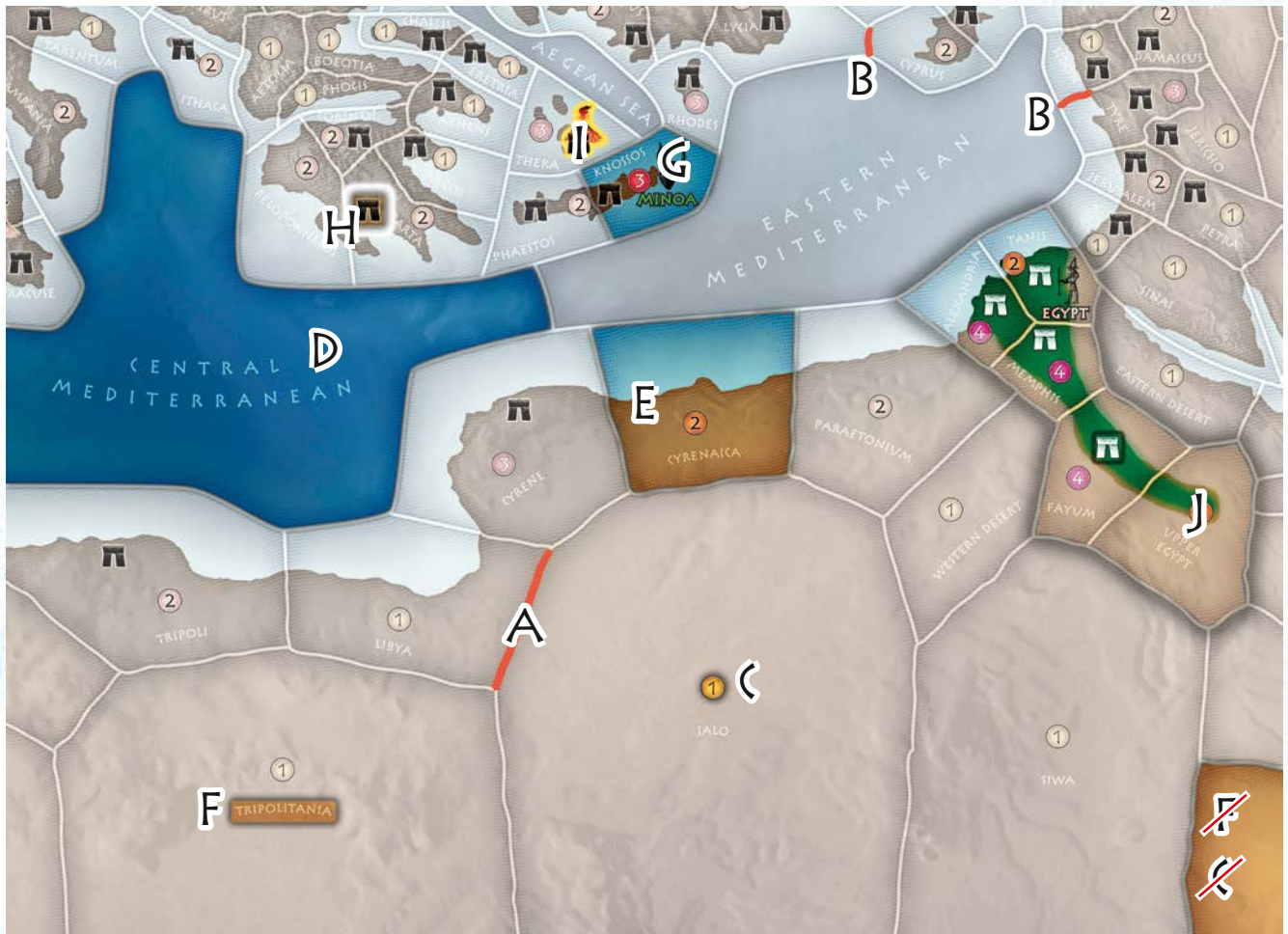


## MAP-BOARD DEFINITIONS



### Adjacent areas

Unless clearly specified 'an adjacent area' means 'sharing a border'.

- A. **Areas adjacent by land**; share at least a land border.
- B. **Areas adjacent by water**; share at least a water border.

### Markings in areas

- C. **Population limit** ; a circle containing a number from 0 to 4.
- D. **Open Sea area**; an area that contains strictly water and has no population limit.
- E. **Coastal area**; an area that contains land and water (indirectly) connected to an open sea area. Areas containing inland seas such as 'Anatolia' (map-board 2) or 'Nis' (map-board 3) are not considered 'Coastal Areas'.
- F. **Area-name**; if an area has no name, it is regarded to be not on the map.

- G. **Starting location** ; an area containing a Civilization's name and symbol.

- H. **City site**; a black or white stone gate-symbol in an area.
- I. **Volcano**; a volcano symbol in an area or on the border of 2 areas. A volcano on the border of 2 areas is considered to be in both areas.
- J. **Flood plain** ; a dark green stretch of land extending over parts of 1 or more areas. All areas fully or partly covered by a single food plain are considered to be 'on the food plain'. City sites on a food plain show a white color. Black city sites in an area with a food plain are considered to be **not** on that food plain and thus safe.

### Additional notes

Open sea areas are considered to be always in play, even though their area name is printed on a different map-board piece. Although the area-name for 'Caspian Sea' is printed on both map-board 2 and 3, this is considered to be one area.