# TABLE OF CONTENTS

3

19

1

## Chapter 1

## IN THE BEGINNING

Introduction	
The Civilopedia	6
System Requirements	7
Installation	7
The Tutorial	8
Starting a Game	8
The Civilization IV Web Site	14
Saving and Loading a Game	15

## Chapter 2

## THE BASICS

CALLER YOUNG THE SECOND SECOND	
Introduction	
Civilization IV Turn Structure	
The Interface	
Terrain	
Units	
Combat	
Cities	40
Cultural Borders	
Technology	59
Workers	64
Work Boats	68
Religion	69
Civics	73
Great People	82
Golden Ages	
Wonders	
Diplomacy	
Victory	95

# Chapter 3 ADVANCED RULES

Introduction	
Terrain	
Resources	
Units	
Cities	
Civilisations	144
Difficulty Levels	
The Options Screen	
The Custom Game Screen	154
Multiplayer Games	
Mods	
Afterwords	

## APPENDIX

Reference Charts	
Credits	
Warranty	
Customer Support	

ENGLISH MANUAL CIVPart1.qxd 5/10/05

## <u>Chapter 1</u> IN THE BEGINNING

## INTRODUCTION

Welcome to *Sid Meier's Civilization IV*<sup>\*</sup>, the game in which you match wits against the greatest leaders of all time in a battle of warfare, diplomacy, religion, commerce and technology. If you fail you will be destroyed, your empire just a pathetic and sad footnote in the annals of history. But if you succeed, your glory will live on forever, and you will build a civilisation to stand the test of time!

*Civilization IV* is the latest iteration of *Sid Meier's Civilization*, first released in the early 1990's. From its inception the *Civilization* series has been acknowledged as the first and best world history simulation, lauded for its incredible depth of play and its extraordinary addictive nature.

We believe that *Sid Meier's Civilization IV* lives up to the quality of its predecessors. Herein you'll find greatly-enhanced graphics and sound, new technologies, units and other game elements, improved multiplayer capacity, and increased "moddability" (gamer modifications). We hope you enjoy it!

### NEW PLAYERS: WELCOME TO Civilization IV!

In *Civilization IV*, you start with a tiny group of settlers in the middle of a vast and unexplored world. From these humble beginnings you will build a new city, creating workers to improve the land, scouts to explore the world, settlers to build new cities, and warriors to protect what's yours.

Soon you will meet other civilisations. Some you will coexist with peacefully, trading goods, wealth, and even new advancements in technology. Others you will fight – perhaps to the death!

A game of *Civilization IV* can span the entirety of human history. You begin at the dawn of the Stone Age, your people primitive hunter-gatherers armed with stone weapons and clad in the skins of animals, on the verge of extinction from starvation, animal attack, or from the encroachment of hostile tribes. It's your job to see to it that they prosper and grow: expand their territory, build and mould mighty cities, discover new technologies, found religions, dominate their neighbours, and so forth.

Under your guidance your citizens will learn how to construct tools and weapons of bronze and how to domesticate wild animals. They'll learn how to read and write, how to sail on the oceans, how to harvest metals from beneath the earth. Your cities will begin to expand, filled with barracks, libraries and temples.

Eventually your people will discover the compass, the printing press, and gunpowder. Their railroads will cross the country, while their mighty frigates dominate the world's oceans. Eventually their military will battle with their neighbours not with muskets and cannon, but with rifles, artillery, bombers and battleships - and perhaps someday with tanks, stealth bombers and nukes! By game's end they'll have achieved all of the wonders of the 21st century – and more!

If they survive, that is. And that's up to you.

In fact, pretty much everything is up to you. *Civilization IV* is a game of choices. There are always decisions to be made, ranging from grand strategy to day-to-day city-management. And they're all important. That's one explanation for the game's addictive quality. You are in charge – not the computer. Your civilisation rises or falls according to your wisdom or folly.

It's good to be ruler!

Good luck, and enjoy.

## FANS OF PREVIOUS CIVILIZATION TITLES: WELCOME TO CIVILIZATION IV

We've made a lot of changes in this version of *Civilization*. In addition to the dramatic improvements to the game's audio and graphic components, we have added many cool new technologies, units, buildings and wonders. We have improved and expanded the ways you control your cities and government. We have streamlined or removed many time-consuming elements of the previous games, especially in less enjoyable areas like pollution control and civil disorder.

We have greatly enhanced *Civilization IV*'s multiplayer capacity by adding many new gameplay options and vastly improving game stability and connectivity. We have programmed the game using XML (Extensible Markup Language) and Python (a scripting language), which allows for much easier game modification.

The best way to find out what we've done to improve *Civilization IV* is, of course, to play it. But if you dislike surprises, you can check out the "Comparisons with Previous *Civilization* Games" section of the *Civilization IV* web site, at **www.CivIV.com** 

#### **ABOUT THIS MANUAL**

This manual will tell you everything you need to know in order to enjoy *Civilization IV*. The manual is divided into four sections: In the Beginning, The Basics, Advanced Rules, and Appendices, Charts, and Tables. The section you're reading now, "In the Beginning," introduces the game to you. "The Basics" contains everything you need to know to manage and mould your civilisation during the first millennia or so. "Advanced Rules" contains additional game rules, while the "Appendices and Charts and Tables" contains, well, appendices and charts and tables.

Perhaps the best way to learn how to play *Civilization IV* is to go through the in-game tutorial, read "The Basics," and then start playing. You can check out the "Advanced Rules" section later on, if you find that you need more information. Of course we know that many of you will dive into the game head-first, counting on your native intelligence and gaming experience to guide you, referring to this manual only as a last, desperate resort. Hey, go for it! It's your game, after all. But be warned: the leaders of the other civilisations are tricky – especially at higher difficulties – and they know all the rules.

## THE CIVILOPEDIA

6

The Civilopedia is accessible by pressing [F12] or by clicking the Help icon at the top right of the main screen. The "Civilopedia" is an incredibly helpful in-game resource. It contains much of the information found in this manual, but organised for easy reference. The Civilopedia contains entries on virtually every item and concept in the game, and each entry contains hyperlinks to other related entries, which allows you to quickly navigate to the precise info you're looking for.

## SYSTEM REQUIREMENTS

#### MINIMUM SYSTEM REQUIREMENTS

1.2GHz Intel Pentium 4 or AMD Athlon processor or equivalent

256MB RAM

64 MBVideo Card w/ Hardware T&L (GeForce 2/Radeon 7500 or better) DirectX7 compatible sound card

**CD-ROM** Drive

1.7GB of free hard drive space

DirectX9.0c (included)

#### **RECOMMENDED SYSTEM REQUIREMENTS**

1.8GHz Intel Pentium 4 or AMD Athlon processor or equivalent/better

512 MB RAM

128 MB Video Card w/ DirectX 8 support (pixel and vertex shaders)

DirectX7 compatible sound card

**CD-ROM** Drive

1.7GB of free hard drive space

DirectX9.0c (included)

#### SUPPORTED OPERATING SYSTEMS

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

## **INSTALLATION**

Insert your *Sid Meier's Civilization IV* Disc 1 CD-ROM (or DVD ROM, no disc number) into your drive. On the setup screen, [Click] Express Install for a default installation without further prompting. Advanced users can choose Custom Install to customise the installation path.

## THE TUTORIAL

*Civilization IV* is a big game. To ease the learning curve, we have provided a tutorial to teach you the basics of controlling your empire. We seriously suggest that you check it out, especially if you're new to the world of *Civilization*.

#### WHAT'S IN THE TUTORIAL

The tutorial is designed to teach the novice to play *Civilization IV*. The tutorial describes the interface, explains the basic concepts in the game, and shows you what you need to do to win. You'll learn how to manipulate your forces and your cities, and you'll get some strategy tips as well.

#### HOW TO START THE TUTORIAL

You must first install *Civilization IV* onto your computer as described in the previous section. Once the game is installed, follow the instructions in "Starting a Game" (the next chapter), until you reach the Main Menu. One of the buttons on the Main Menu says, "Tutorial." Click on this button to begin.

## STARTING A GAME

To play *Sid Meier's Civilization IV* you must first install the game on your computer's hard drive. See page 8 for installation instructions. Once *Civilization IV* is installed, you are ready to play.

To begin a game, insert the *Civilization IV* Disc 2 CD or DVD-ROM into your computer's CD-ROM or DVD-ROM drive. Then double-click on the *Civilization IV* icon on your desktop, or navigate to the folder where you installed the game and double-click on the program, which is titled "Civilization4.exe". The game should begin immediately. If it does not do so, see the "Tech Support" section of this manual.

#### THE MAIN MENU

8

Once the opening sequence is complete, you will be at the Main Menu screen. This screen gives you the following options:

**Tutorial:** Click on this button to begin the *Civilization IV* tutorial. See the previous chapter for details on the tutorial.

**Single Player:** Click on this button to begin a standard "solo" game of *Civilization IV* – just you against the computer. Click here also to resume a saved single-player game. Upon clicking here you are taken to the "Single Player Game Menu." See below for details.

**Multiplayer:** Click on this button to begin a "multiplayer" game of *Civilization IV*. In a multiplayer game, you play against one or more human players. You may do so by taking turns at one computer, or against others sharing a LAN (local area network), by email, or over the Internet.

Multiplayer gaming can be incredibly fun. However, it can also be incredibly cutthroat and high-pressure. We recommend that new players play solo against the computer a few times before venturing into multiplayer gaming.

Game experience may change during online play.

Upon clicking on the "Multiplayer" button you are taken to the "Multiplayer Game Menu." See the "Multiplayer Games" section of this manual for details.

Hall of Fame: Takes you to the *Civilization IV* Hall of Fame. Soon your own exploits will be recorded here!

Advanced Menu: Takes you to the "Advanced Menu." See following.

Exit Game: Click here to exit the program and return to your desktop.

#### THE SINGLE PLAYER GAME MENU

You come to this screen when you click on the "Single Player" button on the "Main Menu." This screen contains the following buttons:

**Play Now!:** Click on this to begin a new single player game. Once you do so you will begin the "Game Options" sequence, where you will design the world in which you will play. See "Game Setup," below.

**Load Game:** Click this button to load a previously-saved game of *Civilization IV*. See "Saving and Loading a Game" for details.

**Custom Game:** Click here to "customise" your game. See the section on "Custom Games" in the Advanced section of this manual for details.

**Play a Scenario:** Click here to load a *Civilization IV* scenario. Scenarios are pre-created situations designed to present new and interesting challenges. A scenario might allow you to play on a realistic map of Earth, for example. Or it might show the Mediterranean basin and limit Civilisations, technologies and units to those that actually existed during the period of the Roman Empire.

You can download scenarios from the official *Civilization IV* website or other fan sites. Eventually you may even create your own scenarios and share them online for others to download and enjoy!

**Check for Updates:** This verifies that you are running the most up-to-date version of *Civilization IV* and, if not, downloads and installs available patches. (This requires that you be connected to the Internet.)

9

Go Back: Click on this to return to the Main Menu.

#### THE ADVANCED MENU

You get to this menu from the Main Menu (see above). The Advanced Menu contains the following:

**About this Build:** View version information about the game. This is useful when looking for technical support on *Civilization IV*.

**Load a Mod:** Load a "module" – pre-designed scenario – for *Civilization IV*. See "Modules," page 158, for details.

Options: Go to the Options Menu. (See "Options," page 153.)

**Movies:** Click here to go to the "Movies Menu," where you can view the animated movies to be found in *Civilization IV*.

**Check for Updates:** Click here to find out if any *Civilization IV* updates have been released. (You must be connected to the Internet to use this option.)

**Visit Civilization IV Web Site:** Click here to visit the *Civilization IV* web site, where you'll find a lot of Civ-related news, updates, scenarios, and more. (You must be connected to the Internet to use this option.)

Credits: Click here to roll the credits for this game.

Go Back: Click here to return to the Main Menu.

#### **GAME SETUP**

Once you click on the "Play Now" button on the "Single Player Game Menu" (see above), you begin the process of creating the world your people will inhabit. There are several steps to this process:

#### Select a Map

There are many world templates available to play upon. Each creates a different kind of landscape. The "Continents" template, for instance, creates a world with a number of sizable continents, not unlike the planet we occupy. Pangaea, on the other hand, creates a world with a single, massive continent surrounded by endless water. (Note: While each template generates specific types of worlds when chosen, each individual world created will be different from game to game.)

When you click on a template, an image of a sample world will appear on the screen next to the menu. This does not display the actual world that you will be playing on, of course.

#### WORLD TYPES

10

Worlds may be of one of the following types:

"Terra" Worlds are very similar in layout to Earth.

"Continental" Worlds are multiple landmasses separated by oceans.

"Archipelago" Worlds consist of many small areas of land completely isolated by the surrounding oceans.

"Pangaea" Worlds contain one giant landmass.

"Ice Age" creates a world in which every civilisation involved must make the best use of its available resources in slightly rough terrain.

"Oasis" Worlds include a vast desert dotted by oases and surrounded by jungle.

"Lake" Worlds consist of one large landmass containing many lakes.

#### WORLD SIZE

After you have selected a map-type, you next choose the size world on which you will play. World sizes run from "Duel" to "Huge."

The size of the world will have important effects on the game. For one thing, it limits the number of civilisations that will be in the world. A "Duel"-sized world can hold up to three civilisations, for example, while a "Standard" can hold eight, and a "Huge" world a whopping twelve civilisations.

As a general rule, the larger the world, the longer the game will take to complete. Civilisations will be larger and thus take more effort to conquer. A larger world generally means that there are more units and cities in play, and this means that each turn will take longer to complete. It may be fun to conquer a huge world, but it may also be a big time commitment.

We recommend that for your first few games you stick with "Standard"-sized maps or smaller.

Once you have selected a world size, click "OK" to proceed. Or click "Go Back" to return to the "Select a Map" screen.

#### CLIMATE

The world's climate affects the type of "terrain" in the game. There are five different climates to choose from:

**Temperate:** The world will have about the same climate as our world does. There will be a mixture of plains, forest, desert, jungle and tundra. This is a good climate to start with.

**Tropical:** The world will be warmer than our world. It will have more jungles and less tundra.

Arid: The world will be quite dry. It will have few rivers and lakes and more deserts.

**Rocky:** The world will be covered with lots of hills and mountains, rich in metal resources but perhaps poor in good places to plant crops.

**Cold:** The world will be cold, perhaps having recently emerged from an Ice Age. There will be more ice and tundra and fewer deserts and jungles.

Once you have selected a climate, click "OK" to proceed. Or click "Go Back" to return to the "World Size" screen.

#### SEA LEVEL

There are three possible sea levels to choose from. A "Low" sea level indicates that the world will have larger continents and smaller oceans. "Average" indicates that the ocean to continent ratio will be comparable to our world. A "High" level means that you are creating a world with larger oceans and smaller land masses.

Once you have selected a sea level, click "OK" to proceed, or click "Go Back" to return to the "Climate" screen.

#### DIFFICULTY

The difficulty level you choose has a number of subtle but important effects on play. We'll discuss this more in the "Advanced" section of the manual; for now suffice it to say that at easier difficulties you build cities and units faster and the AI civilisations builds them slower, while at higher difficulties you build them slower and the AIs faster.

**Important:** The game gives you useful play tips at "Settler" difficulty – the easiest level. You should consider playing at this difficulty for your first several games.

Once you have chosen a difficulty level, click "OK" to proceed, or "Go Back" to return to the "Sea Level" screen.

#### GAME SPEED

12

The "Game Speed" determines how many turns it takes to construct units, buildings and wonders, how many it takes to research technologies, build "improvements" and so forth. These settings let you experience the full epic sweep of time inherent in Civ while allowing you to customise the game based on how much time you have available and other preferences. Game Speed DOES NOT have any effect upon the amount of time you have to complete a turn – you always have as much time as you want in a single-player game.

There are three game speeds to choose from:

Epic: It takes a longer number of turns to construct, research, and improve.

**Normal:** It takes an average number of turns to construct, research, and improve. (We recommend this for your first several games.)

Quick: It takes fewer turns to construct, research, and improve.

Once you have chosen a game speed, click "OK" to proceed, or "Go Back" to return to the "Difficulty" screen.

#### **CIVILIZATION AND LEADER**

On this screen you pick the civilisation you want to play. Or you can pick "Random" and let the Fates decide. Some civilisations have more than one leader to pick from: if you choose a civilisation with multiple leaders you'll then need to choose which leader you want to portray.

There are eighteen civilisations and 26 leaders to choose from. Each civilisation has its own unique unit and each leader has two specialties allowing him or her to excel in certain areas within the game. These are described in the "Advanced" section of the manual. You should definitely check them out at some point, but for your first few games you might just want to pick civilisations and leaders that you find particularly cool.

Once you have chosen a civilisation and leader, click "OK" to launch the game. Or click "Go Back" to return to the "Game Speed" screen.

## THE Civilization IV WEB SITE

#### WHERE TO FIND IT

www.CivIV.com

14

#### WHAT IT OFFERS

The *Civilization IV* website is a valuable resource for detailed game features and tips, information on the various civilisations in the game, developer blogs, community details and much more. The website also serves as a central destination for the most popular Mod and scenarios available for you to download, opening up the world of *Civilization* beyond the box. Also check the website for the latest news, patches and information about future *Civilization* products.

## SAVING AND LOADING A GAME

It's easy to save and load games in *Civilization IV*. You can do so at any point during the game.

## SAVING A GAME

To save a game, get rid of any menus that are waiting for a response from you (the "City Build" menu, for instance) and then hit [Ctrl-S]. This will bring up the "Save Game" screen. (Alternatively, hit [Esc] and then click on "Save Game.")



#### Save Game Screen

Press [OK] to save the game in the default location with the default name. You can rename the save if you wish: to do so simply type in the new name. You can also save the file in a different location; use the navigation box on the left-hand side of the Save Game screen to navigate to the place where you want to save the file. Once at the correct location, click [OK] to save the game. The game will be saved and you will return to the Main screen.

## LOADING A GAME At the Start of the Game

Click "Load Game" rather than "Play Now" during the game-creation sequence (see "Starting a Game" on page 8). This will bring up the "Load Game" screen.

## During Play

Once again, get rid of any menus waiting for a response from you, and then type [Ctrl-L]. (Alternatively, hit [Esc] and then click on "Load Game.") This will bring up the "Load Game" screen.



#### Load Game Screen

16

Once on the Load Game screen, click on the name of the game you wish to load and then click [OK]. Or, if you saved the game in a different location, navigate to the correct folder, click on the game, and then click [OK]. The game will load and you'll resume play at the point where you saved the game.



## SPECIAL SAVES

#### Auto-Save

The program automatically saves the game every four turns. To load an auto-saved game, bring up the "Load Game" screen and then use the navigation box to open the appropriate "auto" folder (see box). Once you're in the correct folder, click on the name of the game you want to load, and then click [OK].

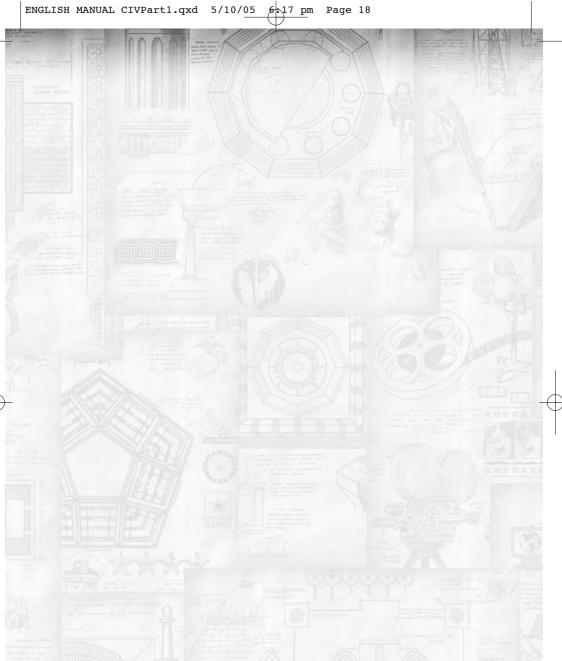
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#### Quick Save

One other save/load option is available to you: "Quick Save," which is particularly useful when you're in a hurry. Type [Shift-F5] to "Quick Save" your game. The game will be automatically saved without requiring further input from you. Only one game can be quick-saved at a time: a future quick-save will overwrite the current one.

17

Type [Shift-F8] to load the quick-saved game.



18

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