

JAnimals Mod Readme

by Jeckel
v1.001 Col2 v1.00

Requires: Civilization 4: Colonization v1.00

INTRODUCTION

This mod aims to add a little danger into the Colonization 2 world. Barbarian Animal Units will be randomly spawned based on various criteria set in XML. I have included various kinds of Animals, both those from the Americas and some from other parts of the world. This was done with African, Asian, and other possible Colonization Scenarios in mind.

What Animals Spawn in any given Tile is determined by what are called Animal Natives. Animals can have Terrain Natives, Feature Natives, and Bonus Natives. When a Random Animal needs to be Spawned, the Tile is checked and for each Native that the Tile has, Animals with those Natives will have their Spawn Value increased by a random amount (which is set in GlobalDefinesAlt.xml). The Animal with the highest Value will then be Spawned. If an Animal, such as the Elephant, Pig, or Dog, has no Natives set, then it will never be randomly Spawned.

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Animal Name	Strength	Movement
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Elephant	5	2
Gorilla	3	1
Pig	1	1

Polar Bear	4	1
Brown Bear	3	1
Black Bear	2	2

Wolf	2	2
Hyena	2	2
Dog	1	2

Lion	3	2
Panther	2	3
Cougar	2	2

Giant Tortoise	4	2
Kraken	6	3
Sea Serpent	5	4