

## **Additions For v1.21f**

- Added HOME and END keyboard support to scrollbars.
- Improved city governor AI.
- Editor: Added HP bonus to the Units page. The bonus can be anywhere from -20 to +20.
- Editor: Added Retreat Bonus controls to Combat Experience page.
- Editor: Added new unit abilities to allow bombarding to be lethal against land and/or sea units.
- Editor: Added multiple AI strategies for units.
- Editor: Exposed AI to AI trade rate.
- Editor: Added Reset Player Data option to Scenario menu which allows resetting of all custom player data to default values.
- Editor: Added a corruption slider to difficulty level page. It defaults to 100% for all difficulty levels.
- Added Barbarian Activity: No Barbarians.
- Added Allow Restarting Players rule.
- Added Preserve Random Seed rule. Turning this off will allow random seeds to be changed when a saved game is reloaded (which makes combat different...).
- Editor: Added game rules and victory conditions to scenario properties. If defaults are not used, the check boxes are not displayed and their on/off states cannot be changed.
- Editor: Added playable civs selector to scenario properties. If a civ is not playable, it will not be available for selection for both the human player and the opponents nor will it be assigned to any Random civ.
- Customized game settings for scenarios now work on the player setup screen. If defaults are not used, the check boxes are not displayed and their on/off states cannot be changed.
- Added "Abandon City" to right-click menu.
- Compressed saved games.
- Editor: Displayed active player on status bar.
- Editor: Setting active player to a barbarian tribe causes placed barbarian camps to use the specified barbarian tribe.
- Added bubble text to tech chooser for tech names that get cut off.
- Editor: Game now saves world-builder seed to .INI file for use in generating maps in editor.
- Editor: Added ability to customize player.

## **Changes For v1.21f**

- Game settings are now stored in any save file that uses them. This prevents players from altering their BIC file and using it in an existing game.
- Editor: Changed the maximum value for the Min. Distance Between Civs to 256.
- Editor: Improved starting locations for scenarios only.
- Editor: Renamed "Unique Color" to "Alternate Color" on civilizations page of the rules property sheet.
- Editor: Removed option to customize world from scenarios that contain a map.
- Editor: Added support for custom Players to player setup.
- Editor: Removed some team color palette restrictions.

- Increased corruption/waste fighting ability of courthouses and police stations.
- Increased waste fighting ability of We Love The King Day.
- Decreased Large Map Size to 130x130.
- Decreased HugeMap Size to 160x160.
- Draft anger and hurrying unhappiness reduced to 20 turns.
- War chariots now upgrade to knights.
- Adjusted advance trading rates for AI.
- The following units now plays their fidget animations when the fortify: Mech Infantry, Modern Armor, Nuclear Submarine, Panzer, Submarine, Tank, and Transport.
- Editor: Restricted players from having duplicate races.
- Removed Mounted ability from all units (flag was unused).
- Changed Culturally Linked Starting Locations from a pref to a rule.
- Sped up world builder.
- Handled some hard-coded icon issues for the city management window.
- Improved method of detecting modified rules.
- Mods no longer show gray lines on Science Advisor screen.
- Editor: Streamlined menu options.
- Updated resource icon loading so that it's not hard-coded. Any number of resource icons can now be loaded from resources.pcx as long as they are 49x49 with a 1-pixel border (and don't forget to update resource\_shadows.pcx).
- Updated unit icon loading so that it's no longer hard-coded. Any number of unit icons can now be loaded as long as they are 32x32 with a 1-pixel border.
- The maximum food a tile with a city on it can produce has been changed to 2.

#### **Fixes For v1.21f**

- Page Up/Down in Civilopedia no longer opens random entries.
- Editor: Fixed bug with Aggression Level slider on Civilizations page.
- Editor: Updated ERA\_NONE techs to work as expected (you can never research them and they don't impede era advancement but they can be assigned as free techs).
- Removed "God mode" save cheat.
- Fixed crash related to last settler dying on a transport.
- Fixed bug involving extra movement costs if the unit can't advance after combat.
- Fixed stack movement bug involving armies.
- Fixed worker automation bug involving shift-A.
- Fixed bugs involving setup screen remembering settings.
- Fixed bug involving maintenance costs and granaries/Pyramids, barracks/Art of War, etc.
- Fixed bug involving stack movement and combat.
- Fixed forest planting on enemy territory exploit.
- Fixed bug in diplo bargaining AI for per-turn gold deals.
- Improved army healing AI.
- Fixed bug with how shields were calculated for population hurrying. The first citizen is now worth 20 shields instead of 40 shields, just like all the other citizens.
- Air units now stay on interception if their carrier moves.
- Updated units with Zone of Control in the Zone of Control Civilopedia entry.

- Updated food from game tiles in the Bonus Resources Civilopedia entry.
- Updated Coastal Fortress maintenance cost in Maintenance Civilopedia entry.
- Fixed some bugs involving the AI's use of fighters/jet fighters.
- Fixed some bugs with team color palettes.
- Fixed highlight bug on world and player setup screens.
- Fixed combo box bug.
- Correct Knight Death SFX now plays.
- Editor: Fixed bug that allowed rivers in water.
- Editor: Fixed bug that did not properly set rivers when turning water into land.
- Fixed bug which allowed rebasing bombers which had already bombed using group movement.
- Noted that a Temple is required to build a Cathedral in it's Civilopedia entry.
- Noted that a Library is required to build an University in it's Civilopedia entry.
- Fixed SFX problems with Rifleman and Cavalry.
- Fixed typo that prevented a Paratrooper from displaying it's fortify animation.
- Editor: Fixed some barbarian bugs. Barbarians are now forced to be the first civ.
- Editor: Fixed some bugs with Add/Delete buttons.
- Fixed bug with civ-specific abilities that caused them to be displayed in the "Dawn of Man" popup even when
- they were turned off.
- Fixed building prerequisites to allow buildings to require buildings that are bestowed by other buildings but
- only if 1 is required. If more than 1 or required, they must actually be built.
- Fixed bug in culture win where the Civilopedia cursor would show up in the wrong place.
- Fixed Foreign advisor bug where recently met civs would not appear on the screen in a > 8 player game.
- Fixed bug in Civ3 where Scout runs an extra space after revealing a goody hut.
- Fixed bug where greater than standard hit points left artifacts on the screen.
- Fixed bug involving not being able to draft certain types of defensive units.
- Wonders now work with the government specific field.
- Fixed domestic advisor crash.
- Worker death SFX now play in ancient and middle ages.
- Fixed bug that caused government-specific wonders and improvements to continue functioning when the
- government is changed.
- Editor: Fixed bug when placing irrigation on water.
- Fixed bug that caused icons to disappear from techs on Science Advisor screen.
- Editor: Fixed bug with New which caused some map data to be retained.
- Updated All Terrain As Roads unit ability to work with water units.
- Updated water unit movement to take into account the cost of the terrain type.
- Fixed bug in script with duplicated/missing key for science advisor (strong funding message had the same key
- as average funding).
- Nuclear Plant Civilopedia entry corrected.
- \*Fixed advisor bug where science funding was incorrectly calculated.
- Upgrade all now leaves fortified units fortified.

