Spotted tutorial problems (could not test it better due to bug #775050):

1. The tileset is supposed to be default, but it is iso and the default is hex
2. Some messages are still describing winning strategy for classic settings instead of civ2civ3 (e.g. describes mountains like cities are possible there, mark Republic as a main target to achieve etc.)
3. Some Russian messages (tested in Russian) still exceed the length limit.

The topology issues is being handled in Feature #778019

- Sprint/Milestone changed from 3.0.0 to 3.0.1
- Sprint/Milestone changed from 3.0.1 to 3.0.2
- Sprint/Milestone changed from 3.0.2 to 3.0.3
- Sprint/Milestone changed from 3.0.3 to 3.0.4