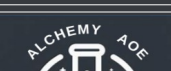


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ADVANCED RELEASE

		GSRM-GRK-002		General Requirements, Greek Maps			
Spec. No.		Description		Spec. No.		Description	
Bill of Materials:							
----- Document Approvals -----			Date (YYYY/MM/DD)		CSRМ – GRK – 01		
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## 1. Overview

This component specification defines a vanilla-styled Eagle Arabia 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The requirements of [GSRM-GRK-002](#) apply unless superseded by this specification.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

Eagle Arabia shall possess an arrangement of neutral lands forming the outline of an Eagle in flight on the mini-map, per Figure 3 below:



*Figure 3: Eagle Arabia Mini-Map*

No other neutral lands shall be included in this vanilla landscape. The presence of these neutral lands shall have no detriment on the ability for players to spawn randomly.

## 4. Elevation

### 4.A. Intra-Eagle

Per Figure 3, the area inside of the eagle outline shall be elevated between 0 to 1.

### 4.B. Extra-Eagle

Per Figure 3, the area outside of the eagle outline shall be elevated between 1 to 2.

5. Terrain

5.A. Vanilla Landscape

Only ordinary land terrains, without special effect or construction inhibition, shall be featured in Eagle Arabia. No beach, water, or other navigable terrains shall be included.

5.B. Forest Distance

All forests shall avoid the origins of player starting locations by a minimum of 17 tiles.

6. Connections

Eagle Arabia 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

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