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Is songhai good civ 5

Songhai led by Askia is a civilization available in vanilla Civilization 5. It does not require a DLC. The review of the Songhai Songhai Empire was a civilization that flourished in West Africa during the 15th and 16th centuries. Songhai first appeared near the city of Gao; Later, Songhai gained Gao's neighbors along the Niger River - Timbuctou and Jenne. All three river towns were vassals of the Malines Empire and before the Ghanaian Empire. At the beginning of the 14th century, Songhai list gained independence and expanded over the next two centuries, eventually becoming the largest empire in African history. Askia Moḁammad ibn Abī Bakr Ture, also known as Moḁammad I Askia (ruled from 1493 to 1528), welded the central region of Western Niger into one of the Songhai Empires, the largest in African history. Although he fought several military campaigns, he is primarily remembered for restructuring, modernizing and bringing stability to Songhai. He will also be remembered for making the famous pilgrimage to Mecca. Askia ruled for about 35 years. In 1528, old and blind, he overthrew one of his sons, dying about 10 years later. He is considered an extremely competent administrator, during his reign in the golden age of religion and knowledge of West Africa. Although he is not a great general, he was able to expand his empire and hold on to what he had taken until age robbed him of his powers. In general, Askia is generally considered one of the best sub-Saharan rulers in history. May SaintKoi be the blessings of God, who is the greatest of all, be upon you, Leader of the People of Songhai Askia! For years, your kingdom was the vassal of the mighty West African state of Mali until the 14th century. Ultimately, his conquest of the wealthy cities of Timbuktu and Jenne gave the growing Songhai Empire economic power to survive for about 100 years until the empire was destroyed by enemies of advanced technology - muskets against the spear. King Askia, your people will look at you to lead them to glory. To make them powerful and rich, keep them equipped with weapons they need to defeat any enemy. Can you save them from ruin, King? Can you build a civilization that resists the test of time? Introduction: I am Askia songhai. We're honest people, but those who cross us will only find destruction. You would do well to avoid repeating the mistakes others have made in the past.

Defeat: We have been consumed by the fires of hatred and rage. Enjoy your victory in this world – you will pay a heavy price next! Unique Attributes Songhai (Askia) River Warlord Get 3 Times the Amount of Gold from Barbarian Camps and Looting Cities. Land units profit War-sniffing and amphibious promotions, reinforcing them during the start. Mandekalu Cavalry (Knight) No Punishment vs. Cities -9% Production Costs (110 vs. 120) Mud Pyramid Mosque (Temple) +2 Culture No Maintenance No Crime (CID) City List Gao Tombouctu Jenne Taghaza Tondibil Saleh Kukia Walata Tegdaoust Argungu Gwandu Kebbi Boussa Mopti Bamako Wa Kaye awdaghost Ouadane Dakar Tadmekket Tekedda Kano Agadez Niamey Torodi Ouatagouna Dori Bamba Segou Spy List Ahmadou Ayub Badru Bokhari Guedado Adhiambo Chinaka Laila Mariama Oni Strategy Music Mod Support Events and Decisions Researchers Recruits Sankoré University in order to songhai truly great, we must not forget the cultural and intellectual needs of our people. Let us recruit scholars to recruit staff from Sankoré Madrasah and many other learning centres in the nation. Requirements / Limitations: Player Must Be Songhai Player Must Be Studied Education May Be Only Once Per Game Costs: 100 Culture 300 Gold 2 Magistrates Bonuses: +1 Science and +1 Culture from Each Mud Pyramid Mosque Police our Trade Routes Our Army needs gold to support this gold, which we earn through trade. We would do well to devote some of our troops and money to protecting our merchants; help ensure continuous cash flow from the Songhai Empire. Requirements /Limitations: A player must have a Songhai Player must have at least 2 Trade Routes can be imposed only once for private Costs: 200 Gold 2 Magistrates' Discounts: Become a military unit for each Trade Route Unique Cultural Impact Our people are now buying their own bogolans shirts and playing Kora. I'm afraid the rest of the world will succumb to the influence of your culture. Askia Mandekalu Cavalry (replaces Knight) Mud Pyramid Mosque (replaces Temple) Avoid Tundra Back on the List of Civilizations wikipedia has a page called: Songhai people represent civilization vanilla Civilization V. Symbol: Traditional pattern used as a mud cloth Musical Theme: Gambia Folk Song (composed by Michael Curran using YouTube soundtrack as foundation, Enslaved Geoff Knorr) Music Set: Middle Eastern Architecture: Middle East Spy Names: Ahmadou, Ayub, Badru, Bokhari, Guedado, Adhiambo, Chinaka, Laila, Mariama, Oni Preferred Religion: Islam Preferred Ideology: Autocracy Strategy[edit source] Unique ability and unit Songhai provide a strong incentive to play aggressively. The promotion of war noodles and amphibious gives their military units a clear advantage over the island's maps because they can resist enemy naval forces at an elastic time. The Mandekalu Cavalry, which replaces chivalry, takes less time to produce and does not receive a penalty for attacking cities, making it more suitable for siege in wartime. If you can acquire many horses, you can be well prepared to run fast and powerful neighbors if you're investigating chivalry. Then you can use gold so you loot quickly to develop captured cities, or buy new units and maintain your army momentum. The mud pyramid mosque can also be a great asset for playing songhai. It doesn't cost any upkeep and also creates a culture compared to the Temple, which allows you to work your way through social policy trees while increasing your Faith generation. Build it in new cities as quickly as possible so you can find religion early. If you're going to dominate victory, adding beliefs like Just War will make it much easier for your troops to defeat enemy cities and city-states that adopt your religion. Be sure to build the Statue of Zeus and adopt all the policy of honor tree to further enhance your army's abilities and earn additional gold by defeating enemy units. While dominance of victory is the most obvious choice for Songhai, they can potentially pursue a cultural victory or even a diplomatic victory, adding beliefs like Religious Art or the Pope's supremacy to their religion. If you choose one of the last options, you should focus on attacking other civilizations and spending Gold that you earn by conquering your cities to buy influence in urban states. This, in turn, further enhances the output of your faith and culture, allowing you to adopt new policies and make it easier to impress and befriend other urban states. Depending on the card type and what kind of wins you're trying to win, filling in some combination of Aesthetics, Patronage and Pious Trees early will help you along, and filling the trade or exploration tree later will keep your empire economy strong. Civilopedia entry [edit | edit source] History[edit | edit source] Songhai Empire was a civilization that flourished in West Africa in the 15th century. Songhai first appeared near the town of Gao, which was the vassal of the Malines Empire. At the beginning of the 14th century, Songhai list gained independence and expanded over the next two centuries, eventually becoming the largest empire in African history. The landscape and climate[edit | edit source] The landscape of West Africa, which was occupied by Songhai, is largely flat and dry, dominated by two large river systems, Niger and Senegal, which offer cheap and fast east-west transport as well as rich farmland along its banks. The climate is hot and tropical for the two main seasons, dry and wet. From March to June, hot, dry winds from the Sahara and daytime temperatures are often above 100 degrees Fahrenheit. Before Songhai: Mali [edit | edit source] Before the rise of Songhai, much of central West Africa is controlled by the Malian empire. This empire is believed to have been founded sometime before 1000 AD. It was a commercial empire and literally an African intersection that controls important freight routes in the North-South Sahara and east-west river routes. Under the great leader Mansa Musa (1307-1331?), the Malines empire conquered the rich cities of Timbuktu and Gao and gained control of the precious salt-spads in the north. Mali was the Muslim empire and Musa in the city of Timbuktu became an important center for learning about the Muslim world. By the turn of the 14th century, however, the empire had grown too large for sustainable centralised governance, and the great territories began to pay for their independence and calves. This included Gao, the home of Songhai. Songhai Rise[edit ] | Under Songhai's rule, Gao grew rich and prosperous, and in the 13th century, he grew up in The New Year. Songhai remained under Mali's control for perhaps fifty years before he regained his independence under King Sulaiman-Mar. Songhai maintained an uncertain freedom for the next century until the great new leader, Sunni Ali Ber, propelled this greatness. Sunni Ali Ber[edit] edit source] Sunni Ali Ber ruled Songhai for thirty years (1464-1493). He was a great military leader and strategist. Taking advantage of Mali's growing mannequin, the Sunni-led Songhai armies conquered the wealthy city of Timbuktu, pointing out the marauding Taureg people who had taken over the town of Malinese as power fell. He expanded his empire further west, gobbling up all malinese land north of Jenne (aka Djenne). He was not opposed to his expansion. During his reign, he repelled attacks from Moss, Dodon and Fulan. In 1473 ali ber was looking for the biggest prize, the wealthy trading town of Jenne. Jenne was still part of the Malines Empire and its people defended it. You can't take the city by a storm that Ali Ber has besieged. City held stubbornly for seven years before capitulating. The data of the day sees Ali Ber as a generally unstable tyrant who, in turn, was generous and brutal, who ruled with an iron fist and who killed and oppressed those he captured. There may be some exaggeration, such as muslim scholars who recorded a history disliked by Ali Ber for the unusual form of Islam he practiced, apparently a kind of fusion between Islam and traditional Songhai religious customs. From 1493 to 1528, Muhammad I Askia Songhait ruled. The word Askia means usurper, which is how he came to power, overthrowing Ali Ber's son and heir less than a year after Ber's death. he chose usurper his title and the name of the dynasty shows that this extraordinary man had an extraordinary sense of humor. Although he fought the war to get the crown of Songhai, Askia was more than a warlord. During his reign, he fought several battles in which there was mixed success, but he is mainly known as the reformer, organizer, and man of God. During his reign, he created bureaucracy to help govern the empire and bring coherence to his tax, military and agricultural policies. He opened many religious schools across Songhai, and in 1495 he made the famous pilgrimage to Mecca. Askia reigned until 1528, when he was overthrown by his son. For more information about this extraordinary ruler, see his Civilopedia entry. In the years following the removal of Askia, no other leader was able to take and hold power for a significant period of time. Askia's son, Musa ruled for three years; he was followed by Muhammad II, who lasted six years; and the next two leaders lasted two and 10 years respectively. In 1549 Askia Dawud came to power; he ruled for about thirty-three years until 1582. This relative stability was shattered when the Sultan of Morocco attacked songhai's precious salt ceilings in Taghaza. The end ended in 1591. Seeing that Songhai was weak and chipped, and above all lacking modern weaponry, the Moroccan army armed with muskets launched a major attack. Songhai warriors were completely on the road, the leaders drove to the mountains and moroccans captured the major cities of Timbuktu and Gao. In one shocking campaign, almost an entire empire was wiped off the planet. Lessons learned[editing | editing source] Songhai's fall was brutal and swift. In many ways, it resembled the conquest of the Aztec Empire about seventy years earlier in 1521. In their day, both empires were mighty, rich and powerful and thought they were invulnerable. Both were suppressed with a small force armed with remarkably good technology. It reminds us of the famous rule: Never bring a knife to a firefight. Take the gun with you. Preferably bring at least two weapons. This applies to empires, as it is in firefights. According to legend of songhai factoid[edit | edit source] According to legend, the people of Songhai worshipped monstrous fish and subjected it to strict laws until it was killed by a stranger from Yemen. He became king of Songhai and was the founder of the earliest known dynasty, Dya. In response to the threat of desert sands infiltration, Timbuktu was transferred to the 1990s. Songhai is known for its knitted blankets and mats. The finished cotton blankets (terabeba) woven by the men of detail city are highly appreciated. The strongest taboo in songhai society lies. That's the worst. Lie. List cities[edit | edit source] Main article: Songhai Cities (Civ5) African King Beat game with any difficulty in the device such as Askia. A war-sniffing attack on Askia, conquer the city on another continent. Continent.

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