






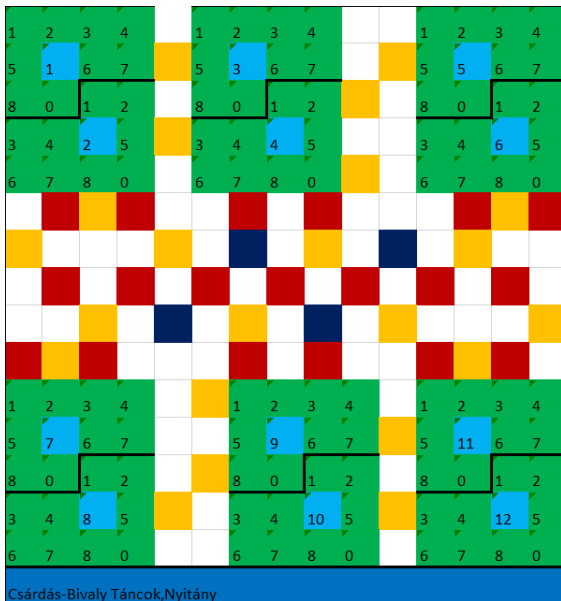
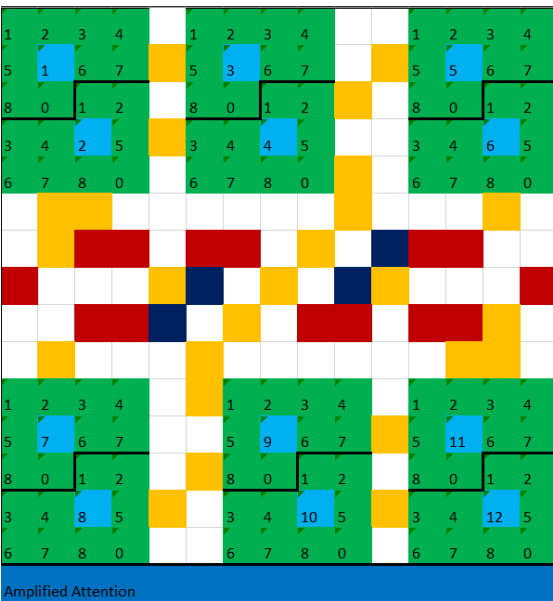
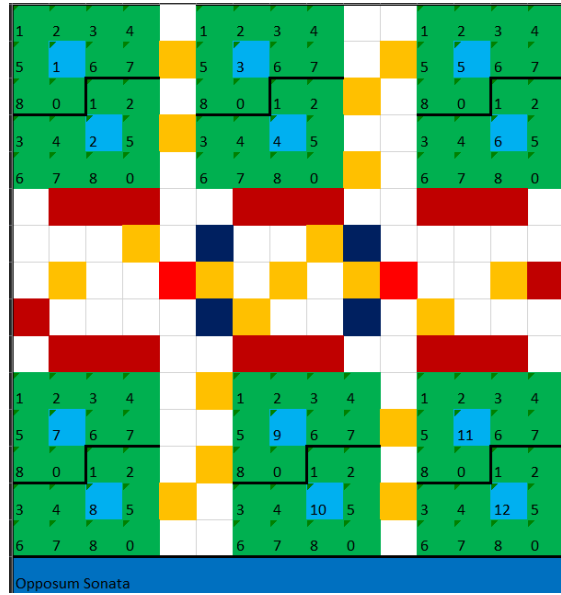
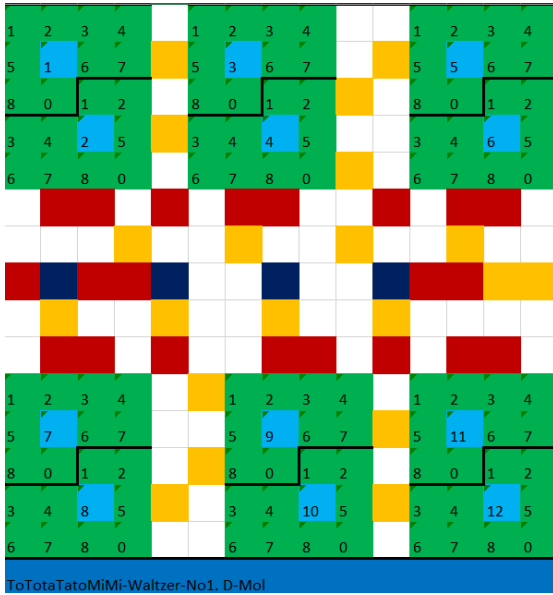
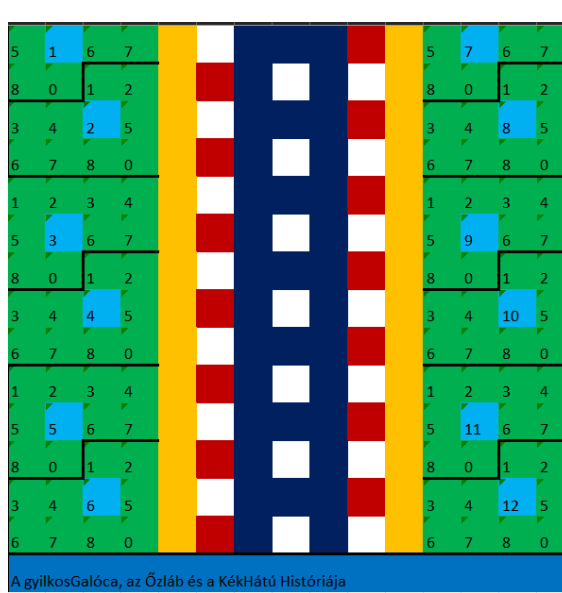
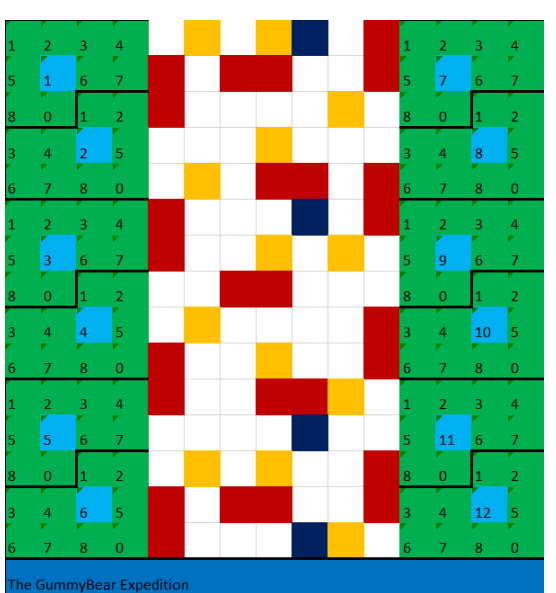
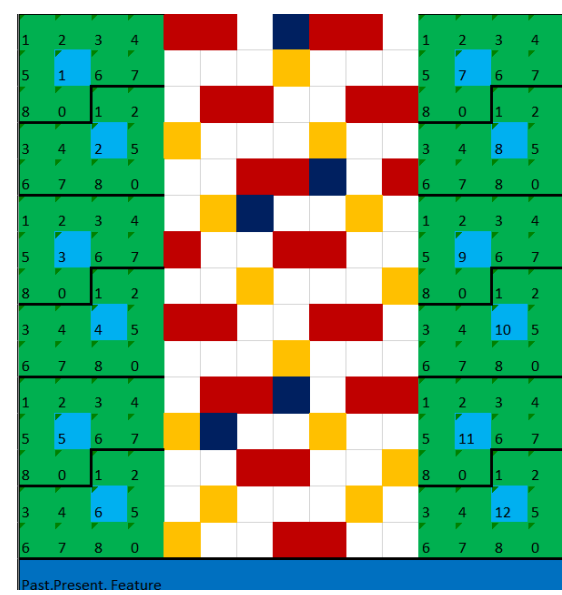
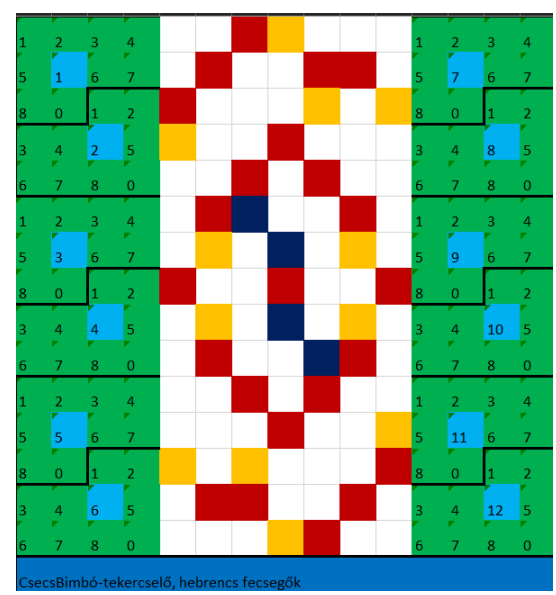


MAP 42 S v1.4

Templates and the map palette

17	*								
	17	One 'block'-size 17*17tiles							
	P1Y	Starting position, it is rigged to that area of the map							
	1-9	Referrres to location. I fom each column							
	12	Partially blocked battlefield							
	13	Fully blocked area							
	9-12	Plains for free battlefield							
	1-13	Anything from 2-13.							





The Map palettes



Grass Theme



Grass Theme- no obstacles, repeat battlefield instead

