Quick advice for new players

➢ Early religions (Hinduism, Zoroastrianism, Judaism, Taoism) can't build missionaries as soon as they are founded; those come with separate techs! Monasticism only helps build them without Monasteries, but you still need the required tech.

➢ Great Shrines provide income dependent on the percentage of the world population rather than the number of cities following the religion.

➢ Above a certain amount of units in a stack, all of them start getting penalties. The amount you can have without penalties is called **"logistics"** and is separate for stacks inside and outside cities. Logistics is represented by a colored bar in the lower left of the main screen, and the leftmost icon can be moused over to show a breakdown of logistics modifiers and levels of problems per number of units.

➢ Units of different types (like melee and archery) provide **aid** promotions to each other when stacked together. The power of aid is determined by relative strengths of those units. Some units (such as elephants or capital ships project **detriment** promotions on nearby enemies. Limited national units provide a unique type of aid or detriment.

➢ Your cities have a chance of **epidemics**. They will kill some citizens in cities with population above 4 and hurt production and commerce while they last. The epidemic rate is shown in the upper left corner of the city screen, and factors influencing it, as well as chance to start per turn (nonlinearly growing with rate), can be seen by mousing over the epidemic rate.

➢ Your units cost more to produce for each unit of that **role** already built (for example, each knight will raise the cost of new cataphracts, knights or cuirassiers you build). The rate of cost increase isn't the same for different roles; elite units increase more, while irregulars increase much less.

➢ Cost of technologies increases with additional cities you control. The exact amount of increase depends on the map size. It is usually not so severe as to discourage the expansion, but a focused "tall" empire can out-research a "wide" one.

➢ Work boats can't explore. They can leave your territory, but can only move through explored tiles (surrounding tiles in their sight radius must also be explored).

➢ Each new era will lower base health and happiness of your cities.

➢ When a building converts a resource into another (like Bronze Smith converting Copper to Bronze), the input resource isn't considered lost. It can simultaneously be used to build units, or even in another conversion to a different resource. It can't be traded away without disrupting production, though.

➢ You can't capture workers. You can though, with 20% chance, capture slaves from successful combat while running Slavery.

➢ Running Slavery and Serfdom (with Manors) has a risk of major rebellions happening. The size of rebellion is random, but tied to the population of nearest city, and the strength of units is equal to the best irregular unit you can build (warband/levy/irregular/conscript/paramilitary). The rebels will seek to directly attack the nearest city.

➢ Each citizen eats 3 food! Farm outputs have been adjusted appropriately (and will grow a lot as you advance through the tech tree).

➢ Many new gameplay additions (revolutions, barbarians settling, unit cost increases, slave/serf rebellions etc.) can be toggled on/off in the custom game options.

➢ There is a thorough manual for all the gameplay features, scenarios etc. If you want to find out more about certain aspects of the mod, please check it!