Freeciv - Bug #766716

experimental ruleset: culture victory_min_points is too low

2018-07-25 08:25 PM - Jacob Nevins

<table>
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<td>Priority:</td>
<td>Normal</td>
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<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
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<tr>
<td>Category:</td>
<td>Rulesets</td>
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<td>Sprint/Milestone:</td>
<td>2.6.1</td>
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**Description**

From a forum thread:

cazfi:

[Ignatus:]

I have played a game in Experimental (2.6 beta2) which was won by culture earlier than my explorer landed from my first caravel to another shore, just because I have built libraries and other players haven't; that was, like, too fast.

Sounds like victory_min_points is WAY too low... and checking the experimental ruleset it really is only 1000. For comparison, variant2 uses 1000000.

(civ2civ3 has victory_min_points = 10000; dunno if we want to revise that upward too. bard already said that culture victory has not been balanced yet.)

**Related issues:**

Related to Freeciv - Feature #830181: Tweak civ2civ3/sandbox culture victory ...

Closed

**History**

**#1 - 2018-07-27 10:36 AM - Marko Lindqvist**

One should not put too much weight to variant2 value, though. 1) Other parts of the ruleset define how much culture points accumulate/turn. 2) Variant2 is for longer games in general, so also more culture points accumulate over longer period. 3) Variant2 value is rather experimental in itself.

In experimental ruleset regular city (Library+University+Colosseum) gives 4 points of history/turn, and capital (+Palace) gives 6. 20 cities gives 82 points/turn. Over course of 200 turns that would make 16400 points. Maybe 15000 would be a good value for victory_min_points?

**#2 - 2018-07-29 07:25 PM - Marko Lindqvist**

There's more culture granting buildings in civ2civ3 and sandbox than in experimental, so presumably they should have higher victory_min_points. But maybe not much, since not all cities have all the buildings, and anyway there's quite high victory_lead_pct. Maybe 18000?

**#3 - 2018-07-29 07:33 PM - Marko Lindqvist**

- File 0001-Increase-victory_min_points-in-rulesets-with-cultura.patch added
- Status changed from New to Resolved

**#4 - 2018-07-31 05:02 PM - Marko Lindqvist**

- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

**#5 - 2018-10-09 06:28 PM - David Fernandez (bard)**

Marko Lindqvist wrote:

There's more culture granting buildings in civ2civ3 and sandbox than in experimental, so presumably they should have higher victory_min_points. But maybe not much, since not all cities have all the buildings, and anyway there's quite high victory_lead_pct. Maybe 18000?

I agree 10000 is a bit low. Something between 15000 and 20000 sounds good to me for civ2civ3/sandbox. I'd vote for 20000 with a lower victory_lead_pct. Which value of victory_lead_pct would allow to win with 20000 when the second player is below 15000?

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2021-08-06 1/2
- Related to Feature #830181: Tweak civ2civ3/sandbox culture victory thresholds again? added

Files

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<tr>
<th>Name</th>
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<td>0001-Increase-victory_min_points-in-rulesets-with-cultura.patch</td>
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