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		GSRM-GRK-002	General Requirements, Greek Maps
Spec. No.	**Description**	**Spec. No.**	**Description**
Bill of Materials:			

----- Document Approvals -----		Date (YYYY/MM/DD)		CSRM – GRK – 02	
Prepared:	TechChariot	2024/06/15			
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1. **Overview**

This component specification defines a vanilla-styled team-Acropolis map developed as part of a Greek Map pack.

2. **General Characteristics**

The requirements of GSRM-GRK-002 apply unless superseded by this specification.

3. **Land Configuration**

With exception of a pool of water located at the exact center of the map, Akropole shall feature no neutral lands. Player lands shall be elevated above the rest of the map, but the entire team shall be contained on the same plateau, per the configuration and scale of Figure 3 below:

Figure 3: Eagle Arabia Mini-Map

In the example of Figure 3, players 1 (blue) and 3 (green) are on a team against players 2 (red) and 4 (yellow), with the thick tan line indicating the slope of the hill. Contrary to team acropolis, there shall be no spacing bias between friend and foe, with teammates and enemies approximately the same distance from any one player.

4. **Elevation**

4.A. Central Pool

The pool in the center of the map shall be at elevation 0.

4.B. Player Lands

The plateaus hosting each player base shall be elevation 7 in all places.

4.C. Surrounding Plains

Any area that is not the Central Pool or Player Lands shall be elevated between 1 and 2, leaving a reasonably sufficient space for additional town centers (no "checkering").

5. **Terrain**

5.A. Unbuildable Rock

A ring of unbuildable rock terrain shall encompass the summit of each team's plateau, such that it would be impossible under any generation to wall between any starting town-center and any edge of the map. None of this rock terrain is allowed in any location elevated to 7.

5.B. Central Pool

The central pool shall be dockable with a shallows island in the center, inaccessible to land units, except by transport ship.

5.C. Forest Arrangement

5.C.1. Player Lands

The forests at elevation 7 shall consist of small patches with 5-10 trees each, at least 6 tiles from the town center.

5.C.2. Surrounding Plains

The forests below elevation 7 shall consist of large patches with 40-60 trees each, at least 25 tiles from the town center.

6. **Connections**

Akropole shall not use connections.

7. **Objects**

7.A. Starting Units

Each player shall start the game controlling objects defined by Table 7.A:

Object	Distance from Town Center [tiles]	Quantity
Town Center	0	1
Sheep	4 to 6	4
Villager	4 to 6	3
Exploration Unit	6 to 8	1

Table 7.A: Starting Player- Controlled Objects

7.B. Pool Relic

A relic shall be located at the approximate center of the shallows island described in §5.B.

7.C. Fish

The pool described in §5.B shall contain 4 shore fish whose resource yield is unmodified. No deep fish are allowed.

Revision	Description	Change Document	Date (YYYY-MM-DD)
X1	Advanced release for community review/feedback.	N/A	2024/06/16