

The background is a collage of historical and cultural elements. At the top, there's a Roman-style arm in armor. Below it, a classical bust of a man. In the bottom left, there's a fragment of an ancient Egyptian wall with hieroglyphs and a statue. The overall tone is sepia and aged.

# SID MEIER'S CIVILIZATION: THE BOARDGAME

ABAKUS v3.4

01/01/2008

Tool for the boardgame  
"Sid Meier's Civilization: The Boardgame" (© 2002 Eagle Games)  
© 2006-2008 by Stefano Coletta (Creator) et al.



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## Introduction

This guide is meant to be used with the Civilization ABAKUS v3.4.

Using this abacus you can speed up the game a lot and avoid making boring calculations to get incomes for every turn. The ABAKUS project has been created to ease and speed up this boardgame and as a support for the **rule set that I've written**, named CHR (Creator House Rules). You can freely download this new rule set from <http://www.mindcreations.com/projects/civilization/> URL.

This abacus can be used with original Advanced Rules, CHR, Government Rules and you can even customize/disable every variant that has been added. It has been design with variants in mind. You can even use it for your own variants.

I hope that this abacus will shorten the boring part of your playing time improving your playing experience!

Civilization is a GREAT game, and if you found it boring for excessive complexity, this tool will demonstrate you that it can be played without the hassle.

Stefano Coletta (Creator)

## Setup

Before starting to play with the ABAKUS Excel file copy it giving a new filename just to keep the original unchanged. Doing this way you can resume a game at a later time or look at it in the future for reference.

- 1) Go to the SETUP sheet and fill in player names.
- 2) Choose to use NORMAL (Advanced Rules) or CHR rules by clicking the relative button on the SETUP sheet.
- 3) Flag or modify each variant you like.
- 4) If using CHR, specify game length in the SETUP sheet.
- 5) If using Government Rules, select "Despotism" in each player sheet.
- 6) If using CHR, after giving the first technology card to each player, go to the TECHNOLOGIES sheet and assign them accordingly.
- 7) If using Prospection ability, in the CHR Prospection sheet fill in all chips that are out of play or uncovered.

You are ready to start!



## Tutorials


This ABAKUS has a tutorial part to let you familiarize with. The Save and Player tutorials are just a copy of the regular sheets with some data filled in and balloons on some cells to explain the use of the most important functions.

From now on I'll focus on every task that can be automatically accomplished or aided by the ABAKUS without referring to the original Rules, CHR or other variants. Refer to proper documentation for details about game rules. For the remainder of the guide I will assume that the Setup part of the ABAKUS has been already done and understood.


## Players



Each player has a colored sheet representing his game status. Most of the functions of the sheet are straightforward and are explained in tutorials; despite of this I want to clarify some aspects that are not of immediate comprehension.


Two players can trade a resource this way:

Who is giving a resource: enter the number of resources that you have TRADED AWAY in the relative  columns.

Who is receiving a resource: enter the extra gold income that is produced by received resources in the cells named Wonders/Trade/Other.

When resources are traded back just delete Wonders/Trade/Other and  cells.

If you are using variants that are not taking into consideration settlements size, to trade a resource you have a comfortable way: under  column fill in the amount of resources of every type that you have RECEIVED then enter the number of resources that you have TRADED AWAY in the relative  columns.

You can also use the  columns to avoid a settlement being productive for a particular turn without deleting it from the ABAKUS. This aids a lot with variants forcing cities to be not productive for certain conditions (i.e. pillaging, etc).

Use the WONDERS / TRADE / OTHER cell to add/subtract only things/concepts that are not already handled by the ABAKUS.

Also keep an eye on the BONUSSES Free/Avail indicators to be sure that every player is using his own bonuses.

## Use of Technologies

This is the simpler tool of the ABAKUS, just select the Technology you acquired by selecting your name with the dropdown menu next the technology name.

You can acquire only technologies that have gray background.

In general colors are:

Gray: available tech (ABAKUS follows technology sheet dependencies tree).

White: tech not available (a required technology has not been discovered yet).

Red text: appears to indicate an error condition if you have selected a technology that is not currently available.

Other colors: technology has been already discovered.

Wonders are automatically assigned to users. Effects of Wonders that pertain to Production phase are automatically handled by ABAKUS.

The Available Governments box in the center of the sheet lists the selectable government from the player sheets.

Note that Republic or Democracy cannot be selected, even if available, if a player unhappy settlements outnumbers happy ones.

## Setup values/variants

Just a hint to keep things easy: if you play with less than six players pick player colors starting from BLUE onwards. Do not let gaps between players **or you'll** make confusion during the game ☺; consider that you can always pick the player colors you like, the ABAKUS has no problem to deal with that!

To make this tool really customizable I've placed old and new parameters all together in the Setup sheet.

You can play with original Advanced Rules, add Government Rules, and use only CHR variant or a mixture of every variant/modifier.

**Simplified government rules** - If selected, this variant greatly simplifies the government game. The Garrison Rule is completely removed from the game and replaced with Rampant Corruption which is automatically calculated for you when the rule applies. Corruption is calculated by reducing your total income by 1 gold for every unhappy settlement you own. Hence, it follows similar to the Computer game in that the more settlements you have the more corruption. You may also choose to remove the Republic and Democracy rule of 'No Unit Production in Unhappy Settlements' if you wish.

This variant allows a more streamlined game using the governments.

**Luxury/Waste** - The more you earn the more you waste. This new rule prevents rich people to earn more and more indefinitely. After you pass 100 gold (configurable) you waste proportionally until 33% if you reach 300 gold for example.

**Resource Extra Income** - Having certain resources is good to earn more money during production phase: for Industrial civilizations sum 10 extra gold x Coal resources owned (5 if not Industrial)

and for Scientific civilizations sum 6 extra gold x Spices resources owned (3 if not Scientific).

Every other field or button is explained in the ABAKUS tutorial; for specific rules about other variants refer to proper documentation.

The START NEW GAME button in my opinion is useless... if you need to start a new game, just make another copy of the original file ☺.

## CHR War-Diplomatic

This sheet contains features pertaining only to the CHR variants. The Cultural Influence table is used to calculate if you can culturally influence (absorb) another civilization settlement. Usage is simple:

- 1) Choose players from drop down lists (the influencer and the influenced).
- 2) Select respective settlement sizes.
- 3) Fill in how many military units are located in the influencer settlement (region); the same for the influenced settlement.
- 4) Fill in the distance (1, 2 ...) between the two settlements.
- 5) Specify if the influenced settlement is happy or not.

**You'll obtain the dice roll you must do to culturally absorb the influenced settlement.** When you are done, just Reset the table and start over again for other players.

The CHR Diplomatic Status has to be used to inform the ABAKUS if you are in war with other players. Remember to update the status every time you declare war or make a peace treaty. Just select War or Peace at the players colors crossing.

The CHR Military experience is useful to automatically calculate how many Military Experience points (ME) have to be given to each player for any battle.



Usage is straightforward:

- 1) Select attacker and defender
- 2) Select the attack type
- 3) Depending on the attack type fill in quantity for Units, Navies or both specifying if a player has a troika.
- 4) Specify if the attacked region has a settlement
- 5) Specify if the two player have already fought in a battle for this turn
- 6) Select the winner
- 7) Select a retiree if there is one

In the yellow cells you get how many Military Experience points each player scores.

**NOTE:** a red exclamation mark identified a cell that requires a value or needs attention because of wrong data.

The CHR Spies tool dramatically eases spies movements and missions.

You can use this tool to know how much you have to score with a dice roll to move a spy without being exposed or to complete a mission.

### Movement

Fill *Mil. Units* field with the total enemy units in the region then add the *AS* in the region (0-N) and type any *Spy INV* bonus modifier.

The *Safe movement roll* field will tell you how much you have to score to avoid being exposed.

If the spy is exposed, one of the 4 actions (Converted, Executed, Imprisoned, Extradicted) reported below the blue arrow can be chosen to see how the spy will be treated. The roll for the action to succeed is indicated on its right.

### Mission

To complete a mission choose one of them amongst the available ones in the field *Mission*.

Check now to see if you fulfill its requirements (field *Requires*) and pay the relative cost (field *Pay*).

Fill in any *Spy MBS* bonus you have.

Now roll the dice shown on the *Mission success roll* field.

**IMPORTANT:** to have correct results for dice rolls you have to fill in even the *Mil. Units*, *AS* and *Spy INV* fields.

When a roll field is highlighted as SUCCESS! or NO CHANCE! in place of a dice roll description:

SUCCESS! » Automatic success, no dice roll is needed.

NO CHANCE! » You cannot even try to roll a dice, it is an impossible movement or mission.

## CHR Prospection

Using this optional sheet you can be aware of what the prospection activity has to reserve to you. To use this sheet you have only to update chips quantities. Every time a new chip is discovered or removed during play, update its counter in the corresponding row. The ABAKUS knows that there are in play 90 chips (from the original Civ box), so if you play with less chips or you are using special variants just count chips that are out of play or discovered from the start of the game.

The percentage on the right of each chip expresses the probability you have to pick up one of that type during prospection (or even during play if there are still covered chips on the board).

**NOTE:** if you use homemade chips to increment the number of available resources, you cannot use this sheet unless you modify the source code of the file.

## CHR Purchase

Using this sheet every player can see the own customized Price List for every unit, payment/income available in the game. Just select the player name from the drop down list.

If you do not use the CHR variant, look at prices at the CIV Tables sheet.

## Turns

Using this optional sheet you can keep track of each player score as turns pass. Click on the **"NEXT TURN"** button when you complete a turn and the abacus will automatically get **scores from each player's sheet**. There are values that are left blank because it cannot be automatically filled. Leave it blank or fill in with proper values if you want a more precise statistic.

In the Turn Era column, type the number of the Era at the time it changes in the corresponding Turn row: 1 is for Ancient Era, 2 is for Medieval Era and so on...

Adjust the GFX ZOOM value to expand/shrink the span of the statistics graphs. I think that 50 turns are enough for every match 😊

## Stats sheets

These sheets are automatically populated by using the Turns sheet values. They give an overview of each player status from a specific point of view. Each vertical bar represents an Era change (according to the Turn / Era column of the Turns sheet).

**Power:** the absolute power of each player is calculated by summarizing each aspect of his civilization; think about this graph as the grand total of the other graphs.

**VP:** how many Victory Points each player owns (considering every applied variant that the abacus is aware of).

**Gold:** how much gold each player earns.


**Technologies:** how many technologies each player owns.

**Settlements:** how many settlements each player owns, it means not only the **"number"** but it takes into consideration even the size.

**Monopolies:** how many monopolies each player owns.

**Happiness Quality:** overall happiness status between happy and unhappy settlements, emphasizing who owns always happy ones (wine and gems).

**Happiness Ratio:** ratio between happy and unhappy settlements without considering always happy settlements. Players that fall below zero are unable to get into Republic or Democracy. If they fall under zero while they are in Republic or Democracy it happens a Revolution.



**Culture:** the sum of wonders and government points: a representation of the cultural level of each civilization.

**Military:** owned military units.

These graphs have been implemented for two reasons: to show the real status of every player regarding a particular resource or situation and to save a game play for later reviewing. Sometime happens that a player attacks a **"supposed to be" more powerful player just to weaken him, and sometimes** the supposed player is not really the more powerful.

While taking these decisions you can use the graphs as aid to avoid discussions; now you have a scientific tool to precisely state who is where, and when! Gold and Victory Points are not the only things to take into consideration during each play to state who is first. For example, extensive unhappiness can be a problem if not sanitized: with some variants there is an high degree of probability to loose settlements that are unhappy or have a strong limitation relating to growth.

Example: if you think that the recently conquered settlement is worth the war you did, even for the casualties; at the end of the turn take a look at the graph and see if your expectations are reflected in: if they are not maybe you are overestimating your action.

## Save

At least three **times I've faced the problem to stop the game to resume it** a week or two days later. It was a problem because I cannot leave it on the table for such a long time. To **solve the problem I've created two** Save sheets to actually save the physical position of every unit, settlement, fleet, chit, etc so you can restore it in an organized way at a later time without too much effort.

Board Save sheet is used to save all things on the board while Player Save sheet is used for **all the things that can't be associated with a region on** the board.

Other things related to players or the game in general are handled by the ABAKUS itself, so, there is really no need to keep track of it.

Just enlarge columns you use to put units and fill it to reflect your board status. Keeping the ABAKUS apart, put every game piece in separate boxes labeled with the name of the player along with his stuff (city cards, technologies, improvements, etc.) to easily restore it later. Use another box for things that are not owned by anyone (like still covered chits).

There can be dozens of techniques to save a game considering the amount of variants that exist for Civilization, but, indicatively, for a 5 player game consider about 45/60 minutes to perform a full backup or restore.

For details consult the Save Board Tut sheet.



## Acknowledgments

Many of the ABaKUS ideas have been taken from the posts and works of other people playing this game around the world. All of these rules and comments have been partially or completely integrated into the CHR (Creator House Rules). This is the full list of indirect contributors:

- Government Playtest Kit version 2.0 + addendum by Jon Cianciullo
- Civilization 3: The Boardgame Rules Addendum by Phat4I
- Strategy Cards (anonymous, official EagleGames site)
- Civilization: nuove regole di Fabrizio Aspesi
- L'Effaceur's house rules
- OWL'S Advanced Game House Rules (Ver. 1.3.2)
- Advanced Combat Rules (ACR mk3) by TheDS
- Brazenwood House Rules (Eagle Games forum on 11/22/2002)
- House Rules by Jacobo Cagigal – V1.0 (Boardgamegeek.com 06/01/2006)
- ACR post on Eagle Games Civilization forum
- DBConfession post ("**Boats and Bombards**" 01/07/2003) on Eagle Games Civilization forum
- Beta House Rules by Przemol Lyczynski (09/02/2006)
- Phat4I post ("**Modified Fast Play Combat rules for Advanced Game**" 04/05/2004) on Eagle Games Civilization forum
- Other posts on Eagle Games Civilization forum

## Credits

**Previous ABaKUS designers:** Alain Vouriot, Kraig Myers and Rattle

**Debugging:** Gianni Araco, Aahz, Marco Bellisario, Michele Serafini

**Play testers:** Fabrizio Bellisario, Alessandro Bellisario, Fabio De Angelis, Gianluca Cotogni, Veronica Esposito, Laura Polidori, Giancarlo Esposito, Fabrizio Catalucci e Andrea Purificato, Michel Keijzers

A special thank goes also to Eagle Games to have brought this game to life and to have given permissions to freely use its copyrighted materials.

Also thanks to every player that has contributed with his own ideas to make Civilization a better game, and my wife for patience and support while designing this new tool and rules.

## Contacts

For questions, bugs, hints or anything else, contact me here:

Web	<a href="http://www.mindcreations.com/projects/civilization">http://www.mindcreations.com/projects/civilization</a>
Contact	<a href="http://www.mindcreations.com/about/contact/">http://www.mindcreations.com/about/contact/</a>
Forum	<a href="http://forum.mindcreations.com/">http://forum.mindcreations.com/</a>



## GNU General Public License

This tool is based on "Civilization: The Boardgame" by Eagle Games and is distributed under GPL license (refer to file COPYING in the package).

Works made by others have been included (both software and documentation) with their express authorization when required.

## Bugs & Changes

If you find any bug, you are encouraged to fix it ☺

**If you are unable to do that, send me a mail and I'll try to fix it for you if I have spare time.**

If you consider the changes you made important for a large audience, send it to me so I can include it in the newer versions.

## Troubleshooting

The only thing that you have to know about this sheet is the Excel Macro protection. **If you can't edit values for cells or buttons are not working,** just try to lower the Excel Macro protection level.

## English style

**I'm not a native English person thus I know that I've limits writing a correct and flowing english text, even if it is a guide. I ask your help to give a better english style to this doc if you care.**

## To do list

- Keep track of battles or important events to add into the graphs
- Deny cultural influence due to immunity or war diplomatic status
- Add summary statistics page (without graphs)
- Many more things, see the project website

## Changes list

### v3.4 (01-01-2008) – Release

- **Player Save: Removed "Next government" field. It was used only for CHR v1.0RC2.**
- CHR Player: Loss and luxury indicators added on the right of the Income word. With this new feature you can see how much gold **you are loosing at the Production phase. With the word "loose" we mean that amount of gold that you can potentially earn but right now you can't get because of some limiting factor such as government limits and luxury limits.**
- CHR Setup: Mini-Monopolies is now off by default to comply with CHR v1.0RC3.
- CHR Player: Extra income for settlements was incorrectly calculated (more than expected) for Democracy and Fundamentalism. Fixed.
- CHR Player: Taxes formula was incorrect because it was adding some extra gold due to an old unused variable. Fixed.
- CHR Player: Taxes were added to the production income without considering the government limit for production.
- CHR Player: updated extra income modifier from +1 to +2 to comply with CHR v1.0RC3 democracy.
- CHR Player: updated free MP indicator to comply with CHR v1.0RC3.
- CHR War-Diplomatic: fixed formula for CHR Military Experience, it was incorrectly giving 1 point more in case of settlement conquest during a big landing.

### v3.3 (11-03-2007) – Release

- Board Save: spies position and state (stand or lay) can now be saved using the settlers cells (thanks to Michele Serafini).
- CHR Player: taxes income for Fascists and Communists have been updated to comply with CHR v1.0RC2.

- **CHR Player's Free MP:** updated to comply with CHR v1.0RC2 (thanks to Michele Serafini).
- **CHR Player's dogma:** it was not taken into consideration to limit players income each turn, fixed (thanks to Michele Serafini).
- Yellow player: WONDERS/TRADE/OTHER cell had yellow text on yellow background; now it is fixed (thanks to Michele Serafini).
- **Board Save: "artillery" column was incorrectly named "army",** now it is fixed (thanks to Michele Serafini).
- **New sheet "CHR Prospection":** use this sheet to keep track of revealed encounter chits to know in advance how many probabilities you have to prospect every other chit that lies inside your black box.
- Look & feel improved.
- Player: gold income now shows as a question mark before the game starts.
- Player CHR: major fix for taxes income. Now taxes are properly added to the gold income earned in the Production phase.
- Player CHR: fundamentalists are warned to make all their settlements happy with a yellow box instead of a red box.
- Player: under Victory Points changed the word "Cities" with "Settlements"
- CHR Purchase: fixed discount for Communists; it was not taken into consideration for Communist Military civilizations.
- Setup: useless Critical modifier cell removed.
- Documentation: better graphics and layout for page heading and numbering.
- Board Save: added Reset button to clear all sheet data and highlighted cells.
- Stats sheets: added Happiness Ratio stats graph.
- Stats sheets: Renamed Happiness graph to Happiness Quality graph.
  - Technologies: fixed typo for Miniaturization.
  - Stats sheets: added Monopolies stats graph.
- Stats sheets: quantity of techs is no more taken into consideration when plotting culture stats.
- Stats sheets: added Technologies stats graph.
- Stats sheets: x-axis was displaying incorrectly turn numbers.
- CHR War-Diplomatic: Cultural Influence now is more difficult on Capital cities (-1) according to CHR v1.0RC2.
- CHR War-Diplomatic: spy missions updated to comply with CHR v1.0RC2.
- Board Save: sheet was preventing to change the background color of cells. Fixed (thanks to Michele Serafini)
- CHR Purchase: updated Nuclear Weapons and spies costs to comply with CHR v1.0RC2.
- **Player: fixed "Pay Unit Support x Gold"** message: was incorrectly displayed even for Military civilizations.
- Board Save: added spies & SDA column for each region.
- Happiness Graph: fixed yellow player graph.
- Player: fixed ME and Strategy fields, were cleared instead of being initialized to zero value.
- Board Save: sheet set with blocked frames to ease scrolling with labels referencing.
- **Board Save: added column "Improvements" to save improvements** attached to particular settlements. Highlight it in yellow or blue if you received these improvements as a gift or by using a particular skill of a government or civilization type.
- **Board Save: added column "v" as an utility to remember which** regions you have just saved or restored.
- **"Player Save" sheet added.** Use this new sheet to save things that nor Player sheet or Board Save sheet can handle.
- **"Save" sheet renamed as "Board Save"**
- Turns: fixed time column, it was protected by mistake.
- CHR War-Diplomatic: fixed Reset button on DIPLOMATIC STATUS, it was clearing cells instead of setting the status to PEACE.

### v3.2 (24-12-2006) – Release

- CHR War-Diplomatic: spies tool added (CHR v1.0RC2)
- Civ-Tables sheet removed: a sheet of paper regarding critical resources and military units it is more handy.
- CHR Civilizations: updated extra gold formula (CHR v1.0RC1).
- CHR Purchase: added spies cost.
- Player: Added happiness indicator in percentage.
- Player: Military now have a penalty for Cultural Influence (CHR v0.91).
- Player: Capital city it is always happy was not taken into consideration when displaying free happy cities (thanks to Marco Bellisario). Fixed.
- Player: when necessary you can manually adjust Wonders quantity if it have been lost/stolen/pillaged or whatever (CHR and others).
- CHR War-Diplomatic: RESET button for Cultural Influence fixed. It was deleting Wonders references.
- Technologies: Seminal discoveries are worth 1 culture point until Era changes (CHR).
- CHR War-Diplomatic: fixed **"Already Fought"** field for CHR Military Experience.
- CHR War-Diplomatic: added **"Settl. conquest"** field for CHR Military Experience to specify if during a land the settlement has been conquered or not.

### v3.1 (07-05-2006) – Release

- Tech: fixed auto-assignments for United Nations, Cure for Cancer/Longevity and Apollo Program.
- CHR Purchase: added terraforming cost to support CHR variant v0.90.
- Player: keep track of completed Strategy cards to support CHR **v0.90 "Strategy cards worth victory points when completed"**.
- Documentation: miscellaneous changes, fixes and improvements.
- Player: keep track of ME points (Military Experience points) in each player sheet (CHR).
- New Turns sheet to keep track of various aspects of each player civilization as turns pass. Associated with this new sheet there are seven automatically populated graphs that are showing the Turns collected values a lines comparing players score (used parts of original code from Jon Cianciullo Excel sheets).
- CHR War-Diplomatic: added CHR Military Points experience calculator.
- Player: fixed income formula: if using Governments variant and **actual government is "Anarchy", critical bonus was incorrectly added even if the box is red.**
- Player: fixed free happy bonuses indicator. It was not considering the original advanced rules 1 free happy settlement (thanks to Aahz).
- Player: now even fertile or empty cities can be made not productive.
- Player: fixed city counters formula.
- Player: fixed extra gold formula. The Great Lighthouse Wonder bonus was not taken into consideration (thanks to Aahz).
- Player: fixed total gold formula. It was doubling the Unique Resource gold (thanks to Aahz).
- CHR Purchase: fixed prospection price formula.
- CHR Purchase: fixed road price formula.

- Player: updated Culture Points formula to support CHR variant v0.87 (Religious gets Current Era/2 more Culture Points).
- CHR Diplomatic: fixed formula for Cultural Influence.

#### v3.0 (28-02-2006) – Release

- User guide has been added to the package (ReadMe/**what's** New sheets have been included here).
- Player: CHR Culture point for every player is now displayed.
- Setup: now you can modify minimal gold income per turn (base production value).
- Setup: you can automatically setup the game with original Advanced rules or CHR.
- Rewritten tutorial for player sheets.
- Setup: enable/disable CHR Movement/Oil variant.
- Player: fixed displaying of available improvements. Sheet was not considering CHR Civilization free improvements.
- Player: war Weariness is automatically calculated by using the **Diplomatic Status table in "CHR Diplomatic" sheet**.
- Player: fixed dogma, now it is calculated only during Fundamentalism and has not to be deleted while in other governments.
- CHR Diplomatic: Wonders are automatically calculated while trying Cultural Influence.
- New: CHR Purchase sheet displays automatically prices based on player characteristics.

#### v2.5beta (04-02-2006) – Playtest

- Settlement counters cells have been colored to simplify their localization on the screen.
- Player: using CHR sometimes you can move only a limited number of units in Modern Era; the ABAKUS will display how many are free.
- Player: it is now possible to exclude any settlement (one by one) to avoid deleting cities because of trading. This new feature accommodates also other type of variants that may force a settlement to not be productive.
- Player: CHR Revolt point for every player is now displayed.
- Player: you can use trading cell to inform the ABAKUS that you have given away/taken a resource for monopoly or critical resource roll purposes. This way you are not forced to delete/add cities and Revolution calculation will be correctly made. If you play with original rules, you can avoid using these cells and continue to swap cities (boring!).
- Save: you can now save the position of nuclear weapons (CHR).
- Player: bonus income for spices and coal is automatically added to total income (CHR).
- CHR Diplomatic: fixed formula for Cultural Influence.
- Technologies: governments availability will be displayed once the proper technology will be discovered.
- Player: you cannot select a government type if it is not available.
- Player: extra gold Wonder bonus automatically added to total income
- Player: dogma resource for Fundamentalists is excluded from income calculus.



#### v2.3beta (22-01-2006) – Playtest

- Player: fundamentalism has been added to governments list to fulfill Governments rule Addendum.
- Player: fixes for taxes income.
- Save: you can now save the entire board status to resume a game later.
- Player: hiding of victory points removed due to screen space shortage. This function is a bit useless in my opinion because other players may always count your cards to know how many victory points you have. Let the computer do the hard work and enjoy playing!
- Misc: title page Removed for useless file size hassle. Now it is 55% smaller.
- Player: new civilization type selector. Adds modifiers to various computing routines (CHR).
- Player: minimum gold production fix: if you get less than 10 gold, you'll take at least 10 or with modifier  $10+5*\text{current Era}$  (CHR).
- Setup: you can specify the desired game length to apply modifiers on Victory Points (CHR).
- CHR Diplomatic: you can influence a culture by trying the "Cultural Influence" (CHR)
- Setup: the more you earn the more you waste (CHR). This new rule prevents rich people to earn more and more indefinitely. After you pass 100 gold (configurable) you waste proportionally until 33% if you reach 300 gold for example.

#### v2.2beta (13-01-2006) – Playtest

- Player: start label removed.
- Player: fertile reminders removed.
- Player: all icons have been replaced with smoother ones and general aspect has been improved a little
- Player: population counter removed. Useless feature, adding complexity to already complex sheets!
- CHR Diplomatic: new sheet to keep track of war status among players.
- Player: added colorized tabs to better identify players.
- Misc: code and formulas have been optimized and "cleared".
- Setup/Player: every setup option has been grouped in a single Setup page to keep things easy.

#### v2.0 and earlier (01-07-2005) – Release

Refer to old ABAKUS files by Rattle and Kraig Myers.