### Freeciv - Feature #830181

#### Tweak civ2civ3/sandbox culture victory thresholds again?

2019-08-04 03:09 PM - Jacob Nevins

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<td>Priority:</td>
<td>Normal</td>
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<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
</tr>
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<td>Category:</td>
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#### Description

In July 2018, bug #766716 increased civ2civ3/sandbox victory_min_points from 10000 to 18000. (Leaving victory_lead_pct alone, at 200.)

In #766716-5 in Oct 2018, bard commented:

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?

In civ2civ3_earth v2018_10 (feature #780549), bard has indeed increased victory_min_points to 20000, but left victory_lead_pct alone.

I victory_lead_pct=33 would give the effect bard suggests.

#### Related issues:

- Related to Freeciv - Bug #766716: experimental ruleset: culture victory_min_points is too low
- Related to Freeciv - Feature #780549: Updated Modpack civ2civ3_earth for v2.6

#### History

**#1 - 2019-08-04 03:10 PM - Jacob Nevins**

- Related to Bug #766716: experimental ruleset: culture victory_min_points is too low added

**#2 - 2019-08-04 03:10 PM - Jacob Nevins**

- Related to Feature #780549: Updated Modpack civ2civ3_earth for v2.6 (2018_10) added

**#3 - 2021-03-02 07:10 AM - Marko Lindqvist**

- File 0019-civ2civ3-sandbox-Tweak-culture-victory-values.patch added
- Status changed from New to Resolved
- Sprint/Milestone set to 3.0.0-beta1

New version (3.0) is a good time to do such a change.

Attached patch sets values to suggested 20000 & 33

**#4 - 2021-03-04 01:37 AM - Marko Lindqvist**

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

#### Files

| 0019-civ2civ3-sandbox-Tweak-culture-victory-values.patch | 1.71 KB | 2021-03-02 | Marko Lindqvist |