

Nethog's Civ2 Reference Pack

Acknowledgments:

Starlifter (**MAJOR** contributor - thanks Starlifter!)
Duke of Marlborough
Duke O York
La Fayette
SlowThinker (major contributor)
Scouse Gits
Sodak

References:

SlowThinker's Combat Table:
<http://apolyton.net/forums/showthread.php?s=&threadid=22856&perpage=25&pagenumber=2>

Gastrifitis' Info: Settlers/Engineers (GL)
<http://apolyton.net/forums/showthread.php?s=&threadid=20497>

Revision History

Revision	Date	Description
1.00	2002-06-26	Initial Release
1.01	2002-06-28	Communism govt: reworded amount of C&W under; removed the stated effect of celebrations on C&W; added effects of celebrations yielding extra arrow. Fundy govt: added effects of celebrations yielding extra arrow. Hydro Plant: removed "(excl. Oceans)".

City Walls
 Cost: 80 gold, Upkeep: 0 shields, Prerequisite Tech: Masonry
 •Triples the defense strength of ground units on city
 •The Great Wall acts as a city wall in all of your cities
 •Prevents population loss after unsuccessful defense
 •Ineffective against Howitzers, sea and air units
 •Marines attacking from the sea are subject to walls

Coastal Fortress
 C:80, U:1, T: Metallurgy
 •Doubles the defense factor of the defender (air, sea, land) when attacked by naval units

SAM Missile Batteries
 C:100, U: 2, T: Rocketry
 •Doubles the defense factor of the defender (air, sea, land) when attacked by air units
 •Exception: Fighters attacked by non-missile units scramble instead
 •Cumulative with SDI when attacked by missiles (i.e. x4D)

SDI Defense Base
 C:200, U:4, T:The Laser
 •Destroys Nuclear Missiles attacking any target within 3 squares of the city
 •Does not work against suitcase nukes (spy action)
 •Defense factor of unit is doubled against attacking *missiles*
 •Cumulative with SAM when attacked by missiles (i.e. x4D)

Barracks
 C:40, U:1, 2(Gun Pw), 3(Mob War), T:none
 •Produces veteran ground units
 •Repairs ground units in city in 1 turn
 •Repairs ground units 40%/turn within 3 squares of a friendly city
 •After Gunpowder, and again after Mobile Warfare, Barracks become obsolete and are automatically sold off

Port Facility
 C:80, U:3, T:Amphibious Warfare
 •Produces veteran naval units
 •Repairs damaged sea units in one turn

Airport
 C:160, U:3, T:Radio
 •Produces veteran air units, including missiles
 •Repairs damaged air units in one turn
 •Allows airlift between cities with airports (one airlift per turn: in or out)
 •If both source and destination have an airport:
 1. Increases Trade Bonus by 50%
 2. Increase Trade Route value by 50%

Palace
 C:100, U:0, T:Masonry
 •Zero corruption in city that has the Palace. Zero waste in city that has or builds a Palace.
 •Can possess only one Palace - building a new one will move it to the city where built
 •Cannot sell a palace
 •Palace reduces corruption and waste in nearby cities, except Fundamentalism and Democracy which have no C&W
 •Loss of Palace city may result in civil war if attacking Civ is less powerful
 •If Palace city is lost and 1000g is available, palace will be automatically moved to a new city
 •If Palace is lost & not moved when a spaceship is under construction or in flight, the spaceship is destroyed

Temple
 C:40, U:1 (0 Fund.), T:Ceremonial Burial
 •Makes 1 unhappy citizen content
 •Makes 2 unhappy citizens content after Mysticism
 •The Oracle doubles the effect of Temples
 •Special function under Fundamentalism (see Govts)

Supermarket
 C:80, U:3, T:Refrigeration
 •Produces 50% more food in the city square
 •Produces 50% more food in farmland and airfields squares within the city's radius.

Offshore Platform
 C:160, U:3, T:Miniaturization
 •+1 shield in all worked ocean squares

Superhighways
 C:200, U:5, T:Automobile
 •Increases trade in each worked and roaded land square by 50%
 •Increases Source City's Trade Bonus by 50%
 •Increases Home City's Trade Route value by 50%.

Harbor
 C:60, U:1, T: Seafaring
 •Produces one extra food in all worked ocean squares

Colosseum
 C:100, U:4 (0 Fund.), T:Construction
 •Makes 3 unhappy citizen units content.
 •With the advent of Electronics, colosseum gains the ability to make four unhappy citizens content
 •Special function under Fundamentalism (see Govts)

Marketplace
 C:80, U:1, T:Currency
 •+50% tax.
 •+50% luxuries
 •Both effects cumulative with Bank/SE

Bank
 C:120, U:3, T:Banking
 •+50% tax
 •+50% luxuries
 •Both effects cumulative with Mkt/SE

Stock Exchange
 C:160, U:4, T:Economics
 •+50% tax
 •+50% luxuries
 •Both effects cumulative with Mkt/Bank

Capitalization
 C:0, U:0, T:The Corp.
 •Adds 1 gold per each unwasted shield
 •Cap. gold is not multiplied by Mkt/Bank/SE

Police Station
 C:60, U:2, T:Communism
 •Under a Republic/Democracy, unhappy citizens caused by units away are reduced by one
 •The Women's Suffrage Wonder acts as a Police Station in each of your cities

Library
 C:80, U:1, T:Writing
 •+50% science
 •Cumulative with Univ/RL

University
 C:160, U:3, T:University
 •+50% science
 •Cumulative with Lib/RL

Research Lab
 C:160, U:3, T:Computers
 •+50% science
 •Cumulative (additive) with Lib/Univ
 •SETI Program acts as a Research Lab in all of your cities

Nethog's Civ2 City Improvements

Courthouse
 C:80, U:1, T:Code of Laws
 •Reduces corruption and waste by 50%
 •Under Democracy, instead of the function of reducing corruption, it makes one content citizen happy
 •Courthouses increase the cost of revolting/subverting any non-Democratic city without a palace. Exception: Under Communism, cost does not increase beyond distance=10 from capital.

Cathedral
 C:120, U:3 (0 Fund.), T: Monotheism
 •Makes 3 unhappy (red) citizens content
 •Upon discovery of Communism, one less citizen is content
 •Upon discovery of Theology, +1 citizen is content
 •Michelangelo's Chapel acts as a Cathedral in every city
 •Special function under Fundamentalism (see Govts)

Isaac Newton College doubles output of each science *improvement*
 Copernicus Observ. doubles final total science output of the city, **after** improvements & Isaac's are computed.

Factory
 C:200, U: 4, T:Industr.
 •Increases the shield output by 50%
 •No anti-pollution benefits

Power Plant
 C:160, U:4, T:Refining
 •Increases shield output by 50%
 •Cumulative with Factory and Manufacturing Plant
 •No antipollution benefits.

Nuclear Plant
 C:160, U:2, T:Nuclear Power
 •Increases shield output by 50%
 •Cumulative with Factory and Manufacturing Plant
 •Reduces resource pollution by 50% (not cumulative)
 •Danger of Meltdown, if city riots (anarchy) for two consecutive turns.
 •Meltdown risk eliminated with discovery of Fusion Power.
 •Can be built anywhere.

Hydroelectric Plant
 C:240, U:4, T:Electronics
 •Increases shield output by 50%
 •Cumulative Factory and Manufacturing Plant
 •Reduces resource pollution by 50% (not cumulative)
 •Can be built only near Rivers or Mountains
 •Hoover Dam acts as a Hydro Plant in all cities

Mass Transit
 C:160, U:4, T:Mass Production
 •Eliminates pollution caused by population

Recycling Center
 C:200, U:2, T:Recycling
 •Eliminates 2/3 Resource Pollution
 •Not Cumulative; It supercedes (replaces) effect of Hydro and Nuclear anti-pollution
 •Solar Plant supercedes Recycling Center

Granary
 C:60, U:1, T:Pottery
 •Only half of a city's food bin is depleted when a city grows due to filling the food bin
 •Only half of a city's food bin is depleted when a city size decreases due to famine
 •Pyramids act as a granary in each city

Manufacturing Plant
 C:320, U:6, T:Robotics
 •Increases shield output by 50%
 •Does not need a Factory to operate

Solar Plant
 C:320, U:4, T:Environmentalism
 •Increases shield output by 50% (if city has factory)
 •Cumulative with factory and Manufacturing Plant
 •Eliminates all Resource Pollution
 •Power, Hydro, and Nuclear plants are redundant and can be sold if you have a Solar Plant.
 •Eliminates half a pollution skull's contribution to global warming. Two SP's effectively negate one polluted piece of terrain in the Global Warming.

Aqueduct
 C:80, U:2, T:Construction
 • Required for cities of size 8 - 126 to grow.
 • Not required to maintain population

Sewers
 C:120, U:2, T:Sanitation
 • Aqueduct and Sewer required for cities of size 12 - 126 to grow.
 • Not required to maintain population

NOTES:
 •F & PP/NP/HP/SP & MP are cumulative
 •PP/NP/HP/SP require a Factory and/or MP to provide their 50% shield output
 •Non-wasted shields may cause Resource Pollution (RP)

Wonders Summary

	Name	Prerequisite	Expires	Cost	Effect
Ancient	Colossus	Bronze Working	Flight	200	+1 arrow in each square already producing trade (city w here built only).
	Great Library	Literacy	Electricity	300	Automatically grants tech upon discovery by a 2nd civ.
	The Great Wall	Masonry	Metallurgy	300	City walls in all cities. 2X att strength vs barbs. Civs must offer cease-fire or peace.
	Hanging Gardens	Pottery	Railroad	200	3 content citizens to happy in city w here built, 1 content to happy all others.
	The Lighthouse	Map Making	Magnetism	200	Triremes not lost at sea. Veteran naval units produced. Sea movement +1, except Triremes.
	Oracle	Mysticism	Theology	300	Doubles effectiveness of temples.
	Pyramids	Masonry		200	Counts as a granary in every city.
Renaissance	Copernicus' Observatory	Astronomy		200	2X total science output in city w here built.
	King Richard's Crusade	Engineering	Industrialization	300	+1 shield in all worked squares of city w here built.
	Magellan's Expedition	Navigation		400	+2 movement all ships.
	Marco Polo's Embassy	Trade	Communism	200	Acts as your embassy in all civs.
	Michelangelo's Chapel	Monotheism		400	Counts as a cathedral in each of your cities.
	Shakespeare's Theatre	Medicine		300	All unhappy citizens in the city w here built are made content.
	Sun Tzu's War Academy	Feudalism	Mobile Warfare	300	All new land units built are Veterans. Any unit winning a battle becomes Veteran.
Industrial	Adam Smith's Trading Co.	Economics		400	Pays maintenance for all city improvements that cost 1.
	Darwin's Voyage	Railroad		400	Grants current tech being researched, plus one more; beaker total is zeroed.
	Eiffel Tower	Steam Engine		300	Improves other civilization's attitude towards you.
	Isaac Newton's College	Theory of Gravity		400	Doubles cumulative science output of Library/University/Research Lab in city w here it is built.
	J. S. Bach's Cathedral	Theology		400	Two unhappy citizens made content in each city. Applied after unit-caused unhappiness.
	Leonardo's Workshop	Invention	Automobile	400	Obsolete units replaced by their modern equivalents. Veteran status lost.
	Statue of Liberty	Democracy		400	All governments available. Anarchy always ends on next turn.
Modern	Apollo Program	Space Flight		600	Allows the construction of spaceships by all Civs. Reveals entire map to all civs.
	Hoover Dam	Electronics		600	Acts as a hydro plant in every city.
	Woman's Suffrage	Industrialization		600	Police station in every city. Only useful in Republic or Democracy.
	Cure for Cancer	Genetic Eng.		600	Makes one content citizen happy in every city.
	Manhattan Project	Nuclear Fission		600	Allows construction of Nukes by all civs that possess Rocketry.
	SETI	Computers		600	Research lab in every city.
	United Nations	Communism		600	Embassy with all Civs. Force cease-fire/Peace. Under Dem, 50% Senate support.

NOTES:

City Improvements provided by Wonders have zero maintenance costs.

The benefits that these improvements provide are NOT cumulative with their "real" counterparts if they exist in the city.

Also, you must continue to pay maintenance for the "real" counterparts if they exist in your cities.

Civ2 Units & Misc Info

Ancient-Medieval

	Preq	T	Cost	Att	Def	Mv	HP	FP	T	Obsolete	Special Capabilities
Warrior	-		10	1	1	1	10	1		Pikeman	
Pikemen	Feudal		20	1	2	1	10	1		Musketeer	+1 def vs horse (horse: HP=10, MV=2)
Horsemen	Hors R		20	2	1	2	10	1		Knight	
Phalanx	Brnz W		20	1	2	1	10	1		Pikeman	
Archers	War Cd		30	3	2	1	10	1		Musketeer	
Chariot	Wheel		30	3	1	2	10	1		Elephant	
Knight	Chival		40	4	2	2	10	1		Dragoon	
Elephant	Polyth		40	4	1	2	10	1		Crusader	
Legion	Iron W		40	4	2	1	10	1		Musketeer	
Catapult	Math		40	6	1	1	10	1		Cannon	
Crusaders	Monot		40	5	1	2	10	1		Dragoon	
Trireme	Map M		40	1	1	3	10	1	2	Caravel	Must end turn next to land, or risk loss at sea
Caravel	Navig		40	2	1	3	10	1	3	Galln/Frig	

Gunpowder

	Cost	Att	Def	Mv	HP	FP	Obsolete	Special Capabilities
Dragoons	Leadr	50	5	2	2	20	1	Calvary
Musketeers	Gunpw	30	3	3	1	20	1	Rifleman
Cannon	Metal	40	8	1	1	20	1	Artillery
Cavalry	Tact	60	8	3	2	20	1	Armor
Ironclad	Steam E	60	4	4	4	30	1	Destroyer
Frigate	Magnet	50	4	2	4	20	1	2 Destroyer
Galleon	Magnet	40	0	2	4	20	1	4 Transport

Modern Land

	Cost	Att	Def	Mv	HP	FP	Obsolete	Special Capabilities
Fanatics	Fund	20	4	4	1	20	1	Free support for Fundamentalism
Partisans	Guer W	50	4	4	1	20	1	Trts all sqs as road. Ign ZOC. x8A against "0A" defenders
Riflemen	Consc	40	5	4	1	20	1	
Marines	Amp W	60	8	5	1	20	1	Can make amphibious assaults
Paratroopers	Comb A	60	6	4	1	20	1	Can make paradraps
Artillery	Mach T	50	10	1	1	20	2	Howitzer
Howitzer	Robot	70	12	2	2	30	2	Negates city walls
Alpine Troops	Tactics	50	5	5	1	20	1	Treats all sqs as road.
Mech Infantry	Labr U	50	6	6	3	30	1	
Armor	Mob W	80	10	5	3	30	1	

Modern Naval

	Cost	Att	Def	Mv	HP	FP	Obsolete	Special Capabilities
Submarine	Combst	60	10	2	3	30	2	Sees 2 sqs. Carries 8 missiles. Can't attack units on land.
Destroyer	Electry	60	4	4	6	30	1	Spots subs. Sees 2 sqs.
Cruiser	Steel	80	6	6	5	30	2	AEGIS Spots subs. Sees 2 sqs.
Battleship	Auto	160	12	12	4	40	2	Sees 2 sqs.
Carrier	Adv Fil	160	1	9	5	40	2	8 Can carry air/missile units. Sees 2 sqs.
AEGIS Cruiser	Rcktry	100	8	8	5	30	2	Spots subs. x3D on def vs air, x5D vs miss. Sees 2 sqs.
Transport	Indust	50	0	3	5	30	1	8

Modern Air

	Cost	Att	Def	Mv	HP	FP	Obsolete	Special Capabilities
Fighter	Flight	60	4	3	10	20	2	Stlth Fighter Can attack air units. Sees 2 sqs.
Bomber	Adv Fil	120	12	1	8	20	2	Stlth Bomber Sees 2 sqs. Must land every 2nd turn.
Stealth Fighter	Stealth	80	8	4	14	20	2	Can attack air units. Sees 2 sqs.
Stealth Bomber	Stealth	160	14	5	12	20	2	Sees 2 sqs. Must land every 2nd turn.
Helicopter	Comb A	100	10	3	6	20	2	Spots subs. Sees2. Loses HPs until lands in city
Cruise Missile	Rcktry	60	18	0	12	10	3	Destroyed after attacking.
Nuclear Missile	Rcktry	160	*	0	16	10	1	*Destr all mil units 3x3 sq. May pollute adj. squares. *50% pop loss in cities. Destr after attacking.

Non-Military

	Cost	Att	Def	Mv	HP	FP	Obsolete	Special Capabilities
Settler	-	40	0	1	1	20	1	Engineer Terrain improvements.
Engineer	Explo	40	0	2	2	20	1	Terrain improvements/transformation.
Diplomat	Writng	30	0	0	2	10	1	Spy Ignores ZOC. Diplomatic functions.
Spy	Espion	30	0	0	3	10	1	Ignores ZOC. Sees 2 sqs. Spy functions.
Caravan	Trade	50	0	1	1	10	1	Freight Ignores ZOC.
Freight	Corp	50	0	1	2	10	1	Ignores ZOC. +50% value of commodity delivered
Explorer	Sea F	30	0	1	1	10	1	Partisan Treats all sqs as road. Ignores ZOC.

<u>Attitude:</u>	<u>Power (Key Civ):</u>	<u>Reputation:</u>
Worshipful	Pathetic(White)	Spotless
Enthusiastic	Weak (Green)	Excellent
Cordial	Inadequate (Dk Blue)	Honorable
Receptive	Moderate (Yellow)	Questionable
Neutral	Strong (Lt Blue)	Dishonorable
Uncooperative	Mighty (Orange)	Poor
Icy	Supreme (Purple)	Despicable
Hostile		Atrocious
Enraged		

City Defenses

Land unit vs (exc hw tizr)	Land unit + City Walls x3D
Naval unit vs	Any unit + Coastal Fortress x2D
Air unit vs	Any unit + SAM x2D (Exception: ftrs attckd by non-missiles scramble)
Missile unit vs	Any unit + SDI x2D

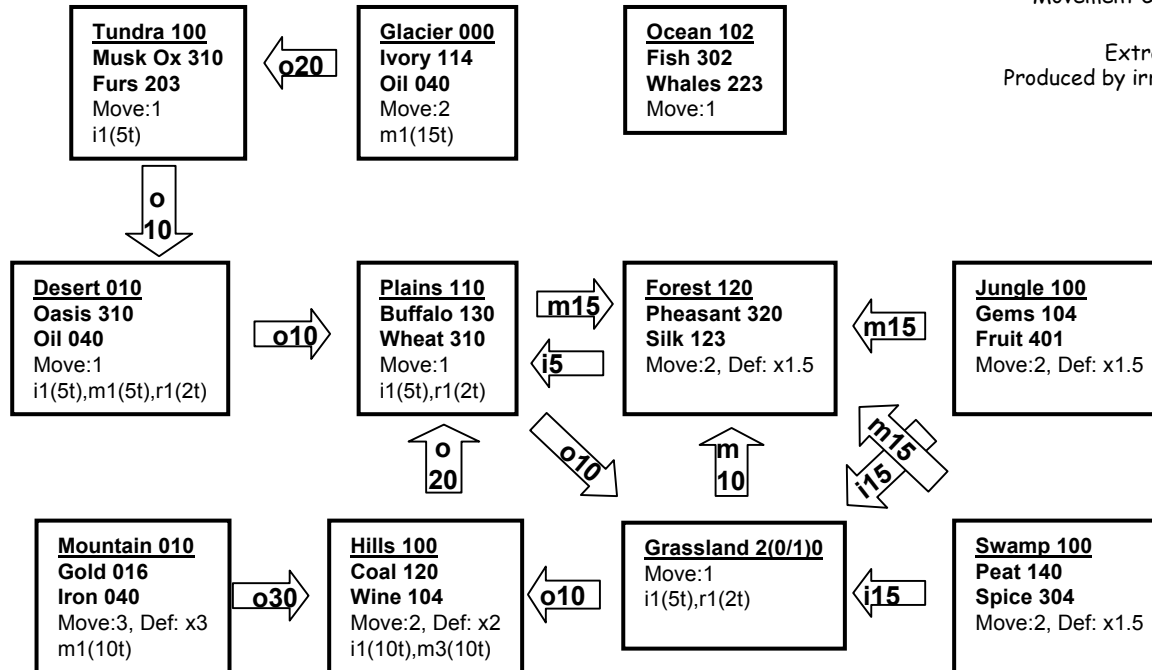
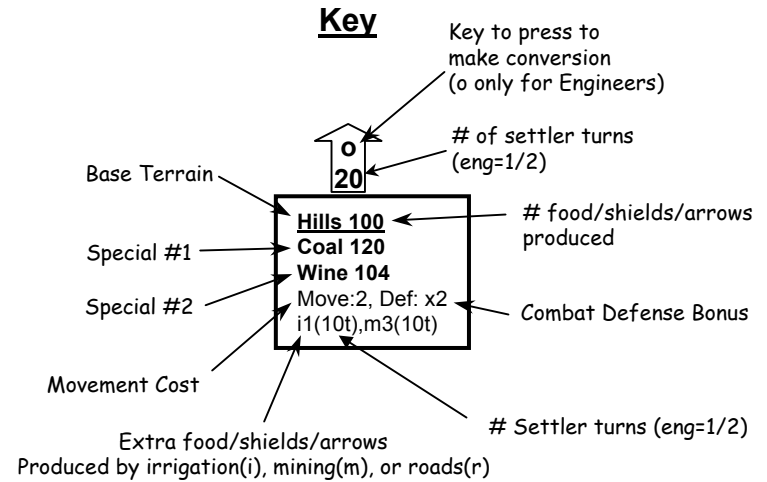
Terrain Defensive Bonuses

Jun/For/Sw mp	x1.5D
Hills	x2D
Mntns	x3D
Rivers	+50%D (Additive with any underlying terrain bonus)

Misc:

Any unit vs	Fortified land unit x1.5D (Superceded by Fortress and City Walls)
Land or Naval unit vs	Land unit in Fortress x2D (Superceded by City Walls)
Veteran unit	x1.5 A/D
Ftr vs	Helicopter x0.5D, FP=1
Ftr vs	Ftr in City (Scramble) x2D
Bomber vs	Ftr in City (Scramble) x4D
Land or Air unit vs FPX2	Naval unit in City (Ship caught in city) FP=1
Naval unit vs FP=1	Land unit (Bombardment) FP=1

Terrain Chart



Notes:

- Rivers: +1 arrow in each square. +50%D
- Railroads add 50% more shields in each square (rounded down)
- Farmland squares produce 50% more food, rounded down (need Supermarket city improvement)
- Superhighways will increase trade in each worked and roaded land square by 50% (computed before river bonus).

Governments	Attitude	Corruption & Waste	Resource Support	Notes
Anarchy (no Government)	<ul style="list-style-type: none"> • 3 troops may be used for martial law - each makes 1 unhappy citizen content 	<ul style="list-style-type: none"> • Near total corruption and very high waste • No tax collected • No science collected 	<ul style="list-style-type: none"> • Free support for # units up to city size • One shield/unit exceeding city size • Settlers/Engineers require 1 food support 	<ul style="list-style-type: none"> • No maintenance charged for improvements • One <u>less</u> resource is produced in each square where 3 or more are normally produced • Maximum tax/luxury/science rate 60% • A city in celebration will enjoy the Corruption and Waste of a Despotism
Despotism	<ul style="list-style-type: none"> • 3 troops may be used for martial law - each makes 1 unhappy citizen content 	<ul style="list-style-type: none"> • Very high corruption and high waste 	<ul style="list-style-type: none"> • Free support for # units up to city size • One shield/unit exceeding city size • Settlers/Engineers require 1 food support 	<ul style="list-style-type: none"> • One <u>less</u> resource is produced in each square where 3 or more are normally produced • Maximum tax/luxury/science rate 60% • A city in celebration will collect resources like a Monarchy • A city in celebration will enjoy the Corruption and Waste of a Monarchy
Monarchy	<ul style="list-style-type: none"> • 3 troops may be used for martial law - each makes 1 unhappy citizen content 	<ul style="list-style-type: none"> • Very high corruption and moderate waste 	<ul style="list-style-type: none"> • Free support of up to 3 units • One shield/unit over 3 units • Settlers/Engineers require 1 food support 	<ul style="list-style-type: none"> • Maximum tax/luxury/science rate 70% • A city in celebration will collect resources like a Republic • A city in celebration will enjoy the Corruption and Waste of a Republic
Republic	<ul style="list-style-type: none"> • Unless within a city (or fortress within 3 squares of a friendly city), each land & naval unit with an attack greater than zero will cause one citizen in the home city to become unhappy. Further, <i>All</i> bombers, missiles, and helicopters will <i>always</i> cause <u>one</u> unhappy citizen in their home city. Exception 1: The first unit in each city which would cause unhappiness is exempt Exception 2: Women's Suffrage or Police Station will eliminate all unit caused unhappiness 	<ul style="list-style-type: none"> • High corruption and low waste 	<ul style="list-style-type: none"> • Each unit requires 1 shield for support • Each Settler/Engineer requires 2 food support 	<ul style="list-style-type: none"> • One <u>additional</u> trade arrow will be added to each terrain already producing at least one trade arrow • The Senate may force (or enforce) a Cease Fire and/or Peace approximately 50% of the time • Maximum tax/luxury/science rate 80% • Starting turn after celebration begins, a celebrating Republic city will add one citizen each turn , provided there is at least one surplus food, no unhappy citizens, and 50% or more happy citizens
Communism	<ul style="list-style-type: none"> • 3 troops may be used for martial law - each makes 2 unhappy citizens content 	<ul style="list-style-type: none"> • Virtually zero corruption and waste 	<ul style="list-style-type: none"> • Free support of up to 3 units • One shield/unit over 3 units • Each Settler/Engineer requires 2 food support 	<ul style="list-style-type: none"> • All Diplomats and Spies produced are veterans • Price of enemy bribing some of your cities is increased - cities at a distance of 11 or greater are affected • Maximum tax/luxury/science rate 80% • Starting one turn after celebration begins, celebrating city will produce one additional trade arrow in each terrain already producing at least one trade arrow
Fundamentalism	<ul style="list-style-type: none"> • Citizens <i>never</i> unhappy • Improvements and Wonders which normally convert unhappy citizens to content, produce "tithes" (gold) equal to the number of people they would convert, and the improvements require no maintenance: Temple, Cathedral, Colosseum, Michelangelo's Chapel, J.S. Bach's Cathedral 	<ul style="list-style-type: none"> • <u>NO</u> corruption or waste 	<ul style="list-style-type: none"> • Free support of up to 8 units • Fanatics <u>may</u> require support past 8 • Each Settler/Engineer requires 2 food support 	<ul style="list-style-type: none"> • Can build Fanatics (requires Fund. Tech.- i.e Statue of Lib. not sufficient) • Maximum tax/luxury/science rate 80%. • Actual max science rate is 50% (Never set <i>science</i> slider above 50% - all science generated above 50% is <u>lost</u>) • All collected science beakers are halved (i.e. the beakers from up to 50% of arrows (above), including beakers from Scientists) • Science from Caravans or Freight <u>not</u> halved • Diplomatic penalties for terrorist acts committed by Diplomats and Spies reduced • Starting one turn after celebration begins, celebrating city will produce one additional trade arrow in each terrain already producing at least one trade arrow
Democracy	<ul style="list-style-type: none"> • Unless within a city (or fortress within 3 squares of a friendly city), each land & naval unit with an attack greater than zero will cause two citizens in the home city to become unhappy. Further, <i>All</i> bombers, missiles, and helicopters will <i>always</i> cause <u>two</u> unhappy citizens in their home city. Exception: Women's Suffrage or Police Station will reduce unit caused unhappiness to one citizen per unit. 	<ul style="list-style-type: none"> • <u>NO</u> corruption or waste 	<ul style="list-style-type: none"> • Each unit requires 1 shield/unit for support • Each Settler/Engineer requires 2 food support 	<ul style="list-style-type: none"> • One <u>additional</u> trade arrow will be added to each terrain already producing at least one trade arrow • All cities and units immune to bribery • If one city remains in anarchy for two consecutive turns, the entire Democracy will collapse into Anarchy • The Senate will force (or enforce) a Cease Fire and/or Peace most of the time, though under certain conditions the Hawk party may affirm your warlike actions • Courthouse makes one content citizen happy • Starting turn after celebration begins, a celebrating Democratic city will add one citizen each turn , provided there is at least one surplus food, no unhappy citizens, and 50% or more happy citizens