Conquest of Elysium 3
Map Editor Guide
v3.16

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Organization & Editing
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1 Introduction

Conquest of Elysium 3 (later referred to as CoE3) is a turn based strategy game where you play the role of a powerful warlord or wizard of your choice, controlling large and unique armies in a quest to conquer the fabled continent of Elysium.

The game is turn-based, and can be played by up to eight players. If there are less than eight players, the computer can control some or all of the remaining players. The game supports team play over a network as well as hotseat play.

This user guide contains instructions on how to use the map editor to create maps and scenarios for Conquest of Elysium 3.

References to other sections in this manual are (usually) made in the format of

See section [chapter name] [section number]
or
See section [section number] [section name].

2 General Information

Conquest of Elysium 3 contains a built in map editor that can be used to create new maps and scenarios. The resulting map file (.coem) can be further edited using a text editor program to add advanced map commands, which the game will interpret and execute.

The map files are stored in the maps subdirectory of the CoE3 data directory. See the main CoE3 manual on how to find the data directory in the different operating systems CoE3 supports.

It is advisable for Windows users to use a text editor other than *Notepad* because CoE3 uses Unix type endline characters and *Notepad* handles endline characters differently than Unix based systems. Using Notepad may work, depending on your system, but it is not guaranteed that your maps will work for others without problems.

You can use *Wordpad*, which is included in Windows, or you can use a program downloaded from the internet. Some examples of viable alternatives would be *Notepad++* and *Crimson Editor / Emerald Editor*.

3 Maps – Overview

Regardless of size, all CoE3 maps have certain things in common and behave similarly. These properties are listed here. Many of the common thing describe things as they appear in randomly created games, since this is the default condition.

3-1 Coordinate System

Each CoE3 map is a grid of squares. The dimensions of the grid can vary in width and height. The maximum grid size is 159 x 159.

The origin (coordinates x=0, y=0) of the grid is located at the upper left corner of the map.

The order in which map objects appear in game menus (castle in *Recruitment Menu* etc) are determined by their map coordinates, with the location closest to the origin appearing first. The order is determined first by y, then by x.

3-2 Climate and Terrain

Some terrain in the game is tied to climate and only appears in a portion of the map with the correct climate. Terrain that is not tied to climate may appear anywhere. There are two climate types in the game, northern and southern.

The ratio of northern and southern climate in random games is controlled by the --northpart=X command line switch, where 0 means no northern climate and 100 means no southern climate at all. Southern climate may also be turned off from the advanced options when starting a new game, but there is no option to turn off northern climate.

3.2.1 Northern Climate

Northern climate is the default climate. Terrain specific to northern climate includes Plains, Forest and Ancient Forest.

3.2.2 Southern Climate

Southern climate is, as its name implies, normally found in the southern portion of maps. Terrain that only appears in southern climate includes Jungle, Desert, Desert Palace, Mesa, Cannibal Village and Savanna (southern equivalent of Plains). Northern climate terrain (e.g. Forest) can appear in southern climate, but not often. Ancient Forests do not appear in southern climate.

4 Map Editor User Interface

When the map editor starts, it will automatically create a random world of 50x36 squares. In the middle of the screen there is the map editor *Main Menu*, which can be hidden and unhidden with the spacebar key.

When the Main Menu is hidden, a terrain info box at the top of the screen will display the terrain and coordinates of the square the mouse is pointed at as well as the Active Terrain (currently selected terrain).

Moving around the map and zooming in and out is done just like in the regular game. Use the arrow keys to scroll the map and the *Page Up* and *Page Down* to zoom in and out.

Arrow keys	Scroll map
Page Up	Zoom in (also mouse wheel)
Page Down	Zoom out (also mouse wheel)

Map zoom is helpful when trying to locate a specific area of a map.

The other keyboard commands are displayed in **Table 1**.

4-1 Main menu

The *Main Menu* has the following options:

- **Map Width**
- **Map Height**
- **Recreate World (r)**
- **Create Coastline (c)**
- **Connect River Parts**
- **Select Terrain (t)**
- **Remove All Fancy Terrain (F)**
- **Hide Menu (space)**
- **Load Map**
- **Save Map**
- **Quit Map Editor (q)**

4.1.1 Map Width

Click to set the width of the map in squares.

4.1.2 Map Height

Click to set the height of the map in squares.

4.1.3 Recreate World (r)

Clears the previously created world and creates a new randomly generated map of the dimensions set by map width and height.

4.1.4 Create Coastline (c)

Redraws the coastline of the map.

This option is best used when new terrain has been added to replace coastlines and alter the contours of the continent. It will draw a new coastline around the terrain that has extended into the sea, which helps avoid the extremely tedious and time consuming task of manual coastline assignment.

Key	Function
?	Show keyboard shortcuts
c	Redraw coastline
f	Toggle show flags on / off
F	Remove all fancy terrain
i	Show coordinate info
n	Name square
r	New random world
t	Open/close *Terrain Menu*
v	Connect river parts
q	Quit map editor
1	Set pencil size 1
2	Set pencil size 3x3
3	Set pencil size 5x5
5	Set flag 0 (delete flags)
6	Set flag 256 (red)
7	Set flag 512 (blue)
8	Set flag 1024 (green)
9	Set flag 2048 (yellow)
U	Move entire map up
J	Move entire map down
H	Move entire map left
K	Move entire map right
L-click	Draw terrain
R-click	Select terrain from map
SPACE	Hide/show Main Menu

Table 1: Keyboard Shortcuts

4.1.5 Connect River Parts

Connects all adjacent river squares if there are no intervening land squares. Use with care or you may face unintended consequences. Also creates river exits if there is a straight coastline on both sides of the square where the exit should appear.

4.1.6 Select Terrain (t)

Opens and closes the *Terrain Menu*.

4.1.7 Remove All Fancy Terrain (F)

This command removes all special terrain structures, leaving only plains, forest, mountains, lakes, swamp, savanna, jungle and desert,

4.1.8 Hide Menu (space)

Pressing the SPACEBAR key will hide the *Main Menu* or make it visible again.

4.1.9 Load Map

Loads a previously made map.

4.1.10 Save Map

Saves the current map. The map will be saved in the maps subdirectory of the CoE3 data directory.

Maps are always saved in the format of *mapname.coem*, where the mapname is the name of the map as written. CoE3 does not accept spaces in the map names and spaces are converted to underscores (_).

WARNING! Saving a map destroys advanced commands from the map file! Make backups of those commands in another file before altering the terrain of an existing map in the editor! Or save the edited map with a different name!

4.1.10 Quit Map Editor (q)

Exits to the *CoE3 Main Menu* without saving.

4-2 Terrain Menu (t)

The *Terrain Menu* contains a list of all terrain types available in the map editor. The list is arranged by number starting from terrain type 0 (Plains). Close the *Terrain Menu* by pressing the t key or Esc.

4.2.1 Active Terrain

Click on an item in the list to set the Active Terrain. Right-click on a map square to set the terrain type in that square as the Active Terrain.

The selected Active Terrain stays active until set to something else. Click on a map square to replace its current terrain by the Active Terrain. Hold down the left mouse button to paint several squares in a row. This is particularly useful when making basic terrain.

There are two special terrains which differ from everything else:

- **?** (terrain 35) becomes any random terrain when the map is loaded
- **??** (terrain 99) becomes a random terrain with a high probability of being rare

TIP: If you need to use some special terrain types often, make a row of them on one edge of the map and then set each as Active Terrain by right-clicking as needed. This will significantly reduce the need to search the *Terrain Menu*.

4.2.2 Coastal Terrain

Use the *Create Coastline* function to set normal coastline. When you add ports and coastal villages, the order of compass directions is always east, west, south, north. This is important to know, because all ports and coastal villages (both normal and destroyed) have the same name but they are different terrains since they have different graphics.

For Deserted Town, the starting citadel of the High Cultist, the order is east, north. There are no western or southern Deserted Towns.

4.2.3 Flag Codes

Placing flags works like placing terrain, even though flags are used for events and other special functions. Flag codes are set by the number keys 5 – 9. See section *5-4 Square Commands* for more information on flags.

Flag codes cannot be set from the *Terrain Menu*.

4-3 Populating Maps

There is no *Monster Menu* to select Active Monster to place on the map. Games loaded on a specific maps will automatically populate the map with monsters just like in a regular game started on a random map.

To add specific monsters or commanders to a location, see *Chapter 5: Advanced Map Editing* and *Chapter 6: Events*. All such additions must be made with a text editor into the map file.

5 Advanced Map Editing

Use a text editor to edit map files.
Lines starting with # are comments and will be ignored.

5-1 Map Commands

mapsize <width> <height>

This must be the first command in every map file. The maximum width and height of a map is 127.

mapdescr "text description"

The text must be entered on one line, but ^ can be used as line breaks in the text.

clusteredstart <value>

Sets fixed clustered start settings for the map. Values: 0=off, 1=on

commoncause <value>

Sets fixed common cause settings for the map. Values: 0=off, 1=on

scoregraphs <value>

Sets fixed score graphs settings for the map. Values: 0=off, 1=on

5-2 Terrain Commands

Terrain commands are used to assign or change map terrain.

terrainrow <y> <terrain numbers...>

Assign terrain types to the row one square at a time. This is best done using the map editor.

addfancyterrain

This command should be used if you have created a map with only plains, forests and mountains on it. It will convert some plain into farms and towns, some mountains into hills and mines, some forests into jungles, ancient forests and swamps, etc.

TIP: To create a completely blank slate for a map, open a text editor, add just the *mapsize x y* command and save the file with a .coem extension. When you open the file in the map editor, every square will be a sea.

5-3 Player Commands

Player commands are used to assign starting locations, classes and other things for players.

Nbr	Player
0	Green
1	Red
2	Blue
3	Yellow
4	Teal / Cyan
5	Purple
6	Brown
7	Indigo
8	Light gray
9	Dark gray
-1	Any Player
-2	Everyone

Table 2: Player Numbers

playername <player> "name"

Sets the name for <player>.

fixedstart <player> <x> <y>

Sets a fixed start position for a player.

fixedplayer <player> <class> <team> <controller> <ai level>

By using this command the amount of players in the game can not be changed. Class, team, controller and AI level can be set to -1 to enable them to be changed. Controller 0 means human and 1 means AI. Humans can always be turned into AI controlled players but the reverse is not true. See **Table 2, Table 3** and **Table 4** for player numbers, class numbers and AI levels.

Class numbers 16, 17 and 18 are reserved for special classes and are not available for use by human players.

nostartcitadels

Do not create start citadels for any players. This requires that the map has citadels on it at the players starting positions. Extra resources like starting farms, gallows etc. will not be created either.

Nbr	Class
1	Baron
2	Necromancer
3	Demonologist
4	Witch
5	Priestess
6	Bakemono
7	Barbarian
8	Senator
9	Pale One
10	Druid
11	Hoburg
12	Warlock
13	Priest King
14	Troll King
15	Enchanter
19	High Cultist
20	Dwarf Queen

Table 3: Player Classes

Nbr	AI Level	Bonus
1	Piss Boy	-25%
2	Jester	0%
3	Butler	25%
4	Knight	50%
5	Baron	75%
6	Count	100%
7	Marquis	150%
8	Duke	200%
9	King	300%
10	Emperor	500%

Table 4: AI Difficulty Levels

5-4 Square Commands

squarename <x> <y> "name"

Gives a name to a square. This name will be shown on mouseover instead of village, town or whatever it normally is. Squares can be named in the map editor by pressing the n key (targets the square under the mouse pointer).

squareflag <x> <y> <flag code>

Sets a flag on a square. This flag can be used to trigger events. Use the map editor to place flags. The flag codes are 256 (red), 512 (blue), 1024 (green) and 2048 (yellow) for the four differently colored flags.

The values can be added together to place multiple flags in the same square. Flags can also be added directly from the map editor by selecting a flag as Active Terrain with the keys 6 – 9. Key 5 sets Active Terrain to flag 0 to erase all flags from a square.

When set as Active Terrain, flags do not override the current pencil size. For example, pencil size 5x5 and flag 256 will set red flags in an area the size of 5 by 5 squares.

invisibleflags

Turn all flags invisible.

6 Events

Events are composed of a trigger and an event code. The trigger determines when the event will happen and the event code determines what will happen as the result. Events can only be added by text editor into the map file.

In addition to the normal values, all x,y coordinates used in events and event triggers have these special values:

- ◆ **– 1,–1** last location
- ◆ **– 2,–2** random location
- ◆ **– 3,–3** random land location
- ◆ **– 4,p** home citadel of player **p**
- ◆ **– 5,–5** trigger location

There is a maximum limit of 3000 events in a single map file. The maximum length of an event message is 2047 characters.

6-1 Triggers

startevent <event code...>

This event happens just before the game starts.

maybestartevent <chance> <code>

This event will sometimes happen just before the game starts. The chance of the event happening is in percent.

recurringevent <interval> <code...>

This is the only type of event that can happen more than once. Interval is the length between events in months. a **–** b

turnevent <turn number> <code...>

This event happens on the specified turn.

itemlocevent <x> <y> <player> "item" <event code...>

This event will trigger if player has the specified item at location x,y. Player can be set to -1 for any player.

ownslocevent <x> <y> <player> <event code...>

This event will trigger if player owns location x,y. Player can be set to -1 for any player except independents.

ownslocterrevent <x> <y> <terrain> <player> <event code...>

This event will trigger if player owns location x,y and the terrain there is the one specified. Player can be set to -1 for any player but independents.

ownsterrevent <min> <max> <player> <terrain> <event code...>

This event will trigger if player owns a certain number of a certain terrain type. Player -1 = any player, player -2 = any player but independents.

hasmonevent <min> <max> <player> "monster" <event code...>

This event will trigger if player has a certain number of a certain monster type. Player -1 = any player (including independents).

comlocevent <x> <y> <player> <radius> "cmdr name" <event code>

This event will trigger if a commander owned by player with a specific name is close to x,y. Commander name can be left empty ("") for any name. Player can be -1 for any player.

onflagevent <player> <flag code> <event code...>

This event will trigger if player has a unit on a square with this flag.

chainevent <event code...>

This event will trigger right after the previous event triggers. There can be many chain events after one another. A chain event is not removed once it has triggered and can be used many times after a recurring event trigger.

maybechainevent <chance> <code...>

This event will trigger right after the previous event triggers, however there is only a certain chance that it will take effect. A failed **maybechainevent** will prevent any **chainevents** that follow right after it.

chanceevent <chance> <event code...>

This event has a chance of happening every turn until it has occured. The chance of the event happening is in percent.

onechanceevent <chance> <event code>

This event has a chance of happening, otherwise it is discarded. The chance is in percent.

classterrevent "class name" <terrain> <chance> <turn> <event code...>

This event will trigger if a player of a particular class owns a certain terrain type. If the turn value is set to -1 it can happen every turn. The classterrevent is never removed and can happen multiple times.

ritualevent <tag value> <chance> <code>

This event will trigger right after a summoning ritual has been made with the same tag value. This event is never removed and will happen after each summoning ritual with the proper tag.

6-2 Event Codes

Event codes are just a group of numbers and possibly a string. The name for the event code should **not** be used except as a comment to make the map file more readable.

Event codes are displayed in the following format

[x.x.x] [Event name]
[nbr] [code parameters]
[description]

1 Kill square

1 <x> <y>
Kills everyone at location x,y.

2 New commander

2 <x> <y> <player> "monster"
Creates a monster that is a commander owned by <player> at location x,y. Note that it is NOT possible to place more than one unique monster on a map through events. Use a value of -1 for player to give the commander to the player who triggered the event.

3 Rename

3 "new name"
Renames the last commander created.

4 Equip

4 "item"
Equips the last commander or unit created. Use "random" for item to get a random item.

5 New units

5 <x> <y> <player> <amount> "monster"
Creates <amount> of specified monsters owned by <player> at location x,y. Use a value of -1 for <player> to give the units to the player who triggered the event.

6 Kill player

6 <player>
Game over for <player>.

7 Message

7 <to player> "message text"
Specified player gets a message. The value of <to player> can be set to -2 for a message to everyone or to -1 to give the message to the player who triggered the event.

8 Change terrain

8 <x> <y> <terrain>
Changes terrain at x,y to the type specified.

9 Find item

9 <x> <y> "item"
Only works if there is someone at x,y to receive the item. Use "random" to get a random item.

10 Gold

10 <player> <amount>
<player> receives <amount> gold.
Player -1 = player who triggered the event.

11 Iron

11 <player> <amount>
<player> receives <amount> iron.
Player -1 = player who triggered the event.

12 Sacrifices

12 <player> <amount>
<player> receives <amount> sacrifices.
Player -1 = player who triggered the event.

13 Fungi

13 <player> <amount>
<player> receives <amount> fungi.
Player -1 = player who triggered the event.

14 Herbs

14 <player> <amount>
<player> receives <amount> herbs.
Player -1 = player who triggered the event.

15 Hands of Glory

15 <player> <amount>
<player> receives <amount> hands of glory.
Player -1 = player who triggered the event.

16 Magic Weed

16 <player> <amount>
<player> receives <amount> magic weed.
Player -1 = player who triggered the event.

17 Rubies

17 <player> <amount>
<player> receives <amount> rubies.
Player -1 = player who triggered the event.

18 Sapphires

18 <player> <amount>
<player> receives <amount> sapphires.
Player -1 = player who triggered the event.

19 Diamonds

19 <player> <amount>
<player> receives <amount> diamonds.
Player -1 = player who triggered the event.

20 Emeralds

20 <player> <amount>
<player> receives <amount> emeralds.
Player -1 = player who triggered the event.

21 Assimilate Square

21 <x> <y> <player>
<player> takes control of the square at x,y if the
square is empty.
Player -1 = player who triggered the event.

22 Defection

22 <x> <y> <from player> <to player>
All units at x,y owned by <from player> defect to
<to player>. <from player> can be set to -1 for all
players. A value of -1 for <to player> means the
units defect to the player who triggered the event.

23 Relearn Spells

23
Last created unit will relearn its spells. This is
useful if a unit is equipped with a path boosting
item that allows it to learn higher level spells than
normal.