

TRAFALGAR SQUARE WORLD WONDER [MODULAR]

Background:

This time something for warmonger players. The Brandenburg Gate – symbol of Prussian (later also German) power and German Unification. I tried to add. The first factor is represented as bonus to emergence of Great Generals (+100%) and second one as bonus to happiness (+1 in all your cities). Though I imagine (not possible without changes to code) for the second one +1 happiness for each city you control that has more than 50% of your culture and -2 happiness for each foreign city that has more than 50% of your culture. If someone would like to make such a python modcomp i would gladly use it.

Civilopedia:

The **Brandenburg Gate** ([German](#): *Brandenburger Tor*) is a former city gate and one of the main symbols of [Berlin, Germany](#). It constitutes the monumental termination of [Unter den Linden](#), the renowned boulevard of linden trees which led directly to the royal residence. It was commissioned by [Friedrich Wilhelm II](#) as a sign of peace and built by [Carl Gotthard Langhans](#) from [1788](#) to [1791](#).

The Brandenburg Gate's design has remained unchanged since its completion, yet it has played different political roles in German history. After the 1806 Prussian defeat at the [Battle of Jena-Auerstedt](#), [Napoleon](#) stole and took the Quadriga to [Paris](#), however, after his defeat in 1814 and the Prussian Parisian occupation by General [Ernst von Pfuell](#), the Quadriga was restored to Berlin, and Viktoria's olive wreath exchanged for the [Iron Cross](#), becoming [goddess of victory](#). When the [Nazis](#) ascended to power, they used the Gate as their symbol. The Gate, itself, survived World War II and was one of few structures standing in the Pariser Platz ruins. The governments of [East Berlin](#) and [West Berlin](#) restored it, however, it was closed when the [Berlin Wall](#) was erected in 1961. When the [Revolutions of 1989](#) collapsed the Berlin Wall, the Gate then symbolized the freedom to unity of the City of Berlin. On the 22nd of December 1989, the Brandenburg Gate re-opened when [Helmut Kohl](#), the West German Chancellor, walked through to be greeted by [Hans Modrow](#), the East German Prime Minister.

http://en.wikipedia.org/wiki/Brandenburg_gate

Building XML Parameters and Installation Notes:

The XML is made for BTS 3.03 – and uses modularity.*

World Wonder

+100% emergence of Great General

+1 😊 in all cities.

+6 🏠

+2 🎨 Great Artist

Cost: 800 🏠

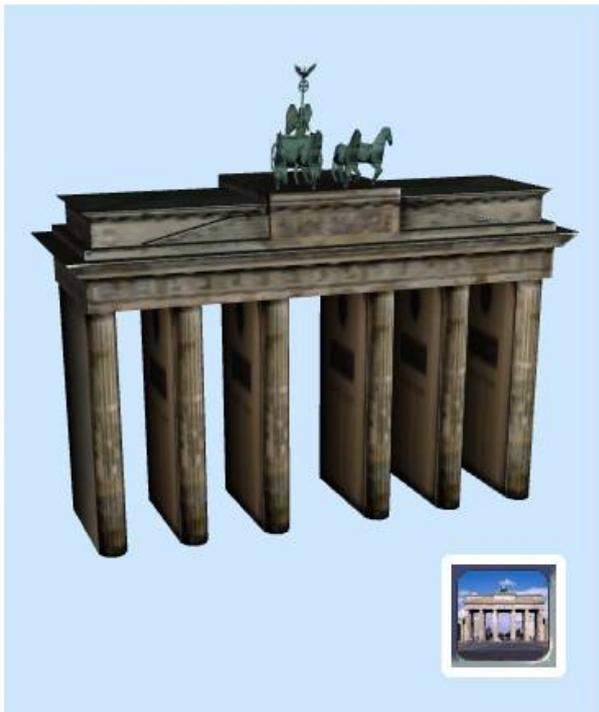
Bonus Production Modifier: +50% with stone

Requires:

- Barracks built in the city.
- Military Tradition Technology
- Nationalism Technology

*- To learn how to use Plug and Play Modules visit the info about installing modular files located here <http://forums.civfanatics.com/showpost.php?p=5360997&postcount=2> Of course you can edit parameters or even throw away all the .xml files, adjust it for any version of CivIV or any mod.

Building Model Parameters:

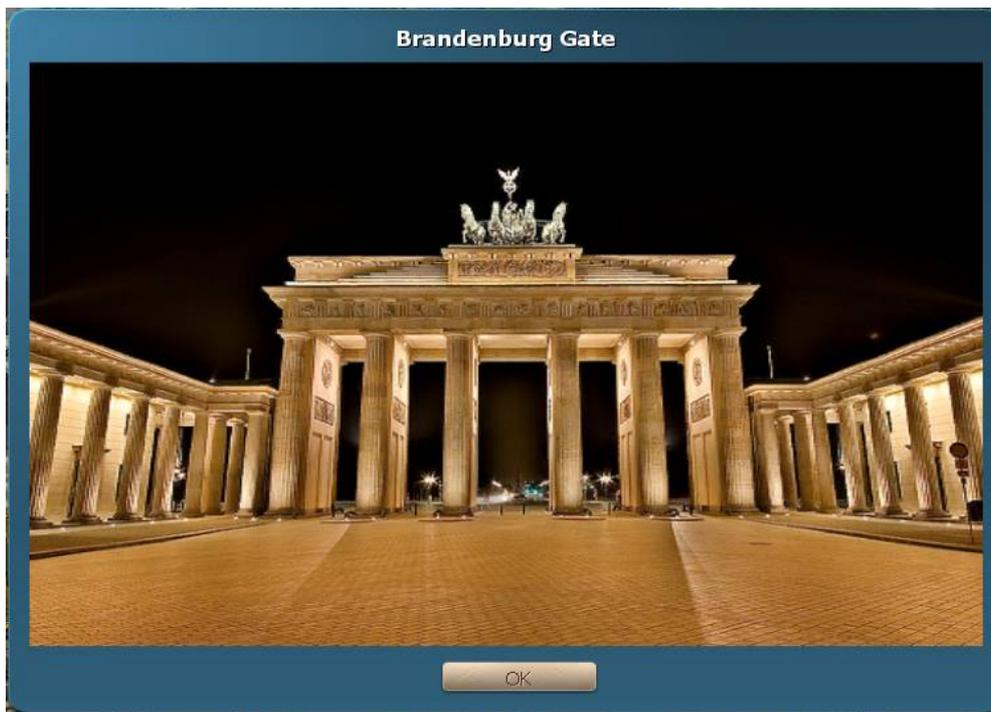


Model comes with: 722 triangles**

Textures: 128x128 main (no alpha), 128x128 shadow + quadriga (with alpha)

Movie: Only static graphic instead the movie

** - If you decide that it's too much (performance problems) I divided model in three parts – gate, quadriga, and shadow. In this situation I recommend deleting quadriga (532 triangles less). You can make it in nifviewer or nifskope.



Credits:

Textures, model, XML, readme file: *Asioasioasio*

Photography used as movie: *Fersy from flickr*

<http://www.flickr.com/photos/fersy/402072600/>

Civilopedia texts: *Wikipedia*