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Spec. No.	Description	GSRM-AK-002	General Requirements, Alaska Maps
Spec. No.	**Description**	**Spec. No.**	**Description**
Bill of Materials:			

----- Document Approvals -----		Date (YYYY/MM/DD)		CSRM – AK – 06		
Prepared:	CookiePirate	2024/07/05				
Checked:	Jasuni	2024/07/17		Yukon Gold Rush		
Approved:	TechChariot	2024/07/21				
Approved	x	x		Revision	R1	Page 1 of 4

1. **Overview**

This component specification defines a gold rush-style 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The requirements of GSRM-AK-002 apply unless superseded by this specification.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**

Yukon Gold rush shall be arranged per Figure 3:

Figure 3: Yukon Gold Rush Minimap

The zones of this map are as follows:

3.A. **River**

Light blue line, speckled with yellow, cutting the map into approximately equal halves. The angular orientation of the River around the center of the map is immaterial.

3.B. **Player Lands**

Any area that is not the River.

4. Elevation

4.A. River

The River shall be at elevation 0.

4.B. Player Lands

Player Lands shall be at elevation 1, with occasional excursions up to 2 and/or 3.

5. Terrain

5.A. River

Any location where water meets land shall be a variant of gravel beach, with ships unable to to travel above elevation 0. The entirety of remaining terrain shall be walkable and navigable (shallows).

5.B. Player Lands

Land terrain shall be a variant of grass, with dense boreal or temperate forests.

6. Objects

6.A. Starting Units

Each player shall start the game controlling objects defined by Table 6.A:

Object	Distance from Town Center [tiles]	Quantity
Town Center	0	1
Sheep	4 to 6	2
Villager	4 to 6	3
Horse	7 to 9	1
Mining Camp	Variable – On River	1
Villager	Variable – within 12 tiles of Mining Camp, on or near River	3

Table 6.A: Starting Player- Controlled Objects

6.B. Neutral Gold

The majority of the neutral gold shall be located on or near the River.

Revision	Description	Change Document	Date (YYYY-MM-DD)
X1	Advanced release for community review/feedback.	N/A	2024/07/05
X2	Revised starting units to include villagers & mining camp on river.	N/A	2024/07/16
Original Release	---	N/A	2024/07/21
R1	Renamed map to 'Yukon Gold Rush' (removed 'River'). Added Minimap screenshot. Reworked.	N/A	2024/09/13