Medieval Millennium Overview

I. Scope and Description

Medieval Millennium is an adaptation of *Civilization II: Test of Time*, based on Western Europe during the one-thousand-year period from A.D. 500 to A.D. 1500. It requires the Test of Time Patch Project (TOTPP) version 0.15.1 and takes advantage of many features that this enables.

In a technical sense, this is a complex modpack in which all units, improvements, wonders, advances, etc., have been altered to fit the medieval theme. There is no .SCN file, and every game begins on a new randomly-generated map (utilizing the new "Play a mod" menu option added via TOTPP). A game last 500 turns, at two years per turn, and you can win either by conquest or by "voyage".

On the other hand, this has many features more commonly found in a scenario, the primary one being extensive use of events to dramatically alter the gameplay experience. This allows the controlled introduction of new factors and gameplay elements at appropriate times, not directly caused by in-game actions. The experience of playing probably aligns very closely with what players have come to expect from an in-depth scenario.

In short, this is something of a unique hybrid. Perhaps the best summary is to say that this is the original base game of Civ II, completely reimagined, with the power of Lua programming behind it.

The intent is not to recreate the strictly historical sequence of events during these years, or to allow you to replay and reenact events exactly as they occurred, but rather to provide a thematically "medieval" experience or context. Every attempt has been made to provide an immersive experience that balances authenticity with enjoyable gameplay. This is far more than a graphical overlay or a new skin on familiar game mechanics — you'll encounter many detailed and nuanced changes to all aspects of the game.

II. Key Elements

a. Player's Role and Strategy

As the human player, you are acting out the part of a medieval ruler presiding over the affairs of your nation. Imagine yourself sitting in a drafty palace hall, receiving visits from various ministers and nobles; or traveling from city to city with your court, updating yourself on the local situation and instituting major building projects. Micromanagement is possible to a degree, but you also have to delegate authority to subordinates to act on your behalf.

However, sometimes that delegation doesn't work out exactly as you prefer. Every medieval king had his ambitions thwarted or tempered not only by opposing armies, but also by internal issues like miscommunication, incompetence, rivalries, and just basic human nature. As you review the documentation or play your first game, you may find that certain actions seem to take place automatically, independent of your direct instructions or even contrary to your wishes. As a result, you may need to learn to strategize "one level up" in order to impose your will on a given situation.

To cite one example, your Trebuchet will fling a boulder whenever an enemy target is sighted, without awaiting your command; this action will prevent it from moving on that turn. Therefore, it is your responsibility to *position* that Trebuchet appropriately, in coordination with your other troops, so that such automatic behavior can be used to your best advantage. As a second example, the magistrate of a poorly defended city may call up Peasant Militia if enemies

threaten, even if the cost of doing so drains your treasury. But if you provide sufficient defenders proactively, this event and its financial impact can be avoided.

b. Balance and AI Competitiveness

With many years of experience, human players have learned numerous ways to outsmart the AI or take advantage of specific game mechanics to gain a substantial advantage. Although permitted by the game's rules, these feel almost like "exploits" because of the way they can be leveraged by a human player (but will not be by the AI, at least to the same extent). Some examples of this are:

- Excessive/exclusive reliance upon only Fundamentalism and Democracy, the two most extreme governments;
- Forcing "We Love The King Day" in Republic and Democracy, specifically to achieve unrealistic population growth;
- Obtaining huge economic and research advantages from Caravans and Freight, especially combined with Airports late in the game;
- Optimizing the use of Spies that ignore zones of control, alongside railroads that provide unlimited movement, to lead an entire army quickly into the heartland of an enemy empire.

As much as possible, these and other extreme approaches have been blocked or had their advantages reduced, to provide a game that is hopefully more challenging or at least requires the player to reconsider the pros and cons of various paths to victory.

For those highly skilled players that have mastered Deity level in the base game, Medieval Millennium supports an additional level of difficulty that provides an even greater challenge.

c. Explore and Build

The Civ II fan community has created many excellent scenarios over the years, but I have found that the base game remains compelling in large part because of the exploration aspect — gradually revealing continents, seas, and terrains that you can't predict in advance. Medieval Millennium is accordingly intended to be played on a new, randomly-generated map each time, since I consider this to be a key factor in replayability. (However, I may consider including one or more true European maps in a future release, if there is sufficient community interest.)

d. Terrain

Terrain management is a significant aspect of Medieval Millennium. This is the era when the great primeval forests of central and northern Europe were gradually tamed and cleared into cropland and pasture. In the warmer and drier climates of southern Europe, diminishing populations at the beginning of this period were supported by cultivation practices that persisted from the Roman Empire, but eventually this region also began to grow again and required additional food production.

At the beginning of the game, therefore, the majority of the map consists of wild land in its native states: Heathland, Dense Forest, Pine Forest, Marsh/Fen, Sea, Hills, and Mountains. Your task is to utilize or convert these terrains into ones that can support the growth and expansion of your nation. But geography and terrain are not at the mercy of man, bent to his every whim. You will have to contend with terrain that depletes if it is overworked; terrain that reverts to its native, wild state if it lies abandoned; climate change due to the Medieval Warm Period and the Little Ice Age; urbanization caused by city sprawl; and even forest fires.

Medieval Millennium contains 16 terrain types, taking full advantage of the additional types made available by TOTPP.

e. City Variety

As you near the end of a game, a historically realistic nation shouldn't consist of a roster of indistinguishable cities of size 20 or greater, with the complete set of improvements in every city, and surrounded by an unending vista of farmland, mined hills, and railroads. Not only does this conflict with reality, but such uniformity also leads the entire process of city development to become more mechanical and less interesting. In real life, especially during the medieval era, massive cities were the exception, not the rule; many cities simply remained poor and less developed than their neighbors. Most kingdoms were relatively small, and were made up of only one or two dominant cities with many smaller villages. Towns could expect to encounter many ups and downs over the centuries.

Accordingly, in Medieval Millennium you will face a number of new challenges to city development, which are designed to slow the pace of population growth and provide for greater variety across the cities of the world. You still have the opportunity to build large cities, but this will take careful planning and some good fortune along the way.

f. Nations and Religion

There are 21 playable nations in the scenario, each with unique city lists. These have been selected from among the most dominant Catholic kingdoms of Europe during the centuries between the fall of Rome and the discovery of the New World. However, this is not really a scenario about religion or religious wars. The scope ensures that there are many and obvious references to Christianity, but the Catholic Church is not the focus of the scenario. You might almost say that it's a "taken-for-granted" aspect of life — part of the background, a shared common touchstone for all nations, but not the basis of a cultural divide. There are other scenarios that tackle topics such as the Crusades in great detail, and I encourage you to seek them out if you'd like.

On the other hand, the years in which each of these nations historically became Christian vary widely (A.D. 496 for Clovis of the Franks, A.D. 966 for Mieszko of Poland, etc.). The date on which its king was first baptized as a Christian is often considered a landmark date in each nation's history, so an attempt has been made to model this choice within Medieval Millennium. Every nation begins the game as a Tribal Monarchy with knowledge of Tribal Religion, and dialog boxes will provide you with additional information about the opportunity and impact of adopting Christianity.

g. Artistic Style

Substantial time and effort was invested in finding, editing, or creating artwork and icons for use in this scenario, in order to make the medieval atmosphere "come alive" for the player. Because my artistic skills are limited, I'm very thankful for the fine work produced by many other Civ II designers over the years, which provided a wide array of options from which I could select. Of course, the art that each person prefers is extremely subjective, whether in digital format or not. A certain painting, or style of painting, might be compelling or fascinating to one person while another finds it blasé. I make no claims that the icons or images used in Medieval Millennium are objectively "best" — they simply reflect a particular style that appeals to me and which I felt worked well within this scenario.

In general, I attempted to balance two goals. First, I admit to having a fondness for the look-and-feel of older iterations of Civilization II such as FW and MGE. Second, I did attempt to incorporate artwork and icons that are of high quality and take advantage of the high-color format supported (in most files) by Test of Time. As you survey the map, though, it's possible that some of the artistic choices may seem "retro" to you because they intentionally evoke that older era of Civ II, rather than borrowing exclusively from newer or more recent TOT scenarios.

h. Lua Scripting

A final goal in the development of this scenario was to draw attention to the capabilities that Lua offers when designing scenarios, hopefully leading to increased interest and usage within the Civ II community. In that regard it is a bit of a "Lua showcase", revealing the power that Lua has to reshape the game in both obvious and subtle ways. The events

designed for this scenario consist of many thousands of lines of code which run in parallel at all times with the game engine, continuously analyzing every game action.

Due to the wide-ranging and nuanced effects these provide, no single "all-in-one" guide to events is provided. However, as you review the other documents that together make up this guide, you will notice many notes about game features, options, or behaviors that seem different than what the base game offers. Most of these are achieved via events, often running silently in the background as the game proceeds.

The intention is that events shouldn't feel like an abrupt shift from "standard gameplay" into "an event just occurred." Rather, the events are inextricably part of the gameplay, and alter it seamlessly to provide a comprehensive and immersive experience.

III. Credits

TEST OF TIME PATCH PROJECT (TOTPP): A huge thank you to TheNamelessOne for creating and releasing TOTPP. Without his foundational work, the vast majority of the unique features found in Medieval Millennium would not be possible.

QUALITY ASSURANCE AND TESTING: Sincere thanks to Tootall_2012 for providing valuable playtesting feedback, pointing out numerous bugs and inconsistencies, serving as a terrific sounding board for my ideas, and making many helpful recommendations.
Thank you also to PolarBear71 for testing and proofreading, and to JPetroski for testing and various suggestions.
Their support and encouragement at various points during the project are greatly appreciated.

GRAPHICS: Thank you to the many talented individuals in the Civ II community who have so willingly shared their work over the years, especially Catfish, Fairline, and Tanelorn.
Every attempt was made to preserve the signatures of artists within the icon image files.
Not all artwork could be definitively sourced, and I sincerely apologize to anyone whose work is included in this scenario without appropriate credit. If you notice any graphics in this scenario that you designed, please contact me on Civfanatics.com, and I would be very happy to credit you here or make other arrangements if necessary.

LUA: Thank you to Prof. Garfield for his responsiveness on the Civfanatics forums, and for various tips and recommendations incorporated into the events.
Specific sources for some sections of event code are cited and credited directly within the events files.

IV. Submit Feedback

If you find any bugs in the game, or have suggestions for improvements, please contact me via PM on Civfanatics.com. I have some ideas in mind regarding further enhancements, and may choose whether or not to pursue them based on the level of community interest.

I would also enjoy hearing from you about aspects of Medieval Millennium that you really liked and appreciated. I hope this scenario gives you many hours of enjoyment.

Happy Civving!
Knighttime