

# TABLE OF CONTENTS

## *Chapter 1*

### **IN THE BEGINNING 3**

---

Introduction.....	4
System Requirements.....	5
Installation.....	6
Starting a Game .....	7
The <i>Civilization IV</i> Web Site.....	7

## *Chapter 2*

### **NEW STUFF 8**

---

Introduction.....	9
Leader Traits .....	9
The Great General .....	10
Espionage .....	10
Events.....	15
Advanced Start .....	16
Corporations .....	16
Air Combat and Promotions.....	19
Overseas Maintenance and Colonies .....	20
Improved Siege Combat .....	20
Naval Trade Routes.....	20
New Technologies.....	21
New Units .....	21
New Promotions.....	22
New Buildings.....	22
New Wonders .....	22

New Improvement .....	23
New Leaders for Existing Civilizations.....	23
New Civilizations .....	24

### *Chapter 3*

## **NEW SCENARIOS 26**

---

Introduction.....	27
How to Launch a Scenario .....	28
Scenarios Overview .....	29

### *Chapter 4*

## **MAIN GAME UPDATES 36**

---

Introduction.....	37
Getting and Installing the Updates.....	37
What's Been Updated .....	37

## **APPENDIX 40**

---

Keyboard Commands.....	41
Credits .....	45
Limited Software Warranty And License Agreement .	50
Technical Support.....	53

# *Chapter 1* **IN THE BEGINNING**

# INTRODUCTION

---

## **Welcome to Beyond the Sword!**

Welcome to the *Beyond the Sword* expansion pack for *Sid Meier's Civilization IV: Beyond the Sword (BtS)* expands the world of *Civilization IV*, adding new game concepts, new civilizations, new leaders, new buildings and new units, plus some exciting new scenarios. The *BtS* installation disk also includes all of the updates to the original *Civilization IV* game code through this product's release date. Check the *Civilization IV* web site for any more recent updates (see below).

**Important:** Please note that you need to have *Sid Meier's Civilization IV* installed on your computer to use this product. *BtS* cannot be played without *Civilization IV*. See later in this chapter for information on installing this expansion pack. You do not, however, need to have the previous *Civilization IV* expansion pack – *Civilization IV Warlords* – installed to play *BtS*. (*Warlords* is pretty cool, though; you might want to check it out.)

## **This Manual**

This manual describes the material included in *BtS*. It is broken into four chapters and an appendix. You don't need to read this manual before enjoying *BtS*: experienced *Civilization IV* players are encouraged to jump right in and start playing; you can refer to this manual if you run into something you don't quite understand.

Note that the in-game “Civilopedia” contains in-depth information on all of the stuff provided in this product; you should check it out if you need more details on a particular subject than this manual provides. See below for details.

## **Chapter 1: IN THE BEGINNING**

That is the introductory section you're reading right now.

## **Chapter 2: NEW STUFF**

This chapter describes the new civilizations, leaders, buildings and units included in *BtS*.

## **Chapter 3: NEW SCENARIOS**

This chapter describes the new scenarios provided in *BtS*.

## **Chapter 4: MAIN GAME UPDATES**

Chapter four details the new rules and rules changes made to *Civilization IV* in previous updates (patches) and in this package.

# APPENDIX

This contains keyboard commands, followed by credits, warranty information, tech support contact numbers, and the fun copyright information.

## **The Civilopedia**

When you install *BtS*, the *Civilization IV* Civilopedia will be updated to provide comprehensive information on the new stuff provided in this package. We urge you to check it out as necessary.

Note that each game scenario comes with its own Civilopedia describing all of the material provided in that scenario. If an item is scenario-specific and doesn't appear in the main game, it will only be listed in the scenario's Civilopedia, not in the main game's Civilopedia.

You can get to the Civilopedia from the game's main menu. Or, once in a game, click on the question mark (?) symbol in the upper right-hand corner of the map screen to open the Civilopedia.

# SYSTEM REQUIREMENTS

---

The system requirements for *BtS* are identical to those for *Sid Meier's Civilization IV*.

## **Sid Meier's Civilization IV**

You need a copy of *Sid Meier's Civilization IV* installed on your computer to use *BtS*.

## **Minimum System Requirements**

1.2GHz Intel Pentium 4 or AMD Athlon processor or equivalent

512 MB RAM

64 MB video card with hardware T&L (GeForce 2, Radeon 7500 or better)

DirectX 7 compatible sound card

DVD-ROM drive

1.8 GB of free hard drive space

DirectX 9.0c (included)

## Recommended System Requirements

1.8GHz Intel Pentium 4 or AMD Athlon processor  
or equivalent (or better)

1 GB RAM

128 MB video card with DirectX 9.0c support (pixel and vertex shaders)

Sound Blaster® X-Fi™ series

DVD-ROM drive

1.8 GB of free hard drive space

DirectX 9.0c (included)

## Supported Operating Systems

Windows 2000 (plus Service Pack 1 or higher), Windows XP Home or Professional (plus Service Pack 1 or higher), Windows Vista.

## INSTALLATION

Insert the *Sid Meier's Civilization IV: Beyond the Sword* CD-ROM disc into your drive. Click 'Install' to start the installation process.

The expansion pack will not install unless the computer already contains a copy of *Sid Meier's Civilization IV*.

### AN IMPORTANT NOTE REGARDING GRAPHICS AND SOUND AND HAVING THE BEST POSSIBLE EXPERIENCE

*Sid Meier's Civilization IV: Beyond the Sword* uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was developed and tested on NVIDIA® GeForce™ FX, 6 Series, 7 Series, and 8 Series graphics cards and the intended experience can be more fully realized on NVIDIA GeForce 8 Series graphics hardware. On a GeForce 8 series card you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game.

EAX® ADVANCED HD™ provides realistic sonic effects to accurately simulate the sound properties of different acoustic environments in *Civilization IV: Beyond the Sword*. The EAX® ADVANCED HD™ acoustic models are dynamically updated as you move around in the game experience. Only Sound Blaster® X-Fi™ series sound card would be able to deliver great audio experience with EAX® ADVANCED HD™.

## STARTING A GAME

The process of starting a game remains unchanged from *Civilization IV*. However, a new option has been added to the Single Player Menu – “*Beyond the Sword* Content.” Click on this if you want to play one of the scenarios provided in this product. See Chapter Three for more details on *BtS* scenarios.

## THE CIVILIZATION IV WEB SITE WWW.CIVIV.COM

The *Civilization IV* web site contains news and information about *Civilization IV* and *BtS*. It also provides links to fansites and places where you can hook up with other players for online games of *Civilization IV*. The site is constantly updated and well worth a look.

You can find it at [www.CivIV.com](http://www.CivIV.com).



## Chapter 2

# NEW STUFF

## INTRODUCTION

---

*Beyond the Sword* brings a lot of cool new stuff to *Civilization IV*. It also includes some new stuff added in the previously-released expansion pack *Civilization IV: Warlords*. The new additions are described briefly in this chapter; for a complete list of changes, see the “*Beyond the Sword Concepts*” section in the Civilopedia.

## LEADER TRAITS

---

Some new traits were introduced in Warlords, and these have been included in this package as well. In addition, one existing trait has been changed to improve play-balance. A number of leaders' traits have been altered to accommodate these changes; check the Civilopedia to see which traits each leader now possesses.

### *New Traits from Warlords*

#### CHARISMATIC

**Effect:** +1 happiness per city; +1 happiness from Monuments and Broadcast Towers; and -25% xps required for Unit Promotions.

#### IMPERIALISTIC

**Effect:** Great Generals emerge twice as fast as usual; +50% production of Settlers.

#### PROTECTIVE

**Effect:** Free City Garrison I and Drill I promotions for Archery and Gunpowder units. Double production speed for walls and castles.

### *Changed Trait*

#### EXPANSIVE

**Effect:** +2 health per city; 25% faster production of Workers; double production speed of Granary and Harbor

(In the Warlords package, the Expansive trait allowed players to produce Workers 50% faster.)



# THE GREAT GENERAL

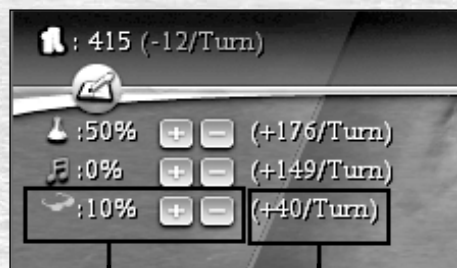
The Great General unit was introduced in Warlords. This unit appears when your units have accrued enough experience points through battle. (You can track your points on the Military Advisor screen [F5].) You may “attach” the Great General to a unit, giving that unit and others in the same tile 20 experience points split evenly between them. Or the Great General can join a city as a Great Military Instructor, or you may expend the General to construct the Military Academy. See the Civopedia for details.

## ESPIONAGE

This new system expands your ability to engage in potent “cloak and dagger” operations against your opponents. Through espionage you can destroy enemy improvements, incite rebellion in their cities, and even steal their cutting-edge technology. They can do the same to you, of course, so it may be a good idea for you to engage in counter-espionage operations, as well.

Espionage is powerful – but it’s also expensive. You’ll need to divert funds from your commerce income to pay for it, and that will limit the amount of money you can invest in technology research, cultural expansion, purchasing unit upgrades, and so forth. To be successful you’ll need to balance these competing interests so that they best serve your style of play.

The following sections describe the Espionage system. See the Civopedia for more details.



ESPIONAGE  
SLIDER

ESPIONAGE POINTS  
GAINED PER TURN



CLICK ON THE ESPIONAGE BUTTON  
TO GO TO THE ESPIONAGE SCREEN

## Espionage Points

Espionage becomes available once you have discovered Writing. At that point the “Espionage Slider” appears on the upper-left corner of the Main Screen, below the Research and Culture sliders. You may then adjust this slider to divert some of your income to espionage (this will reduce the amount available to spend on Research and Culture), which will give you “Espionage Points” each turn. Note that certain buildings and wonders will give you Espionage Points at no cost to your treasury.

You expend these points on the “Espionage Screen.”



## Espionage Screen

The Espionage Screen is divided into two main sections. The left-hand panel lets you apportion your Espionage points among the civilizations you encounter, while the right side shows the available missions and their cost (in Espionage Points).

## Espionage Points Assignment Panel

At start, all of your Espionage Points are evenly divided among all of the civilizations you have encountered. You can adjust this on the left-hand side of the Espionage Screen (by clicking on the "+" or "-" symbols next to an opponent's portrait.).

By increasing the "Weight" item next to an opponent's portrait, you increase the portion of your Espionage Points income you would like to assign to that opponent. Increasing one opponent's weight to "1" and leaving another's at "0" will give all Espionage Points earned each turn to the first. Increasing one opponent's weight to "2" while keeping two other opponents' weight at "1" and another's at "0" will give the first opponent twice as many points as the second and third, while the fourth will receive none. And so forth. (See the Civlopedia for more details.)

The "EP" number next to the weight assignment tells you how many points you already have invested in that opponent. Below that is a percentage number that shows the cost adjustment to Espionage Missions you wish to carry out against this opponent. This number is the Espionage Point bonus or penalty you receive when performing missions against the selected opponent and is based on the number of points you have invested in that opponent over the course of the game. If the number is below 100% that means you have more Espionage Points invested in your opponent than he has in you, and your missions may be performed at a discount. If the number is greater than 100%, it means your opponent has more Espionage Points on you than you have on him, increasing the cost of your Espionage Missions directed towards that opponent.

The middle item on the list states exactly how many Espionage Points you earn per turn towards that opponent.

## Mission Assignment Panel

On the right half of the screen is the list of all the Espionage Missions and their costs. Click on the portrait of the opponent who you wish to engage in espionage against, and a list of that opponent's visible cities will appear. Click on a city to see the cost of performing missions against that city.

Mission costs vary according to a number of factors, including the size of the city, its distance from your civilization, religions present and current era. If the cost of a Mission is not shown, the Mission requires more information to determine the exact cost. (Generally, such missions require that a Spy be in the targeted square, and the Spy's exact location determines the final cost.)

Espionage Mission costs increase as the game progresses.

## Spies

Spies may be built by a civilization that has researched Writing. Spies are invisible except to other spies. Spies may enter unexplored territory and territory controlled by any civilization. Spies begin play with the "Commando" Promotion, allowing them to use enemy roads.

If in an appropriate space, a spy may perform one Espionage Mission (see below) per turn. The longer a spy remains stationary in a tile, the cheaper Espionage missions performed against that tile will be.

Spy units cannot be killed normally. Rather, when they are revealed by other spies, they can no longer perform Espionage Missions, effectively curtailing their use. Spies can also be killed using the "Kill Spy" Mission (see below). You can keep spies out of your territory by employing the "Spies Cannot Enter Our Borders" Passive Mission.

## Missions

To perform an Espionage Mission, a Spy must begin its turn in the target city or tile. Click on the Spy's "Espionage Mission" action button. The "Choose Mission" menu will appear displaying the Missions available in that location. Click on an entry to have the spy perform the desired Mission. The Spy is consumed after the mission.

The Espionage Missions are:

**Sabotage Improvement:** Destroy an enemy improvement or route.

**Sabotage Building:** Destroy a building within an enemy city.

**Steal Treasury:** Steal a portion of your opponent's treasury, between 10 and 100%.

**Spread Culture:** Increase your culture in a city.

**Poison Water:** Temporarily increase the amount of unhealthiness within an enemy city.

**Foment Unhappiness:** Temporarily increase unhappiness within an enemy city.

**Support City Revolt:** Send a city into revolt for one turn. This reduces enemy defenses, but not enemy borders.

**Steal Technology:** Steal a technology from an opponent.

**Influence Civics:** Switch an opponent's civics to one that you have adopted.

**Influence Religion:** Switch an opponent's state religion to your state religion.

**Perform Counterespionage:** Doubles cost of enemy espionage missions for ten turns.

## Passive Missions

Passive Missions can be performed against an opponent by accumulating the requisite level of Espionage Points against them. The level of points needed to activate these missions increase as your enemies accrue more of their own Espionage Points, so check the Espionage Screen often to make sure you're not lagging behind.

The Passive Missions are:

**Can See Demographics:** Allows you to see enemy demographics on the Info Screen [F9]

**Can See Research:** Allows you to see what your opponent is researching and how many turns they have until completion

**City Visibility:** Enemy cities are added to your visibility

**Investigate City:** You may view enemy city screens by double clicking on their cities

**Spies Cannot Enter Our Borders:** Spies from the Civilization against which you have gathered sufficient points cannot enter your borders



PERFORM MISSION  
ACTION BUTTON

## Spy Specialists

Spy specialists function like all other specialists and give a bonus to Espionage output and increase the chance of a Great Spy appearing in a city. The Courthouse, Jail, Intelligence Agency, Security Bureau, and Kremlin allow the assignment of Spy specialists in a city.

## Great Spies

Great Spies are a new class of Great People. The chance of a Great Spy appearing depends upon the buildings in the city, as well as the number of Spy Specialists there.

Great Spies are invisible to all other units, including enemy spies and Great Spies. Great Spies can explore rival territory, and they will give you a massive Espionage Point bonus against a civilization if you expend the Spy in their city. Great Spies may also join a city as super specialists, increasing the city's science and espionage output; or they may construct the Scotland Yard national wonder in a city, adding a significant bonus to that city's Espionage production.

## EVENTS

Random events have been introduced in *Beyond the Sword*. These may occur to anyone at any point in the game. Events may have beneficial effects or they may be catastrophic. Some are automatic; others allow you to choose how you wish to respond to them.

It is still possible to play a game of Civilization without random events. Check the "No Random Events" option available on the single player "Custom Game" screen or the multiplayer "Options" screen to turn off random events.

A list of your active quests can be found on the Log Screen [CTRL + TAB].





## ADVANCED START

This new mechanism allows you to begin a game of *Civilization IV* with civilizations that are a bit further along than usual. If you choose this option you begin the game with a portion of the map visible, and a certain amount of gold to spend. You can use that gold to purchase cities and population and culture for your cities, as well as buildings, units, and improvements. You may also purchase technologies and increased visibility. Building and unit availability depend upon the era of the game you're playing as well as the technologies and improvements you have purchased, while your starting gold depends upon game difficulty. You may alter the amount of gold you receive on the Custom Game menu.

Once the game begins, players will not be able to attack their opponent for ten turns but aside from this you can pretty much do as you like. Build one powerful metropolis or a bunch of lesser cities. Create a huge army or a minor militia. Just remember that once the game begins you'll have to pay maintenance for all the cool stuff you've purchased.

To play an Advanced Start game, go to the "Custom Game" option under the Single Player game menu. The Advanced Start checkbox is listed under "Game Options." It is also available in the Multi-Player game setup screen.

## CORPORATIONS

Corporations are entities that produce a great deal of gold or a commodity for a city with access to the proper resources, but in return they incur a significant maintenance cost. When used correctly they can make your civilization wealthy beyond compare; but when used injudiciously they can cause you a great deal of trouble.

## Founding a Corporation

There are a number of requirements that must be fulfilled before you can found a Corporation. All Corporations require the "Corporations" technology plus one additional tech (which varies from corporation to corporation). Once you have researched the prerequisite tech, you must then move a Great Person into a city that has access to one or more of the resources the Corporation requires. You can then expend the Great Person to found the Corporation's "Corporate Headquarters." The specific Great Person required also varies according to the Corporation.

## Corporate Benefits and Hindrances

Once a Corporation is constructed, it incurs a maintenance cost, but in return it provides a bonus of some kind – additional culture, food, research, gold or production to all cities with that Corporation, perhaps, or access to a different resource (for example, Aluminum Co. requires coal and provides the aluminum resource).

In addition, the owner of the Corporate Headquarters receives a gold bonus for each city in which that Corporation is present (similar to the way that a Shrine provides a gold bonus for each city that has its religion).

## Spreading a Corporation

Once a Corporation is constructed in a city, that city may produce Corporate Executives. Corporate Executives are similar to Missionaries. By building a Corporate Executive, you may expand the influence of a Corporation to other cities.

It costs a certain amount of gold for a Corporate Executive to spread a Corporation to a new city, and the price is higher if the target is a foreign city. You may only spread a Corporation to cities which have one or more of the resources the Corporation requires. In return for spreading a Corporation, you receive five gold per city with your corporation in it. In addition, the target city will receive all of the benefits/penalties of the corporation.

The Corporate Executive is consumed when it spreads a corporation to a city.

## Competing Corporations

While you are allowed to have multiple corporations in a city, you cannot have two corporations that consume the same resource in the same city. Placing the second corporation will remove the first. (Note that this significantly increases the placement cost.) A Corporation cannot be spread to a city with a competing Corporate Headquarters.

## ***Blocking Corporations***

You may block new foreign Corporations from entering your city by adopting the Mercantilism Civic. You can render all Corporations in your cities inoperative by adopting the State Property Civic – however, the corporations will return once you change civics again.

## ***Corporation List***

### **ALUMINUM CO.**

**Resource Required:** Coal

**Great Person Required:** Great Scientist

**Techs Required:** Corporations and Advanced Flight

**Benefit:** Produces Aluminum resource, +2 Production per required resource available.

### **CEREAL MILLS**

**Resources Required:** Wheat, Corn or Rice

**Great Person Required:** Great Merchant

**Techs Required:** Corporations and Refrigeration

**Benefit:** +.75 Food per required resource available.

### **CIVILIZED JEWELERS**

**Resources Required:** Gold, Silver or Gems

**Great Person Required:** Great Artist

**Techs Required:** Corporations and Mass Media

**Benefit:** +1 Gold, +3 Culture per required resource available.

### **CREATIVE CONSTRUCTIONS**

**Resources Required:** Iron, Copper, Marble, Aluminum or Stone

**Great Person Required:** Great Engineer

**Techs Required:** Corporations and Combustion

**Benefit:** +.5 Production per required resource available.

### **MINING INC.**

**Resources Required:** Coal, Iron, Copper, Gold, Gems or Silver

**Great Person Required:** Great Engineer

**Techs Required:** Corporations and Railroad

**Benefit:** +1 Gold per required resource available.

### **SID'S SUSHI CO**

**Resources Required:** Crab, Clam, Fish or Rice

**Great Person Required:** Great Merchant

**Techs Required:** Corporations and Medicine

**Benefit:** +.5 Food per required resource available.

### **STANDARD ETHANOL**

**Resources Required:** Corn, Sugar or Rice

**Great Person Required:** Great Scientist

**Techs Required:** Corporations and Plastics

**Benefit:** Produces Oil resource; +2 Research per required resource available.

## ***AIR COMBAT AND PROMOTIONS***

Air units assigned to the “Interception” Mission will now defend against attacks from air units in the same manner as land-based units. When two units engage in air combat, the battle continues until one of the units is defeated or withdraws. Thus air combat has three possible outcomes: the attacker is destroyed, defender is destroyed, or both units are wounded and withdraw.

Further, like ground units, defending air units can now also protect against multiple attacks in the same round. Fighters and Jet Fighters make the finest defenders, as they both have a 100% interception rate while at full health.

## ***Air Combat Promotions***

The changes to air combat provide an opportunity for air units to gain experience and thus promotions. Air units can now get the Combat, Pinch, and Ambush promotions available to other units; additionally there are three new promotions available:

**Interception:** Increases the chance of intercepting enemy aircraft. SAM Infantry, Mobile SAM and Mechanized Infantry can also receive this promotion.

**Range:** Increase the unit's range.

**Ace:** Increase the unit's evasion chance.

## OVERSEAS MAINTENANCE AND COLONIES

---

City maintenance now takes into account a fourth factor (beyond the number of cities in your civilization, corporations present, and their distance from the capital). This new “Overseas Maintenance” cost kicks in only for cities on overseas continents that do not contain your capital. When the number of cities on that distant continent reaches a certain level, their maintenance costs will begin to outweigh their production.

To deal with this expense, players may turn the cities on an overseas continent into a “Colony.” By granting those cities Colony status, they will immediately break off into their own, distinct civilization and become a vassal of the player. This of course has a number of important diplomatic, production and military consequences; see the Civlopedia entry (“Colonies” which is found under the Civlopedia main menu entry “*Beyond the Sword* Concepts”) for details.

## IMPROVED SIEGE COMBAT

---

Siege Units have been tweaked significantly in *BtS* to aid play balance. Siege Units now have a “Maximum Damage” limit. When a Siege Unit attacks, it may cause damage up to its damage limit before withdrawing. No unit with health below a Siege Unit's damage limit can be attacked by a Siege Unit. Defending Siege Units may still destroy attacking units.

In addition, some Mounted and Helicopter Units now receive a “Flank Attack” against Siege Units. When attacking a stack of units containing Siege Units, these special Mounted Units will damage any Siege Units in that stack so long as the Mounted Unit survives combat. This means that a Mounted Unit with the Flank Attack ability which retreats from combat will still damage Siege Units.

## NAVAL TRADE ROUTES

---

You can now use your naval units to blockade and even plunder enemy trade routes. Doing so can have a major impact on your foe's economy, so control of the seas is more vital than ever. See the Civlopedia for details.

### *River Trade Routes*

The rules for tracing trade routes along rivers have been altered slightly. You must now know the Sailing technology to be able to trace trade routes along rivers.

## NEW TECHNOLOGIES

---

Several new technologies have been added in this package. In addition, some existing technologies have been moved or altered slightly to accommodate these new techs (and to improve play-balance). Check the in-game Civlopedia and Tech Tree for specifics.

**Advanced Flight**

**Aesthetics**

**Laser**

**Military Science**

**Stealth**

**Superconductors**

## NEW UNITS

---

The following units are accessible to all civilizations. (The new civs have their own unique new units as well; see below.)

**Airship**

**Anti-Tank Infantry**

**Attack Submarine**

**Cuirassier**

**Great Spy**

**Guided Missile**

**Missile Cruiser**

**Mobile Artillery**

**Mobile SAM**

**Paratrooper**

**Privateer**

**Ship of the Line**

**Stealth Destroyer**

**Tactical Nuke**

### *Corporate Executives*

Each Corporation has its own “Executives” which can be used to spread that corporation to other cities (see above).

## NEW PROMOTIONS

---

In *BtS* several new promotions have been created for air units; see above for details. In addition, one new ground-unit promotion has been added.

**Woodsman III:** + 2 First Strikes, + 50% Attack in Jungle, + 50% Attack in Forest

## NEW BUILDINGS

---

*Beyond the Sword* has added a number of buildings that can be used by all civilizations:

**Customs House**

**Industrial Park**

**Intelligence Agency**

**Levee**

**Public Transportation**

**Security Bureau**

### *Civilization-Specific Buildings*

This change, first introduced in *Warlords*, provides each civilization with its own unique building which replaces an existing building. Each unique building gives its civ a special advantage during play.

For example, the Persians build an “Apothecary” instead of a Grocer. The Apothecary provides an additional +2 health in the city in which it is constructed, while the Grocer doesn’t. The Apothecary can only be constructed by the Persians; others must content themselves with the less-potent Grocer.

You can find a civilization’s unique building in its *Civilopedia* entry.

## NEW WONDERS

---

Here’s a list of the new Wonders in this package:

**Apostolic Palace\***

**Cristo Redentor**

**Mausoleum of Maussollos**

**Moai Statues**

**National Park**

**Shwedagon Paya**

**The Statue of Zeus**

*\*The Apostolic Palace Wonder: This is a Medieval-era wonder with abilities similar to those of the United Nations (but with voting power determined by one’s faith rather than one’s size). See the *Civilopedia* for detailed info on this unique new wonder.*

## Corporate Headquarters Wonders

**Aluminum Co.**

**Cereal Mills**

**Civilized Jewelers**

**Creative Constructions**

**Mining Inc.**

**Sid’s Sushi Co.**

**Standard Ethanol**

## NEW IMPROVEMENT: FOREST PRESERVE

---

The Forest Preserve is a new late-game Improvement that can be used to help spread dwindling Forests and Jungles.

## NEW LEADERS FOR EXISTING CIVILIZATIONS

---

In addition to the new leaders provided for the new civilizations, a number of leaders have been added for existing civs:

**Abraham Lincoln of the United States of America**

**Boudica of the Celts**

**Charles de Gaulle of France**

**Darius I of Persia**

**Pericles of Greece**

**Suleiman the Magnificent of the Ottoman Empire**

# **NEW CIVILIZATIONS**

Including their leaders, units and buildings. See the Civilopedia for details.

## **BABYLONIAN EMPIRE**

**Leader:** Hammurabi

**Unique Unit:** Bowman (replaces Archer)

**Unique Building:** Garden (replaces Colosseum)

## **BYZANTINE EMPIRE**

**Leader:** Justinian I

**Unique Unit:** Cataphract (replaces Knight)

**Unique Building:** Hippodrome (replaces Theatre)

## **DUTCH EMPIRE**

**Leader:** Willem van Oranje

**Unique Unit:** East Indiaman (replaces Galleon)

**Unique Building:** Dike (replaces Levee)

## **ETHIOPIAN EMPIRE**

**Leader:** Zara Yaqob

**Unique Unit:** Oromo Warrior (replaces Musketman)

**Unique Building:** Stele (replaces Monument)

## **HOLY ROMAN EMPIRE**

**Leader:** Charlemagne

**Unique Unit:** Landsknecht (replaces Pikeman)

**Unique Building:** Rathaus (replaces Courthouse)

## **KHMER EMPIRE**

**Leader:** Suryavarman II

**Unique Unit:** Ballista Elephant (replaces War Elephant)

**Unique Building:** Baray (replaces Aqueduct)

## **MAYAN EMPIRE**

**Leader:** Pacal II

**Unique Unit:** Holkan (replaces Spearman)

**Unique Building:** Ball Court (replaces Colosseum)

## **NATIVE AMERICAN EMPIRE**

**Leader:** Sitting Bull

**Unique Unit:** Dog Soldier (replaces Axeman)

**Unique Building:** Totem Pole (replaces Monument)

## **PORTUGUESE EMPIRE**

**Leader:** Joao II

**Unique Unit:** Carrack (replaces Caravel)

**Unique Building:** Feitoria (replaces Market)

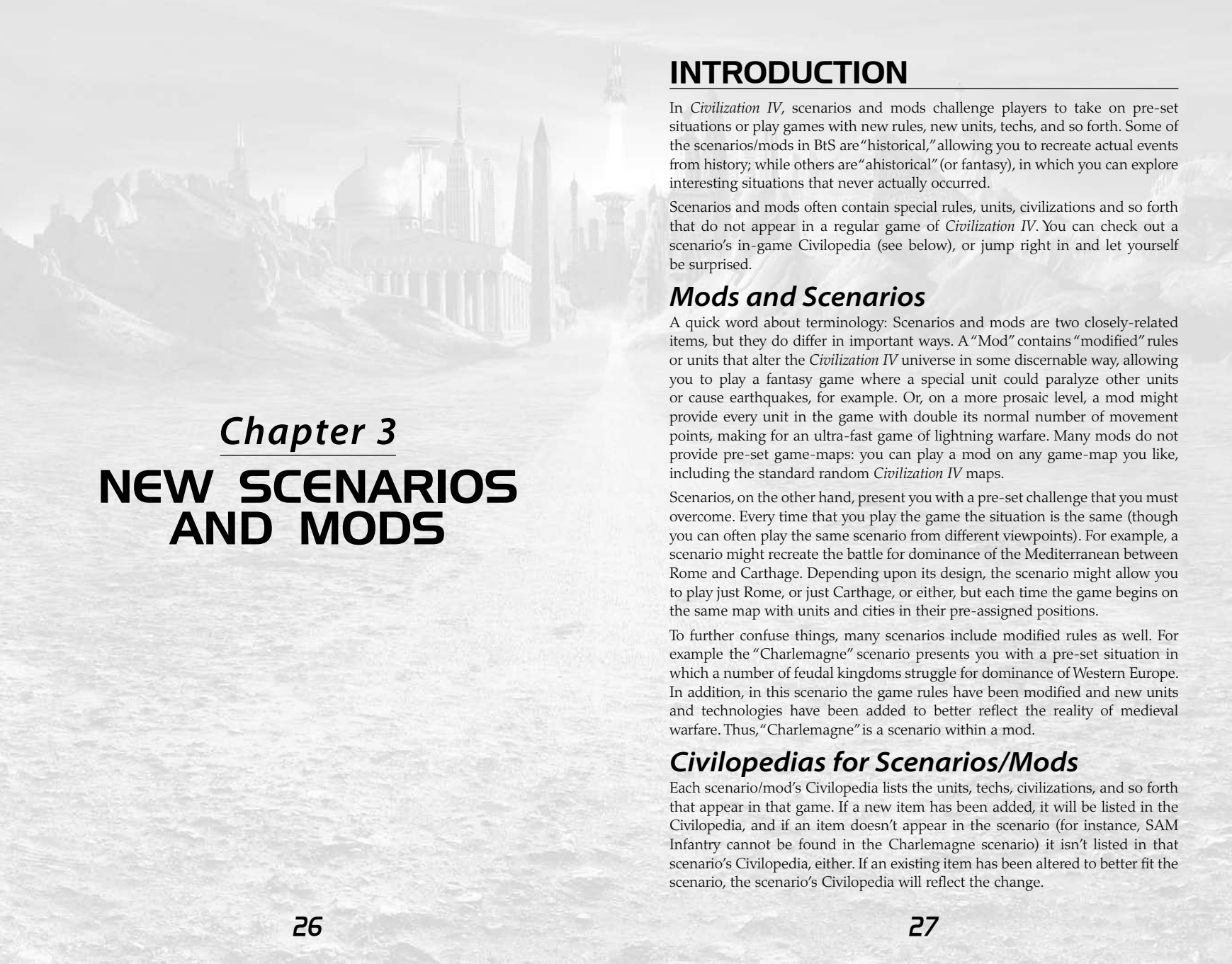
## **SUMERIAN EMPIRE**

**Leader:** Gilgamesh

**Unique Unit:** Vulture (replaces Axeman)

**Unique Building:** Ziggurat (replaces Courthouse)





## Chapter 3

# NEW SCENARIOS AND MODS

## INTRODUCTION

---

In *Civilization IV*, scenarios and mods challenge players to take on pre-set situations or play games with new rules, new units, techs, and so forth. Some of the scenarios/mods in BtS are “historical,” allowing you to recreate actual events from history; while others are “ahistorical” (or fantasy), in which you can explore interesting situations that never actually occurred.

Scenarios and mods often contain special rules, units, civilizations and so forth that do not appear in a regular game of *Civilization IV*. You can check out a scenario’s in-game Civlopedia (see below), or jump right in and let yourself be surprised.

### ***Mods and Scenarios***

A quick word about terminology: Scenarios and mods are two closely-related items, but they do differ in important ways. A “Mod” contains “modified” rules or units that alter the *Civilization IV* universe in some discernable way, allowing you to play a fantasy game where a special unit could paralyze other units or cause earthquakes, for example. Or, on a more prosaic level, a mod might provide every unit in the game with double its normal number of movement points, making for an ultra-fast game of lightning warfare. Many mods do not provide pre-set game-maps: you can play a mod on any game-map you like, including the standard random *Civilization IV* maps.

Scenarios, on the other hand, present you with a pre-set challenge that you must overcome. Every time that you play the game the situation is the same (though you can often play the same scenario from different viewpoints). For example, a scenario might recreate the battle for dominance of the Mediterranean between Rome and Carthage. Depending upon its design, the scenario might allow you to play just Rome, or just Carthage, or either, but each time the game begins on the same map with units and cities in their pre-assigned positions.

To further confuse things, many scenarios include modified rules as well. For example the “Charlemagne” scenario presents you with a pre-set situation in which a number of feudal kingdoms struggle for dominance of Western Europe. In addition, in this scenario the game rules have been modified and new units and technologies have been added to better reflect the reality of medieval warfare. Thus, “Charlemagne” is a scenario within a mod.

### ***Civilopedias for Scenarios/Mods***

Each scenario/mod’s Civlopedia lists the units, techs, civilizations, and so forth that appear in that game. If a new item has been added, it will be listed in the Civlopedia, and if an item doesn’t appear in the scenario (for instance, SAM Infantry cannot be found in the Charlemagne scenario) it isn’t listed in that scenario’s Civlopedia, either. If an existing item has been altered to better fit the scenario, the scenario’s Civlopedia will reflect the change.

## Create Your Own Scenario/Mod or Play Scenarios/Mods Created by Other Players!

Check out the *Sid Meier's Civilization IV* web site at [www.CivIV.com](http://www.CivIV.com) to learn how to create your own scenarios and find scenarios created by other *Civilization IV* players.

## HOW TO LAUNCH THE SCENARIOS/MODS

Start the game and click on "Single Player" on the Main Menu. Then click on "Beyond the Sword Content," which brings up a list of the scenarios/mods provided with this expansion pack.

Double-click on the scenario/mod you wish to play and the scenario or mod will start up. Depending upon the mod or scenario you're playing, you may be immediately launched into play, or you may have to create the game-world and/or pick your civilization before play begins.

### Launching a Multiplayer Game

To launch a Multiplayer Game of a Beyond the Sword Mod or Scenario, you must load the Mod/Scenario through the "Advanced" Menu on the Main Menu Screen.

Select "Advanced," then "Load a Mod." Select the Mod/Scenario you wish to play and wait for the game to load. Once it has loaded, select "Multiplayer." From here, it is the same as any game of *Civilization* Multiplayer. Enter the lobby, find your friends (who also need to load the Mod/Scenario) and conquer and conspire your way to victory.

### Saving and Loading Scenarios/Mods

This works like regular "*Civilization IV*" saves/loads. You access saved scenarios/mods by clicking "Single Player" on the Main Menu followed by "Load Game." In-game hit [Esc] to save or load a game.

## SCENARIOS OVERVIEW

There are eleven scenarios/mods in this package. Following are brief descriptions of each.

### Firaxis Design

#### AFTERWORLD

By Tim McCracken

**Type:** Scenario

**Players:** 1

#### **Overview**

"Afterworld" is a squad-based tactical scenario where the player fights against zombies and the undead.

#### **Scenario Description**

In the far distant future humanity commands nature – no longer the clay, but now the sculptor. Technology such as "superluminal" travel through *dark wave gates*, *manufactured stars*, and *artificial solar systems* has given him near-perfect control over his environment. Absolute harmony exists among all stars, overseen by the axial system, Augustine. No other sentient beings have been found anywhere in the galaxy. Humanity is at peace – but it is also alone.

In this future, the human brain has been mapped and the cerebral region where consciousness lies has been isolated, allowing for one's consciousness's safe removal and storage in an artificial device. Criminals, the unfortunate, and any others who must perform hard manual labor can unload their persona, replacing them with programmable artificial minds. Their bodies are then sent to a service system for decades of manual labor, while their consciousness remains in stasis (to be reunited with their bodies once their sentence is completed). The implanted device is called a Guided Labor Mechanism. These workers are referred to as Golems.

An unknown form of radiation has affected one of these service systems, somehow warping the inhabitants into violent and misshapen nightmares known as "Abberants." A research team was dispatched to investigate these Aberrants and their environment. They failed to return and were only able to transmit a muffled warning: "They can see inside."

The scenario begins as an elite military unit is sent to determine the fate of the research team and retrieve any research they may have completed. The mission is more dangerous and terrifying than expected – for these hostile Aberrants are merely glimpses of the horrors lurking within.

## **BROKEN STAR**

By Jesse Crafts-Finch

**Type:** Scenario

**Players:** 1-8

### **Overview**

“Broken Star” is a massive “king of the hill” style game of brutal warfare and cutthroat diplomacy.

### **Scenario Description**

Russia is divided, and a civil war is upon us! To unite the Motherland you may purchase military units from the U.S. or promotion upgrades from the Chinese black market; conscript the Russian people or bribe enemy forces; or even deploy the ultimate in doomsday weaponry, the nuclear bomb.

## **CHARLEMAGNE**

By Paul Murphy

**Type:** Scenario

**Players:** 1-5

### **Overview**

“Charlemagne” is a game of treachery and shifting alliances in which five kingdoms battle each other with classic medieval armies. To better reflect medieval warfare, units in enemy territory cannot heal on their own, so armies on campaign must be accompanied by vulnerable “supply trains” which allow healing in unfriendly terrain.

### **Scenario Description**

In “Charlemagne,” five great kingdoms battle to dominate medieval Western Europe. To achieve victory, you must be a great warlord and a master diplomat. Keep your opponents squabbling with each other while you research and build a mighty army of knights, footmen, bowmen, siege equipment and supply trains. Earn the favor of His Holiness by conquering the heathens to the north, south, east and west, while you hold off the advances of the greedy Ottomans from Asia Minor. In this cutthroat game of treachery, betrayal and brutal warfare, can you conquer your many foes and match the feats of the great Charlemagne and become the “Holy Roman Emperor?”

## **DEFENSE**

By Ed Piper

**Type:** Scenario

**Players:** 1

### **Overview**

“Civ Defense” takes *Civilization IV* to a place it’s never been before – to the world of old-style arcade games. Essentially, you build a couple of cities and put down a bunch of units and then try to survive wave after wave of advancing enemies.

### **Scenario Description**

Using a variant of the “Late Game Start” mechanics, place a city or two and some henchmen. Watch in increasing horror as dozens of lions advance on your location, followed shortly thereafter by war elephants, zombies, and who-knows-what else. Survive a wave and you get more gold with which to purchase more units, tech advances, and so forth. Not a lot of strategy, cultural advancement or diplomacy in this scenario – just a good old-fashioned slugfest.

## **CROSSROADS OF THE WORLD**

By Liam Collins

**Type:** Scenario

**Players:** 1-5

### **Overview**

“Crossroads of the World” is set in the 13th century Middle East, where the goods from three continents are bought and sold for huge profits. In a land with few natural resources, you must use BtS’s new “Corporations” feature to dominate the lucrative trade-routes and gain the wealth necessary to support your burgeoning empire.

### **Scenario Description**

As European society opened its doors to the outside world in the 13th century, the Silk Roads, the overland trade routes tracing through Turkey, Africa and Central Asia, became hotly-contested sources of wealth. In “Crossroads of the World,” you take control of one of the great civilizations of the Middle East – the Ottomans, the Mamluks, the Timurids, the Ethiopians or the Rasulids – and carve your fortune from the wealth of the Silk Roads. You must decide who can trade with whom; you must expand the trade guilds within your cities or obliterate trade companies that offend your sentiments. Use your wealth to create a nation of warhawks or the Middle East’s next cultural superpower.

## **FINAL FRONTIER**

By Jon Shafer

**Type:** Mod

**Players:** 1 - 8

### **Overview**

"Final Frontier" is a game of space exploration and combat set in a dystopian future where Man's spiritual aspirations have led him perilously close to his own extinction. You must take command of one of Earth's colonies and explore, expand and exterminate your way across the galaxy to victory.

### **Scenario Description**

*"Communications with Earth have gone silent. Scheduled cargo ships have not arrived as expected, nor have any sent in the last two months returned. The People's Democracy of Earth (PDE) starships previously stationed in this vicinity returned to search for the cause, but they too have not been heard from since their departure. At this point we have no answers.*

*"Production levels of food and supplies in the Colony remain stable and should this be a prolonged situation we appear to be in no danger. However, the political impact may be more profound. Agitation with the PDE's firm grip over Colonial affairs has been on the rise. The current situation, coupled with increased local sentiment to break with the PDE, provides us the opportunity to free ourselves of their grasp.*

*"Further complicating the situation, the status of the other Colonies remains unknown due to the PDE monopoly over all communications and interstellar travel. We can only assume that something serious has occurred on Earth. It is up to you, commander, to determine how we should proceed."*

- Colonial Congress Briefing Report, January 8th, 2302 AD

## **GODS OF OLD**

By Ed Piper

**Type:** Mod

**Players:** 1-16

### **Overview**

"Gods of Old" plays like a standard game of *Civilization IV*, except that all of the current religions are removed and replaced by the Gods of Ancient Mesopotamia. And these gods are angry.

### **Scenario Description**

You can build a civilization to stand the test of time – but how about one that will survive the wrath of the gods? "Gods of Old" is a game of competing religions and jealous deities. There are seven ancient Mesopotamian gods to choose from, and each has its own special ability. Pick a god and build temples and monuments to him or her. Create Inquisitors to purge enemy religions from your cities. Serve your deity well and he or she may smite your foes with a mighty disaster – earthquake, plague, blight or even a meteor strike. Then you can pound them into submission with your tanks, artillery and bombers.

Gimme that old-time religion...

## **NEXT WAR**

By Paul Murphy

**Type:** Scenario or Mod

**Players:** 1-4 (scenario); 1-8 (epic)

### **Overview**

"NextWar" is set in the near future, where great empires battle each other with mighty futuristic weapons including Cyborgs (cybernetic warriors), Dreadnoughts (huge mega-tanks), and Assault Mechs (human-driven giant walking robots).

### **Scenario/Mod Description**

"NextWar" may be played in two ways. You may play the scenario, in which you are faced with a pre-created situation in the near-future, where Earth is divided into five mega-empires locked in an escalating struggle for dwindling resources. Or you can play this as a mod, in effect playing a standard *Civilization IV* game where you can access the futuristic weapons of NextWar when you achieve the appropriate tech levels.



## ***Fan-Created Scenarios/Mods***

### **FALL FROM HEAVEN**

By Derek "Kael" Paxton, Michael "AlazkanAssassin" Hall  
Chalid, Jon "Corlindale" Duus, Philippe "C.Roland" Côté-Léger, Eli "Loki"  
Markham, Randy "Niki's-Knight" Miller, Martin "Ploeperpengel" Zutz, Stephan  
"seZereth" Weiß, Ben "Talchas" Segall, Ilia "White Rabbit" Draznin, William  
"Wilboman" Nordan, Tom "Woodelf" Snyder

**Players:** 1

**Type:** Mod

#### **Overview**

The premiere fantasy mod for *Civilization IV*, featuring a completely revamped tech tree, three new civilizations, and buildings and units like you've never seen in Civ before. Conquer a world of mysticism and magic, commanding upgradeable Hero Units, Mammoth Riders and Stone Ogres towards your ultimate victory - the forging of the Godslayer Blade and the destruction of the God of Winter.

#### **Mod Description**

Mulcarn, the God of Winter, has claimed dominion over Creation. If humanity is to survive, the Godslayer must be reformed, Mulcarn killed and this eternal winter ended.

Fight in a land ravaged by blizzards that change the terrain they pass over. Use spells and summon creatures to wage war for you. Control powerful heroes to battle ogres, golems, a dragon - and the God of Winter himself.

### **RHYE'S AND FALL OF CIVILIZATIONS**

By Gabriele Trovato (widely known as "Rhye")

**Type:** Mod

**Players:** 1

#### **Overview**

"Rhye's and Fall of Civilizations" is an Earth map-based scenario that simulates the rise and fall of civilizations throughout the history of the Earth. It is the sequel to "Rhye's of Civilization" - one of the most popular modpacks ever created for *Sid Meier's Civilization III*.

#### **Scenario Description**

"Rhye's and Fall of Civilizations" allows you to experience the ebb and flow of human growth and development. You can begin the game playing a very early civilization - Egypt, for instance - then, as the game advances and upstart civilizations arise, you can switch to one of the newer civs and proceed to conquer the decadent Egyptian civilization you just abandoned.

As time passes older civilizations will fall on their own, destroyed by civil wars, corrupt governments, and massive barbarian attacks. Each civilization in the game is heavily differentiated from the others, with its own unique abilities, unique victory conditions, and unique AI (artificial intelligence) objectives, allowing for endless replayability.

### **WWII: THE ROAD TO WAR**

**Design:** Dale Kent

**Art:** David Sobotka, Tony Kiehl, Civilization Fanatics unit modders

**Type:** Scenario

**Players:** 1 to 16

#### **Overview**

Battle as the Allies or Axis in this World War II-themed scenario.

#### **Scenario Description**

The year is 1936 and a new order has risen swiftly in Central Europe and Japan. Take the reigns of a nation in either Europe or the Pacific as Democracy, Communism and Fascism fight for dominance. Will you choose the path as written in history, or will you choose to forge your own destiny in open play? Build a mighty army to bombard your enemy's units, cities and their coastlines. Use your bombers to subdue the defenses of cities or to destroy production, or simply use them to terrorize the populace by targeting civil buildings. Research technologies to unlock specialized military hardware and to increase the efficiency of your industries. Use your auxiliary units such as paratroopers, spies, missiles and nukes to put fear in your enemies' hearts. And above all, prepare to defend yourself, or strike hard and fast at your enemies before they do the same to you!





## Chapter 4

# MAIN GAME UPDATES

## INTRODUCTION

---

Since its release, we have made a number of fixes/adjustments to the game code in *Civilization IV*. While many of these are hidden to the player, addressing bug fixes, memory leaks, hardware compatibility issues and the like, we have also made some adjustments to gameplay, to address balance issues and to generally make things more fun. All of these changes have been periodically released as “patches,” available for download from the Web.

## GETTING AND INSTALLING UPDATES

---

All updates (through the release date of this product) are included with the *Beyond the Sword* software. They are automatically installed when you install this expansion pack. Any future updates will be available at the *Civilization IV* web site ([www.CivIV.com](http://www.CivIV.com)) when they are released. Each update includes installation instructions.

## WHAT'S BEEN UPDATED

---

The full list of *Civilization IV* updates included in this package can be found in the “Readme.txt” file which is placed in the game’s folder when you install BtS. Any changes to units, techs, civs, concepts and so forth will be reflected in the Civilopedia. Especially check the entry “Beyond the Sword Rules Changes” which can be found under “Beyond the Sword Concepts” in the Civilopedia’s main menu.

However, following are several particularly important changes that you might want to know about.

### ***Tech Tree***

The new tech “Aesthetics” has been added. This early tech is required to access Drama and Literature and to construct a number of wonders.

Fiber Optics requires Laser or Computer.

Robotics no longer directly requires Plastics.

Computers requires Plastics.

### ***Building Changes***

Airports increase the number of Air Units allowed in a city from 4 to 8 and provide +3 XPs to all Air Units (see the section on Air Combat in Chapter 2).

The Courthouse, Castle, and Jail provide Espionage Points or Espionage Point Bonuses (see Espionage in Chapter 2).

Factories cause Unhealthiness with access to Coal or Oil.

Stables becomes obsolete with the discovery of Advanced Flight  
Monuments and Obelisks become obsolete with Astronomy  
Palaces provides +1 Espionage Point.  
Laboratory now requires the Superconductor tech  
Military Academy requires the Military Science tech

## Unit Changes

Spies have been updated significantly (see Espionage in Chapter 2).  
Siege Units now have maximum damage limits that they can inflict on target units when attacking a unit directly or through collateral damage. Mounted and Helicopter Units now receive flank attacks against select Siege Units. (See Improved Siege Unit Combat in Chapter 2.)  
The Great General threshold has been increased (it now takes more combat experience to be awarded a Great General).  
You may only have 4 Air Units in a city at a time. With the construction of an Airport, that number increases to 8.  
Grenadier requires Military Science instead of Chemistry  
Tirreme requires Metal Casting  
The Greek special Phalanx unit now replaces Axemen. They begin with the March promotion.  
The Japanese special Samurai unit now starts with the Drill I promotion.  
Cavalry now requires Rifling (along with Military Tradition)

## Promotions

Air Units have their own Promotions.

## Improvements

Railroads can now be built when you have access to Coal or Oil.  
Forts have been greatly updated in the expansion packs. They can now be built outside your borders, provide attack, defense and healing bonuses to friendly units and can house ships and aircraft.

## Wonders

The Parthenon requires the new “Aesthetics” tech.  
The Scotland Yard wonder can only be constructed by a Great Spy (just like shrines require a Great Prophet). It provides an espionage bonus (see Espionage in Chapter 2).  
Various wonders now provide Great Spy points (see Espionage).  
All National wonders now provide +1 Great Person point instead of +2.  
Stonehenge now becomes obsolete upon the discovery of Astronomy.

## The Space Race

Players may now view their Spaceship as it is being constructed by accessing the Space Race “View” screen on the Victory Conditions Screen [F8]. Here the player may take a closer look at their Spaceship and customize their craft.

Various Spaceship parts have different tech requirements than in the original *Civilization IV*. Check the Civlopedia for specific changes.

You may launch a Spaceship with minimal parts, or you can construct redundant systems to improve its performance.

Spaceships now have a delayed arrival after launch. The length of the delay depends upon the number of components you’ve used in its construction.

## Interface Changes

Enemy units entering your territory glow red.  
Foreign and Military Advisor screens have been expanded.  
Elapsed Turn and Current Era info is now displayed on the Main Screen.

## Trait Changes

Leaders with the Expansive Trait produce Workers 25% faster (previously 50%).

## Gameplay Changes

You must now research Sailing before you can trade along rivers. (See “Trade Functionality” in Chapter 2.)

## Multiplayer Changes

Simultaneous Team Turns: Players on the same team in Multi-player Team Games take their turns simultaneously.

## Civics Changes

Slavery’s upkeep has been changed to Medium  
Mercantilism causes Foreign Corporations to have no effect in your cities  
State Property causes all Corporations to have no effect in your cities and no longer provides a bonus from Watermills or Workshops, but instead provides a +25% production bonus  
Nationhood provides a +25% bonus to Espionage Points  
Caste System receives a food bonus from Workshops  
Environmentalism receives a food bonus from Forest Preserves, Windmills and Watermills

## APPENDIX

## KEYBOARDS COMMANDS

### Key Function

#### *Units*

Number Keys	Move unit
[B]	Bombard
[B]	Build city (with settler)
[C], Mouse Button 3	Center on unit
[E]	Explore with unit (automated)
[F]	Fortify
[G]	Go-to mode
[L]	Load (onto ship)
[S]	Sentry
[Shift-U]	Unload (off ship)
[W]	Wait
[Alt-Click]	Group all units on a tile together
[Ctrl-# Key]	Bind selected unit or group to that number key
[Ctrl-Click]	Group all units of the same type on a tile together
[Delete]	Delete unit
[Shift-Click]	Tile context menu
[Spacebar]	Skip turn
[Ctrl - H]	Select all wounded units on a tile

#### *Worker Commands*

[A]	Build improvements (automated)
[H]	Build camp
[I]	Build farm
[K]	Build workshop
[L]	Build lumbermill
[M]	Build mine
[N]	Build trade network (automated)
[Q]	Build quarry
[R]	Build road/railroad
[T]	Build cottage
[Alt-C]	Remove forest or jungle
[Alt-R]	Road-to mode

[Shift+Ctrl-C]	Improve nearest city (automated)
[Ctrl-F]	Build fort
[Shift-P]	Build pasture, plantation
[Shift-W]	Build watermill (on river), windmill (on hill)
[Shift-W]	Build winery (on wine), well (on oil)
[F]	Preserve Forest

### **Work Boats**

[F]	Build fishing nets
[O]	Build offshore platform
[Shift-W]	Build whaling boats
[R]	Build Trade Route

### **Air Units**

[B]	Air bomb mode (enemy cities/tiles)
[R]	Recon mode
[S]	Air strike mode (enemy units)
[Alt-R]	Rebase mode
[I]	Intercept mode

### **Advisors**

[F1]	Domestic advisor
[F2]	Financial advisor
[F3]	Civics advisor
[F4]	Foreign advisor
[F5]	Military advisor
[F6]	Technology advisor
[F7]	Religion advisor
[F8]	Victory
[F9]	Demographics
[F10]	Capital City
[F11]	Globe View
[F12]	Civilopedia

### **General**

[P]	Ping the map
[Alt-I]	Remove interface
[Alt-Q]	Retire (give up)
[Ctrl-W]	Access Worldbuilder
[Alt-D]	Change Player Name/Civilization Name
[Ctrl-Number Key]	Save a production queue (in city screen)
[Number Key]	Use saved production queue (in city screen)
[Ctrl-B]	Toggle bare map on/off
[Ctrl-I]	Minimize interface
[Ctrl-L]	Load game
[Ctrl-M]	Turn music on/off
[Ctrl-O]	Options menu
[Ctrl-R]	Flag resources on/off
[Ctrl-S]	Save game
[Ctrl-T]	Turn grid on/off
[Ctrl-Y]	Turn tile yields on/off
[Ctrl-Left Arrow]	Lock camera angle 45 degrees clockwise
[Ctrl-Right Arrow]	Lock camera angle 45 degrees anticlockwise
[Enter]	Cycle units, advance to next turn
[N]	Cycle to previous selected unit
[Escape]	Exit current screen/bring up menu
[.]	Cycle to previous unit (same tile)
[.]	Cycle to next unit (same tile)
[/]	Cycle through active workers
[Home], [End]	Cycle through cities
[Insert]	Open nearest friendly city screen
[Left/Right Arrows]	Jump to next city (in city screen)
[PageDown]	Zoom camera out
[PageUp]	Zoom camera in
[Pause]	Pause game
[PrintScreen]	Take screenshot
[Shift-Enter]	Force turn to end
[Shift-Left Arrow]	Rotate camera clockwise
[Shift-Right Arrow]	Rotate camera anticlockwise

[Tab]	Chat to team
[Shift-Tab]	Chat to all
[Ctrl-Tab]	Chat/Event Log
[Scroll Lock]	Voice Chat to team
[Shift-Scroll Lock]	Voice Chat to all
[Ctrl-Scroll Lock]	Voice Chat in Diplo Screen
[Alt-S]	Create Sign
[Alt-U]	Toggle unit flags
[Ctrl+Alt-S]	Group Save
[Shift-F5]	Quick Save
[Shift-F8]	Quick Load
[Alt+Shift-D]	Admin tools
[Ctrl+Shift-H]	Hall of Fame Screen
[Ctrl-E]	Espionage Screen
[Alt-F1]	Release Colony

### **Camera Controls**

[Alt-O]	Flatten camera view
[Ctrl-] ]	Cycle camera modes
[Ctrl+Alt-F]	Toggle flying camera
[Alt+Shift-F]	Toggle mouse-angled camera
[Alt-F]	Toggle top-down view

## **CREDITS**

### *Civilization Series Creator*

Sid Meier

### *Civilization IV Designer*

Soren Johnson

### **Civ4: Beyond the Sword Development Team**

#### *Production Team*

Jesse Smith,  
Producer  
Clint McCaul,  
Associate Producer  
Scott Wittbecker,  
Production Assistant  
Liam Collins,  
Production Assistant

#### *Art Team*

Dorian Newcomb, Lead Artist  
Jerome Atherholt  
Mike Bates  
Kevin Bradley  
Rob Cloutier  
Nathan Gordon  
Alex Kim  
Steve Ogden  
Nick Rusko-Berger  
Tom Symonds

#### *Design Team*

Alex Mantzaris, Lead Designer  
Jon Shafer, Lead Designer  
Liam Collins  
Jesse Crafts-Finch  
Timothy McCracken  
Paul Murphy  
Ed Piper

#### *Programming Team*

Alex Mantzaris,  
Lead Programmer  
Jason Winokur, 3D Programmer  
Sergey Tiraspolksy, Tools and Automation

#### *Writers*

Paul Murphy, Manual and Lead Writer  
Liam Collins  
Jesse Crafts-Finch  
Jon Shafer

### *Audio Team*

Michael Curran,  
Lead Audio Designer  
Mark Cromer, Sound Designer  
Dean Ray Johnson  
Roland Rizzo

### *Composers*

Mark Cromer  
Michael Curran  
Roland Rizzo

### *Quality Assurance*

Timothy McCracken,  
QA Manager  
Grant Frazier, QA Project Lead  
Patrick Glascoe  
Scott Wittbecker

### **Additional Functional Support**

#### *Production*

Trevor Ruben  
Sergey Tiraspolksy

#### *Art*

Brian Feldges  
Seth Spaulding

#### *Programming*

Mike Breitmurtz  
Jon Shafer

#### *Music Composition*

Dean Ray Johnson  
Timothy McCracken

### **Additional External Support**

#### *Art*

Jack Snyder  
Matthew Skuntnik  
Russell Vaccaro III

#### *Design Consultant*

Robert "Sirian" Thomas  
Dale "Dale" Kent  
Derek "Kael" Paxton  
Gabriel "Rhye" Trovato

#### *Programming*

Blake Walsh, AI Programmer



## ***Firaxis Games***

### ***President / CEO***

Steve Martin

### ***Chief Creative Officer***

Sid Meier

### ***Executive Producer***

Barry Caudill

### ***Technology Leads***

Ken Grey

Jake Solomon

Mustafa Thamer

Don Wuenschell

### ***Art Director***

Seth Spaulding

### ***Marketing Director***

Kelley Gilmore

### ***IT Manager***

Josh Scanlan

### ***Manager, Online Marketing***

Dennis Shirk

### ***Human Resources Manager***

Susan Meier

### ***Office Manager***

Donna Rubb

## ***Additional***

### ***Introduction Movies***

Janimation

### ***Voice Over Production & Post***

#### ***Production***

Wave Generation

### ***Voice Over Production Directed By***

David Lipes

### ***Recording Engineer***

Samuel Girardin

### ***Voice Over Editor***

Michel Marchant

### ***BTS Choir Recorded at Studio***

#### ***Unknown***

### ***Engineer***

Kevin Hill

### ***Vocal Score Transcription***

Geoff Knorr

## ***Singers***

Jillian Goldin

Paul Mulligan

Britt Oken-Ecker

James Parks

Emily Sanchez

Amanda Varrone

Nicholas Werner

Nathan Wyatt

Fall From Heaven Team

Derek 'Kael' Paxton, Lead

Michael 'AlazkanAssassin' Hall

Chalid

Jon 'Corindale' Duus

Philippe 'C. Roland' Côté-Léger

Eli 'Loki' Markham

Randy 'Niki's-Knight' Miller

Martin 'Ploerperengel' Zutz

Stephan 'seZereth' Weiß

Ben 'Talchas' Segall

Ilia 'White Rabbit' Draznin

William 'Wilboman' Nordan

Tom 'Woodelf' Snyder

### ***Road to War Team***

Dale Kent, Lead

David Sobotka

Tony Kiehl

### ***Rhye's and Fall Team***

Gabriel 'Rhye' Trovato

Oscar 'Elhoim' Velzi

Josiah Adán 'Whitefire' Meyer

Alex 'OzzyKP' Koroknay-Palicz

### ***Ethnically Diverse Units***

Philippe 'C. Roland' Côté-Léger

Ilia 'White Rabbit' Draznin

Kenneth 'Impaler' Ferland

Michael 'AlazkanAssassin' Hall

Derek 'Kael' Paxton

Alexander 'Alexander01' Strub

Oscar 'Elhoim' Velzi

Stephan 'seZereth' Weiß

Martin 'Ploerperengel' Zutz

Danthrax

### ***Play Session Testers***

Aaron 'Zhenon' Riel

Aaron 'Zhenon' Riel

Alex 'OzzyKP' Koroknay-Palicz

Alexander 'Alexander01' Strub

Andrej 'player1' Damjanovic

Andrew 'ainwood' Inwood

Andrew Johnson

Anthony 'Dominae' Petryk

Ben Sarsgard

Blake Walsh

Dale

Daniel 'El Mariachi' Pereira

Daniel 'Zaldar' Cole

Daniels 'Solver' Umanovskis

danthrax

Dave 'Hexagonian' Sobotka

David 'DaveMcW' McWilliams

DeyReepher

Eli 'Loki' Markham

Eystein 'Willburn' Hansen

Frank Moore

Gabriele 'Rhye' Trovato

Gloria 'Nolan' Carson

Gogf

Henning 'Pfeffersack' Assfalg

Ilia 'White Rabbit' Draznin

Jeffrey 'Atlas' Ringhausen

Joe 'Snoopy369' Matise

Jon 'CanuckSoldier' Ryder

Kael

Kai 'ColdFever' Fiebach

Kelly 'Yin' McLaughlin

Kevin 'Krill' Rill

Kristian 'KriFos' Foshaug

Marcus 'Aussie\_Lurker' Hicks

Mark 'MookieNJ' Swiss

Martin 'Ploerperengel' Zutz

Michael 'AlazkanAssassin' Hall

Nicholas 'Abyss' Karl

Niilo 'vorshlumpf' Van Steinburg

Oscar 'Elhoim' Velzi

Peter 'Gythaar' Pettersen

Peter 'Maniac' Steenbeke

Philippe 'C. Roland' Côté-Léger

Phillipp 'Cham' Goetze

Radek 'vondrack' Vondracek

Randy 'Nikis-Knight' Miller

Rob Cheng

Robert 'CyberShy' Plomp

Scott 'DeathtoALL' Forehan

SeZereth

Sirian

Speaker

Stephan 'seZereth' Weiß

Tatu 'proviisori' Lajunen

Viktor 'Gramphos' Griph

Whitefire

Wouter 'Locutus' Snijders

## ***Scaleform Team***

Brendan Iribe

Michael Antonov

Sven Dixon

David Cook

Andrew Reisse

### ***Special Thanks***

To the supportive members of Frankenstein for all their help!!

Civ Fanatics and Apolyton!!

The Civ4 Community

All of our Loving and Understanding

Families and Friends!!

## ***2K Publishing***

### ***President***

Christoph Hartmann

C.O.O.

David Ismailer

### ***VP Product Development***

Greg Gobbi

### ***Development Manager***

Jon Payne

### ***Technical Director***

Tim Perry

### ***Associate Producer***

Jason Bergman

### ***VP Marketing***

Sarah Anderson

### ***Director of Marketing***

Tom Bass

### ***Senior Product Manager***

Matt Kassin

### ***Marketing Coordinator/***

### ***Community Manager***

Eric Monacelli

### ***Senior Production Manager***

Jack Scalici

### ***Production Manager***

Lydia Jenner

### ***Director of Public Relations***

Marcelyn Ditter

### ***Art Director,***

### ***Creative Services***

Lesley Zinn

### ***Web Manager***

Gabe Abarcar

*Web Designer*

John Kauderer

*Director of Operations*

Dorian Rehfield

*VP Sales & Licensing*

Steve Glickstein

*Strategic Sales and Licensing Manager*

Paul Crockett

*Media Specialist*

Larry Stephens

*Quality Assurance Director*

Lawrence Durham

*Standards Lead*

Michael Greening

*Standards Senior*

Paul Diaz

*Standards Team*

Matt Newhouse

Michael Melody

Cory Bernhardt

Eric Lane

George Soluk

Andrew Garrett

*Lead Tester*

Michael Chang

*Senior Tester*

Tristan Clark

Jason Wilson

*Quality Assurance Team*

Chelsy Berry

Larry Bolden

Jon Bunch

Ian Clark

John Dickerson

Griffin Funk

Chris Gutierrez

Willie Hein

Twan Intarathuch

Kevan Killion

Eugene Kim

Chris Lehmann

Karen McOscar

Mike Mercer

Sean Miller

Matt Mullen

Chalermchai Plianpho

Jeremy Ranzinger

Cash Russell

Dane Smith

Kevin Tuber

Justin Waller

Shawn Watson

*QA Asset Coordinator*

David Barksdale

## **2K International**

*General Manager*

Neil Ralley

*International Marketing Director*

Matthias Wehner

*International PR Director*

Markus Wilding

*International Product Manager*

Ben Wyer-Roberts

*International PR Manager*

Karl Unterholzner

*Licensing Director*

Claire Roberts

*International Marketing Assistant*

Sam Woodward

## **2K International Product Development**

*International Producer*

Sajjad Majid

*Localisation Manager*

Scott Morrow

*Development Team*

Daniel Baillie

Denby Grace

Matthew Seymour

Mark Ward

*External Localisation Teams*

Around The Word

Effective Media GmbH

Synthesis International Srl

Synthesis Iberia

## **2K International Quality Assurance**

*QA Manager*

Chris Rowley

*Functionality Supervisor*

Domenic Giannone

*Localisation Supervisor*

Iain Willows

*Mastering Engineer*

Wayne Boyce

*QA Technicians - Functionality*

Alex Cox

Michael Bunning

Denver Cockell

Arsenio Formoso

Natalie Holkham

Rob Jenkins

Russell Keawpanna

Steve Manners

Ian Moore

Sebastian Belton

*Localisation Project Lead*

Sebastian Frank

*QA Technicians - Localisation*

Nicolas Adam

Marco Angiuoni

Alessandro Cilano

Adele Dalena

Terryll Garrison

Alessandro Gatti

Beatriz Gonzalez

Pauline Martyn

Didier Pruvot

Hugo Sieiro

Santiago Garcia

Joségui Miñana

*Design Team*

James Crocker

James Quinlan

Tom Baker

## **Take Two Publishing Team**

Adrian Lawton

Andreas Traxler

Anja Wagner

Barbara Ruocco

Ben Seccombe

Cristiana Colombo

Fabio Gusmaroli

Federico Clonfero

Isabelle Jacober

James Ellingford

Jo Upton

Jochen Färber

Jochen Till

Jose Antonio Muñoz-

Calero Fernandez

Leigh Harris

Magda Bona

Maikel van Dijk

Monica Puricelli

Nasko Pejza

Nguyen Doan

Nico Grupp

Nicole Mucubitsi

Olivier Troit

Raquel Garcia Gonzalez

Rob Bartholomew

Rob Donald

Sandra Melero

Sarah Seaby

Serhad Koro

Warner Guinée

*Special Thanks*

Marc Berman

Bob Blau

David Boutry

Alice Chuang

Scott DeFreitas

David Edwards

Dan Einzig

David Gershik

Paul Kim

Jenn Kolbe

Xenia Mul

Drew Smith

Take-Two Sales

Natalya Wilson

James Pacquing

David Perry

Elizabeth Tobey

# LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS AND CONDITIONS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL(S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE PACKAGING, INSTALLING, AND/OR USING THE SOFTWARE, YOU HEREBY ACCEPT ALL OF THE PROVISIONS OF THIS LICENSE WITH 2K GAMES, A WHOLLY-OWNED SUBSIDIARY OF TAKE-TWO INTERACTIVE SOFTWARE, INC. ("LICENSOR").

**LICENSE.** Subject to your compliance with all of the terms and conditions of this Agreement, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license (without any rights of sublicense) to use one copy of the Software for your personal use on a single home computer or portable computing device. The Software is being licensed to you and you hereby acknowledge that no title or ownership right or interest in or to the Software (or in any related materials furnished with the Software) is being transferred or assigned to you, and this Agreement shall not be construed as a sale of the Software or of any rights or interests in or with respect to the Software. All rights not specifically granted to you under this Agreement are expressly reserved by LICENSOR and, as applicable, its respective licensors, including, but not limited to, BioWare Corp., the developer of the Software.

**OWNERSHIP.** LICENSOR and its respective licensors (including, but not limited to BioWare Corp.) retain all rights, title and interests in and to the Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, moral rights and other proprietary rights of every kind and nature. The Software is protected by United States copyright law and applicable copyright laws and treaties throughout the world. The Software contains certain materials that have been licensed from third parties, and such persons and entities are entitled to protect their rights and interests in and to such materials in the event of a breach or default of any of the provisions of this Agreement. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without LICENSOR's prior written consent; provided, however, you may make one (1) copy of the Software for backup archival purposes only in support of your personal use of the Software hereunder. Any persons copying, reproducing, sublicensing or otherwise distributing all or any portion of the Software in any manner or medium, will be willfully violating applicable copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations in the U.S. are subject to penalties of up to \$100,000 per violation.

**LICENSE CONDITIONS.** You agree and covenant not to:

- (a) Commercially exploit the Software;
- (b) Distribute, lease, license, sell, rent, sublicense, or otherwise transfer or assign this Software, or any copies of this Software, without LICENSOR's prior written consent;
- (c) Make copies of the Software or any part thereof, except for back up archival purposes (as set forth above);
- (d) Except as specifically required for the authorized use or operation of the Software (as referenced in the documentation materials for the Software) install and/or use the Software (or permit others to do same) on a network, for on-line use, or on more than one computer, computer terminal, workstation or other computing device at the same time;
- (e) Copy or load the Software onto a hard drive (or other storage device) for more than one computer simultaneously or otherwise configure such storage device so that it provides the opportunity for you and any other individual(s) to use the Software at more than one computing device;
- (f) Use or copy the Software at a computer gaming center or any other location-based entertainment site;
- (g) Reverse engineer, decompile, disassemble or otherwise attempt to discover or derive any of the source code or structural framework of the Software, in whole or in part;
- (h) Create any derivative work based upon or otherwise derived from the Software (or any portion thereof), nor alter, translate, port, convert or otherwise modify any portion of the underlying computer code and/or audiovisual works of or concerning the Software other than as expressly permitted in the Section entitled "The Software Utilities", below;
- (i) Remove or modify any copyright, trademark or other proprietary notices or labels contained on or displayed within the Software; and
- (j) Transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

## THE SOFTWARE UTILITIES.

If the Software contains a level editor or other similar type tools or utilities (collectively, the "Software Utilities") that permit you to construct or customize new game levels and other related game elements in connection with your personal use of the Software ("Customized Game Materials") then the use of the Software Utilities is subject to the following additional terms, conditions and restrictions:

- (a) All Customized Game Materials created by you are and shall be exclusively owned by LICENSOR (and its respective licensors, as applicable) and you hereby transfer, assign and convey to LICENSOR all rights, title and interests in and to the Customized Game Materials and LICENSOR (and its licensors, as applicable) may use any and all Customized Game Materials for any purpose whatsoever, including, without limitation, for purposes of advertising and promoting the Software;
- (b) You must not use or permit third parties to use the Software Utilities and the Customized Game Materials created by you for any commercial purposes, including, but not limited to, distributing, leasing, licensing, renting, selling, or otherwise exploiting, transferring or assigning the ownership of any of the Customized Game Materials;
- (c) Customized Game Materials must be distributed alone and solely for free, and must not contain a usable copy of the Software;
- (d) Customized Game Materials shall not contain modifications to any of the Software's executable files except for such limited files as are specifically required to be modified in order to create any such expressly authorized Customized Game Materials;
- (e) Customized Game Materials are authorized to be created only if the Customized Game Materials will be used exclusively in combination with the commercially released retail version of the Software;
- (f) Customized Game Materials must not contain libelous, defamatory or other illegal material, or material that is scandalous or offensive, or that invades the rights of privacy or publicity of any third party, or that violates or infringes any trademarks, copyright or other intellectual property right of any third parties; and
- (g) All Customized Game Materials must contain proper credits for the author(s) of the Customized Game Materials and must indicate that LICENSOR is not the author of the Customized Game Materials, and must indicate that "THIS MATERIAL IS NOT MADE, GUARANTEED OR SUPPORTED BY 2K GAMES (THE PUBLISHER OF THE SOFTWARE) OR BIOWARE CORP. (THE DEVELOPER OF THE SOFTWARE) OR ANY OF THE AFFILIATES OF SUCH ENTITIES."

**LIMITED WARRANTY:** LICENSOR warrants to you (but only if you are the initial and original licensee of the Software) that the original storage medium within which the Software is encoded will be free from defects in material and workmanship under normal use and service for 90 days from the date on which you received the Software (as evidenced by your receipt). If for any reason you find a defect in the storage medium during the warranty period, and provided LICENSOR is able to replicate and verify that such defective condition exists, LICENSOR agrees to replace, free of charge, any storage medium (including the Software contained therein) discovered to be defective within the warranty period as long as the Software is then-currently in LICENSOR's inventory or scheduled to be manufactured by or for LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect, or any other cause unrelated to defective materials or workmanship. Any implied warranties prescribed by statute and that are not effectively disclaimed hereunder are expressly limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any implied warranties of merchantability, fitness for a particular purpose or non-infringement, and LICENSOR expressly disclaims all other warranties with respect to the Software and any services furnished in connection with this Agreement, and no other representations or warranties of any kind shall be binding on LICENSOR. LICENSOR shall not be liable for any loss or damage as a consequence of or arising out of the interruption or loss of use of the Software or any other items or services provided by LICENSOR hereunder.

When returning any defective media that contains the Software in accordance with the limited warranty set forth above, please only send the defective media to LICENSOR's address as specified below and please include the following: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you attempted to install and run the Software.

IN NO EVENT WILL LICENSOR OR BIOWARE CORP BE LIABLE FOR ANY INCIDENTAL, CONSEQUENTIAL, SPECIAL AND/OR PUNITIVE DAMAGES RESULTING FROM POSSESSION, USE OR INABILITY TO USE, OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF EITHER PARTY HAS BEEN WARNED OR BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSS OR DAMAGES. TO THE FULLEST EXTENT PERMITTED BY APPLICABLE LAW, LICENSOR'S LIABILITY HEREUNDER AND/OR ANY LIABILITY OF BIOWARE CORP. (THE DEVELOPER OF THE SOFTWARE), WHETHER BASED IN CONTRACT, TORT OR OTHERWISE, SHALL BE LIMITED TO AND SHALL NOT EXCEED THE ACTUAL PRICE YOU PAID FOR THE LICENSE TO USE THE SOFTWARE IN ACCORDANCE WITH THE PROVISIONS OF THIS AGREEMENT. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

**TERMINATION:** This Agreement will terminate automatically if you fail to comply with any of its stated terms and conditions. In such event, you must destroy the original and all copies of the Software and all of its component parts. You are similarly entitled to elect to terminate this Agreement by destroying the original Software and all copies of the Software and deleting and permanently purging the Software from any hard drive or other storage medium or computing device on which it has been previously installed.

**U.S. GOVERNMENT RESTRICTED RIGHTS:** The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is the LICENSOR at the location listed below.

**LINKS TO EXTERNAL SITES:** The Software may include links to other websites on the Internet that are owned and/or operated by third parties not under the control of LICENSOR, and/or BioWare Corp. which links are provided by LICENSOR and/or BioWare Corp. for your convenience only and neither LICENSOR nor BioWare Corp provides any warranty of any kind or nature regarding the actions of such third parties or the security of information sent to such third parties while you are using their websites. Under no circumstances shall LICENSOR or BioWare Corp., or any of the affiliates of such entities, or any of their respective officers, directors, partners, shareholders, employees, agents or representatives, have any obligation or be liable in any way or to any extent for the availability of services or products offered, or the content located on or through, any such third party's Web site.

**EQUITABLE REMEDIES.** You hereby agree that if the terms and conditions of this Agreement are not specifically enforced, LICENSOR and/or BioWare Corp will be irreparably damaged, and therefore you agree that LICENSOR and/or BioWare Corp. shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to your breach or default of any of the provisions of this Agreement, in addition to any other remedies available to LICENSOR and/or BIOWARE CORP hereunder or otherwise at law or in equity.

**INDEMNITY:** You agree to indemnify, defend and hold LICENSOR and BioWare Corp., and the affiliates of such entities and their respective officers, directors, partners, shareholders, employees, agents and representatives harmless from and against all claims, liabilities, damages, losses, costs and expenses (including reasonable fees for attorneys and other professionals) resulting or otherwise arising from your acts and omissions to act in connection with your custody or use (or inability to use) or the operation of the Software pursuant to the terms and conditions of this Agreement.

**MISCELLANEOUS:** This Agreement represents the complete understanding and agreement between the parties concerning the subject matter hereof and supersedes all prior and contemporaneous representations and other materials provided by LICENSOR in connection with the Software. This Agreement may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable (consistent with the stated intentions of the parties) and, if incapable of being so reformed, shall be deemed deleted here from, while the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under New York law as such law is applied to agreements between New York residents entered into and to be performed within New York (excluding such laws as specifically relate to choice of law), except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in New York, New York.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING 2K GAMES, A WHOLLY-OWNED SUBSIDIARY OF TAKE-TWO INTERACTIVE SOFTWARE, INC., SAXON HOUSE, 2-4 VICTORIA STREET, WINDSOR, BERKSHIRE, SL4 1EN, UK

## TECHNICAL SUPPORT

Every effort has been made to make our products as compatible with current hardware as possible. However if you are experiencing problems with running of one of our titles you may contact our Technical Support staff in one of several ways:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, we will need to know as much information about your computer and the problem as possible. If you can not provide the information in the check list below, then please contact your computer manufacturers technical support department before contacting Take 2 Interactive, otherwise we will be unable to solve your problem.

The information that we will require is as follows :

### Contact Details

Your name

e-mail address, daytime telephone number or postal address

### System Details

PC Brand Name and model

Processor speed and manufacturer

DVD-ROM Drive speed and manufacturer

Total amount of system RAM

The make and model of your Video Card / 3D Accelerator together with amount of Video RAM

The make and model of your Sound Card

Mouse and driver information

Version of DirectX installed on your system

Please describe the circumstances, including any error messages, of your problem as clearly as possible.

**NOTE : PLEASE DO NOT CONTACT TAKE 2'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS.** They are neither permitted nor qualified to supply such information.

### UNITED KINGDOM TECHNICAL SUPPORT CONTACT

Post :- Take 2 Interactive Technical Support  
Unit A, Sovereign Park  
Brenda Road  
Hartlepool  
TS25 1NN

Telephone :- (0870) 1242222 / calls charged at the UK national rate  
(7 days a week from 8am to 10pm (GMT) excluding bank holidays)

Fax :- (01429) 233677

e-mail :- take2@europesupport.com

Web Site :- [www.take2games.co.uk](http://www.take2games.co.uk)  
[www.2kgames.co.uk](http://www.2kgames.co.uk)

### NETHERLAND / BELGIË

Nederland 0900-2040404 (EUR 0,70ct p/m)

België 0902-88078 (EUR 0,74ct p/m)



#### AUSTRALIA AND NEW ZEALAND CUSTOMERS ONLY TECHNICAL SUPPORT

If you are experiencing problems with the running of one of our titles, you may contact our Technical Support staff in one of several ways:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, please describe the circumstances, including any error messages, of your problem as clearly as possible.

Australia: 1902 262 606 calls charged at \$2.48 +GST per minute (higher from public phones and mobiles)

New Zealand: 0900 54263 call cost \$1.99+GST per minute.

Check with whomever pays the bill before calling

Classical selections in the public domain courtesy of Naxos of America Inc.

John Adams publishers: John Adams masters:  
Boosey and Hawkes Nonesuch Records  
Music Sales West EMI Classics  
Associated Music Publishers Naxos of America Inc.

Portions of this software are included under license. ©2005 Numerical Design, LTD.  
All rights reserved.

Uses Bink Video. Copyright ©1997-2005 by RAD Game Tools, Inc.

Uses Miles Sound System. Copyright ©1991-2005 by RAD Game Tools, Inc.

Portions of this software are included under license: ©2005 Scaleform Corporation. All rights reserved.



Gamebryo

Portions of this software are included under license. ©2005 Numerical Design, LTD.



POWERED BY  
gameSpy

This product contains software technology licensed from GameSpy Industries, Inc. © 1999-2005 GameSpy Industries, Inc. All rights reserved.

Orchestral samples included in this recording from the Vienna Symphonic Library

Main Menu Earth based on Earth Image Blue Marble: Reto Stöckli, NASA Earth Observatory  
Cinematics courtesy of Liquid Development, LLC and Brain Zoo Studios

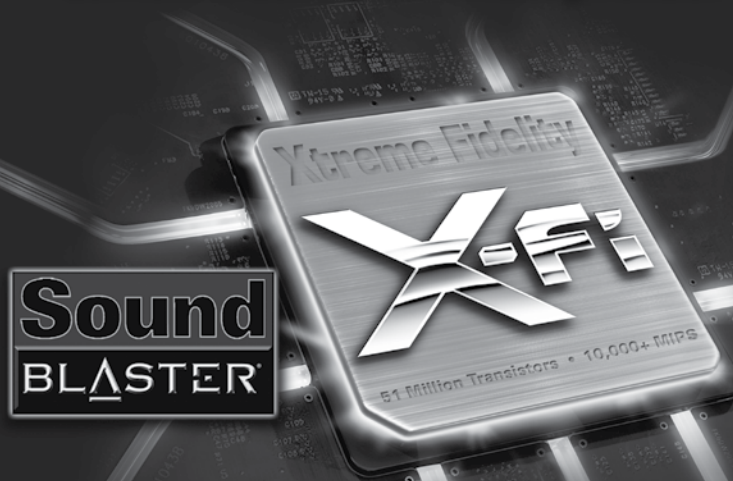
Pen Tools Scripts courtesy of Paul Neale ([www.paulneale.com](http://www.paulneale.com))

Speex Codec © 2002-2003, Jean-Marc Valin/Xiph.Org Foundation

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

- Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
- Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.
- Neither the name of the Xiph.org Foundation nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

# Get up to 40% Faster Gaming Performance and Phenomenal Surround Sound with Headphones.



## Xtreme Fidelity™

### Hear to Believe

Upgrade Your Sound Card To Sound Blaster X-Fi Platinum Fatal1ty Champion Series  
To Enjoy The Fastest, Most Thrilling Gaming Audio Ever!

Check it out at [europe.creative.com/xfi](http://europe.creative.com/xfi) CREATIVE

©2007 Creative Technology Ltd. All other brands are trademarks or registered trademarks of their respective holders.





[BFG Tech]

***The Gamer's Choice!***<sup>TM</sup>

*Graphics Cards • PhysX<sup>™</sup> Cards • Power Supplies • Motherboards • PC Accessories*

**WWW.BFGTECH.COM**



**WIN A BFG8800 GTS**

Visit [www.bfgtech.com/civ4draw.html](http://www.bfgtech.com/civ4draw.html)