



README

Updated to vanilla v186 – Warlords v136

Rhye's and Fall of Civilization is the sequel to *Rhye's of Civilization - the fastest loading mod* one of the most popular modpacks for Civilization III, with more than 25'000 downloads.

Rhye's and Fall of Civilization is a modpack for Civilization IV that attempts to make a realistic and historically correct Civilization IV game based on an Earth map, without pre-placed cities.

It can be considered a hybrid between mod and scenario. There have been many changes made to the core game, and each integrates with the static map in order to make a better overall experience. This mod is tied in deeply with the map it's played on, and cannot be played without this unique world map.

A brief account of the features of Rhye's and Fall of Civilization:

- A 124x68 world map with enlarged Europe for better gameplay
- Dynamic rise and fall of civilizations
- Stability management: unstable empires will risk secessions and civil wars
- Players can control more than one civilization in a single game
- Dynamic spread of resources
- Reprogrammed AI that adapts its behaviour to the Earth map and founds cities in their historical place, with their historical name
- Python events that reproduce historical barbarian attacks
- Plague that will offer a hard challenge spreading throughout the world
- Unique powers and victory conditions for each civilization
- World Congresses where cities are traded
- New flags and new terrain graphics, including a new terrain: marshes
- Rule changes that will give this mod the feel of the original Rhye's of Civilization
- A new civilization: Babylon, and other non playable civs (for Warlords version only)

This mod requires Civilization IV patched to 1.61 or Civilization IV – Warlords patched to 2.08

If any custom assets are installed, they may interfere with the mod and not allow it to run properly.

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HOW TO START A NEW GAME

To install the mod, extract the files contained in the zip in **...your Civ4 folder...\Mods** (or in case of Warlords version, in **...your Civ4 folder...\Warlords\Mods**).

Then, start Civilization, go to **ADVANCED**, then **LOAD A MOD**, select **Rhye's and Fall of Civilization**. After the mod loads, **SINGLE PLAYER**, **PLAY A SCENARIO**, and then load **Rhye's and Fall of Civilization**.

SELECTING A CIVILIZATION

In Rhye's and Fall of Civilization, each civilization has its own starting date. When starting a new game, keep in mind that the AI will play through the game until the point when the civilization you chose is born. If you want to start a game immediately, choose Egypt, India, or China.

All the rest of the civilizations will be born later on, so if you choose them you'll have to await their starting year (which you can see in the selection screen when starting the game). It will take a few minutes for the game to start if you select an early civilization, like Greece or Rome, and can take as long as an hour for America on some computers, starting in the XVIII Century.

If you did not choose one of the first three civilizations, you will find the world around you is already well-developed and very much alive, as the AI has played through the game so far. Every time your civilization is born you will find a new world, unlike the ones you've played in before, even if you play the same civilization again and again. Every civilization starts with technology and units appropriate to its historical context.

If you want to play a later civilization but don't want the world to unfold without you, Rhye's and Fall of Civilization has just the option for you: the dynamic switch. Once in every game, when a new civilization is born, you are allowed to relinquish your control of the civilization you started with, and take control of the newly-born civilization. Whenever a new civilization is born you will see a popup like this:



If you answer YES, your civilization will be taken over by the AI and you'll get control of the newly born empire. Once you've agreed to do this once, you won't be given the choice again in that game, so plan wisely.

DIFFICULTY LEVELS

There are only three levels (Viceroy, Monarch, Emperor), but they are adaptive to each civilization. In other words, India on Monarch level has very different handicaps from Germany on the Monarch level. The handicaps have been tuned based on AI performance in order to balance the advantage / disadvantage of starting on particular terrain, in a particular year.

However, differences still remain, and you should also remember that choosing a Native American or African civ usually means a bigger challenge than choosing a European civ. In this mod the choice of civ is still more important than the choice of difficulty level.

You can get an idea about strengths and weaknesses of each civilization on the selection screen: each aspect of the civilization's strength is rated 1 to 5 stars. You will find strategy guides useful as well, to familiarize yourself with a civilization's situation before jumping in to control it.

RHYE'S OF CIVILIZATION HERITAGE

Rhye's and Fall of Civilization is officially follow-up to "Rhye's Civilization – the fastest loading mod", which was widely known as one of the most popular modpacks for Civilization III, with more than 25,000 downloads, available in two versions: "basic" and "expanded".

The basic version aimed at making a realistic and historically correct Civilization III based on an Earth map, without pre-placed cities. The expanded version expanded the game in every sense, correcting any inaccuracy and making a sort of "Civ 3 ½" out of it.



So, Rhye's and Fall of Civilization is the sequel to the basic Rhye's of Civ, and this means that its aim is not a whole remake of Civilization IV, but just an adjustment to follow closely the development of civilizations on the Earth. This mod, thanks to the great flexibility of Civ4, is really what we wished Rhye's of Civilization would be, given a decent editor.

And the stuff added in the "expanded" version? Fortunately Civ4 is a much better game than Civ3, so it won't need as much rebalancing. But as it offers amazing modability, it would be a shame not to take advantage of it to add new aspects to the game. As a result, some "expanded" features are always in the works at any given time, but they normally have rather low priority.

Rhye's Civilization was also known as "the fastest loading mod"...is this mod that fast?

The answer is yes, in comparison to other Earth maps. Generally Earth maps are insanely big to achieve a decent level of detail, and an increment in map size leads to great a increase of area, with a huge increase in loading times and allocated memory; some world maps are smaller, but can't handle many civs because so many of them are concentrated in a small area such as Europe.

So, this map, with (as you will see below) an enlarged Europe, offers the best compromise. Loading times are further reduced by limiting the number of civilizations around at the same time through the dynamic rise and fall mechanisms, and by plagues (detailed in a later sections of this readme).



You will see many traits in common with old Rhye's of Civilization: barbarian placement, city distribution, alignment of the tech race with the timeline, the general feel...

WORLD MAP

Rhye's Earth map, the map that ships with Civilization IV, is the starting point of the one used in this mod. It is similar in some ways to the Civ3 one, except for being more detailed in some areas (such as the Pacific) but being smaller. Civilization IV maps are in fact usually smaller (due to the transition to 3D). This map is no exception, being 124x68, that is 8432 squares (compared to Rhye's of Civilization Earth, that was 170x170 diamonds, that is an area of 14450 diamonds).

During the creation of this map, the key goals were:

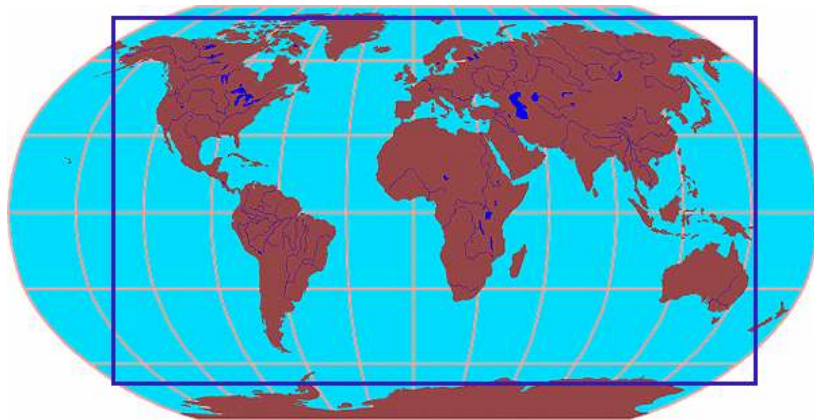
- an adequate level of detail
- an adequate speed
- an adequate playability

This heavily depends on the projection used.

No projection is "good" or "bad". They're just different representations of a sphere on a plane.

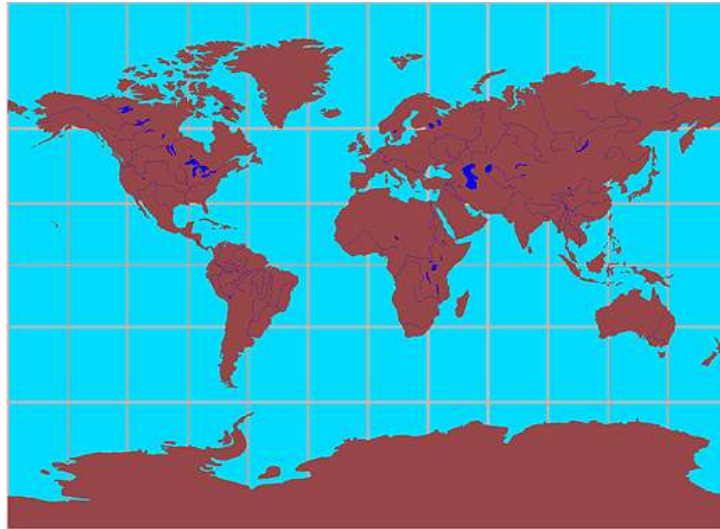
But one can be more suitable than another for the purpose of a Civ map that suffers from enormous sizes and has a lot of civs in a small area (Europe and the Middle East).

So, like RoC's Earth, this map is based on Robinson's projection.



As it isn't a rectangle, it must be cut. The parts left out are just a slice of ocean (there's plenty of ocean anyway), parts of Alaska and Greenland, and the poles (CIV maps feature ice caps that will cover the regions anyway). New Zealand was re-added later.

It fulfills the goals much better than the well known Miller's projection:



Further improvements include connecting Alaska with the eastern tip of Asia (obtained by stretching the 4 corners), shrinking the size of oceans, and enlarging Japan and England for gameplay. Resource placement, as well as terrain, is 100% accurate.

So, at the end of the day, making a map better than that is a very hard task.

However this mod required an adaptation from the original World Map by Rhye, which shipped with the game. The things that have changed are the shape of Europe (a bit larger to allow a better development for so many civs in a small area), improved resource placement and the placement of marshes all around the world.



RISE AND FALL

Like the name suggests, the central theme to Rhye's and Fall of Civilization is the simulation of historical civilizations' roller coaster ride of power shifts. Although Civilization 4 is generally set up so that civs simply grow more powerful over time (unless conquered), RFC has a new mechanism that allows civilizations to collapse into barbarian (or in the case of Warlords version of the mod, independent) cities, and even rebirth from uncivilized ruins or foreign domination, given the right circumstances.

This means that in one game multiple civilizations can fail before they all even spawn, and in another every single civilization can survive through the entire game. Thus in a given game, both China and Rome can succumb to outside invasion and cease to be civilizations at all (possibly coming back later), or they may survive and thrive into the late game. Triggering these breakdowns can be a key strategy for human players.

There's a variety of events that can trigger a collapse. Those conditions include the case when a civilization loses more than one third of its cities to barbarians, or more than half to any civilization in a short period, and when it is completely kicked out of its motherland and its surroundings.

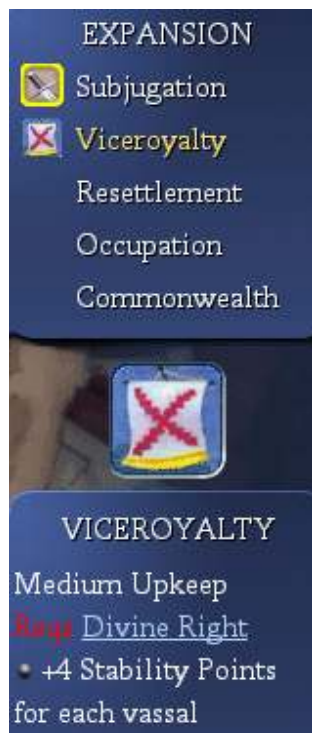
It can also happen because of other internal conditions, which affect stability (see next chapter).

Human player's civilization collapses in a different way than the AI. When the empire breaks down into civil war, while it splits one city is retained by the player, allowing you to conquer your empire again.

Instead, when you lose your capital the invader will consider exiling you to a different (weaker) civilization! If you want to come back like Napoleon did, you must retake your old capital within a limited number of turns. If that happens, your old rival will declare war on you again!

A dead civilization has a chance to come back into the game around the time when the world discovers Nationalism. The sentiments of freedom abound in that era can trigger revolts of fallen civilizations: if there are enough dead civs already, and if the occupying civilization has a low stability value, some cities in the dead civ's area will declare independence and push out the garrisons. The occupier (either if it's AI or human player) can decide to repress the revolt or leave.

STABILITY



Stability is represented by an adjective that can be one between Collapsing/Unstable/Shaky/Stable/Solid/Very Solid and that will be shown in the scores display, in the main screen.

Various factors can influence the level: combining certain civics, descending into anarchy, having low wealth, and losing a war are quick ways to suffer secessions, or even worse, a civil war. On the other hand, stability slowly improves and can be strengthened through many hidden factors such as building government centres, or making deals with other civilizations.

You can keep an eye on the main factors anyway from a panel in the financial advisor.

Civics play an important role in the stability of your empire: most of them can cause positive or negative modifiers depending on certain conditions. Some combinations of events are particularly dangerous, as they may trigger negative events that last more than one turn, such as the Great Depression, a post-communist crisis, or a troubled transition to democracy. All three of them are big hits to your stability.

Fortunately, there's a brand new civic column ("EXPANSION") that only affects stability. So, the human player (and the AI too) will have a chance to plan the strengthening of his empire by choosing an appropriate civic.

NEW CIVILIZATIONS

Warlords unlocks the number of civs limit. RFC takes advantage of this and offers 4 new playable civs. 3 of them were included in Warlords: Vikings, Turkey, Carthage; plus a new one, complete with Unique Building, Unique Unit, Unique Power and Unique Historical Victory (see below): Babylon.

The rest of civilizations added are “minor civs”. That means they can’t be played and can’t be contacted by the player (so, the only way to cross their territories is declaring war).

The first one is the Celts: they hold a few cities in northern Europe and are in war with just some civs at the beginning.

The second is the Natives: they represent African and American natives, and are at war with everyone. You can consider them barbarians, but as they’re actually a different team, barbarians might attack them too.

The last civs are the Independents. Whenever a civilization doesn’t belong to another civilization and it isn’t a barbarian stronghold, it’s independent. This includes the case of a civ collapse. By default, they are not at war with anyone. If war is declared on them, peace is restored automatically after a few turns of no combat.

However, currently there are plans of adding a few more minor civs to the game. A good trade-off is required not to make the game too slow.



NASTY BARBARIANS

Yes, those pesky barbarians are back again, and with a vengeance! Barbarians have been scripted to appear in strategic locations at historically accurate times with only one goal in mind: destruction. Barbarian spawns are common and semi-random, so you’ll have to be careful and on your guard for the arrival of the hordes aiming to take down your civilization! AI civs have this worry as well; unprepared ones may face destruction and even collapse.

In particular, you can expect hordes of swordsmen, axemen and mounted archers from the late Ancient age until the end of Middle Ages.

PLAGUE

Here’s another comeback from Civ3. Probably many players weren’t missing this threat, but it’s added to the mod as it:



- Improves realism: plagues will start to strike in random turns a few times during a game, and will spread through borders and trade routes killing units and populations, just like they did historically.
- Offers another hard challenge to the player: health will be important to keep plague periods short. It can be definitely avoided once medicine is discovered.
- Improves game speed: in these dark periods many obsolete land unit will die. This causes much quicker (halved) loading times in late game.

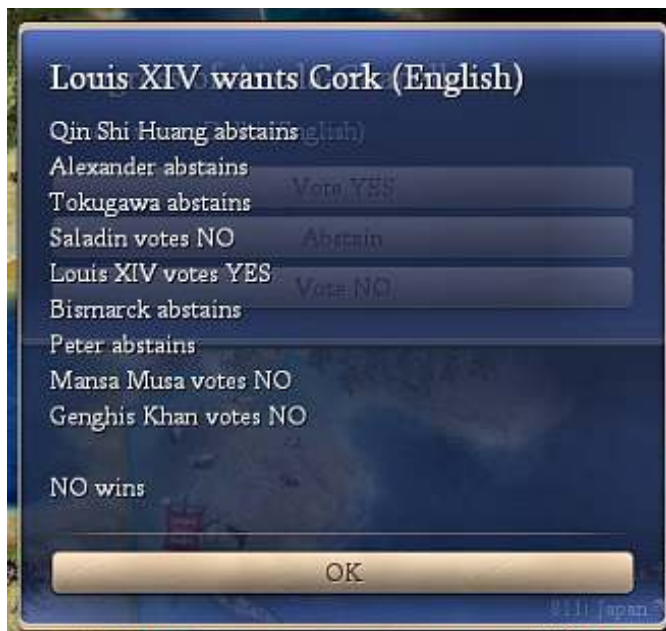
MORE WARS

Another new feature of Rhye's and Fall of Civilization is the addition of territorial wars. This encourages AI-controlled civs to strive for control of certain places on the map, by military force if necessary. Going along with the theme of RFC, this is to induce historical expansion and clashing of certain civilizations that may be in each other's way. Rome will lean towards conquest of the Mediterranean, Mongolia will cast an eye over much of Asia, and Spain may viciously defend her colonial rights around the world. So, don't be surprised if you are attacked out of the blue!

WORLD CONGRESSES

This is a concept inspired by famous congresses in history, such as the Congress of Vienna in 1815 or the Congress of Versailles of 1919.

It works in this way: from the moment Nationalism has been discovered by any 3 civilizations, then every



25 turns there's a World Congress hosted in a random city. About half of the civs are invited, usually the most important ones. Every civ may ask for a city, and the others invited to the Congress vote YES, NO or ABSTAIN on each request. The AI judges its choice of city to ask for based on factors like if it has ever owned the city, if it's in the area it favors for settling, or if it is close to its borders. The same factors are used to present the player with a choice of up to 5 cities to ask for.

AI will vote depending on factors like attitude and previous wars with both of the civs (the asker and the owner of the city), their balance of power (will help smaller civs and be against the world leader or very large civs) or reasons of neighbourhood relations (China won't like a big Mongolia, for instance).

You can also bribe your opponents in order to make them vote in your favour (only beware, this may make them so angry they vote against anything you support)!

Human player can refuse to leave a city that's being asked from it. Of course, the asker will declare war, together with some of the civs that voted yes (the ones that were most convinced of voting yes, usually 1 or 2 civs).

UNIQUE POWERS

A little revolution was necessary here.

As earlier civs have a clear growth advantage, a lot of modifiers were added to rebalance things like cultural growth, Great Persons birth rate, wonders productions speed and many more aspects.

The civ selection screen 5-stars rating system is just a synthesis of all the modifiers stored in the DLL.

Unfortunately, some of these adjustments have rendered useless many of the leader traits.

A clear example is how health bonus for expansive civs was meaningless as some modifiers could have given +3 or -1.

In any case, the full set of modifiers is a better representation of the strengths and weaknesses of each civilization than the traits. These modifiers, together with the starting situation, are summarized in the civ selection screen, at the beginning of the game, with some parameters rated 1 to 5 stars.

Leader traits were removed and replaced with a system of Unique Powers. Each civilization has one unique ability according to its historical role (Warlords civs [in blue](#)):

	Unique Power	Effect
Egypt	Pharaoh	Hereditary Rule and Slavery enabled at start <i>At the start of the history, the Hereditary Rule and Slavery Civics are already available and enabled, without the technology requirements they are normally associated with</i>
India	Spirituality	No anarchy in revolutions <i>India can switch Civics immediately, without causing a revolution</i>
China	Myriads	1.5X Melee and Gunpowder units train speed <i>China can train myriad units thanks to their faster train speed</i>
Babylonia	Law	No resistance in conquered cities <i>The power of Law allows Babylonians to capture cities without having to control citizens anger in the following turns</i>
Greece	Philosophy	+200% Great People birth rate until the end of the Renaissance <i>The power of Philosophy allows a huge boost to Great People birth rate, cumulative with other wonders and Civics, for a limited period</i>
Carthage	Mercenaries	Mercenaries hire and maintenance costs halved <i>Carthage can hire more mercenaries, costing half the price they cost for the other civs</i>
Persia	Satrapy	+2 additional Stability Points for each city conquered <i>When Persia conquers a city, it gets a +2 shift towards stability in addition to the normal modifier. The bonus isn't applied in case Temporary Occupation civic is being used</i>
Rome	Infrastructure	Roads within Roman borders allow 4X unit movement instead of 2X <i>All units (including not Roman units) can move 4 times faster instead of just twice as fast when travelling on roads within Roman territory</i>
Japan	Honor	All military land units have a bonus in city defence <i>All Japanese military land units will defend their cities with Honor thanks to their City Garrison promotion</i>
Vikings	Raid	5X Gold obtained from pillages <i>Viking military units gain 5X the value in gold any other civ's units would from a pillage</i>
Arabia	Faith	State religion spreads with temples and cathedrals to conquered cities <i>In case Arabia has a state religion set, it automatically spreads to conquered cities, where a temple and a cathedral are automatically built</i>
Spain	Discovery	Naval units receive +2 movement points <i>All Spanish naval units receive Navigation I + II promotions. As movement costs are halved on oceans, Spanish ships will reach new lands much faster than the other civilizations.</i>
France	Entente	Other civilizations have a friendlier attitude <i>Non-European civilizations have a friendlier attitude towards France; European civilizations instead are more likely to vote for French interests in a Congress</i>
England	Royal Navy	Naval units have 2 extra first strike chances <i>English Royal Navy will have an advantage for dominating the seas, thanks to naval units receiving Drill I + II promotions</i>
Germany	Technique	Free unit upgrades after the discovery of Industrialism <i>Vorsprung durch Technik: After the discovery of Industrialism, all units can upgrade with cost 0</i>
Russia	General Winter	Enemy units in Russia take damage every turn <i>Enemy units within Russian borders in Russia (not abroad in colonies) suffer 10 points of damage every turn</i>
Mali	Wealth	+1 commerce in every land plot <i>Land plots with 1 more commerce</i>

Turkey **Siege** Turkish siege units do 50% more collateral damage
All Turkish siege units receive Barrage I + II promotions, therefore will do 50% more collateral damage

Inca **Terraces** Mountains produce 2 food and 1 hammer
The Incan civilization can take advantage of the Andes and other mountain ranges thanks to their terrace farming. Peaks produce 2 food and 1 hammer but are still impassable and thus cannot be improved

Mongolia **Horde** Any razed city makes nearby enemy cities surrender if approached
When a city is razed, any old owner's city (smaller or equal to the city razed) in a 4x4 area fears the same fate and surrenders if approached within the following turn by a Mongol unit.

Aztecs **Sacrifice** Military units can enslave defeated enemy units
Aztec military units have a 50% chance to make a slave worker out of a defeated enemy military unit

America **American** Population migrates from other civilizations to American cities
In random periods, population migrates from cities from the most unhappy and unhealthy civs of the world to random American cities, maintaining their foreign culture (but not causing unhappiness in America)

UNIQUE VICTORY CONDITIONS

Each Civilization can achieve a “Historical Victory” fulfilling 3 goals that differ from civ to civ and match their own historical background or just what they were trying to achieve.
This way even a civilization with a weaker starting situation such as Aztecs has a chance of success.
When 2 goals out of 3 are achieved, a “Triumphal Arch” is automatically built in player’s capital, triggering a Golden Age. Warlords version related civs and goals [in blue](#).

Egypt	<i>Have more than 500 Culture in 700 BC</i> <i>Have more than 5000 Culture in 450 AD</i> <i>Build the Pyramid, the Great Library, and the Great Lighthouse by 450 AD</i>
India	<i>Found Buddhism and Hinduism</i> <i>Found at least 5 religions</i> <i>Be 1st in population in 1200 AD</i>
China	<i>Build 2 Confucian Academies and 2 Taoist Pagodas by 1000 AD</i> <i>No city lost to barbarians or to Mongols before 1400 AD</i> <i>Control an army of 120 units in 1600 AD</i>
Babylonia	<i>Be the first to discover Writing, Code of Laws and Monarchy</i> <i>Make Babylon the #1 cultural city in 700 BC</i> <i>Make Babylon the most populous city in the world in 700 BC</i>
Greece	<i>Be the first to discover Literature, Drama and Philosophy</i> <i>Build the Oracle, the Parthenon, the Colossus and the Temple of Artemis by 50 AD</i> <i>Be the first to circumnavigate</i>
Carthage	<i>Secure 3 dye resources by 350 AD</i> <i>Control 7 coastal cities in the Mediterranean in 350 AD</i> <i>Be the first to circumnavigate</i>
Persia	<i>Control 8% of world territory by 600 AD</i> <i>Control 7 world wonders by 700 AD</i> <i>Control 2 holy city shrines in 700 AD</i>
Rome	<i>Each city controlled in 450 AD which size is ≥ 5 is connected to the capital and has got Barracks, an Aqueduct and an Amphitheatre</i> <i>Control in 450 AD all the area historically comprehended in the Western Roman Empire</i> <i>Never lost a single city to barbarians before 1400 AD</i>
Japan	<i>Be 1st in score in 1500 AD</i> <i>No foreign culture in any plot of Honshu (Japanese main island) in 1700 AD</i> <i>Never lost a single city until 1850 AD</i>

Vikings	<i>Have 5000 gold in 1500 AD</i> <i>Sink 30 ships</i> <i>Be the first to found a city in America</i>
Arabia	<i>Control 3 Holy city shrines in 1200 AD</i> <i>Control or make vassal states of Spain, France and Rome by 1300 AD</i> <i>Spread Islam to 40%</i>
Spain	<i>Be the first to found a city in America</i> <i>No English or French cities in the Americas in 1700 AD</i> <i>Control Aztec and Incan territory in 1760 AD</i>
France	<i>Make Paris the #1 cultural city in 1700 AD</i> <i>Colonize Quebec, the Hudson Bay and Louisiana by 1760 AD</i> <i>Build Notre Dame, the Statue of Liberty and the Eiffel Tower by 1900 AD</i>
England	<i>Be the first to circumnavigate</i> <i>Found at least 3 cities in every continent by 1650 AD</i> <i>First to enter Industrial and Modern era</i>
Germany	<i>Control France, England and Scandinavia in 1900 AD</i> <i>Control Russia, Greece and Rome in 1940 AD</i> <i>Be the first to complete the tech tree</i>
Russia	<i>Colonize Siberia by 1700 AD</i> <i>Build the Apollo Program by 1950 AD</i> <i>Never lost a single city until 1950 AD</i>
Mali	<i>Be the 1st in gold in 1300 AD</i> <i>Have 5000 gold in 1500 AD</i> <i>Have 20000 gold in 1700 AD</i>
Turkey	<i>Control the Bosphorus (the Istanbul Strait) by 1500 AD</i> <i>Control the Balkans, the Black Sea and Mesopotamia in 1730 AD</i> <i>Have as vassal states at least 3 other civs in 1730 AD</i>
Inca	<i>No European colonies in South America in 1600 AD</i> <i>Have 5000 gold in 1700 AD</i> <i>No European colonies in South America in 1800 AD</i>
Mongolia	<i>Control China by 1300 AD</i> <i>Raze at least 7 cities</i> <i>Control 12% of world territory by 1500 AD</i>
Aztecs	<i>Enslave 5 European units</i> <i>No European colonies in Central America and Southern United States in 1700 AD</i> <i>Enter Industrial era by 1820 AD</i>
America	<i>No European colonies in the whole American continent in 1900 AD</i> <i>Build the UN, the Statue of Liberty and the Pentagon by 2000 AD</i> <i>Secure 10 oil resources by 2000 AD</i>

REALISTIC CITY FOUNDING AND NAMING

You will realize that you're playing on Earth when you'll see Spanish presence in South America, or English settlements in North America and Australia.

Every civilization has some areas of preference hardcoded for where to send their settlers. Although every game will develop differently from any other due to many other factors, thanks to this AI tweak they will always be somehow similar to the real world.

This hidden mechanism comprehends “forbidden areas”: for instance, China will avoid sending settlers to the north, leaving room for Mongolia.

The city founding system is integrated with a system of city naming. Names aren’t taken from the random list anymore: now, when a civilization found a city, it is named according to its location.

In simpler words, if Spain finds a city in Argentina, it will be called Buenos Aires, while the Greeks will name a city founded in the Egyptian northern coast Alexandria.



It goes without saying that it's impossible to compile a complete and all-encompassing city names map. For instance, there's no name to give an Egyptian or Persian city in America. In that case, random lists are still used, but this case occurs seldom, as city names mapping usually coincides with settler preference mapping, and AI will prefer founding cities elsewhere, where it does know how to call them.

In the featured city mappings, every civilization will preserve its language: city names are written in the native language, rather than in English. So you'll see Roma, Korinthos, Makkah, München, Moskva rather than Rome, Corinth, Mecca, Munich and Moscow.

In addition to this, there is an automatic system of city renaming that will avoid any duplicates. On city conquest, the city may change its name depending on its owner.

Roman and Greek cities offer many cases of city renaming: Byzantion will become Constantinopolis passing from Greece to Rome, Londinium will become London when the English are born, and so on.

DYNAMIC SPREAD OF RESOURCES

The most famous debate between Civ mapmakers is: “Should horses be placed in America?”

We all know that horses began spreading in the Americas only a few centuries ago. So allowing Aztecs to go around with horsemen is a huge inaccuracy. On the other hand, cavalry was very important during the American Civil War. The solution is making horses appear at the right time.

So, as in Rhye's of Civilization, you'll see the spread of resources like cows, horses, wine and sugar in the Americas from a certain date on, while corn arrives in the Old World in the same time.

But unlike in Civ3, this system needs no complicated implementations such as duplicate resources or landmark terrains. Just expect new resources to pop up around certain dates.

NEW GRAPHICS

This mod includes new terrain graphics, which are very similar to those featured in Rhye's of Civilization for Civ3 and in the Ultima Online scenario for Civ2:



The common purpose has always been the satellite view of the landscape.

Back, right out of civ3, there are the new marshes (picture on the right hand side)

Furthermore, some flags have been replaced with finest-quality decals that are part of this flag pack:
<http://forums.civfanatics.com/showthread.php?t=138753>



OTHER CHANGES

- New timeline: 480 turns, from 3000 BC to 2050 AD, with more emphasis on the Ancient Era and a shorter Modern Era. There is only one game speed (scripted events have to be related to certain turns.)
- Tech costs are tuned to flow in constant match with the timeline. During late game, civs that are behind in the tech race get some discounts depending on how much the technology is widespread.
- Game year is hidden until the discovery of Calendar - earlier only the era is shown (Stone Age, Bronze Age, Iron Age, Medieval Era, Renaissance).
- City founding is not allowed in tundra, ice or desert if far from water. This is for realism as well as for speed.
- Jungles don't grow, don't allow cities and can't be removed until the discovery of Biology (unless on a resource that requires an improvement available earlier).
- Jungles and Marshes are impassable to all land units except for animals, settlers, workers, scouts, explorers, spies, missionaries, jaguars, quechua, conquistadors, marines and navy seals
- Flood plains can't be farmed until the late game
- Oasis tiles now produce 2/0/1 instead of 3/0/2 in order to balance civs like Egypt and Arabia with starting locations that would let them grow too much
- There's a new resource: cotton (Warlords version only)
- Tundra offers 0 food. No more rich cities way, way up north.
- There are only 3 difficulty levels, but they are customized for each civ. This was necessary as starting locations are unequal.
- Movement through ocean tiles costs ½ a movement point (similar as it was in Rhye's of Civilization); in addition to this, naval units movement is increased to better fit the large map size. Now it's really possible to cross an ocean in one or two turns.

- AI parameters of distance in founding cities are altered: on a crowded Earth it founded cities too far apart, so it has been reduced in order to fit at least 4 cities in regions like Iberia and Britain.
- Domination victory conditions have been tuned according to the map size and to the number of players (that dynamically changes)
- Sid's Tips are disabled
- Mongolian keshiks replace knights instead of horse archers (as Mongolia appears later on, when horse archers are already obsolete). Their stats were changed accordingly.
- Tweaked AI weights for training units and building wonders. Now Spain is more likely to build Caravels, while Egypt is more likely to build Pyramids, and so on.
- Tweaked AI weights for research will lead to a very realistic religion distribution: you'll see Hinduism founded in India, Confucianism and Taoism in China and so on, without using any scripts. The only scripted thing is that Judaism and Christianity if not founded by a civilization early enough, will be automatically founded in Jerusalem or in a city nearby. Eventually, religions will spread in a very realistic way thanks to different spread rates from civ to civ, from religion to religion.
- Open borders refusal threshold raised in order to make it realistically more difficult to move military units and especially settlers through enemy territory.
- AI workers no longer build roads in useless (empty) plots, only where necessary
- AI are more likely to trade cities in diplomacy screen
- More spies allowed per player (6)
- Max income from a shrine is 20 gold
- Nukes do much more damage. They are now a deadly weapon, as they should be.
- Qin Shi Huang and Kublai Khan leaderheads swapped, as the former was representing the real latter and vice versa.
- Not every lake produces 2 food. Some are salt lakes, and thus produce 1 food, like coast.
- A few wonders have been replaced or changed. See ingame Civilopedia for details
- National wonders now have generic names. For instance, Wall Street is renamed Stock exchange (and for this reason, English Stock exchange is renamed Royal exchange).
- In order to keep a homogeneous style, wonder movies have been replaced by static pictures. However they can be restored deleting the corresponding .BIK file in Rhye's and Fall of Civilization\Assets\Art\Movies\Wonders
- (For Warlords only): Vassal stases are enabled on discovery of monarchy instead of feudalism
- **Sevopedia** mod component is included
- **Mercenaries** mod is included. Inner settings have been tweaked for a less time-consuming computing. Mercenaries are enabled until the discovery of Nationalism.
- **Exotic Foreign Advisor** mod is included

ISSUES

If you experience a bug or a crash, please send a savegame prior to the date of the issue to gabrit20@yahoo.it, and possibly the log file (which you have to save somewhere else immediately after the error, or it will be overwritten) stored in "C:\Documents and Settings\...\My Documents\My Games\Civilization IV\Logs\PythonDbg.log".

CREDITS

- Mountains and tundra graphics are taken from Coldfever's Blue Marble terrain graphics
- The Aztec Unique Power is a modified version of Sevo's Real Slavery
- Sevopedia by Sevo
- Mercenaries mod by TheLopez
- Exotic Foreign Advisor by Requies
- Qin - Kublai Leaderhead Swap by Amra
- Leaning Tower by Chamaedrys
- Static wonders movies by NeverMind
- Olympiastadion by asioasioasio
- Inn by C.Roland
- Station by Chamaedrys
- Colosseum by Charly1977
- Additional city art by Chamaedrys
- Babylonian assets by Prestidigitator
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- Most of Civilopedia entries taken from Wikipedia

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- Strategy guides: <http://www.gyorsnet.com/rhye/index.php?nev=520>
- Any question? Check the FAQ page: <http://www.gyorsnet.com/rhye/index.php?nev=91> for generic ones; there's also a list of ingame hints that may be useful.