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		<u>GSRM-GRK-002</u>	General Requirements, Greek Maps
Spec. No.	Description	Spec. No.	Description
Bill of Materials:			
----- Document Approvals -----		CSRMS – GRK – 04	
Prepared:	TechChariot	Date (YYYY/MM/DD)	Kresphugeto
Checked:	x	2024/06/16	<div style="border: 1px solid black; padding: 5px; text-align: center;">  </div>
Approved:	x	2024/06/XX	
Approved	x	2024/06/XX	
		<u>Revision</u>	Page 1 of 4

1. Overview

This component specification defines a vanilla-styled Hideout map developed as part of a Greek Map pack.

2. General Characteristics

The requirements of [GSRM-GRK-002](#) apply unless superseded by this specification.

3. Land Configuration

The neutral lands of Kresphugeto shall result in a solid circle of trees located at the center of the map, scalloped by clearings corresponding to player lands, with a second thin offset ring as shown in Figure 3 below:



Figure 3: Kresphugeto Mini-Map

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

3.A. Inland (Definition)

Tan region inside of the thin green line.

3.B. Outland (Definition)

Anything outside of the thin green line.

4. Elevation

4.A. Outland

The Outland shall contain the only elevation on the map, between 0 and 4. The amount of elevation shall not interfere with the ability for players to construct additional town centers in this region.

5. Terrain

5.A. Forest Arrangement

5.A.1. Inland

Inland forest shall consist of a perfectly circular, solid forest at the center of the map, except where impinged upon by player bases. The minimum thickness of forest between enemy players shall be no less than 6 tiles, measured from the tip of one pouch in the forest to another, per the purple arrow of Figure 5.A.1 below:



Figure 5.A.1: Kresphugeto Forest Obstacle

5.A.2. Outland

Small scattered forests shall be present in this location, sized approximate 20-40 trees apiece, and spaced approximately 10-15 tiles apart.

6. Connections

This map shall not use connections.

CSRM-GRK-04	Kresphugeto	Original Issue																														
<h2>7. Objects</h2> <h3>7.A. Starting Units</h3> <p>Each player shall start the game controlling objects defined by Table 7.A:</p> <table><tr><th>Object</th><th>Distance from Town Center [tiles]</th><th>Quantity</th></tr><tr><td>Town Center</td><td>0</td><td>1</td></tr><tr><td>Gated Palisade Walls</td><td>17</td><td>N/A</td></tr><tr><td>Villager</td><td>1 to 6</td><td>10</td></tr><tr><td>Sheep</td><td>4 to 6</td><td>4</td></tr><tr><td>Exploration Unit</td><td>6 to 8</td><td>1</td></tr></table> <p><i>Table 7.A: Starting Player- Controlled Objects</i></p> <h3>7.B. Inland</h3> <p>The Inland region shall contain bonus gold, stone, deer, and forage bushes.</p> <h3>7.C. Outland</h3> <p>The Outland region shall contain bonus gold, stone, deer, and forage bushes. Additionally the Outland region shall contain the only relics on the map.</p> <table><tr><th>Revision</th><th>Description</th><th>Change Document</th><th>Date (YYYY-MM-DD)</th></tr><tr><td>X1</td><td>Advanced release for community review/feedback.</td><td>N/A</td><td>2024/06/16</td></tr><tr><td>Original Release</td><td>-----</td><td>N/A</td><td>2024/09/30</td></tr></table>			Object	Distance from Town Center [tiles]	Quantity	Town Center	0	1	Gated Palisade Walls	17	N/A	Villager	1 to 6	10	Sheep	4 to 6	4	Exploration Unit	6 to 8	1	Revision	Description	Change Document	Date (YYYY-MM-DD)	X1	Advanced release for community review/feedback.	N/A	2024/06/16	Original Release	-----	N/A	2024/09/30
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