





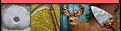


CIV4HandicapInfo.xml for 3.17:

LEVEL	SETTLER	CHIEFTAIN	WARLORD	NOBLE	PRINCE	MONARCH	EMPEROR	IMMORTAL	DEITY
iFreeWinsVsBarbs	5	4	3	2	1	0	0	0	0
iAnimalAttackProb	25	50	75	85	90	90	90	90	90
iStartingLocPercent	10	20	30	40	50	60	70	80	90
iAdvancedStartPointsMod	150	130	110	100	95	90	85	80	75
iGold	0	0	0	0	0	0	0	0	0
iFreeUnits	24	18	12	8	6	4	3	2	1
iUnitCostPercent	20	30	40	50	60	70	80	90	100
iResearchPercent	60	75	90	100	110	115	120	125	130
iDistanceMaintenancePercent	45	55	65	75	85	90	95	100	100
iNumCitiesMaintenancePercent	40	50	60	70	80	85	90	95	100
iMaxNumCitiesMaintenance	4	4	5	5	6	6	7	7	8
iColonyMaintenancePercent	60	80	90	100	110	120	130	140	150
iMaxColonyMaintenance	200	200	200	200	200	200	200	200	200
iCorporationMaintenancePercent	60	80	90	100	110	120	130	140	150
iCivicUpkeepPercent	50	60	70	80	90	95	100	100	100
iInflationPercent	60	70	80	90	95	100	100	100	100
iHealthBonus	4	3	2	2	2	2	2	2	2
iHappyBonus	6	5	4	4	4	4	4	4	4
iAttitudeChange	2	1	0	-1	-1	-1	-1	-1	-1
iNoTechTradeModifier	100	90	80	70	60	50	40	30	20
iTechTradeKnownModifier	-100	-50	-25	0	0	0	0	0	0
iUnownedTilesPerGameAnimal	100	80	60	50	40	35	30	25	20
iUnownedTilesPerBarbarianUnit	150	100	80	60	50	40	35	30	25
iUnownedWaterTilesPerBarbarianUnit	750	600	550	500	450	400	350	300	250
iUnownedTilesPerBarbarianCity	160	150	140	130	120	110	100	90	80
iBarbarianCreationTurnsElapsed	50	45	40	35	30	25	20	15	10
iBarbarianCityCreationTurnsElapsed	55	50	45	40	35	30	25	20	15
iBarbarianCityCreationProb	4	5	5	6	6	7	7	8	8
iAnimalBonus	-70	-60	-50	-40	-30	-20	-10	-5	0
iBarbarianBonus	-40	-30	-20	-10	-5	0	0	0	0
iAIAnimalBonus	-40	-40	-40	-40	-40	-40	-40	-40	-40
iAIBarbarianBonus	-25	-25	-25	-25	-25	-25	-25	-25	-25
iStartingDefenseUnits	0	0	0	0	0	0	0	0	0
iStartingWorkerUnits	0	0	0	0	0	0	0	0	0
iStartingExploreUnits	0	0	0	0	0	0	0	0	0
iAIStartingUnitMultiplier	0	0	0	0	0	0	0	0	1
iAIStartingDefenseUnits	0	0	0	0	0	1	2	3	4
iAIStartingWorkerUnits	0	0	0	0	0	0	0	1	1
iAIStartingExploreUnits	0	0	0	0	0	0	1	1	1
iBarbarianDefenders	1	1	1	2	2	3	3	4	4
iAIDeclareWarProb	25	50	75	100	100	100	100	100	100
iAIWorkRateModifier	0	0	0	0	10	20	50	75	100
iAIGrowthPercent	160	130	110	100	100	95	90	85	80
iAITrainPercent	160	130	110	100	95	90	85	80	60
iAIWorldTrainPercent	160	130	110	100	100	100	100	100	100
iAIConstructPercent	160	130	110	100	95	90	85	80	60
iAIWorldConstructPercent	160	130	110	100	100	100	100	100	100
iAICreatePercent	160	130	110	100	95	90	85	80	60
iAIWorldCreatePercent	160	130	110	100	100	100	100	100	100
iAICivicUpkeepPercent	100	100	100	100	95	90	85	80	60
iAIUnitCostPercent	100	100	100	100	95	90	85	80	60
iAIUnitSupplyPercent	50	50	50	50	50	50	50	50	50
iAIUnitUpgradePercent	50	50	50	50	50	50	50	50	50
iAIInflationPercent	100	90	80	80	80	80	80	80	80
iAIWarWearinessPercent	100	90	80	80	80	75	70	60	50
iAIPerEraModifier	0	0	0	0	-1	-2	-3	-4	-5
iAIAdvancedStartPercent	100	100	100	100	110	120	135	150	170
GOODY_HIGH_GOLD	4	4	3	3	2	1	1	0	0
GOODY_LOW_GOLD	2	2	3	4	4	4	5	5	5
GOODY_MAP	1	1	2	2	2	2	2	2	1
GOODY_SETTLER	2	2	1	0	0	0	0	0	0
GOODY_WARRIOR	2	2	2	2	2	2	1	1	1
GOODY_SCOUT	1	1	1	1	1	1	1	1	1
GOODY_WORKER	2	2	1	0	0	0	0	0	0
GOODY_EXPERIENCE	1	1	1	2	2	2	1	1	1
GOODY_HEALING	1	1	1	1	1	1	1	1	1
GOODY_TECH	4	3	3	2	2	2	2	2	2
GOODY_BARBARIANS_WEAK	0	1	1	2	3	3	3	3	2
GOODY_BARBARIANS_STRONG	0	0	1	1	1	2	3	4	6
Free Techs Player									
Free Techs AI									
LEVEL	SETTLER	CHIEFTAIN	WARLORD	NOBLE	PRINCE	MONARCH	EMPEROR	IMMORTAL	DEITY