# Table of Contents

## 1. **Overview**

This component specification defines an open tundra map developed as part of an Alaska Map pack.

## 2. **General Characteristics**

The requirements of GSRM-AK-002 apply unless superseded by this specification.

## 3. **Land Configuration**

Utqiagvik shall be arranged per Figure 3 below, noting that dark blue represents water, azure represents ice, and green represents land terrain:
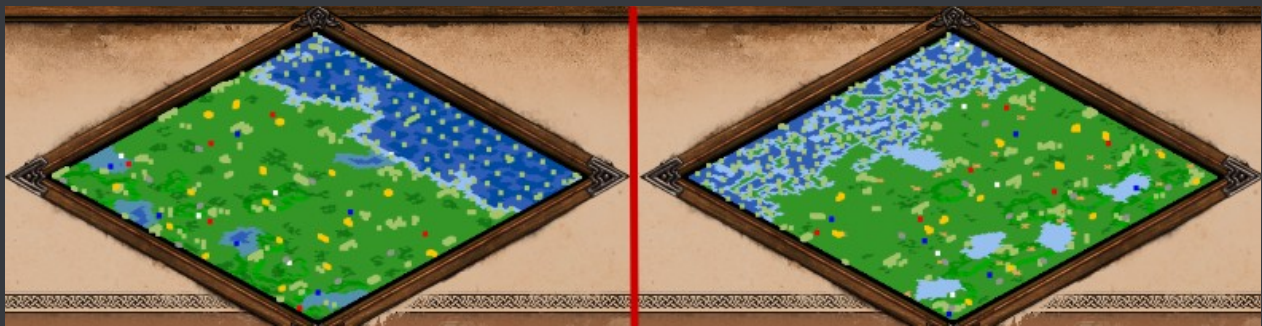


*Figure 3: Utqiagvik Minimap*

### 3.A. Configurations

Figure 3 illustrates that Utqiagvik is a coastal setting featuring the Arctic Ocean, and demonstrates some of the variety provided by the random map.

#### 3.A.1. Rotational

The probability breakdown of rotational configurations is as follows:
- 50% chance of Arctic Ocean along "top"   border per Figure 3, left   pane.
- 50% chance of Arctic Ocean along "right" border per Figure 3, right pane.

#### 3.A.2. Seasonal

Seasonal variation shall alter the ratio of ice to liquid water on the entire map, strongly influencing fishing/naval investment. Probabilities as follows:
- 50% chance of mostly thawed Arctic Ocean per the left side of   Figure 3.
- 50% chance of mostly frozen  Arctic Ocean per the right side of Figure 3.

### 3.B. Zones

#### 3.B.1. Oceanic

Large blue area intersecting more than 10% of any map edge, and any azure area enveloped by that blue area.

### 3.B.2. Player Lands

Any area that is not Oceanic.

4. **Elevation**

Utqiagvik shall not have any elevation higher than 2, keeping with the relative flatness of Alaska's North Slope.

## 4.A. Oceanic

The Arctic Ocean shall be at elevation 0.

### 4.B. Player Lands

Player Lands shall vary from elevation 0 to 1, with sparse mounds reaching elevation 2.

## 5. **Terrain**

Utqiagvik land terrains shall consist of barren tundra and snow in any combination, depending on the seasonal variation described in §3.A.2.

### 5.A. Forests

Utqiagvik lies far north of the Arctic tree line. Trees graphics (even snowy pines) are forbidden. Snowy shrubs and bush forests shall be used in place of traditional groups of trees.

### 5.B. Ice Floes

Sea ice terrain shall be selected to create random obstacles in ship navigation, the number of which depend on the seasonal variation described in §3.A.2.

### 5.C. Ponds

Ponds satisfying the following conditions shall be scattered across player lands:
- Terrain type: Ice or liquid water
- Size: Any single pond shall not exceed 5% of the total length of the map,
- Area: The total area of all ponds shall not exceed 30% of the total area of Player Lands.
- Elevation: Height limits 0 to 1.

## 6. **Objects**

### 6.A. Starting Units

Players shall start with six scattered villagers and no other objects.

### 6.B. Resources

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.

| 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 |
| R1 | Clarified forest arrangements to reflect vegetation types. Revised starting units. Added Map Screenshot. | N/A | 2024/09/13 |