Table of Contents

ADVANCED RELEASE

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

----- Document Approvals -----		Date (YYYY/MM/DD)	ALCHEMY AOE ALLIANCE	CSRM – GRK – 05		
Prepared:	TechChariot	2024/06/16				
Checked:	x	2024/06/XX		Libadi		
Approved:	x	2024/06/XX				
Approved	x	2024/06/XX		Revision	X1	Page 1 of 5

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The requirements of GSRM-GRK-002 apply unless superseded by this specification.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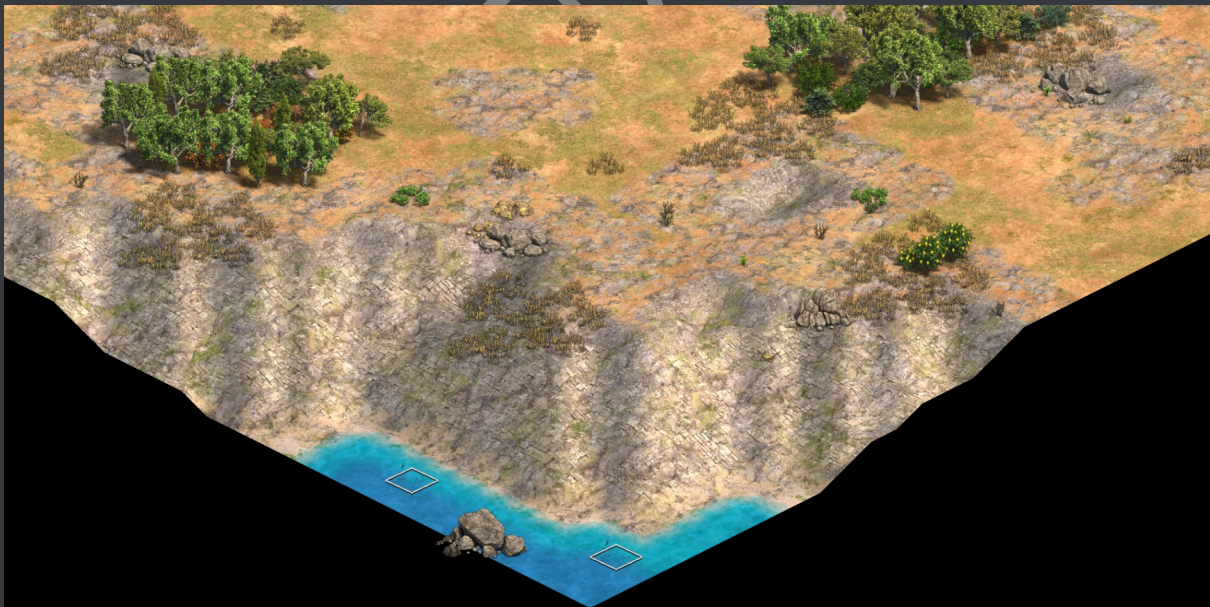

Figure 5.A: Libadi Coastline

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.

7.E. Inland

The Inland region shall contain only bonus deer (no other resources).

7.F. Outland

The Outland region shall contain bonus stone and gold piles, as well as berries.

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