


Table of Contents

1. Overview.....2 2. General Characteristics.....2 3. Land Configuration.....2 3.A. River.....2 3.B. Player Lands.....2 4. Elevation.....3 4.A. River.....3	4.B. Player Lands.....3 5. Terrain.....3 5.A. River.....3 5.B. Player Lands.....3 6. Objects.....3 6.A. Starting Units.....3 6.B. Neutral Gold.....3
---	--

		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	Yukon Gold Rush			
Checked:	Jasuni	2024/07/17				
Approved:	TechChariot	2024/07/21	RevisionR1Page 1 of 4			
Approved	x	x				



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The requirements of [GSRM-AK-002](#) apply unless superseded by this specification.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 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