

These folders contain the cumulative Mods and fixes that I use when playing COGEE.

1. Generals for 1792 Scenario
2. Events Fix
3. Regions Fix
4. Change Province Ownership
5. Upgrades Fix

Summary:

Reading through all of the documentation contained in the above folders can be daunting. I have condensed it in the following main bullet points:

1. Fixes and Mods
 - copy all files contained in the various folders called "New Files" (from all of the above folders) to their appropriate locations (target locations are found at the top of all the various ReadMe PDF files); this will "install" all fixes and mods
2. Loading a Save Game
 - when loading a saved game, make sure you follow the loading procedure detailed in the "Events Fix ReadMe.pdf" file in folder "2. Event Fix", otherwise Historical Events won't fire
3. Retiring Generals
 - this step is optional, and is only so you don't accumulate Generals that should have retired/died; nothing bad will happen if you skip this
 - keep on eye on the Generals set to be removed, as listed in the "COG2Generals_Retire.pdf" file in folder "1. Generals for 1792 Scenario"
 - remove Generals set to be retired by using the procedure detailed in the "Generals 1792 ReadMe.pdf" file in folder "1. Generals for 1792 Scenario"
4. Regional Bonus Units
 - when you get to the point where you want to create the protectorate of Bavaria, in order to gain their Regional Bonus Units, read up on the "COG2Regions Fix ReadMe.pdf" file in folder "3. Regions Fix"
 - also read up on the "Change Ownership of Bavarian Possessions.pdf" file in folder "4. Change Province Ownership", in order to create the protectorate of Bavaria and exclude the provinces of Berg, Kleves, and Palatinate.
 - the above ownership change procedure can also be used to remove Wurzburg from Papacy, when creating the Confederation of the Rhine region
 - the above ownership change procedure can also be used to remove Romagna from Papacy, when creating the Kingdom of Italy region
