**Freeciv - Bug #810525**

**Hanging garden with despotism in civ2civ3**

2019-04-01 04:09 PM - Goz Nij

<table>
<thead>
<tr>
<th>Status:</th>
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<td>Priority:</td>
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<tr>
<td>Assignee:</td>
<td>David Fernandez (bard)</td>
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<td>Category:</td>
<td>Rulesets</td>
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<tr>
<td>Sprint/Milestone</td>
<td>2.6.4</td>
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<td>Start date:</td>
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**Description**

I searched and tested a lot and couldn't find a reason why in civ2civ3 hanging garden gives 3 luxury instead of 4 like in tribal or monarchy, could it be a bug? It doesn't seem to be related to corruption or waste.

**Related issues:**

- Related to Freeciv - Bug #908518: Despotism penalty can apply to Lux and Science... - Closed

**History**

**#1 - 2019-04-01 04:36 PM - Marko Lindqvist**

I don't know if it's intentional in civ2civ3 or not, but I think it comes from the fact that Hanging Garden's luxury bonus is implemented as tile bonus for the central tile and under Despotism there's penalty for tiles that produce more than 2 of any one output type.

**#2 - 2019-04-01 07:07 PM - Goz Nij**

Marko Lindqvist wrote:

> I don't know if it's intentional in civ2civ3 or not, but I think it comes from the fact that Hanging Garden's luxury bonus is implemented as tile bonus for the central tile and under Despotism there's penalty for tiles that produce more than 2 of any one output type.

Clever thinking, you must be right because unlike I though it also happen in tribal. I don't think it's intentional as despotism clearly affect only food/prod/trade, not directly science/gold/lux, though I don't mind it staying like that but if so it should at least be added in the civ2civ3 readme.

**#3 - 2019-12-05 08:18 PM - David Fernandez (bard)**

I think Marko is right, and I see how it is confusing for players because the science/gold/lux generated in a tile is hidden. I'll see if possible to change the ruleset so Despotism penalty does not affect it. Else, I'll change the readme.

**#4 - 2019-12-18 12:33 PM - Jacob Nevins**

- Sprint/Milestone changed from 2.6.1 to 2.6.2

**#5 - 2019-12-21 07:23 AM - Marko Lindqvist**

- Assignee set to David Fernandez (bard)

**#6 - 2020-02-01 03:05 PM - Jacob Nevins**

- Sprint/Milestone changed from 2.6.2 to 2.6.3

**#7 - 2020-12-31 05:36 AM - Marko Lindqvist**

- Sprint/Milestone changed from 2.6.3 to 2.6.4

**#8 - 2021-03-02 05:03 AM - Marko Lindqvist**

- Related to Bug #908518: Despotism penalty can apply to Lux and Science from wonders added

**#9 - 2021-03-02 05:04 AM - Marko Lindqvist**

- Status changed from New to Closed

Fixed in Bug #908518