

This is a fairly comprehensive modification of the game's units and buildings values and data. There are no added units, nor are there any added graphics. I assume that this will run on both the Macintosh OS and the Windows OS without any problems. It is a .biq file, and you will need to generate a map. I have not made any changes to the Civilopedia to reflect changes in the game. If it is sufficiently well received, I will look into producing a custom civilopedia for it. I am greatly indebted to TeTurkhan's Test of Time scenario for many of my ideas.

### **The game is heavily biased towards the Seafaring Trait. YOU HAVE BEEN WARNED!**

Terrain and resource yields have just about all be increased, and two new resources added: Hot Springs and Iron 25. Hot springs appear in Tundra, and give increased food, shield, and commerce production. Iron 25 appears with Metallurgy, and represents an very rich shield producing area. My initial use for it was to increase the shield production of major cities like Byzantium, Rome, Carthage, and London on the Ptolemy Beta map to give the cities the importance that they had. I have added it to this mod as an additional strategic resource that will appear randomly, rather than being specifically placed. It does not allow for the building of the Ironworks, as it does not replace the standard Iron resource. For those of you on Windows machines with access to an editor, I would recommend loading the biq file into the editor to examine more closely the various changes. For those of you on Macintosh, without an editor, I will be putting out a full list of changes for you.

### **MAJOR FEATURES:**

1. All Naval units have been reworked, using the curragh as the base naval unit. I am a military and naval historian, and although the more modern units could have significantly higher values than here, I suspect that the changes are adequate to give the benefits of having a higher tech level. Curraghs now have the same movement and transport capability as the galley, but have the lowest attack value at 1. Some changes in upgrade paths are: Dromon to Frigate to Cruiser, Man O'War to Ironclad to Battleship, cruisers no longer upgrade to Aegis Cruisers (there is an order or two of magnitude of difference between the types), Ironclads upgrade to Battleships and not Destroyers.
2. There have been changes to the artillery in the sense of increased attack values, along with some changes to land units, particularly the more modern units, the Swiss Pikeman, and the Crusader. The Carthaginians now get a War Elephant. Berserkers and Longbowman appear earlier, and Berserkers now upgrade into Marines. Crusaders

now can build roads and mines as well as build fortresses, and can clear damage. They make excellent combat engineers in some respects. The Ancient Cavalry now upgrades to Knight which upgrades to Cavalry which now upgrades to Tank. Cossacks Do Not upgrade to Tank. The Statue of Zeus is extremely useful in the long run.

3. The following buildings increase trade, food, and shield production in water tiles: harbor, coastal fortress, commercial dock, and offshore platform, basically one per era. The granary and marketplace increase food production in water tiles within the city's radius. **Note, I did say that this modification was biased towards the Seafaring Trait, and cities on the coast.** I have done this to compensate for the lack of any means of increasing agricultural production on land except for irrigation, which had been increased slightly, and railroads. Coastal cities rapidly turn into economic powerhouses in the game.

4. Many building now produce Happy Faces, so you should have less need for entertainers and high values on the luxury slider. Most Wonders will produce 4 happy faces in the city in which they are built, along with other benefits. Many buildings now act to control corruption and also some have negative pollution values to combat pollution.

5. Four Wonders, one per era, will generate 2 bonus technologies upon completion: The Great Library, Newton's University, The Theory of Evolution (not a change), and the Internet. Three Advances will also generate a bonus technology: Philosophy, Education, and the Scientific Method. Failure to do some of your own research in this game will be highly dangerous, with the increase in capability of modern military and naval units.

6. The maximum town size is now 8, the maximum city size in now 20. You can place a worker on every tile of a town or city without triggering population pollution.

7. Some Wonders now produce leader units, that can both hurry production and build armies: The Great Library, Sun Tzu's Art of War, Newton's University, and the Heroic Epic. You still need a victorious army to build the Heroic Epic, the Military Academy, and the Pentagon. The Great Lighthouse produces galleys and Magellan's Voyage produces caravels. Both ship types upgrade eventually to transports. Remember, no Wonder goes obsolete.

Lastly, I have modified Monarchy a bit. It now has minimal corruption, and supports 4/8/16 free military per town/city/metropolis. I guess that you could say that I am

somewhat of a monarchist at heart. Besides, living in the less-than-great state of Illinois gives me a very jaundiced view of democracy and corruption.

This gives a general outline of the modification. It does speed the game up quite a bit. I have never tried this on a Pangaea map. I have designed in primarily for continent and archipelago maps. You can generate a random map in the opening game screen, or put the biq file into the Conquests editor and generate a custom map. If requested, I would be willing to produce the mod for both the basic game and the Play the World edition, as I have Civilization 3 Complete with all three editors.