Development Values:

(for the civ-empire game)

- each province/node/possession has a set of "development values": there are several different categories of development values, each of which contribute to your empire in a different way

- each development value category contributes certain things to your empire: the category is used to determine what kinds of things the province has and contributes to your empire, and the value determines how much it contributes

- there are also subclasses of these development values

- ex. high “Production”/Phoros development value results in more goods being produced; choose which category of goods to spend your production value in to determine how much of each thing you produce

- that is, there are subcategories where you can spend points already allocated to Phoros; these categories correspond to the different kinds of things that can be produced/created, and the more you spend on a particular category, the more of that thing is generated

- high “Aurus” development value means your province generates more monetary income

- high “Devos” development means your province generates more development points

- the higher the development value in a particular category, the more it contributes to your empire; things like resources, income, manpower, other resources/things/power, etc.

- you can spend resources and time to increase these development values; different categories of development value are increased in different ways

- spend development points of the right type and resources of the right type to increase a particular category, takes some time