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1. **Overview**

This component specification defines a river valley map with small lakes developed as part of an Alaska Map pack.

2. **General Characteristics**

The requirements of GSRM-AK-002 apply unless superseded by this specification.

3. **Rule Changes**

3.A. Buildable Shallows

Any terrain that is both navigable by ships and walkable by land units shall allow for the construction of any building traditionally available in the technology tree.

4. **Land Configuration**

Chena Hot Springs shall be arranged per Figure 4 below, with all blue shades representing water:

Figure 4: Chena Hot Springs Minimap

In this way, three zones are established, described as follows:

4.A. River (Definition)

Zone coinciding with the azure area of Figure 4.

4.B. SuperGlade (Definition)

Zone coinciding with dark green area that falls along the path of the River and is approximately the same width. There shall be a 50% chance of the SuperGlade spawning in the opposite configuration to what is shown in Figure 4 (E. G. left vs right).

4.C. MountainRange (Definition)

Zone coinciding with large, diametrically-opposed tan regions, not bordering any blue and intersecting the edge of the map.

4.D. Player Lands (Definition)

Any area not included in the above three zones.

5. Elevation

Chena Hot Springs is a river valley with the following characteristics:

5.A. River

The River shall be at elevation 0.

5.B. SuperGlade

The SuperGlade shall be between elevation 3 and 4.

5.C. MountainRange

The MountainRange shall have minimum elevation of 6.

5.D. Player Lands

Player Lands shall rise to a minimum of elevation 4 above the river, with occasional hills rising at least 1 but not more than 2 above such valley plains.

6. Terrain

Forest on Chena Hot Springs shall be primarily boreal (pine trees) with allowance for some temperate, deciduous trees. Hills shall be heavily forested, with valley plains having few trees. The following additional terrain requirements apply by zone:

6.A. River

The River shall consist of terrains which are inherently navigable *and* walkable, commonly referred to as "shallows", but with a variant whose appearance is reasonable for this location.

6.B. SuperGlade

The SuperGlade shall consist almost entirely of forest-class terrain.

6.C. MountainRange

Core MountainRange terrain (the tan area of Figure 4) is immaterial, but shall be wreathed in

forest-class terrain with minimum thickness 5.

6.D. Player Lands

Player Lands shall consist primarily of open land terrains, with scattered deep-water lakes. Each player shall receive a larger deep-water lake occupying a round area of 75 to 100 tiles.

7. **Objects**

7.A. Starting Units

Each player shall start the game controlling objects defined by Table 7.A. below:

Object	Quantity
Herdable	4
Villager	8
Exploration Unit	1

Table 7.A: Starting Player- Controlled Objects

Player-controlled starting units shall be positioned along the same bank of the river, with no individual unit being more than 20 tiles from any other. For configurations of equally opposed teams, each team shall have their own bank, opposite from the enemy team.

7.B. Starting Buildings

Each player shall begin the game with a single dock, extending into the large lakes described by 6.D. Each of these docks shall have access to 1 deep fish and 3 shore fish.

7.C. Mountain Ranges

Mountain objects of appropriate appearance shall populate the core MountainRage terrain in sufficient density for it to be impassable.

Revision	Description	Change	Date

		Document	**(YYYY-MM-DD)**
X1	Advanced release for community review/feedback.	N/A	2024/07/05
Original Release	---	N/A	2024/07/21
R1	Revised Land Configuration, Elevation of valleys and hills, and reworded forest section. Added minimap screenshot and section descriptions.	N/A	2024/09/13