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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)**		
Prepared:	CookiePirate	2024/07/05		CSRM – AK – 01
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Approved	x	x		**Revision** R1 Page 1 of 4

1. **Overview**

This component specification defines a mountainous open map to resemble the summit of Denali 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The requirements of GSRM-AK-002 apply unless superseded by this specification.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**

Denali shall be arranged per Figure 3 below, with azure representing glaciers:

Figure 3: Denali Land Configuration

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

3.A. Outcropping (Definition)

Zone created between the confluence of glaciers and edge of the map, equidistant from player starting locations on *both* teams.

3.B. Basin (Definition)

Zone immediately surrounding the large number of small yellow dots, which are diametrically opposed to the "Outcropping". A projection of the broad glacier toward the edge of the map would intersect most of the yellow dots, and constitutes this area.

3.C. Player Lands (Definition)

Any area not included in the above two zones.

4. **Elevation**

The elevation shall be varied greatly to resemble the different heights of the steep Alaska Range in proximity to the summit of Denali. The elevation difference from "lowest" to "highest" on the map shall be no less than 12. Glaciers shall be at elevation 7 unless transitioning from a zone of lower elevation.

4.A. Outcropping

The Outcropping shall constitute the highest elevation on the entire map, and also be the steepest, with little opportunity to construct buildings with three or more tiles of edge-length.

4.B. Basin

The Basin shall constitute the lowest elevation on the entire map, but the edges shall turn steeply upward, as a valley carved by glacial activity would.

4.C. Player Lands

The Player Lands shall vary in elevation between the other two aforementioned zones, with more flat locations for improved build-ability.

5. **Terrain**

Denali shall consist entirely of land, excluding the possibility of un-dockable lakes or streams near the base of the mountains.

5.A. Terrain Types

Denali shall include terrain types that resemble a rocky and snowy mountain, cut by glaciers of un-buildable and un-navigable ice terrain.

5.B. Water

For the purposes of competitive AOE2 gameplay, Denali shall consist entirely of land terrain. Although liquid water may appear at lower elevations, it shall be undockable. Any streams/creeks shall be walkable, providing enemy land units with easier access to the opposite side of the map.

5.C. Forests

Denali shall be devoid of neutral forests or other vegetation. Player-assigned forests shall have the appearance of lumber piles.

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	4
Villager	4 to 6	3
Exploration Unit	6 to 8	1
Outpost	8 to 18	3

Table 6.A: Starting Player- Controlled Objects

6.B. Relics

All relics shall be contained in the Outcropping and spaced 4 tiles apart.

6.C. Neutral Gold

Gold piles that are not assigned to players shall be concentrated entirely in the Basin, and spaced 2 tiles apart. Tiles of gold adjacent to liquid water shall contain 1,600-2,000, while other gold tiles in this zone shall contain 800 – 1,200.

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	Added outposts to starting units. Added mini-map picture with zone descriptions and any unique features to those zones.	N/A	2024/09/13