

Continent



Guidebook

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1.1: Introduction to the scenario

This scenario can only be played using Sid Meiers Civilization 3, for more information visit <http://civ3.com>, if you have this product you can feel free to try out the continent scenario.

This scenario is based on a classic prior version release of a scenario called mainland, where players attempted to reach a designated island before the AI, as land was limited. In this scenario I have prepared a new set of map designs and game systems to make the new scenario more enjoyable. The game is far from divine, but is a large step from its predecessor and some of you will find it fun to play.

1.2: What's new?

Updates in version 1.01:

- Larger map
 - 7 opponents
 - More challenge reaching the mainland
 - Hostile barbarians!
 - New resources
 - New minor islands
 - Smarter map and game design
 - New terrain positioning styles
 - Slightly longer game
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1.3: About the scenario

The map in this scenario was specifically designed; because the AI in Civ 3 uses the same styles as each over, each of the eight continents have been crafted with advantages and disadvantages to make the AI more diverse.

This scenario also features a new concept of minor islands, which are out at sea for you to discover if resources become scarce, and if you do not choose a military conquest game.

1.4: More about the scenario

You will start on an undersized island with default technology and rules, your aim is to colonize, develop Map Making, build the lighthouse and get to the mainland before your opponents do. The mainland features more, better resources and a much larger landmass, which will effectively give you power over your enemies. Once you have the mainland, colonize and conquer.

1.5: Hints and guidelines

1. Que up your science to Map Making
 2. Build The Great Lighthouse
 3. Send military over to the mainland in addition because of the barbarians. 😊
 4. Travel along sea and ocean tiles only
 5. Trade maps when possible
 6. Colonize minor-islands
 7. Scout out goodie huts
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1.6: Troubleshooting

The scenario may have little graphical problems because of the current Civ 3 scenario engine, you can get an update from <http://civ3.com>, please refer to this site for any other problems with your game.

How to run the scenario: Put the continent.bic file into the scenarios folder in your Civ 3 directory, run Civ 3, select the file from the scenarios list and click start the game.

1.7: Getting updates

Visit <http://geocities.com/adf114au/civ3> to ensure your scenario and manual are up-to-date. You can also e-mail me for support, comments or questions on adf114@hotmail.com

Hopefully you will enjoy playing the scenario