You can download the terrain data for a map using Map Actions > Download map data.

This downloads a JSON file (which can be read as a text file).

The file contains nested arrays of data with numeric codes for each terrain type contained by any world hex.

This is an example set of data for a size 5 world::


```
[[[36,23],[21],[11],[23,45],[21,23],[23],[11],[21],[11],[11]],[[21
],[31,32],[11],[11],[23],[11],[11],[21],[31,23],[23,55,56],[31,75]
,[31,32,75],[31],[31,75],[11,75]],[[31],[31],[31,32],[31],[31],[31
],[31],[31],[31],[21],[31,32,75],[31],[21],[31,32],[21]],[[31,32,2
3],[31],[31,23],[21,23],[21],[31],[31,23],[31,32],[31,32],[36]],[[
21,36],[11],[31,32],[31],[31],[31],[21],[31,32],[21],[21,45]],[[11
],[31,32],[11],[21],[11],[31,32],[31],[31],[31,32],[31],[31],[11],
[31],[31],[21]],[[11],[11],[11],[31,32],[31],[11],[21],[31],[21],[
21],[11],[31],[31,32],[21],[11]],[[11],[31,23],[21],[11],[11],[31,
32],[21],[31,32,23,45],[31],[36]],[[36],[31],[31,32],[11],[31,32],
[21],[31,32],[31],[21,46],[11]],[[11],[11],[11],[21],[21],[11],[11
],[21],[11],[21],[21,45],[11],[11],[21],[11]],[[11],[11],[21],[11]
,[11],[11],[11],[11],[11],[11],[11],[11],[31],[31],[31]],[[11],[31
],[31],[21],[31,32],[31],[11],[11],[31],[36]],[[21,36],[31],[11],[
11],[31],[11],[11],[21],[11],[11]],[[23],[11],[11],[23],[11,82],[2
1,23],[11],[11],[11],[23],[11],[11],[11],[11],[23]],[[11],[31],[31
],[11],[31],[11],[21],[31],[31],[31],[11],[31,32],[31],[31],[31,32
]],[[31],[21],[31],[31],[31,32],[31,32],[31,32],[11],[11],[36]],[[
36],[11],[11],[21],[21],[21],[11],[11],[11],[21,45]],[[21],[11],[1
1],[11],[11],[21],[21],[11],[21],[11],[11],[11],[11],[21],[11]],[[
31],[21],[31],[11],[31],[21],[31],[31],[31],[31,32],[31],[31,32],[
31],[31],[31,32,75]],[[31,32],[31],[31],[31],[31],[31],[31,32],[31
],[11],[36]],{"north":[36],"south":[36]}]
```

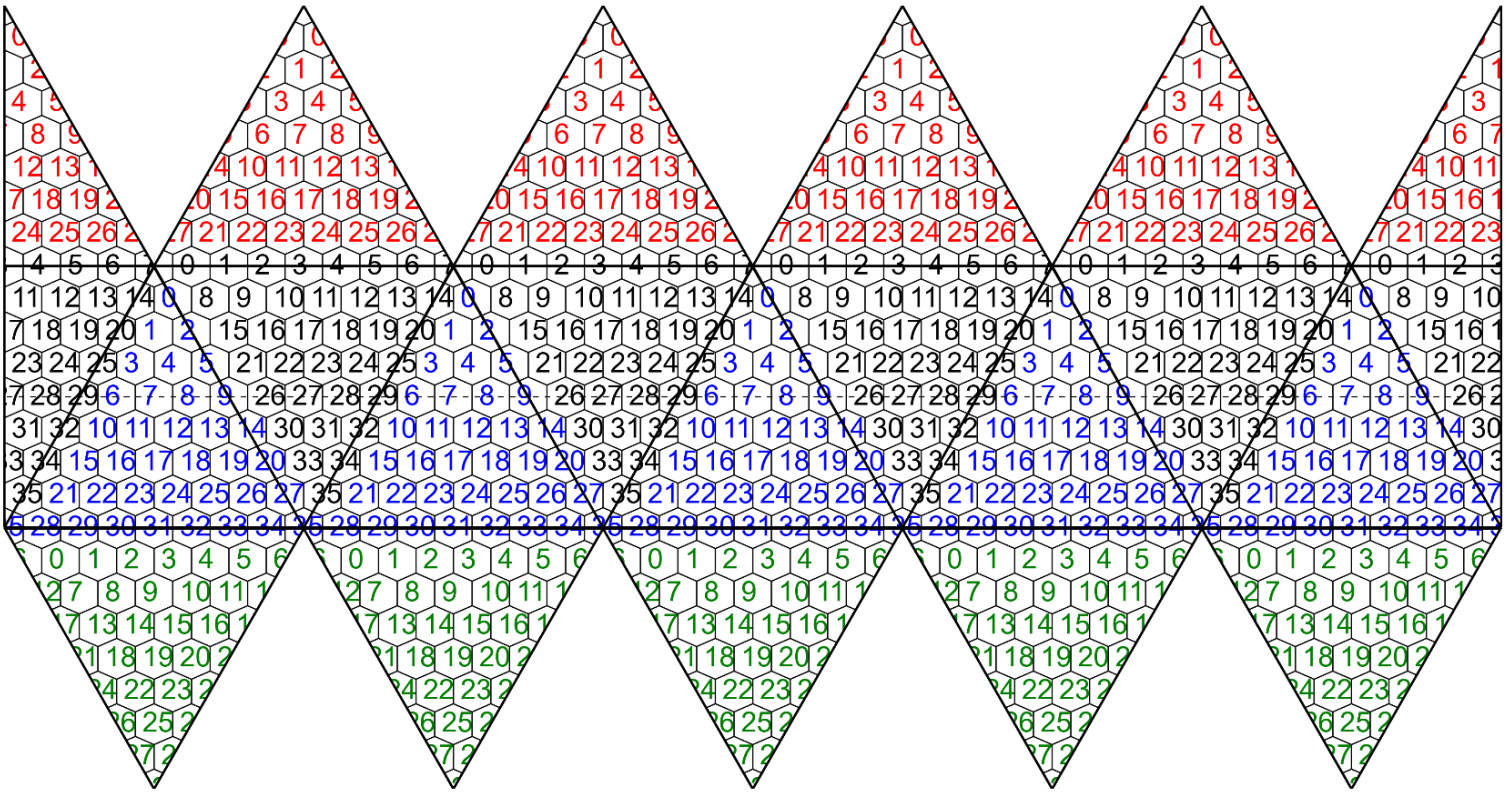

The overall data is an array of arrays, with the final member of the array being an object that contains the terrain for the north and south poles. Each other array represents a world triangle, and each array within the world triangle is an array of terrain codes (see below).

I will break down the first triangle in the above data.

```
[ ← begin the overall array of data
 [ ← begin the first triangle (triangle 0)
  [36,23], ← hex 0
  [21], ← hex 1
  [11], ← hex 2
  [23,45], ← hex 3
  [21,23], ← hex 4
  [23], ← hex 5
  [11], ← hex 6
```

```
  [21], ← hex 7
  [11], ← hex 8
  [11] ← hex 9
 ], ← end of the first triangle, go to the next.
```

Note that half the triangles are smaller (at the poles), and half are larger (near the equator. The way the hexes are numbered for each triangle is outlined in this image, showing a size 8 world. Triangles are different sizes for each world size, and so the numbering might be shortened or extended.



The triangles themselves are in order from the northernmost western triangle in red - note this half triangle wraps around to the east border, but is triangle 0 on all maps. The triangles are sequentially numbered from 0 to 19, going red, black, blue, green, then up to red again. Element number 20 contains the two poles.

The following table maps the codes to specific terrain types:

Code	Terrain type	Notes
0	Disregarded	Used in World, Terrain and Local hexes at borders
11	Clear	
12	Marsh	Used below the level of a World Map
13	Rough	Used below the level of a World Map
14	Woods	Used below the level of a World Map
15	Swamp	Used below the level of a World Map
21	Mountain	
22	Desert	
23	Chasm	
24	Crop	
25	Rural	
26	Ruins	
31	Ocean	
32	Island	
35	Lake	Used below the level of a World Map
36	Icecap	
37	Lake 2	Used below the level of a World Map
41	Baked Lands	
43	Frozen Land	
44	Ice Field	
45	Precipice	
46	Exotic	
51	City	
52	Domed City	

53	Arcology	
54	Suburb	Used below the level of a World Map
55	Town	
56	Starport	
57	Penal	
71	Ocean Depth	Used below the level of a World Map
72	Ocean Abyss	Used below the level of a World Map
74	Craters	
75	Waste	
81	Volcano	Used below the level of a World Map
82	Noble	
84	Mine	Used below the level of a World Map
85	Resource	
86	Oil	Used below the level of a World Map
100	World Hex Scale	**Special code:** used in key in the World Map
101	Terrain Hex Scale	**Special code:** used in key in World Hex Maps
102	Local Hex Scale	**Special code:** used in key in Terrain Hex Maps
103	Single Hex Scale	**Special code:** used in key in Local Hex Maps
104	Baked Lands West Half	**Special codes**: used for making the Twilight Zone strips straight.
105	Baked Lands East Half	
106	Frozen Land West	
107	Frozen Land East	
108	Ice Field West	
109	Ice Field East	
110	Noble Estate B	If using the option to place an estate for each noble, these codes allow a distinct estate for

111	Noble Estate c	the Knight, Baronet, Baron, Marquis, Viscount, Count, Duke and Capital Duke respectively.
112	Noble Estate C	
113	Noble Estate D	
114	Noble Estate e	
115	Noble Estate E	
116	Noble Estate f	
117	Noble Estate F	
118	Desert West	**Special codes**: used for making the Twilight Zone strips straight. *Hey, why aren't they with the other codes?* ***It's because I only noticed I needed them AFTER implementing the different nobles. Can't be bothered going back and changing all of the codes related to Noble estates, and anyway, they're unique.***
119	Desert East	
120	Border (red, dashed) - N, NE	
121	Border (red, dashed) - NE, SE	
122	Border (red, dashed) - S, SE	
123	Border (red, dashed) - S, SW	
124	Border (red, dashed) - SW, NW	
125	Border (red, dashed) - NW, N	
126	Border (red, dashed) -	
127	Border (red, dashed)	
128	Border (red, dashed)	
129	Border (red, dashed)	
130	Border (red, dashed)	
131	Border (red, dashed)	