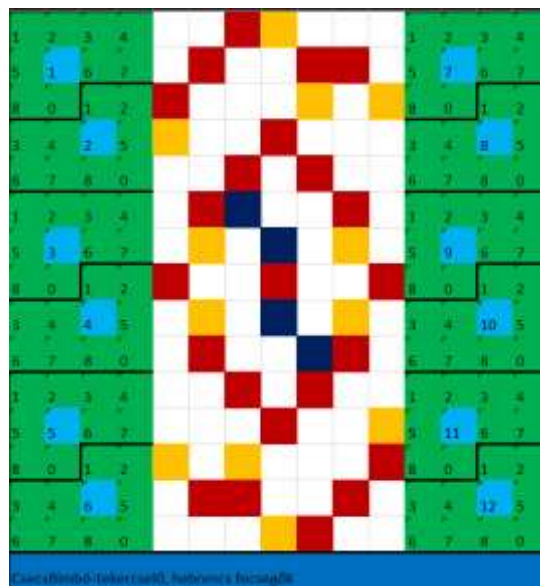
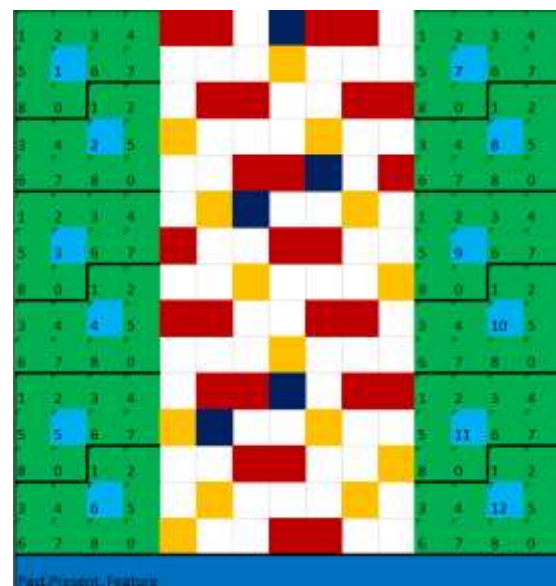
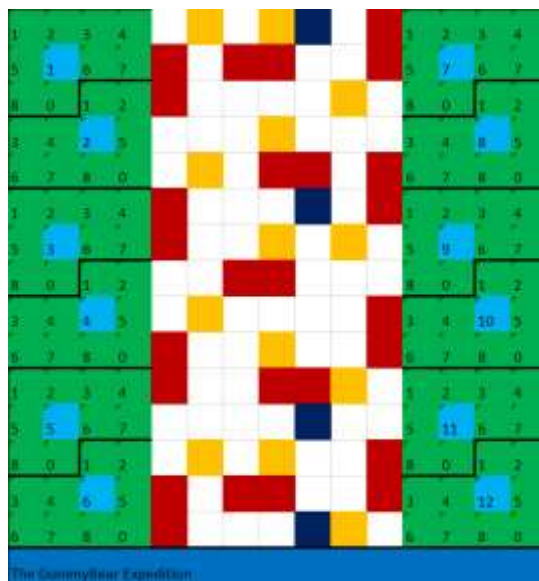
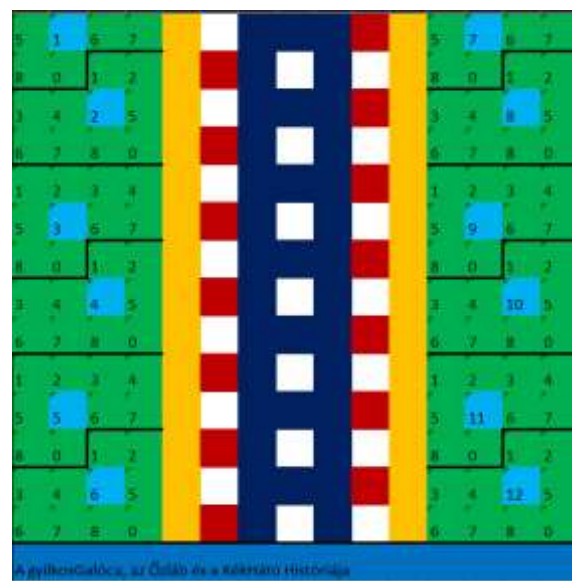


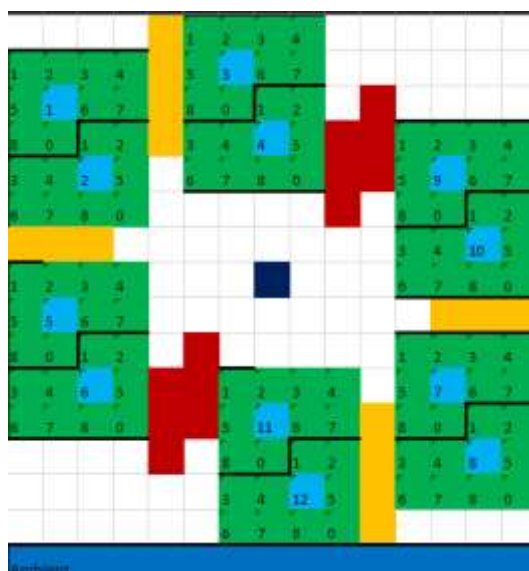
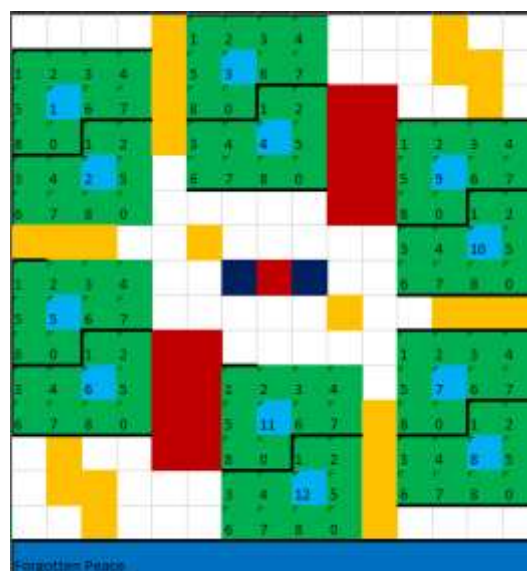
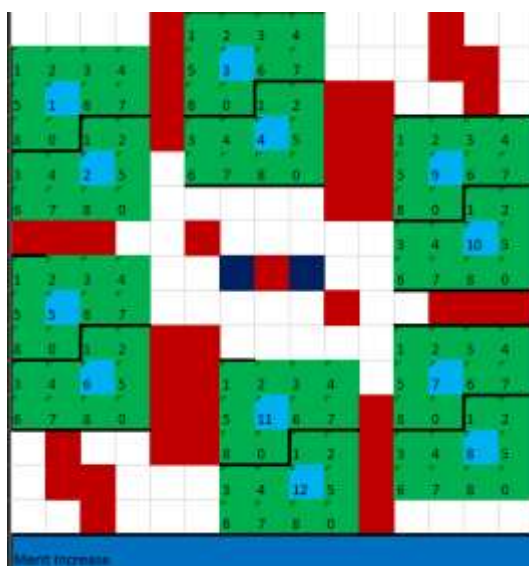
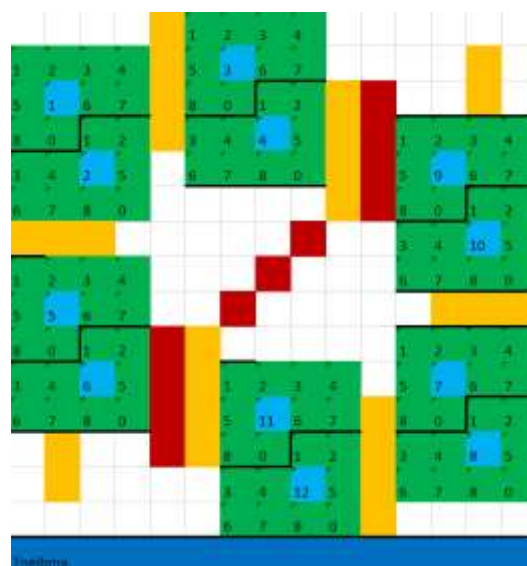
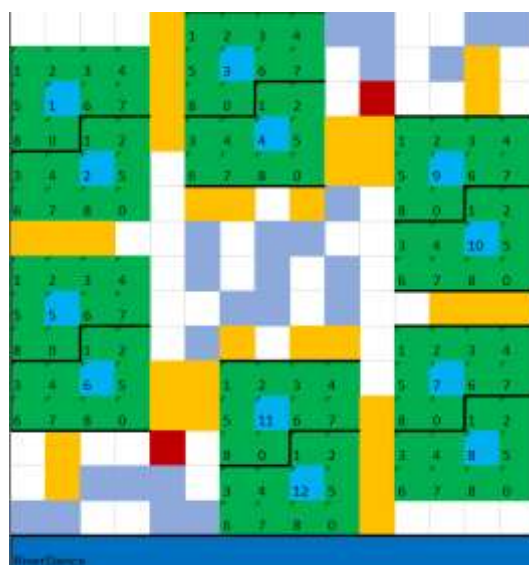
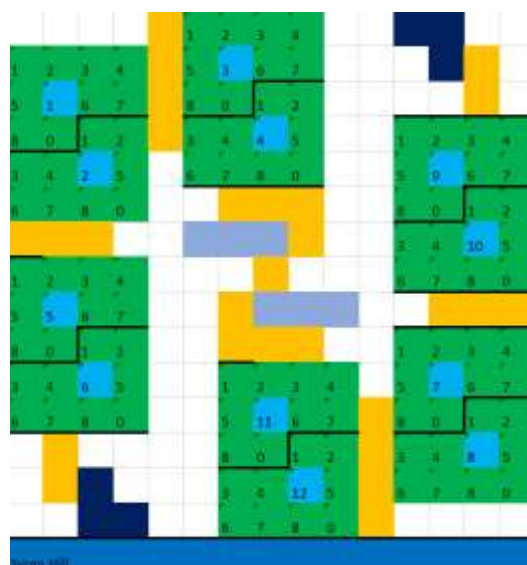
Templates(scenes) and the map palettes

Figure 1 displays four attention maps for the 'Tootsy' dataset, arranged in a 2x2 grid. The top row shows attention maps for the 'Tootsy' dataset, and the bottom row shows attention maps for the 'Opposum Sonnets' dataset. The heatmaps are color-coded: green for high attention, yellow for medium, and red for low. The top row shows attention maps for the 'Tootsy' dataset, and the bottom row shows attention maps for the 'Opposum Sonnets' dataset. The heatmaps are color-coded: green for high attention, yellow for medium, and red for low.

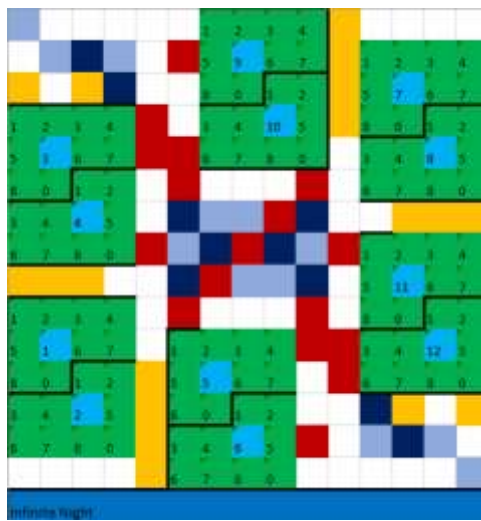
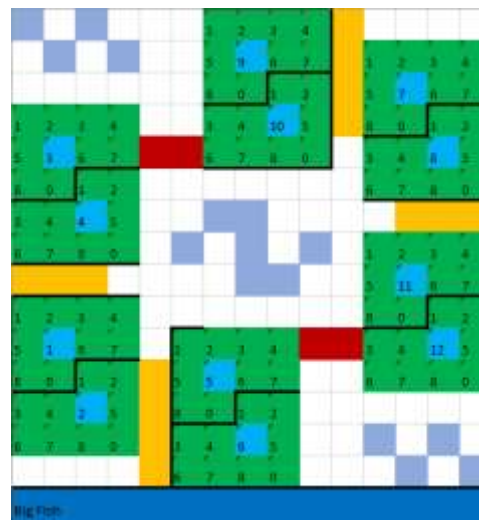
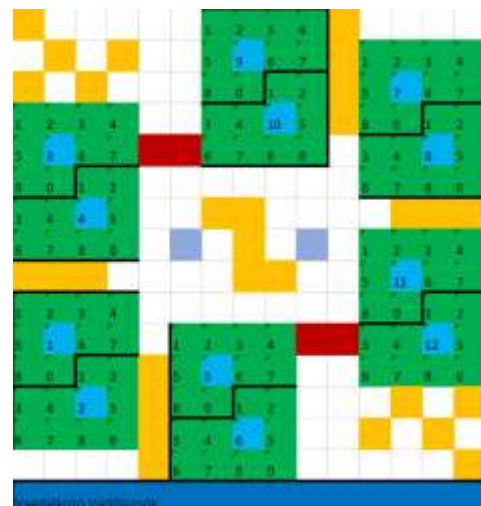
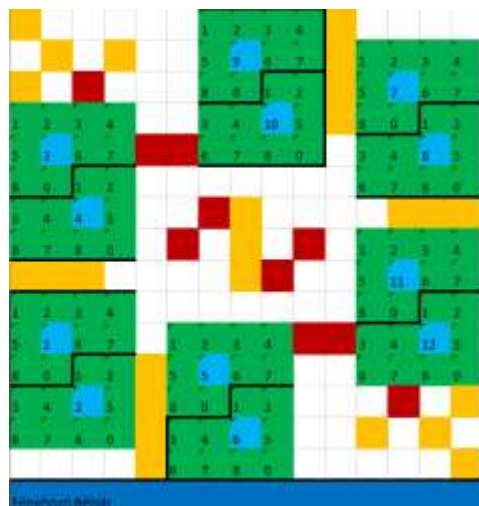
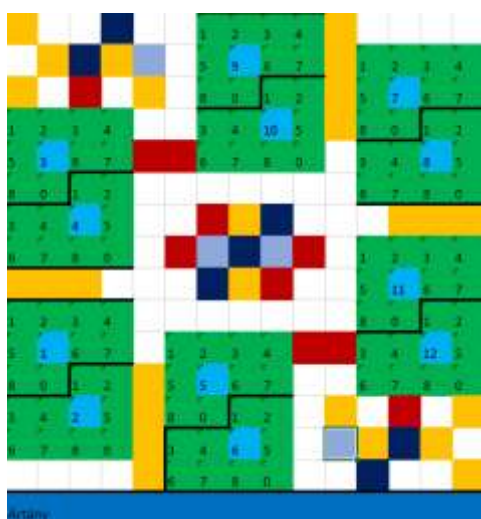
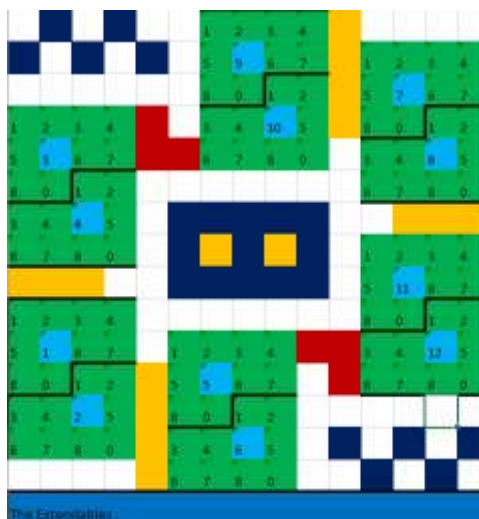
pics-ToTotaTatoMiMi-Waltzer-No1.D-mol; Opposum Sonata; Amplified Attention; Csárdás- Bivaly
Táncok, nyitány;



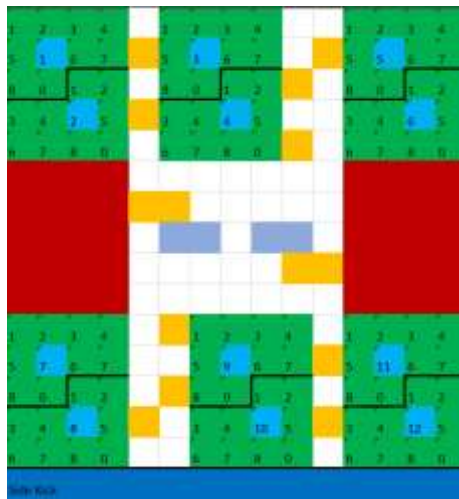
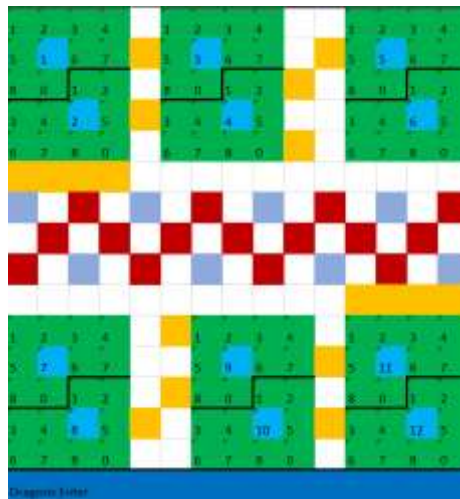
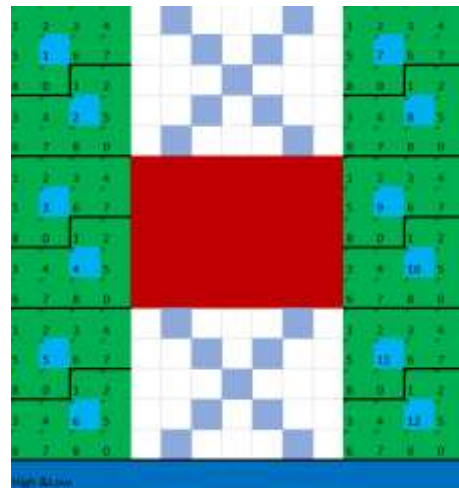
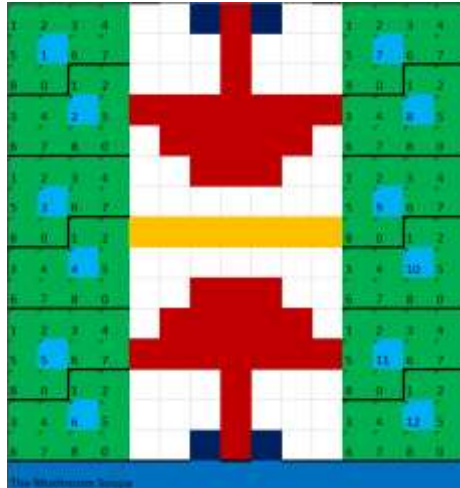
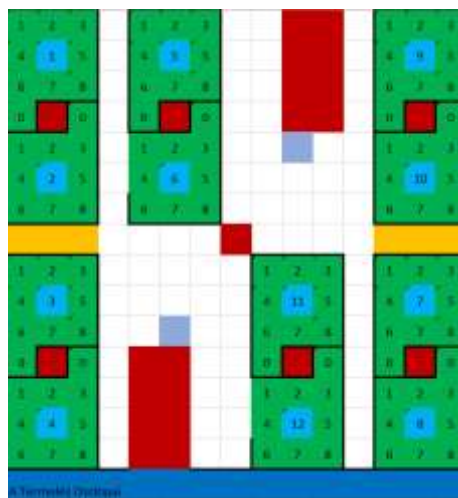
pics-Csecsbimbó-tekerceselő, Hebrencs Fecsegők; Past,Present,Feature; The GummyBear Expedition; A Gyilkosgalóca, az Őzláb és a Kékhátú története;



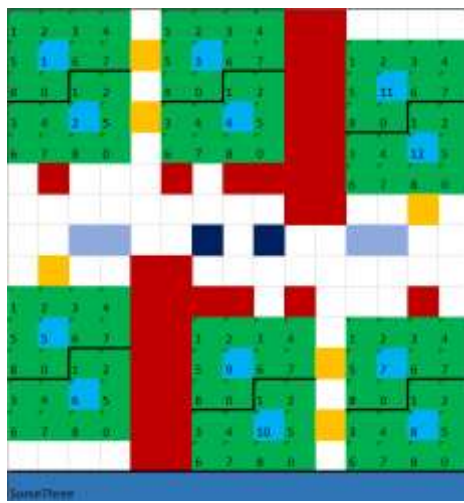
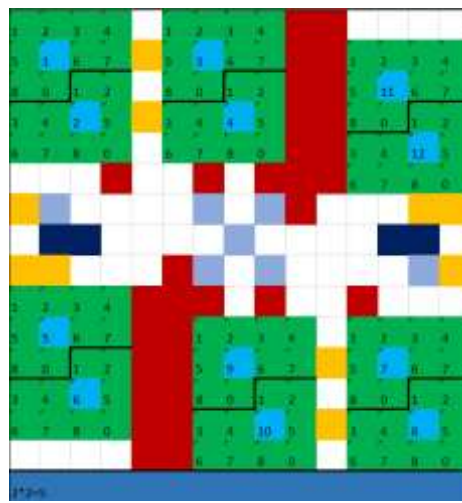
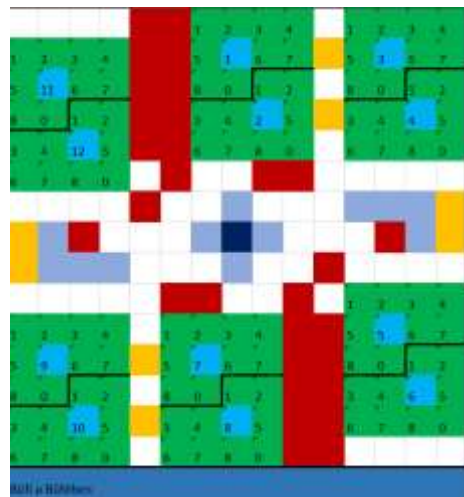
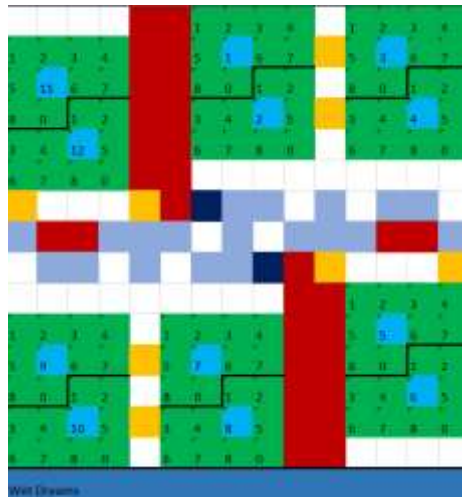
pics-Ambient; Forgotten Peace; Merit Increase; Tneibma; River Dance; Swan Hill;



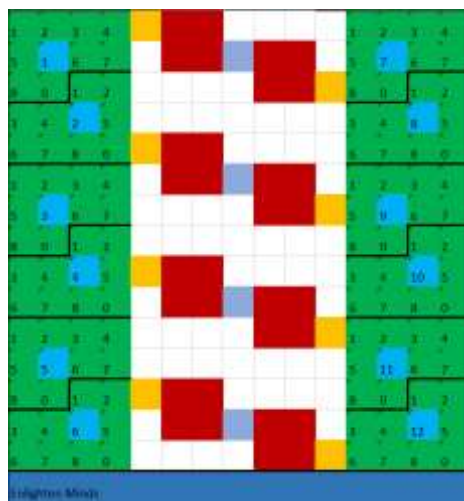
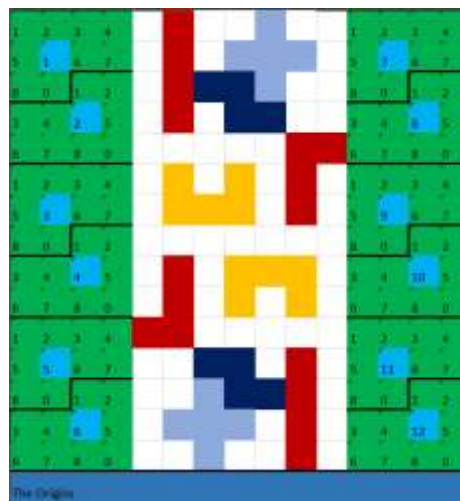
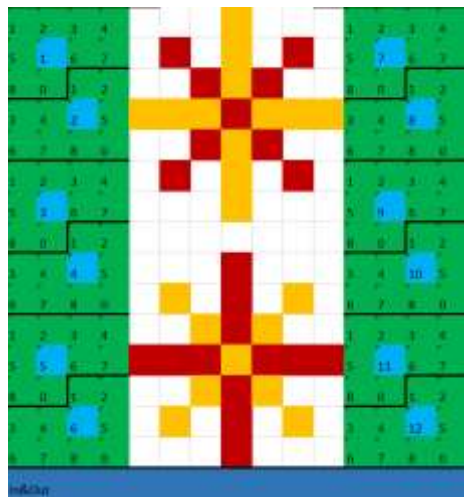
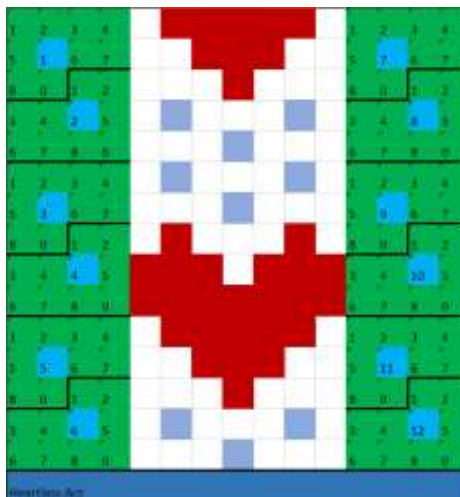
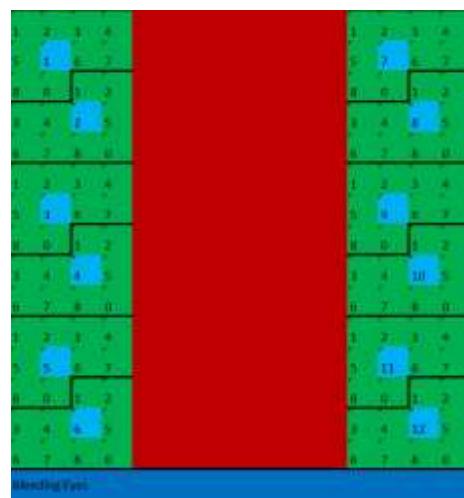
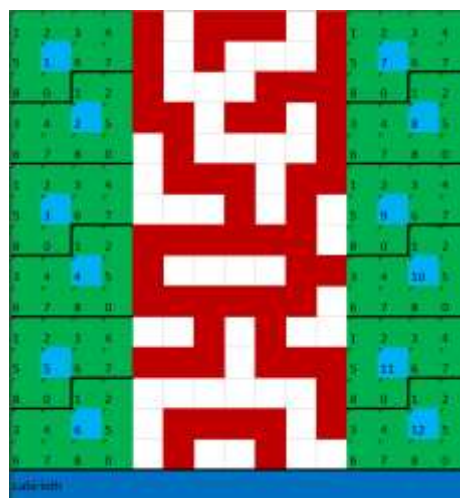
pics-Infinite Night; Big Fish; Vagdalkozó Vaddisznók; Fényhozó Bélsár; Ártány; The Extendables;



pics- Side Kick; Dragons Enter; High&Low; The Mushroom Soupa; A Termelés Oszlopai;

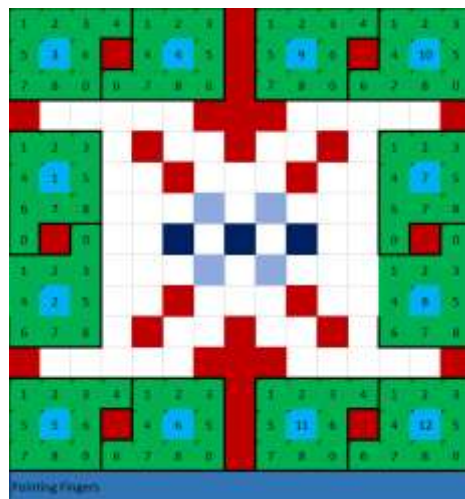
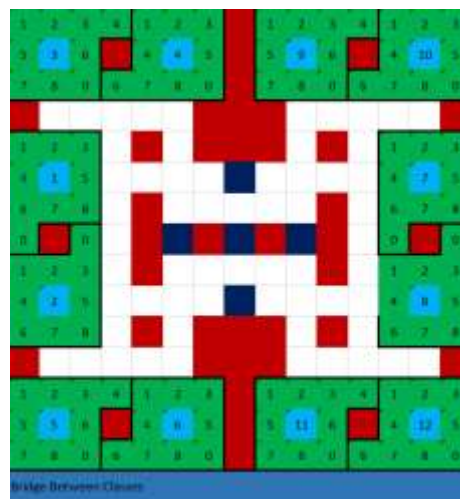
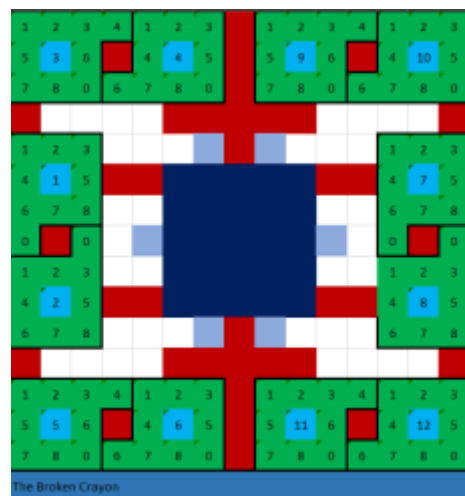
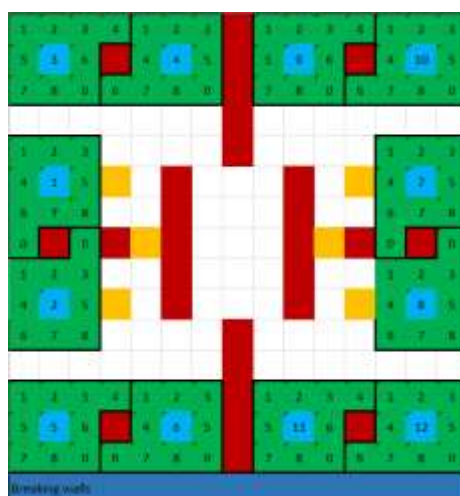
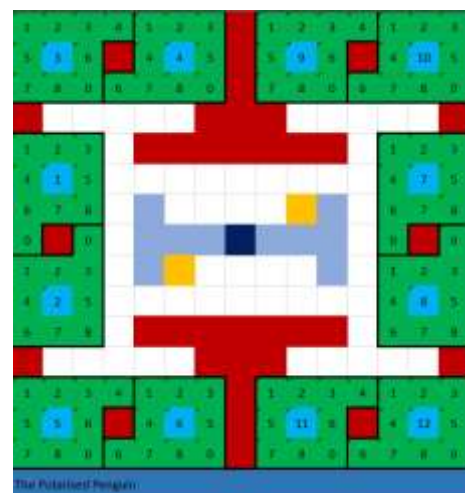
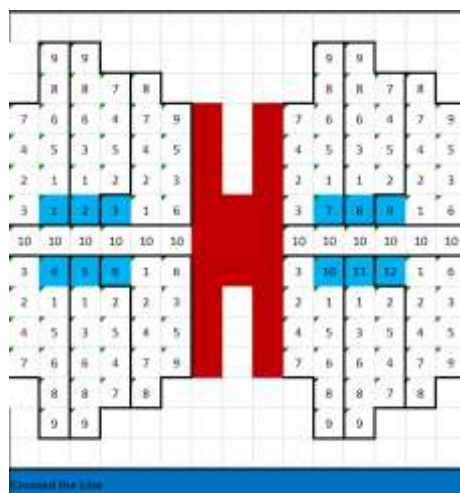


Pics- SomeThree; 2*2=5; Büfi a Büfében; Wet Dreams;



Pics- Enlightn Minds; The Origins; In&Out; The Heartless Act; Bleeding Eyes; Labyrinth;

Couple scenes on Altar of Sudden Death



Pics- Pointing Fingers; Bridge Between Classes; The Broken Crayon; Breaking Walls; The Polarised Penguin

Crossed the Line* (*It is a semi rigged map.)

The Map palettes

Mud Theme (The original, very first theme)



Mud 1 with blocked mine slots



An aerial photograph of a lush green landscape, likely a forest or a field of low-lying vegetation. The terrain is covered in a dense, vibrant green carpet. Scattered across this green expanse are numerous small, dark, irregular patches, which appear to be small pools of water, depressions, or areas of bare earth. These patches are distributed in a somewhat regular, grid-like pattern, suggesting a systematic survey or a natural arrangement of features. The overall texture is highly detailed, with variations in shades of green and brown, indicating a complex and diverse environment.

888 225 232 217 283 16 92 40

40

80 212 104

933 96 72 310 221 217 40

132 154 84 76 161

558 122 9 128 242 277 100 40

223 202 141 171 104

40 375 235 66 52 254 98 244 40

996 30 131 241 187 171

40 171 50 253 301 104 80

1041 230 114 164 40

114 246 166 162

393 244 110 260 334 132 40 213

225 240 205 96

102 918 39 24 56

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49 55 36 44

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226 159 404 169 40 327 204

104

195 315 172 40 40 40

468 248 212 316 436 40 40 60 20

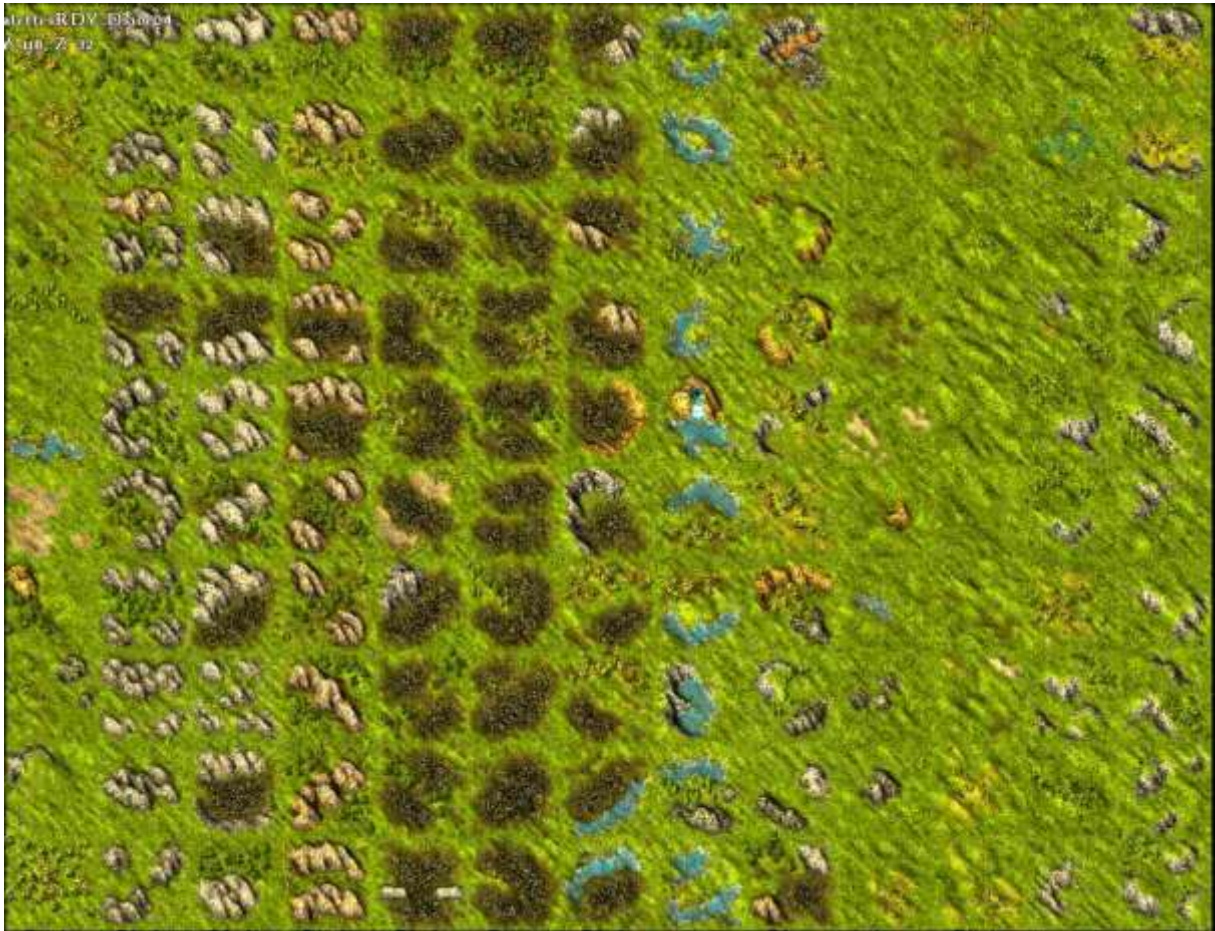
Grass Theme 2 - no obstacles, repeat a battlefield column instead



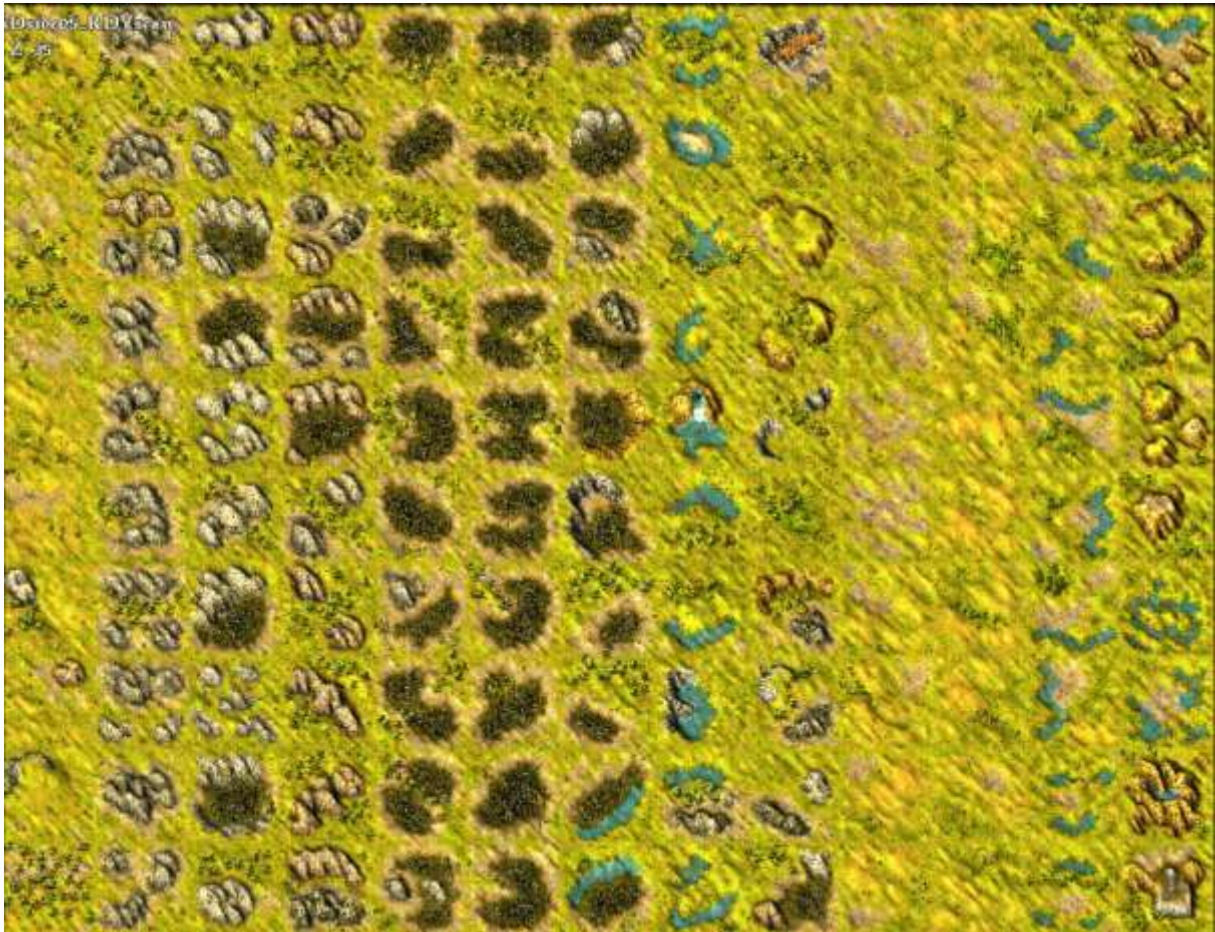
Grass 2- With blocked slots and with no obstacles;



Grass 3 -Soft obstacles



Desert Theme (similar as grass, but less resources, tighter spaces for farms)

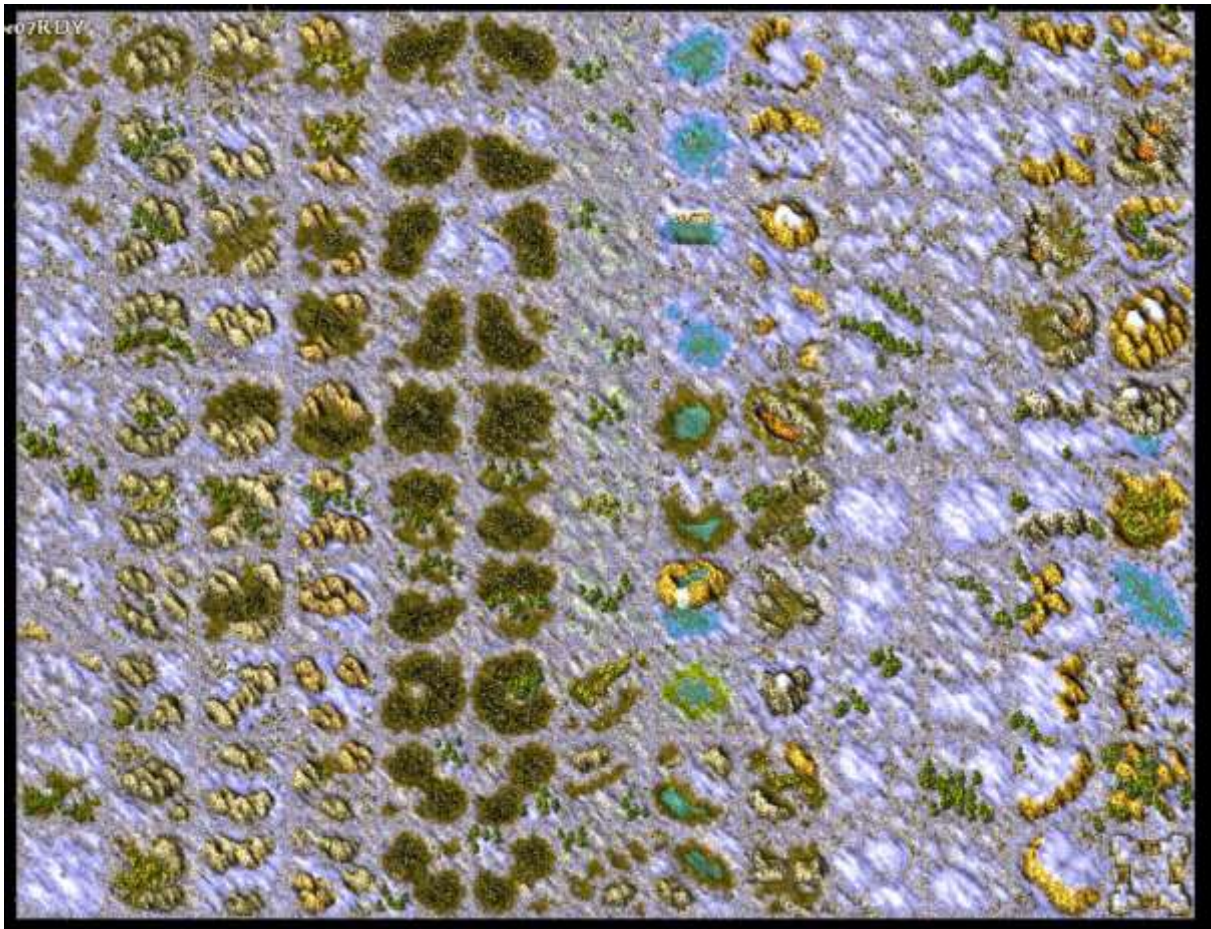


Desert Blocked slots. Same, just couple of blocked mountain slots. (Lake have fish! Just not on this screenshot. 😊 ~30 swimming around in each lake till column 9)



Winter Theme

A new theme, which is fairly hard compared to previous ones. Low amount of available resources, and time to time barely farmable spaces.



Release notes

- v2.0 -Finally could added up the Winter themed template..
- v1.9 -Scene changes on: River Dance; Tneibma, Swan Hill,
-New scenes: Side Kick; Dragons Enter; High&Low; The Mushroom Soupa and more..
-Added up new map pallets. these are mostly the same but with blocked mines slots. 2/3 slots on the gold column. Of course, a location still could have more than 2-3slots with the bonus hills.
(Desert , Mud1, Grass1/2 with closed slots)
-pdf update
- v1.8 -Fixing diagonal scenes; adding one lines to the edges on diagonal scenes;
-Removed a not fully balanced scene (Te Nessy)
-Palette message;
- v1.7 -added up more scenes;
-Desert palette;
-Scene message;
- v1.6 -Fixed a glitch in the matrix
-removed wolfs from some spawning points
-Grass 3 theme (3/6)
-Other themes got 1/6chance
-Column nr.9 removed from Orange group
- 1.4 -New Map Themes
-Grass theme (1/6)
-Grass theme NO obstacles (4/6)
-Mud theme (1/6)|
- v1.2 -Fixed couple of blocks
-Replaced all the templates to have better symmetry
- v1.1 -Improved map loading by Ritter's MTH script.
-fixed couple of tile connections
-added up more templates