

# Informations & Background

## Technical Specs

<b>Terrain Size</b>	12x12km (144km <sup>2</sup> )
<b>Resolution / Accuracy</b>	1m/px
<b>Heightmap Size</b>	4096
<b>Cell Size</b>	3
<b>Sat/Mask tiles size</b>	512px
<b>Texture layer size</b>	40px
<b>Overlap</b>	64px

- **CFTools Cloud** : *Compatible*
- **iZurvive** : *Not Available*
- **Release** : *Private - Still in Dev*
- **Status** : *Not Released*
- **Workshop** : [Taal - Volcano Island](#)

## Spirit & Gameplay

This map is oriented on pure survival aspect, with low loot, few buildings and virtually no roads. As a volcanic zone, there are plenty of surprises in store for the more adventurous... but you can also count on aggressive fauna...

## Background

“ It's 2082, and the volcanic island of Taal and the islets around it south of Manila have been used since 2035 as a natural penitentiary and quarantine island due

*to the explosion of crime in the Philippines.*

*Since 2051, the highly active Taal volcano has been monitored by PHILVOLCS (Volcanic Institute of Philipines). It spews clouds of high-temperature sulfur oxide gas and water vapor, although localized eruptions of compacted lava can occur. The island became a plant paradise after being re-vegetated several times in the past, following eruptions in 1969, January 2021 and March 2022, it was evacuated in 2050.*

*The Philippine army has complexes on the surrounding islands, which emerged from the sea in the 2030s. Will you be able to find peace in a world where nature is out to get you?*

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Revision #1

Created 2026-04-01 14:01:35 CEST by Hellmaker2a

Updated 2026-04-01 14:11:01 CEST by Hellmaker2a