

Map:	Pass
Creator:	Steve Little
Number of Players:	2
Number of Computers:	3
Environment:	Forest
Size:	128 x 128

Description: This is a map divided in half by a wide expanse of rock that has a narrow 5 x pass through the center. Each player has their own corner of the map and a mine with 250 000 gold. To prevent the game from being slow at the beginning the remaining 2 corners have computer players with mines of 100 000 gold. This scenario is designed as a mass land battle therefore don't build dragons. I have used the unit editor and your 2500 gold will be wasted as dragons and griffons have 1 hit point, range 1, damage 1 etc. No other units have been modified. Another note I added a 5th player that is passive in order that I could put a line of daemons across the rocks. Good luck trying to get goblin balloons and gnome flyers through them in order to spy on the other side. Also it costs 9999 to research eye of kilrogg or paladin holy vision. Essentially I aim that neither player will be able to see what the other is doing.