



A team of German and Swiss modders presents you a large but well balanced and well tested modification for "Sid Meier's Civilization IV: Colonization" (Civ4Col). For the last three years we have developed this community modification of German-speaking Civforum.

The vanilla version of Civ4Col contained many failings and bugs, and it hadn't the spirit which all fans of the original Colonization had enjoyed. We have kept working hard for a general overhaul of the whole game. We have improved AI and balancing. And we have added a lot of new content like events, quests, achievements, a new and comfortable menu of transport-routes, a revised interface, specific troop-models for all nations, new maps, more civilizations, more founding fathers, more resources, cocoa plantings and whaling and learning-by-doing and much more.

*TAC-Manual* presents the most important of our features. At the end of that document our FAQ will give you some more informations about typical questions and answers.

TAC includes some parts of other international modifications like Netbandit's balance Mod and Dale's Age of Discovery II. We'd like to thank all testers who helped us developing this mod. Please notice that you will find detailed credits ingame at the colopedia.

"Enjoy!"

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## Short and sweet - the concept behind "The Authentic Colonization"

*What a pity! It could have been such a great game ...*

Many fans of the original Colonization were excited and couldn't wait to see the release of Sid Meier's Civilization IV: Colonization. But when the game was finally released in summer '08 they were gutted.

True, Col II included most of the complex and exciting features of Col I but it didn't dare to develop the concept any further. You could be successful in Col II by building only a few cities. Then in a disappointing short war for independence you let your cities be taken by the king's army and immediately retook the cities with only a few cannons. That cheap victory left a bitter taste.

Players that tried to utilize all the features of Col II were massively handicapped by the ridiculously fast growing army of the king and the frequent tax increases. What a weird situation: those who tried to play the game to the fullest were systematically demoralized. And after only 300 rounds all was over (way too fast) anyways.

But because there was a lot of potential in Col II we could only think about one thing: To make Col II the game it should have been. The Authentic Colonization! And after endless hours of brainstorming, designing, scripting and testing a dream came true. TAC gives the game the true Colonization feeling it deserves. Set free the pioneering spirit of yours.

In a newly found city you start from the beginning. No premade structures built by ghost hands. Tools, weapons and horses can't be bought for cheap in Europe any more. It will be more effective to produce them yourself. And before you the land yields a promise of food, wood and other resources and untold riches. All yours to take. How will you acquire the wealth the land offers to you? Taken by force at the point of a gun? Or with wit and diplomacy? Converting the natives to the christian belief? Now you can find your own strategy that works for you. By building farms, plantations, mines and lodges with your pioneers you improve your young colony.

To what end? you might ask. Because it's profitable now! The tax rate can't exceed a maximum limit now and you can lower the maximum tax rate if you are generous with your king. It is easier to get experts from schools and the inflation of education points has been capped.

Fast wins are not the way to go any longer. The starting size of the king's army has been increased dramatically but it doesn't grow as fast any more. Furthermore the King acts more intelligent now. He observes not only your production of bells but also the weapons and horses you have stored in your depots, your population and the chance of rebellion in your cities. The victory over the king is more challenging now. In compensation the round limit has been deleted. This way the game is no longer a race against the ticking turn clock but against your opponents. When one of them will declare independence, a round limit of 200 turns will start. At that time you will have to declare your own independence and to repel the following attacks of your king.

Whilst in the original Col II the other European colonial powers were no real threat you have to keep an eye on them now! They will fight for land and resources just as you do! The artificial

intelligence will use the new cheap special units to defend its cities and will transport goods and expand faster and bolder. It will not initiate the war for independence until it is able to win.

And we have modified so many other things as well: picturesque achievement windows, the extravagant Europe port, new texts in diplomacy, events and quests, new buildings, goods, nations, leaders, founding fathers, bonus resources, maps and many more improvements. But before a new feature was implemented we always checked if the idea matched the overall game design and the historic events of that time. It was our aim to achieve class with quality not with quantity. And yes ... we are proud of what we have created. Col II became what it should have been: an Authentic Colonization.

## Setting up a Custom Game

Per default, only the victory conditions "Independence" and "Domination" are enabled. Furthermore, "Industrialization" and "Score Victory after Turn Limit" can be selected as victory conditions. As soon as any faction meets one of the victory conditions, it wins the game. During the game, the criteria for each victory condition can be checked in detail at the "Victory Conditions" screen by pressing F8. Be aware that it is not possible anymore to declare independence if the victory condition "Independence" is disabled. If all victory conditions are disabled the game will continue indefinitely.

### Independence:

The player has - just like his European competitors - unlimited time to declare independence. Only when any European faction declares independence, a limit of 200 turns gets into effect. Each European faction then has 200 turns to declare its independence and prevail against the king's assault. This turn limit will be adjusted to different game speed settings. The first colony to achieve the aforementioned goal wins the game. If no colony manages to gain independence, the game ends. All the king's land units present in the Americas must be defeated to gain independence.

### Score Victory:

If the victory condition "Score Victory after Turn Limit" is enabled, the factions have only 300 turns to declare independence (if enabled) or meet any other enabled victory condition. If someone declares independence during this time, the turn limit is extended by 200 turns in which all players can still meet any enabled victory condition and win the game. If no faction declares independence or wins a conquest victory within the turn limit, the player with the highest score will be declared winner. Each player's score is displayed in the lower right section of the game world (the score display can be toggled on or off by a click on the "scroll symbol" at the top of the mini map).

### Domination:

A domination victory is achieved as soon as a certain percentage of the world's population and land area is under the player's control.

### Industrialization:

This victory can be achieved by producing a certain quantity of goods and other yields in one single game turn.

### Option Reduced Royal Expeditionary Force:

This option can be enabled during the game setup, reducing the Royal Expeditionary Forces (REF) to 66 per cent of their standard strength as of the selected difficulty setting. The computer players always have this option enabled.

### New Maps:

The map script "Faire Weather" creates random large landmasses with authentic climate zones and mountain ranges. Some unfavorable starting positions can make it difficult to win on this map, but this also affects computer players. Furthermore, TAC adds two completely new scenario maps ("TAC East Coast" and "TAC Central America") as well as three improved versions of original game maps ("TAC America", "TAC South America" and "TAC Northwest Passage"). What is also new is that there are several starting positions on scenario maps. The player does not always start on the same spot.

## Historical Atmosphere of the Game

There is a plenty of new graphics and text variables condensing the historical atmosphere of the game - and also some new features contributing to this: there are random events and quests, being triggered by certain game conditions to which the player can react depending on his monetary assets and his strategic biases. Weather effects and natural disasters influence the game: volcanoes are erupting, tornadoes are devastating the countryside, ship travels sometimes are affected by tailwinds or calm. The natives' villages are located approximately at the latitudes at which the respective people traditionally had settled. By certain game conditions around 100 achievements may be triggered: miniature stories with ornamentally created pictures.

## Handling of the Game

### European Harbor:

The new European harbor is a graphical showpiece.. Now units can be drawn back from the ships to the dock via mouse and ships clearing the port can be ordered back. Furthermore, there is a choice box for the destination of the ships. One may either send them to an ocean tile in the vicinity of the own settlements on a wing and prayer, or alternatively well-directed into a specific seaport. Within the selection list of the coastal settlements the automatic trading routes are labeled by a symbol. By clicking at the matching picture one can switch between different views of the map. By hovering with the mouse pointer over a settlement's name one can read the local inventory. A click at the foliage in the lower left will open a balance sheet of all trading transactions.

### Transport Route Management:

There is a new menu for the management of the transport routes, being called by clicking on the button "Assign Transport Routes" or alternatively by typing the letter "R". In the menu's upper right corner a question-mark button is linking to the manual in the Colopedia. The already existing transport routes can be sorted neatly arranged without the need to leave the menu. For transport units on automatic transport routes the standard safety mechanism of switching off this automatic at visual contact with the enemy can specifically be deactivated.

### Interface:

The control interface on the map offers additional information for the game when hovering with the mouse pointer over either the date or the treasury indicator.

### City Screen:

Semi-finished but interrupted construction orders are marked in a bluish color and can be detected in a more easy way. The sorting of the transport units no longer changes randomly after having been loaded or unloaded.

### Go-To-Order:

By pressing the key "G" one can order a unit to automatically move to a certain settlement.

## Diplomatic Challenges

### New Rivals:

There are four new rivals, the Maya, the Tehuelche, the Shuar and the Portuguese.

### Intensive Diplomacy:

Now there are constantly things going on in diplomatic circles. The AI rivals are much more effective and targeted than in the original game. Uninterrupted times of peace, open borders, defensive pacts and joint wars are influencing the relationships with the European AI rivals more than before. The competitors are more often looking for allies during wars, are demanding tributes more often and some of them are more prone to accept open borders and defensive pacts. The King sometimes demands the player to declare war against another colonial power. Sympathizing rivals sometimes send supporting troops for your war of independence.

### Leaders:

The leaders no longer have two, but three traits being more balanced in many ways and more fair. Furthermore, the traits are more fitting to the historic personalities - for making the world of the game more authentic. Additionally, the leaders have "invisible" personal characteristics determining their diplomatic behavior in all important areas. These characteristics are not perceptible at first glance. They are determining all important diplomatic and military decisions of the leaders. With growing experience, you will identify the rivals' characters by their demands, offerings and actions. All leaders are differing in their base trustfulness (being suspicious <--> being trustful), their diplomatic openness (isolationistic <--> open), their attitude towards war (militaristic <--> pacifistic) and their temper (erratic <--> static). European leaders are additionally different regarding their attitudes towards the natives (friendly <--> hostile) while the natives' leaders are different regarding their cultural willingness (adaptive <--> aware of tradition). However, the difficulty level no longer has a direct influence on the computer opponents appearing friendly or hostile - peaceful strategies shall not be less attractive than aggressive ones on higher levels.

## Terrain, Improvements, Bonus Resources

### Terrain types:

The terrain types have been balanced new. The savannah (prior: "grassland") provides two food and two tobacco, the prairie (prior: "plains") provide two food and two cotton and marsh provides one food and two sugar. Fresh water lakes provide more food, making the founding of settlements at the shores of a lake more attractive than inland cities. The additional yield caused by rivers has been designed in a consistent way: rivers will always provide one additional yield for all "renewable resources" (lumber, food, furs, and all plants) but for resources of stocks and stones (ore and silver) there will not be any additional yield anymore. Instead of furs jungle provides cacao and clearing of the jungle provides one with a supply of lumber.

### Terrain improvements:

Without improving by farms, plantations, mines or lodges the countryside almost does not give any noteworthy yields. The plantation is a new terrain improvement costing 40 gold and providing additional three yields of some resources (tobacco, sugar, cotton) as well as one food. The farm costs 20 gold and provides two food and one additional yield of the aforementioned resources.

### Bonus resources:

There are seven new bonus resources - shell, cocoa, potatoes, oasis, buffalo, timber and mineral resources. The bonus resource banana has been removed. All bonus resources have been balanced new regarding their yields, the required terrain and the probability of occurrence.

## New Goods

### Whaling:

In settlements with dry-dock whaling boats can be built. A whaling boat on an ocean tile with a whale bonus resource can be given order to start whaling. Then every game turn, 20 units of whale fat are harvested and put into the cargo hold until it is full. Each whale bonus resource can be harvested by only a single whaling boat at a time. In coastal settlements with dry-dock and warehouse train oil manufactures can be built. Citizens with the profession "Whale Oil Cooker" can turn whale fat into train oil. More train oil can be produced, if master whale oil cookers are employed or if the train oil manufacture is upgraded to a train oil factory.

### Cocoa:

On jungle tiles cocoa can be planted. Lodges yield a larger crop of cocoa.

## Construction of buildings

### Founding of settlements:

In a new founded settlement there is only a base camp and a carpenter's shop. All other buildings have to be constructed, for example all shops processing furs, cotton, tobacco and sugar. To

exploit coastal sea tiles, first a landing stage has to be constructed without which no food could be retrieved if not a bonus resource as crab or fish would be present. Furthermore, settlements have to have a minimum distance of two tiles to existing settlements.

#### Upgrading of buildings:

Many sets of buildings have more levels, making the increase in productivity or the offered bonus per level increase at a slower pace. For instance, there are five instead of three defense buildings, offering a defense bonus starting at 25 per cent up to a maximum of 150 per cent. Government Palaces, the highest level of the "village hall set" are providing a healing bonus of 10 per cent for wounded units located in that city. Some buildings have additional requirements: the Custom House can be built only in a coastal city and the Great Tool Factory can only be built at the banks of a river. Some sets of buildings have immensely expensive last levels increasing the productivity in an enormous way. This last level will only be available for construction if a Government Palace is located in that very city and a certain number of Government Palaces have been constructed in total. The required number depends on the map size. If twice as much of these Government Palaces have been constructed, in another city one may construct another of such expensive buildings, and so forth.

#### Storage limits and automatic selling:

At each turn, exactly 50 per cent of all excess storage will be abolished in the settlement, except for having a building located there enabling automatic selling of the surplus. The last level of this kind of buildings is the custom house, automatically selling any surplus not being affected by a boycott at 80 per cent of the current sales price (and of course after deducting the current tax rate).

#### Endless production for games without victory condition:

The Statue of Governor provides you with a tool to allow for endless production for gamers who want to play the game without a defined victory condition.

## Trading

#### Trading in Europe:

There are minimum sales prices at the Europe Screen. The prices of all "colonial raw materials" (tobacco, sugar, furs, cotton) can never drop below 2 gold (although taxes still will be deducted) and the prices of finished materials (cigars, rum, coats, cloth) can never drop below 4 gold. The sales price for silver can never drop below 3 gold. The sales prices for finished materials normally are at least 2 gold higher than the sales prices of their respective raw materials (deduction of taxes always takes place). The initial prices for tools, guns and horses have been increased to motivate the player to create a productive net of colonial cities.

#### Trading with natives:

Trading with natives has been made easier by adjusting sales prices new. By that, goods can be bought by Europeans more easily and trading remains profitable longer. Additionally, some native tribes have the Chickee as storage facility so that they can collect larger quantities of barter goods.

## Civilian Units and Professions

The colonial nations have different starting units and have more balanced chances. Cocoa Planter and Train Oil Cooker are new professions and the Experienced Cocoa Planter and the Master Train Oil Cooker are the respective new expert unit types. For the Dutch and the English, there are the nation-specific expert units of Evangelist, replacing the Jesuit Missionary. Additionally, by just having a glance at their 3d model, you can identify whether a missionary unit is working as missionary or as colonist.

## Immigration

There is a limit of 2000 for the required crosses to gain a new immigrant at the European Screen. This maximum value differs with the chosen game speed. In case of having created enough crosses for more than one immigrant the additional immigrants will be immediately created and positioned at the dock.

## Education

### Educational Buildings:

Education for advanced unit types requires a college or university in the settlement. All basic unit types can still be trained in a school.

### Start and duration of apprenticeship:

Training starts by moving a citizen into an empty spot of an educational building in the city screen. This citizen is a student, beginning his apprenticeship. Only at the very end of an apprenticeship, you will have to decide into which expert unit the student is to be converted to. Apprenticeship lasts until a student has accumulated sufficient training points. "Inflation" of the cost of training has been removed; duration of training will no longer automatically increase over the course of a game.

### Graduation:

When training is completed, a pop-up window presents an overview of all available expert units. The only types of experts shown are those that have had an appropriate teacher in this city in the past. More specifically it is possible to choose any type of expert unit as long as this type of expert has been working in the city for at least one turn after the school has been built while any student was trained in this educational building. For teachers only their expert status counts towards training, not the actual profession they had while staying in town. For example an expert farmer (expert unit) working as a lumberjack (profession) can teach how to become an expert farmer, but not how to become an expert lumberjack.

### Costs:

At the end of apprenticeship, a fee has to be paid depending on the qualification of the expert type chosen. This fee also varies with the chosen game speed. All experts of the same qualification level have the same price in Europe. Cost savings for training your own expert units compared to buying in Europe are bigger the higher the qualification level of the expert. If you

are lacking funds to finance training of an expert type, it will not be shown as a choice. Different from the original game, training fees in TAC no longer depend on the time a teacher has been present in town.

#### Training in native villages:

For training in native villages, inflation has been increased. Duration of an apprenticeship will grow faster than in the original game with each new unit being trained.

## Learning by Doing

#### Promotion to expert:

Free colonists can be promoted to an expert unit by "learning by doing" (LbD), i.e. by working in the same profession for a longer period of time. All professions outside the city screen with the exception of pioneers are excluded. Interrupting the working in a given profession does not have consequences as long as no other LbD profession is executed for a complete game turn.

Promotion to expert will never be faster than by training in an educational building. Time until promotion depends on the game speed and if regular education would require a school, college or university.

#### Rise to Free Citizen:

Indentured servants or petty criminals can gain their freedom by working in any LbD profession and will be promoted to free citizen. A unit can earliest gain their freedom after 30 turns of working in a given LbD profession. Thereafter promotion is possible in every turn. The higher renowned the profession is they are working in and the longer this profession is practiced, the faster this process. Interruption of work has no consequence as long as no other LbD profession is executed for a complete game turn. The chance for indentured servants is twice as high as for petty criminals.

#### Escape:

Indentured servants and petty criminals may escape and will then disappear. Escape is not possible if the unit is working in a profession outside the city screen or if it is the last unit in a city. This feature is not active for computer opponents. Escape is always possible and does not depend on the time spent in this profession. There is the same chance every game turn; however for petty criminals escape is twice as likely as for indentured servants.

## Missions

Missions generate converted natives significantly faster, even more so if founded by the specialist units of Jesuit Missionary and Evangelist or by leaders with the trait Devotional Christian. In addition, these units are more likely to succeed in creating a mission. Thus, missionaries and missions are useful in longer games too.

## Founding Fathers

Now founding fathers unlock more attractive bonuses. They are offered in a reasonable manner through all stages of the game and can be combined in many ways according to the player's strategy. There are five new founding fathers. Furthermore, the founding fathers' bonuses fit better to the corresponding historical figures. Founding fathers, that were rejected by the player and not hired by any other party yet, are marked with an extra icon in the founding father screen ('F6').

## Ground Forces

### Infantry and Cavalry:

The Musketman is a cheap but slow-moving defensive unit. Use them to defend your settlements or to barricade in the countryside, e.g. as a defensive unit for an offensive stack.

The Dragoon is fast but expensive. Use them for riot squads or for attacks against Cannons. In addition, they gain experience faster.

Cuirassiers are expensive and slow, but have the most attack points. Use these to attack enemies that have barricaded in the countryside.

### Officers:

You can get Officers by educating settlers in universities. Please have in mind that one Officer must remain in the settlement, so that others can learn from him.

### Promotions:

The new promotion "Broadside" gives ships a 10 per cent strength bonus. "Bayonet" gives a bonus of 20 per cent against gunpowder units and "Mountaineer" promotions not only work on hills but on mountains as well.

You will experience more changes when playing the game - discover new tactical challenges!

### Siege Weapons (Artillery):

There are three different types of artillery in TAC.

The "Cannon Garrison" is cheap and has defensive advantages. Like the "Musketman" you can use them to protect offensive stacks. But we recommend the "Cannon Garrison" as the basic protection for your settlements - that will be the best use. The cannon garrison can use defensive bonuses such as forts or forest, but cannot receive any defensive promotions.

Use the "Cannon" to break down defensive structures of your enemy, such as forts. After that, take the settlement with the cannons. The settlement attack bonus of the cannon has been reduced in comparison to the original game to disable the former strategy of letting the king take your cities and easily conquer them back.

"Artillery" is only allowed for the King.. They can be used as a defensive or offensive unit and are stronger than the two mentioned above. For all artillery type units the bombardment rates have been decreased, making the process of bombing defensive town improvements more slow.

### Natives:

Cities of Aztec, Inca and Maya people are surrounded by city walls, offering them a defensive

bonus which can be bombed by attacking artillery type units.

If natives defeat European units they can rob guns and horses from the defeated unit. Colonists:

Units with the profession "Settler" have a strength of 1, making unrealistic combat results when engaged by armed units more unlikely. In return, the constitutional option "Right to Bear Arms" increases the strength of settlers by 2 points. If a settler loses a fight he gets captured, not killed.

#### Converted Natives:

Converted Natives get a defensive bonus of 25 per cent on hills and mountains, in light forest, forests and jungles.

#### Great Generals:

Great Generals have a combat value of 1 meaning they can defend themselves if attacked. And they will fight until death! Names of Great General are more realistic meaning that each general receives a name out of a nation-specific pool.

#### Native Mercenaries:

From time to time, friendly natives may offer you a Native Mercenary (Native Merc). The better your standing with these natives, the lower the gold price of the Merc will be. If you bargain over the price there is a 50 per cent possibility that your relationship will slightly degrade. Native Mercs cannot execute a profession and obviously, they cannot be recruited in Europe.

## Ships

#### Types of Ships:

Caravels and fluyts are the most basic merchant vessels: The caravel is a little faster; the fluyt has a little more cargo hold. The merchantman makes a better merchant vessel: She is as fast as the caravel and able to transport even more cargo than the fluyt. While these merchant vessels are only capable of defending themselves in battle, carracks and galleons are all purpose vessels: They can both be used for transporting goods and for attacking. While the carrack is slow and not that strong but quite cheap, the galleon can stand many battles and moreover transport more cargo than any other ship. Also the galleon is the only ship being capable of transporting treasures (up to two at once) back to Europe. Frigates and ships of the line are plain war vessels. The frigate is remarkable fast, but the ship of the line is the strongest ship available for the colonial navy. The man-o-war can only be found in the Royal Expeditionary Forces.

#### Construction of Ships:

The bigger the cargo hold of a ship, the more tools are required to build it. The faster a ship is, the more cloths are necessary for the sails. The stronger it is, the more weapons are needed. Merchant vessels, privateers and the whaling boat require a dry dock to be constructed, all purpose vessels and war vessels a shipyard.

#### Purchase and Sale of Ships:

Each purchase of an additional ship of the same type in Europe does cost an additional charge. This additional charge is 25 per cent of the starting price multiplied with the number of so far purchased ships of this type. That leads to the fact that in the beginning it is still worth the money to purchase ships in Europe - but in the long run it will be better to build them by yourself. Ships

can also be sold in Europe. That brings a return of half the prize purchased less the taxation.

#### Promotions of Ships:

Ships built in a naval port gain the "Broadside" promotion when launched and with that an additional bonus in battle. The promotion "Navigation I" does not only increase a ships range of sight but also the movement range.

#### Bombarding Settlement Defenses with Ships:

The amount of damage caused by all ships to settlement fortifications has been severely reduced. Now it takes more time to destroy a fortification.

#### Capture of Ships:

While attacking a ship, it may occasionally happen that the enemy will be taken as prize.

#### Free War Vessels by the King:

If a player has lost a lot of merchant vessels, the king will provide him up to three times with a frigate for free.

#### Transport of Treasures:

A treasure needs 3 cargo holds in a galleon.

#### Privateers:

Privateers are not longer able to loot cargo from ships that successfully escaped in battle. They are able to enter foreign territory without declaring war, but are not allowed to enter cities of another colony. However, they are still allowed to enter coastal settlements of the natives.

#### Ships and Native Settlements:

Ships without cargo hold are not allowed to enter native settlements.

## Wagons

#### Types of Wagons:

Instead of only one, the player can use four different types of wagons. They not only cost hammers, but also need horses, cloths and tools. Wagon trains and the slow but very spacious treks can only transport goods. Stage coaches and carriers are allowed to transport citizens and troops (except treasures), too. Transported units can only board in cities, but may back out anywhere.

#### Attack on Wagons:

If wagon trains or treks are attacked, they simply get caught with all the goods carried. If stage coaches or carriers are attacked, a regular combat takes place. Normally the weak wagons will be defeated and destroyed with all units aboard.

## Artificial Intelligence (AI)

TAC improves significantly the artificial intelligence (AI) of the non-human opponents. The AI is cleverer in expanding, transporting and using tactics than it was in the original game.

Supplementary they are allowed to use some simplifications when it comes to rules. That takes care of the fact that the AI – contrary to the “I” in its name – is not able to make as much use of the complex mechanisms and rules of the game as a human player is. The major simplifications are:

### Additional Immigration:

AI-colonies can receive incidental extra immigrants in Europe (chance depends on world size and difficulty). All AI-opponents receive the same amount of extra immigrants.

### Automatic Sale:

Excess goods are sold to Europe right from the start.

### Maximum Tax Rate:

The AI has a fixed maximum tax rate depending on the difficulty settings.

### Reduced Royal Expeditionary Force:

The AI always plays with the option “Reduced Royal Expeditionary Force” activated, reducing the size of the king’s army to 66 per cent of the regular size of the chosen difficulty.

## Tax System and Interaction with the King

### Tax Rate:

Taxes can only grow up to a maximum which is displayed in the Europe screen. Its level depends on the difficulty. Every time the player pays, when the king demands money from him, this maximum is reduced by 2 per cent. If the player denies paying, it is raised by 5 per cent. If the player’s actual tax rate has reached the maximum, the maximum can still rise, but no longer fall.

### Boycotts:

A boycott can be canceled, when the player pays a fine. One click on the boycotted good in the Europe screen will display the price and you can make the deal. The basic of the fine is 10,000 gold, but it will be modified by the price of the boycotted good, the difficulty and your relation to the king.

## Declaration of Independence

### Constitution:

The option "Controlled Arms" gives a 50 per cent bonus to the production of Great Generals (previously: 50 per cent bonus to Liberty Bells). The option "Elections" gives a 100 per cent bonus to the production of Liberty Bells (previously: 100 per cent to Founding Fathers points). The

option "Right to Bear Arms" increases the strength of colonists by 2 points (previously: 1 point).

#### Naval Traffic to Europe:

Units that are on the way from or to Europe can be intercepted by the king, if independence has been declared.

## Royal Expeditionary Forces (King's Army) and War of Independence

#### Initial Royal Expeditionary Forces:

The Royal Expeditionary Forces (REF) are significantly bigger at the beginning of a game than before, making it harder to "blitz" your King. The size of the REF depends on difficulty level and map size.

#### Comparison of Strength Values:

Each turn the King compares his strength level with yours.

The King's strength is calculated as total of all combat values of his ground troops. Your strength level depends on the number of settlers, horses and weapons (no matter if they are transported, stored or used as equipment at the moment), tax rate (as indicator for the colony's "willingness" up to now) and rebel sentiment.

If the King thinks that he is in advantage he will do nothing. If he thinks that he loses the momentum he will upgrade his army.

#### King's Build-Up of Arms:

The Royal Expeditionary Forces no longer are growing equivalently to the liberty bells produced by the colony, but depending on a comparison of the strength values. As long as the King comes to the conclusion of still being stronger than the player, he will not react to the growth of the colony and its military capability. But as soon as he comes to the conclusion of dragging behind, he will recruit additional troops.

#### Hessian Mercenaries (Hessians):

Around one third of the King's infantry consists of Hessians. This new unit is a bit weaker than the King's standard infantry but has the promotion "Bayonet", giving it a bonus against the colony's infantry.

#### Composition of the Royal Expeditionary Forces:

The REF is roughly composed in a 4-2-1-2-3 pattern (Regular – Hessian – Dragoon – Cuirassier – Artillery)

#### War of Independence:

During the War of Independence the King will send his troops in four waves, each being significantly stronger than the one before. The first wave includes about 10 per cent of the Kings troops, the second 20 per cent, the third 30 per cent and the fourth wave 40 per cent.

Between the waves there will be five turns. The Royal ships of the line no longer are shuttling back and forth from and to Europe, but will stay after debarkation of the transported units, thus spreading fear and terror at the coast. This will makes the games more challenging.

## FAQ - Frequently Asked Questions

### **How complicated is the installation?**

It's very simple. You get an installer. Please start the exe-file and follow the instructions. TAC requires the official patch 1.01f. We recommend installing the patch manually to avoid any issues. You can download the patch [here](#). The Steam Version patches the game automatically. Please don't mind that save games from the vanilla version cannot be played with TAC.

### **Does TAC override any data from the vanilla version?**

No, it doesn't. You don't need any backup.

### **What if I don't like TAC?**

Just play the vanilla version. You don't need to uninstall TAC.

### **Must I uninstall older versions of TAC after the release of a newer version?**

No. Each TAC-version has an own name. You can delete the old versions to get more space, but that isn't necessary.

### **Can I play TAC together with other mods?**

No, sorry. The game allows only one mod at time. This is reasonable because two mods don't get along with each other.

### **How can I start TAC?**

If you use the installer, you get a desktop icon. Double click on it.

### **Does TAC contain bugs?**

TAC is software, and software has always some bugs. But we have been developing this mod for four years, and it contains only few bugs meantime – and less bugs than vanilla version.

### **What about the multiplayer-mode?**

You can already play TAC in multiplayer. It isn't possible to trade directly with other players, but that is an error of vanilla version. The only TAC-bug is caused by the cheat menu (ctrl-shift-z). So if you run into an oos-error during a multiplayer session, it means someone tried to access that menu.

To make TAC showing up in the multiplayer lobby, your TAC installations have to match following criterias:

- 1) All participants of a multiplayer party should have installed the same version of TAC (e.g TAC 2.03\_beta without any file changes).
- 2) TAC have to be installed into the program directory of Colonization (e.g. C:\Program Files\Colonization\Mods\TAC 2.03\_beta), not the documents/user folder.
- 3) The player who host the multiplayer game have to setup his windows firewall to allow the other players to access it. Look up your Windows documentation how to do that.

If you can't get the lobby to work, you can also try access a multiplayer session by using the

"direct ip" option.

**Can I use the ingame-tutorial?**

No, sorry. We haven't adapted it to TAC. Therefore it is disabled. That is a general problem of Colonization-mods, it is too laborous to adapt the tutorial to all changes which had happened.

**The billboards of the settlements have problems to show the right names of the cities. Can you help me?**

That bug isn't specific to TAC but to all mods. Mods for Civ4Col which are installed at MyGames-folder don't work if there is a special sign (like "ä", "é", "ñ", "ç") at the user name of the MyGames-folder. Create a new folder named "mods" at the main game installation directory and put the TAC-folder there.

**After playing TAC some hours, the pauses between two rounds are lengthy. Can you help me?**

That's a problem of the Colonization game engine, it isn't specific to TAC. Please save the game, go to the desktop, restart Colonization and load the save game.

**What's about the future of TAC?**

The development of TAC has been finished. But at our [German-speaking forum](#) we are developing scenarios which use TAC for creating some new challenges. The first one named "Werewolves" will be released soon.

**I wish to use parts of TAC in my own modification. Is that okay?**

As a matter of course it is permitted to use TAC in an own mod project as long as the copyrights are not harmed. Please read our ingame credits. TAC is a non-commercial mod project. If you use or distribute TAC please pay attention to the copyright. We allow usage and distribution as long as TAC remains non-commercial. If you wish to use artwork, we could give you more informations about the creators so that you could mention them in the credits of your own modification.

**How can I contact you?**

You can contact us via [Civforum](#) or via email to [writing.bull@gmx.de](mailto:writing.bull@gmx.de) .