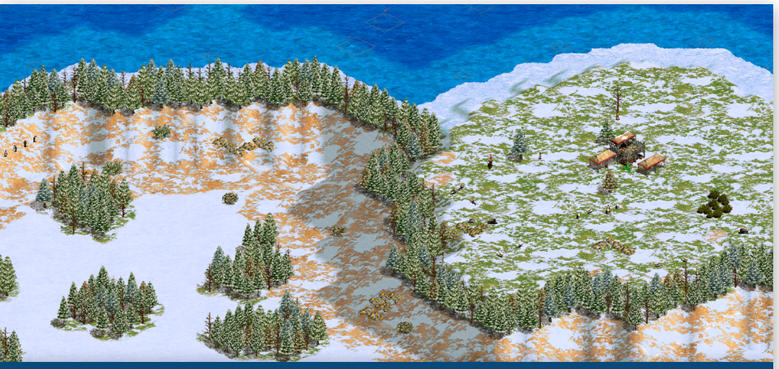


Glacier

Description:

Glacier is set in the icelandic waters. Players start surrounded by only water and wood and a few resources to get started.
Cut through to the center of the map to gain control of more land and resources.
Before cutting through to the middle, only a thin line of ice is connecting the players. Penguins can be found in this climate; however, they are completely harmless and will run away from any approaching armies.

The water holds many fish, but having the water will not result in a guaranteed victory.



CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 17-06-2018
Updated: 16-07-2018
Version: 1.0

Theme: Europe West
Style: Land & Water

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

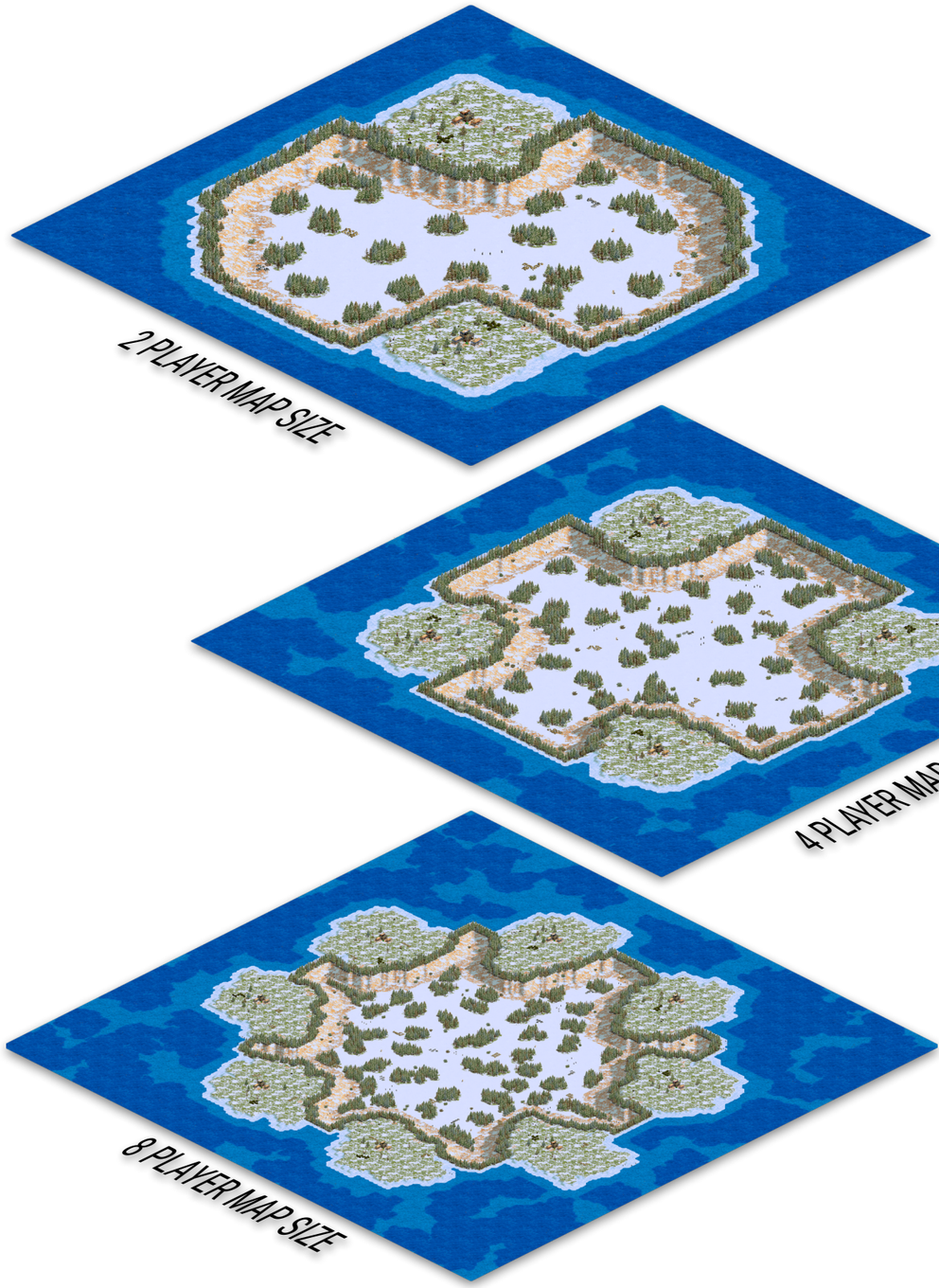
Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

Compatibilty & Technical Information:

The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: Glacier (1.0).rms
File size: 288 KB

Screenshots



Sinkhole

Description:

Sinkhole is a very simple map with everything you would normally expect. However, in the dead center of the map lies a giant sinkhole surrounded by unbuildable beaches. The water holds a huge amount of fish and having control of the water will grant the players a massive advantage in terms of economy.

However, having the water will not only give them an economical advantage, but also grant players a lot of map control. Ships can sail through the sand and up the hill and this adds a lot of complexity to the map.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 24-05-2018
Updated: 16-07-2018
Version: 1.0

Theme: Europe West
Style: Land & Water

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

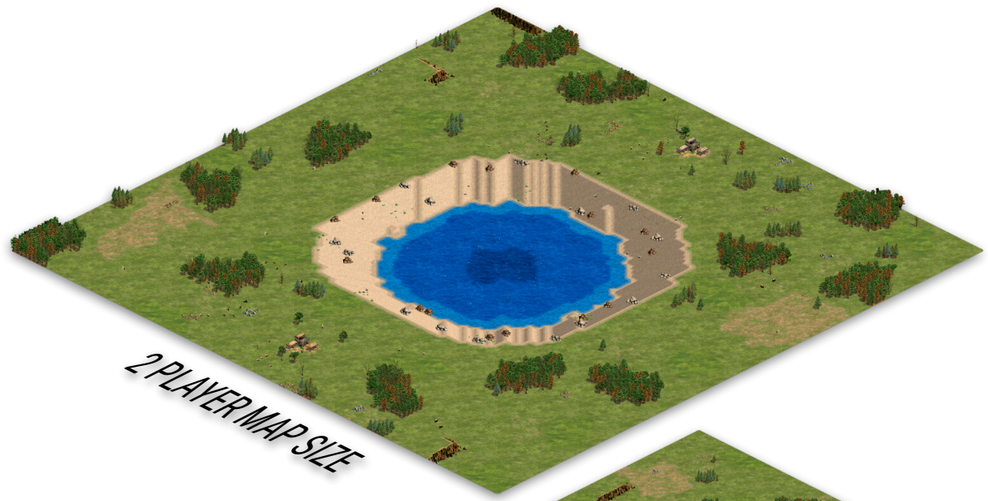
Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

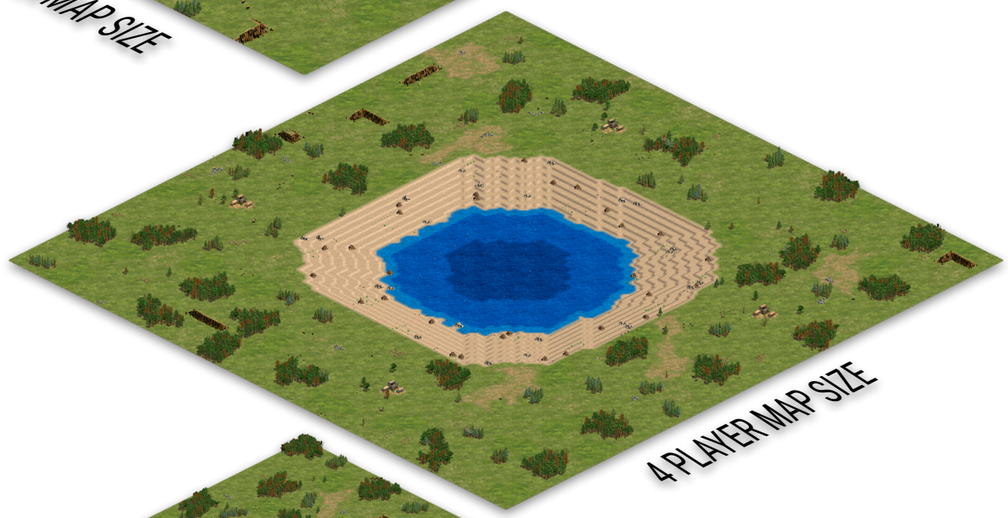
Compatibilty & Technical Information:

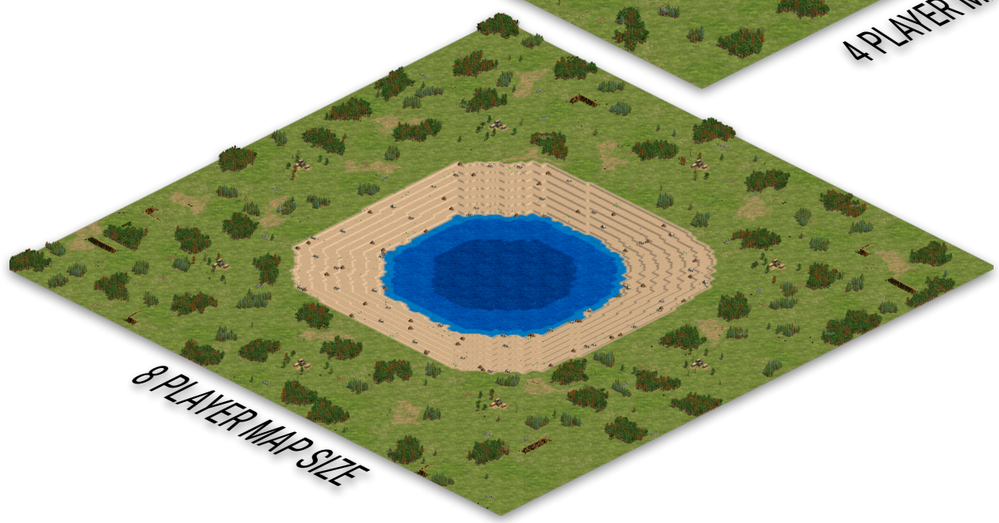
The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: Sinkhole (1.0).rms
File size: 294 KB

Screenshots







Desert Void

Description:

Less is more – this saying explains this map extremely well. It's set in the middle of a barren desert, with nothing whatsoever surrounding it. Players spawn with very limited amount of resources. Wood is sparse, gold and stone is found far away from your starting town center and hills and cliffs are not to be found anywhere.

You will find a patch of 4 elephants near your town center and a few goats scattered around the palm forest, but that is all you are going to find.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 23-06-2018
Updated: 16-07-2018
Version: 1.0

Theme: Middle East
Style: Land

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

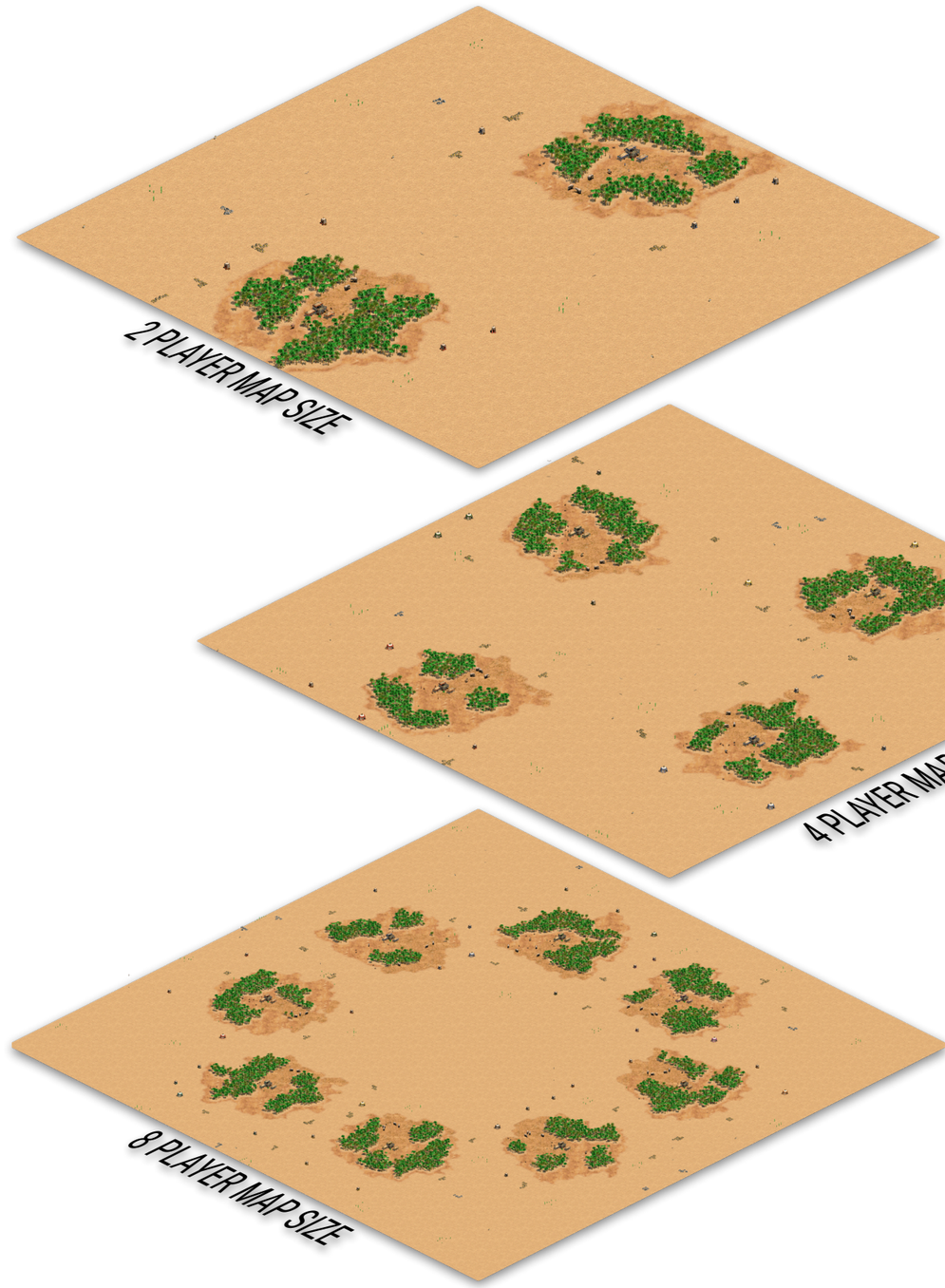
Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

Compatibilty & Technical Information:

The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: Desert Void (1.0).rms
File size: 288 KB

Screenshots



Dry Lake

Description:

Dry Lake is set in the middle of the desert surrounded by palm forests and a few baobab trees. As the oasis is drying out, the water is not as appealing as it used to be. However, the lake will give player a lot of map control and it does still hold a small amount of shore fish.

The rest of the map is fairly open and on bigger map sizes, players will have to walk far to get to a proper woodline.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 29-06-2018
Updated: 16-07-2018
Version: 1.0

Theme: Middle East
Style: Land & Water

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

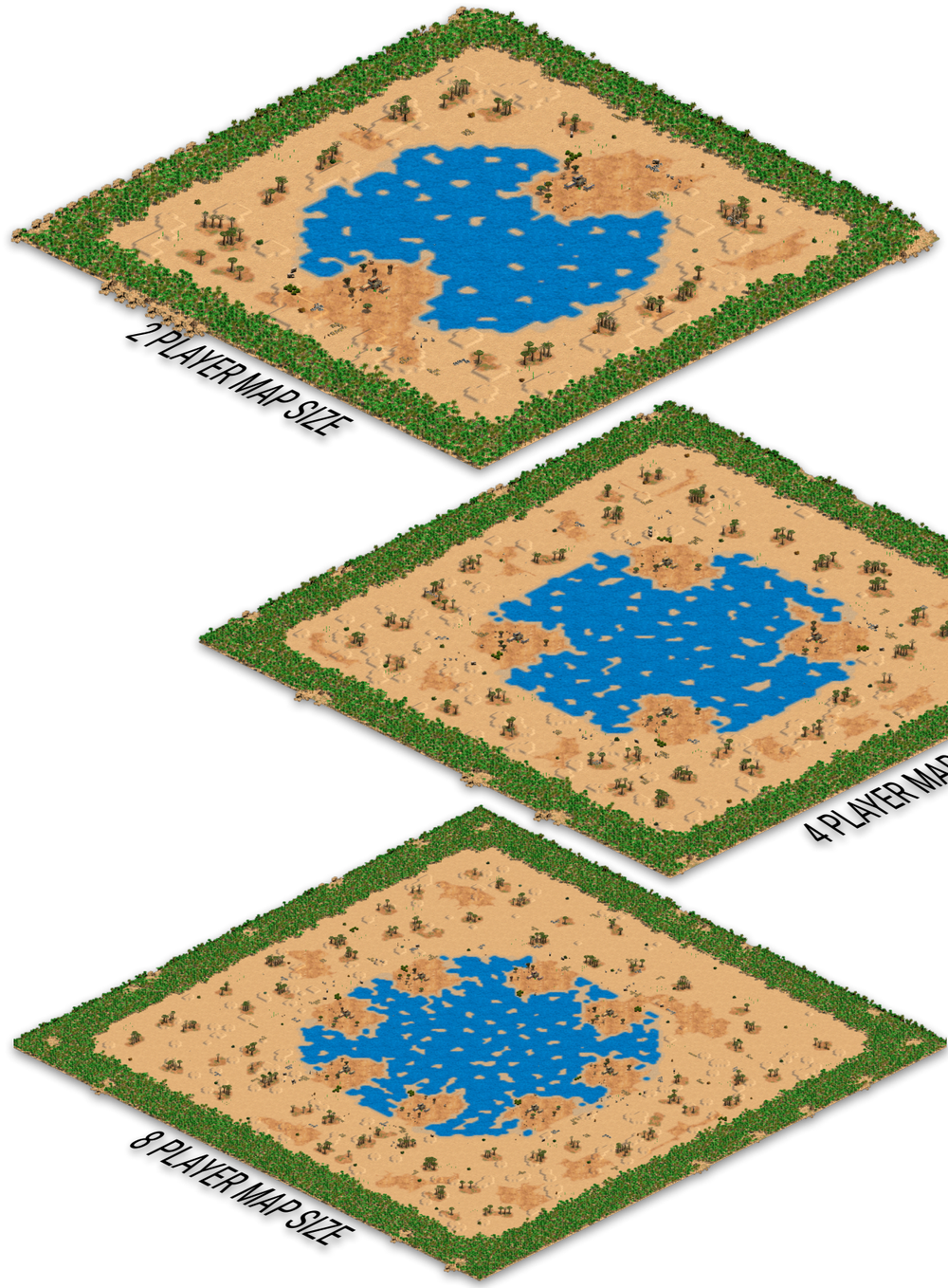
Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

Compatibilty & Technical Information:

The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: Dry Lake (1.0).rms
File size: 292 KB

Screenshots



Dustbowl

Description:

Dustbowl is set in the middle eastern desert. With severe dust storms, no wild life is currently living in this area. The only animals you will find is hungry vultures waiting to feast on rotting flesh.

Because of the lack of any wild life, players spawn with only farms around the town center. Dead trees and pools of quicksand makes the terrain rough to control.

Players will have to improvise as having no food will quickly elimiate all build orders.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 18-06-2018
Updated: 16-07-2018
Version: 1.0

Theme: Middle East
Style: Land

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

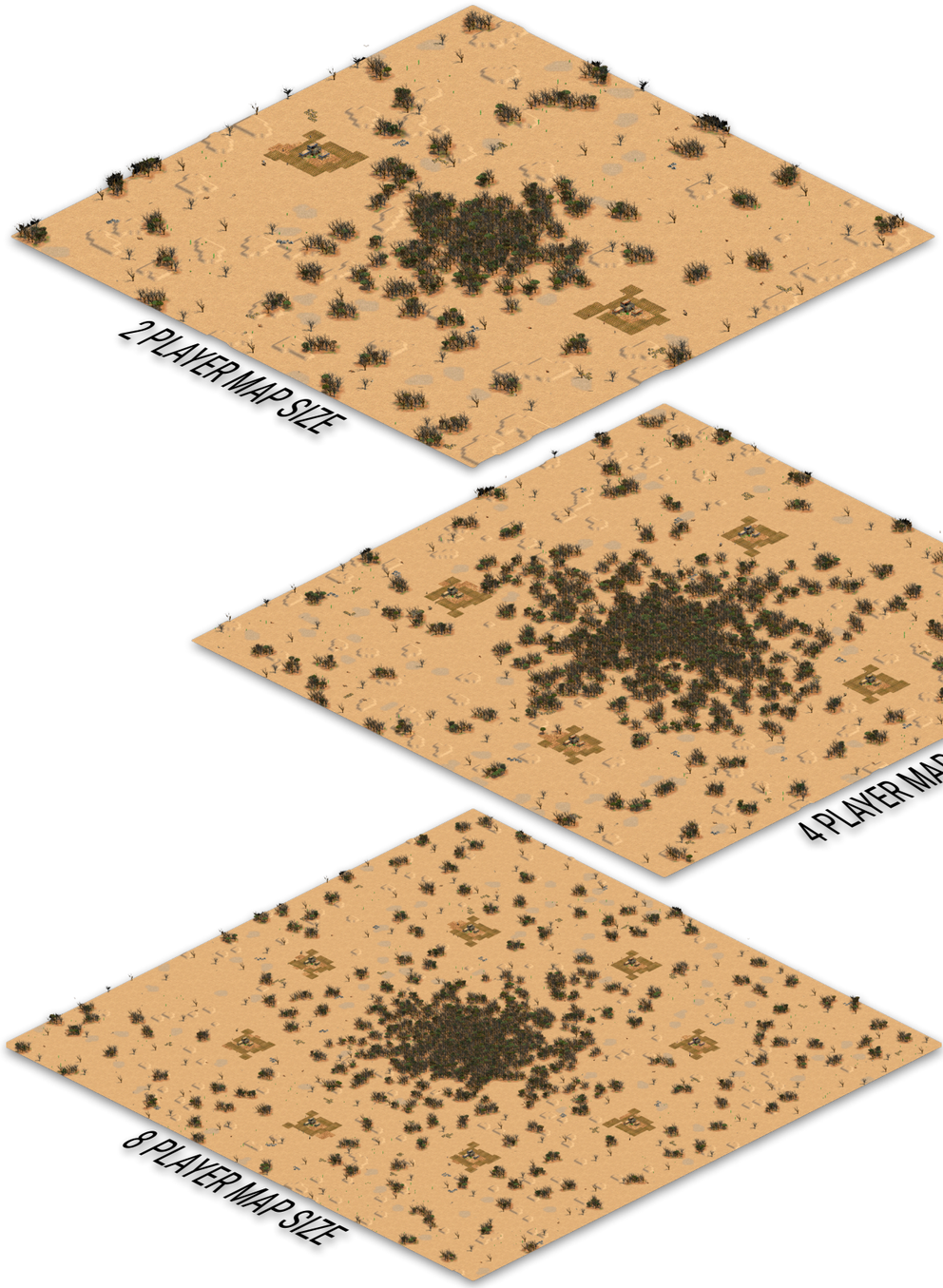
Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

Compatibilty & Technical Information:

The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: Dustbowl (1.0).rms
File size: 289 KB

Screenshots



Mirage

Description:

What might look like a mirage at first glance is an actual pond in the middle of the desert. Players start surrounded by many small oases that is filled with fish ready to be eaten.
The middle of the map holds huge amounts of palm forests with fresh water in the middle.
This desert is far from barren – even groups of camels can be found all over the map.

Mirage is a very open map with a lot of quick food – this allows players to be very aggressive and punishes players that dares to play defensively in this open desert.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 02-06-2018
Updated: 16-07-2018
Version: 1.0

Theme: Middle East
Style: Land

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

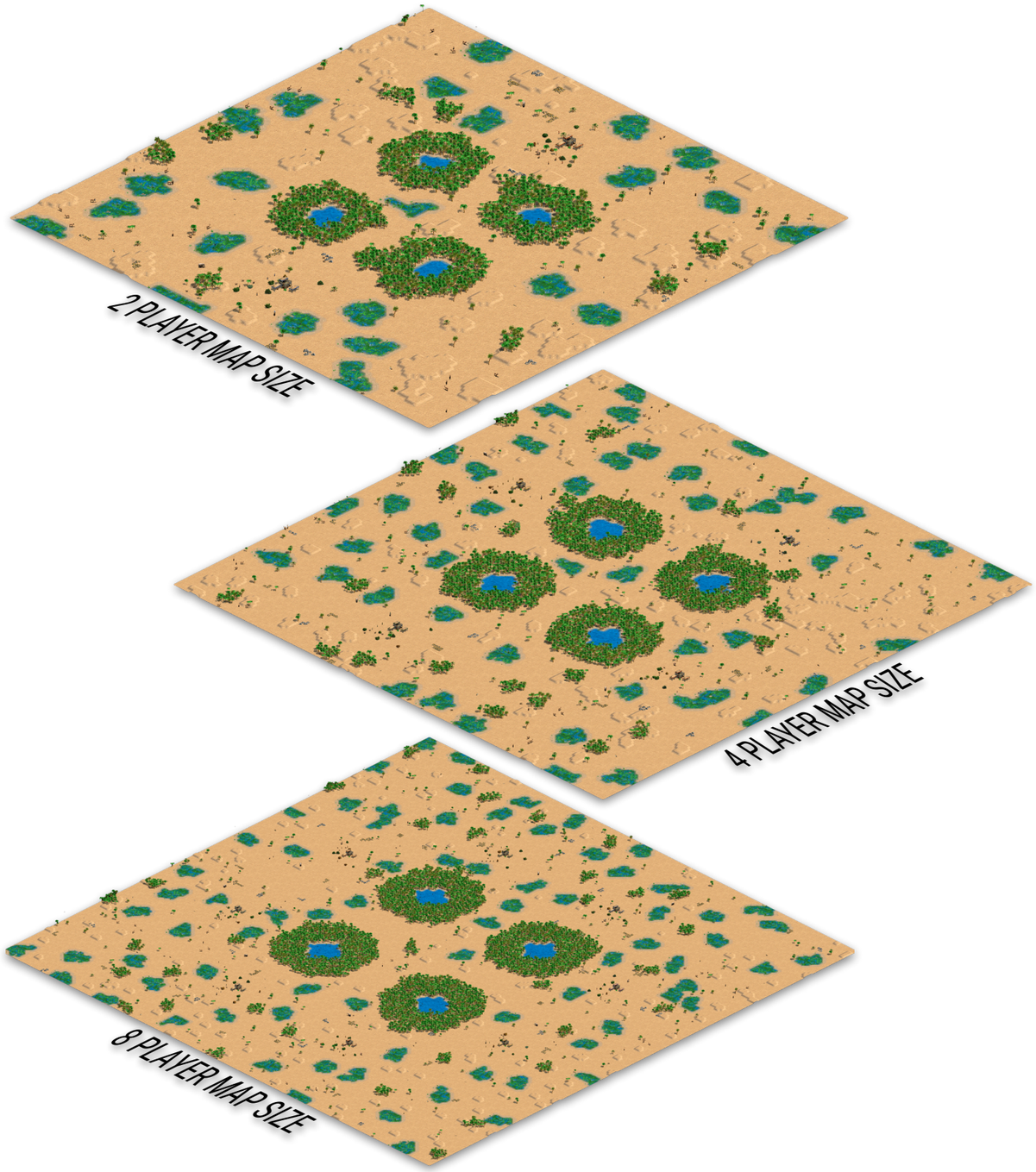
Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

Compatibilty & Technical Information:

The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: Mirage (1.0).rms
File size: 290 KB

Screenshots



Rehydration

Description:

Rehydration is a map similar to the famous Arabia. The land generation is slightly different, however, the biggest difference is that the edges of the map is nothing but juicy shore fish.

Players don't start with forage bushes as to push them towards to edge to utilize the fish, but all other resources are fairly standard.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 18-06-2018
Updated: 16-07-2018
Version: 1.0

Theme: Middle East
Style: Land

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

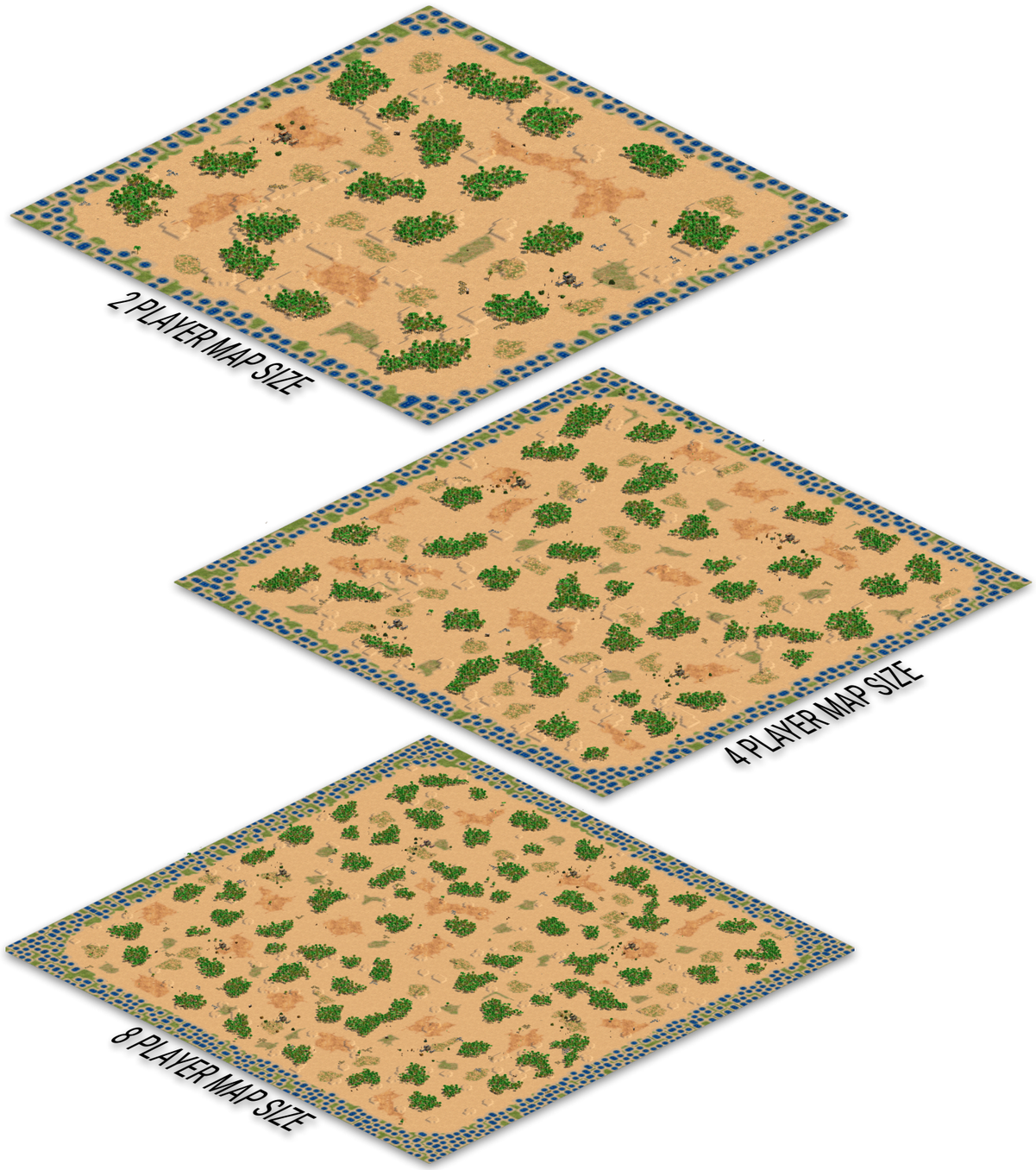
Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

Compatibilty & Technical Information:

The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: Rehydration (1.0).rms
File size: 290 KB

Screenshots



Coral

Description:

Coral is set in the south east Asian seas. The water is crowded with fish and coral reefs – however as all islands is connected by shallows, water is not everything. The middle holds a huge island with most of the available resources. How do you balance your army?

Players won't start with a lot of food, so you must quickly get your fishing economy started to advance to the next age.

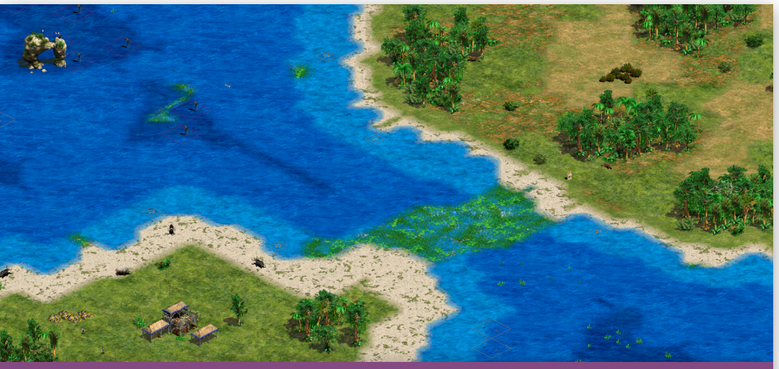
Created by: Chrazini

Created: 11-06-2018
Updated: 16-07-2018
Version: 1.0

Theme: South East Asia
Style: Land & Water

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]



CLICK HERE TO DOWNLOAD THE MAP

Compatibilty & Technical Information:

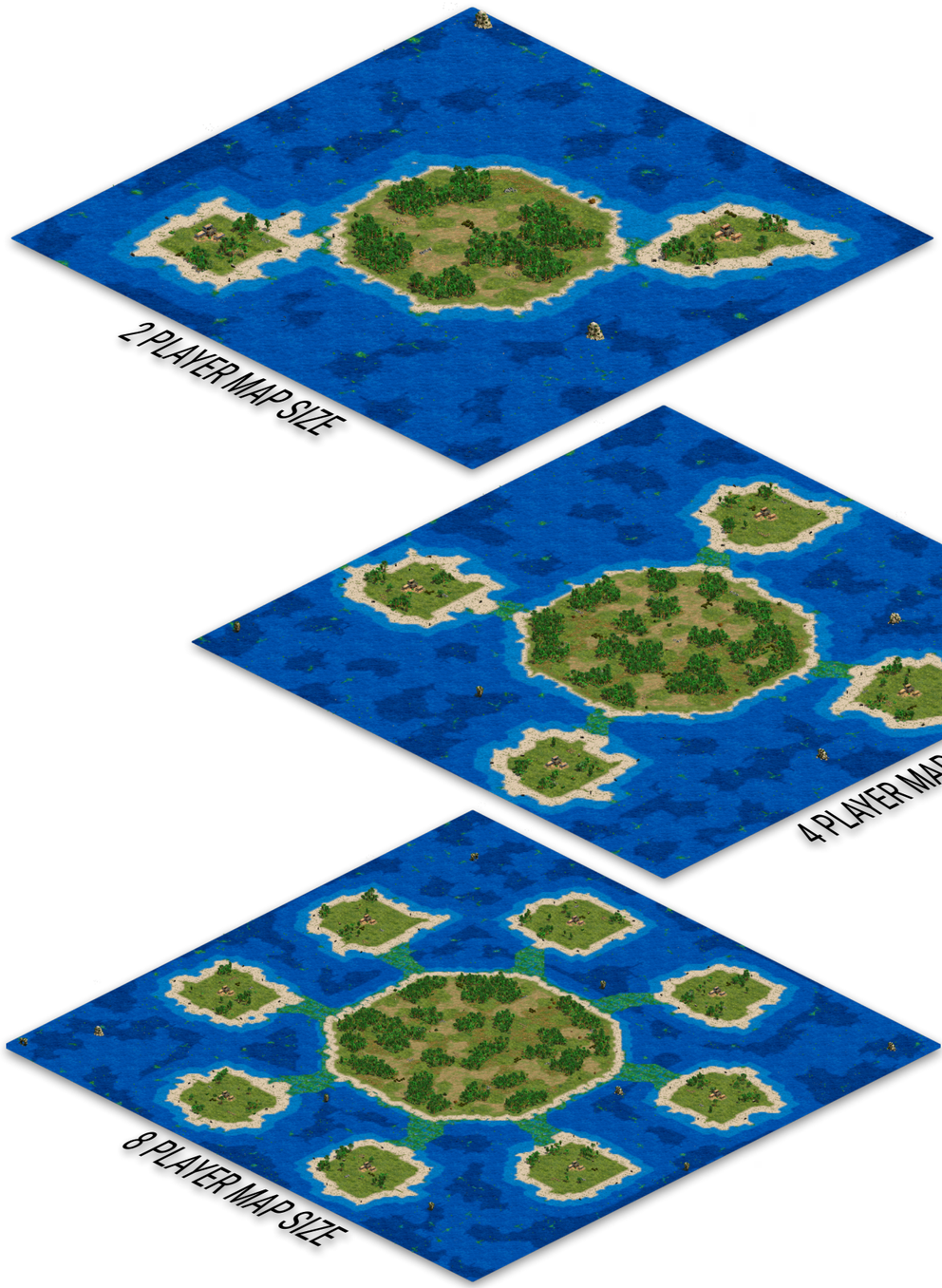
The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: ZR@Coral (1.0).rms (uncompressed zipfile)
File size: 1.422 KB

The map replaces the following .slp files: **15008**, **15009**, **15010** and **15017**.

```
15008 is replaced with jungle leaves.
15009 is replaced with jungle grass.
15010 is replaced with jungle leaves.
15017 is replaced with grassy beach.
```


Screenshots



Marshland

Description:

Marshland is set in a hilly terrain with small forests of oak. Players spawn in very close proximity with each other and spawn with only buffalos and a rhino.

The gold is scattered on small patches of land all over the shallows – extremely vulnerable to any kind of raiding.

Getting to the feudal age and getting a navy out as soon as possible will be crucial as most of the map is covered in shallows, mangrove and water.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 17-06-2018
Updated: 16-07-2018
Version: 1.0

Theme: South East Asia
Style: Mangrove

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

Compatibilty & Technical Information:

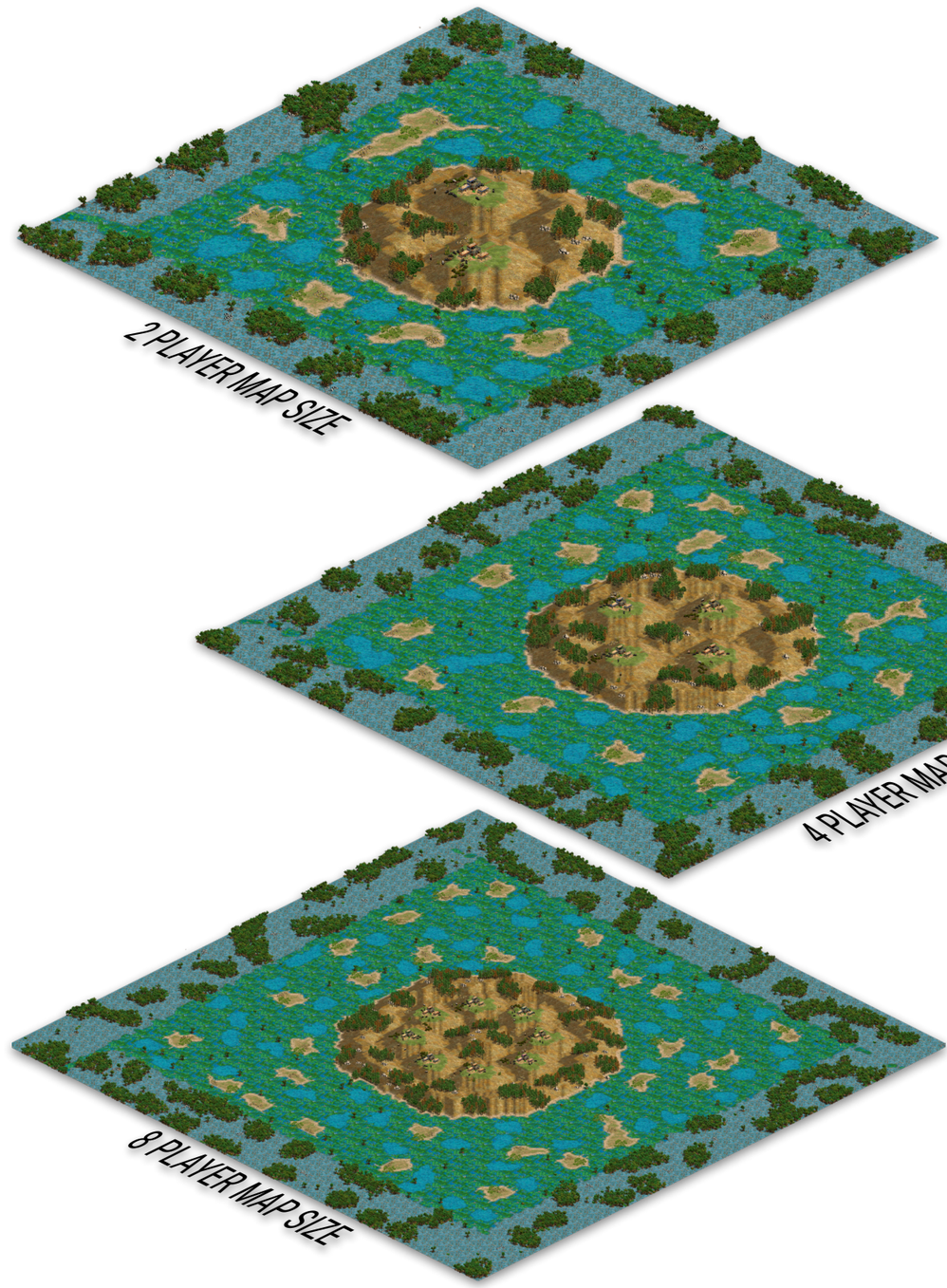
The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: ZR@Marshland (1.0).rms (uncompressed zipfile)
File size: 852 KB

The map replaces the following .slp files: **15002** and **15017.**

```
15002 is replaced with azure water.
15017 is replaced with grassy beach.
```


Screenshots



Sonder

Description:

Sonder is a very unique map where players spawn on tiny islands with limited amount of space and resources. The outside of the map is ocean and the middle is mangrove – but it is connected by a steep hill of beach terrain. This allows ships to go anywhere on the map, while land units can only move to the middle to expand their civilization or attack the enemy.

The middle contains all extra resources like stone, gold and forests.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 15-06-2018
Updated: 16-07-2018
Version: 1.0

Theme: South East Asia
Style: Mangrove & Water

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

Compatibilty & Technical Information:

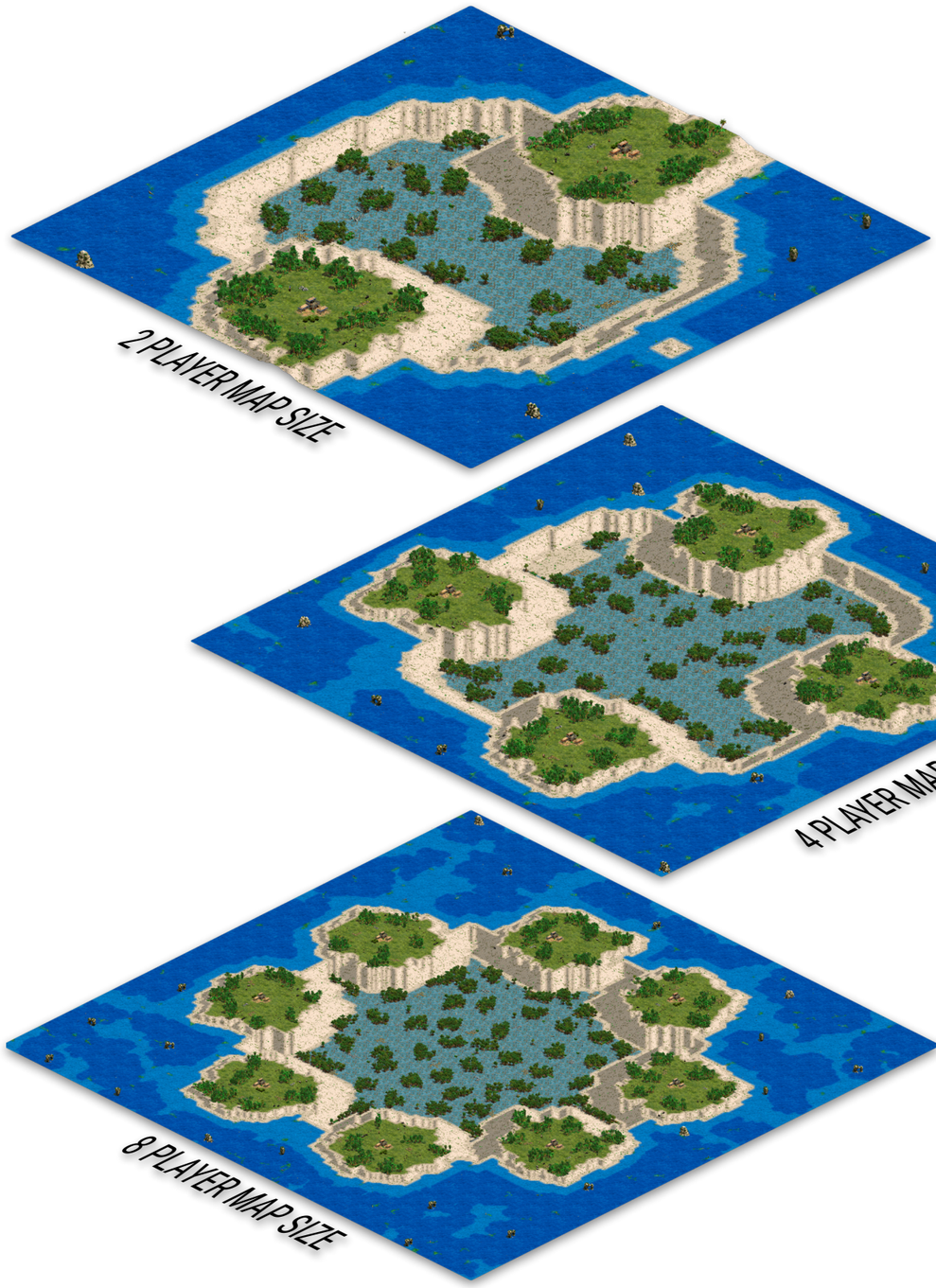
The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: ZR@Sonder (1.0).rms (uncompressed zipfile)
File size: 1.420 KB

The map replaces the following .slp files: **15001**, **15008**, **15010** and **15017**.

```
15001 is replaced with jungle grass.
15008 is replaced with jungle grass.
15010 is replaced with jungle leaves.
15017 is replaced with grassy beach.
```


Screenshots

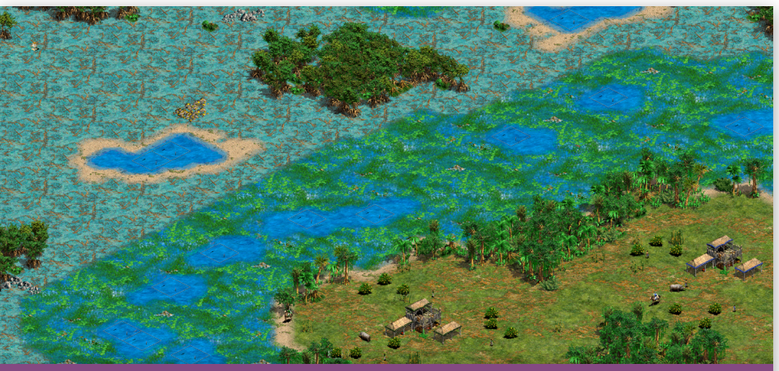


Swamp Fever

Description:

Swamp fever is set in the middle of a swamp with both mangrove and normal shallow water. Players spawn in close proximity to each other, with a rhino and a few forage bushes around them.
Build outwards over the mangrove swamp and build your navy to take control over the mangrove.

Resources like stone and gold are scattered all over the surrounding mangrove terrain.



CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 20-06-2018
Updated: 16-07-2018
Version: 1.0

Theme: South East Asia
Style: Mangrove

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

Compatibilty & Technical Information:

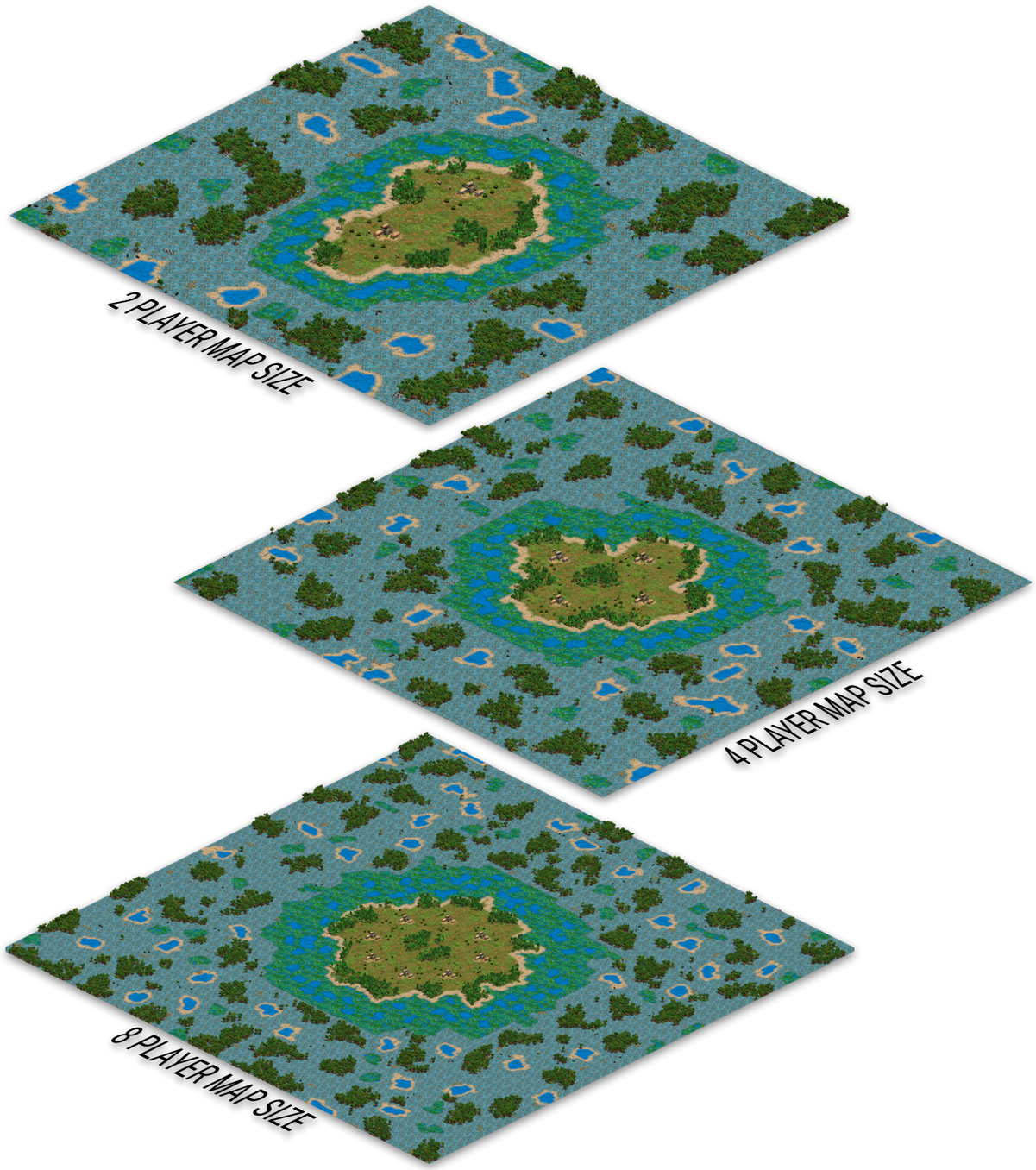
The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: ZR@Swamp Fever (1.0).rms (uncompressed zipfile)
File size: 1.418 KB

The map replaces the following .slp files: **15008**, **15009**, **15010** and **15017**.

```
15008 is replaced with jungle leaves.
15009 is replaced with jungle grass.
15010 is replaced with jungle leaves.
15017 is replaced with grassy beach.
```


Screenshots



Watershed

Description:

Watershed is set in the middle of a mangrove swamp with players spawning on small elevations that secures them a bit of land. To gain map control, players must control the mangrove as you can reach the players spawn and the outside jungle.

Most of the gold will be scattered on the mangrove, however, small amounts of gold can also be found in the jungle surrounding it.
There is a good amount of wood on the starting island, but it won't be long before players will have to venture over the mangrove to gather more.

CLICK HERE TO DOWNLOAD THE MAP

Created by: Chrazini

Created: 11-06-2018
Updated: 16-07-2018
Version: 1.0

Theme: South East Asia
Style: Mangrove & Land

Compatibility:
- Deathmatch
  - Players with fewer stragglers.
- Regicide
  - Players spawn with a castle.
  - Players spawn with a queen to replace the scout. Losing your queen will not end the game.
- Gigantic Map Size

Features:
- Perfect Spawns[1]
- Reversable Gamemode[2]

Compatibilty & Technical Information:

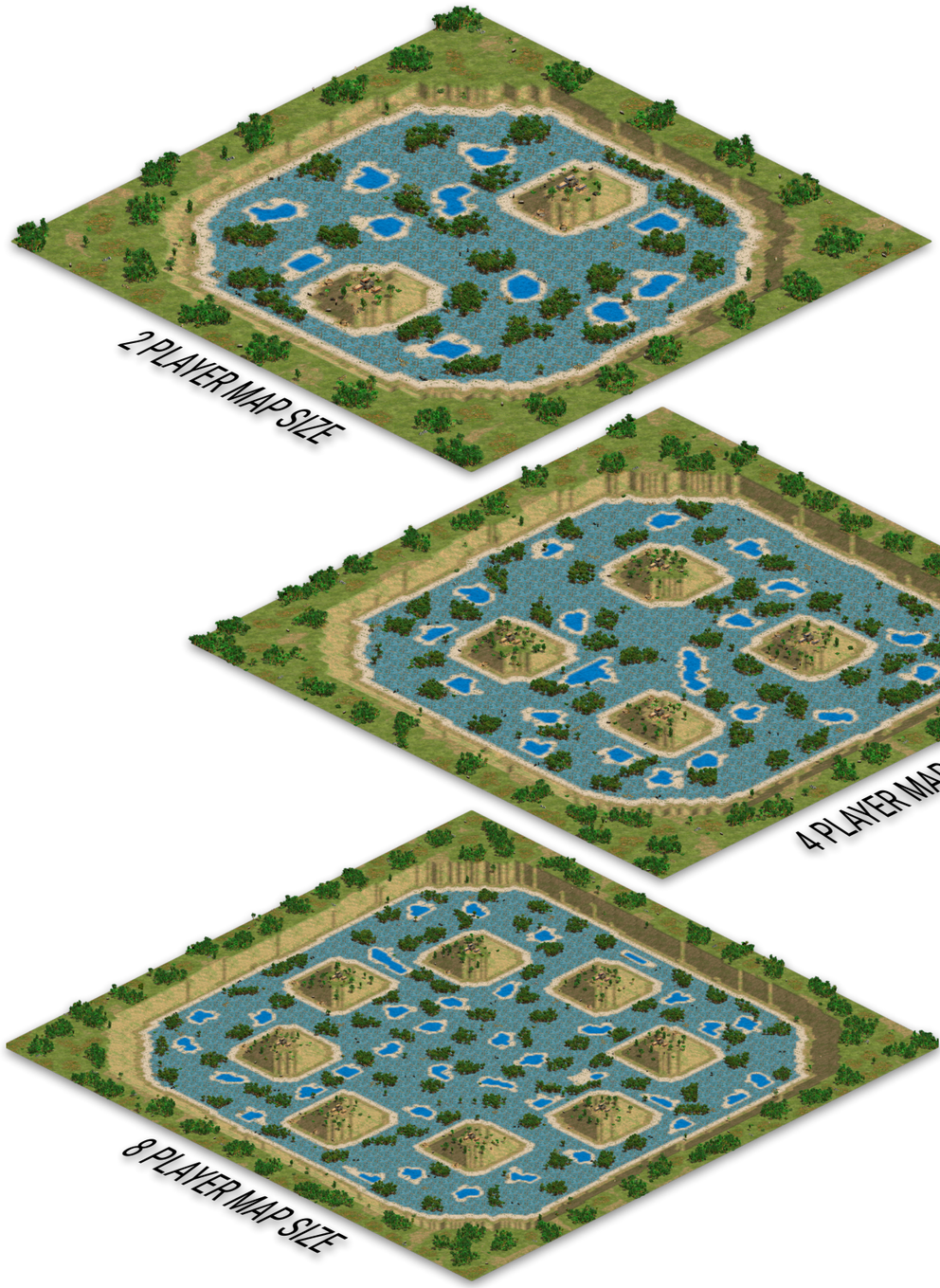
The map is only playable using the **WololoKingdoms** 5.7.2 or later.
The map is only tested using **Userpatch** 1.5 R7 build 6186.

File name: ZR@Watershed (1.0).rms (uncompressed zipfile)
File size: 1.142 KB

The map replaces the following .slp files: **15009**, **15010** and **15017.**

```
15009 is replaced with jungle leaves.
15010 is replaced with jungle leaves.
15017 is replaced with grassy beach.
```


Screenshots



Perfect Spawns

Map scripts that contain this feature will be using the direct_placement player set-up attribute instead of the default random_placement that is used in most scripts. While it removes some amount of randomness, it guarantees a completely balanced and fair experience for all players. Despite using direct_placement, you can play this map with any number of players, any number of teams and any amount of team sizes and configurations. All players have equal chance of spawning in any position on the map and teams will always spawn next to each other. Every single map size has multiple placement configuration to ensure that every map generation will feel new and different.

Reversable Gamemode

Map scripts that contain this feature will have the ability to start with or without a town center. This means that maps that, by default, start with a town center, will be able to start without a town center with nomad resources - and vice versa. To do this, simply change the starting resources in the lobby settings from Standard to Low. Because these two settings are completely identical, there is no change in the amount of starting resources the players have (except the added nomad resources to build your starting town center).
This can shake things and create a totally new experience. Maps that contain this feature has been specially optimized for opposite gamemode.

Thank You

I would like to thank Pyroptere, Chill Collins, Lynx_at_Arms and all the other people that have helped me playtest these maps to make them what they are today. Furthermore, I would like to thank everyone that download and give these maps a shot. I sincerely hope you will enjoy them.