

MAP 42

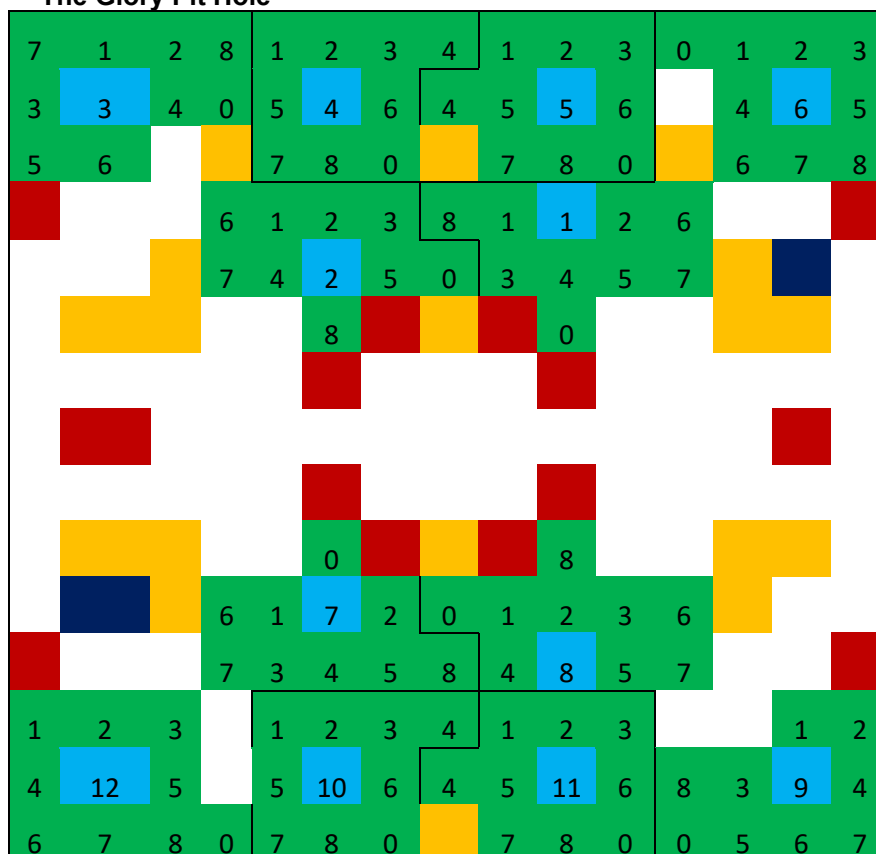
Templates and the map palette

Locations are binded together: L1-7; L2-8, L3-9, L4-10, L5-11, L6-12

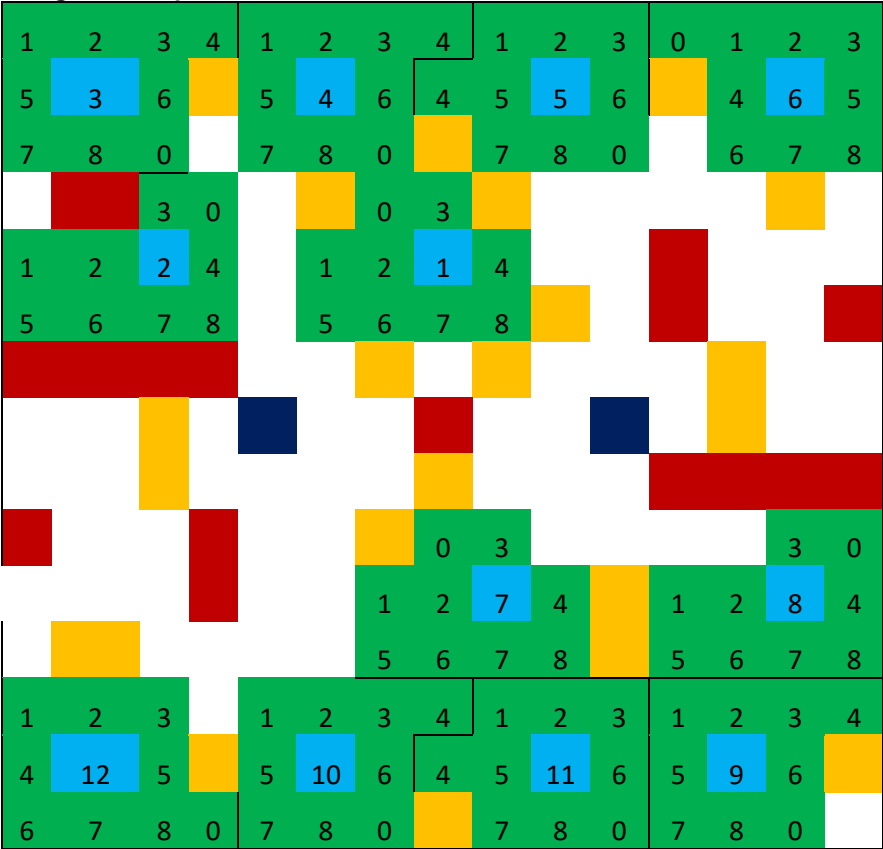
Colors marking a column
from the palett

1	1	Starting Position of the player. It is rigged to this square
1-9	1-9	9 additional blocks added to the P. These randomly selects resources from the pallet.
E	10-11	open field, literally no objects on it
B	9-12	partially walkable mostly one-one hills
C	13	Literally not walakble and neither buildable, huge mountains kind of
D	2-13	Anything from the above mentiones ones.

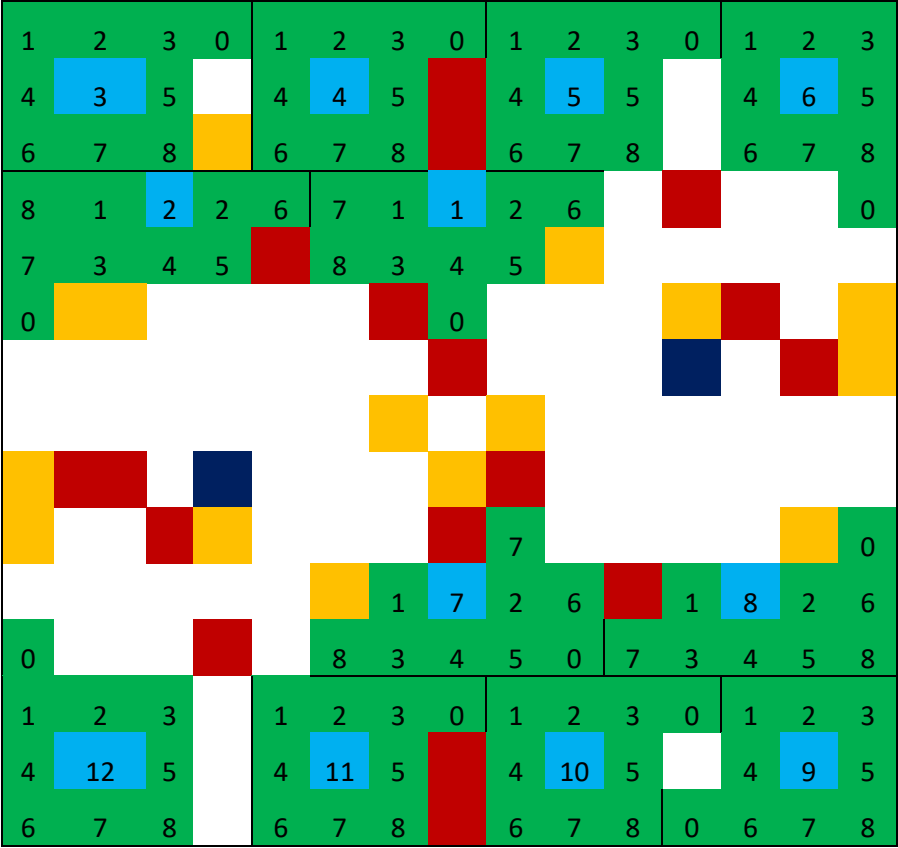
The Glory Pit Hole



Edges of Hopes



Slice&Dice



The image displays a 15x15 grid representing a 15-puzzle state. The grid is divided into four quadrants by a central 2x2 dark blue area. The top-left and bottom-right quadrants show the current state of the puzzle, while the top-right and bottom-left quadrants show the goal state (tiles in their correct positions). Tiles are color-coded: green for tiles in their goal position, yellow for tiles not in goal position, red for tiles that are 2 or more positions away from their goal, and dark blue for tiles that are 1 position away. The goal state is shown in the bottom right corner, with tiles numbered 1 through 14 and a blank space (0) in the bottom right corner.

[illegible][illegible]

[illegible][illegible]

The Map palette

