;;   CIVILIZATION GAME DATA;   Copyright (c) 1995 by MicroProse Software;; This file can be altered at your own risk to change;   the rules of the game. Keep in mind that altering the;   contents of this file may cause your game to malfunction,;   particularly if you use values outside the specified;   ranges.;;; Cosmic Principles;;   The following numbers control various key rules;   of the game. GREAT discretion is advised if you;   opt to change these. Values too far out of the;   expected range can cause the game to behave strangely.;@COSMIC3   ; Road movement multiplier2   ; 1 in x chance Trireme lost (mod. by Seafaring, Navigation)2   ; # of food each citizen eats per turn10   ; # of rows in food box (rows * city_size+1 = box)10   ; # of rows in shield box1   ; Settlers eat (govt <= Monarchy)2   ; Settlers eat (govt >= Communism)7   ; City size for first unhappiness at Chieftain level14   ; Riot factor based on # cities (higher factor lessens the effect)8   ; Aqueduct needed to exceed this size12   ; Sewer System needed to exceed this size10   ; Tech paradigm (higher # slows research)20   ; Base time for engineers to transform terrain (x2)3   ; Monarchy pays support for all units past this3   ; Communism pays support for all units past this0   ; Commonwealth pays support for all units past this0   ; Communism is equivalent of this palace distance.0   ; Commonwealth loses this % of science50   ; Percent shield penalty for production type change10   ; Max paradrop range75   ; Mass/Thrust paradigm (increasing slows spaceship time);;   Civilization Advances;;   Ai Value, Civilized Modifier, Preq1, Preq2, Epoch, Category;;   Ai Value = Basic value at which computer players;   view this advance (used in determining;   which discovery to pursue, which to;   acquire during exchanges, and value of;   gift during diplomacy).;   Modifier = Modifier to value based on the "civilized";   aspect of a leader's personality. Positive;   values increase value for civilized leaders,;   decrease it for militaristic. Negative;   values vice versa.;   preq1, preq2 = Prerequisites;;   Epoch = historical period;   0 = Ancient;   1 = Renaissance;   2 = Industrial Revolution;   3 = Modern;;   Category = Knowledge category;   0 = Military;   1 = Economic;   2 = Social;   3 = Academic;   4 = Applied;@CIVILIZEAdvanced Flight,   4,-2, Rad, Too, 3, 4   ; AFIAlphabet,   5, 1, nil, nil, 0, 3   ; AlpAmphibious Warfare, 3,-2, Nav, Tac, 3, 0   ; AmpAstronomy,   4, 1, Mys, Mat, 1, 3   ; AstAtomic Theory,   4,-1, ToG, Phy, 2, 3   ; AtoAutomobile,   6,-1, Cmb, Stl, 3, 4   ; AutBanking,   4, 1, Tra, Rep, 1, 1   ; BanBridge Building,   4, 0, Iro, Cst, 0, 4   ; BriBronze Working,   6,-1, nil, nil, 0, 4   ; BroCeremonial Burial, 5, 0, nil, nil, 0, 2   ; CerChemistry,   5,-1, Uni, Med, 1, 3   ; CheChivalry,   4,-2, Feu, Hor, 1, 0   ; ChiCode of Laws,   4, 1, Alp, nil, 0, 2   ; CoLCombined Arms,   5,-1, Mob, AFI, 3, 0   ; CACombustion,   5,-1, Ref, Exp, 2, 4   ; CmbCommunism,   5, 0, Phi, Ind, 2, 2   ; CmnComputers,   4, 1, Min, MP, 3, 4   ; CmpConscription,   7,-1, Dem, Met, 2, 0   ; CscConstruction,   4, 0, Mas, Cur, 0, 4   ; CstThe Corporation,   4, 0, Ind, Eco, 2, 1   ; CorCurrency,   4, 1, Bro, nil, 0, 1   ; CurDemocracy,   5, 1, Ban, Inv, 2, 2   ; DemEconomics,   4, 1, Uni, Ban, 2, 1   ; EcoElectricity,   4, 0, Met, Mag, 2, 4   ; E1Electronics,   4, 1, E1, Cor, 3, 4   ; E2Engineering,   4, 0,

Cst, Plu, 0, 4   ; EngEnvironmentalism,   3, 1, Rec, SFI, 3, 2   ; EnvEspionage, 2,-1, Cmn, Dem, 3, 0   ; EspExplosives,   5, 0, Gun, Che, 2, 4   ; ExpFeudalism,   4,-1, War, Mon, 0, 0   ; FeuFlight,   4,-1, Cmb, ToG, 2, 4   ; FliCommonwealth,   5,0, MT, Dem, 2, 2   ; FunFusion Power,   3, 0, NP, Sup, 3, 3   ; FPGenetic Engineering,3, 2, Med, Cor, 3, 3   ; GenGuerrilla Warfare, 4, 1, Cmn, Tac, 3, 0   ; GueGunpowder,   8,-2, Inv, Iro, 1, 0   ; GunHorseback Riding,   4,-1, nil, nil, 0, 0   ; HorIndustrialization, 6, 0, RR, Ban, 2, 1   ; IndInvention,   6, 0, Eng, Lit, 1, 4   ; InvIron Working,   5,-1, Bro, War, 0, 4   ; IroLabor Union,   4,-1, MP, Gue, 3, 2   ; LabThe Laser, 4, 0, NP, MP, 3, 3   ; LasLeadership,   5,-1, Chi, Gun, 1, 0   ; LdrLiteracy, 5, 2, Wri, CoL, 0, 3   ; LitMachine Tools,   4,-2, Stl, Tac, 1, 4   ; TooMagnetism,   4,-1, Phy, Iro, 1, 3   ; MagMap Making,   6,-1, Alp, nil, 0, 1   ; MapMasonry,   4, 1, nil, nil, 0, 4   ; MasMass Production,   5, 0, Aut, Cor, 3, 4   ; MPMathematics,   4,-1, Alp, Mas, 0, 3   ; MatMedicine, 4, 0, Phi, Tra, 1, 1   ; MedMetallurgy,   6,-2, Gun, Uni, 1, 0   ; MetMiniaturization,   4, 1, Too, E2, 3, 4   ; MinMobile Warfare,   8,-1, Aut, Tac, 3, 0   ; MobMonarchy,   5, 1, Cer, CoL, 0, 2   ; MonMonotheism,   5, 1, Phi, PT, 1, 2   ; MTMysticism,   4, 0, Cer, nil, 0, 2   ; MysNavigation, 6,-1, Sea, Ast, 1, 1   ; NavNuclear Fission,   6,-2, Ato, MP, 3, 3   ; NFNuclear Power,   3, 0, NF, E2, 3, 3   ; NPPhilosophy,   6, 1, Mys, Lit, 1, 2   ; PhiPhysics,   4,-1, Nav, Lit, 1, 3   ; PhyPlastics,   4, 1, Ref, SFI, 3, 4 ; PlaPlumbing,   4, 0, Cst, Pot, 1, 4   ; PluPolytheism,   4, 0, Cer, Hor, 0, 2   ; PTPottery,   4, 1, nil, nil, 0, 1   ; PotRadio,   5,-1, Fli, E1, 3, 4   ; RadRailroad,   6, 0, SE, Bri, 2, 1   ; RRRecycling,   2, 1, MP, Dem, 3, 2   ; RecRefining,   4, 0, Che, Cor, 2, 4   ; RefRefrigeration,   3, 1, E1, San, 3, 1   ; RfgThe Republic,   5, 1, CoL, Lit, 0, 2   ; RepRobotics, 5,-2, Cmp, Mob, 3, 0   ; RobRocketry,   6,-2, AFI, E2, 3, 0   ; RocSanitation,   4, 2, Med, Eng, 2, 1   ; SanSeafaring,   4, 1, Map, Pot, 0, 1   ; SeaSpace Flight,   4, 1, Cmp, Roc, 3, 3   ; SFIStealth,   3,-2, Sup, Rob, 3, 0   ; SthSteam Engine,   4,-1, Phy, Inv, 2, 3   ; SESteel, 4,-1, E1, Ind, 2, 4   ; StlSuperconductor,   4, 1, Pla, Las, 3, 3   ; SupTactics, 6,-1, Csc, Ldr, 2, 0   ; TacTheology,   3, 2, MT, Feu, 1, 2   ; TheTheory of Gravity, 4, 0, Ast, Uni, 1, 3   ; ToGTrade,   4, 2, Cur, CoL, 0, 1   ; TraUniversity,   5, 1, Mat, Phi, 1, 3   ; UniWarrior Code,   4,-1, nil, nil, 0, 0 ; WarThe Wheel,   4,-1, Hor, nil, 0, 4   ; WheWriting,   4, 2, Alp, nil, 0, 3   ; WriFuture Technology, 1, 0, FP, Rec, 3, 3   ; ...Nationalism,   3, 0, Fun, Csc, 2, 0   ; U1Biochemical Warfare,   5, -1, Gen, Env, 3, 0   ; U2Trade Union,   3, 0, Fun, Eco, 2, 1   ; U3;; Above 3 tech lots allow you to define your own civilization; advances if desired. Supply the name, the AI value, and; the prerequisites.;; Then use the "U1", "U2", or "U3"; identifier to incorporate it into the tech chain as a; prerequisite for other techs, units, city improvements.;;; City Improvements;; cost(x10), upkeep, preq;@IMPROVENothing,   1, 0, nil,Palace,   10, 0,   Mas,Barracks,   4, 1,   nil,Granary, 6, 1,   Pot,Temple,   4, 1,   Cer,MarketPlace,   8, 1, Cur,Library,   8, 1,   Wri,Courthouse,   8, 1,   CoL,City Walls, 8, 0,   Mas,Aqueduct,   8, 2,   Cst,Bank,   12, 3,

Ban,Cathedral,   12, 3,   MT,University,   16, 3,   Uni,Mass Transit,   16, 4,   MP,Colosseum,   10, 4,   Cst,Factory,   20, 4,   Ind,Manufacturing Plant,   32, 6,   Rob,SDI Defense,   20, 4,   Las,Recycling Center,   20, 2,   Rec,Power Plant,   16, 4,   Ref,Hydro Plant,   24, 4,   E2,Nuclear Plant,   16, 2,   NP,Stock Exchange,   16, 4,   Eco,Sewer System,   12, 2,   San,Supermarket,   8, 3,   Rfg,Superhighways,   20, 5,   Aut,Research Lab,   16, 3,   Cmp,SAM Missile Battery,   10, 2,   Roc,Coastal Fortress,   8, 1,   Met,Solar Plant,   32, 4,   Env,Harbor,   6, 1,   Sea,Offshore Platform,   16, 3,   Min,Airport,   16, 3,   Rad,Police Station,   6, 2,   Cmn,Port Facility,   8, 3,   Amp,SS Structural,   8, 0,   SFl,SS Component,   16, 0,   Pla,SS Module,   32, 0,   Sup,(Capitalization),   60, 0,   Cor,Pyramids,   20, 0,   Mas,Hanging Gardens,   20, 0,   Pot,Colossus,   20, 0,   Bro,Lighthouse,   20, 0,   Map,Great Library,   30, 0,   Lit,Oracle,   30, 0,   Mys,Great Wall,   30, 0,   Mas,Sun Tzu's War Academy,   30, 0,   Feu,King Richard's Crusade,   30, 0,   Eng,Marco Polo's Embassy,   20, 0,   Tra,Michelangelo's Chapel,   40, 0,   MT,Copernicus' Observatory, 30, 0,   Ast,Magellan's Expedition,   40, 0,   Nav,Shakespeare's Theatre,   30, 0,   Med,Leonardo's Workshop,   40, 0,   Inv,J. S. Bach's Cathedral, 40, 0,   The,Isaac Newton's College, 40, 0,   ToG,Adam Smith's Trading Co., 40, 0,   Eco,Darwin's Voyage,   40, 0,   RR,Statue of Liberty,   40, 0,   Dem,Eiffel Tower,   30, 0,   SE,Women's Suffrage,   60, 0,   Ind,Hoover Dam,   60, 0,   E2,Manhattan Project, 60, 0,   NF,United Nations,   60, 0,   Cmn,Apollo Program,   60, 0,   SFl,SETI Program,   60, 0,   Cmp,Cure for Cancer,   60, 0,   Gen,;; Expiration advancements for Wonders of the World;@ENDWONDERnil,   ; PyramidsRR,   ; Hanging GardensFli,   ; ColossusMag,   ; LighthouseE1,   ; Great LibraryThe,   ; OracleMet,   ; Great WallMob,   ; Sun Tzu's War AcademyInd,   ; King Richard's CrusadeCmn,   ; Marco Polo's Embassynil,   ; Magellannil,   ; Michelangelonil,   ; Copernicusnil,   ; ShakespeareAut,   ; Da Vinci's Workshopnil,   ; Bachnil,   ; Newtonnil,   ; Smith's Trading Co.nil,   ; Darwinnil,   ; Statue of Libertynil,   ; Eiffel Towernil,   ; Hoover Damnil,   ; Womens' Suffragenil,   ; Manhattan Projectnil,   ; United Nationsnil,   ; Apollonil,   ; SETInil,   ; Cure for Cancer;;   Unit Types;; until, domain, move,rng, att,def hit,firepwr cost,hold, role, preq, flags;; until   = Civ advance which renders unit obsolete; Move   = Movement rate (spaces per turn); Range   = # of turns fuel carried (0 for non-air units);; domain   = Movement domain of unit: 0 = Ground; 1 = Air;   2 = Sea;; att   = Attack factor (chance to score hit attacking); def   = Defense factor (chance to score hit defending); hit   = Hit points (damage x10 which can be taken before elimination); firepwr   = # damage points caused per hit scored on enemy.;; cost   = Cost (# of shield rows, usually of 10 shields each); hold   = # of holds on ship (for carrying units);; role   = AI role (Generally affects the way in;   which computer players use the unit, but;   roles >= 5 will actually affect abilities;   of the unit); 0 = Attack;   1 = Defend;   2 = Naval Superiority;   3 = Air

Superiority; 4 = Sea Transport; 5 = Settle; 6 = Diplomacy; 7 = Trade;; preq = Prerequisite advance;; "Flags" control special advantages & restrictions. Not; all of these flags "make sense" for all types of units; (paradropping ships, for instance). Nonsensical variations; may produce bizarre effects (or worse). You were warned.;; 000000000000001 = Two space visibility; 000000000000010 = Ignore zones of control; 000000000000100 = Can make amphibious assaults; 000000000001000 = Submarine advantages/disadvantages; 000000000010000 = Can attack air units (fighter); 000000000100000 = Ship must stay near land (trireme); 000000001000000 = Negates city walls (howitzer); 000000010000000 = Can carry air units (carrier); 000000100000000 = Can make paradrops; 000001000000000 = Alpine (treats all squares as road); 000010000000000 = x2 on defense versus horse (pikemen); 000100000000000 = Free support for commonwealth (commonwealth goods); 001000000000000 = Destroyed after attacking (missiles); 010000000000000 = x2 on defense versus air (AEGIS); 100000000000000 = Unit can spot submarines;;@UNITSSettlers, Exp, 0, 1.,0, 0a,1d, 2h,1f, 4,0, 5, nil, 000000000000000Engineers, nil, 0, 2.,0, 0a,2d, 2h,1f, 4,0, 5, Exp, 000000000000010Warriors, Feu, 0, 1.,0, 1a,1d, 1h,1f, 1,0, 1, nil, 000000000000000Phalanx, Feu, 0, 1.,0, 1a,2d, 1h,1f, 2,0, 1, Bro, 000000000000000Archers, Gun, 0, 1.,0, 3a,2d, 1h,1f, 3,0, 1, War, 000000000000000Legion, Gun, 0, 1.,0, 4a,2d, 1h,1f, 4,0, 1, Iro, 000000000000000Pikemen, Gun, 0, 1.,0, 1a,2d, 1h,1f, 2,0, 1, Feu, 000010000000000Musketeers, Csc, 0, 1.,0, 3a,3d, 2h,1f, 3,0, 1, Gun, 000000000000000Commonwealth Freighter, nil, 2, 7.,0, 0a,5d, 2h,1f, 4,0, 7, U3, 000100000000001Partisans, nil, 0, 1.,0, 4a,4d, 2h,1f, 5,0, 1, Gue, 000001000000010Alpine Troops,nil, 0, 1.,0, 5a,5d, 2h,1f, 5,0, 1, Tac, 000001000000000Riflemen, nil, 0, 1.,0, 5a,4d, 2h,1f, 4,0, 1, Csc, 000000000000000Marines, nil, 0, 1.,0, 8a,5d, 2h,1f, 6,0, 0, Amp, 000000000000100Paratroopers, nil, 0, 1.,0, 6a,4d, 2h,1f, 6,0, 1, CA, 000000100000000Mech. Inf., nil, 0, 3.,0, 6a,6d, 3h,1f, 5,0, 1, Lab, 000000000000000Horsemen, Chi, 0, 2.,0, 2a,1d, 1h,1f, 2,0, 0, Hor, 000000000000000Chariot, PT, 0, 2.,0, 3a,1d, 1h,1f, 3,0, 0, Whe, 000000000000000Elephant, MT, 0, 2.,0, 4a,1d, 1h,1f, 4,0, 0, PT, 000000000000000Crusaders, Ldr, 0, 2.,0, 5a,1d, 1h,1f, 4,0, 0, MT, 000000000000000Knights, Ldr, 0, 2.,0, 4a,2d, 1h,1f, 4,0, 0, Chi, 000000000000000Dragoons, Tac, 0, 2.,0, 5a,2d, 2h,1f, 5,0, 0, Ldr, 000000000000000Cavalry, Mob, 0, 2.,0, 8a,3d, 2h,1f, 6,0, 0, Tac, 000000000000000Armor, nil, 0, 3.,0, 10a,5d, 3h,1f, 8,0, 0, Mob, 000000000000000Catapult, Met, 0, 1.,0, 6a,1d, 1h,1f, 4,0, 0, Mat, 000000000000000Cannon, Too, 0, 1.,0, 8a,1d, 2h,1f, 4,0, 0, Met, 000000000000000Artillery, Rob, 0, 1.,0, 10a,1d, 2h,2f, 5,0, 0, Too, 000000000000000Howitzer, nil, 0, 2.,0, 12a,2d, 3h,2f, 7,0, 0, Rob, 000000001000000Fighter, Sth, 1, 10.,1, 4a,2d, 2h,2f, 6,0, 3, Fli, 000000000010001Bomber, Sth, 1, 8.,2, 12a,1d, 2h,2f, 12,0, 0, AFl, 000000000000001Helicopter, nil, 1, 6.,0, 10a,3d, 2h,2f, 10,0, 0, CA, 100000000000001Stlth Ftr., nil, 1, 14.,1, 8a,3d, 2h,2f, 8,0, 3, Sth,

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0000000000010001Stlth Bmbr.,  nil, 1, 12.,2, 14a,3d,  2h,2f, 16,0,  0, Sth,
0000000000000001Trireme,     Nav, 2,  3.,0,  1a,1d,  1h,1f,  4,2,  4, Map,
0000000000100000Caravel,     Mag, 2,  3.,0,  2a,1d,  1h,1f,  4,3,  4, Nav,
0000000000000000Galleon,     Ind, 2,  4.,0,  0a,2d,  2h,1f,  4,4,  4, Mag,
0000000000000000Frigate,     E1, 2,  4.,0,  4a,2d,  2h,1f,  5,2,  2, Mag,
0000000000000000Ironclad,    E1, 2,  4.,0,  4a,4d,  3h,1f,  6,0,  2, SE,
0000000000000000Destroyer,   nil, 2,  6.,0,  4a,4d,  3h,1f,  6,0,  2, E1,
1000000000000001Cruiser,     Sup, 2,  5.,0,  6a,6d,  3h,2f,  8,0,  2, Stl,
1000000000000001AEGIS Cruiser,nil, 2,  5.,0,  8a,8d,  3h,2f, 10,0,  2, Roc,
1100000000000001Battleship,  nil, 2,  4.,0, 12a,12d,  4h,2f, 16,0,  2, Aut,
0000000000000001Submarine,   nil, 2,  3.,0, 10a,2d,  3h,2f,  6,0,  2, Cmb,
0000000000001001Carrier,     nil, 2,  5.,0,  1a,9d,  4h,2f, 16,0,  2, AFl,
0000000100000001Transport,   nil, 2,  5.,0,  0a,3d,  3h,1f,  5,8,  4, Ind,
0000000000000000Cruise Msl., nil, 1, 12.,1, 20a,0d,  1h,3f,  6,0,  0, Roc,
0010000000000000Nuclear Msl., nil, 1, 16.,1, 99a,0d,  1h,1f, 16,0,  0, Roc,
0010000000000000Diplomat,    Esp, 0,  2.,0,  0a,0d,  1h,1f,  3,0,  6, Wri,
0000000000000010Spy,         nil, 0,  3.,0,  0a,0d,  1h,1f,  3,0,  6, Esp,
0000000000000011Caravan,     Cor, 0,  1.,0,  0a,1d,  1h,1f,  5,0,  7, Tra,
0000000000000010Freight,     nil, 0,  2.,0,  0a,1d,  1h,1f,  5,0,  7, Cor,
0000000000000010Explorer,    Gue, 0,  1.,0,  0a,1d,  1h,1f,  3,0,  0, Sea,
0000010000000010Patriots,    nil, 0,  1.,0,  2a,6d,  2h,1f,  4,0,  1, U1,
0000000000000000Biochemical Msl.,  nil, 1,  14.,1,  25a,0d,  1h,2f,  5,0,  0, U2,
1010001010100001Commonwealth Goods,   nil, 0,  5.,0,  0a,4d,  2h,1f,  3,0,  7,
Fun, 000100000000010;;
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Note: the above 3 unit types (extra land, ship, air) are available; for user defined unit types. If these units are given prerequisites; other than "no" they will appear in the game when the specified; technology is reached. Use if you want to create your own unit types; without sacrificing any of the predefined units. Be sure to define; the "role" field accurately, so that the computer will understand how; to make use of the new units in its own civilizations.;; There is no requirement that the extra units be used to; create exactly one of each type; you could create three; ground units. But the icons provided are for one of each.; The 3 extra unit types have default icons provided by the game.; To actually change the icons is a somewhat more difficult; task. The icons are stored in "UNITS.GIF".;; Sound effects for these three units may be added by providing; CUSTOM1.WAV, CUSTOM2.WAV, and CUSTOM3.WAV.;; Ideas:;; Hovercraft, nil, 2, 8.,0, 0a,1d, 2h,2f, 7,1, 4, MP, 000000000000000;;;

Terrain;; Movecost, defense, food, shields, trade,;   . . . Irrigate, bonus, #turns, ai-irrigate,;   . . . Mine, bonus, #turns, ai-mine;   . . . Transform;; defense = multiply by 50% to get % of normal combat factor defended at.;   (so 3 x 50% = 150%, meaning a strength 2 unit defends at 3).;; Irrigate/Mine = yes, no, or type of terrain changed to; Transform   = Terrain type engineers can transform to;; bonus = # extra production from that change;; turns = # turns for settler to make change;; ai   = Minimum govt level necessary for; computer player to want to perform irrigate/mine;   0 Never;   1 Despotism;   2 Monarchy;   3 Communism;   4 Commonwealth;   5 Republic;   6 Democracy;@TERRAINDesert,   1,2, 0,1,0, yes, 1, 5, 4, yes, 1, 5, 3, Pln,   ;

DrtPlains,   1,2, 1,1,0,   yes, 1, 5, 1,   For, 0,15, 0, Grs,   ; PlnGrassland, 1,2, 2,1,0,   yes, 1, 5, 2,   For, 0,10, 0, Hil,   ; GrsForest,   2,3, 1,2,0,   Pln, 0, 5, 4, no, 0, 5, 0, Grs,   ; ForHills,   2,4, 1,0,0,   yes, 1,10, 0,   yes, 3,10, 1, Pln,   ; HilMountains, 3,6, 0,1,0,   no, 1,10, 0,   yes, 1,10, 4, Hil,   ; MouTundra,   1,2, 1,0,0,   yes, 1,10, 1,   no, 0, 0, 0, Drt,   ; TunGlacier,   2,2, 0,0,0,   no, 0, 0, 0, yes, 1,15, 3, Tun,   ; GlaSwamp,   2,3, 1,0,0,   Grs, 0,15, 4,   For, 0,15, 0, Pln,   ; SwaJungle,   2,3, 1,0,0,   Grs, 0,15, 4,   For, 0,15, 0, Pln,   ; JunOcean, 1,2, 1,0,2,   no, 0, 0, 0,   no, 0, 0, 0, no,   ; OceOasis,   1,2, 3,1,0,Buffalo, 1,2, 1,3,0,Grassland, 1,2, 2,1,0,Pheasant, 2,3, 3,2,0,Coal,   2,4, 1,2,0,Gold,   3,6, 0,1,6,Game,   1,2, 3,1,0,Ivory,   2,2, 1,1,4,Peat,   2,3, 1,4,0,Gems,   2,3, 1,0,4,Fish,   1,2, 3,0,2,Oil,   1,2, 0,4,0,Wheat,   1,2, 3,1,0,Grassland, 1,2, 2,1,0,Silk,   2,3, 1,2,3,Wine,   2,4, 1,0,4,Iron, 3,6, 0,4,0,Furs,   1,2, 2,0,3,Oil,   2,2, 0,4,0,Spice,   2,3, 3,0,4,Fruit, 2,3, 4,0,1,Whales,   1,2, 2,2,3,@GOVERNMENTSAnarchy,   Mr., Ms.Despotism,   Emperor,   EmpressMonarchy,   King, QueenCommunism,   Comrade,   ComradeCommonwealth, Viceroy, ViceroyRepublic,   Consul,   ConsulDemocracy,   President, President;; Leaders;;   leader, female, color, style, plural, adjective, ...;   ...attack, expand, civilize, ...;   ...govt, male, female...<repeat>;; female: 0 = male 1 = female;;   color: Color set (1 - 7);   style: City style (0 - 3);   0 = Bronze Age;   1 = Classical;   2 = Far East;   3 = Medieval;; attack: 1 = aggressive   -1 = rational; expand: 1 = expansionist -1 = perfectionist; civilize: 1 = civilized   -1 = militaristic;;   govt = government type for name replacement (0 = Anarchy, 6 = Democracy);;   male, female = titles for leader of government;@LEADERSCaesar,   Livia,   0, 1, 1, Romans,   Roman, 0, 1, 1,   1, Dictator, Dictator, 2, Imperator, ImperatrixHammurabi,   Ishtari, 0, 2, 0, Babylonians, Babylonian, -1, -1, 1,Frederick,   Maria Theresa,   0, 3, 3, Germans,   German,   1, -1, 1,   4, Kanzler, Kanzlerin, 6, Chancellor, ChancellorRamesses,   Cleopatra,   1, 4, 0, Egyptians,   Egyptian,   0, 0, 1,   1, Pharaoh, Pharaoh, 2, Great Pharaoh, Great PharaohAbe Lincoln, E. Roosevelt,   0, 5, 1, Americans,   American,   -1, 0, 1,   4, Governor-General, Governor-General, 5, Speaker, SpeakerAlexander,   Hippolyta,   1, 6, 1, Greeks,   Greek,   0, 1, -1,   6, Prime Minister, Prime MinisterMohandas Gandhi,Indira Gandhi,   0, 7, 2, Indians,   Indian,   -1, -1, 0,   2, Maharaja, Maharaja,Lenin,   Catherine the Great, 1, 1, 3, Russians, Russian,   1, 0, -1,   2, Czar, Czarina, 4, Boyar, BoyarinaShaka,   Shakala, 0, 2, 0, Zulus,   Zulu,   1, 0, 0,Louis XIV,   Joan of Arc,   0, 3, 3, French,   French,   1, 1, 1,   4, Citizen, Citizeness, 6, Premier, PremierMontezuma,   Nazca,   0, 4, 0, Aztecs,   Aztec,   0, -1, 1,Mao Tse Tung, Wu Zhao,   0, 5, 2, Chinese,   Chinese,   0, 0, 1,   3, Chairman, ChairpersonHenry VIII,   Elizabeth I,   1, 6, 3, English,   English, 0, 1, 0,   4, Lord Protector, Lady Protector, 6, Prime Minister, Prime MinisterGenghis Khan, Bortei,   0, 7, 0, Mongols,   Mongol,   1, 1, -1,Cunobelin,   Boadicea,   1, 1, 0, Celts,   Celtic,   -1, 1, 0,   4, Thane, ThaneTokugawa,   Amaterasu,   0, 2, 2, Japanese,   Japanese, 1, -1, -1,   2, Shogun, Shogun, 6, Prime Minister, Prime MinisterCanute,

Gunnhild,   1, 3, 3, Vikings,   Viking,   1, 1, 0,   1, Warlord, WarlordPhilip II,   Isabella,   1, 4, 3, Spanish,   Spanish,   -1, 1, -1,   4, Viceroy, ViceroyXerxes,   Scheherezade,   0, 5, 0, Persians,   Persian,   0, -1, 0,   2, Shah, Shah,   4, Secretariat, SecretariatHannibal,   Dido,   0, 6, 1, Carthaginians, Carthaginian, 0, 0, -1,Sitting Bull, Sacajawea,   0, 7, 0, Sioux,   Sioux,   0, 0, 0,   1, Chief, Chief, 2, Great Chief, Great ChiefSaladin,   ...,   0, 5, Arabs,   Arab,   1, 0, 1,   4, Secretariat, Secretariat, 2, Sultan, SultanaAtawallpa,   ...,   0, 1, Incas,   Inca,   -1, 1, 1,;; Trading Commodities;@CARAVANHides,Wool,Beads,Cloth,Salt,Coal,Copper,Dye,Wine, Silk,Silver,Spice,Gems,Gold,Oil,Uranium,@ORDERSFortify,   FFortified, FSleep,   SBuild Fortress,   FBuild Road,   RBuild Irrigation, IBuild Mine,   mTransform,   OClean Pollution,   pBuild Airbase,   EGo to, G@DIFFICULTYChieftainWarlordPrinceKingEmperorDeity@ATTITUDESWorshipfulEnthusiasticCordialReceptiveNeutralUncooperativeIcyHostileEnraged, civilize, ...;   €␣␣␣çd␣␣w␣@␣␣␣/␣␣` ␣F␣G␣␣ ␣␣Ç␣Àlï␣␣ó6`› ï␣␣␣␣␣`{ï␣L` ‰Eï␣␣␣

E0␣r`R`è␣␣␣r`²␣\`Z`R`F␣␣␣G␣è␣p`³␣¯'r`²␣/ ␣¯ï␣␣␣È␣È␣Î`␣␣␣␣G␣×␣,␣␣␣␣␣␣€␣␣␣ƒ␣␣␣ÿÿŸ␣␣␣ÿÿÎ␣␣␣ÿÿÑ␣␣␣ÿÿ␣␣␣ÿÿF␣␣␣ÿÿ … ␣␣␣ÿÿ¿␣␣␣ÿÿÌ␣␣␣ÿÿÏ␣␣␣ÿÿÑ␣␣␣ÿÿÔ␣␣␣ÿÿë␣␣␣ÿÿî␣␣␣ÿÿ#␣␣␣ÿÿY␣␣␣ÿÿŽ␣␣␣ÿÿÊ␣ ␣␣ÿÿÍ␣␣␣ÿÿÖ␣␣␣ÿÿ␣␣␣␣Ö␣␣␣ú␣␣␣ÿÿ@␣␣␣ÿÿp␣␣␣ÿÿ¬␣␣␣ÿÿÏ␣␣␣ÿÿú␣␣␣ÿÿ&␣␣␣ÿÿ d␣␣␣ÿÿ°␣␣␣ÿÿß␣␣␣ÿÿ␣␣␣ÿÿE␣␣␣ÿÿ,␣␣␣ÿÿ¼␣␣␣ÿÿö␣␣␣ÿÿ2␣␣␣ÿÿn␣␣␣ÿÿ␣␣␣ÿÿÚ␣ ␣␣ÿÿø␣␣␣ÿÿ␣␣␣ø␣␣␣:␣␣␣ÿÿ<␣␣␣ÿÿ? ␣␣␣ÿÿZ␣␣␣ÿÿ]␣␣␣ÿÿž␣␣␣ÿÿ¡␣␣␣ÿÿÙ␣␣␣ÿÿ␣␣␣ÿÿH␣␣␣ÿÿ␣␣␣ÿÿ«␣␣␣ÿÿè␣␣␣ÿÿ& ␣␣ÿÿe ␣␣ÿÿŸ ␣␣ÿÿÄ ␣␣ÿÿè ␣␣ÿÿë ␣␣ÿÿ

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