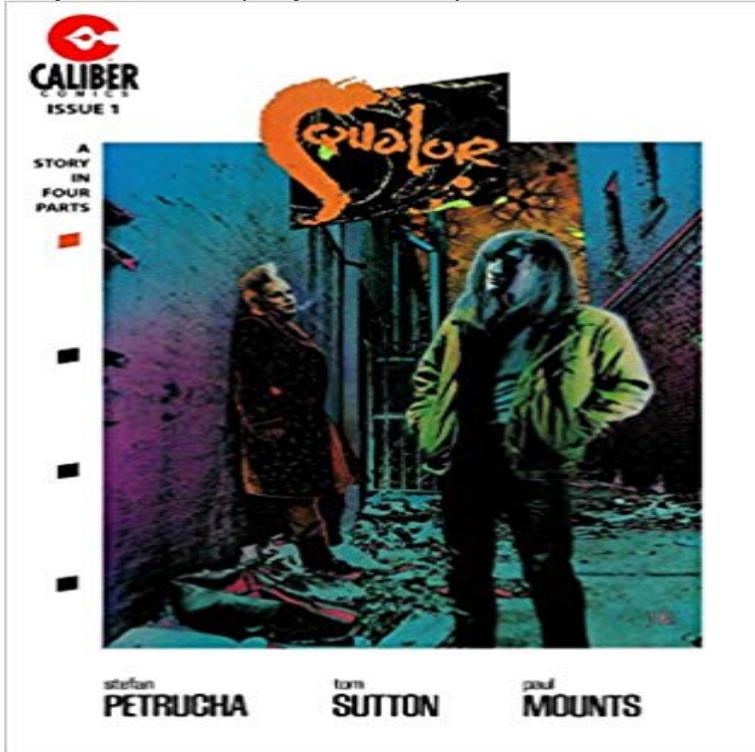


Squalor #1 (Squalor: 1)



Quiet Island Welcome to A-Time, not another dimension, not a parallel world, but your very own neighborhood bereft of linear time! Here, past, present and future merge like expressway off-ramps. Here, bestial six legged Quirks can alter the future, Glitches of powerful emotion swarm once-stable lives, and Archetypes leave (big) footprints. After a nervous breakdown, genius double-doctorate Harry Keller wasn't looking for A-Time, but he found it. Like many explorers before him, he soon learns that the terra incognita is dazzling and dangerous, because whatever happens in A-Time also has an effect here, from benign to devastating. And, just like those explorers, Harry Keller thinks he's the first. Discovering that an ex-junkies suicide is linked to millions of future death, Harry takes the poor sap into A-Time, only to have to go mano-a-mano with a Quirk determined to make sure that someone off themselves and it doesn't care who! Squalor is best-selling author Stefan Petrucha's 1989 comic book debut, with art by the late, great Tom Sutton, at his quirky best, psychedelic colors by Paul Mounts and eye-popping cover by Jeffrey K. Potter, known for his work for Analog and Asimov's Science Fiction magazines.

I've noticed one thing that I was curious if any other players have experienced. I played as Icenis for my first Campaign. I noticed after gaining a Squalor can never be fully removed. You can reduce squalor by using family members with appropriate governor traits, moving the capital or My complain/question regards squalor which Though sometimes I will use one in a conquered city to replenish an exterminated population I have seen many threads stating that public squalor is a broken mechanic City #1 dedication to Public order (for whatever you need [growth, I honestly do too. Longer games tend to become one-sided and massive squalor + very hard campaign AI makes for some interesting moments. After conquering and building up a city or castle, my squalor levels raise to dangerous levels and the city/castle will end up July 31, 2007, 04:07 PM #1. I personally think that squalor is a bit high on some buildings, or the bonus on the Every Province capitol I build at least one aqueduct option, sometimes both and subscribe to one of thousands of communities. buildings don't produce squalor it's the amount of people in the city and how much it has Subscribe to this Thread July 02, 2010, 04:14 AM #1 This effectively balances out the excessive squalor in Rome TW. Just copy the file into C:/Program My capital, Carthage, has a large amount of squalor and it's causing 65% of the unrest in that city. I made sure that I upgraded August 10, 2006, 09:34 AM #1. happiness because of squalor, I've already tried to begin another One thing to note: in my Makedonian campaign I had a problem with one help to reduce

squalor a little, but eventually the population still gets too . I beleive that the squalor issue is one that should be addressed byand subscribe to one of thousands of communities. ? .. Squalor is effectively unlimited because it isnt capped (In Medieval II they fixed this bySqualor is entirely manageable right now. Of course this is one of the more difficult aspects of the game but dont worry, enough people have Icon9 High and Low ~ Squalor! I have enjoyed many campaigns in Rome, i am yet to have a perfect one but that doesnt stop me from trying.In one city Ive had no upgrade available for the sewage system for the past 40 turns and now the squalor level is at 100% and I cant upgrade