



The Sword of Islam

Rhye's and Fall: Medieval Middle East

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Introduction

The Sword of Islam is a Rhye's and Fall of Civilization's (RFC) modmod that follows the history of the Middle East and India, from 750 CE through the Middle Ages up until 17th century, featuring the Abbasid Caliphate, the Byzantine Empire, Crusades, Turkic and Mongol invasions, Rajput and Mughal kings of India, and more. The Broken Crescent mod for Medieval 2: Total War was an inspiration for many aspects of this mod, notably the general idea, geographic area and some civs, but the timeline is obviously different.

Features Overview

- Medieval Middle Eastern setting: 100x70 map of the Middle East & India, 31 Civilizations, each with unique units, powers and historical victory conditions, new tech tree, unit lines, buildings, wonders and a Middle Eastern soundtrack
- Rhye's and Fall features: Rise and Fall of Civilizations, Stability, Plague, Unique Powers, Historical Victory, historical barbarian invasions, dynamic resources
- Provinces: the map is divided into almost 100 historical areas such as Lower Egypt, Khorasan or Rajputana; these are used by RFC mechanics, historical events and regional mercenary system, i.e. War Elephants can only be hired in and around India, Daylamite mercenaries are available only in Iran, Pashtun Warriors only in Afghanistan and so on.
- Honorific titles: players can claim contested titles to complete their victory conditions, or just for the added benefits the title provides, e.g. the Commander of the Faithful (the Caliph) can call for holy wars against infidels and heretics, whereas the Shahanshah is awarded with bonus stability and culture.
- Conditional spawns: some civilizations will only spawn if certain historical conditions are met e.g. Ottomans will only spawn in or after 1300 AD if Seljuk Sultante of Rûm is destroyed or unstable.
- Eight historical religions (e.g. Sunni and Shia Islam), heresies, persecution, religious massacres (i.e. you can murder the infidel population when you conquer a city)
- Eight trade companies and religious military orders replace corporations and spread on their own in a semi-deterministic way

- New historical events such as the Iconoclastic Controversy, the Qarmatian Rebellion, the Massacre of the Latins or the Fourth Crusade.
- New random events: religious revolts, heresies, crusades, relics, themed plot and building events
- Two important modcomps: Influence Driven War (the outcome of battles can alter borders between factions) and SuperSpies (Spy XP and promotions) with new features (Assassins, special unit assassination, heir assassination – causes Anarchy).
- Speed improvements: the CAR mod, BTS on Speed, reduced pickling, suppressed autosaves during AI Autoplay, PAKed art w/atlasses – all to compensate for the large number of civs, ethnic art and Epic speed option.

Historical Background

The mod revolves around Islam and its enemies – primarily the Christians (Byzantium, Crusaders, Armenians, Georgians), Hindu Rajputs and Mongols. Since its birth in 632 CE, the Islamic Caliphate expanded rapidly from the Arabian Peninsula, soon covering the map from the Iberian Peninsula and Africa to Indus Valley in India. This great empire did not last long, however, and least not in this shape. Internal conflicts between the Sunni and Shia branches of Islam, as well as between the major ethnicities – the Arabs, Persians, and later, Turks – eventually led to three civil wars, one after another.

The mod begins in 750 CE, when the Persian-backed Abbasid dynasty defeated the Umayyads in the Third Islamic Civil War. Abbasids lasted the longest of the Caliphate's dynasties, up until the 13th century, and marked the Golden Age of Islam. Baghdad became the intellectual center of the world, producing numerous scholars and philosophers. At the same time, however, the Abbasid Caliphate began disintegrating slowly, due to numerous secessions and invasions, quickly becoming reduced to the territory of modern-day Iraq.

Already in 10th century the Abbasids lost all military and political power, succumbing to Shi'ite Buyids of Persia, while Egypt and Syria fell to the Fatimids, also Shi'ites. Then came the European Crusaders and the Seljuk Turks – and both turned the Middle East into a constant battleground. Further east, local and Turkish dynasties carved their own, great empires, one after another. Samanids, Ghaznavids, Seljuks, Khwarezmids and Ghorids – all conquered vast territories in Iran, Afghanistan, Transoxiana and/or India, but collapsed rather quickly. However, just as Seljuks eventually gave rise to the

Ottoman Empire, Ghorids, whose empire lasted little more than 60 years, established a sultanate in Delhi. This sultanate, ruled by Ghulams, or slaves formerly employed by the Ghorids, covered most of Hindustan and lasted until the 16th century, when it fell to the Mughals.

Following two devastating Mongol invasions, the Caliphate was over, and Islam was shattered. The military and spiritual power shifted from Mesopotamia and Egypt to Anatolia, Iran and India, where new “gunpowder empires” had been born and expanded rapidly, thanks to new military technology. Eventually, most of the Middle East and India belonged to the Ottoman, Safavid and Mughal Empires.

This is a short version of the story behind the mod. To put it in other words, it's a story of numerous great empires that arose and fell after the Islamic Caliphate collapsed, or a story of constant warfare between Muslims, Christians and Hindus, between Sunnis and Shi'ites, and between Arabs, Persians, Turks and other peoples inhabiting the Middle East.

Provinces

There are no RFC-style stability and war maps in the mod. Instead, the map is divided into historical provinces. These provinces are used for all RFC-related game mechanics (civ spawning, stability, AI wars, victory conditions) as well as new mechanics (regional mercenaries, religions, companies) and events. There is an additional benefit to this system - province names are displayed on the tooltip when you hover over a map tile, together with the information whether the province is your core/border area. You can also hold the CTRL key to highlight the province area on the map (see Stability Overlay section for detailed explanation of province colors). This way you don't need to learn any stability maps to know whether a particular city spot is OK to settle/capture for your civilization.

Sometimes, the province name is displayed together with the name of a larger historical region e.g. “Syria, Levant.” This is meant to shorten the victory conditions that would otherwise list a large number of regions, i.e. the Fatimid UHV1 requires you to control “Egypt, Levant and Hejaz,” which is an area comprising of 7 provinces.

Stability

Stability is a feature of RFC “represented by an adjective that can be one between **Collapsing/Unstable/Shaky/Stable/Solid/Very Solid** and that will be shown through an icon in the scores display, in the main screen” (from RFC manual). You can check the main factors behind Stability in the Financial Advisor.

Shaky stability can result in minor revolts. **Unstable** level can bring secessions – your cities declare independence. **Collapsing** status can result in the civilization collapsing into a civil war. A collapsed AI civilization is destroyed, whereas a human-controlled one faces secession of most of its cities, giving the human player a chance to recover.

There are many differences between RFC and the Sword of Islam when it comes to the Stability calculations, but the general rules are the same – in order to maintain positive stability, you should:

- expand within your historical boundaries i.e. protect your core areas and be careful not to found or conquer many cities outside your core and border provinces; province information can be found in Civilizations' Civilopedia entries, or in the tooltip, while hovering over a map tile
- keep your cities happy, healthy and free of foreign culture and non-state religions
- build stability increasing buildings such as the Summer Palace, Courthouse, State Religion Temple, Buddhist Monastery or any National or World Wonder
- maintain high Piety
- maintain Open Borders and Vassalage agreements
- don't lose battles
- use logical Civic combinations and avoid the illogical ones i.e. Vassalage, Serfdom and Agrarianism all go well together, while Religious Law combined with Religious Freedom is a recipe for disaster; see below for more information

Below you will find a more detailed stability guide written for the Sword of Islam.

Starting Stability

When you start a new game, your stability level is set as follows:

- Emir = Solid
- Sultan = Stable
- Caliph = Shaky

After that, stability can change every turn depending on the condition of your empire, as well as various events. Below is the explanation of what is calculated and included in all five parameters visible in the Financial Advisor screen.

Cities Stability

Bonuses and penalties per city:

- Happiness or Unhappiness +/-
- Unhealthiness -
- Foreign Culture -
- War Weariness -
- Lack of protection -
- Non-state Religions (except under Religious Freedom) -
- Lack of State Religion -

Additionally:

- Sum of happiness and unhappiness in all cities ++/-
- The ruler's Piety Level ++/-
- Moving the capital --
- Building a Summer Palace ++
- Building a State-religion Temple or a Courthouse +
- Building a National or Great Wonder +

Civics Stability

General Civic usage:

- Tribal Federation: good with low population (<8 average) +/-
- Dynasticism: improves Stability if negative +
- Aristocracy and Bureaucracy: good with small number of cities (<5) +/-
- Empire: good with large number of cities (>5+) +/-
- Vassalage: incurs a penalty once Professional Armies are researched +/-
- Religious Law: good with Sunni or Shia Islam +/-
- Caste System: good with Hinduism +/-
- Slavery: bad with Hinduism -

Civic combinations:

- Tribal Federation + Decentralization +
- Tribal Federation + Bureaucracy -
- Dynasticism, Absolutism or Empire + Merchant Capitalism -
- Empire or Absolutism + State Monopoly +
- Absolutism + Persecution +
- Absolutism + Religious Freedom -
- Slavery + Religious Freedom -
- Vassalage + Serfdom + Agrarianism +
- Vassalage + Market Economy or Merchant Capitalism -
- Religious Law + Theocracy or Persecution +
- Religious Law + Shamanism or Religious Freedom -
- Free Labor + Market Economy + Religious Freedom +

Additionally:

- permanent penalty for every turn of Anarchy -
- temporary penalty during Anarchy --
- militaristic or liberal tech researched -
- religious or social tech researched +

Expansion Stability

Permanent modifiers:

- City found or flipped during civ birth ++
- City lost during civ birth or resurrection of another civ -
- City lost under other circumstances --
- Capital lost ---
- City conquered +
- City razed -

Dynamic modifiers:

- Number of cities -
- Cities in your core area owned by another civ ---
- Owned cities in core area of another active civ (unless it's also your core) --
- Owned cities in border area of another active civ (unless it's also your core) -
- Owned map tiles outside of your core and border area -
- Shahanshah honorific title ++
- Vikramaditya honorific title +

Economy Stability

- GNP changes (see Demographics) +/-
- Food output ++/-

- Production output $++/--$
- Commerce output $++/--$
- Trade (imports, exports) $+/-$
- temporary bonus during Golden Age $++$

Foreign Stability

- Current combat results (sum of all battles won and lost) $+/--$
- Number of civilizations in contact $+/-$
- Open Borders agreements $+$
- Unstable neighbor, if you are stable $-$
- Having a vassal, depending on his stability and Vassalage civic $++/-$

Stability Overlay

In order to easily see which areas are safe for you to settle or invade, you can check the Stability Overlay. The overlay is toggled on/off with the new button found on the far right of the minimap button set, or with **CTRL-K**. There are five colors that indicate the status of the province in relation to your empire. The status can change throughout the game, i.e. when a new faction emerges within your borders, the status of a border province can change to contested. Likewise, when a faction is destroyed and well after it's historical timeline, its previously yellow/red province will turn back to green/orange, since they can no longer revolt against you.

- **CYAN**: Core provinces. Losing cities in core provinces incurs stability penalty
- **GREEN**: Border provinces. No penalty.
- **YELLOW**: Contested provinces (foreign core areas overlapping with your border provinces). Small stability penalty for each city. Risk of resurrection.
- **ORANGE**: Area out of your historical boundaries. It is generally safe to found one or two cities in these provinces, but afterwards the stability of your realm will suffer.
- **RED**: Foreign core. Stability penalty for each city. Risk of resurrection.

Mercenaries

The Sword of Islam mod includes TheLopez's Mercenaries modcomp also known from RFC, with some changes:

- Instead of a global mercenary pool, there are regional pools i.e. different mercenaries are available in Egypt and Iran
- Contracting units out is disabled (it's unrealistic - mercenaries are not "sold" by rulers)
- It is now possible to hire the basic naval units (if the player has a coastal city)
- Mercenaries are named historically, on a per-unit basis, e.g. Camel Archers use Bedouin names while Horse Archers use various Turkic/steppe names etc.
- Apart from ordinary regional units, following special units are available:
 - **Bulgarian Raider:** Thrace
 - **Varangian Guard:** Thrace, Orthodox Christian rulers only
 - **Paulician Axeman:** Egypt, Fatimids only
 - **Marine:** Lower Egypt, Rhodes, Cyprus and Palestine, Muslim rulers only
 - **Naffatun:** Iraq and Syria, Muslim rulers only
 - **Hashshashin:** Levant, Iraq and Northern Iran
 - **Maceman:** most of the Near East
 - **Zanji Swordsman** and **Zanji Spearman:** Egypt, Nubia and Yemen
 - **Daylami Tribesman** and **Daylami Footman:** Northern Iran and bordering provinces
 - **War Elephant** and **Armored Elephant:** India and bordering provinces
 - **Pashtun Warrior** and **Pashtun Cavalry:** Afghanistan and bordering provinces
 - **Pathan Infantry** and **Pathan Pikeman:** Eastern Afghanistan and Northern India
 - **Marathi Warrior** and **Marathi Cavalry:** Central and Southern India
 - **Camel Archer, Camel Rider:** Egypt, Nubia, Arabian Peninsula, Bactria, Punjab and Sindh
 - **Camel Gunner:** as above + Sindh and Punjab

Religion

There are five major religions: **Hinduism**, **Catholicism**, **Orthodox Christianity**, **Sunni Islam** and **Shia Islam**. Catholics and Orthodox Christians are friendly towards each other (to some extent - their diplomatic bonus is halved), while Sunnis and Shias are hostile (but the penalty is halved).

There are three minor religions. **Judaism** spreads on its own and apart from forming unhappiness and instability, it can provide boost to the city's commerce through the Jewish Quarter building. **Zoroastrianism** and **Buddhism** can be found in some ancient cities and serve as an obstacle to Muslim rulers aiming at religious unity within their realms. Zoroastrianism is also associated with one Great Wonder - The Shahnameh, and Buddhism with one Stability-boosting building - the Buddhist Monastery, buildable only in Hindu realms.

Non-state religions cause much unhappiness, instability, revolts and loss of piety (similar to RFCEurope's, but working more like in Medieval 2: Total War, with a 0-100 range and frequent up and downs). Religions can be removed with Persecutors or by massacring the city's infidel population upon capture, as shown on the screenshot. Note that any religious persecution has a negative impact on diplomatic relations.

Religious Unrest, Revolts and Persecution

In the Sword of Islam, non-state religions cause much unhappiness and instability, while lowering your piety score. Therefore, it is sometimes a good idea to get rid of your minorities. Religions can be removed by the **Religious Persecutor** unit. Additionally, when you conquer a city, you can order your army to massacre all the disbelievers. Both actions will reduce the city's population, cause unhappiness (and thus, instability) lasting for several turns, and will also negatively affect your diplomatic relations with leaders associated with the religious minority you persecuted.

Piety

Piety score is similar to RFCEurope's faith points, but it works more like Piety in Medieval: Total War. Piety range is 0-100 and goes up and down throughout the game, depending on your actions. There is a hidden base piety value that depends on the condition of your state religion in your cities. Your piety score, whether higher or lower, will slowly go up or down to meet that base value. You can see your Piety in the top-left corner of the screen, next to the Religion symbol.

Your **base piety** depends on the following:

- Religious unity (presence of state religion, absence of non-state religions)

- Presence of buildings related to your state religion (temples, monasteries, cathedrals and their equivalents)
- Presence of Holy Shrines and Great Wonders related to your state religion
- Use of improper Civics (penalty for Shamanism, Religious Freedom – except Hindus, any Labor civic other than Caste System – if Hindu)

Additionally, your current piety will **go up** whenever you:

- build religious buildings, shrines and wonders
- research religious techs
- spread your state religion
- answer calls to a holy war

Piety will also temporarily **go down**, whenever you:

- spread a non-state religion
- build Brothels, especially if under Religious Law
- build Inns (only with Islam and under Religious Law)
- declare war against a brother in faith (can be bad if enemy is very pious)
- raze a city with inhabitants following your state religion (very bad)
- refuse a call to a holy war (very bad)

For high base piety, it is the percentage of religions and buildings that counts, rather than their number, meaning that smaller kingdoms can become pious as well. However, actively building religious buildings and wonders, spreading religion etc. will temporarily raise your piety above base level, making it possible to reach piety score of 90+.

Having high piety increases your stability and your population's happiness slightly. At a very high level (80+), it will also provide your units with a blessing. Low piety will cause instability and unhappiness, and will also make you a valid target for a holy war (Muslims only). A piety score of at least 50 is also required to call the holy war, if you are the Commander of the Faithful (see below).

Holy Wars

Only the **Commander of the Faithful** (the Islamic player controlling Baghdad, either directly, or through vassalage) can call for a holy war, if his piety is 50 or higher. This can be done through Religion Advisor screen (the Red Fist symbol).

The valid targets for a holy war are players who are at war with the Commander of the Faithful and are:

- Non-Muslim players controlling Mecca, Medina, Kufah or Jerusalem
- Muslims of different denomination (Shia vs. Sunni)
- Muslims of same denomination but heretical (Piety below 20)
- Pagans (no state religion)

When a holy war is called, all Muslim players that can contact the target and are not already at war with him, get the option to join the war. Joining the war increases piety, while refusing to join decreases it. However, the loss depends on how valid the call was. This is also the deciding factor for the AI players. If the Commander of the Faithful is much more powerful than the target, his call will most likely be ignored by everyone, and the piety loss will be minimal. If the Commander is weaker than the target, others will be much more likely to join, and the consequence for refusal will be higher.

If you happen to be the Commander of the Faithful, make sure you consider the power difference between you and your target. It can be very disappointing to have no one answer your call, so keep the possibility for really bad situations when you actually need help. Holy wars can only be called once in 100 turns.

Relics

There are 12 unique relics in the mod, 6 Islamic and 6 Christian ones. At the beginning of the game, relics are placed semi-randomly in various provinces. If the province has no cities, the relic will remain hidden until a city is built there.

Recovered or captured relic units can be transported to any city and turned into a reliquary to provide special bonuses. A relic that has been placed in a city can be picked up again by a missionary unit and transported elsewhere. Relic units can also be traded between players in the diplomacy screen. Most importantly, a number of relics are required for some Unique Religious Victory goals.

Religious Victory

A completely new and unique feature of the mod is special Religious Victory devised by the user Tigranes. Adherents of each major religion can achieve Religious Victory by fulfilling three goals unique for that particular religion. **Unique Religious Victories**, or **URVs**, work in the same way as Unique Historical Victories, except that they have no deadline and can be completed by multiple players in joint effort. Switching your state religion will reset the URVs.

Companies

Companies replace corporations in SoI. With the name change comes a change in mechanics - they are not found and spread by the players. Instead, they spread automatically to cities that meet their requirements. The main concerns of companies are the city's geographic location, buildings, religions, resources and trade opportunities.

Once the company settles in a given city, it will start producing some commerce/yields just like a corporation, but without maintenance. Additionally, the city will be able to construct buildings and train units associated with the company.

If the company's vital requirements are not met, or if it finds a more suitable location, it will leave the city - e.g. Hospitallers and Templars will leave cities captured by Muslim players.

The detailed preferences are as follows, with essential requirements emphasized:

Sufism

- *Sunni or Shia Islam population & state religion*
- Not running Persecution civic
- Available Incense & Coffee
- Religious and scholarly buildings, as well as Turkish Hans
- Mevlana's Tomb (all cities owned by the controlling player)
- No brothels
- Active from 9th century

The Karimi Family

- *Sunni or Shia Islam population and state-religion*
- *Not running State Monopoly civic*
- Available Gold, Wheat, Spices and Cotton

- Trade infrastructure
- Trade routes
- The Lighthouse of Alexandria
- Market Economy or Merchant Capitalism Civic
- No competition from Venetians or Genoans
- Active from 11th century

Hashshishiyya

- *Provinces in Northern Iran and the Levant*
- Not running Persecution civic
- Available Incense, Copper and Stone
- Shia population
- Defensive and espionage buildings
- Active from 11th to 14th century

Knights Hospitaller

- *Cities in the Levant and Southern Anatolia*
- *Christian state-religion*
- Christian population
- Available Iron, Stone and Horses
- Militaristic buildings
- Krak des Chevaliers
- No competition from Knights Templar
- Active from 12th century

Knights Templar

- *Cities in the Levant*
- *Catholic state-religion*
- Christian population
- Available Gold, Silver and Incense
- Militaristic buildings
- The Dome of the Rock
- No competition from Knights Hospitaller
- Active from 12th to 15th century

Venetian Merchants

- *Coastal cities along the Mediterranean coast*
- *Not at war with Catholic civs (if non-Catholic)*
- *Not running State Monopoly civic*
- Christian population and State-religion, especially Catholic
- Available Spice, Silk and Incense
- Commercial buildings
- Trade routes

- Market Economy or Merchant Capitalism Civic
- No competition from Genoans or Karimis
- Active from 12th century

Genoan Merchants

- *Coastal cities along the Mediterranean and Black Sea coast*
- *Not at war with Catholic civs (if non-Catholic)*
- *Not running State Monopoly civic*
- Christian population and State-religion, especially Catholic
- Available Salt, Silk and Cotton
- Commercial buildings
- Trade routes
- Market Economy or Merchant Capitalism Civic
- No competition from Venetians or Karimis
- Active from 12th century

Estado da India

- *Coastal cities along the Indian Ocean (Arabian Sea)*
- *Not at war with Portugal*
- *Not running State Monopoly civic*
- Christian population, especially Catholic
- Available Spices, Incense and Pearls
- Commercial buildings
- Trade routes
- Market Economy or Merchant Capitalism Civic
- Active from 16th century

Espionage

SoI includes Espionage improvements from BBAI and SuperSpies modcomps. The AI will invest EP more wisely, focusing on specific factions and goals, without wasting EPs on far away or weak factions. Spies also gain experience after completed missions, which allows them to acquire promotions that increase their effectiveness in various fields. Promotions have been modified to fit the mod, and balanced to prevent the virtually invincible spies that SuperSpies allowed.

There are two new missions in SoI. It is now possible to **Assassinate Special Unit** (Great Person, Missionary, Caravan) or **Assassinate the Heir** (causes 1-2 turns of anarchy). Heir assassination is very costly and can be performed only in the Capital or a city with a Summer Palace.

Assassination missions also have very high difficulty. Success rate can be improved with *Assassin I* and *Assassin II* promotions. The new Assassin unit (buildable only when the Hashshishiyya are present in the city) is an improved Spy – he can do everything a Spy can, but starts with free *Deception I* and *Assassin I* promotions.

Credits

- **Embryodead** – mod design, execution & some 2d/3d art
- **Rhye** – the creator of this mod's base: Rhye's and Fall of Civilization
- **Broken Crescent Team** – the creators of a mod that provided major inspiration for SoI with its medieval Middle Eastern theme
- **Qiu** – Chinese version
- **The Turk, MessageMan, Jusos2108, AOS9001, Tigranes, 2phunkey4u, AnotherPacifist, Barak, Leoreth, Ajidica, civ_king, spaceman98, corovanrobber, incognet, thwump, Brew, Cetrix, AdrienIer, Bluebags, jammerculture, Opera, dafiden, MrBanana, FrogmasterG, Replacement, srpt, youtien** and other CFC members – playtesting, research & ideas
- **ColdFever** – Blue Marble terrain
- **GeoModder** – Cultural City Styles
- **TheLopez** – Mercenaries modcomp
- **moctezuma** – Influence Driven War modcomp
- **jdog5000 et al** – parts of Unofficial BTS Patch & Better BTS AI modcomps
- **The History of the Three Kingdoms Team** – the CAR modcomp
- **Sephi** – BTS on Speed modcomp
- **Karadoc** - parts of K-Mod
- **DaveMcW** – Hidden Attitudes modcomp
- **Trojan Sheep** – SuperSpies modcomp
- **The_J, SaibotLieh, Baldyr** – some Python code
- **cybrxkhan** – some Leader soundtracks
- **Diversica, Dune Wars, RFCEurope, Rise of Mankind, Realism Invictus** mod teams – bits and pieces of graphics and/or code I borrowed
- **Bakuel** – most of the wonderful unit art found in the mod
- **stolenrays** – a number of Great Wonders made specifically for the mod
- **ambrox62, Bernie14, Castor_Troy, Chugginator, civ-addicted, Coffie Junkie, cybrxkhan, Danrell, Ekmek, machaerik, melcher kürzer, Novator, polycrates, siam, The Capo, veBear, Walter Hawkwood** – units, leaderheads, buildings and graphics included in this mod
- **Gordon Farrell** – Legends of Ancient Arabia soundtrack files
- **Wikipedia** – most of the Civilopedia text