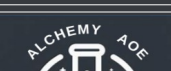


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ADVANCED RELEASE

		GSRM-GRK-002		General Requirements, Greek Maps			
Spec. No.		Description		Spec. No.		Description	
Bill of Materials:							
----- Document Approvals -----			Date (YYYY/MM/DD)		CSRMM – GRK – 04		
Prepared:	TechChariot	2024/06/16					
Checked:	x	2024/06/XX	Kresphugeto				
Approved:	x	2024/06/XX					
Approved	x	2024/06/XX	Revision		X1	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The requirements of GSRM-GRK-002 apply unless superseded by this specification.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 Kresphueto 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: Kresphueto 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 only 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

Frourio shall not use connections.

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7. Objects

7.A. Starting Units

Each player shall start the game controlling objects defined by Table 7.A:

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

Table 7.A: Starting Player- Controlled Objects

7.B. Inland

The Inland region shall contain bonus gold, stone, deer, and forage bushes.

7.C. Outland

The Outland region shall contain bonus gold, stone, deer, and forage bushes. Additionally the Outland region shall contain the only relics on the map.

Revision	Description	Change Document	Date (YYYY-MM-DD)
X1	Advanced release for community review/feedback.	N/A	2024/06/16

ALCHEMY AOE ALLIANCE

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