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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)	<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  </div> <div style="text-align: center;"> <h3 style="margin: 0;">CSRM – AK – 03</h3> <p style="margin: 5px 0;">Kodiak</p> <div style="display: flex; justify-content: space-between; margin: 0;"> Revision R1 Page 1 of 4 </div> </div> </div>	
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1. Overview

This component specification defines a large, single island 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The requirements of GSRM-AK-002 apply unless superseded by this specification.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

Kodiak Island shall be arranged per Figure 3 below, noting that dark blue represents liquid water/ocean, while green represents land terrain:



Figure 3: Kodiak Island Minimap

Kodiak shall consist of one island that encompasses most of the map, surrounded by water and small islands in the corners, with the following zone breakdown:

3.A. Ocean

Large blue area surrounding the central island.

3.B. Mountains

Green area bounded by purple lines and the Ocean.

3.C. Player Lands

Any area that is not Ocean or Mountains.

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<p>4. Elevation</p> <p>4.A. Ocean</p> <p>Ocean shall be at elevation 0.</p> <p>4.B. Mountains</p> <p>Rugged elevation shall slope up from the valleys and the highest terrain shall reach a minimum elevation of 7.</p> <p>4.C. Player Lands</p> <p>Player lands shall be a minimum of elevation 1 with occasional excursions while transitioning into Mountains.</p> <p>5. Terrain</p> <p>5.A. Ocean</p> <p>The ocean shall be an appropriate type of navigable, un-walkable water. Ice is forbidden in this zone, even for a winter seasonal variation of the map.</p> <p>5.B. Mountains</p> <p>The summits of the mountains shall be snow except on the warmest version of the map. Below the summits may be any appropriate combination of snow, temperate grass, gravel, tundra-like terrain, or dirt. On the warmest version of the map, the summit shall not be temperate grass, but any other choices are acceptable.</p> <p>Mountain sides shall be abundantly forested, but must not completely restrict the ability for a land unit to cross to the other side of the island by going over the mountain range. Birch and/or oak trees are allowed at elevation 4 or lower.</p> <p>5.C. Player Lands</p> <p>Player Lands shall select terrains and a layering/patterning method to resemble tundra, gravel, or temperate grass in any combination.</p> <p>Forest patches of lower density than the Mountain zone shall be distributed fairly across the island sides without regard to elevation.</p> <p>Ships shall be unable to navigate any portion of Mountains or Player Lands, including coastline/land-beach terrain of incidental elevation.</p>		
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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
Cows	6	2
Villager	3 to 6	3
Exploration Unit	7	1

Table 6.A: Starting Player- Controlled Objects

6.B. Neutral Units and Resources

Berries and large amounts of huntable animals shall be placed all over the map. Fish shall be plentiful. Boars are forbidden.

Revision	Description	Change Document	Date (YYYY-MM-DD)
X1	Advanced release for community review/feedback.	N/A	2024/07/16
Original Release	-----	N/A	2024/07/21
R1	Corrected land configuration error in original (reference to glacier) and added small islands in map corners. Removed reference to lakes in water/terrain section. Revised forest arrangement to reflect tree distribution. Updated starting units (Table 6.A). Added Minimap screenshot.	N/A	2024/09/13

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