

Freeciv - Feature #870572

Option for gradual appearing of animals

2020-04-24 08:13 AM - Alexandro Ignatiev

Status: New	Start date:
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Sprint/Milestone: 3.1.0	
Description Let there be a ruleset option to make animals appearing in portions at turn end from the first turn to the onset turn of normal barbarians. Server may divide the map animal number on barbarian onset turn minus one and try to place animals on free tiles outside of any non-barbarian unit or city vision and any nation borders. This is more or less how animals work in Civilization IV (but there they can't even enter borders). The reason is to make pressure on early civs more even and especially to make a natural way to avoid Bug #697677 . Or could we even make it the behaviour in 3.0? Related thread: http://forum.freeciv.org/f/viewtopic.php?f=11&t=91367	