Description

In civ2civ3, the manual says that the taxerate is split in half in anarchy, one half does nothing at all, the other one goes to luxury, but it doesn't affect just trade but also the lux of entertainers which give 1 instead of 2 like if 100% taxes were actually given to luxury of which 50% goes to waste and somehow it affects the luxury of entertainers too. Scientists and taxmen give 2 as normal. It can be fixed by simply adding to the manual that in anarchy entertainers give only 1 lux but it really seems like a programming error since anarchy is somewhat made to avoid unhappiness, even easily making towns celebrate because of the 50% luxury taxe.

History

#1 - 2019-12-05 08:38 PM - David Fernandez (bard)

In this case, it was implemented this way on purpose, so luxury under Anarchy works the same than science under Fundamentalism (entertainers and scientists included).

Maybe we should rewrite the government help from:

- You have no control over tax rates. All the trade income goes to luxuries (with a penalty of -50%).

...to something like:

- You have no control over tax rates. All the trade income goes to luxuries.
- Reduces -50% the production of luxury in every city.

#2 - 2019-12-18 12:34 PM - Jacob Nevins

- Sprint/Milestone changed from 2.6.1 to 2.6.2

#3 - 2020-02-01 03:05 PM - Jacob Nevins

- Sprint/Milestone changed from 2.6.2 to 2.6.3

#4 - 2020-04-18 09:42 AM - Marko Lindqvist

- Category changed from Rulesets to Documentation

David Fernandez (bard) wrote:

In this case, it was implemented this way on purpose

So... only documentation update needed.

#5 - 2020-12-31 05:36 AM - Marko Lindqvist

- Sprint/Milestone changed from 2.6.3 to 2.6.4

#6 - 2021-03-31 05:54 AM - Marko Lindqvist

- Sprint/Milestone changed from 2.6.4 to 2.6.5

#7 - 2021-04-04 06:37 AM - Marko Lindqvist

- File 0053-civ2civ3-sandbox-Clarify-luxury-rules-under-Anarchy-.patch added
- Status changed from New to Resolved

#8 - 2021-04-09 06:16 PM - Marko Lindqvist

- Status changed from Resolved to Closed
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