**Events and other Random Things TO DO**

**Green = DONE**

**EVENTS**

PARTISAN:

--American should spawn massive infantry when attacked

--Russia should spawn massive infantry when attacked

--China should spawn massive infantry when attacked by anyone other than the Pro-West

CHINESE EVENTS

-Indian War

-Soviet War (any unit killed have a text box)

-US Invasion (Hawaii, West Coast, Breakthrough at Salt Lake City, Midwest, Chicago, Eastern seaboard) –THESE HAVE TEXT AND NEED TO BE UPDATED

KOREAN WAR

-Seoul should spawn US forces arrival the first time it is captured.

-Pyongyang capture by US or Pro-West should spawn Chinese arrival first time it is captured.

-If China or Russia captures Pyongyang, Seoul, or Pusan, these cities should revert to Pro-East control with the Chinese or Russian units teleported outside the city.

INVASION OF TURKEY BY RUSSIA

-Should set a state, probably onActivate for European player, that gives the European player a pop up text box “Russia has recently invaded Turkey. Should we defend them?” and then “Fight for Turkey!” or “It’s not worth it” – if European player chooses to fight, Turkish cities that are currently not Russian change to European and all units in there become European. Europe and Russia go to war. Otherwise, nothing happens but a state, “Europe abandons the Turks” is set.

-If nothing happens, US player on *their* turn gets a pop up giving *them* the opportunity to intervene. Same situation. Cities change to US and same effect.

\*\*NOTE: should flip this for if Europe or USA invades Turkey, Russia comes to defend

INVASION OF SWEDEN/NORWAY BY RUSSIA

-Same situation as Turkey

\*\*NOTE: should flip this for if Europe or USA invades this area – Russia comes to defend

Finland is on its own

CORE

-Every city owned by Russia or US that isn’t either a Core city (has core improvement) or military base (has military base improvement) costs them 500 gold per turn. This will prompt them to want to transfer to minor. This is in MP game ONLY as AI can’t figure this out.

**Random**

-Remove ability to incite revolt in cities

-spy message references female gender but spy icon is male. Change.

-Need to update the initial text so it has a scroll field as it is too large for some monitors.

-Mountains should probably be impassable to tanks (jungle too)

-Consider adding military base cities to the game. Use lua to keep them size one. When built they automatically get airport (military base). Any cities that have a military base can receive a unit from a core city (only check the per turn for receiving city). Cost will be based on distance.

-consider removing radio so airbases can’t be built, or see if you can remove air bases each turn, or see if you can remove option to build them – military base instead.

-Should military construction tech be renamed power projection?

-Let mountains at least bring 1 trade so they aren’t making people mad when they’re worked

-Battleship sound doesn’t work

-consider if there’s a better way to have the atom bomb stick around at start for US instead of MRBM – can it be loaded into a plane using Field Marshall’s thing?

-Change Pakistan to Solar Panel and Airbase to Military Base

-need to add “make aggression” to US and Europe if China attacks Australia in SP

-need to add “make aggression” to US if China attacks Taiwan or Japan in SP

EVENT CATEGORIES COMPLETE

-Middle East

-Asia

-United States Partisans

-Canada and Mexico triggers U.S. Response

-Diplomacy Module

EVENT CATEGORIES TO DO

-Africa (Egypt, Algeria, Congo, Others)

-Latin America (Cuba, Others)

-Europe (If Russia invaded, Partisans)

-Turkey (chance for Europe to take over, or US to take over)

-Sweden (chance for Europe to take over, or US to take over)

-Victory Counter

-Terrorism

-Build Restrictions

-Arms Sales (player can buy equipment other player has researched)

-Proxy Wars/Rebel Funding (press a key on a tile and create infantry if it is more than 2 squares from a city)

-Button to delete military base

-Colonial System 🡨 🡪 Colonial System (ALL air and ground units within same civ 1x per turn per city)

-Core Region 🡨 🡪 Military Base (ALL air and ground units within same civ 1 x per turn per city)

-Port 🡨 🡪 Port (Gift weapons and aircraft from one civ to another)