

## **Content Pitch: CARTOGRAPHY DATA**

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SUBMITTER NAME	SUBMISSION DATE	WHAT IS THE WORKING TITLE OF YOUR MAP?		

Thank you for choosing to pitch a content idea to Worlde of legends™. Please complete this form in its entirety to the best of your ability then submit it to us via the web form on our website at <a href="http://www.worldeoflegends.com/contact.html">http://www.worldeoflegends.com/contact.html</a>. You will also need a *Disclosure, Release, and Assignment* form to send with your idea pitch which can be found at <a href="http://www.worldeoflegends.com/submissions.html">http://www.worldeoflegends.com/submissions.html</a>.

WHAT IS THE FILENAME OF THE MAP YOU ARE SUBMITTING?	WHAT IS THE FILE TYPE OF YOUR MAP?
UPLOAD A JPG OR PNG VERSION OF YOUR MAP IN THE SPACE BELOW - SEE PAGE 2 FOR GUIDELINES	MAP KEY/LEGEND
	• 1



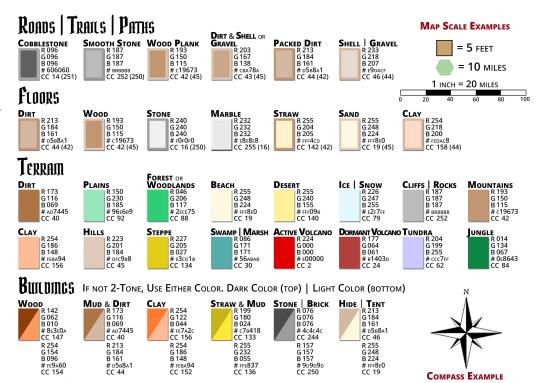
## CARTOGRAPHY SUBMISSION GUIDELINES

SUBMITTER NAME	SUBMISSION DATE	WHAT IS THE WORKING TITLE OF YOUR MAP?

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- 1. You must be the creator or one of the creators of the map.
- 2. The map you submit cannot have been previously published.
- 3. The geography of your map must be realistic.
- 4. Your map may have either a square grid or a hex grid depending on content. Overland maps should always use a hex grid or no grid at all. Dungeon and building maps should always use a square grid.
- 5. Your map, no matter the content, should have a compass delineating NORTH.
- 6. Your map, no matter the content should have a map scale delineating miles for overland maps (either miles per hex or miles per inch/half-inch/etc) and feet per square on dungeon and building maps.
- 7. If your map colors are not the colors shown below, you MUST provide a color key for your map AS PART OF THE MAP FILE.
- 8. Your MAP Format
  - Your map should be submitted as a Campaign Cartographer map if at all possible.
  - If you do not have Campaign Cartographer which is the FCW file extension, we will also accept JPG, PNG, or PDF.
  - See the Submissions page of our website for more details and resources for other map making software.
- Your map must be complete.
   Please do not submit an incomplete map. A complete map will:
  - a. Be in full color (no black/white).
  - b. Have all places/rooms/landmarks clearly labeled.
  - Be in the colors listed below OR have a color key on the map itself.
  - Have a terrain texture key if terrain textures are used instead of color.
  - e. Have a legend if the map contains number or letter references (use page 1 of this form)
- You have a lot of creative freedom. You choose the style, settlements, geographical features, room or area descriptions, inhabitants, and other artistic content.
- Feel free to create lore and other details about the area/building/dungeon/place that is in the map you submit. It will help us get a better feel for your idea
- If you need help with mapping, visit the Submissions page of our website and click the CARTOGRAPHY tab under Worlde Content. We have several resources listed there.

VISIT OUR WEBSITE
FOR THE FULL KAENDOR MAP
COLOR AND TEXTURE GUIDE



## R 226 G 247 B 255 R 255 G 240 B 155 R 187 G 187 B 187 R 202 G 242 B 219 R 255 G 240 B 155 R 233 G 218 B 207 R 086 G 171 B 171 R 145 G 223 B 255 G 088 G 186 B 148 # AD7445 CC 40 # OADFFF CC 71 14c864 # £2£7££ CC 79 # FFF09B CC 140 # BBBBBB CC 252 # 915829 CC 38 # <sub>FEBA</sub>94 СС 156 # FFF09B CC 140 # E9DACF CC 46 # E5E1FF CC 63 # 28<sub>E</sub>113 CC 102 # 56ABAB CC 30 # 14cc R 199 G 244 B 255 R 255 G 234 B 080 R 223 G 201 B 184 R 007 G 151 R 255 G 238 B 130 R 254 G 170 B 122 R 018 G 178 B 227 # 09c7E3 CC 70 В 089 # 12в259 СС 86 B 036 # pгс9в8 СС 45 # A3632E CC 39 # 7F4D24 CC 37 # FFEA50 CC 137 # 23c511 CC 101 # c7f4ff CC 78 # FFEE82 CC 139 # FEAA7A CC 155 # 96<sub>E</sub>6в9 СС 92 # ACACAC CC 251 R 016 G 156 B 078 R 008 G 175 B 199 R 145 G 088 B 041 R 172 G 241 B 255 R 255 G 236 B 105 R 142 G 142 B 142 R 100 G 066 B 031 R 254 G 154 B 096 R 098 G 218 B 151 R 227 G 205 B 027 R 203 G 167 B 138 R 179 G 173 B 255 # 08<sub>AFC</sub>7 CC 69 # 109c4e CC 85 # 915829 CC 38 # 6p421F CC 36 # 62DA97 CC 90 # CBA78A CC 43 # B3ADFF # FFEC69 CC 138 # 8E8E8E CC 249 # FE9A60 CC 154 # E3cd1в СС 134 # 1EA90 CC 100 # 008080 CC 20

MOUN TAIN

CLAY

ROCK

# 707070 CC 247

R 088 G 088 B 088

# 067<sub>7</sub>8<sup>a</sup> # 0.703<sup>b</sup> # 5.642<sup>a</sup> # 76<sub>686</sub> # FFE837 # 58585<sup>b</sup> # 492<sub>c</sub>15 # FF7<sub>x</sub>2<sup>c</sup> # 12<sub>b</sub>25<sup>b</sup> # 289<sub>b</sub>15 # 207<sub>4</sub>45 # 8179<sup>a</sup> # 0.6550 # 044<sup>a</sup> + 5700 # 0.667<sup>a</sup> CC 83 CC 36 CC 75 CC 136 CC 245 CC 34 CC 152 CC 86 CC 132 CC 40 CC 59 CC 97 CC 65

The numbers in the above color guide are color numbers for Campain Cartographer. If you do not use campaign cartographer, use the RGB or HEX codes to the right. If you use your own color system, please ensure there is a color key included as part of your map.

G 138 B 070

# FE8A46 CC 153

R 254 G 122 B 044 G 200 B 100

R 018 G 178 B 089

# 14c864 CC 87

# 0E8643 CC 84

B 056

# 0797<sub>AB</sub> CC 68

Graves | Contours

DIRT

# 7F4D24 CC 37

R 109 G 066 B 031 ICE SNOW SAND

R 255 G 234 B 080

R 255 G 232 B 055

# FFEA50 CC 137

G 238 B 255

# 91EEFF CC 76

R 118 G 235 B 255

WATER FOREST WOODS

# 056773 CC 66

GRASS STEPPE HILLS TUNDRA JUNGLE MARSH

R 199 G 180 B 024

# c7в418 СС 133

R 171 G 155 B 021 R 183 G 133 B 092

# в7855с СС 41

R 173 G 116 B 069 # 9A93FF CC 60 # 198b0b CC 99

# 5<sub>B</sub>371<sub>A</sub> CC 35

R 073 G 044 B 021