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		<u>GSRM-GRK-002</u>	General Requirements, Greek Maps
<b>Spec. No.</b>	<b>Description</b>	<b>Spec. No.</b>	<b>Description</b>
<b>Bill of Materials:</b>			
<b>----- Document Approvals -----</b>		<b>CSRМ – GRK – 04</b>	
Prepared:	TechChariot	<b>Date</b> (YYYY/MM/DD)	<b>Kresphugeto</b>
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Approved	x	2024/06/XX	
			<b>Revision</b> -      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The requirements of [GSRM-GRK-002](#) apply unless superseded by this specification.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 Kresphugeto 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: Kresphugeto 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 of 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

This map shall not use connections.

CSRM-GRK-04	Kresphugeto	Original Issue																														
<h2>7. Objects</h2> <h3>7.A. Starting Units</h3> <p>Each player shall start the game controlling objects defined by Table 7.A:</p> <table><tr><th>Object</th><th>Distance from Town Center [tiles]</th><th>Quantity</th></tr><tr><td>Town Center</td><td>0</td><td>1</td></tr><tr><td>Gated Palisade Walls</td><td>17</td><td>N/A</td></tr><tr><td>Villager</td><td>1 to 6</td><td>10</td></tr><tr><td>Sheep</td><td>4 to 6</td><td>4</td></tr><tr><td>Exploration Unit</td><td>6 to 8</td><td>1</td></tr></table> <p><i>Table 7.A: Starting Player- Controlled Objects</i></p> <h3>7.B. Inland</h3> <p>The Inland region shall contain bonus gold, stone, deer, and forage bushes.</p> <h3>7.C. Outland</h3> <p>The Outland region shall contain bonus gold, stone, deer, and forage bushes. Additionally the Outland region shall contain the only relics on the map.</p> <table><tr><th>Revision</th><th>Description</th><th>Change Document</th><th>Date (YYYY-MM-DD)</th></tr><tr><td>X1</td><td>Advanced release for community review/feedback.</td><td>N/A</td><td>2024/06/16</td></tr><tr><td>Original Release</td><td>-----</td><td>N/A</td><td>2024/09/30</td></tr></table>			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	Revision	Description	Change Document	Date (YYYY-MM-DD)	X1	Advanced release for community review/feedback.	N/A	2024/06/16	Original Release	-----	N/A	2024/09/30
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