CIVIS

Woodrow Scott

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About

License

Overview

Map

Terrain

Different terrains carry different probabilities of spawning resources. For instance, grassy terrains are best at maintaining a population; however, more rigid environments tend to be better at supplying vital resources.

Grass

* + 3 Food
* + 1 Wood
* - 1 Stone
* + 1 Iron

Dirt

* + 1 Food
* + 1 Wood
* - 1 Stone
* + 0 Iron

Ice

* - 1 Food
* - 2 Wood
* + 3 Stone
* + 2 Iron

Desert

* + 0 Food
* + 1 Wood
* + 3 Stone
* + 1 Iron

Units

Teams

Teams may be selected at choice or at random. In the event of multiplayer games, teams will be bound by player ID, and will default to a logged in and actively playing original member except in the case of a player’s absence, in which case an AI participant will take temporary hold during the multiplayer session.

Listed below are the array of races available in the version of the game intended for this document:

**Humans:**

Quick to develop technologies, this race is adapted to maximizing their hold on resources and in manipulating terrain. However, non-reinforced units are weak and prone to psychological attacks, such as fear.

**Titans:**

Strong and sturdy, **Titans** are effective combat units. Very slow to enhance their technology, they most promising time to advance is in early game. The attack and defense of all units is above average, and there is a distinct advantage in destroying and conquering enemy constructs.

**Mutants:**

**Mutants** are a wildcard – each individual is somewhat randomized. Because of this, any advantageous or disadvantageous are purely random. Strategies must be made on a unit-by-unit basis from which they are made.

Mutants tend to be strong in harsh environments.

**Zombies:**

This unit is capable of transforming other units into **Zombies**. Smaller units are more affected by the transformation processes. Zombies are weak against cold environments. However, they spawn at an accelerated rate, and are difficult to kill.

**Aliens** possess powerful technological advantages early on. However; they are weak against biological attacks and are easily overtaken by **Zombies** and **Humans**. Aliens sustain damages when they stray too far from a **Center**.

**Lizards:**

This race specializes in damp climates. Able to hide underwater, it may be impossible to detect units of this race until an attack is made. **Lizards** are immune to most diseases.

**Ogres:**

**Ogres** are territorial and are quick to expand their ranks and population. Strong and fortified, they are the ultimate warrior race.

**Elves:**

**Elves** are able to cloak themselves more easily than most other races. In addition to this, ranges attacks are far more successful and more damaging. However, this benefit decreased rapidly when outside of a forested area.

This race is able to create forests quicker than other races.

Resources

AI