# FreeCiv - Feature #650801

## civ2civ3: adapt game starting options to v2.6

Date: 2017-04-06 07:06 PM - David Fernandez (bard)

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
<th>Start date:</th>
</tr>
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<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
<td>Due date:</td>
</tr>
<tr>
<td>Assignee:</td>
<td>Sveinung Kvilhaugsvik</td>
<td>% Done: 100%</td>
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<tr>
<td>Category:</td>
<td>Rulesets</td>
<td>Estimated time:</td>
</tr>
<tr>
<td>Sprint/Milestone:</td>
<td>2.6.0</td>
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### Description
- Adds one diplomat as starting unit, so you have an alternative if your explorer dies, or the option to create an early embassy.
- 6 AIs by default (was 12) and halved map size (set to tiles per player).
- I did not use to like the terrains generated for such tiny maps, but I adjusted some other options that creates nice maps, I think more friendly for newbies.
- Temperature 60 to reduce the size of glacier poles. Flatpoles 0 so they do not always look the same. And property_ocean_depth of oceanic terrain adjusted so there are less coastal oceans (values copied from variant2 that I liked).

### History

#### #1 - 2017-04-06 07:23 PM - David Fernandez (bard)
This was my last planned patch for S2_6.

I have made several other changes for v2.6 that I'm still testing and that I will release into the modpack civ2civ3_earth when ready, including:
- Animal nation (missing artwork).
- Strategic resources that can be traded and they reduce the effect of barracks/ports if missing (HP regen of units inside cities and veteranly level).
- Canal improvement from variant2 (missing artwork), and naval mines (new oceanic extra).
- Readjusted the units that can build or remove bases/improvements.
- Hospital needed to grow larger than 16, and extra defense against air/missiles for cities > 16.
- Culture increases the resistance against enemy agents and reduces chances of civil war.

Please, let me know if you want me to include some of those features in sandbox.

#### #2 - 2017-04-06 07:36 PM - David Fernandez (bard)
Should I reupload here the patches that I sent to gna?
[https://gna.org/patch/?8124](https://gna.org/patch/?8124)
[https://gna.org/patch/?8123](https://gna.org/patch/?8123)
[https://gna.org/patch/?7079](https://gna.org/patch/?7079)

I played my latest game with all these patches together, but no one has a big impact on gameplay, so I think they can be added independently.

#### #3 - 2017-04-10 05:00 PM - Sveinung Kvilhaugsvik
- File 3.1_and_3.0-civ2civ3-adapt-game-starting-options-to-v2.6.patch added
- Status changed from New to Resolved
- Assignee set to Sveinung Kvilhaugsvik
- Sprint/Milestone set to 2.6.0
- % Done changed from 0 to 90

Version for 3.0 and 3.1 attached. I assume that the changes to revolentype and razechance were intentional even if I can't see them mentioned in your description. (Alert me if I'm wrong)

#### #4 - 2017-04-10 07:25 PM - David Fernandez (bard)
They were intended. I forget to comment.
- The reduced razechance of 10% was used in some longturn games, and I liked it for multiplayer. But I'm not sure that it is really an improvement for single player. I see ok if you do not include it.
- The new revolentype is the one used in variant2, and my prefered one, but I admit I did not test it much.

#### #5 - 2017-04-10 07:50 PM - Sveinung Kvilhaugsvik

They were intended.
Good.

#6 - 2017-04-12 10:03 AM - Sveinung Kvilhaugsvik
- Status changed from Resolved to Closed
- % Done changed from 90 to 100

Should I reupload here the patches that I sent to gna?

If gna goes down before they are committed or someone wants to handle them here.

Files

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<thead>
<tr>
<th>File Description</th>
<th>Size</th>
<th>Date</th>
<th>Author</th>
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<tr>
<td>civ2civ3-starting_options-v2.6.patch</td>
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<td>2017-04-06</td>
<td>David Fernandez (bard)</td>
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<td>3.1_and_3.0-civ2civ3-adapt-game-starting-options-to-v2.6.patch</td>
<td>2.71 KB</td>
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