Chapter 1 : How to get a modern university?? :: Empire: Total War General Discussions

A carbine is a smoothbore musket, lighter than a standard infantry weapon, for use by cavalrymen. An infantry musket fires a ball about the width of a man's thumb: a pound of lead is melted down to make about 10 or 12 rounds. A carbine fires a.

Ever since the launch of Total War: So where does that leave Total War: Rome 2 â€" Empire Divided? A bit of added flavour, a dash of roleplaying, faction-specific objectives â€" it all sounds a lot like Warhammer, at least on paper. And there are no better Total War games from which to take inspiration for faction design. His story is simply told via a series of narrative windows where he spends his time regaling his warriors with tales of his old adventures. Each of these vignettes allows you to pick how he tells the stories. Did he get his wolf pelt cloak by hunting the beast on his lonesome? Was boozing his one true love? And then, abruptly, the story ends. They do, however, give Empire Divided considerably more direction than plain Rome 2. Through the wars and invasions that they inspire, the objectives are considerably better at spinning a yarn than the narrative events, too. As I sent Cannabaude and the rest of my generals out into the world to loot and conquer, they quickly started levelling up, revealing the new skill trees. Empire Divided makes things less clear-cut. Catastrophe is just around the corner. New technology trees and building chains have been thrown into the mix to make it possible to avert disaster, or at least slow it down, but concessions have to be made. Food stores, public order and sanitation all need to be maintained, but building something that generates more food often reduces sanitation. The lower the sanitation level of a settlement, the more likely it is to be hit by a plague, stopping it from growing, reducing public order and tanking its income. Worse, plagues can spread to neighbouring settlements via trade and armies. Every province also has a banditry level, which changes depending on buildings, events, armies and generals. These enigmatic cults were historically imported by the Romans, drawing in people from all walks of life who wanted to ensure that they had a good afterlife waiting for them. Though they had secret rituals and mystical roots, they were like social clubs. Conservative Romans were sometimes less than enthusiastic about them, fearing the strange influence of foreign mysticism. In Empire Divided, mystery cults can be established for free, giving settlements a set of buffs, depending on the cult. Just like the conservative Romans feared, they spread foreign culture, potentially lowering public order. While some of these wrinkles are present in other Total War games, there have never been so many together. Unfortunately, a lot of this good is undone by some inconsistent enemy AI. As the Gothi, I barely had any competition until I purposely bit off more than I thought I could chew by declaring war on the entire East. Increasing the difficulty and playing as the Aurelian Roman faction, beset on all sides by enemies, proved to be a bit more challenging. But a large empire also means a much larger list of problems and disasters just waiting to kick off. My first objective was to take Rome, but I was far too busy putting out fires all over the map. After a sleepy Gothi campaign, it was exhilarating. The Aurelian faction was a good opportunity to put the new and improved politics system to good use. With the Gothi, it felt a little thin, but the Romans start off with more internal factions stabbing each other in the back. Large empires tend to have more aggressive political parties, so placating them or destroying them becomes a priority early on. These parties now come with a varying amount of loyalty, which can be influenced by using them in battle and through political events. In Rome 2, civil wars normally kick off when you had too few characters in your party. Immediately, everyone not in your party switches to the civil war faction. With the new system, political parties are attached to specific provinces, the number of which is based on their influence level. I confess that I started auto-resolving all but the most challenging fights by the time I started my second campaign. So the Romans fair a little better, but ultimately not enough to tempt me into manually controlling more battles. It rarely feels like it makes a difference if I take control or not. And by choosing not to, I also get to avoid shouting at my units as they fail to even walk around a corner without getting confused. I spent one siege without two sets of ladders and their accompanying warriors because they spent the entire time standing in the same spot, unable to figure out how to get to a wall right in front of them. Nothing I did made a difference, so I gave up. In another universe, Creative Assembly released Empire Divided in and it was a huge improvement. Maybe even

enough to make everyone forget about the fairly disastrous Rome 2 launch.

Chapter 2 : Adding Units and Researches to the In-Game Tech Tree - Age of Kings Heaven

The Spirit improves any bonuses already gained from the Call of the Wild. By making the correct offerings to the Spirit of the Forest, a tribe can establish a link with the Creator, and so gain access to more of the Earth's bounty. Untouched woodlands and fields can yield just a.

While they do have several hardcoded behaviors, adding units and researches is a fairly straightforward process, though completely different then adding them to the game itself. To begin, select the Tech Tree tab, where the Age subtab should be open. Find the appropriate Age green , add new item red , then change the ID to match the unit or research ID blue. Age Tab Buildings work almost exactly the same way: Building Tab Additionally, the ordering in these list sets the left-to-right priority for units and researches. When multiple items are in a building, the lower IDs will appear on the left side. This is only within the same list: In either case, the first step is switching to the Unit subtab and adding a new unit red. As with most edits in AGE, it is highly recommended to copy a similar existing entry rather then create new one from scratch. Also set the Upper Building, where it is trained shown in green. Again the ID in the unit list, not in the building subtab. Finally, make sure the age is set properly, orange to 1 for a Dark Age unit, 2 for a unit first available in Feudal, 3 for Castle age, and 4 for Imperial Age. For a unit that is not an upgrade, set the Enabling Research green to the research that enables the unit. Leave it as -1 if the unit is availiable without research, like the militia. If it has upgrades, go to the Connected units section, blue and add the unit you want to appear directly below it. Further upgrades are not required, hence no paladin here: For an upgraded unit, Set the Required Research blue to the relevant unit upgrade. Alter a slot in Connected items green to the preceding unit in the chain. Set the second box red to the preceding unit ID and the first orange to 2, which represents units rather Ages, buildings, or researches. Finally, set the Connected Units to the next unit in the chain if it exists. For researches, add a new research and copy a similar one to it. Set the Research number green to the research ID, the Upper building blue to the building where the tech is researched, Age and prerequisite upgrades in Connected Items, black and subsequent researches in Connected Researches orange. Be sure to edit all connected entries for each change you make. I spent a lot of time learning this the hard way when I added a second upgrade to the Scorpion without adding a Connecting unit to the Heavy Scorpion. Finally, there a few important limitations to keep in mind when editing the Tech Tree: Unique units and techs that appear in the tree for only one civ can only be added to the castle. Otherwise, they will be appear for all civs. You cannot add new buildings without exe editing The Dock and Monastery have a hardcoded connection number: If you add new units or techs, older ones will vanish, and if you take any away, lines that go nowhere in particular will appear. Units must have no more than one enabling technology to appear correctly. More complicated setups, as in Age of Chivalry, must be accomplished with duplicate units. The red X is placed on items disabled by the Technology tree of a civ. Disabling tems with another tech will not cause it to appear. Do you want to comment on this article? Tribute resources for its improvement? Raze it to the ground? Come by and visit its thread in the University Forum! Age of Empires II:

Chapter 3 : Total War Rome 2 Empire Divided review | Rock Paper Shotgun

Hi all, i would like to make a suggestion for an empire rework of his tech tree, which right now follow no order or theme that make it feel like your're playing as the empire.

Just a few more turns until the Giant Death Robot. A staple of almost every strategy game is the ability for you to unlock new abilities for your units, or new unit classes entirely, by spending time and resources on scientific research instead of just bashing your opponent into submission with your existing ones. Exactly how the tech tree works varies greatly depending on the game genre. In Real-Time Strategy games, research is usually represented by specialized units or structures, with the pace of new tech development decided by how many of these the player has on the field. Research units often have weak attacking abilities If they can attack at all and must be protected from harm. Smart players and AIs will, of course, constantly be after these units. New technologies typically allow for better armor to take more damage before dying, faster ground speeds, weapons that do more damage per hit, and increased sight and accuracy bonuses. Tech upgrades are usually dressed to look genre-appropriate for the game. Researching advanced radar tech for your helicopters in one game will be instantly recognizable as granting your Paladins "Holy Sight" in another or, in some cases, the same game. Another key feature is that they usually follow a set order in which they must be researched. Some games allow players greater influence over their gaming economies, and they can pour extra money into certain research projects to get them done faster while completing less urgent ones at their leisure. The use of tech trees in 4X games is quite different. Tech trees typically do not have an on-map representation. They are a function of the empire itself. The rewards for a tech are improvements for "cities", new units or unit equipments, bonuses for a civilization researching them, or other such things. Some Role Playing Games have the similar "Feat Tree", where at character creation time and at every Nth Level Up the player gets to choose new traits and abilities feats for their character, with some feats requiring other feats to unlock. Refer to Skill Scores and Perks for more information. Tech trees are one of the big points where historians pick at games. When compared with actual history, tech trees are wrong. On the other hand, the few attempts at doing something different have wound up pulled from any final version, with good reason. Divine Cybermancy , enemies will sometimes drop research briefcases upon dying, which can be collected to unlock new avenues and items for research to unlock new weapons, abilities, and stat bonuses. Some items require multiple other objects to be researched, such as the Distortion Hammer first requiring the Distortion Inductor and Lost Technology to be researched both of which also have other research prerequisites. Players select an item for research in their character menu, and then selects how many scientists to use - more scientists will research faster, but greatly increases the cost of research. Four X Ascendancy has a three-dimensional Tech Tree that is simply stunning in its scope and variety. Unlike many games, it is not necessary or even possible for a player to acquire all technologies to win â€" the tree branches in many wildly different and interesting directions, allowing races to specialize in something strange and unusual yet still have a strategically versatile "power set". A long, time-intensive branch dealing with philosophy and the nature of existence has no mechanical in-game benefits, but researching the final step of this branch triggers the research victory condition: The branch in question consists of five increasingly expensive in terms of research points parts, to wit: Civilization , as the name implies, has an absurd Tech Tree that spans all of human history from the stone age to the space age and beyond. An interesting twist is the ability to make tech developments random as you progress. You still have to research everything in order but rather than selecting individual nodes to research, the player selects a general direction they want to research in along the four disciplines the game offers: Conquer, Discover, Build, Explore and nodes are selected at random between nodes matching the disciplines chosen. As a result good players had absurd technology trees. Freeciv fixes this problem by making the cost of technology depend only on its position in the tree. The disowned spinoff Call to Power II gave each technology a fixed amount of research you had to accumulate to research it. Civilization Revolutions has a much shorter tech tree 48 techs. It is occasionally possible to research a higher technology without all of the prerequisites. But Civilization 4, the game that Revolutions is most closely related to, has a larger tech tree; Revolutions is in

some ways a stripped-down version of Civ 4. The spaceship win condition includes reaching the planet. In Civilization V, in order to research any technology that has multiple prerequisites, all prerequisite techs - not one, not some, but all - must be researched first. On the one hand, it makes for somewhat more realistic tech progression. On the other hand, this makes it impossible to skip over unneeded technologies. In the short-term one can "beeline" one branch of technology without touching other parts, though a balanced civ will find most techs tempting in one way or another. This results in some odd combinations, like being able to make a chariot archer without archery, or the giant death robot without robotics, or even archaeology without mining. Civ IV was the only game in the series that had optional prerequisites, where you could choose one of a pair of technologies to get to the next one leading to such potential oddities as a society discovering fusion without ever learning agriculture , though only Civ III railroaded you to quite this extent. That game took it Up to Eleven by having you research the majority of the technologies in any given age before you could research any technologies in the next age. Civilization VI has two tech trees: Progress through each tree is largely independent of progress through the other. In the board game Civilization that loosely inspired the computer game, each technology gives a discount to the price of acquiring certain others. It is prohibitively expensive to research the most advanced techs until you have the earlier ones that give discounts. Some techs are more useful for the discounts they provide than for their own effects. The base Space Empires games already have sizable tech trees that grow larger with every iteration of the game. They are also quite moddable , and modders have created veritable jungles of tech trees s a result. Sword of the Stars has a large interconnected Tech Tree. With the added factor of each race getting various percentage chances to have the various technologies in their tree, meaning that no two games, or players, are completely identical tech wise. The Master of Orion series uses slightly different tech trees in each game: In the second game, each tree has multiple tech choices at each level. Most races can only receive one tech per level through research, and races with the "Uncreative" trait cannot choose which one they get. Creative races get everything for the same price a regular race pays for one item. Players in Star Ruler start out with a selection of basic technologies such as economics, particle physics, and ballistic weapons. To unlock new research avenues, players select "hunches" and "guesses" on unlocked research items, which will lead to a random adjacent research item inside the hexagonal research grid. Metallurgy, for example, has ties to chemistry and nanotechnology. Once a research avenue is unlocked, unlocks are researched linearly; researching lasers will first unlock standard lasers, then pulse lasers, and so on. Techs are divided into three categories: Physics, which governs things like laser weapons for spaceships or power plants for your Energy Economy , Society, which helps you Terraform worlds or better manage your star empire, and Engineering, which unlocks new classes of ships and better factories to help you produce them. Fortunately, technology for starship components can be unlocked and accelerated by having a science vessel scan post-battle wreckage, allowing you to reverse-engineer better components by surviving encounters with a more-advanced opponent - such techs will always be available in addition to your standard "hand" of research options until you finish them. Hack And Slash This can also be seen in Diablo 2. Sometimes this makes sense, like how a Sorceress has to learn the basic Ice Bolt spell before learning the more advanced Blizzard. One point per level gained from level 10 onwards. Now one for every 15 levelsâ€"you pick one of three, and cannot backtrack to pick up a second one from a lower tier. Intended to cut down extremely on the cookie-cutter builds. EVE Online has tech trees as well. In order to fly certain ships or use specific modules, you need to research a multitude of skills, some of which take weeks to learn. As you fight battles you earn XP and credits, which you use to upgrade your existing vehicle, and then purchase the next higher tier vehicle or vehicles in line. While it features a relatively mundane tech tree for most of its buildings and units, players can customise available shipments from their Home City by setting up a virtual "deck". Legions of Iron had a research system that needed to be managed along with the players units. Since the multiplayer mode made it so that players on the same team were commanders of the same fleet, players could split the duties by having one team member manage colonies and research while others managed combat. Good thing it averts Reinventing the Wheel. Paradox Interactive has tech trees that tends to be rather complex. EU3 adds a fifth tech category "government" tech is researched simply by spending money from your budget, but the tech cost is modified by Well, a shitload of different factors. Different levels unlock

different types of upgrades and buildings. Hearts of Iron 2, set during World War II , has a more conventional tech tree, with advances leading to further advances in various categories. All of them have a "historical year" which make them much more expensive to research before their time. Of particular note is the "Secret" category, which consists of tiny groups of unrelated advances - electronic computers, nuclear fission, rocket interceptors - that become available a short while after their prerequisites from other categories are reached. By contrast, Hearts of Iron the previous game in that type has a vastly more complicated tech tree with at least several hundred techs. Moreover, you research the technology using the same industrial capacity you use to build units, which creates conflicts of interest. Additionally, certain technologies have prerequisites in other categories - researching signal companies, for example, requires both motorization and radio tech to have already been researched - and the penalties for researching tech ahead of their historical year are carried over from previous games. The game also has a separate "National Focus" tree. Each National Focus researched grants one of any number of wide ranging perks, but many require not only one or more prior Focus to be completed - sometimes from different branches of the tree - but may also require certain game conditions to be in effect, or even the cooperation of another country in order to complete. An Empire Under the Sun has a relatively simple tech tree with different "levels" of technology, but each technology "level" will, at certain randomized intervals, trigger "inventions" which provide most of the benefits. However, all technologies are features of particular territories, not their owners. Techs spread over borders and trade routes, affected by politics and infrastructure. StarCraft requires specific buildings to produce units and research upgrades, and most buildings have other buildings as prerequisites for construction. Upgrades cost a fixed amount of resources and take a fixed amount of time to research once purchased. One of the daddies of them all was Utopia, back in , although it may have been pre-empted by Reach for the Stars , released eight years earlier. Red Alert 3 is odd about this, all sides have to build a tech building to get the most advances stuff but Allies and Imperial have to pay for further upgrades, either in the form of security clearance for the construction yard allies or upgrades for individual buildings imperial , the soviets just need a tech building. This is actually a balance mechanic, Meaning soviets Who also have the ability to build secondary construction units and a simple build system Have the fastest tech rush, and often dominate early game. The Total War series used a tech-tree without actual research. Better versions of existing buildings become available when a city grows to a certain size, and in turn allow recruiting better units.

Chapter 4 : Empire Building Tree : totalwar

I recently bought Empire Total War Gold Edition which comes with a Product Key on a piece of paper with no printed manual. The manual file inside the dvd doesn't include the technology tree for units and buildings etc.

Gameplay[edit] Empire: Total War is focused on exploration, economics, politics, religion, the founding of colonies and, ultimately, conquest. The game is set in the early modern period from until the end of the 18th century, [1] allowing players to lead various nations and attempt to dominate Europe , the Middle East , India , North America and the Caribbean , along with the maritime trade theatres of the South American coast, Gulf of Guinea , Mozambique Channel and the East Indies. Total War consists of two separate areas of gameplay: The game features about fifty 18th-century factions; however, only eleven of the most powerful and influential are playable. The establishment of new nations during the era, such as Revolutionary France and the United States , and the fall of native states to the larger empires, is reflected in the game, although these major events may be averted by player actions. This campaign is goal-oriented and strictly historical, and also functions as a tutorial for the gameplay, both military, economic and political. Completion of "Road to Independence" unlocks the newly formed United States to use in a shorter, later version of the full campaign. Total War involves a player choosing a faction and moving to forge a global empire during the 18th century. Each faction controls various historical provinces, each with a regional capital, and a number of other settlements ranging from minor villages to prosperous sea ports as long as they are coastal territories. The player can recruit armies and navies to take and defend provinces by military means, or adopt diplomacy and politics to make advances in the game. In addition, players can use economics and religion to their advantage, as well as clandestine means such as espionage and assassination. Total War and Medieval II: Total War , but with several enhancements. It features three main theatres of play: Europe which also includes North Africa and the Middle East , the Americas , and the Indian subcontinent , as well as four minor trade theatres: The way provinces work has been decentralised: The former handle research and can challenge other characters to a duel thus eliminating the diplomatic risk of being implicated in an assassination plot , while rakes perform clandestine tasks such as spying, assassination, and sabotage. Missionaries serve to convert the populace to the state religion, which reduces religious unrest and softens cultural unrest. The isomorphic religious leaders are Catholic , Orthodox , and Protestant missionaries, Imams , and Brahmin. The way armies are produced also differs: When the middle or upper classes become disenchanted with a current government, a civil war or revolt may occur. The type of government selected by the player will determine how other factions view the player and influence their diplomatic relations. While religion no longer plays a central role as in Medieval II: Total War , it is still important in helping bring under control newly captured regions and in influencing diplomatic relations between nations. On 7 December [14] Sega released keys for a beta multiplayer campaign where two players could play online together as separate nations. Eventually, due to the incomplete and buggy nature of the beta alongside other development focuses, it was cancelled, never being fully patched into the game. Warfare[edit] The second major area of gameplay is the battle system. Unlike the campaign game, here players control battles in real-time. As with all titles in the series after Shogun: Total War , battles can take place on both land and at sea. Automatic resolution of battles remains an option for both land and sea battles. Separately from the main campaign game, players can recreate individual historical battles in the 18th century and early 19th century. Each has its own intrinsic advantages, disadvantages, cost, and overall effectiveness. Players must use 18th-century tactics and formations to defeat their enemies. The battlefield terrain and the weather are also important. Each unit has morale , which increases if the battle goes well, or decrease after heavy casualties, army losses, coming under artillery bombardment, or with the death of the general. Tactical situations such as attacking from a flank or the rear, or depriving a unit of allied reinforcements, also hit morale. Depending on whether morale is merely broken or entirely shattered, the player may be able to rally the unit and regroup. Victory is achieved by causing every enemy unit to rout, or be annihilated. Total War also introduces several new battlefield elements to the Total War series. Units can take cover behind walls or in buildings, allowing increased interactivity with the terrain and making some

buildings points of tactical importance. Infantry units can also scale small obstacles such as walls and fences. In naval battles, players control a fleet of up to twenty varied ships, and use 18th-century tactics to overcome enemy fleets. A battle is won when all hostile ships have been sunk, captured, or have left the map. Players can designate which parts of a hostile ship they want a crew to target, making ships prone to sustaining authentic damage during a battle: As battles progress, crews can try to board enemy vessels and fight hand-to-hand in an attempt to capture the ship. Total War , but fires on board ships can be put out automatically. Development[edit] Real-time naval battles are a major new addition to the Total War series. However, while the game had been in the planning stages since the release of Rome: Total War , [21] it was still in early development; no gameplay footage was demonstrated at the convention. Total War has been subject to updates delivered through the Steam system, [30] aimed at optimising performance and removing any bugs remaining in the game. For increased authenticity, research was conducted into 18th-century aspects such as duels , although designers also observed the choreography of actors in related films and TV series, such as Sharpe. Total War ships with nine different versions of box art, eight of which represent the major faction for the market the game is sold in, and one general international version. For instance, German customers are presented artwork displaying colours with the Prussian eagle and Prussian army uniforms, whilst the American artwork shows the American revolutionaries and the Betsy Ross flag. Total War entitled Special Forces incorporates six elite faction-specific units: The game has become the fastest selling Total War title to date; Empire topped British video game sales charts for all platforms in the week of release, the first PC exclusive title to do so in a year and a half. Total War and its Special Forces edition were ranked as first and second respectively in the PC sales charts for the week of release. He explained The Creative Assembly "were not entirely happy with the state of Empire: Total War when it went out", but felt the Metacritic user rating of 67 percent was unfair, stating that his reason for blogging was a concern that the negative ratings could even damage the amount of money available for developing future games. The campaign, released as downloadable content , focuses on the battles of the Europeans and Native Americans throughout most of North and Central America. The new campaign expands the North American territories and features 5 new playable factions: New researchable technologies were also added, along with the new scout and shaman agents and new faction-specific objectives. Total War, released February , focuses on the life of Napoleon Bonaparte , building upon the technology used for Empire: Napoleon was released as a standalone game rather than an expansion for a number of reasons, mostly to do with technical limitations; according to Mike Simpson "the level of detail required to successfully depict the Napoleonic Wars is an order of magnitude greater than we were working to with Empire:

Chapter 5 : Tech Tree - Underhanded Submersible Combat? - Empire: Total War Message Board for PC -

Technology is a gameplay mechanic that debuted in Empire: Total War.. Empire: Total War Edit. Click to enlarge. This tech tree is that of Great Britain. No other nation has access to the Screw Breech, located at the bottom left corner.

Chapter 6 : Roman Tech Tree - Total War Heaven Forum

Set during the rule of the late Roman Republic and the early Roman Empire, Rome: Total War is a real-time tactics and turn-based strategy game that takes place across Europe, North Africa and the Near East.

Chapter 7 : Technology | Empire - Total War | FANDOM powered by Wikia

Am currently in I think as Russia, and the spanish offered me - Underhanded Submersible Combat - technology for the trade of some country.

Chapter 8 : Empire: Total War - Wikipedia

Total War: Warhammer II takes the battle to the New World across the sea, where new races fight to enact rituals and control the Great Vortex. Total War: Warhammer II is a standalone game, fully playable on it's own.

Chapter 9 : Western Roman Empire Technologies - Total War: Attila - Royal Military Academy

Here we have the empire building tree, and as u can see there are five artillery units, and there are only four in the roster (the luminark is in the "magic academy" part of the tree) and the tier 1 artillery unit is the great cannon, or mortar.