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Demographics-How are they determined?

Discussion in 'Civ1 - General Discussions' started by Aureliano, Sep 3, 2015.

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[Aureliano](#)

Chieftain

Joined: Aug 29, 2015

Messages: 11

Location: New York, USA

One thing I've never been able to completely figure out is how the game calculates "demographics." For instance, what determines "life expectancy"? Anyone have any insight?

[Aureliano](#), [Sep 3, 2015](#) [Report](#)

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[darkpanda](#)

Dark Prince

Joined: Oct 28, 2007

Messages: 600

When I have some free time to kill I'll take a look at the demographics screen routine in details, but I am pretty sure the formulas were already posted somewhere around the forums.

[JCivED](#) - a toolbox for Sid Meier's Civilization (MS-DOS).

[darkpanda](#), [Sep 5, 2015](#) [Report](#)

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[Tristan C](#)

Chieftain

Joined: Aug 16, 2006

Messages: 1,309

They are in *Rome on 640k*. Basically, Granaries, Aqueducts, Medicine, clean power plants, and Recycling Centers increase life expectancy. The late techs that introduce population-based pollution can reduce it.

life expectancy =

$$1500 / (20 + ((50 * \text{Pop} / (\text{Pop} + \text{GranaryPop} + \text{AqueductPop})) * 0.5 \text{ If Medicine})) - (\text{Pollution Tons} * (10 / \text{Pop}))$$

Pop = sum of all cities' size

GranaryPop = size from all cities with granaries

AqueductPop = size from all cities with aqueducts

If Medicine is discovered, a modifier applies in the expression's denominator, reducing it.

Pollution Tons =

$$10 * (\text{Shields} / \text{Buildings} - 20 + (\text{Tech} * \text{CitySize} / 4))$$

Each city runs this and the results are tallied for the civ.

Buildings = 1, 2, 3 respectively for Default, having hydro/nuke plant, having a recycling ctr.

Tech = 0, 1, 2, 3, 4 respectively for Default, IND, AUTO, MASS, PLASTIC — i.e., no pollution from population until Industrialization, and the problems increase with certain benchmarks

Tristan_C, Sep 6, 2015 Report #3 Like + Quote Reply

Aureliano likes this.

Aureliano
Chieftain

Joined: Aug 29, 2015
Messages: 11
Location: New York, USA

Tristan_C said: ↑

They are in Rome on 640k. Basically, Granaries, Aqueducts, Medicine, clean power plants, and Recycling Centers increase life expectancy. The late techs that introduce population-based pollution can reduce it.

life expectancy =
*1500 / (20 + ((50 * Pop / (Pop + GranaryPop + AqueductPop)) * 0.5 If Medicine)) - (Pollution Tons * (10 /*

Click to expand...

Cool. Thanks for your answer. That makes sense.

Aureliano, May 28, 2016 Report #4 Like + Quote Reply

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