### Freeciv - Bug #855938

"Multicultural" achievement described wrongly in rulesets

2020-01-14 01:12 AM - Jacob Nevins

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
<th>Start date:</th>
<th>Due date:</th>
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<td>Assignee:</td>
<td>Jacob Nevins</td>
<td>Estimated time:</td>
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#### Description

I introduced an error in one of my "string tweaks" ([#689474](https://github.com/freeciv/freeciv-core/issues/689474)), in 2017.

I changed the text for the "Multicultural" achievement in various rulesets from

- "In your nation there are citizens of 2 different nationalities!"

to

- "One of your cities has 2 different nationalities!"

But looking more closely at the code, the first version was correct -- achievement_check() counts total nationalities across all cities. And indeed I've seen this in a game after I first conquered a city.

As far as I can tell this is intentional; I find no evidence that anyone other than me was ever confused about this. (This achievement was added in [gna patch #4161](https://github.com/freeciv/freeciv-core/pull/4161).)

I'll correct this (it's just strings), and also state more explicitly in README.achievements what the criterion is.

#### History

**#1 - 2020-01-14 01:12 AM - Jacob Nevins**

- Subject changed from "Multicultural" achievement described wrongly in rulesets to "Multicultural" achievement described wrongly in rulesets

**#2 - 2020-01-14 09:53 AM - Jacob Nevins**

- File m-30-26-multicultural-description.patch added

- Status changed from New to Resolved

**#3 - 2020-01-15 10:29 PM - Jacob Nevins**

- Status changed from Resolved to Closed

#### Files

| m-30-26-multicultural-description.patch | 2.56 KB | 2020-01-14 | Jacob Nevins |