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		GSRM-GRK-002		General Requirements, Greek Maps		
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## 1. Overview

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The requirements of [GSRM-GRK-002](#) apply unless superseded by this specification.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

The lands of Libadi shall consist of a central, perfect circle with attached “lobes”, which host player starting units. Figure 3 below illustrates the approximate scale and shape:



*Figure 3: Libadi Mini-Map*

In this way, four zones are established, described as follows:

### 3.A. Player (Definition)

Green lobe area.

### 3.B. Inland (Definition)

Any green area that is not a lobe.

### 3.C. Outland (Definition)

Tan area.

### 3.D. Sea (Definition)

Blue area in corners.

## 4. Elevation

### 4.A. Player

Player lands shall be elevation 5 with sparse knolls of elevation 6.

### 4.B. Inland

The Inland shall be flat and at elevation 5.

### 4.C. Outland

The Outland shall be elevation 5 with sparse knolls of elevation 6.

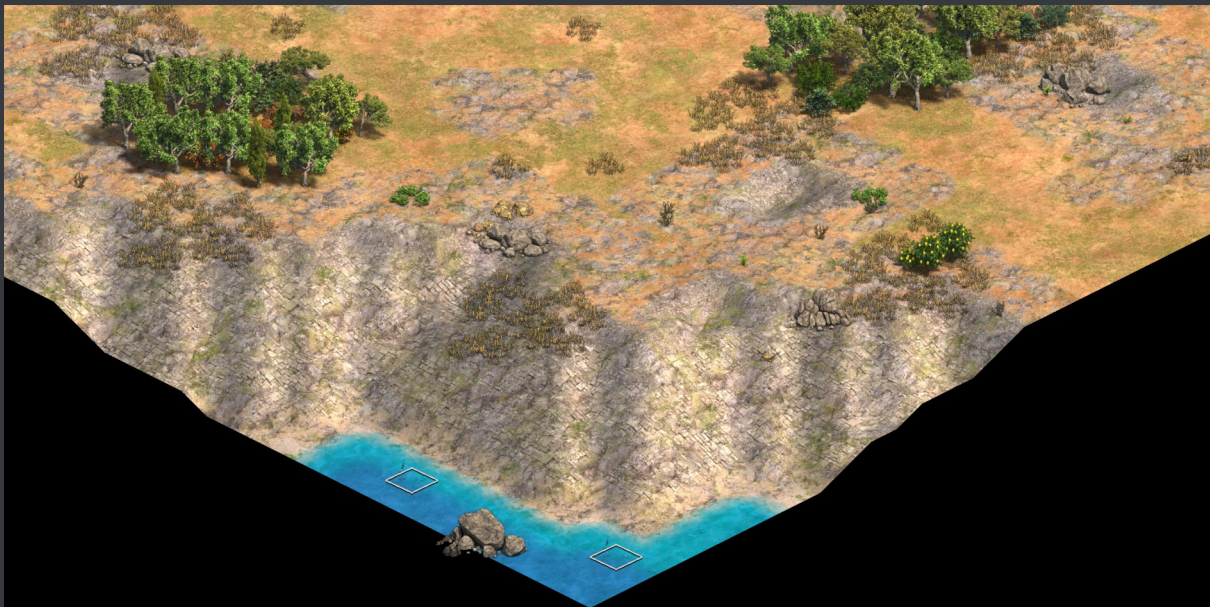
### 4.D. Sea

The Sea shall be flat and at elevation 0, with a steep transition to elevation 5 and the rest of the map.

## 5. Terrain

### 5.A. Coastline

The corner regions at elevation 0 shall consist of water with white beaches, while the steep transition to Outland shall be painted with white cliff terrain, similar to Figure 5.A below:



*Figure 5.A: Libadi Coastline*

## 5.B. Forest Arrangement

### 5.B.1. Player

Each player shall receive 2-3 forests, containing 70-90 trees total, spaced at least 14 tiles from the origin of player lands.

### 5.B.2. Outland

Scattered forests of 25-35 trees each, spaced 5-25 tiles apart shall be present in this zone.

### 5.B.3. Inland

The inland area shall be lightly forested with primarily bush and reed-like trees in groups of 2-4, spaced at least 8 tiles apart and providing plenty of open space for battles

## 6. Connections

Libadi 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	5 to 7	2
Villager	4 to 6	3
Exploration Unit	6 to 8	2

*Table 7.A: Starting Player- Controlled Objects*

### 7.B. Player Resources

Resources on this map shall be scant, in emulation of the original ES\_Prairie. No boars shall be present on the map, but each player shall instead have two assigned patches of 4 deer each.

### 7.C. Relics

A single relic shall be located at the precise center of the map, otherwise this specification makes no statement regarding the locations of the remaining relics.

### 7.D. Fish

A few shore fish are allowed in each corner, but deep fish are prohibited.

CSRM-GRK-05	Libadi	Original Issue	
<p>7.E. Inland</p> <p>The Inland region shall contain only bonus deer (no other resources).</p> <p>7.F. Outland</p> <p>The Outland region shall contain bonus stone and gold piles, as well as berries.</p>			
Revision	Description	Change Document	Date (YYYY-MM-DD)
X1	Advanced release for community review/feedback.	N/A	2024/06/16
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