Chapter 2

THE BASICS

INTRODUCTION

This section of the manual provides an overview of *Sid Meier's Civilization IV*. This is all you need to get started; look this section over and then start playing. Then check out the "Advanced Rules" section if you're seeking more in-depth info.

Don't forget about the in-game online "Civilopedia," either! That is loaded with lots of very useful info. See page 6 for more details on the Civilopedia.

CIVILIZATION IV TURN STRUCTURE

OVERVIEW

Civilization IV can be played in several different turn formats. The standard single-player game is "turn based" (see below), while multiplayer games can be played in one of two ways.

TURN BASED GAMES

A solo game of *Civilization IV* is "turn based:" you take your turn – move your units, conduct diplomacy, build and manage your cities, and so forth – then each of your opponents take their turns, then you take another turn, and so on until somebody wins. (In other words, you play it just like chess or Risk.) You can take as long as you want to complete your turn.

Multiplayer games can be played this way, as well. However in a multiplayer game you can use a "Turn Timer" to limit the amount of time each player has to make his move. (See the advanced section on "Multiplayer Games," page 156, for more information.)
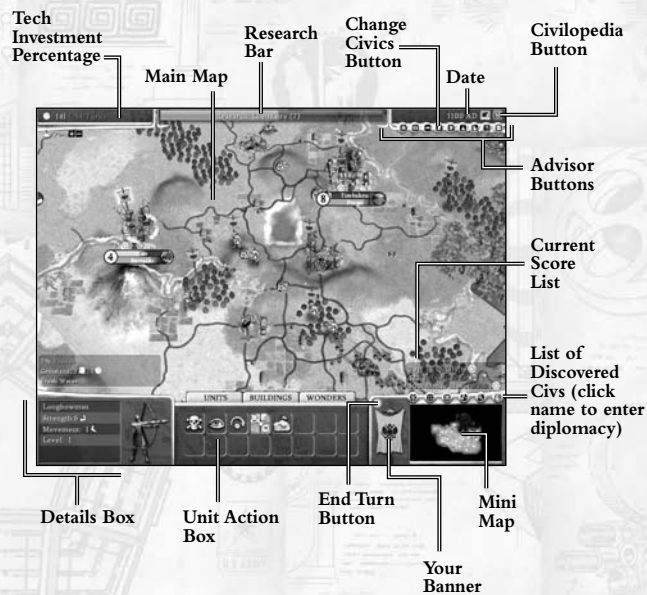
SIMULTANEOUS TURNS GAMES

During a simultaneous turn game (available only during multiplayer games), you and your opponents take your turns simultaneously. Everybody moves units, manipulates cities, conducts diplomacy and so forth at the same time. When everybody's done everything they want to do, the turn ends and another begins. You can use a "Turn Timer" when playing simultaneous games, as well.

THE INTERFACE

OVERVIEW

In *Civilization IV*, we have strived to create an interface that is attractive and easy to use. We have followed standard gaming conventions – right-click to move a unit, action icons for active units, and so forth – where possible, hopefully making the game easy for experienced gamers to pick up, but we have also been willing to break conventions when necessary.

Tech Investment Percentage

Research Bar

Change Civics Button

Civilopedia Button

Main Map

Date

Advisor Buttons

Current Score List

List of Discovered Civs (click name to enter diplomacy)

Details Box

Unit Action Box

End Turn Button

Mini Map

Your Banner

THE MAIN SCREEN

During a game of *Civilization IV*, you will spend most of your time on the Main Screen. It is here that you move your units, build cities and improvements, launch attacks against your neighbours, and so forth. The Main Screen has the following elements:

Main Map

This is where the action takes place. The Main Map displays all of your "Known World" – therein you can see your cities, terrain, improvements, resources and units, and all neutral/foreign lands that are "visible" to you.

NAVIGATING THE MAIN MAP

There are a number of ways that you can change your point of view on the Main Map:

Zoom In and Zoom Out: Use your mouse wheel or press [PageUp] and [PageDown] to zoom in and out on the Main Map.

Scroll: Move your cursor to the edge of the screen to scroll the Main Map in that direction.

Re-Centre: Click on a space on the Main Map to centre the Main Map on that space.

Change Viewing Angle: Press [Crtl-left arrow] and [Ctrl-right arrow] to change your viewing angle by 45 degrees.

Auto-Centre Upon Unit Activation: When a unit becomes "active" during your turn the Main Map automatically centres upon that unit.

Manually Centre Upon Active Unit: press [c] to centre on the current active unit (sometimes necessary after scrolling around during your turn).

Mini Map: Click on a space on the Mini Map to centre the Main Map's view on that space.

Show Titles   **Yields Display**   **Resource Display**

Ping   **Bare Map**   **Scores Display**
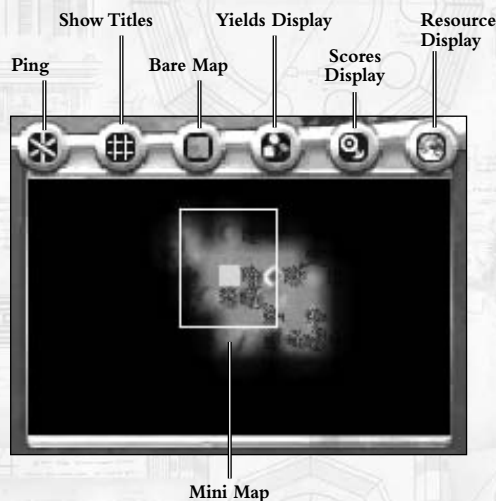
Mini Map

Mini Map

The Mini-Map is a much smaller representation of the world. As described above, you can re-centre the Main Map by clicking on a location in the Mini Map.

BUTTONS ATOP THE MINI-MAP

There are a number of buttons along the top edge of the Mini Map; these allow you to manipulate what is displayed on the Main Map. These buttons "toggle" – click once to turn on a display, click again to turn it off.

Ping: This function is useful only during multiplayer games. It allows you to mark a location on the map that is visible only to players on your team. (See the section on Multiplayer Games for more details.)

Show Tiles: This places a visible grid atop the tiles on the Main Map.

Bare Map: This hides all units on the Main Map.

Yields Display: This displays the commerce, food and production "yields" of each tile.

Resource Display: This highlights all "resources" on the Main Map.

Scores Display: This hides/reveals the scores display which is atop the Mini Map.

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End Turn Button

Click on this button to end your current turn.

Unit Action Box

When a unit is "active," this displays its available "action icons" (see "Units," page 32). Roll your cursor over an action icon to learn more about it; click on an icon to order the unit to perform the action.

Details Box

The "Details Box" displays information about the currently active unit.

Tech Investment Percentage

This displays how much of your civilisation's income is presently invested in researching new technologies. Click on the "+" (plus) symbol to raise that percentage; click on the "-" (minus) symbol to lower that percentage.

Culture Investment Percentage (Not Visible)

The Culture Investment Percentage appears when you learn the "Drama" technology. It allows you to dedicate income to culture, as the Tech Investment Percentage button (above) allows you to invest in research. Note that the two investments cannot exceed 100% – if you're investing 70% of your income in technology, you can invest a maximum of 30% in culture. Each 10% invested in culture will add one "happy face" to your cities.

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Research Bar

The Research Bar shows what technology you are currently researching and how many turns until research is completed. [Left-click] on the bar to open the available research list and then right-click on an icon to open the "Technology Tree." (See "Technology" on page 59.)

Date

This shows the current turn date. Note that the amount of time that passes each turn changes over the course of the game. Early turns consume as many as 40 years, while later turns consume five years or fewer.

Civilopedia Button

Click on this button to access the online "Civilopedia" (see the "Civilopedia" section of this manual on page 6).

Advisor Buttons

These buttons allow you to access the various advisor and information screens which help you manage your growing empire:

Domestic Advisor

Financial Advisor

Civics

Foreign Advisor

Military Advisor

Technology Advisor

Religion Advisor

Victory Conditions

Info Screen

Current Score List

This list shows the names and scores of all leaders currently known to you. Click on a name to open diplomatic discussions (or declare war) with that leader.

THE KEYBOARD

The keyboard contains a number of "shortcut keys" which allow you to perform various functions at the stroke of a button (or buttons). If your keyboard is equipped with a number pad, even better. The number pad controls unit movement, among other things. See the "Shortcut Keys" diagram for a list of all keyboard controls and shortcuts.

Conventions

KEYBOARD

This *Sid Meier's Civilization IV* manual uses the following conventions to indicate keystrokes:

[s] or [S]	press "s"
[Shift-S]	press "Shift" and "S" buttons simultaneously
[Ctrl + t]	press the "Control" button and "t" simultaneously.
[Num 5]	press the "5" on the keyboard's number pad.
[Num Ins]	press the Insert (or "0") key on the number pad.

MOUSE

This manual uses the following conventions to indicate mouse actions:

[Rollover]	move your cursor atop the indicated item on the game screen.
[Left-Click]	place your cursor on the indicated spot and press and then release your left mouse button.
[Right-Click]	place your cursor on the indicated spot and press and then release your right mouse button.
[Drag Left-Click]	place your cursor at the indicated spot and press and hold the left mouse button. While pressing the button, drag the cursor to the appropriate location.
[Double Left-Click]	place cursor at the indicated spot and then press/release your left mouse button twice.

THE MOUSE

Sid Meier's Civilization IV plays best when you use a combination of keystrokes and mouse-clicks to control the game. We highly recommend that you use a mouse with two buttons and a scrolling wheel when playing.

THE CIVILOPEDIA

As described earlier in the manual, *Sid Meier's Civilization IV* contains an online database called the "Civilopedia." This contains a lot of useful information about the game. To reach the Civilopedia, [Left-Click] on the "?" (question-mark) icon on the Main Screen, or press [C].

TERRAIN

OVERVIEW

In *Civilization IV*, the world is made up of land and sea "tiles" (also known as "squares" or "plots"). Press the "Toggle Show Tiles" button atop the Mini Map (see page 23) to make this clearer. Each square has a number of classifications, including height, terrain type, features, resources, and bordering. Thus you might have a jungle square atop a hill adjacent to a river with the ivory (elephant) resource, or a simple grassland square, or anything in-between.

These elements help determine the usefulness of the square as a place to build a city, as well as how easy or difficult it is to move through the square. And a square's terrain may have important effects on any combat taking place there.

[Rollover] a square to see what kind it is: info about that square will appear above the "Unit Info" box.

LAND OR SEA

All squares are either land or sea squares. Sea units cannot enter land spaces (except for coastal cities), and land units cannot enter sea squares, unless they are carried aboard "transport vessels" (see page 114). Some air units can enter both land and sea squares. (See "Air Units" on page 118.)

TERRAIN CHARACTERISTICS

Each square has a number of characteristics:

Movement Point (mp) Cost: This determines how quickly units can move in that square. A square's mp cost will be 1, 2, or Imp (impassable).

Defensive Bonus: These are combat bonuses many units receive when they are attacked while in a space. Terrain defensive bonuses run from 0 to 75%.

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Productivity: Productivity determines how useful a space is to a city built on or near to that space. A space's productivity is measured in three separate categories, each of which will have a value of 0 to 3.

- **Commerce:** How much wealth the space provides.
- **Productivity:** How much raw materials (used to create buildings and units) the space provides.
- **Food:** How much food the space provides.

Commerce   Food   Productivity

Health: How much "health" a city will receive if it is built on that space. A space may have a health rating of 0 (normal) or +2 (adjacent to fresh water).

Resources: A space may provide a special "resource" such as rice, spices, or iron. Note that you may need knowledge of special technologies to utilize (or even see!) certain resources.

(See "Resources" below for more details on resources.)

PEAKS

Peaks are tall mountains. Peaks are impassable: units cannot move into peaks, and cities cannot draw production from them.

RIVERS

Rivers run alongside land squares, not in them. Crossing a river negates the movement benefit of roads until the discovery of "Construction" (see "Roads," page 64). Rivers also reduce an attacker's combat strength when the target is on the other side of the river. Rivers improve adjacent squares' health and commerce as well. Finally, rivers can be used as part of your "trade network" (see page 64).

SEA SQUARES

There are two different kinds of sea squares: ocean and coast. Some naval units must stay in coastal squares and cannot enter ocean squares, while other units can move freely through both. Land units cannot enter sea squares – ocean or coast.

RESOURCES

The land and sea are filled with various "resources" that can aid in a civilisation's growth and development. During a game, you will want to build your cities near to resources so that they can take advantage of the resources' bonuses. In order for a civilisation to utilise

a resource, a "worker" must build an improvement on it – for instance, the gold resource requires construction of a mine. A city will get the benefits of an improved resource if that resource is within the city's "city radius." If not, the improved resource must be connected to the city by a "transport network" of roads, rivers and coastlines for that city to gain its benefits.

Some resources are visible at the start of a game, while others won't become visible until your civilisation has mastered the appropriate technology. The iron resource, for instance, isn't visible until your civilisation has learned the "Ironworking" technology.

See "Advanced Resources" for a full list of resources.

TERRAIN EFFECTS

Terrain effects are more fully described in the "Advanced Terrain" portion of this manual. However, the easiest way to learn about terrain is to [Rollover] your cursor on various spaces on the Main Map.

UNITS

OVERVIEW

In *Civilization IV*, the term "unit" refers to anything that can move around the map. There are a number of different types of units in play – military units, workers, settlers, missionaries and so forth – with military units forming the bulk of them. At the start of the game, you'll probably have two units: a settler and a warrior or scout.

UNIT CATEGORIES, STATISTICS AND ABILITIES

In *Civilization IV*, units are divided into several categories. These include "melee units," "mounted units," "air units," and the like. In addition, all units have two basic statistics (or "stats"): movement speed and combat strength. Many units have one or more special abilities, as well. You can find out a unit's classification, stats and abilities by [Rolling Over] the unit or by checking it out in the Civilopedia.

UNIT CATEGORIES

Units are grouped into 11 different categories. During the early part of the game you are likely to run into the first seven. The categories are:

Civilian (Non-Combat) Units: settlers, workers, work boats, etc.

Recon Units: scouts, explorers, etc.

Archery Units: archers, longbowmen, crossbowmen, etc.

Mounted Units: chariots, horsemen, war elephants, etc.

Melee Units: warriors, axemen, spearmen, swordsmen, etc.

Siege Weapons: Catapults, cannon, etc.

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Naval Units: Work boats, galleys, caravels, ironclads, carriers, etc.

Gunpowder Units: Musketmen, riflemen, infantry, etc.

Armoured Units: Tanks, panzers, modern armour.

Air Units: Fighters, bombers, etc.

Helicopter Units: Gunships.

MOVEMENT SPEED

A unit's movement speed determines how quickly the unit can move around the map. Movement speeds range from 1 to 8 (though early units most often have movements of 1 or 2).

Air units have special rules governing their movement. See the "Air Units" section (page 118) for details.

COMBAT STRENGTH

A unit's combat strength determines how tough the unit is when fighting an enemy unit. Early unit combat strengths range from 1 to 6, while modern units have strengths of up to 40.

Some units have combat strengths of 0, which indicates that the unit cannot fight or has special rules governing its combat. See later sections for more details.

UNIT ABILITIES

As discussed above, many units have special abilities in addition to movement and combat. Military units most often have combat-related abilities – bonuses when attacking specific kinds of units or when defending in specific terrain, for instance. Once again, check the unit's entry in the Civilopedia or [roll over] a unit to see its special abilities.

EARLY UNIT CATEGORIES, STATS AND ABILITIES

Following are the units you are most likely to possess and/or run into during the early turns in a game:

WARRIOR
Melee Unit, Strength 2, Movement 1

Special Abilities: None.

ARCHER
Archery Unit, Strength 3, Movement 1

Special Abilities:

    1 First Strike: When attacked, the archer has a chance to damage the attacker before the attacker can do any damage. This is negated if the other combatant has first strike as well.

+50% City Defence: When attacked while in a city, the archer's current strength is increased by 50%. A fully healthy archer's base defensive strength in a city would be 4.5.

+25% Hills Defence: When attacked while atop a hill, the archer's current strength is increased by 25%.

SPEARMAN

Melee Unit, Strength 4, Movement 1

Special Abilities:

+100% versus Mounted Units: When in battle against mounted units (horsemen, chariots, elephants, etc.), the Spearman's current base strength is doubled from 4 to 8.

AXEMAN

Melee Unit, Strength 5, Movement 1

Special Abilities:

+50% versus Melee Units: When in battle against melee units (warriors, spearmen, axemen, and so forth), the axeman's strength is increased by half.

CHARIOT

Mounted Unit, Strength 4, Movement 2

Special Abilities:

20% Chance of Withdrawing from Attack: When a chariot makes an unsuccessful attack, there's a 20% chance that it will cease the attack before it is destroyed.

Doesn't Receive Defensive Bonuses: Receives no bonuses for defending in good defensive terrain or in cities. Cannot "fortify" (see below).

SCOUT
Recon Unit, Strength 1, Movement 2

Special Abilities:

Better Results from Tribal Villages: Scouts will not rouse "angry villagers" when they enter tribal villages (see below).

+100% versus Animals: Scouts' combat strength is doubled when fighting animals.

Can Only Defend: Scouts cannot attack other units.

SETTLER
Civilian Unit, Strength 0, Movement 2

Special Abilities:

Can Build a City: This unit can build a new city. See "Building Cities," page 45, for details.

WORKER
Civilian Unit, Strength 0, Movement 2

Special Abilities:

Can Build Improvements: This unit can build farms, mines, roads, and so forth. See "Workers," page 71, for details.

WORK BOAT
Civilian Naval Unit, Strength 0, Movement 2

Special Abilities:

Can Build Sea Improvements: This unit can build fishing boats, whaling boats, offshore platforms. See "Work Boats," page 68, for details.

ACTIVATING UNITS

A unit must be "active" to do anything. An active unit is indicated by a blinking cursor at the unit's feet. During your turn, the computer will activate each unit one by one, until all of your units have been given orders. However, the computer will not activate units that are "fortified," "asleep," or in the middle of carrying out previous orders – such as "explore," "heal," or "go to." See below for descriptions of these and other orders. Once a unit has used up all of its movement points it can do nothing else during that turn.

You can also activate any unit by clicking on it, even if that unit is in the middle of carrying out other orders. If one unit is active, you can click on another and it will become active; you can then return to the previously-activated unit later.

MOVING YOUR UNITS

During play you'll spend a lot of time moving your units around the map. You'll send units out to explore the unknown world; you'll send military units off to conquer enemy cities; you'll send out settlers to build cities and claim more terrain for your civilisation, and you'll use your workers to improve the land around your new cities.

Where You Can Move Your Units

Your land units can move onto any land space (except for peaks). Land units cannot move into coastal and ocean squares (see "Terrain," page 27).

Note to Veteran Players: Unlike prior Civilization games, you may move onto the same space as a unit from another civilisation without declaring war. When you do so a popup will appear asking if you want to attack the other unit or just move peacefully into the space. (If you're at war with the unit's civ already, you automatically attack the unit when you move into its space.)

How to Move Your Units

To move a unit you must make sure that it is "active" (see above) and it cannot have used up all of its movement points that turn. You can move an active unit with your mouse or your keyboard.

MOVING A UNIT WITH YOUR MOUSE

[Right-Click] on the space that you want the active unit to move to. The unit will figure out the fastest route to that space and then proceed on its way. If the unit reaches the target space and still has movement points remaining, it will remain active and await further orders.

If the unit cannot reach the target space in one turn, it will go as far as it can. During subsequent turns it will continue to move on its own until it reaches the target. If the unit cannot find a path to its target space, it will cease movement and await further orders. You can also interrupt a unit's journey by activating the unit and giving it new orders.
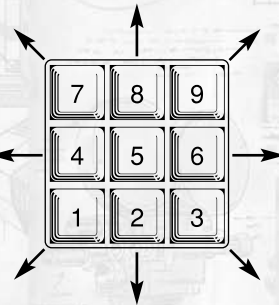
MOVING A UNIT WITH YOUR KEYBOARD

You can direct an active unit's movement with the keyboard. The number pad is pre-configured to move units: see the diagram. You can only move a unit one space at a time with the keyboard.

Cultural Borders and Movement

When civilisations construct cities (see below), they gain control of the areas surrounding the cities. The bigger and more cultured the city, the larger area it dominates. Land under a civ's domination is said to be within its "cultural borders."

A unit cannot cross another civ's cultural borders unless the civs have the "Open Borders" diplomatic agreement (see page 93). Otherwise, such movement is an act of war. If you order a unit to cross a cultural border, a pop up will appear asking if you want to declare war on that civ. If you say "no," your movement orders are cancelled. If a unit occupies a space that becomes part of another civ's cultural borders, the unit will be displaced to the closest friendly or neutral space – unless the two civs are at war or have the Open Borders agreement.

If you're at war with another civilisation, your units will not get the movement benefits of that civilisation's road (and later, rail) network. If you have an Open Borders agreement with the other civ, your units will be able to use that civ's road/rail net.

UNIT ACTIONS

In addition to moving and attacking, many units can perform special "actions" during their turn. If an active unit is eligible to perform special actions, "action icons" appear in the "Unit Action Box" on the Main Screen.

[Rollover] an action icon to see what it does. Below is a list of the military unit actions you're likely to run into in the early stages of the game. (Worker and Settler actions appear in later sections.)

Flashing Action Icons

If an action icon is flashing, the computer is telling you that action is particularly useful. For example, the "fortify" action will flash if an archer is in an empty city. (But remember that the computer doesn't know about your strategic situation – that archer may very well be more needed elsewhere.)

Early Unit Action List

Remember that not all units can perform all of the listed actions. If a unit can perform an action, that action will appear in the "Action Box" on the Main Screen.

Delete the Unit: Remove the unit from play.

Go To Mode: Order the unit to move to a square.

All Units Go To: Order all units in the square to move to a square.

All Units of the Same Type Go To: Order all units of the same type in the square to move to a square.

Explore: Order the unit to explore unexplored portions of the map. The unit will stop exploring when it can no longer reach any unexplored spaces.

Skip Turn: Order the unit to do nothing for the remainder of the current turn.

Fortify: The unit "digs in" to better resist attack. The unit gains a 5% defensive bonus per turn, to a maximum bonus of 25%. The unit will remain fortified until you give it new orders. (Some units – notably mounted units – cannot fortify.)

Sleep: The unit goes inactive. It remains where it is until you activate it. This action is used by units that are ineligible for the "fortify" action.

Sentry: The unit remains inactive until an enemy unit enters an adjacent square.

Pillage: The unit destroys an improvement in the space it occupies. If there is more than one improvement in the space, the unit will destroy the most valuable. (In other words it would take two actions to destroy both a farm and a road in a space.)

Promotions: If a unit has earned a promotion, icons for all available promotions will appear in the unit's action box. See "Promotions" for more details.

Fortify/Sleep Until Healed: An injured unit will fortify or sleep until it has regained all of its combat strength; then it will reactivate.

UNIT MAINTENANCE COSTS

Depending upon the size of your civilisation and the civics you are employing, you may have to pay "maintenance costs" each turn to support some or all of your units. If you are running low on cash you may want to disband units to reduce this cost. Check out the "Financial Advisor" screen ([click] on the button on the Main Screen or press [F2]) to see how much your units are costing you.

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COMBAT

There are several different kinds of combat in *Civilization IV*: standard combat, bombardment, and bombing. Bombing will not occur very early in the game; for now we'll concentrate on standard combat and bombardment.

Standard combat occurs when a unit attempts to enter a space occupied by a hostile unit. When this occurs the computer compares the combat strengths of the two opponents (modified as appropriate for terrain and special abilities) and generates a result. If the defender is victorious, the attacker is destroyed and the defender remains where it was. If the attacker is victorious the defender is destroyed and if the space is now vacant of hostile units the attacker moves into it. Certain special abilities may allow for different outcomes; we'll discuss these later.

HOSTILE UNITS

Units are considered "hostile" if their two civilisations are at war with each other. Otherwise, the units are neutral, and can occupy the same space without combat. Barbarian and animal units are always hostile to everybody.

HOW TO ATTACK

To attack another unit, order one of your units to enter its space. If that unit is hostile, combat will ensue immediately. If that unit is neutral, the program asks if you want to attack the unit or move peacefully into its space. If you choose to attack, you declare war on the unit's civilisation and fighting begins.

Note that some special rules come into effect if you are attacking a space containing more than one defending unit (see below).

Most Units Can Make Only One Attack per Turn

In general, units can make only one attack, per turn, even if the unit has movement points left after the first attack. The "Blitz" promotion (see page 126) allows a unit to make more than one attack in a single turn.

A unit can defend against any number of attacks in the same turn, as long as it survives.

DETERMINING THE ODDS

Basically, if an attacker and defender have the same (modified) combat strength at the start of a battle, each has an equal chance of winning the combat. If one unit has double the strength of the other, it has a 2-1 chance of obtaining victory. And so on.

However, as discussed, a variety of things might modify a unit's strength during a combat. Here are some of the most important:

INJURY

When a unit takes damage in battle, its combat strength is reduced until that unit "heals" (see below).

FORTIFICATION

Some units can "fortify" – build temporary defences such as trenches or light walls. A fortified unit gains a defensive bonus of 5% per turn it remains motionless, to a maximum bonus of 25%. A unit loses this bonus if it attacks or moves from its square.

FORT

If a unit occupies a space in which a worker has built the "fort" improvement, it gains a defensive bonus of 25%.

DEFENSIVE TERRAIN

Many units gain bonuses when they are attacked while occupying certain kinds of terrain. Melee, archer and recon units get a defensive bonus of 50% when defending in forest or jungle, for instance, while mounted and siege units do not.

CITY DEFENCES

Units defending inside cities may get defensive bonuses for a city's fortifications or for its "cultural defensive bonus" (see "Cities," page 40).

UNIT TYPE BONUSES

Some units receive bonuses when fighting specific unit types. For example, spearmen units receive a hefty +100% bonus when facing mounted units.

PROMOTIONS

A unit may have received one or more "promotions" (see below) which give it combat bonuses.

MULTIPLE UNIT COMBAT

If a unit is attacking a space containing more than one defender, the computer figures out which defending unit has the best odds of defeating the attacker, and then those two units fight it out.

Multiple Unit Combat Results

If the attacker loses the combat, that unit is destroyed as usual. If the attacker wins, the defender is destroyed. However, the attacker cannot occupy the defender's space if other combat units still survive there. All defenders must be destroyed before the attacker can occupy the space.

SPECIAL UNITS

Certain units have special rules governing their combat.

Catapults – Bombards and Barrages

Catapults are "siege weapons." Catapults have the special "bombard" attack which they can employ against enemy cities. In a bombardment, the catapult attacks the enemy's defensive works, decreasing their effectiveness by 10% or more (the amount depending on the unit's promotions). Bombardment attacks are always successful. A catapult cannot bombard an enemy city once its defences have been reduced to zero. Bombardment never affects units inside the city.

Catapults can also engage in melee combat like other military units. Catapults have a special "barrage" ability, allowing them to damage more then one unit during an attack (if multiple units are in the defending space). Catapults can receive promotions allowing them to increase the collateral damage of their attacks.

Settlers and Workers in Combat

If an attacker moves into a space containing a worker, the worker is captured. If the attacker moves into a space containing a settler, the settler turns into a worker and is captured.

Invisible Units

Some units such as spies are invisible. They cannot be harmed in combat, even if an enemy unit moves into their space.

Air or Naval Units in Cities

If a ground unit attacks a city, any naval or air units in that city do not take part in the combat. If the city is captured, the naval and air units are destroyed.

Mounted Unit Withdrawal

Mounted units have a special "withdraw" ability which comes into play when a mounted unit attacks a non-mounted unit. If the mounted unit is losing the battle and is about to be destroyed, that unit has a small chance to "withdraw" from the unsuccessful battle, stopping the fight before it is destroyed. Note that mounted units can withdraw only when attacking: they cannot withdraw when defending.

COMBAT INJURIES

A unit which survives combat may have sustained "injuries" which temporarily lower the unit's combat strength. The unit's strength remains lowered until the unit "heals" the damage.

Recovering from Injuries

If an injured unit doesn't move during a turn, it will heal a certain portion of the damage it has sustained. If a unit stays still long enough, it will eventually return to full strength.

The "Heal" Order

If you give an injured unit the "heal" order, the unit will fortify (or sleep) and remain where it is until it is fully healed. You can give the heal order by clicking on the action icon, or by typing [h] on the keyboard.

Recovery Speed

Units heal fastest when they are inside their cultural borders. The healing process is slowed somewhat if the unit is in neutral lands, and it is slowed even more if the unit occupies enemy territory.

MEDIC PROMOTIONS

Units who have received the "Medic" promotion heal 10% faster, as do other friendly units occupying the same space. (The more advanced "Medic II" promotion extends this benefit to units in adjacent spaces.)

PROMOTIONS

When a unit has gained a certain amount of experience in battle, it becomes eligible for "promotion." Promotions give the unit special abilities, making the unit stronger, faster, or better in some other way. Some promotions are available only to certain unit types; some require that the unit possess other promotions before they are available.

There's no limit to the number of promotions a unit can receive.

EXPERIENCE POINTS

When a unit wins a battle, it gains one or more "experience points" (xps). A unit may begin the game with xps if it is constructed in a city containing a barracks, and certain "civics" (see page 73) will give new units xps as well. When the unit has accrued enough xps, it is eligible for promotion.

A unit receives the first promotion when it has 2 xps. The second requires 5 xps, the third 10, the fourth 17, and so on.

The Details Box displays how many xps the currently-active unit has, and how many are needed for the next promotion.

COMBAT EXPERIENCE POINTS

The amount of xps you get for winning a battle depends upon whether you're attacking or defending and the relative strengths of the units involved. A unit gets twice as many xps for attacking as it does when defending. Further, if you defeat a stronger opponent you get more xps than you do for defeating a weaker opponent.

Note that units get NO xps for defeating non-combat units (like settlers and workers).

XP LIMITS WHEN FIGHTING BARBARIANS AND ANIMALS

Animals: A unit with five or more xps gets NO additional xps for defeating animals. A unit with four or fewer xps does get xps for defeating animals.

Barbarians: A unit with 10 or more xps gets NO additional xps for defeating barbarians. A unit with nine or fewer xps does get xps for defeating barbarians.

NON-COMBAT EXPERIENCE POINTS

The following are cumulative.

Barracks: Units start with 2 xps if constructed in cities with barracks.

Vassalage Civic: Units start with 2 xps if constructed by civilisations using the "Vassalage" legal civic.

Theocracy: Units start with 2 xps if constructed in a city with the state religion while the civilisation is employing the "Theocracy" civic.

PICKING THE PROMOTION

When your unit is eligible for a promotion, the available promotions appear in the unit's action buttons. Click on a button to acquire that promotion.

PROMOTIONS LIST

See page 136 for a complete list of promotions available to units.

CITIES

Cities are vital to your civilisation's success. They allow you to build units, buildings and wonders. They allow you to gain wealth and research new technologies. They allow you to dominate terrain. Cities are fairly complex entities, and a good deal of your time will be spent on their maintenance and management. You cannot win without powerful, well-situated cities.

BUILDING CITIES

Cities are built by settler units. If the settler is in a place where a city can be built (see next), the "build city" action will appear in the settler's action box. Simply click on the action button and the settler will disappear, to be replaced by the new city. The program suggests a name for this city, or you can give it any name you want. (Once built, city names cannot be changed.)

WHERE TO BUILD CITIES

A city's ultimate success or failure will depend greatly upon where it is constructed. Determining the best site is complex, and must take into account the availability of food, production, commerce and resources, your transportation network, and the proximity to friendly cities as well as to potential enemies. Though cities are usually sited to expand

one's borders and to take the best advantage of local resources, a city may also be built for purely geopolitical reasons – to obstruct another civilisation's expansion, for instance.

Where You Can't Build Cities

Cities cannot be constructed within two spaces of another city. Cities cannot be constructed in impassable spaces. Cities cannot be built in another civilisation's territory.

Tips for Finding Good City Sites

Consider building cities in the following locations:

• Near resources.

• On or near rivers.

• On coastlines, especially on the mouths of rivers or near ocean resources.

• Near a variety of terrain types, including hills and grassland.

• About 4 to 5 spaces away from your existing cities. This allows each city to access all spaces within their "city radius" (see below) with little or no overlap.

• To obstruct other civilisations. Other civilisations' units cannot pass through your territory without your permission. It's often extremely useful to build cities to block their expansion.

YOUR CAPITAL CITY

The first city you construct becomes your civilisation's "capital" and the heart of your nation. The government of your nation is here, residing in the "Palace," a special building that is built automatically when the capital city appears.

Corruption: The "Distance Penalty"

City governments tend towards corruption, and the problem grows worse the farther the city is from the capital city. This effect is called the "distance penalty" and it reduces a city's commerce. Cities built near to the capital city suffer little from corruption, while distant cities suffer greatly.

COUNTERING CORRUPTION

The distance penalty can be countered in a number of fashions. The "National Property" civic removes the distance penalty entirely. The "courthouse" building decreases corruption in the city where it is built. The Versailles and Forbidden Palace wonders cause their cities to become additional centres of government, greatly decreasing corruption in themselves and surrounding cities.

Trade

International trade routes are traced from your capital city to the other civ's capital city. If that path is blocked, the two civs cannot engage in trade. Further, your resources must be connected via trade route to your capital to be able to be traded with other civs. Likewise, your cities gain the benefit of resources acquired from trade only if they are connected to the capital.

Changing Your Capital

You can move your capital from the original city to another by building a Palace in the new city. Upon completion, the original Palace disappears and the new city becomes your nation's capital.

Losing Your Capital

If your capital city is captured or destroyed, another city in your civilisation is assigned as your capital and provided with a Palace.

CAPTURING CITIES

You can capture barbarian cities or cities belonging to civilisations that you are at war with. To do so you must enter the city with a military unit; this usually involves destroying the enemy units defending the city. When you capture an enemy city you have the option of destroying the city or installing a new governor. If you choose to destroy the city, it and everything it contains is done away with. If you choose to install a new governor, the captured city will usually go through several turns of "resistance" (see following) before joining your civilisation. If the captured city has a population size of 1 or has no cultural value, you will automatically destroy the city.

Resistance

After you capture a city, it may be a while before its citizens recognize their good fortune in having gained such a wise and benevolent leader as yourself. In the meantime, they may "resist" your rule. Further, cities under great cultural pressure may go into resistance before revolting and "flipping" to another civilisation's control (see "Cultural Borders," page 57).

Note that your cities are more likely to flip if their religion is different from your state religion and the same as the state religion of the civilisation putting pressure on them.

Effects of Resistance

No Production, Commerce or Food: If a city is in resistance, its population refuses to work. Thus the city produces no food, production, or commerce for the duration of the resistance.

No Cultural Radius: The city has no "cultural radius" (see page 55).

No Cultural Defensive Bonus: The city receives no defensive bonus for size or culture (see "City Defences," page 43).

Duration of Resistance

The duration of a city's resistance is based upon the city's similarity or dissimilarity to your civilisation. If you recapture one of your own cities shortly after it was taken from you, you'll see little or no resistance. A foreign city that has been under a lot of cultural pressure from your civilisation will tend to spend less time in resistance, as will a city that shares your civilisation's religion. A large, established foreign city with a lot of culture and a different religion will resist longer.

You cannot do much to shorten the duration of resistance once it is in progress. However once the resistance ends you can lessen the chances of the city returning to that state by passing your state religion to that city and building temples and such, and by raising the city's culture and reducing any outside cultural pressure on that city. It is also a good idea to have one or two units garrisoning a city in resistance.

A "Great Artist" (see "Great People," page 82) can instantly end resistance in a city by creating a Great Work in it – but be warned that this will consume the Artist.
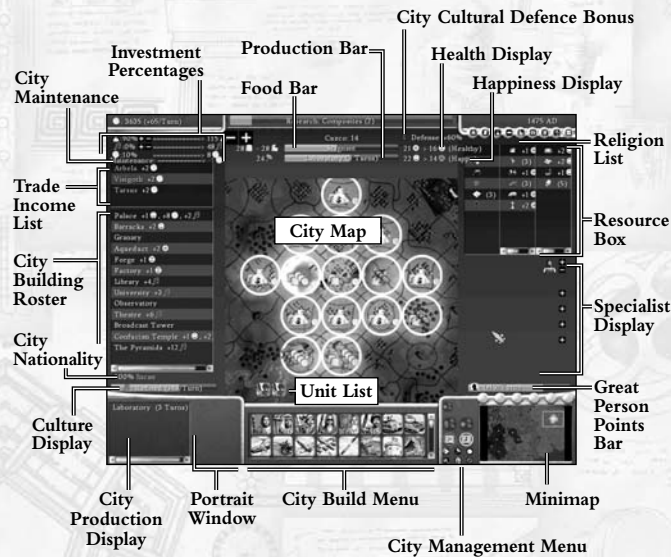
CITY DEFENCES

Cities are defended from capture by the units inside them. Archer units get a defensive bonus (see page 135) when defending inside cities; this makes them particularly good choices for early garrisons. You can construct a number of buildings to enhance a city's defence: walls and castles, for example.

A city with a high "cultural value" (see page 45) will give a defensive bonus to the units defending the city. However, the physical and cultural defensive bonuses are NOT cumulative: the units receive whichever of the two bonuses is higher.

Note: Modern military units – musketmen and later – get no benefit from man-made defences (walls and castles). They do get cultural defensive bonuses, however.

THE CITY SCREEN

To get to a city's city screen, double-click on the city on the Main Map. The city screen contains a number of important elements to aid you in managing the city. It looks quite complicated at first, but you can ignore a whole lot of it in your early games (see "Early City Management," below).

City Cultural Defence Bonus

Investment Percentages

Production Bar

Health Display

City Maintenance

Food Bar

Happiness Display

Religion List

Trade Income List

City Map

Resource Box

City Building Roster

City Nationality

Specialist Display

Culture Display

Unit List

Great Person Points Bar

City Production Display

City Build Menu

Minimap

Portrait Window

City Management Menu

UNIT LIST

The unit list displays all of the units that currently occupy the city. You can activate a unit by clicking on its icon in this list.

CITY PRODUCTION DISPLAY

The city production display tells you what is currently being produced in the city and the number of turns until completion.

CITY BUILD MENU

The city build menu lists all of the military units and buildings that can be constructed there. You can change a city's current production by clicking on an item in the list. Buildings that appear greyed out have been "unlocked" but cannot currently be built. [Rollover] the grey button to get popup help about why that building cannot be constructed at this time.

CITY MANAGEMENT MENU

The city management menu has a variety of functions. It allows you to "hurry" city production (if you have the appropriate civics). It allows you to "automate" your city's production (see page 138 for details). It allows you to tell your city to emphasize food, production, commerce, research, the creation of great people, or force the governor to avoid growth in that city.

The City Management Menu is discussed in detail in the "Advanced Cities" section of the manual.

CULTURE DISPLAY

The culture display shows you how many "culture points" your city is generating. It also tells you what your city's current cultural "rank" is. The ranks are poor, fledgling, developing, refined, dominant, and legendary. See "Culture Points" below.

CITY BUILDING ROSTER

The city building roster displays what buildings you have constructed in your city. The roster also displays how much culture, happiness, gold, production, and other assets the buildings provide. [Rollover] a building to get more info on it.

CITY CULTURAL DEFENCE BONUS

This displays the cultural defence bonus your units get from the city.

CITY NATIONALITY

This displays the nationality breakdown of the city: what percentage of the population is your nationality, and what percentage represents other nationalities. Cities with high foreign nationalities are more likely to revolt and "flip" to that nationality, and they suffer greater "war weariness" unhappiness if you go to war against that nationality.

CITY MAINTENANCE

This displays the city's current "maintenance" cost to your civilisation.

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RELIGION LIST

This tells you what religions are present in the city, and what percentage of the population worships each.

FOOD BAR

This shows you how much food your city currently has in storage, and how long until the city's population expands.

PRODUCTION BAR

This shows you how much production your city currently has in storage, and how long until the city completes its current project.

HEALTH AND HAPPINESS DISPLAYS

These displays show you how "healthy" and "happy" your city is. (see page 136).

TRADE INCOME LIST

This displays any cities that this city is regularly trading with, and the income the city is getting from that trade.

SPECIALIST DISPLAY

This shows you if any of your population has been assigned to be a "specialist" and how many specialist slots are still open. See below.

RESOURCE BOX

The resource box displays what resources your city has access to – including local, national, and trade-based resources.

THE CITY MAP

In the centre of the city screen is the "city map." It displays your city in the centre and the "city radius" – the area around your city that your city's population can work. (See below for more details on the city radius.) The map shows which of the squares are currently being worked – these are indicated by circles around the square.

The city automatically assigns its population to work squares that provide it a balanced supply of commerce, food and production. You can change a city's priorities in a number of ways; see "Advanced Cities" for details.

The City Screen "Lite"

You can access a simplified version of the city screen by clicking on the city's name on the Main Screen, rather than on the city itself. This is an important distinction: double-click on the city itself to reach the City Screen; click on the city's name to reach the "Lite" City Screen.

CITY MANAGEMENT

As said above, cities are somewhat complex entities in *Sid Meier's Civilization IV*. However, they're also heavily automated, and to a large degree they'll govern themselves. For the first few games all you really need to think about is what the city will build and how to protect the city and connect it to your other cities.

Once you have a few games under your belt you might want to check out "Advanced Cities" to learn how all of the buttons, levers and dials work. In the meantime, here are a few things that affect the success of your city. If you have questions, check the Civilopedia or the "Advanced City Rules" section.

City Growth and Starvation

The "Food Bar" on the Main Screen (as well as on the City Screen) tells you if your city is growing, stagnant, or declining.

A city survives on the food it gathers from the surrounding countryside. If the city takes in more food than it is using, the city's population will grow. If the city takes in less food than it needs, the city's population will decline. Your workers can increase a city's food supply by "improving" the land around the city with farms and by clearing forests and jungles.

City Commerce

Each of your cities generates a certain amount of "commerce" each turn. The base amount is determined by the land surrounding the city: e.g., gold mines generate a lot of commerce, as do squares bordering rivers, while desert squares produce no commerce.

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This base amount is modified by a large number of factors, including your civilisation's civics, whether or not the city is located on a coast, and so forth.

Your civilisation's income is the sum of all commerce generated by your cities plus commerce generated through trade with other civilisations, minus your expenses and losses from corruption (see "Corruption," page 41).

You expend your income in a variety of ways: to support military units, to hurry production of units (under certain civics), to purchase items from other civilisations and so forth, and a large portion of your income is spent on technology research. You can see how all of your money is being spent by opening the "Financial Advisor" screen [F2].

INCREASING CITY INCOME

There are several things you can do to increase a city's income. Your workers can build improvements such as "cottages" and "mines" around the city. They can also connect your cities with roads to produce trade routes and increase commerce. You can construct income-generating (or expense-reducing) buildings like Courthouses, Markets and Harbours in the cities. If there are unhappy citizens in the city, you can build temples and such to get them happy and back to work. And a variety of Wonders improve a city's income, as well. Check 'em out.

In addition, to improve your civilisation's overall cashflow, you can change "civics," some of which can have great effects on your commerce. You can also reduce the amount of income you spend on technology research by clicking on the [-] minus symbol of the "Technology Research Percentage" button on the Main Screen.

For further information on this subject, see "Advanced Cities."

City Health

The City Health/Happiness Display on the City Screen tells you how healthy your city is. Further, if a city is unhealthy, an "Unhealthy City" icon (see diagram) will appear next to the city's name on the Main Screen.

A city can be healthy or unhealthy. In general, the larger a city is, the more unhealthy it is. Cities sited near jungles or floodplains tend to be unhealthier than ones surrounded by grasslands. Cities near to rivers or freshwater lakes are healthier than ones that aren't. Cities with factories are less healthy than cities without them, and so on.

A city's poor health has a number of detrimental effects. Most importantly, an unhealthy city requires more food to sustain its population, and cities that are too unhealthy may begin to starve. You can improve a city's health by clearing jungles, producing certain buildings, and by accessing more kinds of food resources.

City Happiness

The City Health/Happiness Display on the City Screen tells you how happy your city is. Further, if a city is unhappy, an "Unhappy City" icon (see diagram) will appear next to the city's name on the Main Screen. Unhappiness is caused by a number of factors, including overpopulation and war.

If a city's inhabitants are unhappy, some of them will refuse to work. These slackers continue to consume food, however, but they bring in no food, production, or commerce.

You can increase a city's happiness by constructing certain buildings – temples and coliseums, to name two. Various resources will increase a city's happiness, as will certain civics.

WE LOVE THE KING!

If a city is especially well-run, your happy people may reward you with a "We Love the King" celebration.

REQUIREMENTS

We Love the King occurs randomly to eligible cities. In order to be eligible, the city must meet the following criteria:

• The city's population must be greater than 7.

• The city must have no angry citizens.

• The city must not be losing any food because of unhealthiness (see "Advanced Cities" for details on city health).

EFFECTS

A city that loves the king pays no maintenance costs that turn, which can be a significant financial boost to your empire.

Specialists

When your city has grown a bit in size, you might want to consider creating one or more "specialists" in that city. Specialists are created by taking a population point of the city and assigning that population to a specific job: priest, engineer, artist, and so forth. Each of these specialists provides a specific bonus to the city; in addition, specialists allow the city to generate those incredibly useful "Great People" (see page 82). The more specialists a city has, the faster that city will generate a great person.

WHEN YOU CAN APPLY A SPECIALIST

A fresh new city doesn't have the population or facilities to support a specialist. Each specialist removes one population point from the workforce: thus, if your city has a size of 1 and you create a specialist, no one will be working the fields and the city will starve. As the city reaches medium size, you may be able to assign a specialist without starving your city, and once a city becomes large enough, it will have excess population who can be turned into specialists without much ill effect on the city's intake of food, commerce or production.

In addition, the city must have a certain level of infrastructure to support specialists. You cannot create a priest in a city that has no religious buildings, for example, or a scientist in a city without libraries, universities and so forth. These and other buildings will support one or more associated specialists. In addition, certain wonders allow the creation of specialists, as do certain civics. See the Civilopedia for more details.

SPECIALIST TYPES

Artist: +1 Research, +4 Culture, +3 Great Person Birth Rate
Artists increase the odds of a city generating a Great Artist.

Engineer: +2 Production, +3 Great Person Birth Rate
Engineers increase the odds of a city generating a Great Engineer.

Merchant: +3 Gold, +3 Great Person Birth Rate
Merchants increase the odds of a city generating a Great Merchant.

Priest: +1 Production, +1 Gold, +3 Great Person Birth Rate
Priests increase the odds of a city generating a Great Prophet.

Scientist: +3 Research, +3 Great Person Birth Rate
Scientists increase the odds of a city generating a Great Scientist.

Citizen: +1 Production
The citizen is the "default" specialist. If your city has more population than it needs to work the lands, all excess population is put into this category. If you create another kind of specialist, the city will use a citizen if available, rather than a population point working the fields.

ASIGNING A SPECIALIST

If you are eligible to create a specialist in a city, a small "+" (plus sign) will appear next to the specialists you are able to create. Click on the plus sign to assign a citizen or population point to that specialty. You can remove a specialist by clicking on the "-" (minus sign) next to the specialist.

Note that some wonders automatically create specialists in cities. You cannot remove those specialists from their assigned tasks. Certain civics and wonders also grant free specialists in all of your cities; you can choose to make them whatever specialists you like, but you cannot turn them back into population.

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City Symbols

One or more icons may appear next to a city's name on the Main Map. Here's what they mean:

Some citizens in the city are unhappy.

The city is unhealthy

The city is connected to the capital by a trade route.

Buddhism is practiced here.

Christianity is practiced here.

Confucianism is practiced here.

Hinduism is practiced here.

Islam is practiced here.

Judaism is practiced here.

Taoism is practiced here.

The city is in revolt. (The number tells for how many turns it will remain in revolt.)

This city produces the most research points for your civ.

This city produces the most wealth for your civ.

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This city produces the most production for your civ.

This city has a "centre of government" in it, either the Palace, Forbidden Palace national wonder or the Versailles world wonder.

CONSTRUCTING UNITS AND BUILDINGS IN A CITY

When you first build a city, the "City Build" menu appears on the screen. This menu displays all of the buildings and units that this city can produce at this moment in time. Each entry is followed by a number in parentheses; this number tells you how many turns the unit or building will take to produce. The computer may "recommend" one or two units or buildings it thinks might be useful at this time. It also tells you why it is recommending that unit – to improve your "military," "economy," etc. You do not have to follow the computer's recommendations of course. Just click on the entry you want the city to build and it will start production. You can [Rollover] the selection to see hints on what they do.

If you click on the "Examine City" button, that city's "City Screen" will open up. The City Build menu is at the bottom-centre of the City Screen; click on an item there to begin construction.
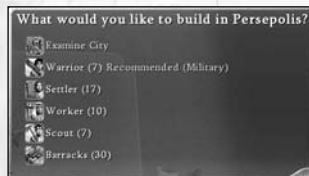
Changing Construction Orders

If you want a city to temporarily halt production on one item and begin production on another, go to that city's City Screen and click on the new item in the City Build menu. Production on the new item will begin immediately; once the new item is completed the city will resume production on the earlier item. If you realized you made a mistake and never want to return to construction of the first item, click on its name where it appears in the bottom-left corner of the city screen to remove it from the building queue.

Completing Construction

Once your city has completed construction, the city's City Build menu will appear again, asking you what the city should construct next.

Constructing Workers and Settlers

When a city is constructing workers and settlers, the city's excess food is consumed, as well as the city's production. Thus cities building workers and settlers will not grow in population until the units are complete.

What would you like to build in Persepolis?
Examine City
Warrior (7) Recommended (Military)
Settler (17)
Worker (10)
Scout (7)
Barracks (30)

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EARLY BUILDINGS AND UNITS

The units and buildings you construct should reflect your objectives. Your specific objectives will vary from game to game and over time during a game, but the "Early Objectives" list is a good place to start.

Build a Warrior

The "Early Objectives" list suggests that the very first thing you need to do is protect your city. To do this you need to build a military unit to garrison your new city – otherwise the city will be captured by the first barbarian or enemy unit that finds it. Generally, at the start of the game the warrior unit is the only one available to you. Build it right away; once it's complete, "fortify" the unit right in the city.

Build a Unit to Explore

You need to see what's out there. After you've built your warrior, you should build another unit that will go out and take a look around. You might want to build a scout (if one is available to you), otherwise you'll want to build a warrior or archer.

Build a Worker

You can build a worker to start "improving" the lands around your city. You'll need to know certain "technologies" in order for your worker to do many of the improvements; if you don't have these techs, you might want to hold off on building the worker just yet. (And keep in mind that your city isn't growing while it's building the worker.)

Build a Settler

If you've discovered a good place to build a second city, you might want to build a settler. It's usually a good idea to have a military unit accompany a settler who is going off into the wild; if you don't have such a unit available, you might want to build it first. (And keep in mind that your city isn't growing while it's building the settler.)

Build Barracks and Walls

It's a good idea to protect your cities with walls once you have the "masonry" technology. They make your cities significantly harder to capture. Constructing a barracks will improve all subsequent military units you build in that city.

And You're Off!

Once you've got several cities on the map, have a few military units protecting them and exploring the world, and a worker or two improving the land and building roads between your cities, the game begins to open up, and your subsequent builds depend upon circumstances, your technologies and your style of play. If you've got "religion," temples are very useful. Granaries store food, which increases the rate at which your cities grow. Libraries increase the rate at which your civilisation learns new technologies. Work boats harvest fish and crabs. Galleys explore the coastline. Military units protect your cities and menace your neighbours. At this point the best advice we can give is, "Try stuff out and see what happens."

Upon building your fist city, your objectives probably should be something like:

1. Protect the city.

2. Explore the world, looking for other city sites as well as for loot and for other civilisations.

3. Improve the land around the city.

4. Build additional cities and expand your nation.

5. Connect your cities and resources with transport and trade networks.

6. Crush your enemies beneath the wheels of your mighty chariots.

7. Improve the city's cultural value.

CITY RADIUS

As described above, the "city radius" represents the area around the city that the city's population can "work." When first created, a city radius consists of the city's square and the eight adjacent squares. When a city's culture grows enough to expand the city's borders, the city's radius will expand as well. The radius expands one space in each direction, except the direct diagonal spaces, resulting in a "fat cross" shaped radius.

Important: A city's population can work only on the "fat cross" area surrounding the city, even if the city's radius expands to encompass additional squares.

New City Radius

Expanded City Radius (the "fat cross")

FOREIGN BORDERS AND CITY RADII

A nearby civilisation's borders may extend into the squares that would normally be part of your city's radius. Spaces under foreign control cannot be worked and they are not part of a city radius.

CULTURAL BORDERS

Your civilisation's cultural borders will appear once you have created your first city. Within these borders lies the territory dominated by your cities. Your cities' populations can work the land inside your borders and workers can build "improvements" to access "resources" and increase city production.

Basically, the bigger your civilisation's borders are, the more powerful your civilisation is.

CREATING AND EXPANDING BORDERS

Your civilisation's borders appear automatically once you have created your first city. At first these borders will be small, encompassing only the eight squares surrounding the city. As the city's "cultural value" grows, that city's cultural borders will expand. The city's borders will eventually merge with the borders surrounding other cities you've built nearby, giving you one contiguous border.

There is a limit as to how large any city's cultural borders will expand. So if you build (or capture!) one or more cities that are far away from the rest of your empire, you may have two or more separate lands to deal with for the rest of the game. This of course is also the case if you build cities on far-away continents or islands.

EFFECTS OF CULTURAL BORDERS

Cultural borders have a bunch of effects on play.

Crossing Borders

Units cannot cross another civilisation's borders without having an "Open Borders" diplomatic agreement with that civ – or they must declare war against that civilisation to enter. Animals will never cross into a civilisation's land (except to attack a unit just inside the borders). Barbarians will, however, since they're at war with everybody all the time.

Movement Inside Foreign Borders

If the civilisations have an Open Borders agreement, then units can use each others' road and rail networks. If not, units do not get the benefits of the other civilisation's roads/rails.

City Construction

No one but you can build a city on land inside your borders.

Resources

You can get the benefit of "resources" only if they're within your borders.

Improvements

Your workers build improvements only on squares inside your cultural borders (except for roads/rails, which they can build anywhere).

CLASH OF BORDERS

When you have a city that is near another civilisation's city, the two will compete for "cultural control" over the squares between them. Generally, if the square is equidistant from both cities, the city with the highest culture value will have control over it. It is important to keep in mind that the earlier a city begins producing culture, the more difficult it will be for a rival city to dislodge the tiles it controls.

Cities are not guaranteed to control a certain number of tiles; if one city's cultural value greatly exceeds the other city's, its control may extend to squares closer to the other city and possibly to the squares directly adjacent to it. Since a city can draw sustenance only from squares within its cultural borders, this may greatly limit the city's growth and possibly lead to starvation or even to the city switching sides and changing its allegiance to the encroaching civilisation.

CAPTURED CITY BORDERS

When you capture an enemy city, that city loses all of its previously-earned culture and must begin producing culture from square one. It is not unusual for newly-captured cities to have control of very few tiles until the conqueror begins producing culture in them. Note that a captured city will not begin producing new culture until all "resistance" within the city has ended. (See "Capturing Cities," page 42.)

TECHNOLOGY

There are over 80 technologies available in *Civilization IV*, each representing an important advance in mankind's ability to manipulate his environment. Each technology provides your civilisation with some cool new ability. Some allow you to build new units and/or buildings. Some allow you to conduct diplomacy with your neighbours. Some provide you with new "civics" (forms of government). Others may allow you to access new resources, or allow your workers to construct new improvements.

It's critically important to keep up with your fellow civilisations in the technology race. Otherwise they'll clobber you. There's nothing worse than going to war against somebody who has the technological edge on you – as the sword-wielding Aztecs discovered when they found themselves facing Spanish soldiers with muskets and cannon.

ACQUIRING TECHNOLOGY

Each civilisation begins the game with knowledge of several primitive technologies. This list varies from civilisation to civilisation: one may know The Wheel and Agriculture, while another may know Mysticism and Fishing. Beyond the original technologies, there are a number of ways to acquire new ones:

Friendly Villages

As your units explore the world, they may encounter tribal villages. These villages may attack your explorers, or they may provide maps, money, or new technology. You need to find the villages quickly, however; there are only a limited number of tribal villages on the map, and all civilisations want them.

Diplomacy

As the game progresses, you will be able to acquire technologies from other civilisations through trade. See "Diplomacy" (page 89) for details.

Research

You can discover new technologies on your own, through research. This is the most common way to acquire technologies. You can begin research once you have constructed your first city.

CHOOSING TECHS TO RESEARCH

After you have built your first city, the "choose a technology" menu appears. This menu lists all of the technologies that you can research at the moment, as well as the time necessary to complete your research. Click on the tech you want your civilisation to study. [Rollover] the technology to see a brief description of its benefits and what future technologies it provides access to.

Tech Availability

Not all technologies are available to you at the start of a game. Many techs have "prerequisite technologies" that you must know before you can learn the new technology

– for instance, you need to know the Animal Husbandry tech before you can study Horseback Riding and get those cool horse archer units.

Some technologies have multiple prerequisites; other technologies require one tech OR another tech to research. A tech will appear on your list only when you have learned the necessary prerequisite technologies.

The Tech Tree

The extremely useful Technology Tree displays all of the technologies in the game and how they are interrelated. Press [F6] to check out the Technology Tree. You can select which tech to research from the tree. If that technology is not yet available to you, your civilisation will study the necessary prerequisite techs in order. If multiple paths lead to a tech, your civilisation will pick the fastest.

CHANGING RESEARCH

You are free to change what your civilisation is researching at any point in time. You can do this by clicking on the research bar at the top of the main game screen, or by opening up the Tech Tree (see above) and selecting a different tech there.

Note to Veteran Civilization Players: Unlike previous Civilization games, there is no immediate penalty for changing research paths. You can research half of one technology, change to a second technology and finish it, then return to the first one and pick up right where you left off before. Just make sure you return quickly as your people will start to "forget" what they have learned as time passes.

COMPLETING RESEARCH

When you have completed your research and learned a new technology, you are then asked what you want to study next. All of the just-learned tech's benefits are immediately available to you.

HOW LONG TO RESEARCH A NEW TECH?

Each turn your civilisation generates "research points" which go toward acquiring new technologies. The more research points generated, the faster your civilisation will learn new technologies. The Tech Tree and Choose a Technology screen lists the number of turns it will take to learn each technology – at your CURRENT research rate. This rate may change as research progresses.

Generating Research Points

The number of "research points" that you create each turn is determined by the amount of "commerce" the labourers (population) in your cities generate (see "City Commerce," above). As your cities work the land around them, they earn food, production, and commerce. You use the "research button" to set how much of that commerce you want to turn into research and how much you want in gold. Only commerce generated by your cities can be turned into research: monies you earn from trading, pillaging and looting,

merchant activities, and so forth are not available for this purpose.

The Research Button

The research button on the game's main screen displays the current percentage of commerce you are dedicating to research. At game start it is set at 100%; you can change this at any time.

If your treasury is running low and your current research percentage would cost more commerce than you can spend, the game automatically lowers your research percentage to the highest percentage that you can afford. (You can manually adjust it even lower, of course.) Note that the game does not ever automatically INCREASE your research percentage; you must take care of that yourself.

SPEEDING RESEARCH

To get the maximum possible research points, first turn your research percentage up as far as it will go without bankrupting yourself. After that, there are a number of other things you can do. These include:

Construct Libraries and Other Buildings

Buildings such as Libraries and Monasteries will increase a city's research.

Assign Scientist Specialists

Change some of your city's populace into Scientist Specialists (see "Advanced Cities"). Wonders such as the Great Library allow you to change more of your populace into scientists.

Civics

Civics like Free Religion and Representation increase your civilisation's research.

Increase Commerce

Another way to speed up research is to increase the amount of commerce that your cities are generating. Building cottages with workers, settling more cities on the coast, and signing "Open Borders" agreements (see "Diplomacy" on page 89) with other civilisations will all generate more commerce in your cities. Buildings like Markets and Banks will increase your cities' wealth, thus allowing your civilisation to afford a higher research rate.

EARLY TECHNOLOGY LIST

Following is a description of the technologies you are likely to run into in the early game. See the Civilopedia, Tech Tree or poster included with the game to look at the complete Technology list.

Agriculture
Prerequisites: None

Leads To: Pottery, Animal Husbandry

Agriculture allows your workers to construct "farm" improvements. These improve a square's food output, and provide access to rice, wheat, and corn resources. Farm improvements must be built adjacent to "fresh water:" rivers, oases, or lakes. (Note: the later "Civil Service" tech allows workers to build "chains" of farms stretching from the initial fresh water source across the landscape.)

Animal Husbandry
Prerequisites: Hunting OR Agriculture

Leads To: Writing and Horseback Riding

Allows your workers to build the "pasture" improvement. This allows your civ to access horse, cow, pig, and sheep resources.

Archery
Prerequisites: Hunting

Leads To: None

Archery allows you to build archer units (and later, longbowmen, crossbowmen, and horse archers).

Fishing
Prerequisites: None

Leads To: Pottery, Sailing

Fishing enables you to build the "work boat" unit – in coastal cities only, of course. Your cities can now "work" (draw commerce, production and food from) water tiles.

Hunting
Prerequisites: None

Leads To: Archery, Animal Husbandry

Hunting allows you to build scout and spearmen units. Hunting also allows your workers to build "camp" improvements, which provide access to deer, fur (beaver) and ivory (elephant) resources.

Masonry
Prerequisites: Mining OR Mysticism

Leads To: Monotheism, Construction

Masonry allows workers to build "quarry" improvements, which allow your civilisation to utilize stone and marble resources. Masonry allows your cities to construct walls, aqueducts (with mathematics), the Pyramids wonder, and the Great Lighthouse wonder (in a city with a lighthouse).

Meditation
Prerequisites: Mysticism

Leads To: The Priesthood, Philosophy

The first to discover this technology founds the "Buddhism" religion. Meditation also allows your cities to build monasteries (in cities with religion).

Mining
Prerequisites: None

Leads To: Masonry, Bronze Working

Mining allows your workers to build "mine" improvements, which increase the production output of hills, and allow your civilisation to access copper, iron, gold, silver, and gems (and later aluminium, coal, and uranium).

Mysticism
Prerequisites: None

Leads To: Meditation, Polytheism, Masonry

Mysticism allows your cities to construct obelisks, as well as the Stonehenge wonder. More importantly, this technology leads to meditation and polytheism, both of which provide their first discoverer with a religion.

Polytheism
Prerequisites: Mysticism

Leads To: Priesthood, Monotheism, Literature

The first person to discover polytheism founds the religion of Hinduism.

Pottery
Prerequisites: The Wheel and Agriculture OR Fishing

Leads To: Writing, Metal Casting

Pottery allows your workers to construct "cottages," which increase the commerce in their space. (Over time, cottages grow to the even more valuable villages and towns). Pottery also allows you to build granaries in your cities.

Sailing
Prerequisites: Fishing

Leads To: Calendar, Compass

Sailing allows you to build the galley naval unit and the lighthouse building. It enables you to run your trade network along the coast.

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The Wheel

Prerequisites: None

Leads To: Pottery

The wheel allows your workers to construct roads. It also allows you to construct chariot units (if you have the horse resource).

WORKERS

Workers are non–military units that can "improve" the land and build roads and railroads. Although they cannot engage in combat, workers are among the most powerful units in the game. Once you have a city or two and enough military units to protect them, you'll want to start cranking out workers – during the early game you may want as many as one per city.

WORKER MOVEMENT

Workers have 2 movement points.

CONSTRUCTING ROADS

Workers can build roads, which speed up your units' movement. It's critically important to connect your cities with roads as soon as possible to allow you to rapidly move units to defend threatened cities.

Also, roads between cities and resources create a "trade network". This too is really important.

Locations of Roads

Workers can create roads on any land squares (except impassable ones). Workers can build roads even in neutral and foreign territory.

The "Build Road" Order

Click on the "build road" action icon (see below), or press the shortcut key [r] to order an active worker to build a road in its current square.

Click on the "Route To" action icon (or press [Alt - r]) to order your worker to build a road to a location, and then click on the space you want the worker to build the road to.

City Spaces

City spaces have roads in them already. Workers do not need to improve the city space itself.

Roads and Resources

If an improved resource is within a city's "city radius," that city will get the benefit of the resource, roads or no roads. However, cities further away must be connected to the resource's space via roads, rails, rivers, or coastline to get the benefits. And your capital city must be likewise connected before you can trade the resource to another civ. (This is

another excellent reason to build roads between your cities as early as possible.)

IMPROVING LAND

Workers can "improve" land tiles. They can construct mines, pastures, farms, and other extremely useful things.

Where Improvements Can Be Built

Improvements can be built only in spaces inside your civilisation's "cultural radius" (see page 57). Within that limitation, improvements can be built in any appropriate space. Workers will not construct improvements where they won't do any good – they'll not build a mine improvement, for instance, unless they're on a hill or a space with a resource that requires mines.

Blue Circles

If a worker is within a city's "city radius," when the worker is activated the computer may display blue circles on one or more squares within the city radius. The blue circles indicate spaces that the computer thinks could use improving. Note that the computer is only looking at the city the worker is near; another city elsewhere may need more help than that one.

WORKER ACTION ICONS

An action icon will appear in the Action Box only if the action can be performed in the square the worker currently occupies.

Flashing Action Icons

If an action icon is flashing, it means that the computer believes that the flashing action would be quite useful in the space the worker occupies. If two different actions are flashing, either one would be appropriate. (Remember once again that the computer doesn't know your strategy; you might have other ideas in mind....)

Grey Action Icons

If an action icon is grey, it means that the worker is not able to perform the indicated action, possibly because your civilisation doesn't yet know the required technology.

Changing Improvements

During Construction: If you wish to change an improvement that is under construction, click on the workers involved and give them new orders. They'll cease work on the original improvement and begin work on the new one.

After Construction: You can also order a worker to replace an existing improvement with a new one. Move the worker to the space and give them orders to build the new improvement; they'll replace the existing improvement with the new one.

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ACTION LIST

Following is the list of actions that a worker can make.

Build Road: Order the worker to build a road (and later, railroad) in the square it occupies. Roads can be built on any land space (except for impassable spaces).

Build Railroad: Order the worker to build a railroad in the square it occupies. Railroads can be built on any land space (except for impassable spaces).

Route To Mode: Order the worker to build a road (and later, railroad) from the square it occupies to a specific space. The worker will find the shortest route and begin construction. The worker will take advantage of any existing road/railroads that would cut its work.

Build a Camp: Construct a camp in the space. Camps provide access to the deer, fur (beaver), and ivory (elephant) resources. They can only be built in spaces containing those resources.

Build a Cottage: Construct a cottage. Cottages increase the commerce output of a space. Cottages eventually grow into hamlets, villages and then towns, each of which further increases the space's commerce output.

Build a Farm: The worker builds a farm improvement in the space. Farms improve the food output of a space. Farm improvements must be built adjacent to "fresh water sources:" rivers, oases, or lakes. (Note: the later "Civil Service" tech allows workers to build "chains" of farms stretching from the initial fresh water source to spaces across the landscape.)

Farms can also be built atop corn, rice or wheat, providing access to those resources.

Build a Fort: Construct defensive fortifications. Units in spaces with forts get a 25% defensive bonus.

Build a Lumbermill: Construct a lumbermill in the space. Lumbermills increase the production output of the space. If the space is adjacent to a river, lumbermills also increase the commerce of the space. Lumbermills can be built only in forest spaces.

Build a Mine: Construct a mine improvement in the space. Mines can be built on hills, where they improve the hill's production output. They can also be built on spaces containing copper, iron, gems, gold, and silver (and later, aluminium, coal, and uranium), providing access to these resources.

Build a Pasture: Build a pasture in the space. Pastures provide access to horse, cow, pig and sheep resources; they can only be built in spaces containing those resources.

Build a Plantation: Build a plantation in the space. Plantations provide access to bananas, dyes, incense, silk, spices, and sugar resources and can be built only in those spaces.

Build a Quarry: Build a quarry in the space. Quarries provide access to stone and marble resources and can be built only in those spaces.

Build a Watermill: Construct a watermill in the space. Watermills increase production. Watermills can be built only in flat (non-hill) spaces bordering a river.

Build a Windmill: Build a windmill in this space. Windmills increase food, commerce and production on a space. They can be built only on hills.

Build a Winery: Build a winery in this space. This improvement provides access to the wine resource. It can be built only in a space with that resource.

Build a Workshop: The worker builds a workshop. Workshops increase the production yield of a space, but decrease its food output. Workshops can only be built on flat land spaces, not hills.

Chop Down a Forest: Remove the forest.

Clear Fallout: Remove fallout (damage caused by nuclear weapons).

Automated Build Improvements: The worker will move about your civilisation, building any improvements the computer thinks would be the most useful.

Automated Build Trade Network: The worker will build roads/railroads between all of your cities and resources.

Automated Improve Nearest City: The worker will build improvements for the nearest city only.

WORK BOATS

Work boats are similar to workers, except that they can build improvements on water spaces. Unlike the land-based workers, work boats are destroyed when they build an improvement.

CONSTRUCTING WORK BOATS

Work boats can be constructed in any coastal city (once you have the fishing technology).

MOVING WORK BOATS

Work boats can move in coastal squares or in ocean squares inside your "cultural borders." If you have an "open borders" agreement with another civilisation, work boats can enter their cultural waters as well.

WORK BOAT ACTIONS

Remember that the work boat is consumed when it performs an action. Here are the actions that a work boat can perform:

Create Fishing Boat

The work boat can turn into a fishing boat when atop a clam, crab, or fish resource. This increases food production on that square +2, and provides access to those resources.

Create Whaling Boat

The work boat can turn into a whaling boat when atop a whale resource. This increases the square's production +1, and its commerce +2, as well as providing access to the whale resource.

CREATE OFFSHORE PLATFORM

A work boat can turn into an offshore platform when atop an oil resource. This increases the square's production +2 and its commerce +1, as well as providing access to the all-important oil resource.

RELIGION

Through religion, man has sought to make sense of the universe around him and to determine his place in it. Religion has always played a critical part in human history. Religion has inspired, enlightened and ennobled man; in its name men have erected beautiful buildings, written books of great wisdom, and made music of surpassing beauty. In its name men have also murdered and enslaved their fellows.

RELIGION IN THIS GAME

We know that people have extremely strong opinions about religions – in fact, many a war has arisen when these beliefs collide. We at Firaxis have no desire to offend anyone. However, given the importance that religions have had in human development, we didn't want to just leave them out of the game altogether; instead we have tried to handle them in as respectful, fair and even-handed manner as possible. (All religions in the game have the same effects, the only difference being their technological requirements.)

There are seven religions in *Civilization IV* (testing having determined that seven is the optimal number for gameplay). When determining which seven to include, we picked those religions that we thought would be most familiar to our audience. We do not mean to imply that these religions are more important, better or worse than any other religions.

We offer no value judgments on religion; we mean no disrespect to anyone's beliefs. We're game designers, not theologians.

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THE RELIGION ADVISOR

Press [F7] or click on the "Religion Advisor" button on the Main Screen to access the Religion Advisor screen. This screen displays your civilisation's current religious status – which cities have which religions, the percentage of population in each city which follow each religion, and so forth. On this screen you can adopt or change your "state religion" (see below).

FOUNDING A RELIGION

If you are the first civilisation to discover the associated technology, the religion is founded in one of your cities. It is extremely useful to have a city where a religion has been founded; it allows a prophet to create a "shrine" in that city (see below).

ACQUIRING RELIGION FROM OTHER CIVILISATIONS

You can acquire religions from other civilisations that possess them. This occurs without any specific actions from you – though it is more likely to occur if you have Open Borders with the civ. Acquired religions are just like founded religions, except that since they were founded elsewhere, you cannot build a "shrine" for that religion (unless you capture the founding city, of course).

STATE RELIGIONS

When any cities in your civilisation possess one or more religions, you may choose to assign one as the "state" religion. Having a state religion tends to make your cities possessing that religion happier and more productive; it also increases the effects of many religious buildings and religious civics.

SPREADING RELIGIONS

Religions spread from two sources. Religions spread from holy cities to other cities they come in contact with (via trade route, for instance). Some religious buildings (see below) increase the speed at which a religion will spread, and a civilisation's religious civic (see "Civics," page 73) can have a great effect upon the spread of religions, as well. "Missionaries" allow you to increase the spread of a state religion (see next section).

MISSIONARIES

Civilisations can construct special "missionary" units to spread the state religion. A civilisation can have only a limited number of missionary units in play at any one time.

Building Missionaries

Civilisations using the "Organised Religion" civic (see page 80) can construct missionaries in any city with the state religion; if a civilisation is not following Organised Religion, it can build missionaries only in cities with "Monasteries."

Moving Missionaries

Once constructed, missionaries can move about the map like any other unit. Your missionaries can freely enter your territory or neutral territory; they cannot enter another civilisation's territory until you have an "Open Borders" agreement with that civ (see "Diplomacy," page 89).

How Missionaries Spread Religion

When the missionary is in the target city, click on the "spread religion" order in the missionary's action box (see "Units," page 29); if the attempt is successful the missionary's religion is now in the target city.

Note that you can spread religion into your own cities as well as foreign cities; in fact, religions spread more easily into other cities within the missionary's civilisation. It is easier to spread a religion into a city with few or no religions already present; each resident religion decreases the odds of success. There is no limit to how many religions may be present in a single city.

The missionary is consumed in the conversion attempt, successful or not.

BENEFITS OF RELIGION

City Benefits

All cities that possess your state religion receive one extra happy face and produce one additional culture per turn. Spreading your state religion is thus a good way to expand cultural borders in the early stages of your civilisation. The holy city for your state religion also receives an additional bonus of five cultures per turn, allowing it to expand its borders very quickly.

Buildings

Without a religion in a city, that city cannot construct religious buildings like Temples and Cathedrals (see below). Cities without religions also cannot create Priest "Specialists" (see page 51).

Intelligence from Cities with Your Religion

If you control the holy city for a religion, you can see what's going on in any city with that religion, as well as all spaces that city can see.

Shrine Income

If you control the holy city for a religion and generate a Great Prophet, you can build the Shrine for that religion in the holy city. A shrine earns income for every city in the world that possesses your religion (see page 72).

RELIGIOUS CIVICS

The religious "Civics" describe how religion affects your civilisation. There are five religious civics in the game. You begin the game knowing only Paganism, the most basic religious civic; the other four become available when you learn their associated technologies. See "Civics" (page 82) for details.

RELIGIOUS BUILDINGS

There are a number of religious buildings available to be constructed. Religious buildings are dedicated to specific religions and can only be built in cities which have that religion. A city with more than one religion can have religious buildings for each religion: for example, a city with Judaism and Confucianism could construct both a Jewish Temple and a Confucian Temple.

Temples

The most primitive religious building. Temples boost a city's culture and happiness. They allow 1 population point to be turned into a priest "specialist."

Monasteries

Monasteries increase a city's research by a small amount. More importantly, they allow the city to build missionaries to spread your religion.

Cathedrals

Cathedrals drastically increase a city's culture. They increase happiness if their religion is the civilisation's state religion. They allow two population points to be turned into priests. Your civilisation can only build one cathedral for every three temples that your civilisation possesses; for example, a civilisation with seven temples could build two cathedrals.

Note that "Cathedral" is a generic name for a religion's grander houses of worship – Jewish synagogues, Islamic mosques, Christian cathedrals, etc., all have the same effects in the game.

Shrines

Shrines can be built only in cities in which a religion has been founded. Shrines are constructed by "Great Prophets" (see page 83); a great prophet is the only unit that can build a shrine, and the prophet is consumed in the process. Shrines increase the spread of the religion, as well as the home city's culture. They increase the city's chance of generating prophets and allow the city to assign three population as priests.

Best of all, shrines generate one gold each turn for every city on the map that has the shrine's religion. Each religion has a different name for its shrine.

RELIGIONS IN THE GAME

The religions are:

Buddhism
The first civilisation to discover "Meditation" will found Buddhism.

Christianity
The first civilisation to discover "Theology" will found Christianity.

Confucianism
The fist civilisation to discover "Code of Laws" will found Confucianism.

Hinduism
The first civilisation to discover "Polytheism" will found Hinduism.

Islam
The first civilisation to discover "Divine Right" will found Islam.

Judaism
The first civilisation to discover "Monotheism" will found Judaism.

Taoism
The first civilisation to discover "Philosophy" will found Taoism.

CIVICS

Civics represent the various forms of government available in *Civilization IV*. Are you a despot or a king, a democratically-elected ruler or a theocrat? Does your civilisation have open markets or closed? Do you have trial by jury, or trial by fire? Many possibilities are available to you.

EFFECTS IN PLAY

The civics you choose to employ have great effect upon the character and success of your civilisation. Some civics increase your cities' productivity. Others increase their wealth. Some civics make it easier to create and maintain standing armies. Others help you to export your religion to other nations. There are no "best" civics in the game: all are potentially very useful in different situations.

THE CIVICS SCREEN

Go to the Civics Screen [F3] to review your current civics, to see which other civics are available to you, and to learn about other as-yet undiscovered civics.

ACQUIRING CIVICS

You begin play with the most primitive civics: despotism, tribalism, and so forth. You acquire other civics through technological advances: the "Hereditary Rule" civic requires that your civilisation master the Monarchy technology, for example, while Mercantilism requires Banking. (In addition, the Pyramids wonder makes all "government" civics available.)

CATEGORIES OF CIVICS

There are five different categories of civics, each controlling a certain aspect of your civilisation: Government, Legal, Labor, Economy, and Religion. You will always have one civic of each type in operation. You can change one category of civics without affecting the others.

UPKEEP

Each civic type has an "upkeep" cost associated with it: no upkeep, low upkeep, medium upkeep, and high upkeep. This represents the relative amount of gold that your civilisation must pay each turn to employ that civic. In general, the more useful a civic is, the higher its upkeep. The actual cost in gold per turn of civics varies according to the size of your civilisation: the more cities you have and the larger your population, the higher the upkeep cost for any and all civics.

If you are considering changing a civic, go to the Civics Screen. Check the Upkeep/Turn value on this screen – it represents your current ongoing civic outlay – then click on the civic you are considering. The Upkeep/Turn value will change to show what your upkeep will become if you change to that civic.

Be careful about changing over to civics with high upkeep costs; they are often powerful, but can put a real strain on your treasury. Some civics may be desirable simply because they have no upkeep costs! It's often a good idea to check your Financial Advisor screen before changing civics.

CHANGING CIVICS

When you acquire the technology that allows you to use a new civic, a screen will pop up asking if you want to change to that civic. At any other time you want to change civics, you need to go to the Civics Screen by clicking on the icon in the top-right corner of the screen (or type [F3]). Once on the Civics screen, click on the civic or civics you want to change to, then click on the "Revolution" button in the bottom-right corner. (If you decide to keep things as they are and not change any civics, click on "Exit Screen" rather than "Revolution.") You may experience a period of "anarchy" (see below); when that passes you will be employing your new civics.

Revolution and Anarchy

Changing civics can be difficult for your loyal citizens, particularly if you are changing multiple civics at once. Your civilisation may undergo a number of turns of "anarchy," during which chaos will reign: your citizens will cease gathering food, treasure, and production materials, cities will halt production, and your income may well plummet precipitously. (Fortunately your units will still respond to orders.) Eventually, things will settle down and return to order.

When contemplating changing civics, go to the Civics Screen and click on the civics you would like to change to. The "Turns for Revolution" display will tell you how long the anarchy will last once you begin the Revolution.

Incidentally, certain civilisations are immune from anarchy: they can change civics any time they want without suffering any disruption (see "Advanced Civilisations," page 144).

Delay Period

Your citizens can only endure so much change – once you have changed civics you must wait a few turns before you can change them again. This can be awkward – particularly if you discover that you can't afford to maintain the new civic – but perhaps you should have thought of that before you got everybody so riled up in the first place, huh?

CIVICS LIST

See the Civilopedia for an in-depth description of each civic.

Government Civics
DESPOTISM
Tech Requirement: None

Upkeep: Low

Effect: None. This is the basic government civic.

Despotism is a form of government characterized by a ruler who wields absolute power over his people.

HEREDITARY RULE
Tech Requirement: Monarchy

Upkeep: Medium

Effect: +1 happiness per military unit in a city.

Hereditary Rule is a form of government wherein the rulership is passed down from one member of the family to the next.

REPRESENTATION
Tech Requirement: Constitution

Upkeep: Low

Effect: +3 research per specialist, +3 happiness in five largest cities.

In a representative government the population elects "representatives" to run the State on their behalf.

POLICE STATE
Tech Requirement: Fascism

Upkeep: High

Effect: +25% military unit production, -50% war weariness.

Under a police state the government maintains strict control over its populace by means of a police force (and often a "secret" police force).

UNIVERSAL SUFFRAGE
Tech Requirement: Democracy

Upkeep: Medium

Effect: +1 production from town, can spend gold to complete production of a unit/building in a city.

Universal suffrage means extending the vote to everyone, regardless of race, creed, or gender.

Legal Civics
BARBARISM
Tech Requirement: None

Upkeep: Low

Effect: No effect.

Barbarism is the most primitive legal system. Under barbarism, the strong take what they want from the weak.

VASSALAGE
Tech Requirement: Feudalism

Upkeep: High

Effect: New military units receive +2 free experience points; lower unit support costs.

Vassalage is a feudal term referring to the system in which a person enters a contract with his or her lord, agreeing to serve and protect the lord in return for monetary rewards or sovereignty over a parcel of land.

BUREAUCRACY
Tech Requirement: Civil Service

Upkeep: Medium

Effect: +50% production and gold income in capital city.

Bureaucracy is a form of government in which a professional class manages the day-to-day operations of the state.

NATIONHOOD
Tech Requirement: Nationalism

Upkeep: Low

Effect: Can "draft" (see "Advanced Cities") 3 units per turn, barracks provide +2 happiness.

A "nation" is a group of people sharing some kind of common identity. Nations may be united by language, location, custom, history, or religion (or any combination of them).

FREE SPEECH
Tech Requirement: Liberalism

Upkeep: None

Effect: +2 gold from towns, +100% culture in each city.

The term "free speech" describes a legal system in which a person cannot be stopped from saying anything he or she wants, as long as the speech doesn't cause immediate harm to those around him or her.

Labor Civics
TRIBALISM
Tech Requirement: None

Upkeep: Low

Effect: None. The default labor civic.

Tribalism is a form of organization which emphasizes the tribe as the sole unit of importance. Individuals have no rights; each man, woman and child exists only to support the tribe.

SLAVERY
Tech Requirement: Bronze Working

Upkeep: Low

Effect: Can sacrifice population to complete building/unit production in a city.

Slavery is a system whereby some people are judged far inferior to others and are treated as possessions.

SERFDOM
Tech Requirement: Feudalism

Upkeep: Low

Effect: Workers build improvements 50% faster.

Serfdom is a more "enlightened" form of slavery in that the power of the master is not absolute and the serfs are accorded a few rights – the right to marry whom they want, perhaps, or the right to own a goat.

CASTE SYSTEM
Tech Requirement: Code of Laws

Upkeep: Medium

Effect: Unlimited artist, merchant and scientist specialists in a city.

The caste system is one where one's parentage determines one's place in society.

EMANCIPATION
Tech Requirement: Democracy

Upkeep: None

Effect: Cuts in half the time it takes for cottages to turn into hamlets, then villages, then towns; gives an unhappiness penalty for civilisations not employing this civic.

Emancipation refers to the abolition of slavery, serfdom, and caste system.

Economic Civics
DECENTRALIZATION
Tech Requirement: None

Upkeep: Low

Effect: None. This is the default economic civics.

Decentralization describes an economy in which the central government doesn't attempt to manage the nation's production.

MERCANTILISM
Tech Requirement: Banking

Upkeep: Medium

Effect: +1 free specialist per city, no foreign trade routes.

Mercantilism refers to government policy that strictly manages the nation's economy. The nation may ban all foreign imports.

FREE MARKET
Tech Requirement: Economics

Upkeep: Low

Effect: +1 trade route per city.

A free market system is similar to a decentralized system except that the state maintains some minimal control over the system.

STATE PROPERTY
Tech Requirement: Communism

Upkeep: None

Effect: No maintenance costs from distance from palace, +1 food from workshops and watermills.

The citizens have no private property: everything belongs to the State.

ENVIRONMENTALISM
Tech Requirement: Ecology

Upkeep: High

Effect: +5 health in all cities, +1 happiness from forest and jungle spaces.

Environmentalism describes a society in which every effort is made to remain in balance with nature.

Religious Civics
PAGANISM
Tech Requirement: None

Upkeep: Low

Effect: None. The default religion civic.

"Paganism" describes religions that believe in the holiness of all things around them – rocks, trees, animals, clouds and so forth – rather than in specific concepts or beings.

ORGANIZED RELIGION
Tech Requirement: Monotheism

Upkeep: High

Effect: Can build missionaries without monasteries, cities with state religion construct buildings +25% faster.

An organized religion is one in which there is a central authority which determines theology.

THEOCRACY
Tech Requirement: Theology

Upkeep: Medium

Effect: new units get +2 free experience points when constructed in cities with state religion, no spread of non-state religion in civilisation's cities.

A theocracy is a form of government where holy men or women are in charge of the State.

PACIFISM
Tech Requirement: Philosophy

Upkeep: None

Effect: +100% birth rate of great people in cities with state religion, +1 gold support cost per military unit.

Pacifism is the religious belief that all conflict is against the will of God. Man must not fight against his fellow man.

FREE RELIGION
Tech Requirement: Liberalism

Upkeep: Low

Effect: The civilisation has no state religion, +1 happiness per religion in a city, +10% research in all cities.

Free religion refers to a society in which no single religion is dominant, in which people are free to worship or not worship as they please. There is no state religion; the government is totally secular.

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GREAT PEOPLE

Time and again through history, there have arisen men and women who have profoundly changed the world around them – artists, scientists, prophets and others whose genius sets them head and shoulders above the rest. In *Civilization IV*, such visionaries are called "Great People."

There are five different kinds of great people in the game: Great Prophets, Great Merchants, Great Artists, Great Scientists, and Great Engineers. Each has a special ability.

GENERATING GREAT PEOPLE

Great people are generated in cities. Each city generates a separate pool of "great people points" – when the city has earned enough points, it will generate a great person. The cost of generating a great person escalates throughout the game: the first great person costs 100 great people points, the second costs 200, and so forth. (The number of points needed to produce a great person is different on the Quick and Epic game speeds.)

The first civilisation to discover certain technologies will also receive a free great person in their capital city. For example, the first civ to discover Music receives a Great Artist.

GREAT PEOPLE POINTS

A city generates great people points in a number of ways: by constructing Wonders, by assigning citizens to be specialists, and by choosing certain "civics."

Wonders

A wonder will generate a certain number of great people points each turn. Further, some wonders can increase a city's (or entire civilisation's!) great people point generation significantly (see the "Parthenon" for an example). Like specialists (see next), some wonders increase the chances of generating a specific type of great person in their city.

Specialists

In each city you can assign citizens to be "specialists." Each specialist provides some kind of production bonus to its city; in addition, most generate great people points (the citizen specialist being the sole exception). Further, the kinds of specialists you have in a city determine which great people you generate: if all of your specialists in a city are priests, when that city generates a great person, he or she will be a great prophet. If half the specialists are merchants and the other half artists, you'll have a fifty-fifty chance of generating a great artist or great merchant. [Rolling over] the Great Person Points bar will display the percentage chance of getting each type of great person.

Civics

Some civics (see page 73) increase the speed at which you generate great people.

GREAT PEOPLE CHARACTERISTICS

As mentioned above, there are five types of great people. Each type has its own special abilities, but they all share some characteristics:

Can Discover New Technologies

You can expend a great person to discover a new technology. Typically this technology will be in the great person's area of expertise (prophets will usually discover religious technologies and so on), but not always. Once all of the relatively inexpensive technologies have been discovered, the great person may not be able to entirely discover a new tech, but he or she can dramatically decrease the time it takes you to discover it.

Golden Ages

You can expend two or more great people to start a "Golden Age;" see page 84 for more details.

Settling in Cities

All great persons have the ability to settle in a city as a sort of "super-specialist." Settling a great person in a city will add certain bonuses to that city each turn; for example, a Great Prophet will add 2 production and 5 gold to the city he or she settles in.

SPECIAL ABILITIES

In addition to the abilities they share in common, each great person type has unique abilities.

Great Artists

Great Artists can create great works of art in a city; this immediately gives that city +4000 culture points. This is extremely useful if a city is under cultural threat from a neighbour (or if you wish to culturally attack the neighbouring cities!). Great Artists can also permanently settle in a city, providing a continuing large cultural and small research boost to the city.

Great Engineers

Great Engineers can "hurry" a city's production, greatly speeding up the creation of whatever the city is presently constructing. Most early wonders can be completed in a single turn by Great Engineers, and later ones can be sped up dramatically. Great Engineers can permanently settle in a city, providing a continuing large production and small research boost to that city.

Great Merchants

A Great Merchant can conduct a "trade mission" which will immediately give you a whole bunch of gold. Trade missions can ONLY be carried out in foreign cities. To conduct a trade mission, first move the merchant to a wealthy and powerful city as far away from your capital as possible. When the merchant reaches the target city you'll be able to conduct the mission. The value of the mission increases the further away and wealthier the target city is. Great Merchants can also settle permanently in a city, providing a continuing large commerce and small food boost to the city.

Great Prophets

Great Prophets can create religious shrines (see "Religion," page 69). However, Great

Prophets can create religious shrines ONLY in a city where a religion was founded. Using a Great Prophet is the only way to build a religion's shrine. Great Prophets can also settle in a city, providing a continuing large commerce and small production boost to that city.

Great Scientist

Great Scientists can construct an "academy," a building which greatly boosts a city's scientific research as well as its culture. Great Scientists can also settle permanently in a city, providing a large research and small production boost to the city.

GOLDEN AGES

During certain periods of time, some civilisations seem to burst with energy and creativity. The civilisation's people become increasingly productive; technological advances come easy to the civilisation; and its culture is the envy of the world. Italy during the Renaissance is one such example, and Great Britain in the 19th century another. In *Civilization IV*, such periods are called "Golden Ages."

ENTERING A GOLDEN AGE

There are two ways to begin a golden age:

The Taj Mahal Wonder

A civilisation enters a golden age when it constructs the Taj Mahal wonder.

Sacrificing Great People

A civilisation can sacrifice Great People (see previous chapter) to enter a golden age. The first golden age costs two great people, who each must be of different types. The second golden costs three great people of different types, and so on.

EFFECTS OF GOLDEN AGES

During a golden age, your civilisation greatly increases its output of production and commerce, meaning faster build times and increased commerce. (In game terms, every space within your cities' radii that provides commerce produces an extra commerce, and every space that provides production now produces an additional one.)

DURATION OF GOLDEN AGES

Golden ages last eight turns. If you achieve another golden age while in the midst of one already, the eight additional turns are tacked onto the end of the present golden age (meaning that the two ages will last a combined total of 16 turns).

THE END OF THE AGE

Once the golden age ends, your civilisation's commerce and production return to their normal levels.

WONDERS

Wonders are the spectacular buildings, inventions, and concepts that have stood the test of time and changed the world forever. The Pyramids, Notre Dame Cathedral, the Statue of Liberty and Hollywood are all examples of wonders. Wonders require much time and energy from your cities, but once completed, they provide your civilisation with many benefits.

There are two basic types of wonders: great wonders and national wonders.

GREAT WONDERS

Great wonders are unique; only one of each can be constructed during a game. For example, the Great Lighthouse is a great wonder; whoever completes it first is the only one who may possess its benefits. Great Wonders tend to be quite powerful indeed, but also extremely time-consuming to build.

NATIONAL WONDERS

National wonders may be built once by each civilisation in the game. That is, each civilisation can have the Wall Street national wonder (though no civilisation can have two of them). Each city may only build two national wonders, so be sure to plan ahead where you wish to put them.

CONSTRUCTING WONDERS

Wonders are constructed in cities, like any other building. If you can build a wonder, it will appear in your city build menu; just click on the wonder to get started. Note that only one city in your civilisation can be building a single wonder at a time.

Losing the Construction Race

If another civilisation completes a great wonder while you are in the process of building it, your construction ceases, and a certain amount of your production efforts are converted into gold. (This does not occur with national wonders, since each civilisation can build its own copy of those.)

Wonders and Resources

Certain resources will allow cities to produce wonders at double the usual speed. For example, a civilisation that has Stone connected to its trade network can build the Pyramids at a much faster rate.

Industrious Leaders

Leaders who possess the Industrious trait build all wonders at twice the usual rate. (See "Advanced Civilisations" for details.)

Great Engineers

You can sacrifice a Great Engineer in a city to complete (or greatly speed up) that city's construction of wonders (or any other building or space ship part, for that matter).

EFFECTS OF WONDERS

Wonders have a broad range of effects. Some increase productivity; others increase income from trade. Some improve research, others make your workers build improvements faster. All wonders improve their home city's cultural output as well as the speed at which the city generates Great People.

CAPTURING WONDERS

If you capture a city with a great wonder, you gain possession of that wonder. If you capture a city with a national wonder, the national wonder is destroyed. If a city is destroyed, all wonders in that city are destroyed along with it. Great wonders can never be rebuilt once they are destroyed.

WONDER OBSOLESCENCE

Some wonders can become obsolete over time. This obsolescence is caused when any civilisation learns a specific technology. When that occurs, the wonder's special effects vanish, but it still continues to produce culture. For example, the Great Lighthouse wonder provides a trade benefit to all coastal cities, as well as +8 culture to the city where it is constructed. The Great Lighthouse is rendered obsolete once any civilisation gains the "steam power" technology, at which point the owner loses the Lighthouse's trade benefit but retains its +8 cultural output.

EARLY WONDERS

Here's a list of the wonders that you may be able to construct during the early part of the game. Check out the Civilopedia for a complete list of wonders.

Stonehenge

Type: World Wonder

Tech Requirement: Mysticism.

Production Cost: 120

    Production Time Halved By: Stone

Obsolete By: Calendar

Cultural Output: 8

Great People Points: +2 (increases chance of producing Great Prophets)

Effects: Free Obelisk building in every city. Centres the world map.

The Parthenon
Type: World Wonder

Tech Requirement: Polytheism

Production Cost: 400

Production Time Halved By: Marble

Obsolete By: Chemistry

Cultural Output: 10

Great People Points: +2 (increases chance of generating Great Artist)

Effects: +50% Great Person birth rate in all cities.

The Pyramids

Type: World Wonder

Tech Requirement: Masonry

Production Cost: 450

  Production Time Halved By: Stone

Obsolete By: Nothing

Cultural Output: 6

Great People Points: 2 (increases chance of generating Great Engineer)

Effects: Allows owner to use all government civics.

The Great Lighthouse

Type: World Wonder

Tech Requirement: Masonry

Building Requirement: Lighthouse

Production Cost: 200

  Production Cost Halved By: Nothing

Obsolete By: Corporation

Cultural Output: 6

Great People Points: 2 (increases chance of generating Great Merchant)

Effects: +2 Trade Routes in all coastal cities.

The Oracle

Type: World Wonder

Tech Requirement: Priesthood

Production Cost: 150

  Production Cost Halved By: Marble

Obsolete By: Nothing

Cultural Output: 8

Great People Points: 2 (increases chances of generating Great Prophet)

Effects: Gain a free technology upon completion of the Oracle.

DIPLOMACY

As *Civilization IV* progresses and your units explore the world, you will meet the leaders of the other civilisations around you. Each leader is different: some are warlike; others, peaceful. Some are backstabbing liars; others are (usually) honest. You'll have to learn how to deal with these characters: some you'll fight right away; others you'll negotiate with – at least until it's time to destroy them a few centuries down the line.

You can accomplish a lot through diplomacy. You can trade technologies, resources, maps, gold, and even cities. You can form mutual protection pacts; you can declare war; you can negotiate peace settlements. Success in *Civilization IV* depends as much on your diplomatic skills as it does on your martial and management prowess.

LEADERS

Each leader has his or her own agenda. They, too, seek to achieve victory – some through force of arms, others through technological prowess, others through cultural domination. You'll get clues to their intentions as the game progresses – the more warlike leaders will usually not trade anything of military value, the knowledge-focused leaders will seek advanced technologies, and so forth. See "Advanced Civilisations" and the Civilopedia for more details about each leader.

Leader Attitudes

During the game, each leader will form an opinion of you: how great a threat you are to their civilisation, whether you have fought them in the past, whether you have allied with their enemies, how much you can be trusted to keep your word, etc.

Leader attitudes come in five flavours: **friendly, pleased, cautious, annoyed,** and **furious**. The more a leader likes you, the more likely he or she is to be willing to trade with you, and the better deal he or she will give you. You may be able to trade with hostile leaders, but you're likely to pay a stiff price for whatever you get. You can check your relations with any leader with whom you have contact by [rolling over] that leader's name on the Main Screen's "score box." This will display the leader's attitude and the reasons why they feel that way.

Refusing to Talk

Sometimes a particularly angry leader won't speak to you at all. This occurs most often when your civilisations are at war. Check back again in several turns – by then he or she may have cooled off enough to be willing to speak, especially if the military situation has changed.

OPENING DIPLOMACY

You can open diplomacy from the Foreign Advisor screen [F4], or by clicking on the leader's name in the "score box" on the main screen. Occasionally, a leader might open negotiations with you – you can agree or refuse to see the other leader as you like. When diplomacy begins, the Diplomacy Screen appears.

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DIPLOMATIC OPTIONS

When diplomacy opens, you (and the other leaders) usually have several choices available:

Declare War

The polite way to open hostilities.

Offer Peace

Available only if you're at war.

Trade

Try to trade stuff with the other civilisation. This takes you to the Trade Table (see following page).

Review Ongoing Deals

Some "annual" deals continue over time (see below). This option lets you review any such deals you have in place with the leader.

Exit

End the diplomatic session.

MAKING TRADE OFFERS

On the Trade Table, all of your tradable items are listed in the right-hand column, while the other leader's stuff is in the left-hand column. To make an offer, click on one (or more) items in your column, and one (or more) items in the other leader's column, and then click on the "make offer" button. If the leader agrees, the deal is done. If not, you can exit diplomacy or try another deal.

If you click only on an item in the other leader's column but not on anything in your column, you are "demanding tribute:" ordering the leader to give you the item for free. He may refuse, of course, and his opinion of you will probably decline. If you click only on an item in your column but none in the other leader's, you are giving the leader that item for free, as a "goodwill gesture." Leaders never refuse goodwill gestures. Goodwill gestures often cause the leader to raise his or her opinion of you.

RESPONDING TO OFFERS

When another leader makes you an offer, you must choose to refuse or accept the offer. If you accept, the trade occurs immediately. If you decline, the other leader may ask you to make a counter-offer, may end diplomacy, or may declare war on you.

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UNTRADEABLE ITEMS

Often you will see items in the leader's column that are coloured red. This indicates that the leader will not (or cannot) trade these items with you, so don't bother asking.

TECHNICAL REQUIREMENTS
FOR TRADE

At the beginning of the game, your diplomatic options are quite limited. You'll need to acquire certain technologies before you can expand your interactions with your neighbours. You cannot trade technology, for instance, until either you or your partner knows the "Alphabet" technology. Both sides do not need to know the required technology, but at least one of the traders must.

CATEGORIES OF TRADABLE ITEMS

There are two distinct kinds of items you can trade: "immediate" items or "annual" items. Immediate items can only be traded for other immediate items, and annuals only for other annuals. You are free to trade any items within a group – technology for gold and a world map, for instance, since they're all immediate items – but you can't trade an immediate item or items for one or more annuals.

Immediate Items

These are items that are exchanged immediately. That is, the deals have no duration. Immediate items include: lump sum of gold, maps, technology, peace treaties, cities, and so on.

Annual Trade Items

Annual trades last for a minimum of 10 turns. They can continue for longer than 10 turns if both sides agree, but neither side can cancel an annual trade before 10 turns are up – except by declaration of war. Annual items include resources and gold per turn.

TRADABLE THINGS

Here's a list of things that can be traded.

Gold, Lump Sum – Immediate Trade

A chunk of gold. 1 gold. 15 gold. A billion–billion gold.

Gold, Per Turn – Annual Trade

A certain number of gold per turn: 2 gold/turn. 30 gold/turn. This lasts a minimum of 10 turns. Note that you are obligated to pay this gold no matter what: empty treasury, anarchy, etc. Your treasurer will automatically disband units as necessary to fulfil your obligations.

World Map – Immediate

All of the territory explored by your partner is now visible on your main map and vice versa.

Open Borders – Annual

Your units can now move freely through your partner's territory, and vice versa. If you declare war against a civilisation you have an Open Borders agreement with, all of your units are removed from his territory, and all of his units are removed from yours.

Furthermore, your cities' trade routes extend to include those civs which whom you have Open Borders. Since foreign trade routes are much more lucrative than domestic ones, signing Open Borders can significantly increase the commerce of your cities. Various buildings and civics can increase this income even more.

Defensive Pact – Annual

If either of your civilisations is attacked by a third party, the other civilisation automatically declares war on the attacker. This agreement is nullified if either of the signatories attacks anybody.

Permanent Alliance – Immediate

Your two civilisations essentially become one nation with two rulers. You each continue to have control over your units and cities, but you share everything else: resources, technologies, maps, and victory or defeat. If one declares war, the other automatically does so as well. If one signs a treaty, the other is bound by it.

Technology – Immediate

You immediately learn the technology that has been traded to you.

Resources – Annual

If a resource is traded to you, you get all of its benefits for as long as the agreement is in place. The trader loses all of the benefits, unless he or she has more than one. (For instance, if somebody trades you iron, you can then construct any military unit that requires iron. The trader can no longer produce such units, unless he's got another source of iron.)

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Declare War With – Immediate

One civilisation asks another to declare war on a third. A leader can ask another leader to declare war on a civilisation that the first civilisation is not at war with, but the other leader will usually charge through the nose for doing so.

Cities – Immediate

Your opponent agrees to give you one or more of his or her cities. If you have open borders with the other civilisation, all units remain in place. If not, the units in the city are shifted back to their own territory. It is extremely rare for a leader to give up a city unless under great duress.

Declare Peace – Special

Peace breaks out between you and your opponent. All units are immediately vacated from each other's terrain. Peace lasts for a minimum of 10 turns. You can only trade peace for gold or technology.

Declare Cease Fire – Special

Peace breaks out between you and your opponent. All units are immediately vacated from each other's terrain. There is no duration for this cease fire – either side can immediately declare war again. Nothing can be combined with a cease fire deal.

Change Civics or Religion – Immediate

You can ask another civilisation to change its religion or civics to match yours.

VICTORY

There are multiple paths to victory in *Civilization IV*. You can win by achieving political, cultural or technological dominance, and of course, by the ever-popular "crushing everyone else into dust beneath the wheels of your chariot" method.

EFFECTS OF VICTORY

You win. Everybody else loses. Game over (but see below). If your victory was spectacular enough, your exploits might be recorded on the *Civilization IV* Hall of Fame screen.

Continuing a Game After Victory

You can continue playing after winning the game, but any further accomplishments will not be recorded on the Hall of Fame screen. It is also impossible to win another victory type after victory or defeat has initially taken place.

DEFEAT

If you are wiped off the map or if one of your opponents achieves one of the victories listed below, you lose. The game is over. All of the other leaders will mock you. It's time to start a new game and try again.

VICTORY CONDITIONS

Following is a list of the ways you can achieve victory in *Civilization IV*. For more details, press [F8] to go to the "Victory Conditions" screen. There you will see a list of the roads to victory available in the present game and how close you are to achieving each of them. (Note that if a specific type of victory is not listed on the Victory Conditions screen, it means that this particular victory was excluded during game setup.)

Time Victory

The game ends at a specific turn, usually 2050 AD. The civilisation with the highest score at the end of that turn wins.

Conquest Victory

The game ends when one civilisation eliminate all rivals. A civilisation is eliminated when its last city is captured or destroyed – even if it still has units in play.

Domination Victory

The game ends when one civilisation controls an overwhelming percentage of the world's land area and population. To be precise, you need to control two-thirds of the land spaces and have 25% greater population than any of your rivals.

Cultural Victory

The game ends when a civilisation has three cities with "Legendary Culture" (in "Normal" game speed, 50,000 culture points per city).

Space Race

The game ends when you construct all of the components for your space ship, launch it and successfully reach Alpha Centauri. You can keep track of the space race with rival civs by monitoring the [F8] Victory Conditions screen. This screen lists all of the components needed to build the spaceship and how many you have completed so far.

Diplomatic Victory

Once the United Nations is built, a Secretary-General is voted upon. The Secretary-General can then periodically call for votes on a variety of resolutions. One of these resolutions is for "Diplomatic Victory;" the winner of that vote wins the game.