CtP2 Apolyton Edition

User Manual

Contents

I   Game Mechanics   16

3   Unit Concepts   17

4   City Concepts   18

5   World Concepts   20

CONTENTS

Chapter 1

Introduction

General info on what kind of game CtP2 is: turn based, strategy, manage resources, fight wars, blah blah.

1.1 Disclaimer

This manual is very much a work in progress. Do not expect it to be comprehensive as yet. Furthermore, like any documentation describing something under active development, it is likely that parts of this manual will be out of date or otherwise inaccurate.

1.2 Legal Notes

Legal information on the game, source code and manual.

1.3 Credits

Who helped make CtP2, AE and the manual?

1.4 Goals

Explore, grow, build, research, fight, trade, negotiate, win.

1.5 Apolyton Edition

Explain what the AE is and its history.

1.6 Differences with CtP1

Explain main differences between games maybe???

1.7 Differences with Civ3

Explain main differences between games maybe???

Chapter 2

Getting Started

In this section you will get a guided tour through a few dozen years/turns, to help familiarise you to various parts of CTP2.

2.1 Quick start

If you want to learn about the options available to you before you start the game, then read the next section, 2.2.

If you don't want to bother with pre-game setup then you can easily begin a game quickly by using default setup — so don't go into the 'Options' menu yet. First let's start a 'New Game'.

You should see now see the 'New Game' setup screen. For this game we will leave the options alone. You will be Julius Caesar for this walk-through. Once you've had a look at the various option buttons, click the green 'Launch' button at the bottom of this screen. Now you can skip the next section and go straight into learning how to play at section 2.3.

2.2 Pre-game Setup

(Various start-up options explained.) After the intro movie has played you will find yourself in the Apolyton Edition start menu.

From here you can select the type of game you wish to play and various in game options.

On the left hand side we have the multi-player options, these are:

Network game will allow you to setup a Multi-Player on-line game or a LAN game.

Email game will allow you to play by email.

Hotseat will allow you to play a Multi-Player game, with all players on one PC.

On the right hand side of the screen we have the single player options, these are:

New Game starts the single player default game.

8

Load Game loads a previous game.

Tutorial starts the in-game tutorial, a good place for new players.

At the bottom of the screen we have three other buttons, going from left to right these are:

Options allows you to setup some game parameters and sound and graphics settings.

Credits lists all the people who have helped in the Apolyton Edition remake.

Quit don't do it!

2.3 Turns

What is a turn, what happens between turns, when a new turn starts?

2.4 Fog of War

What's all that black stuff, why are some parts of the visible map 'greyed out'?

2.5 Settling

What to do with that donkey guy, what to pay attention to when finding sites to settle?

2.6 The User Interface

After a short loading screen, you will find that you have two settler units on a small piece of visible land (The number 2 in the unit 'shield' indicates two units in the stack). Most of the game map is completely black. Before we move our settler units lets have a look around at what does what in the User Interface (UI).

2.6.1 Mini-map

At the bottom left we have a large grey box — this is the mini map, and gives you a larger view of the world around you. At this moment it will be nearly all black, as you know nothing of the world around you yet. You can click in the mini-map to move the game view to that area of the map. At the top of the mini-map box are various filter options for the amount of detail you wish to display on the mini-map. Once you are further into the game these can help you with an at-a-glance worldview on how your empire is doing compared to the other players. Until you have explored a decent amount of the map around you, we can minimise the mini-map to give us a better view of the game world. Click the minimize button in the top right of the mini-map now, you can always expand it later as and when you need it.

2.6.2 Menu bar

At the top of the screen is a grey bar with many options. From left to right they are:

Empire provides links to:

- Empire Manager screen(F1)
- Trade — Market screen(F4)
- Trade — Summary screen(Ctrl+t)
- Science Manager screen(F6)
- Gaia Controller screen(Ctrl+g)

Cities provides links to:

- Build Manager screen(Ctrl+b)
- City Manager screen(F3)
- National Manager screen(F2)

Units provides links to:

- Unit Manager screen(F8)
- Army Manager screen(.)

Diplomacy provides links to:

- Diplomacy Manager screen(F7)
- New Proposal screen(Ctrl+d)

Status provides links to:

- Great Library screen(F5)
- Ranking(world) screen(Ctrl+k)
- Score screen(F9)
- Wonders screen(W)

Options accesses various in game options that effect different things:

- Zoom in on the world map(-)
- Zoom Out on the world map(+)
- Gameplay(F)
- Graphics(Ctrl+f)
- Sound(Ctrl+v)
- Music(Ctrl+m)
- Advanced(Ctrl+p)
- Cheat Mode(!)
- Save Game(S)
- Load Game(L)
- Restart (with the same game settings) (Ctrl+z)
- New Game(Ctrl+x)
- Quit(Q)

2.6.3 Main user interface hub

In the bottom right of the screen you will find the main user interface hub.

This is the main UI console that you will use to access CTP2's various management screens.

The circular part contains buttons which provide access to the following screens.

2.6.3.1 Empire Manager

The Empire Manager screen is divided into two pages:

Domestic Policy, on which you can set the amount of food your people receive. The work hours per day they work and the amount of this overall production that goes into public works(PW).

Also you can set the amount of gold they get paid as wages and the amount of the overall gold that goes into your scientific research.

Government, on which you can get information about the efficiency of the government type your empire is working under, and a pull down list of the types of governments you can currently choose.

At the beginning you have only one choice — Tyranny, not a great system and you should aim to move to a more advanced one as soon as you can by researching the required techs(see Science Manager).

2.6.3.2 Unit Manager

The Unit Manager screen gives you information on all your units and is divided into two pages:

Unit Statistics, on which you can see a complete list of all your unit types and their combat ratings. Also on the left is a small box in which your Military Advisor gives you information, you can toggle this box on/off with the 'Advisor' button on the bottom left of the Unit Statistics screen. Just above the 'Advisor' button is the unit war status slider — this can be used to change the war readiness of your units. It has three settings:

At peace your units cost little to support and are at one-third combat strength.

On alert your units cost a medium amount and are at half combat strength.

At war your units cost the most in support and are at full combat strength.

You start with 'At war' support costs, and it's best to leave it like that for now.

NOTE: It takes a few(x?) turns for your War Status to change to the new selection, so take this into account as you can leave yourself vulnerable if you make a change at the wrong time!

Just below the 'War Status' information panel, is the 'Disband Unit' button — be careful with this button as its possible to disband all units of a certain type when in our current 'Unit Statistics' screen!

The last button on the bottom right is the 'Quit' screen button; this closes the 'Unit Manager' screen.

Tactical Info — this screen gives you a complete breakdown of each and every unit. It displays the units name, army number, any orders, its location and its current health rating. From here you can highlight each individual unit in your armies — if I need to use the 'Disband Unit' function, I do it from this screen rather than the 'Unit Statistics' page.

2.6.3.3 Diplomacy Manager

This screen allows you to conduct diplomatic relations with any of the other Empires you have come into contact with. Next to the nations name this screen displays the nations regard of you, its relative strength, whether you have an embassy established, and the type of alliances or treaties you have with each other. To engage in diplomacy you need to select a nation from the list and select one of the options at the bottom of the screen. These are, from left to right:

Intelligence — provides more detail on that particular empire and its relations with you, using the pages called foreign relations, Domestic and Science.

Create proposal — initiate diplomatic proposals in which you can set the demands, your tone of address, and various other diplomatic options. There are many options available to you. The basic process involves these few steps:

1. Select the tone of your proposal (from kind to angry)

2. Select either a Request, Offer or Treaty

3. Select an additional Request, Offer or Treaty to make an exchange with that selected in step 2.

4. Send it off

You will need to have encountered another civilisation before you can undertake diplomatic actions. It's worth experimenting with all the options to get the hang of it (you can always go back some steps if you make a mistake).

Declare War — for when diplomacy breaks down.

Embargo — your Empire will automatically close all trade links with the chosen party.

2.6.3.4 Science Manager

This screen gives you information on the current advance you are researching in the top left and centre graphic box. The number below the picture is the amount of turns remaining before you have learnt this new advance. The bottom half of the screen is used to display the advances you have already learnt, represented by your civilisations colour in the first column of blocks. There are seven other blocks running across the screen.

As you meet other civilisations they will have their colours represented here. It helps you to see how far ahead or behind you are in your advances in comparison to the other AI civilisations.

Clicking on either the 'Change Research' button, or the number of turns remaining box under the picture, will enable you to change the advance you want to research.

Its one of the first thing I do when starting a game as often you will be on a difficult advance to discover as a default.

A useful function in the 'Change Research' screen, is the ability to set advance goals. At the bottom of the screen is a 'Goal' button. Clicking on this enables you to access the 'Great Library' and select a particular advance goal for you to aim for. When you do this all the subsequent advances that lead to this goal will have an asterix(*) symbol next to them, so you can see what advance choices you make will lead you quickly to your chosen Goal, very handy.

At the start of the game I usually set my Goal to 'Monarchy' — its good to get out of 'Tyranny' as soon as you can, to have a more productive level of government.

2.6.3.5 The Great Library

If you want some information about any in game aspect of Call To Power 2, this is the place to go. Down the left of the screen are ten buttons that will give you lists of all game:

1. Advances

2. Units

3. City Improvements

4. Wonders

5. Terrain

6. Goods

7. Tile Improvements

8. Governments

9. Unit Orders

10. Concepts

Everything is listed in alphabetical order and there is even a search function at the top left of the screen. At the bottom of the screen you can access the 'Set Goal' options as discussed above.

One word of warning — spending too long in the 'Great Library' can spoil some of the surprise/mystery of the game, so if you are new to the game use it sparingly.

2.6.3.6 Trade Manager

Use this screen to setup trade routes when you have 'Goods' to trade. There are two pages in the 'Trade Manager' screen:

Market — here will be listed all the available trade routes you can setup, if you have enough trade 'caravans' to do so. Each trade route has a cost in the amount trade 'caravans' required to set the route up. You need to build 'caravans' in your cities when you have researched the required advance. Once you have selected the route you want to open by clicking on it, and have enough trade 'caravans', click 'Create Route' at the bottom of the screen.

The direction the route travels will be decided for you. Sometimes if this route goes through enemy territory it can be a good idea to think about using another route, or you will find it getting pirated fairly often!

At the top of the screen are three buttons that toggle the trade routes you can choose:

Own — will only display the routes you can setup within your own empire

Friendly — displays all your routes plus all those of other friendly civilisations

All — all possible trade routes are displayed

Next to these buttons is the 'Cities per good' slider, this can be set to between 1 and 5. What this does is(..?)

At the bottom left of the screen is another 'Advice' button, this gives access to the trade advisor whom can give you suggestions and also displays information on the trade routes and caravans you have or have used.

Trade Summery — this screen shows you information on all your active trade routes. It also will enable you to see if any of your routes are being pirated, a pirate flag will appear to let you know. If this happens it is a good idea to follow the trade route with a unit if possible and remove the pirate (or when you can see which civilisation the pirate belongs too, use the diplomacy screen to tell them to stop!).

The amount of money the trade route creates and the amount of caravans needed to keep it open are also displayed here.

At the bottom of the screen there is a 'Disband Route' button, this enables you to cancel any route you select from the list displayed.

2.6.3.7   National Manger

This gives you a quick overview of all your cities. There are three main pages of information within this screen.

Resources — on this screen you get a resource breakdown for each city, it displays the city name, population size, happiness, food, production, gold, science, pollution and crime rate. You can toggle what priority this information is displayed in by clicking on the title tab (if you want to know which cities produce most food for example, click on the loaf of bread and it will toggle between the highest and lowest food producing city).

At the bottom of the screen are two buttons that can be selected when a city in the list is highlighted.

Build Manager — takes you into the build queue for the selected city

Disband — this button will disband any selected city, so be careful!

Status — this screen enables you see what each city is producing at that time and how many turns it will take to finish. Also at the bottom of the screen you have options to toggle on/off the city 'Mayor' function and set parameters for it.

To turn the Mayor on, select a city from the list then click the 'Mayor' button in the bottom left of this screen. The information panel above will update any changes you make with the Mayor status. There is a pull down menu next to the mayor button where you can select a priority for the mayor to follow (for example 'production').

To be honest I never use them, they are pretty hopeless at their jobs! I prefer to manage all my cities manually — still if you want a laugh/cry, then give them a go.

Just to the right of the 'Mayor' button is the 'Rush Buy' button. When you have selected a city from the list in the 'Status'screen you will be able to quickly build whatever is in that cities build queue at the time, by clicking the 'Rush Buy' button. The cost is in gold and is displayed to the right of the button. This can be useful when in a Wonders race, or when you notice an enemy army approaching a poorly defended city.

At the very bottom of the screen there are the 'Build Manager' and 'Disband' buttons, they work the same here as described previously.

Specialists —

City Manager — This screen gives you detailed information on a specific city.

2.7 Units

How to build units, how to move them around, how to attack? Basic info on different types of units.

2.8 Cities

Whats their purpose, how to build things, what are specialists and mayors?

2.9 Terrain & PW

What impact do they have on resource collection, movement, defense?

2.10 Empire

What are empire settings and governments?

2.11 Science

What the purpose of research?

2.12 Goods & Trade

What are good and how to trade them?

2.13 Opponents, War & Diplomacy

What are those other guys doing there, how to I fight them, how do I stop fighting them?

2.14 Winning the Game

What to do to win, what victory types are there?

Part I

Game Mechanics

Chapter 3

Unit Concepts

All there is to tell about units and combat.

3.1 Purpose

Run through roles of units: recon, attack, defense, bombard, transport, naval warfare, unconventional warfare, etc.

3.2 Properties

Discuss conventional unit properties: attack, defense, ranged attack, armor, movement, build cost, support cost (explain special forces, readiness state), transport capacity, fuel, stealth, etc. Refer to appendices to detailed stats.

3.3 Movement & Combat

Explain movement restrictions (land, water, mountians, deep water, air), armies, combat model and veteran units.

3.4 Unconventional Warfare

Explain every unconventional action in the game, organised by types: slavery, diplomacy, espionage, happiness, wealth, disease.

3.5 Managing Units

User Interface controls and screens related to units, including common orders (move, attack, expel, disband, etc).

Chapter 4

City Concepts

All there is to tell about cities.

4.1 Purpose

Purposes of cities: resource collection, construction of units/buildings/wonders, borders, defense, etc. Explain city styles.

4.2 Settling

Explain in detail how, where, when to settle. Also cover Urban Planners, undersea cities, disbanding cities.

4.3 Capturing

Explain how to capture cities: combat in cities, attacking cities from sea, which units can capture (empty) cities, capturing undersea cities, free advance on capture, etc.

4.4 Growth & Population

Explain how the population model, city growth and starvation work, explain (dis)advantages of large cities.

4.5 Resource collection

Explain resource collection model, specialists.

4.6 Contruction

Explain how to build stuff, what the types of buildable items are (units, improvements, wonders), how build queues work.

4.7 City Improvements

Explain role of buildings and what types there are (growth, production, science, corruption, defence, etc). Refer to appendices to detailed stats.

4.8 Wonders

Explain role of wonders in the game, discuss wonder races. Refer to appendices to detailed stats.

4.9 Happiness & Crime

Explain happiness and how to manage it. Explain revolts and revolutions.

4.10 Managing Cities

User Interface controls and screens related to cities, including majors and advanced build queue features (saving, loading, multiple city management, etc).

Chapter 5

World Concepts

Explain the map and the world around cities and units.

5.1 Terrain

Explain terrain types and their properties: food, production, commerce (difference between gold & science), defence, movement cost. Refer to appendices to detailed stats.

5.2 Main Map

Explain how to interpret map information: fog of war, selected unit/city (squares around settlers), city name/size/symbols, unit size/symbols, borders, right-clicking to get info, what do units/cities/trade routes look like?

5.3 Minimap

How to use the minimap, what are the various modes?

5.4 Tile Improvements

Explain what types of tile improvements exist and how and where to build them. Explain pillaging. Refer to appendices to detailed stats.

5.5 Trade Goods

Explain trade goods and their advantages (resource bonuses, trade). Refer to appendices to detailed stats.

Chapter 6

Empire Concepts

Everything under a players control except units and cities.

6.1 Definition

Explain what an empire is and what its subcomponents are (units, cities, government & empire settings, science, etc).

6.2 Borders

Explain borders and their role in the game, how to expand them.

6.3 Empire Settings & Concepts

Explain the empire settings and their impact on the game. Explain empire-wide concepts like PW, gold, happiness, pollution.

6.4 Governments

Explain the role of governments and their impact, how to choose a government to choose. Government units. Refer to appendices to detailed stats.

6.5 Science

Explain role of science, how to choose and change research, how to set goals, other means to acquire advances (espionage, conquest, diplomacy, etc). Explain Great Library and how to navigate it. Explain advances: branches and ages. Refer to appendices to detailed stats.

6.6 Pollution

Explain pollution, how to check and reduce it. Explain global disasters.

6.7 Feats

Explain what Feats of Wonders are, list them all.

6.8 Trade

Explain trade: what it is, advantages, how to do it, what determines the prices, international trade. Also explain caravans, embargo and piracy.

6.9 Managing the Empire

User Interface controls and screens related to empire management.

Chapter 7

Opponents

Everything related to the other players in the game.

7.1 Civilizations

Explain what types of civs there are and their personalities. Refer to appendices to detailed stats.

7.2 Diplomacy

Explain how to conduct diplomacy, role of embassies, what proposals there are, how to use tone of proposals, threats. Explain regard and trust and what affects them (pillaging, piracy, unconventional warfare, atrocities, nuking?).

7.3 Espionage

Explain espionage, how to gather intelligence, how to spy.

7.4 Mutually Assured Destruction

Explain MAD.

Chapter 8

Victory

Explain the various modes to win the game and how to achieve them (especially Gaia Controller)

Part II

Further Topics

Chapter 9

Multiplayer

Explain how to find, participate in and set up MP games, how to run them smoothly, explain resynchs etc.

Chapter 10

How to Play: Strategy Advice

A basic strategy guide for newbies.

10.1 Resource Collection

For each resource (food, production, commerce, gold, science), explain all factors that affect it, how to maximize/optimize it.

10.2 Research

How to optimize research, what are the most important advances?

10.3 Combat

How to form and manage stacks, when to attack, city defense, etc.

10.4 Naval Strategy

Give hints on naval strategy, how important is it, what ships to build, naval invasions.

10.5 City Management

When and where to build cities, what to build in them, what wonders to build, etc.

10.6 Empire Management

Advice on empire settings, governments, trade, diplomacy, pollution, etc.

10.7   Game Start

Some hints on that all-important phase of the game: the start

10.8   Multiplayer

Some multi-player specific hints

Chapter 11

Game Settings

Explain all settings of the game: graphics, gameplay, advanced settings, etc.

11.1   Keyboard Mapping

List existing keyboard mapping, explain how to modify it.

Chapter 12

User Interface

Systematically run through all UI screens in the game (again), for reference purposes.

12.1   Pre-Game Options

Run through all pregame options and settings

12.2   Map Controls

Radar map, control panel, right-click menus, army manager.

12.3   Menus

Each of the menus above the map map.

Chapter 13

Troubleshooting

Explain and solve common problems, basically an expanded FAQ.

Part III

Appendicies

Appendix A

Units

Appendix B

City Improvements

Appendix C

Wonders

Appendix D

Advances

Appendix E

Terrain Types

Appendix F

Tile Improvements

Appendix G

Trade Goods

Appendix H

Governments

Appendix I

Civilizations

Index

quick start,