

## Quick advice for new players

- Early religions (Hinduism, Zoroastrianism, Judaism, Taoism) can't build missionaries as soon as they are founded; those come with separate techs!
- Great Shrines provide a fixed income, not dependent on the number of cities following the religion.
- Above a certain amount of units in a stack, all of them start getting penalties. The amount you can have without penalties is called "logistics" and is separate for stacks inside and outside cities. Logistics is represented by a colored bar in the lower left of the main screen, and the leftmost icon can be moused over to show a breakdown of logistics modifiers and levels of problems per number of units.
- Units of different types (like melee and archery) provide aid promotions to each other when stacked together. The power of aid is determined by relative strengths of those units.
- Your cities have a chance of epidemics. They will kill some citizens in cities with population above 4 and hurt production and commerce while they last. The chance is shown in the upper left corner of the city screen, and factors influencing it can be seen by mousing over the epidemic chance.
- Your units cost more to produce for each unit of that role already built (for example, each knight will raise the cost of new cataphracts, knights or cuirassiers you build). Cost increase isn't the same for different roles; elite units increase more, while irregulars increase much less.
- Cost of technologies increases with additional cities you control. The exact amount of increase depends on the map size. It is usually not so severe as to discourage the expansion, but a focused "tall" empire can out-research a "wide" one.
- Work boats can't explore. They can leave your territory, but can only move through explored tiles (surrounding tiles in their sight radius must also be explored).
- Each era after Classical will lower base health and happiness of your cities.
- It is very useful to promote your Recon units to Land Tactics -> Forward Observers for an early +1 to sight range. Barbarians can't spawn in tiles you see directly!
- When a building converts a resource into another (like Bronze Smith converting Copper to Bronze), the input resource isn't considered lost. It can simultaneously be used to build units, or even in another conversion to a different resource. It can't be traded away without disrupting production, though.
- You can't capture workers. You can though, with 20% chance, capture slaves from successful combat while running Slavery.
- Running Slavery and Serfdom has a risk of major rebellions happening. The size of rebellion is random, but tied to the population of nearest city, and the strength of units is roughly equal to the best irregular unit you can build (shortswordsman/levy/irregular/conscript/paramilitary).
- Each citizen eats 3 food! Farm outputs have been adjusted appropriately (and will grow a lot as you advance through the tech tree).
- There is thorough manual for all the gameplay features, scenarios etc. If you want to find out more about certain aspects of the mod, please check it!

