THE AGES OF MAN

README 1.0

AGES OF MAN

A Project By Stan Karpinski with a lot of help from David Sobotka

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AOM is based on the Civilization, Call to power 2 Game Engine(CTP2) by Activision **. To play AOM, you need to have CTP2 installed on your computer and the disk in your CD Rom. All material developed with the use of Activision utilities and material are provided subject ot the conditions of the CTP2 EULA. THIS MATERIAL IS NOT MADE OR SUPPORTED BY ACTIVISION.

Change History Again and Again...

ACKNOWLEDGEMENTS

BACKGROUND AND CONCEPT

Civilization Call to Power 2 was a Turn Based Strategy (TBS) in the Civilization style. It presented in an abstract way, the history of man. I was always impressed with the clean playing lines of CTP2 as well as its clear and helpful menus. Mods made by keen players extended my interest, particularly the Cradle of Civilization Mod by David Sobotka. I developed my own game based on that one but wanted to add more depth. As well as a semi historical flow of events to add interest.

I have attempted to approach the game as a whole, changes are targeted to enhance game play, make it more fun and certainly more challenging. My philosophy was to provide reward for effort. Planning is rewarded, Military Tactics are required, boldness occasionally can provide a reward, but on the whole, plan and be careful.

Part of this philosophy was to avoid the common tactic used by game designers to cover poor design and lack of depth in a game and that is the use of spontaneous and excessive cheats for the AI players, and I specifically wanted to avoid major random fluctuations that affect only the Human Player.

The Ai players get a fixed advantage set at the start and apart from one event (the provision of a General and Army to the Ai players) when the human player achieves certain major feats, these AI cheats do not change. The effect of theses units is that it makes one AI strong enough to keep up with the Human Player.

There are minor game fluctuations which can check the human player. These and be countered by good planning, but unless you are very unlucky, they will not cause a major problem. If you keep gold and public works reserves and do not over extend yourself, you can counter all fluctuations including the possibility of a civil war. And yes, there are good random events as well as bad ones.

The game has a slight "war game" feel about it due to the range of military units and the original battle resolution system. Technology and army selection are very important and do not expect the opposition to lay down. When you invade an enemy, expect a vigorous counter attack and other nations to view your actions dimly.

The time line has been adjusted so you can expect to fight a large war with each of the main historical armies if that is the path you choose. Each period army has the component units, hand to hand, ranged and flanking. These armies are:

Tool Age: Advanced Warrior, Slinger and Javelineer.

Copper Age: Heavy Swordsman, Chariot Archer, Chariot or Javelin Cavalry.

Bronze Age: Hoplite or Phalanx, Archer and Horseman or Hypaspist.

Iron Age: Legion, Composite Archer and Heavy Cavalry or Cataphract.

Dark Age: Man at Arms, Composite Archer and Feudal Horseman.

Medieval Age: Pikeman, Crossbow and Knight.

There are also an array of government specific units such as Praetorians, Elephant Warriors, Janissary and Mameluke. And so on...

There are multiple starting times so you do not always have to start in the Stone Age. The starting ages are:

5000BC with 3-5 Advances and 2 Nomads.

3000BC with 15 Advances and 2 Nomads.

1000Bc with 30 Advances and 3 Nomads.

1000AD with 50 Advances and 4 Settlers.

You may, of course, attempt the peaceful route to victory and just use the huge array of buildings, tile improvements and goods to try to match it with the AI.

AOM has a lot more depth than other Civ style games but that has not been achieved by sacrificing playability. Extensive menus that are easy to read and use mean the game has not lost that basic CTP2 playability.

If you choose to play the full campaign on the highest difficulty level, you may need to stop playing now and then and just re-think your main strategy. Look to history for inspiration as you contemplate that next major strategic plan. Then again, play on a smaller map at a lower difficulty setting and breathe a little more easily.

RECOMMENDED SETTINGS FOR A GAME OF AOM

Land based resources are very important in AOM and the design changes revolve around that. I recommend the following settings.

Gigantic Map

Continent 70%+, Land 70%+

Difficulty-Impossible with Marauders

Maximum diversity of Land

Goods 7-8

Pollution on

Opponents- between 8 and 11

TACTICS

CTP3, AOM is not about blob vs blob and bigger blob wins. To be successful you need to use tactics. If you do build an empire of note, the AI will attack you and with their production and research bonuses, will eventually cause you much pain, especially on the higher levels. There is sufficient depth in the military side for you to employ tactics. And believe me, you need to.

Scouting, counter attack, delaying tactics, screening your main body, probing attacks, these are all tactics you can use. Of course you need the right balance of arms in your army and Leaders (Wonder Units, Heroes or Generals) are a big help too.

CTP2 TO AOM...
HOW TO TELL THE DIFFERENCE

The Great Library file has been updated to include all AOM changes. To help tell the difference from the original CPT2, changes have been denoted with a * or a # .

• Advances that can be acquired from disbanding a settler type on a strategic good are denoted with a # in the Great Library (GL)

• Units that can become elite are denoted by * and those that can upgrade by # in the GL.

• New or expanded concepts are denoted by a * in the GL.

 There are more than 20 new or expanded concepts, including succession, sieges, supply, elite units, generals, historical heroes, empire and unit surrender, migrants, border forts, outposts to use goods anywhere, capture advances from the enemy, advances from goods, natural disasters, major historical events such as the Dark Ages, Black Death and Hun Horde, and much more. There are now

• *219 Units*

• *193 Advances*

• *21 Governments*

• *51 Wonders*

It is important to read all these changes, particularly the new or expanded concepts.

HOW TO WIN AOM

Wining AOM is based on scoring points. You will unlikely to ever be able to conquer the world except on smaller map settings with fewer opponents. In this case victory will default to the original CTP2 victory conditions. The object in AOM is to get to 2500 points. This is realistically achievable only on the gigantic map with at least 8 opponents. Points are scored for.

Cities, 8(for up to size 8), 12(up to size 18), 14(up to size30) or 16(for over size 30).

Wonders and capturing an enemy capital are worth 25 points.

Border forts, watch towers, outposts and *fortifications* are worth 2 points.

Killing an ai player is worth 50 points.

BASIC ALTERATIONS FOR FIRST TIME PLAYERS

IT IS STRONGLY RECOMMENDED THAT BEFORE YOU PLAY AOM, BECOME FAMILIAR WITH THE GAME PLAY BY PLAYING CTP2.

IF YOU HAVE PLAYED CTP2 BEFORE, BUT NOT FOR A WHILE, RE-INSTALL THE GAME AND HAVE AT LEAST 50-100 PRACTICE TURNS TO GET FAMILIAR AGAIN.

Time Scale The timeline starts at 5000BC and runs through to 2300AD , and will allow for about 1300 turns. The years line up roughly with history and the tech tree does follow the course of history.

 New dimensions have been added to trade and research. Every good on the land map can now be used theoretically for a bonus. In addition to normal trade, an *Outpost* on a good creates benefits.

• *Class 1 Goods*, add 20 gold and up to a maximum of 5 can add a happiness point to the whole empire (to a maximum of +3),

• *Class 2 and 3 Goods* add 20 PW as well as 20 gold per turn.

• *Class 4 Goods*, more gold, up to 40 if on a precious stone/metal good per turn.

• *Medicinal Goods* help fight the Plague and food goods fight Famine.

- *Outposts* created by disbanding a Nomad or Settler type on a strategic good can give an Advance.

- Five outposts on the same good type, may give a *Trade Cartel* which gives further bonuses.

- The military has been tweaked so that it is important to stay near the AI in military technology otherwise it gets very difficult to expand. Casualties trying to take cities if you are too far behind in Technology can be horrendous. There are new flanking infantry units, and the Hun Raider is a cavalry unit that can go into mountains. The outcomes of battles are very historical now, e.g. Phalanx will beat other infantry in a 1 to 1 combat until the Legion comes along. Battles follow historical precedents in that training, equipment and leadership count. Winners usually have far fewer casualties than losers except in storming cities.

- *Supply* has been introduced. You must have PW points to repair units now. If you attack without PW (Supply) you will have major problem. War is now a serious consideration as damaged units will suck up your PW and your empire cannot build many Tile Improvements. To use supply, units must be in a city or stacked with a supply train at the start of a turn.

- *Elite Units* have been introduced. There is a 1 in 15 chance that certain front line units will be promoted to ELITE if they win a battle. If upgraded, they retain their elite status. An Elite unit has 5 extra attack points and 1-2 extra hit points. Elite units can still become Veteran as well.

- The problem of surplus cities has been tackled by introducing a new unit, the *Migrant*. This unit is cheap to build, takes a population point from the city, has minimal combat value but if disbanded in a city, adds a pop point to the city at a cost of 250 Gold. Otherwise the unit will create a *Border Fort* at a cost of 100 gold and 100-250 PW if disbanded

in a non-city tile owned by the player. The Border Fort extends borders like a normal fortress and has en extended vision range like a *Watchtower* but no defense bonus. Border Forts collect 2 gold per turn.

- *Barbarians* do not appear until turn 50, but there are now a lot more of them. In addition, more Barbarians spawn on turns 100, 200, 300 and 400 from spawn points represented by Immobile Barbarian Leaders. On turn 327 the Hun Horde will appear and the following turn, Attila, a Wonder Unit that can take slaves, prisoners and raise troops to veteran, appears. After turn 300, barbarians become more active and head for the Human Player, often fighting with the AI on the way.

- *Advance from city capture* One feature of CTP1 which I always missed. Now if you capture an enemy city and that empire has an advance you do not have, then there is a 33% chance you will acquire that advance.

- *There is now an in game rebellion counter.* Every time you have a city (and for each city) at happiness 74 or below, 1 is added to the counter. In any turn you have no cites at 74 or less, 1 is deducted from the counter. If you spend money on festivities, the counter drops by the number of cities you have. To spend money on festivities, click on your capital and click yes when given the option. If you capture a Capital or conquer a Civ, the counter goes down by a random number between 20 and 40 respectively. After turn 100, there is a 4% chance of a rebellion if the rebellion counter is above 30. A number of units of an enemy civ will appear outside 1-3 of your minor cities and attack them. This is to reflect civil wars and rebellion, a very common occurrence throughout history. Keep your citizens and aristocracy happy, and they may leave you in charge.

- *Pillaging* If you pillage a tile, you get 0-30% of the PW value of that tile back as a bonus. This represents plunder, the cause of many wars and battles including the Battle of Crecy and the 3rd Crusade leading to the Horns of Hattin.

FOR GAME BALANCE, THE FOLLOWING HAS TAKEN PLACE.

- *AI goals in strategies* has been boosted for attack and bombard (10 and 5 respectively).

- *Barbarian attack* has been lifted to the maximum (99).

- *Turns to build units and wonders for the AI* has been extended as it was found that AI was not building some wonders.

- *Unit update costs* extended by a further 5%.

- *Corruption* for Caliphate, Tribunal Empire, Monarchy, Oligarchy and Theocracy lifted to 1.5.

- *The length of conquest distress* has been doubled to 10 turns and extended for some governments such as Fascism and Communism.

- *CIV TRAITS* Each civilization now has two traits for the first 500 turns. The types of traits are +5% production, science or commerce, +2 happiness or +1 hit point.

- *Random Happiness and Unhappiness* now occurs. This is not significant but if combined with other events (such as the Dark Ages or plagues), can lead to problems.

- *Every 100 turns*, an in game progress score will appear. It will advise on your success as a great leader of a great empire. If you achieve a certain level of points, you may choose to end the game and view the victory celebrations. As part of this, when you capture an enemy capital you could l get a monument at that capital, the *Triumphal Column*. Kill another Civ and you could get a *Victory Arch* outside your capital.

- *4 New Menus* appear to help you. There are four new buttons around the turn indicator. If your press on these, you will get a report about your current frenzy level, ie, what the AI thinks of you, a report on your outposts and how much wealth they generate, what your rebellion level is and how long your king has been in power. Remember the king does not begin to age until turn 120.

- *If you click on your capital city*, you get a report on how many cities are at 74 happiness or lower, and an option to spend gold on festivities that raise happiness by 2 for 4 turns. This will also reduce your rebellion level.

- *You will be presented with 3 options* at the start of the game.

- *You can choose to have a quick start* with 2 extra warriors and 4 nomads. This option will unbalance the game but is suitable for some quick fun.

- *You can customize a new surrender option* for AI. Once you achieve a specified superiority of units and cities to an AI you are at war with, the next time you take a city that is without slaves, there is a good chance the rest of the civ will surrender to you.

- *Random unhappiness/happiness can be disabled* or enabled at this stage.

NEW GRAPHICS

Some eye candy has been added as well. There are all new terrain tiles, changed tile improvements, new special tile improvements like Border Fort, Outpost, and new graphics for Watchtowers, Fortresses and units entrenched. New special tile improvements are like normal tile improvements, i.e. they need to be built inside borders.

NEW ADVANCES

- TRIBES
- WOOD WORKING gives STOCKADE
- METAL WORKING
- SEAMANSHIP
- CITIZENSHIP
- ANIMAL HUSBANDRY
- ARISTOCRACY
- DIAGONAL BRACE
- MIGRATION
- PAPER
- PLOUGH
- PYTHAGORAS THEOREM
- JOINERY
- BLACK SMITH
- CHAIN MAIL
- PLATE ARMOR
- LOOM
- DYNASTIC EMPIRE
- IRON CASTING
- SULTANATE
- THEOCRATIC MONARCHY
- YEOMANRY
- THEOCRACYA*
- THEOCMONARCHY*
- CALIPHATEA*
- CONSTMONARCHY*
- DYNEMPIRE*

Denotes special non researchable advances that determine the type of religion/government of the middle ages for each historical side.

Advances now taper towards Dark Ages. You will have to research DARK AGES before moving onto most other advances in the Middle Ages.

NEW CITY IMPROVEMENT

- Stockade coming before Wall - City Wall - Ballista Tower – Castle, requires Wood Working.

THERE ARE NEW WONDERS

- RAMAYANA - *ETHICS*
- FORBIDDEN CITY - *DYNASTIC EMPIRE**
- CHICHEN ITZA - *THEOCRATIC MONARCHY**
- HADRIAN'S WALL - *TRIBUNAL EMPIRE*
- GOLDEN HORE - *SULTANATE**
- HOLY ROMAN EMPIRE - *THEOCRACY**
- MAGNA CARTA - *MONARCHY**
- THEME ORGANIZATION - *JOINERY*

* Denotes government specific wonders of the middle ages that can only be researched by nations that have the right religion. Mecca now comes with Caliphate which is also religion specific.

In addition, many of the old Wonders will obsolete when certain techs are researched. Refer to the Great Library for details.

50+ NEW COMBAT UNITS.

The differences in strength have been revamped to gradually get better. A new concept is the flanking infantry units, Javelineer, Peltast, Hypaspist and Auxiliary Legion. These give you flanking ability in Mountains. In addition the new unit HUN RAIDER is a cavalry that can go into mountains. This is an attempt to make overall combat a bit more involved. You will need to gain a sizable tech lead to get a sizable advantage in combat strength factors. Be aware that there are changes across the board on all units in terms of every element related to that unit. I refer you to the Great Library for information on every unit. Unit upkeep is slightly higher.

NEW UNITS AND THEIR ENABLING ADVANCE

- ADVANCED WARRIOR - *TRIBES*
- HEAVY SPEARMAN - *PLOUGH.*
- JAVELINEER* - *BRICK MAKING*
- HEAVY SWORDSMAN - *COPPER SMELTING*
- PELTAST* - *METAL WORKING*
- PHALANX - *CITIZENSHIP*
  NB, phalanx cannot go into mountains.
- GALLEY - *SEAMANSHIP*
- HEAVY CAVALRY - *ANIMAL HUSBANDRY*
- AUXILIARY LEGION* - *CIVIC ENGINEERING*
- CHARIOT ARCHER - *ARISTOCRACY*
- MIGRANT - *DYNASTY*
- SIEGE TRAIN - *PYTHAGORAS THEOREM*
- BALLISTA - *DIAGONAL BRACE*
- HUN RAIDER+ - *MIGRATION*
- SUPPLY TRAIN - *PAPER*
- YEOMANRY - *LONGBOW*
- FEUDAL INFANTRY - *DARK AGES*
- MAN AT ARMS- *CHAIN MAIL*
- KNIGHT - *PLATE ARMOR*
- FEUDAL CAVALR - *CHIVALRY*
- MEDIEVAL INFANTRY - *IRON CASTING*
- ONAGER - *JOINERY*

*Units with * are flanking infantry (which also includes HYPASPIST). + HUN RAIDER can go into mountains even though it is a cavalry unit.*

WONDER UNITS

These are tied into the creation of certain Wonders. They will grant veteran status to any units underneath them. They also operate as ranged units, so they will not be sitting on the front lines taking the early hits – and are generally stronger than their counterparts. There is a happiness penalty if the unit is disbanded or lost. These units may also capture a prisoner and a slave if successful in combat. Wonder Units carry the AOM Flag, the 3 lions of Richard the Lionheart on a Red Background. In- game pictures of WonderUnits have a purple background to denote their special status. Some wonder units are specific to a certain religious government in the middle ages, eg, William the Conqueror comes with Monarchy (western Christian) while Barbarossa comes with Theocracy (eastern Christian).

Wonder Units capture a slave if successful in combat and there is also a 50% chance they will take a prisoner, a low grade combat unit.

- HAMMURABI - *CODE OF HAMMURABI*
- RAMSES - *VALLEY OF THE KINGS*
- NEBUCHADNEZZAR - *HANGING GARDENS*
- ALEXANDER THE GREAT - S*PARTAN PHILOSOPHY*
- CAESAR - *APPIAN WAY*
- SALADIN - *MECCA*
- CHARLEMAGNE - *HAGIA SOPHIA*
- HERNAN CORTEZ - *EAST INDIA COMPANY*
- BARBAROSSA - *HOLY ROMAN EMPIRE*
- WILLIAM THE CONQUEROR- *MAGNA CARTA*
- SOLIMAN THE MAGNIFICENT - *GOLDEN HORN*
- HERACLIUS - *THEME ORGANIZATION*
- SUN TZU - *FORBIDDEN CITY*
- MONTEZUMA - *CHICHEN ITZA*

MINOR CHANGES FROM THE ORIGINAL CRADLE.

- *Pirates.slc and Partisan.slc* were dropped as they were identified as causing crashing problems. A new version of Pirates was included with the Barbarian spawn code, with a Terrain test so that it only creates a unit in Beach or Shallow Water terrain

- *AI cheats have been capped.* I found that the AI had huge PW reserves that it did not use and these became bonuses for the Human when he captured a city.

- *The AI now builds Watch Towers* to link the empire. These only extend borders and vision, and have no defensive capabilities. Previously the forts dotting the AI territories that were largely un-garrisoned became a haven and bonus for the human player.

- *PW boost from city capture* was pegged at 1500 although since the new TILEIMP OUTPOST was created, the AI uses some of its PW to build these, more to heal units and so does not have the huge PW reserve it used to and did not use. I found reserves of 150,000 not uncommon at turn 250 under the old settings.

- *Upgrades have changed.* You can upgrade at any time after you get the advance, one unit at a time if necessary. Your unit needs to be in a city or fortress to upgrade. In addition, ELITE units retain ELITE status when upgraded.

- *Tile Improvements cost more* now and have a reduced value.

- At the start of each turn, all AI cities are checked and if any are empty, a *Militia* is created in that city.

- *All advances that lead to a new Government* cost about 10% more.

- *All advances that lead to a Wonder* cost about 20% more.

- *All advances leading to a Wonder with a Wonder Unit cost an additional 10-15 %* depending on whether the advance has been increased in value already due to the above.

CITY EXPANSION
- *City expansion tiles* should not appear on visible wonders.

- *Changed city* to maximum of 4 suburbs per city.

- *Reduced maximum city disband* to 6.

- *You can pillage away a dead city tile*, costs 500 gold.

SETTLER AND MIGRANT DISBAND
- Introduced new *Migrant* unit that comes with the Dynasty advance. It is like a settler but cannot build a city. The migrant can disband for a pop point to a city like a settler/Nomad but all disbands for pop points now cost 250 gold.

REPAIR OF UNITS
- *Unaided Healing rates* of units are very slow.

- *All units in cities can now use PW points to heal*; it costs 80% of the production value divided by number of hit points of the unit to repair. So a unit that cost 200 production points and has 10 hit points, costs 16 PW to heal each hit point.

- *AI with its PW bonuses* basically heals units in cities and fortresses automatically.

- Human can build a new unit, the *Supply Train* with the Paper advance. Units stacked with a Supply Train heal as if in a city, i.e., using PW points. This changes war as you have to build supply (PW) to wage war or you will have major problems.

MISCELLANEOUS
- *Kill Slaver and Slavemaster units at turn 600.*

- *Kill Ancient Wonder units and Heroes at turn 450* if they are still alive.

- *Kill Medieval Wonder units and Heroes* at turn 650 if still alive.

- *Captured Settler creates a Migrant.*

- *Capture enemy Capitol* gains a + 2 happiness for 10 turns and 1500 gold boost. Kill AI gives + 2 happiness boost for 10 turns plus 2500 gold. Triumph AVI and sound plays over your capital. However, the effect does not always play if it clashes with in-game stuff.

- *If a Wonder unit dies,* a sprite/AVI should play over your capital at the start of the next turn.

- All AI get +3 happiness after turn 100

NEW CONCEPTS
BORDER FORTS
- *Disbanding a Settler, Nomad or Migrant in a city* creates pop point and costs 250 gold.

- *Disbanding a Migrant in the open* after Dynasty creates a border fort.

MUST HAVE 300 GOLD AND 300 PW OR YOU LOSE THE UNIT. The location should be within your national border or in sight of a unit. Some border forts will initially not lift fog of war completely if built outside a national border.

• **Disband Settler or Nomad in open** after Dynasty and get an Outpost that can give an Advance if on the right good. *YOU MUST HAVE 600 GOLD AND 600 PW BEFORE DISBANDING A NOMAD OR NOTHING HAPPENS AND YOU LOSE THE NOMAD TYPE.*

ADVANCES FROM NOMAD AND OUTPOST

The advances are sequential so if you already have the first advance in the sequence, you then get the next one.

Horses and Camels gives
• Horse riding
• Horse armor
• Mobile Tactics

Copper gives
• Tribes
• Copper smelting
• Bronze working

Rubber gives
• Wheel
• Chariots
• Aristocracy

Food give
• Agriculture
• Domestication
• Tribes
• Water Lifts
• Granaries

Elephant, Jade and Glass give
• Pottery.
• Trade.
• Currency.
• Map Making

Hardwood gives
• Shipbuilding
• Sails
• Archery
• Woodworking

Iron Ore gives
• Copper smelting
• Bronze working
• Metal Working
• Citizenship
• City State
• Barracks
• Paper

OUTPOST GOLD

New Tile Improvement - *Outpost*. Need Dynasty and 2000 PW unless you disband a settler/nomad.

• Adds 10 gold per Outpost per turn no matter where it is.

• Adds another 10 Gold if it is on a Good.

• **Class 1 goods** add 1 happiness for the first outpost, +1 more for the next 2 outposts and +1 for the next 2 outposts, giving a max of +3 for the empire from 5 outposts on class 1 goods. Note you cannot pillage your own outposts.

• **Class2 and 3 goods** give +20 PW

• **Class 4 goods** give + 10 more gold except for gems/precious metal, which give another 10 gold (i.e., 40 in all).

• Combined with disasters so that goods with Outpost on food fight famine and on medicinal goods (spices, medicinal herbs, poppies, and olives) fight plague. Reduces the chance of plague by 2% and famine by 3% for each city.

• An Outpost can be created by disbanding a Nomad type unit.

CARTELS

• *Five outposts on some goods of the same type, e.g., poppies, make a Trade Cartel.* These give an extra 100 gold or 100 PW except for Medicinal goods, which give an extra 150 gold.
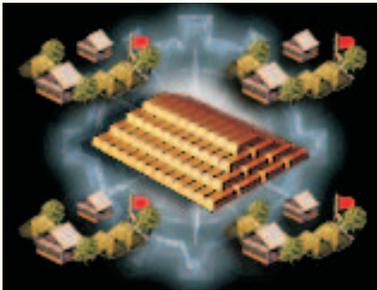
A Trade Cartel on medicinal goods (herbs, poppies, olives or spices) further reduces the chances of Plague in each city by 10%. A cartel will reduce the chance of the plague in each city by 20%, 10% for the five outposts and another 10% for the cartel. Food outposts reduce the chance of famine by 3%. This is important as larger cities have more chance of problems.

TOWN WATCH

• If a human player leaves a city empty at the end of a turn, a special unit is created, the Town Watch. This unit is a low grade, immobile unit. Building the Town Watch costs a population point AND clears the accumulated production of the city, ie it is forfeited. Also, units that enter a tile occupied by a Town Watch, cannot move. This is the penalty for leaving a city empty. You will then have to disband the Town Watch.

ARMY ORGANIZATION
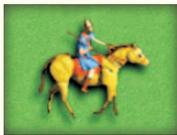
To make it easier, unit pictures have been colour code to tell them apart. Hand to hand combat units are the original tan, ranged are burgundy and flanking are green. Yellow is reserved for Generals, Barons and Barbarian Leaders. Heroes are dark Blue and Wonder units purple. Kings are very easily identified. Militia and special units also have unique colours.

ELITE UNITS

Allows for certain units to become elite if they win a combat. In game pictures for Elite units have the letter "E" and a medal to denote their special status.

There is a 1 in 15 chance these units can be promoted.

- ADVANCED WARRIOR
- HEAVY SWORDSMAN
- HOPLITE
- PHALANX
- LEGION
- PELTAST
- AUXILIARY LEGION
- JAVELIN CAVALRY
- CHARIOT
- CHARIOT ARCHER
- ARCHER
- COMPOSITE ARCHER
- GALLEY
- TRIREME
- HORSEMAN
- HEAVY CAVALRY
- CATAPULT
- CATAPHRACT
- BELFROI
- TREBUCHET
- MAN AT ARMS
- KNIGHT
- PIKEMEN
- CROSSBOWMAN
- PRAETORIANS
- ELEPHANT WARRIOR
- JANISSARY
- TEUTONIC KNIGHT
- HEPTIREME
- DROMON
- HYPASPISTS
- PEZHETEROI
- LONGBOW
- FEUDAL INFANTRY
- MEDIEVAL INFANTRY
- SAPHIS
- MAMELUKE
- ONAGER

- FEUDAL CAVALRY
- KNIGHT TEMPLAR
- SAMURAI
- EAGLE WARRIOR
- EAGLE ARCHER

Units updated retain elite status but cost more to update.

Elite units can still re-qualify for veteran status. So you can have a Veteran Elite Unit, which packs extra punch and is worth looking after.

Single unit armies cannot get a promotion to Elite.

GENERALS AND BARONS

 If an Elite unit is successful in combat, there is a 2% chance it will be promoted to General if it is an ancient unit, or a Baron if it is a medieval unit..

A General makes all units in the same stack Veterans. In game pictures for Generals have a yellow background, and a medal to denote their special status. Generals fight in the rear with their ranged capability.

EVENTS
SUCCESSION

When you research Dynasty, you receive a king unit and from then on, you can build a King. At Tribunal Empire, the King is obsolete and replaced by a Great King.

From turn 120 onwards, you must have one king type at all times until you discover democracy. The king lives 40 + random 40 turns (you do not know how long, only that it is 40 +). If you click on your capital, you get a message of how long the king has been in power.

If you have no king, there is a –3 happiness penalty and a 15% chance of a rebellion. A rebellion is where units of an AI will spawn outside 1-4 of your cities and will attack that city next turn regardless.

If you have more than one king, a second counter starts. If it reaches 25 + random 25, the second king disappears and causes a rebellion. This is to reflect the impatience of the heir to the throne.

If a king dies or there is a succession rebellion, the too many king counter resets to 0.

The best thing to do is to have your replacement king arrive around turn 40 of the current kings life, thus minimizing the chance of a succession rebellion.

DISASTERS AND BONUSES
- *Now get Locusts and Famine as well as Plague.*

- *Locust chance* changes with religious buildings.

- *Famine chance* changes with buildings and outposts on food goods.

- *Plague chance* changes with buildings and outposts on medicinal goods.

- *Removed earthquakes, volcanoes and tsunami.*

- *Military units stationed in a city are damaged* 1-2 hit points if a disaster hits there. These units can then repair with the repair code but will use up PW points.

- *Now can get good harvest and religious fervor boosts.* These work in reverse to disasters, and provide population and gold. There are two bonus functions.

- *Harvest*

- *Religious fervor*

- 60% disaster, 40% bonus chance

- There is a 1 in 18 chance from turn 50-150, 1 in 30 from turn 151-300, and 1 in 18 from 301 to turn 700, of a disaster OR bonus in that turn. If one occurs, it should center on your capital and you should see a small AVI for 5 seconds plus additional sound. However, the effect does not always play if it clashes with in-game stuff.

• Larger cities, size 18 +, have a 15% greater chance of getting a disaster. Larger still, 30+ have a further 15% chance of disaster.

BARBARIAN HORDE

• *There are now Barbarian spawn points* on the map, and these are renewed just before turn 300. These are represented by immobile Barbarian Leaders. Once per 100 turns barbarians spawn at these points. These include a small number of nomads. After turn 100, if a Barbarian unit starts a turn on a tile improvement (other than a road) belonging to any player other than the barbarian, the improvement is cut. This is very important; you cannot afford to let Barbarians wander around your territory.

THE DARK AGES

Social decay, corruption, laziness coinciding with the mass migration of the early Dark Ages, led to a shake up of existing empires on a scale never seen before. To reflect this;

• *On turn 280* the human gets a message giving 20 turns warning of the Dark Ages.

• *On turn 300* there is another warning. Barbarian units, Archers and Men at Arms spawn at Barbarian Leaders.

• *On turn 301*

- *1 in every 5 tile improvements (apart from those which extend borders) on the map are cut* for the human player. Mines, Mines Shaft, Farm, Advanced Farm, Fisheries, Roads, Outposts, Latifundia, Trading Post.

- *The human starts 40 turns of up to minus 10 happiness.*

- *The chance of a disaster or bonus for the human rises to 1 in 3 for 40 turns*. Remember there is a 60/40 chance of disaster over bonus and disasters has more effect than bonuses. This reflects turmoil and disruption.

- *On turn 327, wonder unit Attila appears randomly on the human player border with his Hunnish Horde.* His horde includes a special unit, the *Tarkan*, which is a fast heavy cavalry that can go into mountains as well as Hun Raiders.

- If Atilla is killed, all Barbarian Tarkan disappear.

- A special effect plays over the human capital when Attila appears and also when he dies.

- As Attila is the bad guy, his flag has a black background.

THE MIDDLE AGE EXPANSION

There are four main features of the Middle Ages.

RELIGION

At the start of the game each side is granted a special advance. This will determine the type of government/religion of the middle ages for that player, based on history. There are five religious types. Each also leads to a specific, exclusive government and special units.

• *Western Christian* (Monarchy- Longbow),

• *Eastern Christian* (Theocracy-Teutonic Knight and Knight Templar),

• *Islam* (Caliphate and then Sultanate-Janissary, Mameluke and Saphia),

• *Eastern Religion* (Dynastic Empire- Samurai) and

• *Other* (Theocratic Monarchy- Eagle Warrior and Eagle Archer).

When you research Dark Ages, you will be given ONE opportunity to change the way you are heading at a penalty of –5 happiness for 5 turns.

This now sets the only type of government you can have for the middle ages. Each government has a wonder which, when built, will give you civ specific abilities until the discovery of GUNPOWDER. Note Islam gets two governments, Caliphate and Sultanate, the first is good for science but further expansion is only possible under Sultanate which is not so good for science.

CITY DEFENSES

In the middle ages, cumulative city defenses makes cities very hard to take, as it was historically. Be prepared for a lot of action but little changing hands. You will need to besiege most cities, involving having a superiority of about 30+ units adjacent to a city over enemy units adjacent to a city. If you achieve this, those units cannot be healed using supply, so you can gradually bombard and assault them until they can be destroyed.

• The AI can besiege your cities as well but requires only a superiority of 18 units.

MONGOL HORDE.

• On turn 490 you will be warned of the Mongol Horde.

• On turn 510, the Mongol horde, with the wonder unit Genghis Khan, will spawn randomly on a point on the human players border, then watch out. You will then have to contend with a horde of mobile, ruthless barbarian cavalry.

BLACK DEATH

• On turns 540 and 550 the human is warned of the impending plague.

• From turns 550 to 600, there are only plagues (no famines, harvest etc). The chance of a plague rises to 1 in 10 and plague countermeasures (buildings and outposts on medicinal goods) drop by 30% in effectiveness. So a city with no plague countermea-

sures will have a 90% chance of having the plague if it occurs. Countermeasures are buildings and outposts on medicinal goods. A trade cartel or two in a medicinal good will be invaluable, worth fighting for. This reflects the great plague that decimated much of the known world in the late middle ages.

GUNPOWDER

When gunpowder is discovered, all cities on the map have some of their DEFENSES randomly removed. Also HADRIAN'S Wall becomes obsolete removing Walls from the cities of the owning player. The existing gunpowder feat remains in force for the researching player.

This is to reflect that gunpowder made most DEFENSES obsolete virtually overnight. Those DEFENSES can then be re built. This will introduce a more fluid period in the game to reflect the historical impact of gunpowder.

BUGS

At this stage testing up to the Dark Ages has shown no major bugs. Occasionally I have had a crash but this appears to be a Windows type of crash, reloading the game and executing again works without having to RELOADSLIC. This crash occurs on 800 X 600 resolution on Windows XP and Directx 9. Sometimes, newly built watchtowers and borderforts built outside national borders but in the sight of a unit, may not properly lift fog of war, but enemy units will still be shown. Next time you load the game they will function normally.

I recommend a complete new install of CTP2, then insert the new files into the existing folder structure. I found my game ran better if I did not have all the material from several mods filling up folders.