



Caveman 2 Cosmos

Version 40.1

An unofficial community expansion pack
for Civilization IV: Beyond the Sword 3.19

Major Features

Many of the features of Caveman2Cosmos are the combined programming efforts of the community of CivFanatics.com, but a majority are original features exclusive to this unofficial expansion pack. Some of these features can be turned on and off in the Custom Game screen.

1. Multiple Production

Multiple Production allows cities to produce more than one building or unit, whenever possible. If a city has an overflow production from the last item, it will be applied to the next item in the city queue. If the overflow production is enough to complete the next item, then it will be applied to the next queued item, and so on. With large military cities, you can easily create multiple missiles or infantry units in one turn.

2. Multiple Research

The same concept as Multiple Production. If you have enough overflow beakers from your last research project to complete the next technology in the queue, you can research multiple technologies in one turn.

3. Usable Mountains

Usable Mountains transforms peaks from wasted space to strategic choke points and useful industrial locations. Resources can and will spawn on peaks, and units will be able to move over peaks after you have researched Mountaineering. After researching Algebra, cities can be constructed on peaks. Peaks now give 3 production, but no food or commerce. Any improvements that can be built on hills can be built on peaks as well.

There is also a new promotion, Mountaineering, available to Great General units. With it, all the units in the group will be able to cross over peaks without the aid of the Mountaineering tech. Peaks offer units a 75% defense bonus, the largest in the game.

4. Fixed Cultural Borders

Fixed Cultural Borders completely changes the way borders work. Instead of culturally-driven borders, military force and might dictate the spread of borders. Units have the new command "Claim territory", that you can use to claim a particular tile, also in enemy territory. In order to recapture it, the enemy must place his units on that plot and do the same as you.

This means also that fixed borders cannot be taken away by cultural influence in any case, but only by military action. A player can still expand his borders by cultural influence over unoccupied territory and over nations that do not have fixed borders.

When capturing cities, you get all the territory that the city "provides" to its original owner (with one exception: tiles that are claimed by force remain within the old civ). In order to keep the territory, you only need the military force to defend the city. These tiles cannot go to any other civ, meaning that if someone wants them it has to declare war and capture them, or earn them by trade.

During a war, if a tile is surrounded by more tiles in your possession than in your enemy's possession and has no enemy units defending it, it is claimed by you automatically. This makes borders less shredded by the end of the war.

If you are not using a civic that "forces" fixed borders, the game acts as always (i.e. culture defines borders).

5. Surround and Destroy

Surround and Destroy gives attack bonuses for surrounding enemy forces, up to a maximum of 60%. The more units you have around an enemy unit, the larger the bonus. This is particularly useful for laying siege to medieval cities.

6. Advanced Diplomacy

Advanced Diplomacy vastly changes the way diplomacy works from standard Civilization. Many new trading options are added, each with their own benefits and potential disadvantages.

6.1. Embassies

Nations can now establish embassies in other nations. Embassies improve diplomatic relations between countries, but be warned! Revoking rights to a foreign embassy will have disastrous diplomatic repercussions with the other nation.

Embassies also allow the trade of military units and workers between countries. In addition, embassies are now required to unlock higher diplomatic functions, such as Open Borders agreements and Defensive Pacts.

Embassies, on the other hand, allow for enemy spies to more easily complete their missions in your country. Beware of unwanted eyes!

6.2. Right of Passage

When players research Writing, they can request to have a Right of Passage agreement. The agreement is similar to the Open Borders agreement, meaning that defensive units will be allowed to pass through another civ's territory. Offensive units, however, will not be able to enter that territory.

6.3. Trading Military Units

Certain military units, like siege machines, can be traded with Advanced Diplomacy. To be traded, each player must have an embassy in the other player's nation. All tradable units are marked as such in their Civlopedia entries.

6.4. Trading Workers

Workers can be traded with Advanced Diplomacy. To be traded, each player must have an embassy in the other player's nation.

6.5. Buying and Selling of Corporations HQs

Corporations HQs can be bought from or sold to another nation. When the trading happens, the HQ will be automatically moved to one of the cities of the buying nation.

6.6. Trading Contact with Other Civilizations

Nations can buy and sell contacts with other civilizations. This allows you to meet civilizations who you would not otherwise be able to trade with for many centuries.

7. Barbarian Generals

Barbarian Generals allows units to gain Great General experience from combat with Barbarians. It also allows barbarians to get experience as well, and allow them to spawn their own Great Generals.

8. Assimilation

When you capture an enemy city, it retains the personality of the former owner. The conquering player will be able to build the former owner's Unique Units and Unique Buildings in that city, instead of their own.

9. Ruthless AI

The Ruthless AI Game option will make the AI much more manipulative and harder to beat than Normal or Aggressive AI, using techs and gold to hire war allies and turning small border disputes into raging world wars. Expect to be sneak-attacked, or worse, blitzed, as the AI seizes poorly defended border cities, and gobbles up smaller city-states.

The AI will also remember your breaches of trust more keenly: it may be wiser to die an honorable death than become the next Benedict Arnold. Lastly, suspect every AI request: an ordinary map request may actually be a search for future attack sites, so be prepared for preemptive strikes.

10. Great Commanders

Great Commanders are a new use of Great Generals. In addition to settle Great Generals in cities to gain XP or attach them to a unit to give it immediate XP, Great Commanders will give the possibility to a Great General to lead troops in battle. This will allow them to gain XP from successful combat on the same tile as other friendly units, that they can invest into a specifically-designed Promotion tree. Their promotions will boost the stats of all units in the Commander's range, allowing for much more powerful armies on the battlefield, both for offense and defense.

11. Realistic Culture Spread

Realistic Culture Spread creates a more natural style of cultural spread from your cities. Culture will spread fast over grasslands, and more slowly over rivers, higher terrain like hills and peaks, heavily wooded areas, and ocean tiles. In order to counterbalance this, three new intermediate City culture levels have been added for this game option only.

12. Modern Corporations

Modern Corporations expands the amount of Corporations in the late game. Corporations that give increased military training and experience are useful for catch-up. Other corporations can give happiness, health, culture, science, commerce, or espionage against rivals.

13. Advanced Nukes

Advanced Nukes provides the finest and latest gear in the art of destruction, expanding the range of existing nuclear weapons and allowing players to access new chemical and biological weapons, to lay destruction and utterly annihilate an enemy city or its surroundings.

14. Mastery Victory

Mastery Victory is the ultimate victory condition. The player must survive to the end of time, and be the one with the highest score. Boost the culture of your city, construct wonders, achieve military victories, and spread your religion to the most cities to gain points, but don't forget to stay alive!

15. Resource Depletion

Resource Depletion allows for heavily used non-renewable resources to deplete from the game. Each turn, the game measure how much you are using a resource, determining the chance of its depletion. As you rely more and more on a particular resource, the odds of it depleting increase.

Also mines built on tiles without resources will deplete, although at a smaller rate. When a mine depletes, no new mine can be built on that tile ever again. This means that, by late game, players that rely too heavily on mines will be forced to readjust their strategies.

In order to balance this, there is also an increased chance of discovering resources throughout the game.

16. Terraforming

After researching Weather Control, players may terraform through workers previously inhospitable land into plains, and eventually into lush grasslands. This will allow your cities to grow even larger, as your civilization reaches its own "Golden Age".

17. Sea Tunnels

After researching Civil Engineering, players may build underwater tunnels to join continents together. These tunnels allow units to move under water tiles, and reach areas previously only accessible by ship. Be wary, though: a sea tunnel can just as easily be used by enemy troops to easily access your mainland cities, bypassing your naval defenses.

18. Mega Cities

Mega Cities allow cities to expand to a third-level radius, after reaching the Influential cultural level. Players can use this new workable tiles to fuel their economy, drive their war machine, or

gain access to previously locked resources. This also means that maintaining your city's cultural borders will become more important.

In addition, this will allow cities to reach much higher levels of populations, meaning that unhealthy and/or unhappy cities may become more problematic than ever and that players should spend extra efforts to keep them healthy and happy. If poorly maintained, these larger cities may even decide to rebel against your leadership.

19. Occasional Promotions

Occasional Promotions is a new way for units to receive promotions. After every battle, a unit has a chance of earning a promotion that they are eligible for, depending on the initial chance of success and their performance during battle.

A high chance of victory means a low odd of being promoted after the battle, while overcoming disadvantageous odds mean a higher chance of being promoted. Likewise if a unit loses little or no health during a fight, the chances increase, while barely surviving a battle decrease such chances.

If a unit gets promoted, it will not earn any XP from the battle.

20. Realistic Corporations

Realistic Corporations gives freedom to Corporations, as they are no longer state-controlled entities. While the State owns the city a corporation operates in or the Corporation HQ, they cannot control anymore its spread, except in extreme circumstances. No Executives or units that can spread corporations can be trained, except when using a civic that blocks foreign corporations. Corporations are no longer founded by units, buildings, or otherwise. Instead they are founded by a little bit of luck, and some strategy.

21. Dynamic XP

Unit XP is now saved in fractional values, and units gain experience dynamically, depending on their battle success and the odds. The less likely a unit will win and the less damage taken during a battle, the more XP it will receive, to a maximum of 6 XP while attacking and 3 XP while defending. Units will always receive a minimum of 0.25 XP. This will force players to make more strategic attacks, and prevent from gaining significant amounts of XP by attacking very weak units.

22. Castle Improvements

Castle Improvements adds a new system of improvements, such as The Moat, Balistraria, Castle Turret, Catacombs, The Keep, Heavy Gate, Herbalist, Dungeon, and more, making castles a key defensive structure.

23. Advanced Espionage

Advanced Espionage adds a slew of new espionage missions for your spies to perform and cause havoc with. Also, Advanced Espionage scales all missions damage with game speed, so the effects of the missions are more pronounced on slower speeds, and less noticeable on faster speeds.

24. Employed Citizens

Employed Citizens will require citizens to be working in certain buildings to ensure them to stay open and provide bonuses, instead of working tiles or acting as specialists. This also means that if your city lacks the needed population to staff all the buildings, they will shut down until you reach the needed amount of population to make them work. You can see how many citizens are employed in your buildings through a dedicated drop-down in your city's interface, on the right of your city's name.

25. Subdue Animals

Subdue Animals changes some of the mechanics of combat with animal units: when an animal unit is defeated, instead of just being killed, it may be butchered for food and production, converted into a resource on the map or be subdued. Captured animals can be used to build special buildings that provide resource, science, culture, happiness or reduce revolutionary sentiment. Some also allow new units or provide XP for units built in the city.

26. Crime and Punishment

Crime is used to represent the idea that humans will commit offenses against others, if they think they will get away with it (of course there is as much evidence for this, as well as much evidence for the opposite position, but this is just a game). The higher the crime level in a city, the more crimes (here represented by “free” buildings) you will have. Crime can be fought in two ways: crime-prevention buildings and crime-fighting units. But crime can also be “used” to build crime-related buildings, which can provide you with money and units. It's your choice...

27. Flammability

Flammability is used to represent the risk that a fire disaster can occur in your city. Highly “flammable” buildings, such as Oil Power Plants, Oil Refineries, Chemical Plants, etc. would increase the risk of a fire event, while a Fire Station, a Fire Brigade, an Artesian Well etc. would lower such risk. Remember always to take a look at the flammability level in your cities: if it gets too high, a fire will occur and a building will be destroyed each turn, until the level gets under control.

28. Housing

Houses and residential buildings may increase or decrease food, health, gold, and other bonuses depending on two variables: density and wealth of the housing buildings. Density levels increase as eras go by (from Low to Medium, to High, to Super), and are categorized by the wealth of the buildings (Low, Medium or High).

29. Heroes, Elite Units, and National Units

In addition to normal units, there are three new categories of special units:

- *Heroes* – unique unit that can be built only by one civ; if killed, it cannot be built again; it also has its own Promotion tree.

- *Elite Units* – only a limited amount of units per civ (15) can exist at the same time; if one gets killed, it can be built again; they have its own Promotion tree.
- *National Units* – only a limited amount of units per civ (depending on the unit) can exist at the same time; if killed can be built again; it shares the Promotion tree with normal units.

30. Bug and BULL Options

BUG stands for *BTS Unaltered Gameplay* and is a collection of interface enhancements and screens that provide a quicker access to information available in the game, plus some cool features that make playing the game a lot more fun, by removing some of the tedium involved in micromanagement. Apart from this, no game rules and no information from the original BTS version has been changed.

BULL stands for *BTS Unaltered Gameplay DLL* and adds a lot of useful information to some of the hovering texts – specifically the City Bar and the Yield and Commerce hovers in the City Screen.

31. Alternative Timelines

Alternative Timelines adds more historical fiction to the Tech Tree and different flavors of “punk”. They each take up one slot on the Tech Tree and provide unique units, buildings, and wonders:

- *Megafauna Domestication* is based on the late prehistoric period and fictionalizes if man could have ridden large animals, like bears and bison.
- *Clockpunk* is based on springs and clockwork technologies, and is usually set during the Renaissance.
- *Steampunk* is set in late 18th century through early 20th century, and focuses on steam power and the possibilities it could bring.
- *Dieselpunk* is based on the aesthetics of the period comprised between the end of World War I and the beginning of World War II.
- *Atompunk* relates to the pre-digital period (1945-1965), and the rise of the US military and industrial power.
- *Biopunk* focuses on the unintended consequences of the biotechnology revolution, following the discovery of recombinant DNA.
- *Cyberpunk* plots often center on a conflict among hackers, artificial intelligences and mega-corporations, and tend to be set in a near-future Earth.

32. Divine Prophets

Choose where to found your Holy Cities, and Divine Prophets provide bonuses.