

Some legacy will be produced by regions with between 1,000 and 2,499 culture points (acquired since the start of the game) and this will be increased for regions with over 2,500 culture points.

8.1.3. CALCULATING CULTURE

The process of calculating the overall Cultural Value for your nation is:

- ◆ For each region, the value is culture output of the region multiplied by the loyalty value (since this can be below 100, it is possible to gain relatively small amounts of culture from an otherwise rich region) in the current turn.
- ◆ Take the average of this value for that region from the past 25 turns.
- ◆ These two values are combined and then divided by two to give the culture production in the current turn.

In effect, this will stop a large nation suddenly gaining or losing substantial amounts of culture in a single turn due to short term events. But you will immediately lose all the accumulated culture if the region is captured by another faction.

8.1.4. CALCULATING DECADENCE

Calculating decadence is slightly more complex but basically depends on the size of your nation, the types of buildings and the age of your nation (7.6).

The detailed calculation is:

- ◆ Each region generates 1 decadence point:
- ◆ This is reduced to 0.5 decadence points if the region is part of a wider province;
- ◆ Add up gains and reductions of decadence due to the buildings in each region;
- ◆ Newly conquered regions will give extra decadence until they are pacified;

- ◆ Over time your government will ‘age’ and some of this age can be reduced when you change government type (7.2) or using one of the decisions (note these rules are slightly different for some of the Diadochi 7.5.4). If you are ‘Young’ or ‘Stable’ (7.4.4) then your age does not count for decadence. If you are Glorious, Old or Decadent, then government age will be used to calculate part of your total decadence score;
- ◆ Some nations gain short or longer term benefits in terms of decadence reduction depending on how well they do against particular criteria.

Note that once you reach a glorious state, your decadence might appear to increase significantly. Equally once you are glorious and in civilisation level III then your age and decadence will steadily build up as the only means to reduce this is to use some of the options from the citizenship decision (12.2).

Some buildings will remove decadence. These are mostly related to education and justice. In this case they will help offset any decadence that is earned by that particular region but will not offset decadence due to government age for example.

8.1.5. CULTURE/DECADENCE RATIO (CDR)

20	+4	Dacia	Stable Tribal Chieftain
21	+1	Sardes	Stable Tribal Horde
22	+12	Illyria	Stable Tribal Chieftain
23	+7	Nubarene	Stable Monarchy
24	+9	Tanqarin	Stable City State
25	+4	Nubia	Stable Monarchy
26	+1	Paphlagonia	Stable Monarchy
27	+5	Mazraia	Stable City State
28	-5	Media	Stable Monarchy
29	-5	Bithynia	Stable Monarchy
30	+8	Massaesylia	Stable Monarchy
32	+1	Verulhi	Stable Tribal Chieftain
33	+5	Bettoune	Stable Tribal Chieftain
34	-2	Thestii	Stable Tribal Chieftain
35	-1	Dardani	Stable Tribal Horde

Factions in the top tier are coloured in green, those in the middle as white and those in the bottom tier are brown.

You can see if the faction has improved or worsened its CDR in the last turn. So, for example, Media has slipped 3 places and probably lost its place in tier III.

This is calculated by comparing the total culture of your nation with its decadence.

Your nation is then compared to all the other states in the game and you are allocated to one of three tiers.



Captures d'écran du système de décadence in game



