

Anchor Ceti

DLC for Sid Meier's Civilization: Beyond Earth

[installation instruction](#)

[youtube channel](#)

[community discord](#)

Version History / [\(RUS\)](#)

1.16.* Early Access - 05.08.2023**

ATTENTION!

- The **Art** folder must be downloaded separately;

- This is a necessity since the Anchor Ceti project has become more than 100 mb in size and does not fit in Steam;

INTERFACE

- MAIN MENU

- A tooltip has been added to the Single Player button;
- Pressing the S hotkey will open the Single Player Menu;
- Pressing the Right Mouse Button or the Alt+S hotkey, the Setup Settings Menu opens;
- A tooltip has been added to the Multiplayer button;
- Pressing the M hotkey will open the Multiplayer Menu opens;
- Pressing the Right Mouse Button or the Alt+M hotkey opens the Load Menu in HotSeat mode;
- Pressing the Middle Mouse Button or the Ctrl+M hotkey, the save file of the PYDT service is loaded;
- OTHER: Pressing the Right Mouse Button or F1 hotkey opens the Datalinks;
- Background movie random choosing;
- Added original main menu music for the original planet video;
- CAMPAIGN button added;
- Organized mechanics for autoloading PYDT saves;

- PREGAME MENU

- Added a running line with the names of the factions available for selection;

- SELECT SPACECRAFT

- Some description numeric data taken from db now;

- LOAD MENU

- Change of visual style;

- HOTSEAT PLAYER CHANGE SCREEN

- Reworked style and info;

- ADVANCED SETUP SETTINGS

- Default level of difficulty is Gemini, instead of Mercury;
- Unveiled, unscrolled list of factions for the AI players;

- **OTHER MENU**

- F1 hotkey opens the Datalinks;

- **TECHNOLOGY THREE**

- Icon graphic added for Prototyping Affinities technologies;
- In units tooltips added Info about prototypes;
- Adjacent to base yield added to Improvement tooltip;

- **INGAME TOOLTIPS**

- Unhealth produced by base facility is shown in it's tooltip;

- **PRODUCTION MENU**

- Every base facility button now has corresponding icons;

- **PRODUCTION QUEUE**

- Management of queue elements has been redesigned, now the queue element itself is a button;
- Left-click - delete an element;
- Right-click - move the element up;
- Middle-click - move the element down;
- The visual style of the queue has been redesigned;
- Obsolete buttons have been removed, highlighting has been added when hovering the mouse;

- **ECOLOGY WINDOW**

- Now shows the Alien Opinion Bar;
- Player will be able to track Alien Opinion dynamic during the same turn;

- **DIPLOMACY/AFFINITY WINDOW**

- Corrected the name and description of hybrid affinities;

- **ARTIFACT STORAGE WINDOW**

- REWARDS button can open Datalinks on selected artifact page;

DATALINKS

- **CATEGORY: TECHS**

- Added the number of Affinity points to the button hint;
- Added a section of connected technologies;

- **CATEGORY: UNITS**

- Info added about prototypes units;
- Added the number of required resources to the tooltip;
- The number of points has been added to the requirement of the level of Affinity;

- **CATEGORY: UNITS UPGRADES**

- The number of points has been added to the requirement of the level of Affinity;

- **CATEGORY: BASE FACILITIES**

- Produced Unhealth is setted to show;
- The number of points has been added to the requirement of the level of Affinity;

- **CATEGORY: SECRET PROJECTS**

- The number of points has been added to the requirement of the level of Affinity;

- **CATEGORY: FACTION PROFILES**

- Rework of Faction Profiles section and each faction page;

- **CATEGORY: AFFINITIES**

- Reworked data output on the Affinities pages;

GAME BOARD

- Added icons to the unit name in the tooltip on the unit flag;
- The player's nickname will be displayed on the unit's flag not only in multiplayer but also in HotSeat mode;

STARTING CONDITIONS

- DIFFICULTY LEVELS

- Studies have been carried out that have shown the following:
- About half of the fields that determine the level of difficulty do not work;
- Based on the data received, the difficulty levels were deeply reworked;
- [You can get acquainted with them in the table at the link \(non-final version\);](#)

- ADVANCED GAME OPTIONS

- Zero Wilderness Zone
- Aliens, Nests, Hydrocorals - not on the map;

TECHNOLOGIES

- added description texts for technologies of affinity prototypes;
- 7 points of Purity transferred from Organics to Photosystems;
- 7 points of Supremacy transferred from Bionics to Tissue Engineering;
- 7 points of Purity added to Tissue Engineering;
- 7 Harmony points added to Industrial Ecology;
- 7 points of Supremacy added to the Orbital Networks;

AFFINITIES

- The cost of levels has been recalculated;

- HARMONY

- Level 14 gives Xenomass +10, Floatstone +1;

- PURITY

- Level 14 gives Floatstone +9, Titanium +2;

- SUPREMACY

- Level 14 gives Firaxite +11;

- CONVERGENCE (Harmony/Supremacy)

- Level 1/1 gives miasma immunity to Colonists units;
- Level 7/7 gives Xenomass +1, Firaxite +2, Titanium +4;

- SELECTION (Purity/Harmony)

- Level 4/4 gives +1 Culture from Plantations;
- Level 5/5 decrease Unhealth from Bases on 12,5%, instead 25%;
- Level 7/7 gives Xenomass +4, Floatstone +3;

- IMPECCABILITY (Supremacy/Purity)

- Level 4/4 gives +2 Influence from Academies;
- Level 5/5 decrease Unhealth from Population on 12,5%, instead 25%;
- Level 7/7 gives Firaxite +4, Floatstone +3;

BASES

- SEA BASES

- The strength of the Base when defending is reduced by 25%, instead 50%;
- Unhealth produced by the Base is less by 20%, instead 50%;
- Unhealth produced by the Population is less by 20%, instead 50%;
- Production of land units slowed down by 25%, instead 50%;
- Production of naval units has been accelerated by 40%, instead 100%;
- Production of air units slowed down by 25%, instead 50%;
- Trade brings 50% more;
- Population growth slowed down by 10%;
- Culture growth increased by 40%, instead 50%;

- LAND BASES

BASE FACILITIES

- BUILDINGS

- Optical Surgery

- Gives +3 Health, instead of +4 Health;
- Modernize Silica resource to +2 Health, instead of +1 Health;

- Gene Smelter

- Gives +2 Health, instead of +3;

- Soma Distillery

- Gives +3 Health, instead of +4;

- Petroleum Plant

- Launch Complex

- Xenofuel Plant

- Automation Plant

- Mass Digester

- Biofabric

- Alloy Foundry

- Water Refinery Station

- Added +1 Food;

- Borehole

- Sky Crane

- Hypercore

- FACTION PROJECTS

- Dimension Folding Complex

- Production cost increased from 300 to 900;
- Weaken Unhealth from Population, reduced from -50% to -25%;

- SECRET PROJECTS

- Dozer

- Added +1 to the Culture of the Base after the construction;

- Markov Eclipse

- Added +1 to the Culture of the Base after the construction;
- Added +1 to the Science of the Base after the construction;

- Master Control

- Added +1 to the Culture of the Base after the construction;

- Panopticon

- Added +1 to the Culture of the Base after the construction;

- **Memetwork**

- Added +2 to the Culture of the Base after the construction;

- **Precognition Project**

- Added +2 to the Culture of the Base after the construction;
- Added +5 to Base Defense;

- **Promethean**

- Added +3 to the Culture of the Base after the construction;

- **Xenodrome**

- Added +3 to the Culture of the Base after the construction;

- **Ansible**

- Added +3 to the Energy of the Base after the construction;
- Added +3 to the Science of the Base after the construction;

- **Mass Driver**

- Description corrected;

- **Daedalus Ladder**

- Removed +5 Influence;
- Added +10% Influence;
- Added +10% Health;

- **Ectogenes Pod**

- Added +2 Production;

- **Human Hive**

- Added +3 Production;

- **Xenomaleum**

- Added +3 Production;

- **Armasail**

- Added +3 Production;

- **Drone Sphere**

- Added +2 Science;
- Added +5 Base HP;

- **Bytegeist**

- Added +2 Science;

- **Akkorokamui**

- Added +2 Food;

- **Gene Vault**

- Added +1 Food;

- **Xenonova**

- Added +4 Food;
- Multiply positive Health effects on 1,5;
- Production cost increased from 1150 to 1400;

- **Resurrection Device**

- Halved negative Health general effects;

TERRAFORMING

- **TERRAIN**

- Unequivocal Hills, give a resource on any terrain:
- Hills gives +1 to Minerals/Production and on Plains, and on Snow;
- Rivers give +1 to Energy in the Snow, as elsewhere;

- **RESOURCES**

- Petroleum: allowed on: Reef+Coast, Reef+Ocean;
- Geothermal: allowed on: Reef+Coast, Reef+Ocean;
- Floatstone: allowed for: Floodplains, Forests, Marshes;

- IMPROVEMENTS

- Xenomass Well: harms 1 Unhealth;
- Quarry: +1 Energy from Basalt;
- Mine: Titanium Production reduced from 3 to 2;
- Mine: +1 to Production from Metamaterials technology;

FACTIONS

- ALIENS

- Nests on strategic, basic, excavation resources will also produce positive opinion now;
- Attack with 2+ distance will produce negative opinion now;
- Attack on Hydracorall will produce negative opinion now;
- Alien opinion numeric range has been increased from 70 to 120;

- COSMIC RESEARCH UNION

- Faction trait changes:
- 1 free Explorer unit on landing;

- LION'S GUARDS

- Faction trait changes:
- 1 free Marine unit on landing;

- NEUROSPHERE ENGINEERS

- Faction trait changes:
- Level 1: -15% Secret Projects construction cost, +1 Influence from Secret Projects;
- Level 2: -22% Secret Projects construction cost, +2 Influence from Secret Projects;
- Level 3: -29% Secret Projects construction cost, +3 Influence from Secret Projects;
- The First Secret Project built is free;
- 12% Strength Penalty on owned territory;
- -15% Artifact acquiring chance;
- +20% Explorer Expeditions duration;
- -20% Energy maintenance for buildings in HQ;
- +10 HP recover for Bases and Outposts;
- 1 free Worker unit on landing;

- TROPOSPHERE RECLAMATION CORPORATION

- Faction trait changes:
- Level 1: 15% to Covert Operations speed, -1 required Intrigue level;
- Level 2: 20% to Covert Operations speed, -1 required Intrigue level;
- Level 3: 25% to Covert Operations speed, -1 required Intrigue level;

- HUTAMA METACORPORIES

- Faction trait changes:
- Level 1: +1 Trade Route slot in the HQ;
- Level 2: +1 Trade Route slot in the HQ и +1 in other Bases;
- Level 3: +2 Trade Route slot in the HQ и +1 in other Bases;

MAP GENERATOR

- 20KK

- An experimental map size has been introduced, the maximum possible number of cells on the map;
- Approximately equal to 20,000 cells, different for different maps;
- **AssignStartingPlots.lua**
- Improved operation of the map option: Resources: Competition
- Strategic resources can now appear on the 2nd and 1st rings if there is no space on the 3rd;
- If there are no suitable cells for a Strategic resource, then tile will be generated;
- **AC_Messari_Ground.lua**
- Added a new map - Messari Ground, with landscape generation options;

UNITS

- for units of strict affinity, the requirements for the level of affinity are reduced by 1;
- reduced by 2 for Xenotitan, Angel, Lev Destroyer prototypes;
- resource requirements for all prototypes have been reduced to 1;
- The Autosled have been transferred to the leaf technology of their branch;
- The Immortal has been transferred to the technology leaf of his branch;
- Throne, Golem, Aquilon: Affinity requirement increased from 5 to 7;
- Architect, Autosled, Heliopod: Affinity requirement increased from 4 to 5;

COMBAT SYSTEM

- Enabled mode 1 unit per tile, as in version 1.14;
- Land units can attack naval bases;
- **BASE**
- Starting Combat Power increased to 30, instead 20;
- Max HP increased to 300, instead 200;
- **OUTPOST**
- Starting Combat Power increased to 12, instead 8;
- Grow in Power per cell increased to 3, instead 2;
- **STATION**
- Starting Combat Power increased to 20, instead 16;

AI PLAYER

- AI Player behavior has been adjusted;
- The weights of service units have been reworked;
- The weights for the facilities production of Base have been reworked;

GRAPHICS

- **UNIT TEXTURES**
- Teamcolors for Supremacy Units: Angel, SABR, CNDR, CARVR;
- Teamcolors for Purity Units: Battlesuit, Aegis, Lev Tank, Lev Destroyer;
- Teamcolors for Harmony Units: Xenoswarm, Xenocavalry, Rocktopus, Xenotitan;

OTHER

- Added an Easter egg for the antipodean game

BUGS

- Adjusted tech icon texture scale technologyatlas360.dds;
 - The scale did not match the parameters of the atlas;
 - Fixed bug of secret project Quantum Computer, which made Satellites NO free maintenance;
 - Fixed bug of secret project Xenonova, which made double penalty instead halved;
 - Fixed description in tooltip of artifacts secret project Quantum Politics, gives 15% bonus, and not 20%;
 - Nests on different types of resources also change the alien opinion;
 - Attacking hydrocoral does not affect the alien opinion; Fixed;
- =====

1.15 - 04.06.2023

ATTENTION!

- Minimum recommended screen resolution: 1280*768

#BEALIVE PATCH

- v.7 added German translation;
- text vars compatibility fixes;
- xml.log - fixing of 22 text variables tag errors, for all languages;

AI PLAYERS

- fixed inconsistency of bonuses in AI level - "by default";
- corrected level (Mirror) and added a new one - Vega (Mirror);
- **Difficulty: Sputnik**
- Player starting Energy increased from 0 to 200;
- AI starting Energy increased from 0 to 100;
- **Difficulty: Mercury**
- decreased AI Unhealth from 100% to 95%;
- decreased Player Unhealth for Base number from 100% to 85%;
- decreased Player Unhealth for Population from 100% to 85%;
- Player starting Energy increased from 0 to 150;
- AI starting Energy increased from 0 to 100;
- **Difficulty: Vostok**
- decreased Difficulty Level Health from 9 to 8 points;
- Player starting Energy increased from 0 to 100;
- AI starting Energy increased from 0 to 100;
- **Difficulty: Gemini**
- decreased Difficulty Level Health from 9 to 7 points;
- increased Player Unhealth for Base number from 100% to 105%;
- increased Player Unhealth for Population from 100% to 105%;
- Player starting Energy increased from 0 to 50;
- AI starting Energy increased from 0 to 100;
- **Difficulty: Soyuz**

- decreased Difficulty Level Health from 9 to 6 points;
- increased Player Unhealth for Base number from 100% to 110%;
- increased Player Unhealth for Population from 100% to 110%;
- AI starting Energy increased from 0 to 100;
- **Difficulty: Apollo**
- decreased Difficulty Level Health from 9 to 5 points;
- increased Player Unhealth for Base number from 100% to 115%;
- increased Player Unhealth for Population from 100% to 115%;
- AI starting Energy increased from 0 to 100;
- **Difficulty: Vega**
- decreased Difficulty Level Health from 9 to 4 points;
- increased Player Unhealth for Base number from 100% to 120%;
- increased Player Unhealth for Population from 100% to 120%;
- AI starting Energy increased from 0 to 100;

STARTING CONDITIONS

- Starting Energy reserves amount increased from 0 to 35 (at Standard speed);
- **Module: Colonists**
- Pioneers: Building cost for Colonist and Explorer units reduced by 45% (was 25%);
- **Module: Spacecraft**
- Fusion Reactor: Begin with 350 Energy (at Standard speed) (was 150);
- Supply: Additional resource pods increased from 2 to 4;
- **Module: Cargo**
- Physiocare Module: Unhealth decreased on 5% (was 10%);

GAME PACE

- **Standard Victorian**
- Standard game pace with halved research speed and end game turn 650;

INTERFACE

- New Monitoring Center menu, which gives access to 27 graphs of faction statistics by turn;
- Artifact Lab: RightMB - sequential replacement of slots instead of random;
- The F1 hotkey is signed in the tooltip of the Datalinks button in the game window;
- Updated system of storing and checking for the installed and available DLC version;
- for a smoother upgrade process;
- Version check panels in Mods Menu have been removed, now the availability of updates is displayed in the Main Menu;
- The game version and Anchor Ceti DLC version are displayed in the Main Menu below;
- 3 loading screens added;
- **Ecology Window**
- added Alien Tension, Average Affinity Progress parameters,
- Alien Opinion to faction and Globally expressed with icons,
- Awakening Stage progress bar;
- **Military Overview**
- Added unit activity tracking in status: Air Intercept;
- **Artifacts Rewards**
- Added "Influence" resource to the "Earned Yields" list;
- The artifact reward mechanic now works with the Influence resource;
- Artifacts doublers now grant an amount of Influence;
- **Unit Panel**
- Unit in Air Interception mode is marked with the corresponding icon in the name;
- The names of Prototype units are marked with a special icon;

- **Airfield and Cargo Panel**

- Enlarged button size for screens with resolution $X + Y > 2500$
- Unit in Air Interception mode is marked with the corresponding icon in the name;
- Added tooltip with health level to the unit button;
- Added health bar to the unit button. Only for enlarged mode;

- **Map**

- Health and Unhealth shown as tile yields;

- **Advanced Setup**

- Game Pace Options get extended description in tooltip;
- The mechanics of selecting random map has been reworked to work with a full list of maps, in the original, there are only three maps in the list for selection: Terran, Protean, Atlantean;

- **Technological Tree**

- Added 3 technologies-leaves and 3 technologies-branches;
- Adjusted the position of some technologies, next to the new ones;
- The scale of the technology tree has been increased by ~6%;
- In the hint of the unit description, the prototype/orbital/affinity icons are added to the name;
- Prototype units are marked with a red octagon icon;

DATALINKS

- **Units**

- Added a subgroup for prototype units;
- Restored the logical order in the group of combat units;
- On the unit page from above, the prototype/orbital/affinity icons are added to the name;

- **Improvements**

- Added yield data from the Improvement on the adjacent tile with the base (Improvement_AdjacentCityYields);
- Added info of Improvement ban to be contained on adjacent tiles (NoTwoAdjacent);

- **Concepts**

- Extended concepts section - Ecology
- Automated data output on the topic Colony Health Levels in the Health section has been created;

ADVANCED SETUP

- **Map Options:**

- Resources: Option and its variants got tooltips;
- Resources: "Really random": random quantity for each deposit;
- Resources: "Competition": every available type of resources at the starting location;
- Removed the NO_MARVELS option, as all maps have their own Landmarks option;

- **Game Options:**

- Max turns: when enabled, the value is set to 1000 by default;
- Displaying of the option has been redesigned to always show the value of maximum turns;
- Also changed the showing of the max turns option for the multiplayer menu;
- Don't Stagger Starts option set as default;

SCENARIO EDITOR (DEV VERSION)

- **New actions added:**

- Clear all miasma;
- Remove all aliens;
- Clear all supply pods;
- Set wilderness to 0 (prevents core alien spawn system);

HEALTH LEVELS

- Redesigned bonuses and penalties issued for achieving colony health points;
- Added penalties with different progression functions;
- Added Combat Strength and Influence as types of bonuses and penalties;

VIRTUES

- Prosperity

- Workforce (1): gives 2 units, instead 1;
- Pathfinders (2): gives 1 expedition module to Explorers, instead 3;
- Eudamonia (3): gives -8% Unhealth from all sources, instead -15%;
- Joy of Choice (3): gives 0,5 Health for each base resource type, instead 1;

- Industry

- Alternative Markets (2): energy bonus decreased from 6 to 5;

FACILITIES

- Artifacts Rewards

- Dimension Folding Complex: -25% Unhealth from population (was -50%)

- Secret Project Quantum Computer

- Affinity point bonus added to description and reduced from +25% to +10%;
- Production cost increased by 20%;
- Required resources increased from 2 Geotherm to 1 Geotherm / 1 Oil / 1 Titanium;

UNITS

- Rovers (Cavalry, Tanks)

- Added penalty for attack on base: -55%;

- Levitation destroyer

- Bug fixed: the ability to Tame is now given after the Skeleton quest (previously not given);

- Prototypes of Affinities

- Affinity units have a prototype version available early on the technology tree;
- Production of Prototypes is limited in quantity;
- The prototype becomes obsolete after researching the technology of the unit;

- GOLEM, AUTOSLED, DRONE CAGE, NANOHIVE, GELIOPOD, AQUILON

- Added Unit_AI types tags, as they were missing in the original;

UNIT UPGRADES

- Requirements for Tier 3 Hybrid Affinities increased by 1;
- Marine and Naval Melee require 7th hybrid affinity level;
- Ranger and Naval Ranged require 8th hybrid affinity level;
- Tank (Cavalry) require 9th hybrid affinity level;

ALIENS

- Reworked functions returning a value;
- Global Alien Opinion;
- Global Alien Tension (new behavior calculation argument);
- Average Affinity Progress;

TECHNOLOGY

- Added 6 Affinity Prototyping technologies;

- Technologies open access to affinity units prototypes;
- **Alien Hybridization, Organics, Bioengineering, Autonomous Systems**
- When discover get +7 Purity points;
- **Biometallurgy, Collaborative Thought**
- When discover get +14 Harmony points;
- **Bionics, Orbital Networks**
- When discover get +7 Supremacy points;
- **Human Conservation**
- When discover get +14 Supremacy points;

AFFINITY LEVELS

- Affinity levels cost is higher on 2 points;
- The total number of required points up to level 18 is now 369 (it was 333);

NATURE

- Adjustments in miasma spreading mechanic;
- miasma reacts to the types of terrains and features;
- Condition of water amount for the appearance of the Hydrocoral Brain landmark has been reduced from 70% to 55%;
- Condition of maximum radius from the player's start for Minor Landmarks has been increased from 15 to 35 tiles;
- Calculation of Civilization Expansion Factor has been reworked, taking into account Biosphere Potential parameter;
- Now CEF is calculated by sum of indicators of each player and takes into account faction cultural development;

TERRAFORMING

- Academy: added yield +1 Production if on the adjacent tile with the base;
- Terrascape: added yield +1 Culture if on the adjacent tile with the base;
- Terrascape: yield removed +2 Culture;
- Terrascape: modernization +1 Culture and +1 Health on 13th level of Purity;
- Terrascape: modernization +2 Energy on 12th level of Purity;
- Terrascape: removed modernization on 8th level of Purity;
- Dome: modernization +1 Food moved from 12th to 7th level of Purity;
- Mine, Quarry, Firaxite Mine, Floatstone Quarry: added 1 Unhealth;
- Alien Nest on Land: +1 Food, if adjacent to Base;
- Alien Nest on Sea: +1 Energy, if adjacent to Base;
- Minor Landmarks: maintenance own territory 4 Energy;
- Abandoned Alien City: +1 Science, if adjacent to Base;
- Ancient Alien Remains: +1 Influence, if adjacent to Base;
- Floating Alien Structure: +1 Production, if adjacent to Base;
- Meteorite Crater: +1 Energy, if adjacent to Base;

RESOURCES

- [Fixed a number of bugs in the database, details in the table;](#)
- Petroleum: allowed on: Grass, Plains, Forest+Tundra;
- Geothermal: allowed on: Hills, River Side, Snow;
- Titanium: allowed on: River Side, Forest+Grass/Plains/Tundra, Reef+Coast/Ocean;
- Xenomass: allowed on: Tundra, Flood+Desert, Marsh+Grass, Reef+Coast/Ocean;
- Floatstone: allowed on: Grass, Snow, Reef+Coast/Ocean;
- Firaxite: allowed on: River Side, Flood+Desert, Reef+Coast/Ocean;
- Fiber: allowed on: Flood+Desert;
- Resilin: allowed on: Forest+Tundra;
- Chitin: allowed on: Hills;

- Silica: allowed on: Hills, Snow;
- Fungus: allowed on: Hills, Forest+Tundra;
- Basalt: allowed on: Hills, River Side, Snow;
- Gold: allowed on: Tundra, Snow;
- Copper: allowed on: Hills;
- Tubers: allowed on: River Side, Forest+Tundra, Flood+Desert;
- Algae: allowed on: Reef+Coast;
- Shell: allowed on: Reef+Coast;
- Eggs: allowed on: Reef+Coast;
- Coral: allowed on: Reef+Coast;
- Chelonia: allowed on: Reef+Ocean;
- Plankton: allowed on: Reef+Ocean;
- Minerals: allowed on: Reef+Ocean;
- Vents: allowed on: Reef+Ocean;
- **Excavations**
- Ruins, Skeleton: allowed for: Forest+Grass/Plain/Tundra, Marsh+Grass, Flood+Desert
- Settlement, Satellite: allowed for: Flood+Desert;
- All marine: allowed on: Reef+Ocean/Coast;
- **Quest**
- Cave, Probe, Tomb: allowed for: Forest+Grass/Plain/Tundra, Marsh+Grass, Flood+Desert;

MAP GENERATOR

- MapGenerator.lua

- Bug fixed: *function SetPlotTypes(plotTypes)*. Previously, the last map tile was skipped;
- SeaDensity parameter for the frequency of placing resources is equalized with landDensity, reduced from 30 to 20;
- it is a necessity for balancing the distribution of marine resources on reefs;
- Land Expedition Sites (skeleton, settlement, satellite, ruin) is now allowed to place on flood plains;
- Sea Expedition Sites (9 of them) is now allowed to place on reefs;
- Added structure for default miasma generation option, GetCoreMapOptions, miasma_spawn;
- The structure of generation of Landmarks has been redesigned, blocking by miasma has been removed;
- added option for all maps GetCoreMapOptions, planet_landmarks;
- added Landmark option variant: 2 biome + 1 random
- Improvement: Resource Pods available for placement on Miasma, Marsh, Floods;

- AssignStartingPlots.lua

- Fixed a breakdown in determining the number of strategic resources on the tile;
- when selecting the map resources option: Legendary Start, Strategic Balance;
- Fixed several bugs related to the *AssignStartingPlots:SetResources* function;
- now adding resources at starting locations works better;
- Fixed a critical error calling a non-existent cell;
- when processing the player's starting location on the map border (*AssignStartingPlots:SetResources*);
- Fixed a bug with the lack of affinity resource at the starting location of the player;
- Strategic Balance option: moved to after creating starting basic resources;
- Distribution of resources on the map changed from sequential to mixed - *Plots(Shuffle)*;
- An option has been introduced in which starting tiles are selected no closer than 3 tiles to the edge of the map;
- chooseStartCondition = 3 - enabled by default, but can be disabled by map argument;
- Added operation of the ignoreWildness parameter, read in ChooseLocations(args);
- to select a starting location without the influence of the Wildness of the surrounding cells;
- Added operation of the ignoreMiasmaToFertility parameter, read in GenerateRegions(args);
- to ignore the influence of Miasma on the fertility of the tile and its environment;
- Worked out arguments for working with lists of fixed starting locations of map;
- Worked out arguments for working with lists of exception tiles to generate resources;

- FeatureGenerator.lua

- DetermineWildness - prevent overwriting previously defined Wildness parameter for deserts;

- miasmaSpawnWay - added argument for miasma generation option;

MAPS

- **Vulcan.lua (82 Eridani e), Taigan.lua, Oceania.lua (Tau Ceti d)**
 - fixed bug of incorrect transfer of resource option value to the map generator;
 - added option of miasma generating;
 - added option of Landmarks generating;
- **Wilderness.lua (Eta Vuleculae b)**
 - fixed a bug of missing reefs on the map;
 - added option of miasma generating;
 - added option of Landmarks generating;
- **Arborean.lua (Kepler), Archipelago.lua, Terran.lua, Tiny_Islands.lua, TiltedAxis.lua (Mu Arae)**
- **Equatorial.lua, Ice_Age.lua (Glacial), Protean.lua, Atlantean.lua**
 - added option of miasma generating;
 - added option of Landmarks generating;
- **Aridean.lua (Rigil Khantoris)**
 - fixed bug with missing arguments FeatureGenerator.Create(args)
 - added option of miasma generating;
 - added option of Landmarks generating;
- **Inland_Sea.lua**
 - added option of miasma generating;
 - added option of Landmarks generating;
 - added mechanics and an option for Team Grouped Starting Locations - West / East;
- **AC_Skirmish.lua - Version Anchor Ceti**
 - added option of miasma generating;
 - added option of Landmarks generating;
 - extended variants choice in option of resource generation;
 - added mechanics and an option for Team Grouped Starting Locations - West / East;
 - landscape generation option now has a Breach variant;
- **AC_Skeeper_Tail.lua (Skeeper's Tail)**
 - new map, horizontally mirrored for competitive multiplayer games;
 - added dynamic definition of tiles types;
 - added dynamic definition of tiles terrain;
 - added dynamic definition of rivers;
 - added dynamic definition of terrain features;
 - added option of miasma generating;
 - added mechanics and an option for Fixed Starting Locations;
 - added mechanics and an option for Team Grouped Starting Locations - West / East;
 - added mechanics of excluding resources from the central ridge;
 - added option of Landmarks generating;

MISCELLANEOUS

- The system of using and storing text variable tags has been redesigned;
- fewer bugs, more convenient to translate into other languages;
- The term Marvels is considered obsolete and replaced in the texts of the game with Landmarks;
- Improved stability of new mechanics in multiplayer;

BUGS

- **Ultrasonic Fence:** AlienUnitRepelRange and ALIEN_REPEL_DEFAULT_STRENGTH options don't work,
- during the tests, the behavior of the aliens remains the same,
- they come close to the base even at 100 strength and 10 distance.

- **Improvements:** yields in the form of Health accepted only in integer form,
- when specifying float values with adjustment of the variable type in the table,
- the game accepts only the integer part of the number.
- The Affinity Bonus from the Quantum Computer Project was not described, it was hidden. Corrected.

XML.LOG

- Replaced 21 variables with tag errors, RU, EN;

TRANSLATION

- Added German translation for version 1.15;
- An Internet translator was used for translation into German;

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1.14 - 09.05.2022

Attention!

- Anchor Ceti DLC will only be available in manually installed DLC mode,
- and will not work like a usual mod;
- #BEAlive Patch will no longer be required for the Anchor Ceti DLC to work and will become a separate project;

Interface

- 5 new splash screens;
- Main Menu news update;
- Update of Exit Game Window;
- Notification about the release of a fresh version of the DLC will now appear directly in the Main Menu;
- Redesign of the establish trade route window and its confirmation;
- **Base:**
 - Geosynchronous Satellites in a separate group of production list now;
 - Satellites, Facilities, Secret Projects sorted by cost, from lowest to highest;;
 - Combat Units sorted by power, from lowest to highest;
 - Noncombat Units moved to the bottom of the list, sorted by cost;
 - Displayed unit parameters on the production panel: shooting, strength, moves, duration;
 - Displayed unit and buildings parameters on the Production Queue Panel;
 - Production Queue Panel enhanced to 19 lines and more;
- **Minimap:**
 - Options: Miasma Highlights, Minimap Highlights, Base Grid, Minimap Transparency
 - are now saved when the game is restarted;
- **Ecology:**
 - The scheme of calculation and output of the Expansion Factor and the Awakening Stage has been redesigned;

Game Settings Menu

- Exact map sizes info in the map size tooltips;
- Numbered lists of maps in the multiplayer settings menu;

Game Options

- Always War, players start at war and may not peace;
- Always Peace, players start at peace and may not war;
- "Open Season" - the appearance of fossils only on neutral territory;
- Aliens can make nests on strategic resources;
- Aliens can make nests on basic resources;
- Aliens can make nests at expedition sites;

- "Frenzied Aliens" - speeds up the respawn of destroyed nests by 10%
- and the number of nests by 5%;
- "Hydrocorals do not reproduce" - returns the life cycle without growth;
- "Miasma does not spread" - disables the movement of miasma due to the wind;

Loadout

- Colonists:

- Agronomists, fixed name and icon;
- Pioneers, the cost of Settlers and Explorers is reduced by 25% (was 50%);
- Mercenaries, +30 cities and + 15% units on their territory (was 25 and 10);
- Diplomats, +3 Influence in every City;
- Medics, +1 Health from each City, - 2 Energy in every City;
- Convicts, +1 food, production, energy, culture, science, influence in every City,
- -1 Health from each City;
- Proletarians, +1 Food, +1 Production, +3 Energy, -1 Science in every City;
- Social Workers, +1 Food, +1 Culture, +2 Influence, -1 Science in every City;
- Military Corps, the cost of Marines and Builders is reduced by 25%;
- Trade Corps, the cost of Boats and Trade Convoys is reduced by 25%;
- Steel Will, no bonuses;

- Spacecraft:

- Retrograde Thrusters, +2 city tiles and +3 visibility (was +1 and +3);
- Fusion Reactor, 150 Energy (was 100);
- Pelengator, Reveal Resource Pods at the far end;
- Signature Detector, Tracks the location of the Minor Biome Wonders after the Major Biome Wonder is founded;
- Xenogeology Sensor, Reveal location of affinity resources in your landing zone
- (radius from 10 to 15 cells);
- 12 Brave Intelligence Data, Reveal location of basic resources in your landing zone
- (radius from 10 to 15 cells);
- Height Scanner, Reveal Mountains, Canyons, Glaciers on Map;
- Reef Sonar, Reveal Reefs location of Planet Oceans;
- Begin with 150 Influence (at Standard speed);
- Steel Will, no bonuses;

- Cargo:

- Hydroponics, name and icon corrected;
- Weapon Arsenal, start with 2 Soldiers;
- Advanced Armament, Begin a colony with an extra Ranger;
- MORC Contract #1-34, Begin a colony with a Miasma Repulsor at your disposal;
- MORC Contract #2-45, Begin a colony with a Solar Collector at your disposal;
- Explorers Corps, Begin a colony with an extra Explorer;
- Physiocorrection Module, Reduces Unhealth of the entire colony by 10%;
- Marine Laboratory, Begin with Planetary Survey technology;
- Museum Exhibits, Your first colony has an Old Earth Relic, +1 Old Earth Artifact;
- Steel Will, no bonuses;

Teamcolor

- player colors for the Submarine line-up;

Datalinks

- Section Artifacts:

- three random artifacts on home page;
- artifact pages grouped by artifact origin categories;
- added pop-up icon in list of artifacts and their rewards;

- icon of artifact category on its description page;
- added panel about studying artifact income;
- added panel about supposed artifact studying reward;
- on reward page added panel about artifacts which grants this reward;
- **Section Terrain, Features:**
- added info about yield modernization by techs and buildings;
- Hills, Mountains, Canyons - added to datalinks;
- **Sections Building and Secret Projects:**
- added links to terrains with improve yields;
- **Section Technologies:**
- added links to features with improve yields;
- **Section Concepts:**
- Added a formula for calculating the Expansion Factor on the corresponding page;
- Upon reaching the next Awakening Stage, additional information appears;

Technology

- Alien Ecology, updated bonus script for Forests and Swamps;
- cost increased from 925 to 970;
- Alien Biology, cost decreased from 410 to 315;

Artifacts

- income for the study of artifact duplicates changed;

Artifacts Rewards

- Sky Cheating, bonus lowered to +20 and +1 (was +50 and +3);

Expeditions and Pods

- the type of bonus satellite depends on the elapsed game turns, lasers are excluded;
- bonus Science points are given only to the available technologies;
- adjusted the type of bonuses received for different cases:
- **Pod:** Orbital, Energy, Food, Production, Science, Culture, Influence;
- **Satellite Crash:** Orbital(Land), Food, Production, Technology;
- **Fossil Skeleton:** Unit, Affinity, Food, Culture;
- **Progenitor Ruins:** Technology, Affinity, Citizens(Land), Culture;
- **Abandoned Settlement:** Culture, Citizens, Energy, Science;
- **Wrecked Colony:** Culture, Citizens;
- **Progenitor Device:** Affinity, Affinity(Level);
- **Sunken Spacecraft:** Technology, Technology(Expensive), Production;
- **Sunken Vehicle:** Culture, Production;
- **Kraken Nest:** Unit, Affinity;

Aliens

- Reworked the spawn of nests, added a cooldown of spawn in the same place;
- Nests will also spawn colossi;
- Fixed a bug that prevented the reproduction of Hydrocorals;
- Fixed a bug resetting Hydra life cycle scaling when loading a save;
- Miasma spreads across the map in the wind, with the option to disable;
- Siege Worm added a 50% penalty when attacking a city;
- Kraken added a 50% penalty when attacking a city;
- Introduced Third Aliens Awakening Stage;
- Redesigned wild alien power-up system;

Maps

- changing the method of unlocking maps (Inner Sea, Ice Age, Tiny Islands);

- access through scripts instead of backups;
- a new, 6th type of size for maps - Supermassive;

Misc

- updated system for checking the version of the patch and DLC available for installation in steam;
- changed the style of the Credits window;
- fixed minor bugs in datalinks;
- Fixed several typos in English localization;
- The measurement of the Factor of Expansion of Civilization and the Stage of Awakening has been reworked;

#BEAlive Patch

- numbered lists of maps in the single player and multiplayer setup menus;
- tile coordinates in the tooltip;
- **Minimap:**
- Options: Miasma Highlights, Minimap Highlights, Base Grid, Minimap Transparency
- are now saved when the game is restarted;

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1.13 - 04.11.2021

Teamcolor

- player colors for the Siege, Fighter line-up;

Datalinks

- modernization from Affinity added to the Improvement Datalinks;
- updated description of Alien Nests in Datalinks;
- Units in Datalinks are grouped into groups Noncombat/Combat/Orbitals/Aliens;
- the open/closed state of the subcategory of units in the Datalinks is remembered;
- green colors and minor edits of the main Datalinks window;
- font of titles of the Datalinks categories is bold;
- improved the Diplomacy category: all pages are equipped with icons;
- the main page is supplemented with important information;
- trait pages are provided with links to opening agreements;
- traits and agreements are grouped into the corresponding 4 categories;
- indicating a price of concluding agreements;

Terraforming

- Alien Nest tile brings +1 science;
- Alien Nest tile brings +1 production at Harmony 1;
- improvements can be built outside of your territory;
- Plantations bring +1 Culture at Harmony/Purity 3/6;
- Academies yield +2 Influence at Purity/Supremacy 3/6;
- Academies can not be built on adjacent tiles;
- Forests and Marshes bring +1 energy from the Alien Ecology;

Technologies

- +7 Purity points to HUMAN_IDEALISM, ASTRODYNAMICS, FIELD_THEORY;
- +7 Harmony points to INDUSTRIAL_ECOLOGY, BIOLOGY, HUMAN_IDEALISM;
- +7 Supremacy points to AUGMENTATION, SYNERGETICS, COMMUNICATIONS;
- each technology perk has a corresponding icon;
- actions is marked in blue: build Magrel, remove/add Miasma, leash;

Interface

- added button icons for hybrid affinities;

- orbitals and Affinity units are marked with an icon in the name in the unit panel;
- added the sound of opening/closing to the animation of windows;
- window animation: Economy, Faction Overview, Military Forces;
- window animation: Virtues; Overview Of Trade Routes, Notification Log;
- 30 splash screens from Starships for the loading screen;
- 1 splash screen based on Sid Meier's Alpha Centauri;
- displaying Coordinates in the tile tooltip;
- displaying Influence in the tile tooltip;
- display of Influence Yield on the map tiles;
- fixed bug of displaying yield Culture > 5;
- Choosing Trade Route panel: added new filter "Total Amount" by default;

Minimap

- 5 minimap sizes are switched by Right-click;
- minimap, miasma highlight option;
- minimap, option to display the outline of the base;
- minimap, transparency option added to the list;
- minimap, constant illumination option;

Artifacts

- Artifact Lab: changed the visual part of the Reward windows and Artifact Storage;
- Storage and Artifact Rewards open each other on a button;
- the Artifact Rewards window is assigned the hotkey Ctrl+F6;
- The Right-click on the artifact adds it to the free exploration slot;
- if the slots are occupied, then the artifact occupies a random slot;
- tooltips with rewards on artifact cards;

Maps

- added test maps section: 5 options at the moment;
- test level of difficulty (Mirror);

Setup game menu

- option "Open Season";
- option "Long Expeditions";
- option "Orbital Support";

Misc

- format DXT1 (no A) for loading screens;
- limit on the number of Secret Projects on the Base has been removed;
- the list of Patrons on the main loading screen;
- solved most of the reasons of desynchronization in multiplayer;
- when a wild kraken dies, there is a chance to find its nest;
- when shooting down a satellite, there is a chance to find its wreckage;
- if the cell is occupied, the bonus appears on the adjacent cell;

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1.12 - 08.01.2021

Teamcolor

- player colors for the Gunboat;

Datalinks

- work in the sections of Datalinks: Main, Concepts;
- concepts of FEC and SoA added to datalinks;

Game Mechanics

- the system of calculation of the FEC;
- start of synchronization of the FEC and the Stage of Awakening for spawn;
- introduced level 1 of SoA for Land Aliens;
- correction of variations of the bonus orbital unit;
- correction of the appearance of Alien skeletons;
- correction of the number of explorers for AI;
- minimum distance between Outpost and station reduced from 2 to 1 tile;
- minimum distance between Outpost and city reduced from 3 to 2 tiles;
- minimum distance between Station and City/Outpost increased from 6/5 to 8 tiles;
- fixed function of Global Alien Opinion - PW_GetGlobalAlienOpinion;
- fixed function of Average Affinity Progress - PW_GetAverageDominantAffinityProgress;

Aliens

- minimum and maximum nest spawn Rate increased from 6/16 to 9/18;
- the natural lifespan of Colossi is increased by 4 times;
- Colossi are allowed to appear from the first turn;
- improved nest spawn system;
- redesigned the Alien spawn system;
- waterfowl Aliens can appear in lakes;
- quality and quantity of Aliens depends on Affinity Progress and Aliens Opinion;
- Aliens can move to new territories;

Game Options

- added option to randomize standard order of base names;
- added option of a random name for Headquarters;
- auto-generated list of biome properties in the tooltip;
- numbered list of maps;
- standard number of factions for maps of any size - 7;
- added a new difficulty level - Vega;

Interface

- fixed button blinking on the loading screen;
- created a new stylized window - Ecology;
- hotkey Ctrl+ F2 is assigned to the new Ecology window;
- hotkey Ctrl+ F4 opens the Diplomatic Summary window;
- LMC on the notification about the accumulated reserve opens the Economy window;
- added excerpts of archives of RT leaders;
- added a window for checking the version of the Anchor Ceti DLC;
- introduced a system for identifying version of patch and DLC in Staging Room;

Misc

- from version 1.12 the (PW) #BEAlive Patch is required for mod;
- the status of the public version changes from alpha to beta;
- the project title becomes the (PW) Anchor Ceti;
- corrected the name of the map Rigil Khantoris Bb in the Russian translation;
- developed the installation of the Multiplayer version as DLC;

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1.11 - 16.09.2020

Teamcolor

- teamcolors for Carriers, Patrol Boats;

Game Mechanics

- enabled option 2 units per tile;
- the ultrasonic platform is introduced into the game as a full-fledged unit with its own features;
- raze city after complete annex;
- option to start a game with one player;

Interface

- added information about the quest choice to the description of buildings;
- fixed the button on loading screen for low resolution;
- added a list of factions involved on the map to the loading screen;
- diplomatic capital is displayed in the window of choosing trade routes;
- diplomatic capital is displayed in the city management window;
- diplomatic capital is displayed in the general information window of the economy;
- technology Tree filters give more results, including from the quest selection;
- technology filter by Improvements displays results for modernization, magrail, miasma;
- the Planning tab in the Economy window and accumulation notification;
- adjusted position of icons in the technology sorting panel;

Datalinks

- structured and expanded information about Improvements in Datalinks;
- started working with the Faction section in Datalinks;

Misc

- added bugfix for Orbital View;
- localized greeting on the top panel;

1.10 - 10.06.2020

- the maximum number of turns option has been increased from 9999 to 99999 game turns;
- colors of units and affinities in the tech web;
- 2 units per cell disabled;
- fixed an issue in the expedition/pods generation script when the gameloading;
- player colors for Cavalry, Trader, Ultrasonic;

1.09 - 10.05.2020

- bonus (pods and expeditions) Citizens/Food/Production is distributed according to the scheme 1/3 for Random/Nearest/Capital city;
- added missing in original stations descriptions;
- 3 new stations;
- player colored textures for Ranger;
- texture corrections: Soldier, Thug(H03);
- bug of description of the upgrade of the 4th level of experience has been fixed;
- introduced a system of upgrades for experience up to 11 levels;
- Explorers get experience; this is an initial upgrade;
- added bonus +10 experience to Precognition;
- included story notes on the loading screen;
- technology tree: units - red, orbitals - purple;
- 2 units per tile
- double loading for unit UI is needed;

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1.06 - 24.04.2020

- option to display the current time on the top panel;
 - welcome message from time to time;
 - texturing units in the player's color, with all upgrades;
 - worker, colonist, explorer, soldier, boat;
 - redesigned system of spawning expeditions;
 - supply pods also appear from time to time;
- =====

1.04 - 15.04.2020

- added a system for the appearance of excavations during the game;
 - adjusted the balance and variety of bonuses from excavations;
 - duplicated artifacts with changed color;
 - the game speed modifier is balanced where it was added;
 - added fauna from expeditions on the skeletons;
- =====

1.01 - 12.04.2020

- Makara and other aliens drop Skeletons (option);
 - AI Explorers number depending on the map size (option);
- =====

1.00 - 10.04.2020

- unlock up to 12 fractions;
- unlock 6 space ship options;
- unlock 4 types of planets;
- return a description of the stations;