The Cold War 1947 – 1991

Necessary Events

Hi Javier,

This is a giant wall of text. No need to read it all in one sitting but I’ve broken down 7 events that I think this scenario needs to be successful. Any help you can provide with this would be appreciated. I intend to credit you as co-author (I’ll be the “designer” you will be the “programmer” in the same way I worked with Prof. Garfield and Grishnach before, and how Knighttime and Tootall combined forces).

To that end, if there is something cool that you would like to see in the scenario, I’m all ears. These are the seven things that I think are most critical. I can probably handle minor little stuff (for example, I’ve already built the munitions in the file I’m attaching) but this stuff is beyond my ability.

Thank you for your time in reading this. I’m going to stop using the events now (I’ll work on other stuff for the scenario), and am attaching a copy of all the files.

**1. BASIC DIPLOMACY MODEL**

We need to ensure that certain civs will never go to war with each other (see Tootall and Knighttime’s ‘Napoleon’ for an example of how they addressed this, including the pop up that would show up when the AI would declare war, and the events needed to reset. A similar pop up should occur here).

-USA should never go to war with the Pro-West or Europe

-Europe should never go to war with the Pro-West or USA

-USSR should never go to war with the Pro-East or China

-China should never go to war with the Pro-East or USSR

-Pro-East should never go to war with USSR or China

-Pro-West should never go to war with USA or Europe

**2. BARBARIAN (NON-ALIGNED) DIPLOMACY**

We need to ensure that at the start of the game at least, the USA, Europeans, Soviets, Chinese, and Indians are at PEACE with the barbarians. I am uncertain if this is achievable with lua. If not, I know it is possible with hex editing, but I find that difficult so I’m hoping lua works.

This needs to be done so that the first turn doesn’t see Europe attack Norway/Spain/Vienna, etc. Really, the only civs that should be attacking the barbarians in the SP game should be the Pro-East and Pro-West. In MP, the players should be free to attack barbarians if/when they choose, so I don’t want this linked as in #1 above.

**3. ARMS DEALS**

We need to refine the process for how players can put arms up for sale on the international market. You’ll notice I’ve created 12 squares for each of the big three (USSR, USA, Europe) on the ‘underwater map’ labeled “To China ($),” “To India ($$$),” etc. The idea is that units on these tiles should be available for sale as labeled. $ vs. $$ vs. $$$ indicates the price the player is willing to sell it for. More $$$ means it is more expensive. So, for example:

$ might equal $500

$$ might equal $1000

$$$ might equal $1500

The problem is, it can’t be as simple as “deduct $500 from buyer, credit $500 to seller” because then the unit would need to cost an astronomical amount to buy, or there’d be no reason for the seller to ever sell them, because they’d sell at a loss (consider how much it would cost the “seller” to “buy” the unit in pure Civ2 terms – if they are “selling” it for less to another player, what is the point?)

To address this, I was thinking that we have two different figures:

Price the buyer pays

Payment the seller receives

The buyer might be “charged” $500, but the seller might receive $2,500 – if that make sense. I think it needs to be this way to make it economical and useful for everyone.

Now, a second issue is that while this is straight forward in a MP game, we also want it to work in a SP game. I plan on shipping this scenario with 2 events files – SP and MP – that will be swapped via a batch file, so to the extent that these events can be easily separated, that would be best.

In a MP game, I envision the following steps:

1. Seller activates a unit in a city with a international port (improvement 34) on map 0, or on terrain type 6 on map 1 *It must a terrain type 6 on map 1 ONLY or it won’t work!* The unit should need full movement points.
2. Seller presses a key, such as backspace, which causes a text box to pop up that says: “By what terms should we offer this (unit name string) for sale?” There are 12 options below (probably showing 4 per box, with a “next,” each of which corresponds to one of the 12 squares on the 2nd map).
3. One of these options might read, “To Europe for $1,500” (note: it should display the price the SELLER will receive—not what the buyer will pay).
4. If this option was selected, then the F-16 would be moved to square 196,56,1 (which is the “To Europe ($$$) square”).
5. On their turn, the buyer would press a key, which brings up a dialog box “International Arms Market.” It has a listing of the different units available, who is selling them, and how much they cost (THIS should show the price the BUYER pays). The buyer would select the unit they want to purchase and press “Next.”
6. The Buyer is then prompted with a list of their cities with a international port (improvement 34). These are the destination cities available. The buyer would select one, and press “complete purchase” (there should probably be a “reconsider” option as well).
7. The unit is then deleted from the sellers square and placed in the city that the buyer selected. This city should be the unit’s home city. The unit’s movement points should be spent.
8. The buyer’s funds are deducted by the price they were to pay, and the seller receives the funds they were to receive.

In a SP game, we still want to be able to do this, but it is going to have to be unilateral:

1. Seller activates a unit in a city with a military port. The unit must have full movement points.
2. The seller presses a key (probably a different key). This brings up a text box that says, “Who should we sell this (string unit) to?” The options are:
   1. Soviets: to China, to India, to Pro-East
   2. USA: to Europe, to India, to Pro-West
   3. Europe: to India, to China, to Pro-West
3. Depending on which is selected, a second box populates that lists the cities of the recipient civ that have a military port (so, for example, USA might see London as an option if they were selling to Europe).
4. The seller should receive an amount of money (we will go with the middle of the road $$ in this situation to keep it simple) and the seller should receive the unit.
5. The buyer would lose an amount of money (again, the $$ middle path), but there should also be a floor of $1,000 where sales can’t go through unless the buyer has at least this amount. If they have $1,001 the sale can still go through, but the lowest the buyer’s treasury will dip to is $1,000.

**4. GIFTED UNITS, CITIES, AND GOLD**

I believe you’ve worked on this a bit but basically all civs should be able to gift units, cities, and gold to other civs to remove the need to open the cheat mode in a MP game. The only caveat that you may not have done yet is that if a unit is going go be gifted, I would like it to only be possible between cities that have the military port (improvement 31) so we don’t have a situation where T-55 tanks miraculously appear in the Amazon rainforest.

With the city transfer, I would suggest that the units inside of the city be deleted, so the player should get a warning that they need to withdraw from the city before effectuating the transfer.

**5. FUNDING REBELS AND PROXY WARS**

You’ve worked a bit on this but I’d like to tweak it a tad to make it easier to implement without a massive table. Every city in the game has one of the following improvements:

1. Israel (improvement 2)
2. Asia (3)
3. Latin America (13)
4. Africa (18)
5. Pakistan (32)
6. Middle East (33)
7. Core Region (35)

I believe you had started to set this up where one would pick a list of locations to fund rebels from a table. If possible, I would like to tweak this to reduce the need for a massive table I’m likely to mess up. What I’m thinking might be easier to build (and also, probably, easier for the player to use) is to have a system that works like this (note this assumes that you are able to iterate cities that have a certain improvement—I believe this is possible but not sure):

1. The player presses a button which brings up a dialogue box “Proxy Wars” – “In what region should we support the opposition?”
   1. There are five levels (Israel, Asia, Latin America, Africa, Middle East)
2. Assuming that the player chose “The Middle East” you’d then be brought to a second dialogue box that lists the cities that have improvement 33.
3. Let’s suppose that the player chooses “Baghdad.” Another new dialogue box pops up. “Minor support - $500,” “Moderate Support - $1000,” “Major Support - $1,500,” and “Cancel” are all options.
4. Depending on what is chosen, a certain amount of funds is deducted from the player’s treasury, and different units appear at random coordinates within a set distance of Baghdad (call it 1-3 tiles. I \*believe\* it is possible to simply place something a few random tiles away from another object (in this case, a city) because that has been done in OTR with the “Escape into the Night” function.
5. Minor support would only provide a few Nationalists (if USA) or Revolutionaries (if USSR);
6. Moderate support might increase the number of units and add other units.
7. Major support might increase the number of units even more.
8. It would be ideal to have an advance check – so that if Rocket Research I (civ.getTech(78)) was known, then perhaps the RPG or Stinger unit shows up. If not known, they don’t.

In my mind, while this is probably more complex to set up, it should be a significantly less labor-intensive way of achieving this than creating a table with every city in the game in the events field.

**6. NATIONBULIDING RESOURCE DRAIN**

To prevent the USA and USSR players from simply conquering the entire map themselves, I’d like to have them suffer a severe penalty if they ever own more cities than they start with (better to have this have a value, however, in case it’s eventually decided that they should be able to own “a few” but not “many” cities).

Basically, for every city over “the limit,” the USA or USSR would lose $100 (or whatever) gold per turn. It should be possible to press a button (probably the same one as the “score” that I’ll discuss below) and see how much you lose each turn, which will prompt you to transfer the city to a proxy.

**7. SCORE**

I’d like to use the improvements discussed above (2,3,13,18,32,33,35) to formulate the score. Basically, it should be a 5 way race to reach a certain point threshold based on these cities.

Latin American, African, Asian, and Middle East cities might be worth .5 points each

Core cities might be worth 1 point each.

Israel and Pakistan might be worth 2-3 points (to make it worth fighting over)

It might take 100 points to win (no idea if that is the right number).

Anyway, by pressing a button, you can see at a glance the top 5 ranking for points.

China, India, and Europe should only count the cities they directly control.

The score for the US and USSR should be the sum of their cities and their respective proxy’s cities (pro-East and pro-West).

When the victory threshold is reached, there should be an announcement that so and so has won the game.

I’m hoping this compels people to actively use the proxy system to try and prevent stronger opponents form winning, especially since Europe will start pretty close to victory.

Anyway – these are my thoughts but I’m interested to hear yours.