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		GSRM-AK-002		General Requirements, Alaska Maps		
Spec. No.		Description		Spec. No.		Description
Bill of Materials:						
----- Document Approvals -----		Date (YYYY/MM/DD)		CSRM – AK – 04		
Prepared:	CookiePirate	2024/07/05		Utqiagvik		
Checked:	Huehuecoyotl22	2024/07/12				
Approved:	TechChariot	2024/07/21				
Approved	x	x		Revision	-	Page 1 of 3

CSRM-AK-04	Utqiagvik	Original Issue
<div data-bbox="126 195 334 237"><b>1. Overview</b></div> <div data-bbox="162 256 1409 329"> <p>This component specification defines an open tundra map developed as part of an Alaska Map pack.</p> </div> <div data-bbox="126 363 592 405"><b>2. General Characteristics</b></div> <div data-bbox="162 424 1221 464"> <p>The requirements of <u>CSRM-AK-002</u> apply unless superseded by this specification.</p> </div> <div data-bbox="126 495 524 539"><b>3. Land Configuration</b></div> <div data-bbox="162 558 1412 703"> <p>Utqiagvik shall include ocean to resemble the Arctic Ocean coastline, on at least one, but not more than two sides of the map. The rest of the map shall consist of land. Lakes are acceptable, provided that any single lake is not larger than 5% of the total length of the map, and that all lakes do not amount to more than 30% of the total area of the map not covered by ocean.</p> </div> <div data-bbox="126 737 332 779"><b>4. Elevation</b></div> <div data-bbox="209 798 1412 909"> <p>Alaska's north slope is generally very flat. Utqiagvik shall not have any elevation higher than 2, and elevation higher than 1 shall be used very sparingly. The Arctic Ocean shall be at elevation 0. Lakes may be at elevation 0 or 1.</p> </div> <div data-bbox="126 942 302 984"><b>5. Terrain</b></div> <div data-bbox="173 1033 440 1075"><b>5.A. Terrain Type</b></div> <div data-bbox="258 1092 1412 1165"> <p>The terrain for Utqiagvik shall resemble barren tundra, snow, or a combination of the two. Vegetation may be included sparsely.</p> </div> <div data-bbox="173 1190 540 1232"><b>5.B. Forest Arrangement</b></div> <div data-bbox="258 1249 1412 1396"> <p>Because Utqiagvik and the overwhelming majority of Alaska's north slope lie far north of the Arctic tree line, the map shall not include any trees. Shrubs are acceptable in sparse amounts, but alternative sources for collecting wood are strongly encouraged due to the general lack of vegetation at such a far north latitude.</p> </div> <div data-bbox="126 1430 300 1474"><b>6. Objects</b></div> <div data-bbox="173 1520 453 1562"><b>6.A. Starting Units</b></div> <div data-bbox="209 1579 1510 1648"> <p>Players shall have a Nomad start without town-center but at least three villagers and an exploration unit.</p> </div> <div data-bbox="173 1677 394 1717"><b>6.B. Resources</b></div> <div data-bbox="209 1734 1510 1808"> <p>Resources shall be configured to resemble classic Nomad, with plentiful piles to compensate for bad luck in town-center placement. Fish shall also be plentiful.</p> </div>		
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Revision	Description	Change Document	Date (YYYY-MM-DD)
X1	Advanced release for community review/feedback.	N/A	2024/07/05
Original Release	-----	N/A	2024/07/21