



Introduction

The best just got bigger and better.

Hey, we at IGN love first-person shooters too like everyone else... but there's something to be said for staying up all weekend as we explore, expand, exploit, and exterminate one more time. With thousands of hours logged over countless matches, can you really trust anyone else with something as important as the history of man?

Whether you've played Civilization since 1991, or whether you're just now finding out the magic that is the 4X Strategy genre, we're here to guide you. You'll get tips on each of the 4Xs, plus a breakdown of all the different ways you can get there. "Exterminate" may not mean by the sword, after all... I always heard Alpha Centauri is nice around this time of year!

Plus, we'll give you information and advice that everyone needs to know if you truly wish to conquer the world, especially once you take your game online. Just be sure to grab a snack: this will be one long illumination of (alternate) reality!

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Beyond the Sword Overview

This section can also be called, "What in the world am I doing here?" Civilization can be an intimidating game for rookies. But hey, we were all newbies at one point, so don't fret. (And trust us, some of these Civ players around here play *like* they're still rookies.) This section will give you the rundown of what's going on, as well as a general timeline of how a game progresses.

The Four Xs	Victory Conditions
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Civilization IV is a 4X Strategy game. The X's stand for, in order, eXplore, eXpand, eXploit, and eXterminate. That's about as succinctly as a given match can be distilled, but don't think four words means a short, shallow game. Still, it's a good base to start from if you've never played one.



EXPLORE

Humans didn't know what the whole world looked like until very modern times. Heck, until certain explorers sailed toward the "edge of the world," most didn't realize the entire continents of North and South America existed.

When you start a game, you'll find that you know... nothing. Yep, 99% of the land around you is a mystery, with only your immediate surroundings being revealed. This makes your first priority just trying to figure out what's going on. After all...

"Twenty years from now you will be more disappointed by the things that you didn't do then by the ones you did. So, throw off the bowlines. Sail away from the safe harbor. Catch the trade winds in your sails. Explore. Dream. Discover." (Mark Twain)

Knowledge is power, and knowing the lay of the land will allow you to plan for the next X...

EXPAND

You can't do much with only a single city. Well, okay, there are those insane Civilization players who do the famous "One City Challenge" and play an entire match with only a single city, but they're not reading this guide anyway.

History teaches us that, generally speaking, the more land you have to work with, the greater your power. The former USSR, the United States, China... these three countries have generally been the world leader of power at some point or another in the last two millennia, and they had the land masses to house large structures and even larger populations.

More land, quite simply, means more resources. More resources lead to faster research and a powerful military. Placing cities randomly will be counter-productive however, hence the need to explore the continent and plan where to place your cities. With enough of an expansion, it's time to move to...

EXPLOIT

Resources are there, but they're finite. Oil, iron, horses, uranium, all are only present in a certain number of areas in a given match. If your civilization manages to possess these resources when (or better yet, before) your opponents do, you'll be at least able to survive an attack.

Once you've got your fill of resources, get more. And once you have more than you know what to do with, you can move on to the final step...



EXTERMINATE

Wars exist because someone is jealous of someone else's wealth, power, culture, or simply their inferiority. An oversimplification, perhaps, but true all the same.

Not that extermination in Civilization IV necessarily equates to violence. The majority of my matches, for example, end in a space victory. With a varied number of victory conditions, you can have winners who never raise a single weapon.

Still, whether by diplomacy or death, there must be a winner. At some point, the land on the world will all be claimed, and someone will have to be removed for the benefit of your own society. The sooner you prepare for it, and the sooner you start the process, the better.

SUMMARY

Although the game has been simplified to four important concepts, almost every one of your turns will be some mix of at least two of the concepts. This is especially true of the middle-end game, when you'll more than likely be doing all four at once.

Just remember that just because the ultimate goal is to be on top and the only civilization the history books will devote any amount of time to listing, you are not alone. It pays to have friends, and seeing the other civilizations as nothing but targets is a quick, sure method to suicide. Diplomacy must be balanced with all other goals, else you'll find yourself on the wrong end of the fourth X.

The rest of this guide will help you avoid that, although it's highly recommended you try some matches against a few computer-controlled civilizations first on an easy/difficult mode. Some of the human players you'll find on multiplayer servers are just absolute bears... but don't tell them I said that.

The Four Xs

Victory Conditions

There are six ways to win matches in Civilization IV. By default, all are active; if you set up a Custom Game, you can disable any of these in any combination, making for a truly customized match.



- **Time:** The match will end in the year 2050 AD. If none of the other conditions have been met, whatever civilization has the highest score at this point wins the match.
- **Conquest:** The most straight-forward condition, the game will end if only one civilization remains on the map.
- **Domination:** If a civilization possesses at least 75% of the world's land *and* 75% of the world's population, it wins. Generally, if all conditions are on, a Domination win will occur before a Conquest win.
- **Culture:** If a civilization possesses at least three cities that have achieved the maximum culture level, it will win. This is by far the hardest condition to fulfill, and if you want to go for it, you have to plan accordingly from the beginning.
- **Space:** Once certain technologies are researched, civilizations can start creating space ships. If a space ship is created and launched successfully, the civilization immediately wins.
- **Diplomatic:** One civilization can eventually create a wonder called the United Nations. Once done, one civilization is elected leader. The leader can call for a vote that would end the game with a diplomatic vote. If enough civilizations vote for the same rival, the rival will end up winning. This is generally ineffective in multiplayer matches.

Beyond the Sword Pre-Game

Much of your overall strategy happens before even loading the first match. Crazy, but true. This section will go over all those decisions you have to make prior to founding your first city.

Game Modes

Play Now! Setup

Custom Game Setup

On the main menu, you'll have access to a couple different options. For now, click "Single Player."

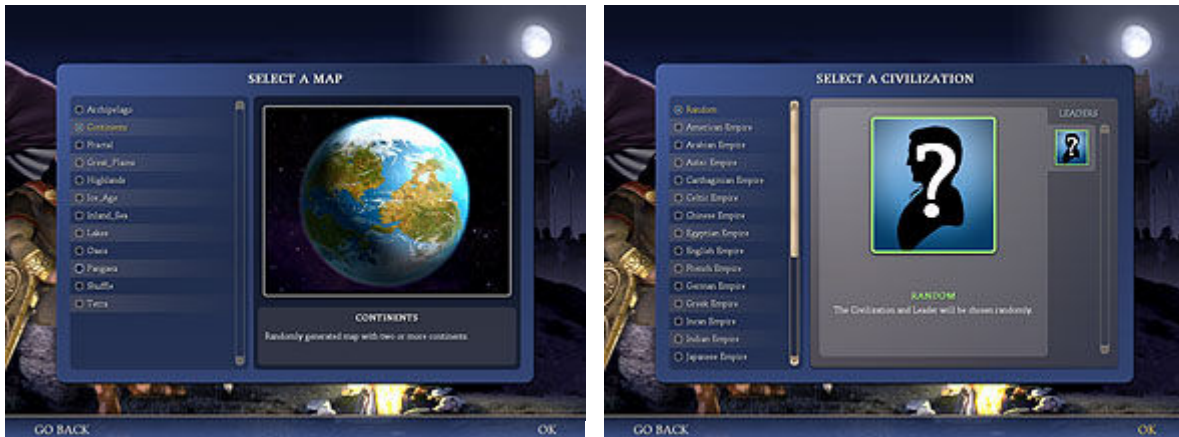
You'll now see several different options. These are...

- **Play Now!:** This is the standard game. Click this to set up the standard options as you prepare for a match. Although it may not seem like it just by the wording of the menu, you still have quite a bit of control about your setup here.
- **Load Game/Scenario:** Self-explanatory, really.
- **Beyond the Sword Content (scenarios):** Scenarios tweak the rules of the game. Some scenarios of past games have included World War II simulations, Three Kingdoms-era China, and so on. Most scenarios revolve around military confrontations, and as such disable certain technologies. This essentially confines you to a certain period of time, turning Civilization IV from a 4X Strategy game to a turn-based military game. Not a bad thing at all, but definitely not a standard match, and definitely not something this guide can help you with.

- **Play a Scenario:** These are scenarios from Civilization 4 prior to the BTS expansion.
- **Custom Game:** Essentially, it's "Play Now!" with more options. The additional options, however, give some extremely impressive ways to manipulate the game engine. Check out the details below.
- **Custom Scenario:** The Civilization IV map editor is pretty easy to use, and there are mods (player-built worlds) out there for your downloading pleasure. Head to this option if you get one to play it.

Game Modes	Play Now! Setup	Custom Game Setup
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The setup for creating single, standard matches is pretty much unchanged from 1991. Naturally, options have been added to make use of engine advancements and such, but the same basics are there. Here now are the steps and options you select, what they do, and what they mean for overall strategy.



STEP 1: WORLD TYPE

There are many templates for different worlds you can create. Each type has very specific strategic advantages and disadvantages.

- **Archipelago:** These maps are comprised of a series of small, remote islands. Expansion and research is generally very slow, especially because you'll have to be pretty far along the technology tree to be able to start checking out other islands. Still, if you tend to be killed quickly, this map will allow you live in relative peace until the mid-game. (This is the turn-based equivalent of real-time strategy games' "No Rush" rule.) Don't even think about trying these maps until you know what you're doing.
- **Continents:** The world is comprised of two large continents, plus a thin chance of a smaller, third continent. Usually, the continents are slightly unbalanced, with one possessing more players than the other. A good beginner's map.
- **Fractal:** These maps have a design to them, but it's an unpredictable one. Leave this one alone until you've played a few matches; if you choose it, you'll have to bend your strategy to whichever map type it most matches.
- **Great Plains:** Generally flat, these maps give great resources and encourage quick movement. Mounted units have an advantage, and navies are pretty much useless. There will be a lot of land, but due to the composition of resources, expansion will probably be quick, and things will get violent a smidge quicker.
- **Highlands:** Opposite of the Great Plains, a Highlands map is loaded with mountains. Units will move slowly, discouraging quick wars. Also, with most squares not producing as much food as with other maps, expansion will be slower than a standard match. You'll be in it for the long haul with this one.
- **Ice Age:** With very high sea levels, most of the planet is unable to be lived on. Land *and* water are scarce, meaning things will get ugly in a hurry. If you like war, you'll probably like this map.
- **Inland Sea:** A ring of land surrounds a really large body of water here. The navy that secures the water, and therefore all its resources, will have a distinct advantage. Still, with such a large portion of the map given to water, land will be a precious commodity, so focusing only on the water will lead to suicide. This is a good map type for intermediate players who want something fresh.
- **Lakes:** A lot of land, and a lot of water; however, the water is not together in oceans, but tiny lakes. Navies are pretty much pointless here, and there's a ton of room to go around. Land battles will be inevitable, but expansion

will be quick due to all the fresh water.

- **Oasis:** A map in two parts. The southern area is a large desert with strategic (i.e., military-based) resources. The northern area is grassy and holds more resources, but there's less of it to go around. He who controls the desert here is the one who wins it all.
- **Pangaea:** Essentially an island, Pangaea maps have a single land mass that takes up a large chunk of the map. The rest of the map is water. Navies are mildly important for fighting, but worthless for exploring (as there's never anything in the vast ocean). With all players starting on the same island, real estate will disappear quickly. This is a good map if you wish to practice diplomacy and/or culture, as you're sure to bump into other civilizations early on. Good for beginners who have played at least two matches.
- **Shuffle:** A random map drawn from either Archipelago, Continents, Fractal, or Pangaea types. Be sure you know what you're doing before getting into this.
- **Terra:** That reminds me: wasn't Final Fantasy VI the greatest game ever? Yeah, I know, I'm the only one who thinks so... Anyway, this map type creates maps that are similar to our real planet. You'll have several continents, but they'll be smaller than the ones in the Continents map type; think of this as a compromise between the Continents and Archipelago types. Pretty good for beginners, but better for intermediate players.

Whew, was that too much information? I hope not, because we're going onto Step 2!

STEP 2: WORLD PROPERTIES

Thought it ended with just the world type? Think again, Charlie! This screen has several important options.

- **World Climate:** Temperate planets have a good mix of lush areas and areas that, well, don't have much. Warmer climates lead to more deserts and strategic resources, turning to stronger militaries. Cooler climates encourage jungles and grass, giving more food, but fewer opportunities for a military edge.
- **Sea Level:** More sea, less land, quicker match. Less sea, more land, longer match.
- **World Size:** The larger the planet, the more civilizations it can comfortably hold. Six civilizations would be cramped terribly on the smallest planet size, but will have way too much room on the largest.

STEP 3: CIVILIZATION SELECTION

Check out the Civilizations section of this guide for details about what civilizations do what. Note that your specific choice affects your character portrait and your civilization traits, but you can change a couple other things.

STEP 4: CIVILIZATION DETAILS

Like the Greeks' attributes but don't like Alexander's stupid name? No problem. After selecting Alexander as your avatar, you can rename him and the name of the civilization! I tend to enjoy being PyroFalkon of the Falkonia empire, because I'm egotistical.

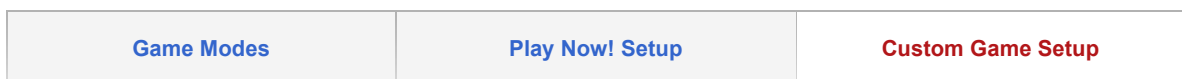


STEP 5: DIFFICULTY SETTING

Here, you'll see a summary of the options you've chosen. You can also set your difficulty level, with Chieftain being the easiest and Deity being the hardest. The "center" difficulty is Noble. Easier than that, human Civilizations get bonuses such as increased research rates, and AI opponents are less aggressive. Harder than noble, and you'll be fighting from the bottom against boosted AI.

Aside from difficulty, you can set game length. Longer games means it takes more time (more turns) to research technologies and build units. Quick games are great for casual players, but realize that "true" Civ masters never touch 'em.

After that, just click OK to get started! The computer will automatically add computer-controlled civilizations, with the exact number based on the size of the world you chose.



For intermediate and advanced players, the Custom Game setup allows you to do some really crazy things with the game rules. Nothing as crazy as what you can do in the map editor, of course, but you can do enough damage here to make Civilization IV look like something else entirely. Or, even better, it allows you to take advantage of some great features for unique experiences!

First of all, all steps of the pre-game are compressed into a single screen. The options from the Play Now! mode are in the bottom-left corner, in the form of drop-down boxes. It's everything else that really makes things exciting and new.

CIVILIZATION SELECTION

The top half of the screen allows you to put in as many or as few civilizations as you wish. You can also assign teams, a really cool concept that is my favorite way to play. Team members automatically and always share maps and

technologies, can never fight with each other, and share a team victory if any or all members win. Teams can be unbalanced, and can be comprised of any number of civilizations, so long as there are at least two teams when all is said and done.



Civilizations are listed by their attributes and name only, so you may want to keep the Civilizations section of this guide handy until you find your favorite. You can also set your difficulty here if you're playing against the AI.

OPTIONS

These are the fun tweaks that can really mess up (or improve) the game...

- **No City Razing:** Normally, when you capture a city, you have the option of simply destroying it. With this option checked, you must take possession of it.
- **No City Flipping From Culture:** If two cities are owned by different civilizations, and one has significantly less culture than the other, the inferior one may peacefully switch to the superior side. This option prevents that.
- **City Flipping After Conquest:** When checked, a city that was captured by the military may switch back to its old owner if there aren't enough military units stationed in the city. This simulates the attacking army stopping (or not stopping) insurgents and rebels.
- **No Barbarians:** All barbarians and animals are removed. This makes the opening turns of the match much safer.
- **Rampaging Barbarians:** Any barbarians that are on the map move more and are far more aggressive, making the opening turns of the match more dangerous.
- **Aggressive AI:** Computer-controlled civilizations will look for war before peace.
- **Unrestricted Leaders:** Any leader may be played with any civilization. Depending on the combination chosen, this might lead to slightly unbalanced matches.
- **Random Personalities:** Computer-controlled leaders have tendencies based on their historical counterparts.

For example, Napoleon tends to work on his economy in the beginning, then turns to war in the mid-game to destroy rivals. This option, if checked, makes all leaders have random tendencies; you may see Gandhi firing off salvos of ICBMs!

- **Choose Religions:** When founding a religion, rather than founding a specific one, the founder is prompted to choose which of the seven to found. In practice, this just means that Christianity can be founded before Hinduism, for example.
- **No Technology Trading:** With this checked, all civs are on their own when it comes to technology.
- **No Technology Brokering:** Enabled, players must have partly researched some of a given technology before they can trade for it.
- **Permanent Alliances:** Civilizations can form permanent alliances, which essentially makes them a team on the fly.
- **Always War:** All teams will be at war with each other from the start.
- **Always Peace:** No one can ever declare war. If you also check the No Barbarians option, you essentially make the military totally pointless.
- **One-City Challenge:** No human player may build more than one city. This is the ultimate challenge.
- **Permanent War or Peace:** Politics take a backseat here. Good for team games.
- **New Random Seed on Reload:** If this is *unchecked*, all random numbers will remain after a save. For example, let's say your unit engages an enemy, and your unit dies. You load, and try again; no matter how many times you attempt it, you *will* lose. Having this option on basically re-rolls the random number, instead of just repeating the same one. This way, you may end up reversing the result of the battle.
- **Lock Modified Assets:** This essentially locks down all the debug and cheat commands, forcing you to play by-the-book. This only has an effect in single-player matches.
- **Require Complete Kills:** With this checked, you must capture all cities and destroy all units to obliterate a civilization. Without it, you only need to capture all cities.
- **No Vassal States:** Vassal State Treaties basically are a promise from a stronger civilization to a weaker one that the stronger one will protect the weaker one. Checking this option removes this treaty type from diplomacy.
- **No Tribal Villages:** Also called "goodie huts," tribal villages can turn momentum of the early game. Removing them may make things more even.
- **No Random Events:** Random events that were introduced in Beyond the Sword will be disabled if this is checked.

VICTORY CONDITIONS

The final part of the screen allows you to disable certain victory conditions. For example, if you want to go for pure military, disable all victory conditions except "Conquest." Refer to the Overview section of the guide for information on victory conditions.

Beyond the Sword Civilizations

Civilization IV is all about strategy, and a lot of it happens before the match even starts. We covered a chunk of the strategy possibilities in the Pre-Game section as it relates to the land choices you make. However, all sides of a match will have to deal with the world's properties; a level playing field in and of itself does nothing for individual strategy.

No, strategy and overall conduct in a match has far more to do with your choice of civilization. Each civilization comes with a unique unit (a more-powerful version of a military unit), and a unique building (a more-powerful version of a standard city building). Also, each civilization starts with a certain pair of technologies, giving the civilization access to upgrades, techniques, or buildings off the bat.

Most civilizations have similar leaders, which means that most civilizations lend themselves to certain strategies. A couple civilizations, though, have very different leaders, making for very different combinations.

A final note on civilizations... Most unique units and buildings are *not* that special. Their difference in matches is usually minimal, but they should still be exploited. Every advantage helps, after all.

Civilizations

There are 34 civilizations in Civilization IV: Beyond the Sword, up ten from the game prior to the expansion. Quite a decent number, with quite a few possibilities.

America

X	Starts with Fishing and Agriculture
X	Navy SEAL replaces Marine
X	Mall replaces Supermarket

Unique Unit and Building Impact: SEALs get the advantage of being able to heal whilst moving; i.e., they don't have to go into Fortify mode, meaning they can keep on movin' during war. The Mall is negligible by itself, but because it boosts the treasury, placing one in every city you've got will boost your cash flow to new heights.

ANALYSIS Woo hoo! USA! USA! USA!!! The American Empire is the perennial expansionist civilization. With its starting technologies focused on food, this civilization will be able to increase its cities' populations quickly. You'll still have to work for making settlers, and focus on expanding your territory and borders the old way (i.e., with quantity-over-quality cities). Suck up that land though, and everything that goes with it (research and resources) will lead to a late-game advantage.

Arabia

X	Starts with Mysticism and The Wheel
X	Camel Archer replaces Knight
X	Madrassa replaces Library

Unique Unit and Building Impact: Nothing. The former simply can withdraw from combat, and the latter allows more specialist citizens in a city. Not that great.

ANALYSIS Arabia is a bit of an enigma. It doesn't do a single thing really that great, although it is a bit above average in research thanks to the Madrassa. Not a bad civilization, per se, just not a very strong one.

Aztec

X	Starts with Mysticism and Hunting
X	Jaguar replaces Swordsman
X	Sacrificial Alter replaces Courthouse

Unique Unit and Building Impact: Both are cheaper to produce than what they replace, giving you no reason not to build them. The Jaguar loses some attack strength, but gains a bonus in the jungle, a plus if you're playing a warm-climate planet. The Sacrificial Alter assists you if you kill off your own people to build stuff faster, so if you play that way, it might help you out.

ANALYSIS The Aztecs are jerks, but I'm biased after a few bad matches in Age of Empires II: Conquerors. Seriously though, if you're a fan of cultural victories, the Aztecs are very strong. Starting out with Mysticism allows culture points to rack up from the first turn. Production will be a bit slow at first compared to other races, but the Aztecs are generally strong until the very end. Keep up with the pack with technology if you want to win as the Aztecs.

Babylon (new for Beyond the Sword)

X	Starts with The Wheel and Agriculture
X	Bowman replaces Archer
X	Garden replaces Colosseum

Unique Unit and Building Impact: Babylon's Bowman is specifically an anti-rush unit. With a 50% boost against melee units, Spearmen and Warriors will fall quickly. Of course, they can be used the other way too, going on the offense, although such early war is risky at best. The Garden meanwhile doesn't give much help, as it merely adds two points of health in the city in addition to the normal Colosseum effects: not exactly a game-changer.

ANALYSIS It's good to see Babylon back in the lineup. With its unique building and unit coming in the early game, you can obviously see that Babylon needs to make its move early and keep its research rates nice and high for the whole match. Babylon's only leader, Hammurabi, greatly helps to augment the civilization. With the Organized and Aggressive attributes, especially combined with the Bowman unit, Babylon can expand very aggressively, and possibly take tons of land in the early turns. Keep up that pressure, and you'll suffocate your early rivals while keeping your technology level high to fight your late ones.

Byzantine (new for Beyond the Sword)

X	Starts with Mysticism and The Wheel
X	Cataphract replaces Knight
X	Hippodrome replaces Theatre

Unique Unit and Building Impact: The Cataphract is a more-powerful version of a Knight for the same production cost. Knights normally have an immunity to first strikes, which Cataphracts lack, however. Meanwhile, the Hippodrome provides more happiness than a Theatre, which can help offset some of the late-game morale problems that pollution (for example) causes.

ANALYSIS Like many civs in the game, the Byzantines are a "jack-of-all trades, master of none" civilization. They lack bonuses to greatly expand in the early days, which means medieval turns are the most dire. Taking the fight to the enemy with Cataphracts as soon as you get them is the key to taking the lead. Make a bunch of them the moment you can, then expand as aggressively as you can. Hopefully by the time the modern era rolls around, you'll have a strong-enough foothold on the planet to continue being a superpower.

Carthage

X	Starts with Fishing and Mining
X	Numidian Cavalry replaces Horse Archer
X	Cothon replaces Harbor

Unique Unit and Building Impact: The Cothon Harbor gives coastal cities more cash for the treasury, which is naturally very important. The Numidian Cavalry loses some power compared to the Horse Archer, but it gains a rather sizable bonus against melee units. Very good for defense and field (non-city) fights.

ANALYSIS The Carthaginians are all about the economy. Properly played, Carthaginians can live in relative peace by trading their gold to other civilizations for treaties, and technologies. The only problem is that the Carthaginians will be behind other races in general toward the end unless war is started early. Carthaginians must expand their territory quickly in the opening turns, or they will be suffocated out of existence early.

Celtia	
X	Starts with Mysticism and Hunting
X	Gallic Warrior replaces Swordsman
X	Dun replaces Walls
<p>Unique Unit and Building Impact: Gallic Warriors are a bit stronger defensively in the hills, which is such a specific bonus that it's not that helpful. However, Dun allows all units created from the city get the same hill bonus automatically. If the planet is hilly, Dun-happy cities will thrive and create strong units for the early turns.</p>	
<p>ANALYSIS The Celts don't have much going for them aside from early-middle-game war abilities. The Celts are a pretty challenging civilization, especially because they will quickly be outclassed and outdistanced by any other civilization that knows how to research quickly. Unless ahead of the others in technology, the Celts will go down.</p>	

China	
X	Starts with Agriculture and Mining
X	Cho-Ko-Nu replaces Crossbowman
X	Pavillion replaces Theatre
<p>Unique Unit and Building Impact: Pavillion has tons and tons of culture attached to it, a great thing to be using if you're in border wars. The Cho-Ko-Nu is a foot unit that actually can cause collateral damage (damage to other units in a stack), a crazy bonus during wartime, especially if China finds itself on the defense.</p>	
<p>ANALYSIS China is a jack-of-all-trades civilization. They're very defensive after the expansion due to their leaders' attributes, and can contribute to damn near any strategy you can think of. They're a great supporter in team games, but may find that they fall behind in the mid-game. If China can maintain their technology whilst protecting their borders, and they'll be as powerful in the late-game as they are in real life.</p>	

Dutch (new for Beyond the Sword)	
X	Starts with Fishing and Agriculture
X	East Indiaman replaces Galleon
X	Dike replaces Levee
<p>Unique Unit and Building Impact: The East Indiaman is merely a transport ship, and the Dike only assists in production boosts. Taken together, this shows you that the Dutch are not built for pure combat. If you're playing on a map with little sea, or a Pangaea map with its single continent, the Dutch bonuses will not be taken advantage of. The Dutch are designed to quickly spread their borders across bodies of water, and to rapidly build up cities with improvements.</p>	
<p>ANALYSIS If there is a civilization that specializes in gathering production points and money, the Dutch are probably it. The Dutch player must be willing to promote peace at every turn and give away technologies to other civilizations, because if a war breaks out, there won't be much left. Focus on quick expansion and you should be all right.</p>	

Egypt	
X	Starts with The Wheel and Agriculture
X	War Chariot replaces Chariot
X	Obelisk replaces Monument
<p>Unique Unit and Building Impact: The War Chariot is stronger, receives more bonuses, and is the same price as the Chariot—'nuff said. The Obelisk can create specialist citizens while the Monument can't, but specialist citizens are overrated.</p>	
<p>ANALYSIS I believe that Egypt is the most powerful civilization in Civilization IV. Egypt's strength lies in getting into border wars with rivals, though, which means playing on island maps gives Egypt a serious disadvantage. War, if it gets started at all, needs to happen REAL quick and early. Either way, Egypt must work from the start on converting enemy cities and researching technology. Egypt will probably remain on the curve for most of the match, but will possess more land than rivals. Turn all resources into some combination of science and culture, and you'll be peacefully taking cities faster than you'll know what to do with.</p>	

England

X	Starts with Fishing and Mining
X	Redcoat replaces Rifleman
X	Stock Exchange replaces Bank

Unique Unit and Building Impact: Redcoats are identical to Riflemen, except the former gains a bonus against other gunpowder units. This makes them absolutely crazy-strong until Infantry and Marines are introduced, and even then they can put up a good fight. The Stock Exchange gives more cash than the Bank with no downside; do I really need to explain the benefits of that?

ANALYSIS Like China, England is a jack-of-all-trades civilization, with a couple of key differences. First of all, England is just a hair better organized in its late-game economy. This is offset by China's early military prowess, giving China the ability to get ahead in the early days. Things will even out toward the end, when England can start bribing and buying everything in sight.

Ethiopia (new for Beyond the Sword)

X	Starts with Hunting and Mining
X	Oromo Warrior replaces Musketman
X	Stele replaces Monument

Unique Unit and Building Impact: The Oromo Warrior starts off with three First Strike chances, is immune to First Strikes, and requires no additional cost over its Musketman cousin. Meanwhile, the Stele adds a bunch of culture points to its city, far more than the standard monument, and also requires no additional cost. Together, the Ethiopians can quickly expand their city borders, and they can defend them pretty well once gunpowder is discovered.

ANALYSIS Knowing my playstyle, I have a feeling that the Ethiopians will become my new favorites. They can be played two ways, depending on their technological edge. If Gunpowder is reached first by Ethiopia, the Oromo Warriors will make short work of neighbors, which will put pressure on them to commit forces to fight back or at least disrupt their cities' building queues. Whether Gunpowder is acquired first or not, however, the quick border expansion thanks to the Stele will help with the mid- and late-game border wars.

France

X	Starts with The Wheel and Agriculture
X	Musketeer replaces Musketman
X	Salon replaces Observatory

Unique Unit and Building Impact: Musketeers get to move two tiles instead of one compared to Musketmen, a huge advantage when waging war over a large area. The Salon gives a free culture specialist to the city, which will help move the borders faster. Not a bad idea, but it might come a little too late in the game to make much impact. Still, every bit of culture helps, especially if you're in a border war.

ANALYSIS Intelligence is definitely not the strong suit of the French, which forces them to normally be on or behind the curve of technology. They'll produce things quickly, so it may behoove you to consider the French as a military civilization, even though they really aren't. The French, in fact, aren't much of anything, and shouldn't be played except by hardcore Civ players who tend to win every match.

Germany

X	Starts with Hunting and Mining
X	Panzer replaces Tank
X	Assembly Plant replaces Factory

Unique Unit and Building Impact: The German Panzer gets a bonus against other armored units, making them heads-and-tails better than pretty much any land unit in the modern era. The Assembly Plant allows more specialists, whoopie-do.

ANALYSIS The Germans represent the first pure military civilization on this list. Using them to do any strategy other than an aggressive one is a waste of everyone's time. Early war will be tough, but if you use our wartime tips, you'll be well on your way to a world-class beatdown victory. Take over enemy cities to keep your resources expanding, and the world will eventually be yours.

Greece

X	Starts with Fishing and Hunting
X	Phalanx replaces Spearman
X	Odeon replaces Colosseum

Unique Unit and Building Impact: The Phalanx is a nice power unit, pretty strong in those early turns. The Odeon gives some crazy culture points, giving Greek borders an extra push in the mid-game.

ANALYSIS Greece is a bizarre civilization and must be played carefully. They only have one leader, Alexander, who has a black-and-white mix of attributes. The Phalanx is a power early-game defensive unit, and expansion will come a little quick due to the starting techs. This all means that Greece can pretty much roll with any strategy you choose; however, if you change your mind in the middle of the match, it will be *extremely* difficult to make the change work. Basically, you'll want to decide if you want to fight for land or make peace, and stick with that ideal until there is a winner.

The Holy Roman Empire (new for Beyond the Sword)

X	Starts with Mysticism and Hunting
X	Landsknecht replaces Pikeman
X	Rathaus replaces Courthouse

Unique Unit and Building Impact: The Landsknecht is a great military unit, getting a 100% bonus against both melee *and* mounted units. In other words, once you can build them, they get double-strength against the entire military of the world other than siege and naval units. This advantage will hold until Gunpowder is introduced. Meanwhile, the Rathaus gives a whopping 75% discount to civic maintenance, allowing the Holy Romans to extend their borders to all corners of the globe without significant treasury issues.

ANALYSIS It seems the majority of the Beyond the Sword civilizations are custom-built for quick expansion, although the Holy Roman Empire exemplifies the idea. The instant you can build Landsknechts, do so, and use them to trash your rivals. You'll need as much land as you can in the mid-game, because others may catch up to you toward the modern era. Of course, once they do so, the savings you'll have made with the Rathaus should provide your civilization with plenty of cash and scientific power.

Inca

X	Starts with Mysticism and Agriculture
X	Quechua replaces Warrior
X	Terrace replaces Granary

Unique Unit and Building Impact: The Quechua is no stronger than a Warrior generally, but they gain a huge bonus against archers, which are the primary defenders of the early days. The Terrace is identical to a Granary but produces culture, helping out the borders early.

ANALYSIS The Incas are a challenge, but they can hold their own in the beginning of the match due to their unique unit and building coming very early. Still, they'll need to be on the ball and constantly expanding if they want to exist in the last turns of the game.

India

X	Starts with Mysticism and Mining
X	Fast Worker replaces Worker
X	Mausoleum replaces Jail

Unique Unit and Building Impact: Fast Workers do not improve land quicker, they have more movement points. Still pretty helpful until Railroads are researched. Mausoleums act like Jails but give automatic happiness to citizens, letting you push the city's limits a bit.

ANALYSIS India is one of the most peaceful nations in the game, and focuses on expansion due to culture. If you play as India, your strength will be in research and exploiting your resources like crazy. Getting into wars will blow you away, so make sure that any military units you create are used defensively. Diplomacy will be important, because if you screw with your rivals and bring their wrath, you won't survive to see 2050 AD.

Japan

- X Starts with Fishing and The Wheel
- X Samurai replaces Maceman
- X Shale Plant replaces Coal Plant

Unique Unit and Building Impact: Samurai have the ability to First Strike, so they're admirable defensive units. Shale Plants give an added bonus to city production, which will help Japan stay competitive in the late stages of the match.

ANALYSIS Firaxis has chosen to portray Japan as its aggressive, war-minded period in history rather than its modern, economic society. This is important, because if you're going to try to win just by making Japan the world leader in electronics, you'll be beaten down by the Germans and Ottomans of the match. As Japan, you must maintain an aggressive policy of expansion, fighting at the drop of a hat to take resources. Japan is the weakest of the military civilizations, but they're a bit better at research. Try to get a technological edge, create some high-quality units, and slit some throats.

Khmer (new for Beyond the Sword)

- X Starts with Hunting and Mining
- X Ballista Elephant replaces War Elephant
- X Baray replaces Aqueduct

Unique Unit and Building Impact: The Ballista Elephant has an extremely odd characteristic: if it attacks a unit stack anywhere outside a city, it will target Mounted Units first regardless if there is a better-suited defensive unit in the stack. For example, let's say a Musketman and a Knight are traveling together, and the Ballista Elephant attacks. Although the Musketman should get the defensive duty, the attack actually happens on the Knight because it is a Mounted Unit. This situation allows the Ballista Elephant to never waste its 50% boost against mounted units! The Baray meanwhile gives its city food in addition to health, giving it a little bit of a boost for expansion.

ANALYSIS I had never heard of the Khmer Empire until this game. Gotta love the Civlopedia for a quick history lesson. Anyway, the Khmer civilization exists for strategic expansion, rather than quick expansion. That is, the cities under the Khmers are better-suited for being fully built up and defended. The Baray helps out by giving free food to the city, allowing its citizens to multiply that much faster. If the Khmer can keep their cities protected and flourishing, they will be able to rival the competition in the late game. If not, they'll get obliterated once guns come into play.

Korea

- X Starts with Mysticism and Mining
- X Hwacha replaces Catapult
- X Seowon replaces University

Unique Unit and Building Impact: Hwachas get a bonus against melee units, but siege weapons in general are overrated, and shouldn't be relied upon. Seowon gives better research than a University to a significant degree, which should help Korea pull ahead in the late technological race.

ANALYSIS Korea exists to be smart. Although it will find itself lagging in resources, it will probably be ahead of the curve on technology, provided it expands via settlers quickly. Korea is a good partner to, say, Germany; the former provides the brain, the latter provides the brawn. Korea will struggle on its own if assaulted, but if left in peace, it will make a powerful late-game civilization.

Mali

- X Starts with The Wheel and Mining
- X Skirmisher replaces Archer
- X Mint replaces Forge

Unique Unit and Building Impact: Stronger than an archer and just as cheap, Skirmishers are great early-game city defenders. Mints add to city production like Forges, but also give a 10% boost to the city's contribution to the treasury, making for some mid-game wealth.

ANALYSIS Mali is a defensive, economic civilization, but doesn't do either to the point be a specialist. Mali is a challenge, but by focusing on creating gold and trading it for technology, they might be able to squeak out a space or time victory.

Maya (new for Beyond the Sword)

X	Starts with Mysticism and Mining
X	Holkan replaces Spearman
X	Ball Court replaces Colosseum

Unique Unit and Building Impact: The Holkan is a great early-game defensive unit, as it requires no iron or copper, a prerequisite of its Spearman counterpart. The Ball Court meanwhile helps out happiness in its city to a greater degree than the Colosseum.

ANALYSIS If Ball Courts are built quickly enough, you'll never have to worry about revolutions because of the complete happiness of your people. However, this early-game advantage goes out the window once all your rivals start out-producing you and can bring the pain. The Mayas are very challenging to play as, in other words, because although they have some early-game advantages, they will pale in comparison to their enemies who have a much better grasp of the mid- and late-game eras.

Mongolia

X	Starts with The Wheel and Hunting
X	Keshik replaces Horse Archer
X	Ger replaces Stable

Unique Unit and Building Impact: Keshiks ignore terrain movement costs, meaning it can travel over a mountain as easily as plains. This makes for a great offensive unit for early war. The Ger gives newly created cavalry units an experience bonus; when starting war, put Stables in cities, whip out Keshiks, and commence beatdowns.

ANALYSIS The polar opposite of Mali, Mongolia is one of the most aggressive civilizations in the game. If you're playing as Mongolia and you're not at war with someone, you're doing something wrong. The quicker you go to war and start the steamroller (explained in the Waging War section), the better the chance you'll win. Never sit with the Mongols, and don't make close friends that are on the same continent; you should always be scheming on how to obliterate rivals.

Native Americans (new for Beyond the Sword)

X	Starts with Fishing and Agriculture
X	Dog Soldier replaces Axeman
X	Totem Pole replaces Monument

Unique Unit and Building Impact: The Dog Soldier receives double strength against melee units, and can be built without the need of copper or iron, unlike the Axeman. The Totem Pole not only gives the city some culture, but it gives all archery units in that city some free Experience Points.

ANALYSIS The fact that the Native American race hasn't been completely wiped out is a testament to their ability to defend themselves. This is reflected in the game by their bonuses: between their only leader's traits, not to mention their Totem Pole bonuses, Native American archers are ridiculously strong against enemy combatants. Well, defensively, anyway; if the Native Americans go on the offense, they will probably be cut down rather quickly. Still, if the Natives can maintain the technological curve of the world, they will be a force to deal with in the late game. The worst thing rivals can do is underestimate their strength.

Ottoman

X	Starts with The Wheel and Agriculture
X	Janissary replaces Musketman
X	Hamмам replaces Aqueduct

Unique Unit and Building Impact: Janissaries are no weaker than Musketmen, and no more expensive, but they get bonuses against *all* foot units prior to gunpowder. If you can get Janissaries going before your rivals know how to use firearms, you can tear them apart. Hammams provide happy citizens, which ordinary Aqueducts don't do.

ANALYSIS In Age of Empires 2 and 3, I loved the Turks/Ottomans. The Janissary was one of the greatest units in the history of RTSs. Though this is a different game, the Ottomans are a powerful military civilization. Due to the Janissary's timing (more toward the mid-late game rather than the mid-game), the Ottomans can fight until deep into the game. Prior to nukes and planes being introduced, in fact, the Ottomans will be able to snuff out practically any competition aside from the Germans or someone using a leader with the "Protective" attribute. However, if they commit too many units to offense, they'll be quickly demolished by neighbors who know when to attack a weakness. Strike hard, but precisely.

Persia

X Starts with Agriculture and Hunting

X Immortal replaces Chariot

X Apothecary replaces Grocer

Unique Unit and Building Impact: Immortals get a bonus against archers, which can lead to more (or easier) captured cities in early turns. The Apothecary will keep its city's citizens healthy, which means you can test the city's limits later with pollution-causing buildings and the like.

ANALYSIS In his Civilization III FAQ, Dennis Doucette correctly declared that Babylon was the single most-powerful nation in the game, and it didn't require any offensive military units to be so. Babylon is gone, rather getting "absorbed" into Persia, but its strength still remains. I'd debate that Egypt is now stronger, but playing as Persia will give you an obscene advantage early on with technology and culture. This is especially true due to its sole leader, Cyrus, possessing the "Imperialist" attribute. He who controls the land wins the match, and the Persians absolutely rock at it. Just try not to get into any fights.

Portugal (new for Beyond the Sword)

X Starts with Fishing and Mining

X Carrack replaces Caravel

X Feitoria replaces Customs House

Unique Unit and Building Impact: When it comes to naval exploration, Portugal is by far the leader. The Caravel can only carry a single unit, and even then it has to be a special unit (like a spy). The Carrack however can carry *two* units of any type, and can freely explore enemy territory without causing war. This is a great advantage on continent- or archipelago-type maps.

ANALYSIS Portugal will make a lot of money; the problem comes in the form of not knowing what to do with it. Portugal will unfortunately have to react to rivals to figure out how to proceed. If rivals are aggressive, the money should be used for the military. If not, have the treasury focus on science or culture. You'll have to play the waiting game as Portugal, but don't wait too long. The longer you take to determine a strategy, the stronger the chance something is going to go wrong.

Rome

X Starts with Fishing and Mining

X Praetorian replaces Swordsman

X Forum replaces Market

Unique Unit and Building Impact: Praetorians lose the "city attack" bonus of Swordsmen, but gain some crazy power as a result. They take a little longer to build, but their power should offset that. The Forum gives a better chance of Great Persons being born in that city, which can mean some quick research in the early days.

ANALYSIS If you thought the Ottomans were bad, trust me, the Romans are quite insane as well. Though Rome isn't quite up to the military ability as Germany and Mongolia, they are quite a force in the early turns. Praetorians are enough to turn the tide of early-mid-match wars, and can lead to Rome possessing large amounts of land very quickly. Fight and claw your way to winning, but just don't expand too quickly too fast; that was what brought down the real Rome. Learn from its mistakes.

Russia

X	Starts with Hunting and Mining
X	Cossack replaces Cavalry
X	Research Institute replaces Laboratory

Unique Unit and Building Impact: Cossacks gain a bonus against other cavalry units, which may or may not be useful depending on what you're fighting. The Research Institute gives two *free* science specialists, allowing Russia to pull ahead in the very late stages of the game, technologically speaking. Build a Research Institute immediately in every city the moment you get access unless you're at war or are on the cusp of winning the match.

ANALYSIS Russia is a bit of a challenge, reflected by their real-life issues. Although Russia will generally be near or at the top of the pack in technology, they struggle with applying it. Military civilizations will out-fight Russia usually unless Russia can catch them with their pants down; non-military civilizations will usually go down if Russia starts a fight with them. Your best bet is to trade technology to friends for gold, then turn the gold into either strong military units or even more technology.

Spain

X	Starts with Mysticism and Fishing
X	Conquistador replaces Knight
X	Citadel replaces Castle

Unique Unit and Building Impact: Conquistadors get bonuses against melee units, which may make wars easier, unless the enemy has some high-class Archers or Longbowmen defending their cities. The Citadel helps protect against enemy bombardments from siege engines, certainly a good thing if you find yourself on the wrong end of a war.

ANALYSIS Properly called España but not (because Americans are jerks), Spain is yet another jack-of-all-trades civilization. It tends to be able to kick some mid-game tail in economy, and can culturally compete with practically any civilization. Toward the end, however, it will find itself getting outclassed by pretty much everyone. Stay ahead of the curve, and you should be all right.

Sumeria (new for Beyond the Sword)

X	Starts with The Wheel and Agriculture
X	Vulture replaces Axeman
X	Ziggurat replaces Courthouse

Unique Unit and Building Impact: The Vulture is slightly more powerful than the Axeman it replaces, but Vultures lose a bit of the bonus against melee units. Regardless, they're pretty strong early-game military units. Meanwhile, the Ziggurat is a standard courthouse that simply doesn't take as long to build.

ANALYSIS Sumeria gets a big "meh." While they'll save money over most other civilizations due to their Ziggurats (which will help out the treasury in the mid-game), they really don't have much else going for them. They won't be pushovers like the Zulus or the Incans, but they probably won't win many matches either. Definitely a challenge to play with.

Vikings

X	Starts with Fishing and Hunting
X	Berserker replaces Maceman
X	Trading Post replaces Lighthouse

Unique Unit and Building Impact: Berserkers have the Amphibious trait, allowing them to attack from ships or across rivers without penalty. They also gain a bonus when attacking cities, unlike Macemen. Trading Posts give all naval units created in that city thereafter a +1 to movement, allowing your ships to get across the world (especially larger ones) much faster than rivals. This can mean that you can inhabit small, resource-rich islands far sooner than your enemies can.

ANALYSIS

Vikings want to kill everyone in sight, and they have the economy to do it. The Viking civilization is the Civilization IV equivalent of the Warrior class in Final Fantasy: they exist to take their weapon of choice and make new orifices in all rivals. Screw diplomacy; as the Vikings, concentrate on war. Hit all civs, hit them in their weakest cities. Start the fight early, as early as possible in fact. Treat your first couple cities as your "home base" for technology and expansion; treat all other cities, especially ones you capture, as "military bases" that exist only to spit out units. If you can gain an edge in land before Berserkers become obsolete, you'll have a tremendous advantage going into the mid-late-game.

Zulu

X	Starts with Agriculture and Hunting
X	Impi replaces Spearman
X	Ikhana replaces Barracks

Unique Unit and Building Impact: Impi are experts in moving, gaining a second movement point per turn (equating them to mounted units) and getting a discount to the cost of moving over certain terrain. An army of Impi can go pretty far across a map, giving a huge reason to go to war early. The Ikhana is a little more expensive to build, but it drops the maintenance price of the city, helping out the treasury from the get-go and allowing you to keep more cities under your control.

ANALYSIS

The fact that their unique unit and building are available from damn near the second turn should clue you in on how the Zulus operate. Like the Incas, they're pretty challenging for first-time players. However, they will do some crazy damage in the early game. Zulus need to basically start gearing up for war from Turn #1 and not stop unless they own half the planet and killed for a technical edge.

Beyond the Sword Leaders

A concept new to Civilization IV is the leader. Instead of merely picking a civilization as you did in past versions of the game, you must pick a leader based on the civilization as well. Most civilizations prior to the expansion pack contained only a single leader; that has somewhat changed, and you have far more options.

Now, what is the leader's role in the game? In addition to the portrait and name attached to your civilization, the leader gives your civilization bonuses. Each leader has two attributes out of a definite list that we'll touch on in a second, and the combination greatly affects your strategy. While there is nothing stopping you from doing any given strategy with any given leader, a leader's attributes lend that leader toward a particular strategy. It's your job to exploit your leader's attributes to maximum effectiveness.

If you're a vet, you may be wondering what the point of separating civilizations and leaders is. To be honest, there was less of a point prior to the expansion packs, when most civilizations had a single leader, essentially giving those civilizations one possibility of attributes. But now that there are more options, more possibilities, the distinction is very important.

Leaders may provide the attributes, you see, but civilizations provide the other perks. Forgive us for being repetitive (from the Civilizations section of the guide), but remember that each civilization comes with unique units and unique buildings. The combination of leader and civ is what leads to overall strategy.

There are now a whopping 52 leaders, up from the 36 leaders of Warlords, and nearly double the pre-expansion count of 27.

Leader Attributes

All leaders draw two attributes from this list.

Aggressive

X	Free promotion for Gunpowder and Melee units from creation
X	Barracks and Drydock production is 200% of normal speed

Charismatic

X	+1 Happiness in each city
X	-25% XP necessary for unit promotions
X	+1 Happiness from Monuments and Broadcast Towers

Creative

X	+2 Culture per city
X	Theatre and Colosseum production is 200% of normal speed

Expansive

X	+2 Health in each city
X	Worker production is 125% of normal speed (prior to Beyond the Sword, this was 150%)
X	Granary and Harbor production is 200% of normal speed

Financial

X	+1 Gold Income on tiles with at least 2 Gold
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Imperialistic

X	Chance of a Great General spawning is doubled
X	Settler production is 150% of normal speed

Industrious

- X Wonder production is 150% of normal speed
- X Forge production is 200% of normal speed

Organized

- X Civic upkeep cost is halved
- X Lighthouse and Courthouse production is 200% of normal speed

Philosophical

- X Chance of a Great Person being created is doubled
- X University production is 200% of normal speed

Protective

- X Archery and Gunpowder units get a free promotion when created
- X Wall and Castle production is 200% of normal speed

Spiritual

- X No Anarchy periods when changing civic policies or religions
- X Temple production is 200% of normal speed

American Leaders



Abraham Lincoln (new for Beyond the Sword)

- X Philosophical
- X Charismatic

ANALYSIS

It's good to see our 16th president back in the game... he was the default leader for all Civilization games prior to IV, but was suspiciously absent until this expansion pack. Lincoln's perks don't come *noticeably* into play until the late game, but his Philosophical trait—which doubles the rate of Great Person creation—means you can hit your first Golden Age fairly quickly. Philosophical also gets those Universities up and running quickly, giving America a poignant research advantage. With Lincoln at the helm, the American player should be the technological leader as the game reaches its end, excellent if you're playing for a Space Victory.

Franklin Roosevelt

X Industrious

X Organized

ANALYSIS The biggest downfall of most players in Civilization comes when they expand too fast, before the civilization's government can keep up. Roosevelt will more or less cancel all the downsides of quick expansion (most notably the cost), allowing the Americans to be an offensive military civilization with him at the helm.

George Washington

X Charismatic

X Expansive

ANALYSIS Not quite to Roosevelt's level in expansive abilities, Washington can still lead America to gain incredible amounts of land early on. Under his command, the military will be a little better off, and cities can be pushed just a little harder. Washington's advantages will be more apparent in the late phases of the game, while Roosevelt's will be more apparent earlier.

Arabian Leaders

Saladin

X Protective

X Spiritual

ANALYSIS Saladin is the only leader of the Arabs. His abilities are defensive in nature, although Arabia can be used for fighting. Overall, this combination is probably the third-weakest of the game, but makes for an excellent support partner to a stronger, more specialist civilization.

Aztec Leaders

Montezuma

X Aggressive

X Spiritual

ANALYSIS The Aztecs are militaristically minded, and Montezuma personifies it. This combination allows you to quickly switch civic policies when new ones come up, a plus if the switch includes a way to make units and/or cities cheaper to maintain. Remember that the Aztecs are the Zergs of Civilization IV: quantity over quality.

Babylonian Leaders

Hammurabi (new for Beyond the Sword)

X Aggressive

X Organized

ANALYSIS Aggressive *and* Organized? It's probably a surprise that Babylon's sole leader favors war over culture, even though the Babylonian civilization favors culture first. Regardless, if you want to play to Hammurabi's strengths (rather than the strengths of Babylonia as a whole), you'll favor war. The combination doesn't mean you can just start fighting from Turn #1 and win by conquest, but it does mean that when you're ready to fight, you'll be able to afford the cities you take. Make sure you *can* win before actually firing the first shot (or stabbing the first heart), but once you go, there shouldn't be anything stopping you from continuing on until your enemy is demolished. With this combination, look for military-minded civics like Theocracy and Nationhood.

Byzantine Leaders

Justinian I (new for Beyond the Sword)

X Spiritual

X Imperialistic

ANALYSIS The Imperialistic trait is the weakest one of the game. While it allows for quick expansion through many Settlers, there is nothing offsetting the increased costs associated with too large an empire. Paired with Spiritual, this is one combination that simply holds no major advantage. Combined with the "jack-of-all-trades" civilization, playing with Justinian I is a challenge insofar as there's no clear path you can even lean toward. He's made for Civilization vets, not newbies.

Carthaginian Leaders

Hannibal Barca

X Charismatic

X Financial

ANALYSIS Hannibal has the ability to pay for quick expansion, provided such expansion is on tiles that produce cash. In other words, he specializes in rich areas, as opposed to deserts or highlands. He's the only leader available to Carthage, and he fits it well.

Celtic Leaders

Boudica (new for Beyond the Sword)

X Aggressive

X Charismatic

ANALYSIS If you want to read a tragic story, check out Boudica's background in the Civlopedia. Based on her biography, Firaxis did a great job of assigning her traits. Also like her biography, she is designed to play militarily, with hitting the enemy as early as possible, and with as great a force as she can muster. If you play as her, you'll need to research like crazy and do as much scouting as you can in those early turns. Then, build up a sufficient military, and rain hell on your neighbors. Boudica's entire game will be decided with what you do in the mid-game: fail your wars, and she'll be outclassed by the research specialists like Lincoln (Americans) and the military specialists like Otto von Bismarck (Germans). If you can get that foothold however, Boudica can go on to do some serious damage, especially on a Pangaea world.

Brennus

X Charismatic

X Spiritual

ANALYSIS Due to the Celts' military-minded policy, Brennus is a poor leader, but he's the only one you've got, so you're stuck with him. Take advantage of the Spiritual attribute to change up government policies whenever it's in your best interest.

Chinese Leaders



Mao Zedong

X Expansive

X Protective

ANALYSIS

Zedong is pretty good defensive leader. If you're using China as a support nation to get tons of research, you can't go wrong this way.

Qin Shi Huang

X Industrious

X Protective

ANALYSIS

By using Qin Shi Huang, you lose the ability to take a billion cities from the outset (it would drain your treasury too fast). However, you further gain the ability to create culture quickly (from increased Wonder production) and can keep up with military toward the mid- and end-game stages (thanks to Forges). If you're using China militarily, pick Huang.

Dutch Leaders

Willem van Oranje (new for Beyond the Sword)

X Creative

X Financial

ANALYSIS

Willem van Oranje, with the assistance of the Dutch unique building, is designed to smother borders of enemies. The Creative trait allows those borders to expand right off the bat, claiming more land than rivals. Meanwhile, the Financial trait allows the creation of more cities than average due to the large amounts of cash he will garner, particular on the ocean. The Dutch also get a large transport before anyone else, so they can settle other continents and/or islands before others too. All told, Willem and the Dutch are there to expand, expand, expand. Their weakness comes from having to defend themselves, not because they have a weak military, but because their time is better spent doing upgrades and creating city buildings rather than fighting. If you like to play peacefully, give van Oranje a shot.

Egyptian Leaders



Hatshepsut

X Creative

X Spiritual

ANALYSIS Let me totally honest here... if you pick Hatshepsut, and you're on a map with land masses large and close (like Pangaea or Continents), you would have to make an effort to lose. Hatshepsut is custom-built for obscenely quick expansion, especially through culture. Creative is the single-most powerful attribute, as it allows cities to expand their borders *without any upgrades*, which leads to research, which leads to powerful units, which leads to a military blitz like you've never seen. Throw in the fact that you can change religions and civic policies on a whim, and Egypt becomes ridiculously powerful toward the end. I love Hatshepsut... definitely my choice for matches when I want an assured victory.

Ramesses II

X Industrious

X Spiritual

ANALYSIS A nice alternative if you're more aggressive, Ramesses gives you the chance to attack a little earlier due to his ability to get some resources. Basically the difference is quality vs. quantity: Ramesses will not expand as fast as Hatshepsut, but he will have a better chance at winning any given battle at the end of times.

English Leaders



Winston Churchill

X Charismatic

X Protective

ANALYSIS Being totally defensive, Churchill players will need to expand quickly the old-fashioned way (with settlers). If you're forced to go on the offense for resources, it will be a little rough, although your citizens' anger will be partly assuaged by Churchill's Charismatic attribute. Churchill is good if you need to concentrate on science.

Elizabeth I

X Financial

X Philosophical

ANALYSIS Shane McMahon's theme song pops into my head for this one. Elizabeth will lead England to tons of money, which can (and should) be turned into research. This is especially true when Universities become available. Combined, this means that England should pull ahead technologically toward the end, although it may be too late if you're facing a specialist nation. Still, at that point, you can throw some money around to make it even.

Victoria

X Financial

X Imperialistic

ANALYSIS With Settlers being created faster than normal, Victoria allows England to pull ahead at the match's outset. Other civilizations will catch up, but by the time they do, England can trade their deep treasury reserves for whatever they need. Under Victoria, England becomes a "rushing" nation, one that can get stuff early, and possibly suffocate rivals if their shared island is rather small.

Ethiopian Leaders

Zara Yaqob (new for Beyond the Sword)

X Creative

X Organized

ANALYSIS Zara Yaqob is in a unique position of being able to support many cities, but he doesn't have an exceptionally useful way to take advantage of it. Being creative allows his cities to get more land, but while he can support many cities due to his Organized trait, he'll still need to build close to home rather than stretch expansion to its limits. This is because, should a mistake be made and expansion happens too far away, it might be tough (due to a lack of being Spiritual) to correct the mistake. Meanwhile, the Ethiopian army is a joke until the Oromo Warrior is produced, but even then, the Oromo Warrior is more of a defensive unit than an offensive one. Ethiopia is definitely meant to be played peacefully.

French Leaders



Charles de Gaulle (new for Beyond the Sword)

X Industrious

X Charismatic

ANALYSIS It's cool to see a civilization represented by two distinct eras. While Louis XIV and Napoleon Bonaparte represent the French from several centuries ago, de Gaulle took part in World War II. de Gaulle's traits in fact jive well with the military ideal, giving units free XP from creation. If nothing else, de Gaulle's French can defend themselves pretty well if you just want to concentrate on being peaceful, but you'll probably want to put the fight to the enemies as soon as you can rather than playing the turtle. Regardless, just remember not to be like the real French and surrender to everyone when the fight gets tough.

Louis XIV

X Creative

X Industrious

ANALYSIS The quality of that which is "French culture" can be debated, but the game does not make distinction. Louis XIV, being creative and industrious, can quickly expand his cities' borders, then yank up all those resources for upgrades. Militarily, he can put up a fight, but it's not really recommended.

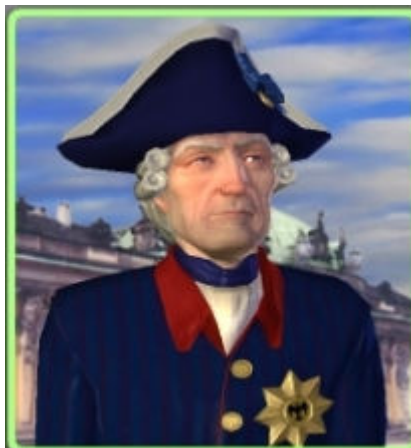
Napoleon Bonaparte

X Charismatic

X Organized

ANALYSIS Napoleon is a total psycho when it comes to military. The polar opposite of Louis, Napoleon can lead France to a military advantage before anyone else in the early phases. His traits lead him to be able to capture a bunch of cities pretty quickly.

German Leaders



Otto von Bismarck

X Expansive

X Industrious

ANALYSIS Bismarck is the quality-over-quantity leader of the Germans. Unlike his counterpart, Frederick, Bismarck is better played by getting fewer cities with tons of upgrades rather than many cities with few upgrades. Due to this, you'll want to begin an army the moment you can make gunpowder units (provided that you haven't already), and not stop until the win is yours.

Frederick

X Organized

X Philosophical

ANALYSIS If you recall from the Civilizations section, we said that Germany is be-all, end-all civilization for modern warfare. The thing is, their mid-game war doesn't fare as well, and they may end up falling behind. Bismarck corrects this weakness by being able to have tons of cities early on, and upgrade the heck out of them to boot. This way, the Germans can get a resource advantage, and by the time they fall behind in the technological curve, they can crank out large, powerful armies on a whim.

Greek Leaders

Alexander the Great

X Aggressive

X Philosophical

ANALYSIS Alexander brings an interesting mix to the table. The problem with him, however, is that his advantages lean two different directions that are hard to be used in tandem. This basically means that, from the start of the match, you must decide whether you want to play militarily or culturally, offensively or defensively. If you start one way, then change your mind, you will be put in a position where you'll have to devote large amounts of time switching things around, during which you will be vulnerable. Prior to the match, decide how you want to approach things, then "stay the course" until you're done, win or lose.

Pericles (new for Beyond the Sword)

X Philosophical

X Creative

ANALYSIS While Alexander *could* be used for military, Pericles definitely leans more toward being peaceful. Creative gives you an edge in early border wars and land-grabbing, and Philosophical nets you your first Golden Age before anyone else provided you specialize a city or two in getting a Great Person. Still, Pericles (and the Greeks) is one of the weaker leaders in the game, and will be outclassed by a specialist nation that knows what it's doing.

Holy Roman Leaders

Charlemagne (new for Beyond the Sword)

X Protective

X Imperialistic

ANALYSIS Charlemagne himself is ironically not what will dictate your victory if you play as the Holy Roman Empire. The HRE's entire game will be determined by how quickly they can get to the Code of Laws technology, and therefore build their unique building, which shaves a whopping 75% off the civic cost of the city it's built in. Simply put, the HRE is designed to quickly get a bunch of land during the Medieval Era. Then, with Charlemagne's traits, all those cities can be defended well literally until tanks come into play (and even then, with the new Anti-Tank units, defense will still be strong). With Charlemagne leading, you *must* play defensive: starting full-scale wars is defeating his strengths, plain and simple. The moment you can start putting a Rathaus in every city, start whipping out Settlers until there's no more land to claim.

Incan Leaders

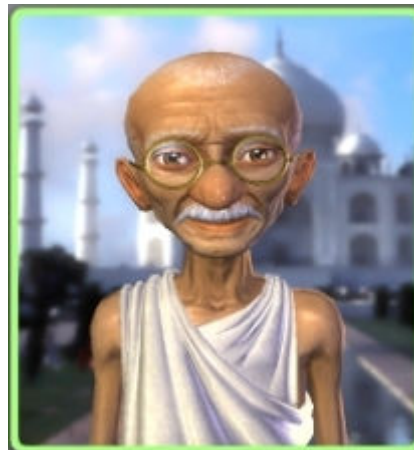
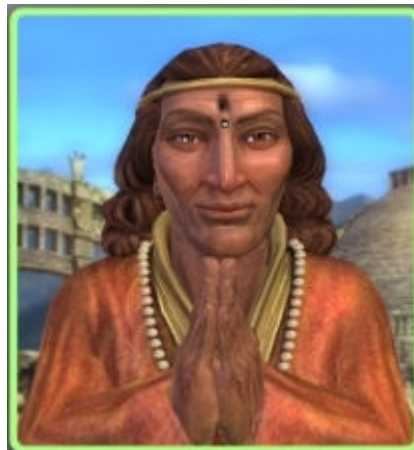
Huayna Capac

X Financial

X Industrious

ANALYSIS The Incans and Zulus are the weakest two civilizations in the game, and because of Huayna Capac's attributes, the Incans are easily the worse of the two. Although the combination theoretically gives the Incans a good economy, they won't be able to take enough land to suck in the resources and churn out enough money to offset their weaknesses. In other words, they suck, and no amount of gold they make will change that. If you're going for a handicap match, have the better player pick the Incans to even things out.

Indian Leaders



Asoka

X Organized

X Spiritual

ANALYSIS Although I will stand my statement that the Egyptians are the strongest in this game (unless they get nerfed by some future patch), the Asoka-led Indians can make a very close second. If a player takes advantage of the Spiritual tag and builds temples ASAP in cities, those cities will be able to extend their borders rather quickly. Throw in the Organized tag, and an army (or your great culture) can quickly take over other cities without too much of a financial penalty. The idea here will be grabbing as many cities as possible prior to ocean-worthy ships, so you get a land and resource advantage early.

Mohandas Gandhi

X Philosophical

X Spiritual

ANALYSIS

When played by the AI, you will have to do some amazing things to piss off Gandhi. I actually managed to pull that off once, when I double-crossed three civilizations and obliterated them from the map. That brought the ire of the world, and it was Gandhi's Indians who made the first trip into my borders... man, that was a weird match. Anyway, Gandhi is actually the weaker of the two leaders, mostly because his two attributes don't gel well. Still, you're best served whipping out Temples as quickly as you can, and augmenting them with Libraries and Universities when possible. With some luck, you'll gain the technological edge you need to win.

Japanese Leaders

Tokugawa Ieyasu

X Aggressive

X Protective

ANALYSIS

Man, I loved *The Last Samurai*. Tokugawa really takes swordplay to the extreme here, and Japan's success in a typical match will happen REAL quick. If Japan can get an early lead in cities—which usually means taking them out by force—then you can bet that they'll be a world power before the match is finished. If they fall behind in the city count, however, they will suffer and probably lose by the time modern units are invented and put to use.

Khmer Leaders

Suryavarman II (new for Beyond the Sword)

X Expansive

X Creative

ANALYSIS

This is a really fun combination of traits. With increased Worker production and an automatic spread of borders, Suryavarman II leads the Khmers to very valuable land. If the Khmer can keep up the culture as well, then the entire empire will be comprised of many cities that pull in tons of resources. The trick is what to do with all that stuff: hoarding resources doesn't do any good after all. You'll need to decide fairly early if you want to turn all that wealth into units for war, or if you want to go the peaceful route and go for the Space Race or a Diplomatic Victory. Decide early however, because the later you change your mind, the harder it becomes to switch things around.

Korean Leaders

Wang Kon

X Financial

X Protective

ANALYSIS

The idea behind Wang Kon and the Korean bonuses is that you can play a purely defensive game. This is about as much as you can "turtle" in a turn-based strategy game. Basically, you want to load up on defensive units in all your cities. Meanwhile, your economy will be rolling along well, and your research will more than likely be keeping up with other civs. If attacked, your double-spaced defensive units should keep you alive barring a full-blown rush by better units. Build your cities in the hills, and you'll be able to weather almost every attack against you.

Malinese Leaders

Mansa Musa

X Financial

X Spiritual

ANALYSIS Another weak combination, Mansa Musa doesn't really have anything going for himself or his civilization. Culture will be extremely important, because unless you manage to get some cities early, you'll have trouble otherwise extending your borders.

Mayan Leaders

Pacal II (new for Beyond the Sword)

X Expansive

X Financial

ANALYSIS It's all about the citizens with Pacal II and the Mayans. The automatic health and happiness boost from Expansive gives your cities an edge. Meanwhile, while Financial can raise the value of commerce around your cities, the Expansive trait allows your workers to quickly *further* increase said commerce. You'll need to decide what you want to do with all the cash, but the major advantage the Mayans have is that the gold can easily be turned into research. If you go full-bore for money and keep up with your rivals in expansion, you'll actually be able to hang with the research specialists. Be sure to have an adequate defense in hostile territory though, because military-specialized civilizations and leaders will bury the Mayans if they are not prepared.

Mongolian Leaders



Genghis Khan

X Aggressive

X Imperialistic

ANALYSIS Another argument for early war (which really hasn't been a good option in Civilization games of the past), the sooner Genghis whips out the blades, the better the chance he'll survive. If you're working in a team and can ally with Japan, the two nations can together pretty much rip apart the world. Where Japan will take the majority of its cities by force, Genghis's Mongols can continue to whip out Settlers from its major cities and settle land that way. Just be careful not to go too fast, as Genghis doesn't have the money bonuses to afford a tremendous number of cities.

Kublai Khan

X Aggressive

X Creative

ANALYSIS Ah, now this combination is interesting. Kublai's Mongols can get some soldiers quickly to start taking over cities, but their borders will also be expanded damn fast thanks to the Creative attribute. Without Genghis's Imperialistic attribute, expansion *won't* happen too fast, unless you go out of your way to produce many Settlers. This means Kublai can focus on war and conquest, giving you a mid-game lead if you're not countered.

Native American Leaders

Sitting Bull (new for Beyond the Sword)

X Philosophical

X Protective

ANALYSIS When you think about it, the Native Americans are, as a whole, extremely persistent. Throughout the history of the United States, the odds were increasingly against their survival, and yet the population is starting a massive comeback. Sitting Bull's Protective trait is the epitome of this, allowing his cities to dig in and defend themselves against all manners of attacks. Being Philosophical, the Native Americans will also be able to keep up research with all non-science-specialized civilizations, provided they do not get dragged into a war. Like with all Protective leaders, never start a full-scale war: this just defeats the purpose of your advantages.

Ottoman Leaders

Mehmed II

X Expansive

X Organized

ANALYSIS Mehmed can take on a ridiculous number of cities from the beginning, and his Janissaries can claim a good number of them in the mid-game. The problem comes prior to the Janissary, when you're still dealing with early units. Waiting too long to do any action until the Janissary might be delaying to the point when the enemy builds up a defense. Make no mistake: with Mehmed's strength lying in the quantity of cities under his control, you must take those cities by any means necessary as quickly as you can.

Suleiman I (new for Beyond the Sword)

X Philosophical

X Imperialistic

ANALYSIS With the current state of the real world, it's a shame we don't have leaders like Suleiman I who are universally respected by Christians and Muslims. Suleiman I in the game unfortunately doesn't have the greatest combination of traits, although if war happens to be declared, his specific combination will probably lead to the presence of a rather great number of Great Generals. Even without that, Suleiman's priority needs to be research so he can take advantage of the sped-up University creation. Definitely don't rely on him if you're looking to fight: stay peaceful if you choose him as your alter-ego.

Persian Leaders

Cyrus

X Charismatic

X Imperialistic

ANALYSIS Like I mentioned in the Civilization section, the Babylons (absorbed into the Persians) are a little less powerful from Civilization III, but still an admirable civilization in peacetime. With the Charismatic attribute, Cyrus (and the Persian player) can delay just a more providing happiness upgrades to cities, and instead focus on expansion and research. With technology comes power, possibly enough for Persia to defend itself from harm.

Darius I (new for Beyond the Sword)

- X Financial
- X Organized

ANALYSIS Darius is a financial leader. With halved cost for maintenance already, improving commerce-based tiles just helps the treasury that much more. That money needs to be turned into *something*, whether it's research or culture. If the money is not taken advantage of, the Persians will fall to more specialized nations toward the end of the match.

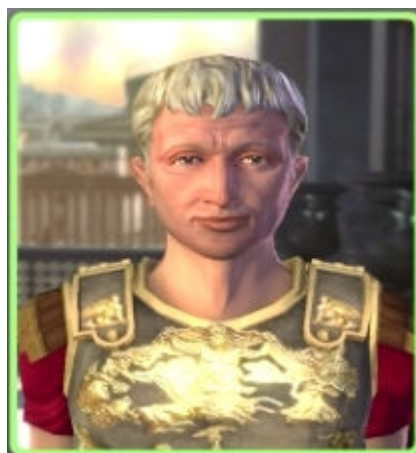
Portuguese Leaders

Joao II (new for Beyond the Sword)

- X Expansive
- X Imperialistic

ANALYSIS A weak combination, Joao II and the Portuguese must be played a specific way. The unique building (Feitoria), the unique unit (Carrack, a ship), and Joao's Expansive trait pushes Portugal to have coastal cities to take advantage of the commerce-rich ocean. If this advantage is not pressed—such as if you're playing on Pangaea and wind up landlocked—you will lose most of the advantages associated with this combination.

Roman Leaders



Augustus Caesar (altered for Beyond the Sword)

- X Industrious
- X Imperialistic

ANALYSIS Augustus's traits got overhauled for the Beyond the Sword expansion pack. His traits have gone to Zara Yaqob of the Ethiopians, forcing anyone who relied on Augustus to alter his or her strategy. Augustus is now saddled with some weak traits, honestly: if you need to rely on Industrious to get you through a match, you really need to redo your strategy. Imperialistic is already somewhat weak, and it's just wasted when paired with Industrious. Augustus, in a word, has been severely nerfed.

Julius Caesar

- X Imperialistic
- X Organized

ANALYSIS Still not as violent as some other leaders, Julius can still wage war early without much fear of getting ahead too quickly. What he *does* need to worry about is making too many settlers. Basically, you'll either want to concentrate on making heaps of settlers to expand that way, or go to war, but not both at once. By all means, if it's peacetime after you obliterated a civilization, make some settlers; but don't try doing so whilst dealing with war.

Russian Leaders



Catherine II

X Creative

X Imperialistic

ANALYSIS The in-game picture of Catherine the Great is at odds with pretty much every historical account of the woman, including some untrue rumors that are too weird to be repeating here. At any rate, Catherine's attributes allows her to create tons of cities the classic way, the turn around and expand those borders with urgency. This allows her to suffocate rivals pretty early, which could lead to their stalling technologically at worst, or their cultural conversion at best. This is a pretty fun way to wage war despite being at peace with a rival.

Peter I

X Expansive

X Philosophical

ANALYSIS A weak combination, Peter is not a good choice. Although his cities will expand internally at a decent clip, throwing Philosophical into the mix doesn't help much. There is simply no upside here.

Stalin

X Aggressive

X Industrious

ANALYSIS Most of the civilizations in the game have leaders stemming from roughly the same era of time. Russia is an exception, and this World War II-weary leader is quite worthy, unlike Peter. Stalin's strength comes in late-game war, much like history; prior to the gunpowder era, Russia under Stalin will be struggling. You'll need to keep the pressure on expansion, but be careful going to war. Once you can build Forges and guns, it's on; put all efforts into wiping out the competition by the business end of a rifle.

Spanish Leaders

Isabella

X Expansive

X Spiritual

ANALYSIS A weak combination, Isabella will be all right in the early games, prior to pollution and planes covering the sky. Once the end game comes around, Isabella will struggle, and there's not much she can do about it. She'll need to take an early lead any way possible to compete later, but there is no sure way to do it with Spain.

Sumerian Leaders

Gilgamesh (new for Beyond the Sword)

X Creative

X Protective

ANALYSIS If you want to play a defensive game, Gilgamesh is your man. Being Protective allows him to weather the storm of wars, while his Creative trait gives his borders that extra little push in the early turns. To do well as the Sumerians, you'll need to get some Workers going as soon as you can to gather what resources are available. If you can continue pushing your borders out while working the land, then by the time Gunpowder comes into play, you should have such a secure position that you can specialize your core cities as needed. Set them to money, or research, or culture, or whatever else you need to head toward your chosen victory condition. Keep an eye on the big picture at all times, and you can lead the Sumerians to any peaceful victory you want.

Viking Leaders

Ragnar Lodbrok

X Aggressive

X Financial

ANALYSIS Ragnar has the power and money to hit early. The sooner you can cross the ocean, in fact, the better. Just try not to fight a war on too many fronts, and you should be all right, provided you hit hard and early.

Zulu Leaders

Shaka

X Aggressive

X Expansive

ANALYSIS Shaka, in addition to having a really cool name, lives and dies by the early turns. His unique units, in addition to his attributes, means that he needs to wage war quickly. The larger the world, and/or the more players involved, the bigger the chance he's going to fail miserably. Teaming him with a science-based civilization like the Egyptians is smart play... it's almost as copasetic as a Warrior teamed with a Healer in your favorite MMO.

Beyond the Sword Religion

Religion has always been a very, very touchy subject over the course of history. Events in the Middle East are proof of that, but all through time, you can find examples of bloodshed, hatred, and more over competing religions. As such, videogame companies don't want tons of lawsuits, and have generally avoided naming religions. If a game had religion, it would just call it a plain vanilla word. For example, in the game Tropico for the PC, the citizens had a non-descript "Church" where they would go to fill their "Religion need."

The Civilization series used non-descript religions as well, but that has changed. Civilization IV features a total of seven religions, and a note in the manual mentions that the religions were chosen simply based on what seemed to be the most recognizable religions to the average gamer. The number, seven, was chosen through play-testing as the optimum number.

Firaxis—and we at IGN—make these disclaimers just so it's clear that we don't wish to declare one religion "better" than another. Yet, we would be remiss if we didn't mention them at all, particularly as they factor into gameplay. Just know that while we may name religions in our guide, it's for example only, and not supposed to show a predisposition toward any given religion.

Now, with that out of the way...



In the game, religions have no bonuses or penalties attached to themselves, and any civilization can research and subscribe to any religion. Each of the seven religions are unlocked after a particular technology gets opened; the first civilization to research the appropriate technology is considered the founding civilization.

Now, this means that certain religions will be certainly researched and founded before others. Hinduism will probably be the first discovered, and Christianity one of the last. A later religion is not considered "superior" or more "advanced."

However, all religions are indeed "competing" with each other. When two civilizations have different religions as their state (official) religion, there will be an automatic dislike between the nations. This is usually a very low dislike, certainly not an alliance-killer by any means. If two nations already dislike each other however, different religions are not going to help matters.

Religion applies itself in the game in many ways. First, there are bonuses connected to the religious civic policies; those bonuses are listed in the Civics section of the guide. Let's go over the general plusses for religion first, and how they relate to strategy.

The most basic advantage is that, if a city possesses the state religion, it gains 1 culture point (CP) per turn. This leads to larger cities due to border expansion (explained in the Expand section). You'll need to put the state religion in your border towns almost as soon as you build them so you can defend your own borders against enemy culture points. (Countering religion with other religion on border towns, who knew?) We'll touch on how to spread religion in a second.

If a city's religion matches the state religion, it will also gain an additional happy citizen, which would offset a problem the city is having with your government (such as anger due to war).



But don't think bonuses just attach themselves to a single city. Whichever civilization founds a religion, one city within it will be called the Holy City, the city where the religion was born. (Think of this as Mecca or Jerusalem.) If you possess the Holy City, then you will *automatically* see the radius of *every single city in the world* that possesses your religion. For example, let's say you've founded Judaism. Now, half the French cities decide to have Judaism. You will be able to see each of those cities and the tiles around it! You can scout for enemy troops, city upgrades, and more! And even better? This is all regardless of whether your state religion matches the religion in question! If you decide to switch to Christianity, you'll still be able to spy on the French due to their Judaism and your Holy City.

Also, when you found a religion and gain a Holy City, you will get a Great Prophet. You can sacrifice the Great Prophet in a city to create a Shrine, which generates income for your civilization's treasury from *every city* in the world. If you found Hinduism and can convince the entire world to convert to it, you will gain ridiculous amounts of cash. In short? You can turn the Great Prophet into a Great Profit.

(Yes, I know, I'm going to hell for that one. Trust me, it was a pretty short trip to begin with.)



By the way, Great Prophets may be randomly born for you even when you didn't found a religion. If, say, you take over a Holy City from another civilization, and you randomly wind up with a new Great Prophet, you can burn him to create a Shrine in your new area.

Now, all this works both ways. If a rival founded a religion, and you subscribe to it, you're giving away all your city information to your rival. Just remember that it only impacts the civilization that *founded* the religion; just because it's a civilization's *state* religion doesn't mean they can see you.

Oh, while we're on that, here's a helpful tip... If you have the score display on (toggled in the Options menu), you'll be able to see what every civilization's state religion is. Each of the seven religions has a symbol, and that symbol will sit next to the civilization name. A little gold star will be in the top-left corner of the symbol if that civilization holds the Holy City of that religion. So for example, let's say the Americans found Christianity. Sitting beside the line of the Americans in the score display will be a small brown cross. In the top-left corner of that cross will be a small gold star.

Note that if America then switches out its state religion, the symbol will change, and you'll be on your memory to remember Christianity was founded there. Well, or you can go to the Religion screen, which lists the year and location of each religion's founding. But the point is, you'll want to avoid Christianity like the plague either way, unless you want to

give America an advantage over your nation.

Now, how do religions spread? Religions will spread on their own, first by proximity. If Washington has Judaism, and New York doesn't but is a few tiles away, those damn Yankees will probably start singing "I Have a Little Dreidel" within a few turns. This automatic spreading of religion goes faster if:

- The city receiving the religion has few, if any, religions in it already. If a city has six already, it will be nearly impossible to gain the seventh.
- The receiving city is within the same civilization's borders as the spreading city.
- The spreading city possesses one or more of the religious buildings, such as temples.
- The civilization of the receiving city has the same state religion as whatever religion is trying to be spread.

In addition, religions will spread as trade routes are created. One religion can spread throughout the world this way; it may take awhile, but it will happen.



You can slightly force religion's hand by creating the unit called Missionary. A civilization can only hold a limited number of Missionaries at once, but they shouldn't be standing around scratching their robes for long anyway. Simply move the Missionary to a city that doesn't have its religion, and then give the "Spread Religion" order. The Missionary is sacrificed either way, but his religion will probably end up spreading to the new city.

Note that Missionaries are just like any other unit. They cannot enter rival territory unless you want to declare war, or unless you and your rival have some sort of Open Border policy. This makes getting your religion to rival cities a little tough, but worth the effort.

Missionaries are created from cities from a building called a Monastery, which is one of a few religious buildings. Unlike previous Civilization games, you can cram multiple religious buildings into a single city, because each religion can have its own buildings. That means if you have Judaism, Christianity, Islam, and Hinduism in one city, you can have four Temples, four Monasteries, and four Cathedrals! That's a crapload of culture, and can make border towns crazy large, not to mention huge threats during border wars or for cultural victories.

Finally, note that you can declare *no* state religion. That doesn't mean it makes religion illegal, just that there is no "official" religion for your country. (This is like how, up until 2006, the United States had no "official" language. Congress passed a law to make English the official language, although that didn't exactly change anyone's daily life.)

Declaring no state religion has no real penalty. No other country will get angry at you. The problem is that you won't receive any bonuses, such as the free CP and happy citizen in cities with matching religion. Still, depending on your civic choices (in the Civics section), there might be a powerful advantage. It all depends on your strategy.



Tactically speaking, if you go to war against the nation that founded a religion, it may behoove you to switch away from it. If this negatively impacts your cities' war efforts, don't do it; however, if your cities won't lose any production as a result, switching away ensures that you're not giving the enemy free money or free espionage. It's kind of strange, but it can seriously impact war efforts if you ignore it.

Beyond the Sword Civics

In previous Civilization games, you could choose your government, normally from a list of six. Each government type had its own bonuses and negatives, but in a sense, it was tough for some combinations. Basically, it came down to picking Democracy for economic/peaceful/scientific wins, or Communism for war wins.

New to the series this time, however, is your ability to customize your nation's government. Divided into five categories, every choice you make has impact on your civilization. Each category has five choices, giving you a potential of over 3000 combinations. This section will help you make the right ones based on your strategy.



Aside from the starting five civics (the starting one in each category), each civic is unlocked after researching a given technology. Each civic contributes to the maintenance you must pay each turn for your cities, and the better ones cost more, so be careful about what you choose.

Access the Civics screen by pressing the F3 key. You can order changes any time, but they don't go into effect until after a few turns of Anarchy. When Anarchy happens, all cities shut down all production, even including food. Leaders with the Spiritual attribute never go through Anarchy. As such, if your leader is Spiritual, make sure to switch civics as soon as you get one that is to your advantage. If your leader *doesn't* have it, hold off until your cities aren't doing anything important, and try to switch as many civics at once as possible.

Government Civics	Legal Civics	Labor Civics	Economy Civics	Religion Civics
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Government Civics

Government civics represent how your rule is carried out, especially as to how it relates to your people.

Despotism	
X	No requirement
X	No bonuses
X	Low cost
The weakest form of government, Despotism is the literal translation of "my word is law," where one guy has total rule over everyone. This civic makes you pay gold for no bonuses.	

Hereditary Rule	
X	Requires Monarchy
X	+1 Happy Citizen for each military unit in a city
X	Low cost
One family keeps all the power of the nation with this form of government. The military in the cities keep the peace, and keeps citizens happy. Switch to this one as soon as you can, since Despotism has no upside.	

Representation	
X	Requires Constitution
X	+3 Science for each science specialist
X	+5 Happy Citizens in your capital
X	Medium cost
The population elects a small number of others to represent their interests and desires in the government. Although more expensive than the other two so far, this is a good one if you want to speed up your research, provided you make the specialists. I still firmly believe that specialists are overrated, but I with enough, I suppose it would make significant impact to your technology push.	

Police State	
X	Requires Fascism
X	125% military unit creation speed
X	Halved citizen anger due to war
X	High cost
The government's military force all people to follow its laws or be shot on sight. This maintains incredible order, but upsets the people due to a lack of freedom. (This upset doesn't translate into Angry Citizens, but it does mean you don't get other governments' bonuses, such as increased research.) If you're a warmonger, this is a pretty good idea to switch to. While your boys are fighting, your civilians won't be rioting in the streets.	

Universal Suffrage	
X	Requires Democracy
X	+1 Production from the Town upgrade (explained in the Exploit section)
X	Allows you to spend cash to quickly finish production
X	Medium cost
This means that "everyone" can vote to have a say in the government. I place "everyone" in quotes because there usually are some restrictions in voting rights, but they're not as stringent or discriminate as other systems. This is a decent system to use, provided you have tons of Town upgrades; if you don't, stick with Representation if you want to press your research.	

Government Civics	Legal Civics	Labor Civics	Economy Civics	Religion Civics
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Legal civics are how the legal system works, i.e. how the basic fundamental laws of your nation are carried out.

Barbarism	
X	No requirement
X	No bonuses
X	Low cost
<p>The strong take from the weak. Get strong, or lose your stuff, pure and simple. This is the starter legal civic, forcing you to spend money for nothing.</p>	

Vassalage	
X	Requires Feudalism
X	All units receive free experience points on creation
X	All units cost less to maintain
X	High cost
<p>The way vassalage works, simplified, is that one person signs a contract that guarantees to protect his lord in exchange for some sort of compensation, monetary or otherwise. This civic promotes the military, making more units cost less and giving them all strong power. A good one to wage war with, but if you're maintaining the peace, stick with Barbarism a bit longer.</p>	

Bureaucracy	
X	Requires Civil Service
X	+50% production in the capital
X	+50% wealth in the capital
X	Medium cost
<p>There is a king, but his wishes are carried out via an army of upper-class government workers who take the task of figuring out <i>how</i> to carry on the leader's wishes. This is how England was, back when the Queen has actual power and wasn't just a figurehead. Although this helps out your capital quite a bit, it leaves your other cities without advantages. Still, this is a good one to use if you're going for a cultural victory and trying to whip out a Wonder or two in your capital.</p>	

Nationhood	
X	Requires Nationalism
X	Allows the drafting of three military units per turn
X	+2 Happy Citizens in cities with a Barracks
X	ZERO cost
<p>The people of a nation are united simply because of the nation, wanting to promote their own interests, although this means they look poorly on other nations. Another decent wartime civic, this will help you get units quickly. With no upkeep price to the civic, you'll be able to afford those extra units as well!</p>	

Free Speech	
X	Requires Liberalism
X	Double culture in ALL cities
X	+2 gold income from each Town upgrade
X	Low cost
<p>The citizens have nothing to fear from expressing their opinion, even if it is in disagreement with the kingdom, the government, or the leader. The culture bonus from doing this is crazy, although it may happen a little too late in the game to make a difference in culture and border wars. Still, the monetary income with the culture boost makes this a great one for peaceful civilizations.</p>	

Government Civics	Legal Civics	Labor Civics	Economy Civics	Religion Civics
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These civics explain how your government treats its lower classes, the "little people" who toil away to make the nation great.

Tribalism	
X	No requirement
X	No bonuses
X	Low cost
<p>"Individuals" have no place; everyone works on something to benefit the whole civilization. This starting civic, like all the others, costs money for no benefit.</p>	

Slavery	
X	Requires Bronze Working
X	City population can be sacrificed to finish production of something
X	Low cost
<p>Certain people are judged, for whatever reason, to be inferior to others. The inferiors are treated as possessions or tools, and work or perform other jobs as their masters require. The only real benefit is the ability to sacrifice your people to finish a building, which is not a recommended strategy. It feels strange to me that this wouldn't have some sort of negative on your population's morale; in strict game terms, this is better than Tribalism because the former at least gives you an added option for the same price.</p>	

Serfdom	
X	Requires Feudalism
X	Workers build things 50% faster
X	Low cost
<p>A form of slavery, serfs had some rights where pure slaves didn't. (In pure slavery, for example, masters could randomly execute their slaves for no reason, and it would be no more unlawful than breaking vase on the floor.) In the most liberal form of serfdom, serfs could marry and possibly even own a bit of wealth. This is a very, very good civic in the early turns. When you get it, it's best to create a ton of Workers and have them go crazy with upgrading the land.</p>	

Caste System	
X	Requires Code of Laws
X	Allows unlimited specialists in cities
X	Medium cost
<p>Castes are where your parents' place in society is your place as well. Whatever your parents' job is, from artists to nobles, is what you are. Advancement in anything but your own job is forbidden, and marrying outside your class is forbidden as well. In game terms, I despise the Caste System, because as I've said in other sections, specialist citizens are overrated. Stick with Serfdom, it will pay off bigger in the end.</p>	

Emancipation	
X	Requires Democracy
X	Doubles growth of Cottage, Hamlet, and Village upgrades
X	When any one civilization has Emancipation active, <i>all</i> other civilizations will take citizen anger penalties if they don't have it as well. The penalty is stackable, so if all civilizations have it but one, the remaining one will pretty much be dealing with constant revolt.

Government Civics	Legal Civics	Labor Civics	Economy Civics	Religion Civics
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Economy civics (or more-literally called economic civics) are about how your people gain and deal with money.

Decentralization	
X	No requirement
X	No bonus
X	Low cost
Decentralization is where basically the government gives no say in what its people produce, or how it's paid for. Bargaining is typically how things are traded ("I'll give you my beer for your corn"), resulting in a lot of production, but a lot of chaos as well. Another level 1 civic, it needs to be changed out as soon as you can.	

Mercantilism	
X	Requires Banking
X	1 free specialist citizen in every city
X	No foreign trade routes
X	Medium cost
The opposite of decentralization, mercantilism has the government controlling every aspect of the economy. Citizens are told what they produce, and the government strikes a balance, meaning they deny any foreign trade routes. In game terms, you get free specialists at the cost of additional money. Unless you're on islands and unable to visit other civilizations until late, even Decentralization is better.	

Free Market	
X	Requires Economics
X	+1 possible trade route in every city
X	Medium cost
Striking a decent balance between mercantilism and decentralization, the government has little say in what people produce. It enacts laws to ensure the people don't produce too much or too little of something, but in general stays out of telling people what to do. Activate this one as soon as possible, even if you've got nothing but islands.	

State Property	
X	Requires Communism
X	No city maintenance cost regardless of distance from target city to the capital. (Maintenance cost based on your number of cities still applies.)
X	+1 food from any tile with the Workshop or Watermill improvement
X	Low cost
An extreme form of mercantilism, not only does the government control every aspect of the economy, it owns everything as well (and as such may legally seize anything from anyone at anytime). While theoretically sound (everyone contributes what they can to society and takes an equal portion of everything), its flaw is that the country is run by people, and people determine a citizen's "needs" by their own agenda. In game terms, people don't gum up the works, and State Property is one of the best economic civics possible. Your country's coffers will be huge from all the money you save in the extremely low maintenance costs, which you can turn into increased research.	

Environmentalism	
X	Requires Medicine
X	+6 health in each city automatically, for free
X	+1 happy citizen for every forest or jungle within the city's radius
X	Medium cost
<p>A theoretical ideal, this is where your society does everything to respect the world and nature. People are healthier and happier as a result, at a cost of the economic bonuses attached to other civics. Not bad to counter late-game pollution due to many factories, but still might not be worth it unless you're already making money hand-over-fist.</p>	

Government Civics	Legal Civics	Labor Civics	Economy Civics	Religion Civics
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The religious civics express how your government handles the spreading of religion, and how it "rewards" people who practice the national religion.

Paganism	
X	No requirement
X	No bonus
X	Low cost
<p>The starting religious civic, paganism is almost a religion in and of itself, believing in the holy nature of everything physical, from water to fire.</p>	

Organized Religion	
X	Requires Monotheism
X	Religious missionaries can be trained in cities without a Monastery. (The city still can only train missionaries of religions the city knows.)
X	Any city subscribed to the state religion will build all buildings 25% faster.
X	High cost
<p>Organized religion is when a single person or group determines everything about the single national religion, such as when ceremonies are performed, what parts of the religious doctrine are more important than others, and how long holiday sales last at Wal*Mart. Unless you're actively at war, this civic can take you deep into the game. The building boost is tremendous; remember that the production upgrade applies <i>only</i> to buildings, not units.</p>	

Theocracy	
X	Requires Theology
X	Free experience points for units built in cities with the state religion
X	No religion except for the state religion can spread into your cities. (Religions already present will stay.)
X	Medium cost
<p>In theocracy, the religious leaders are also the government leaders, and run the country by the rules of their holy scripture. This lends itself well to crusades, hence the free experience points. If you're going to war, switch to this one.</p>	

Pacifism	
X	Requires Philosophy
X	Cities with the state religion have double the chance of creating a Great Person
X	+1 cost for every military unit
X	No cost
<p>Pacifism is the belief of no combat in any form to any scale. This includes everything from a fistfight to a full-blown war. Great People are all right in this game, and military cost is offset by the lack of cost of the whole civic. Although this strategy is workable in the game, it's usually less effective than sticking with Theocracy or Organized Religion.</p>	

Free Religion	
X	Requires Liberalism
X	State religion must always be assigned as "No State Religion." This doesn't mean "State Atheism," but rather that the country allows all religions equally.
X	+1 happy citizen in city for each religion present. (Example: If you have Judaism, Islam, and Hinduism in one city, it gains +3 happy citizens.)
X	+10% research in every city
X	Low cost
Free religion is the idea that the government has zero say in religion within its borders. The added research makes this one the ideal choice if you're going for technological edges, especially in the late game.	

Expand

This is the first of three major sections in the guide, although ironically for being a "major" section, this one will probably be shorter in length than the others. Still, you'll get most of your information on actual gameplay here.

The second X is probably the most important one. If expansion doesn't happen quickly or early enough, your civilization is on the fast-track to its doom. Conversely, expanding faster than your opponents will give you a significant edge over them in the middle turns, momentum which may carry you through the end of the match.

By the way, the reason we haven't done a section on Explore is because it's really self-explanatory. Get your units moving early to cut through the Fog of War as fast as possible, and send fleets of ocean-capable ships to check out as much of the ocean before your rivals do.

Expanding the "Old Way"	Expanding the "New Way"	Expanding the "Blood Way"
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Expanding your chosen nation is chiefly done via the Settler unit. For a modest production time, your city will produce a Settler that has very little power (and therefore very vulnerable to attacks), but with two movement points and a ton of responsibility. After you gain control of your Settler, you can move him around like any other unit. You can "sacrifice" him to found a city on any given tile he's standing on, with the following exceptions:

- You cannot found a city on a tile that is not able to be traversed by land units (e.g., mountains, oceans).
- You cannot found a city within three tiles of another city.
- You cannot found a city within the borders of another nation.

Your city location is important in all definitions of the word. Landlocked cities (cities not on an ocean coast) cannot create naval units or buildings, which handicaps their expansion abilities. However, water tiles typically have fewer production resources than practically every other type of tile. The secret is balancing food, production, and wealth scores from nearby tiles to create cities that can grow and be merry.



There is no place for a perfect city, no magic combination of tiles to lead to a great city. However, there are some key

DOs and DON'Ts for basic city creation:

- DO build next to fresh-water sources (lakes or rivers). This helps a city's health, which encourages happiness and order, and with it expansion.
- DON'T build in the middle of exceptionally rough terrain. Try to build on the fringes of such areas, so you get the production benefit without the cut in food supply.
- DO build close to other cities. The closer cities are to each other, the quicker you can move resources around as necessary, and the quicker you can respond to threats.
- DON'T build *too* close to other cities. Keep your cities about four to five tiles apart from each other. If you don't, they will suffocate each other's resources.
- DO build cities on the edge of your borders. You want to keep expanding your power and territory, and keeping all your cities in the middle of your country won't get you anywhere.
- DON'T build a city near a hostile enemy. Your city will be undefended (or lightly defended), and more trouble than it's worth.
- DO build cities near peaceful enemies, especially if you have a cultural strategy and/or civilization. Converting cities to your side with no repercussion is the key to winning matches.

In addition to all that, you can bend or break rules if you have specific purposes. A city built on a hill, for example, will have some great defensive bonuses and can serve as a military base. Just don't trade a great military advantage for a lack of food: the ultimate goal of all cities is to grow bigger, not to create units.

Expanding the "Old Way"	Expanding the "New Way"	Expanding the "Blood Way"
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Okay, so this isn't that new, considering Firaxis introduced the concept in Civilization III. Still, vets from Civilization and Civilization II need to know about it.

Every city, every turn, produces culture points, or CP. CP is gained from culturally significant buildings in the city, such as Temples or Monuments. Cities generally start with zero CP, although leaders with the Creative attribute will gain 2 CP/turn in addition to whatever is in the city. After enough turns, the CP will be sufficiently high enough for the city to expand its borders. This gives you more land to work with, and a bigger area that the enemy doesn't possess.



These borders can infringe on an enemy's borders, and it's common for a tile to be contested. When a tile is contested, it goes to whichever civilization produces more culture in the closest cities. So, if New York and Paris are competing for a tile, and New York is culture level 4 and Paris culture level 3, New York (and the Americans) gets the tile, whilst the French cry.

This culture calculation is done every turn, so even if you possess a contested tile one turn, you may not have it the next if you didn't keep up culturally with your rival.

If two nearby rival cities have very different culture levels, the weaker one may end up converting to the stronger civilization. This is because the "heathens" of the weaker city get so awed by the stronger civ's cool Library and Temple, they want to be part of that society. When this happens, the stronger civilization is notified, where they can take control

of the city or burn it down.

Now, if a city converts, this happens *peacefully* and without any negatives. The leader who lost the city doesn't get angry at the one who gained it, and the people of the city will not rebel against their new master (since it was their idea to convert in the first place). If the losing leader decides to attack to try to get the city back, the losing leader becomes the aggressor of war, and takes the ire of the world, as well as drawing negative heat from the other nation's allies. Generally, if the AI loses a city culturally, they will not argue or try to take it back. Human players, of course, are a little less predictable.

Should you lose a city culturally, just try not to let it happen again by increasing your culture in your border towns. It's a good idea to do that anyway.

By the way, if you turn down a city conversion and blow it up instead, you're missing a no-loss opportunity to gain land, which isn't very smart. I would only *consider* burning down a cultural conversion if it was in the way of a city that could be better-placed. Otherwise? Forget it, that city's mine!



Cities convert culturally easier if they match up religions, especially if your national religion matches their religion.

Expanding the "Old Way"	Expanding the "New Way"	Expanding the "Blood Way"
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Government control reaches only as far as its guns. If you tell your military units to enter the tile occupied by an enemy city, your men will attack any unit that is stationed within it. If there are no military units, your guys will enter the city and take it.

When you capture a city, you'll have a choice of whether to occupy it (convert it to your side) or raze it (eliminate it from the field). Although some players will call me crazy for admitting it, there *are* benefits from outright destroying it. But first, let's deal with what happens when you merely convert it to your side.



The first thing you'll notice is that the people rebel. Whether they give a crap about your culture or respect your power, the citizens will not be happy about having to learn a new language. The rebellion, if strong enough, can actually lead to the city converting itself back to the original owner! This isn't good at all. Even if their will isn't that strong, whilst in a state of rebellion, the city has no borders aside from the tile it occupies, and it does not create any units or buildings; in other words, work and production completely shut down in it while a rebellion is in progress.

To quell the rebellion, simply station some military units in the city. After a fight for a city, you probably have to heal at least a couple units, so it works out. A good rule is to station at least three land units in new cities. That can mean mounted units, armor, or infantry, but not siege. Cities procured from enemy civilizations are ripe for targets for retaliation, and should be defended anyway. Our suggestion is to just place some units in there, tell them to fortify themselves, and leave them there until you get proper defensive units in their place. Or, if they're already proper defensive units, just leave 'em forever.

Now, why would you ever want to obliterate a city? First of all, doing so releases all that land back to the earth (which means you can place a new city down in a possibly more convenient place nearby). Not only that, razing a city bypasses all that rebellion nonsense, allowing you to keep your army rolling to the next target. Finally, by burning it down, you ensure that the enemy cannot get it back, thus possibly taking one more step to winning.

I admit, those are pretty weak reasons. The fact is that the downsides of burning it down are far worse than the downsides of trying to deal with rebellions. Besides, the city may already have some nice upgrades, not to mention Wonders, which become yours as of the conversion. Burn a city down, and any Wonders it had are lost to the dust forever.



That said, if you're close to a win via Conquest, you may want to start burning cities down just to speed the process and keep the army moving. Just remember that burning down cities *will* anger all the other nations, including your allies, which can have some serious consequences. The AI will decide to team everyone up against you if gets bad enough, and unless you're already 90% of the way to a win, you won't survive that kind of assault.

Like cultural conversions, cities seem to convert easier (i.e., rebel less) if your state religion matches their established religion(s).

You can learn all about war in the Exterminate section, and all about religion in the Civics section.

Exploit

So many resources, so little time. Figuring out how to make the land work for you to maximize your production and growth rates is the key to winning in the end, especially for the more peaceful victory conditions.

Land Improvements	Strategic and Luxury Resources	Tax Rates	Wonders Great and Small	The Three Projects
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All tiles have natural resources that your citizens automatically gather. However, there are things you can do to increase the terrain's output, leading to quicker expansion and production. Toward the end of the game, you must be improving all your tiles, or you'll find yourself quickly behind.

All improvements must be done by Worker units, and do not happen automatically; even the simplest order will take a Worker at least two turns. The more complicated the task, the longer it takes. Multiple Workers may work on the same upgrade, which will lessen the time it takes to complete.



If you're a new player, you may want to take advantage of the Automate order, which lets your Workers be controlled by the AI. The computer will try to figure out what upgrades your cities need the most, and it sends the Workers out to do them. There are four automated orders...

- **Route To:** The Worker builds a road on his current tile, then moves toward the destination one tile at a time, building a road the whole way. This way you can quickly automate linking cities to other cities or resources.
- **Automate Trade Network:** The Worker runs around the whole civilization linking cities and resources to each other, but does nothing else.
- **Automate Nearest City:** The Worker upgrades tiles as he desires, except he stays within the nearest city's radius.
- **Automate:** The Worker goes anywhere within your borders and upgrades anything at their discretion.

Toward the end of the game, automation is pretty much required. At the beginning however, you'll probably want to micromanage unless you're a new player. Your specific needs depend greatly on the world you've got, and your goals. Some improvements are better than others, but always keep resources in mind.

For example, I was playing a match with another player in a team game. There were huge patches of Jungle tiles; Jungle tiles produce only a single piece of food per turn. Meanwhile, their underlying Grassland tiles produce two pieces of food and one piece of gold per turn! When multiplied by 20 Jungle tiles, and hundreds of turns, you'll see how big of an impact this makes. So my partner and I got an army of about 6 Workers, and it took us a couple dozen turns to do it, but the land looked nothing like it had, and our production had never gone better.



Improvements are generally mutually exclusive. For example, you can't build a farm on the same tile you build a cottage. You'll want to study the different effects of the improvements, and judge for yourself what you need. We won't go over all the improvements; all the information is in the Civlopedia. We will mention, however, a few of the more important ones.

Farms are very, very good upgrades for growth, but they're a little touchy to create. First, they can only be created on flat areas: no forests, jungles, or hills. Second, they must be irrigated until the advent of Biology. Irrigation happens only on tiles next to rivers, lakes, or ponds. When the technology Irrigation is found, farms themselves "carry" irrigation. As such, you could make farms linked to farms, which allows you to build them away from the base water source.

Improvements can be built on water tiles as well, but you must have a coastal city. It can build a unit called the Work Boat, which can then go and turn into something else in the ocean. Unlike Workers, the Work Boat is sacrificed when an improvement is created. This is because the Work Boat itself becomes the upgrade, such as becoming a Fishing Boat to increase food output.

A very important late-game improvement for water tiles is the Offshore Platform. Not only does it produce an additional two production units and one gold unit per turn in its water tile, but it provides the city (and the nation if the city is linked by roads to others) with Oil, which leads to good military units.

Land Improvements	Strategic and Luxury Resources	Tax Rates	Wonders Great and Small	The Three Projects
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There are two special types of resources that appear on the map at random, in addition to the per-turn resources cities gather. These are called strategic resources and luxury resources. The former are typically used for military units, the latter just to make people happy.



Strictly speaking, you probably can get away with not worrying about luxury resources. People generally don't get too angry if you don't do anything completely insane (such as going to war on five different fronts), and there are always buildings that can help out happiness, such as temples.

Strategic resources, on the other hand, are required to create units. Iron is needed for Swordsmen, oil is needed for

Tanks, and Uranium is needed for nuclear weapons. Without the right resource, even if you have the unit unlocked due to your technology level, you cannot build it.

Even if you're trying to be peaceful, you'll need strategic resources. Ignore them, and your defensive units will fall behind the curve. This will give your rivals reasons to attack, and the power to wipe you out.

To collect a resource, a Worker must first know how to create an appropriate upgrade. For example, if you want to take advantage of horses, you need a pasture on that tile. Then, by connecting any resource (strategic or luxury) by road to the closest city is all that's required to be collecting that resource. If that city is then further connected to another city by road or if they both have harbors, the resource is spread to the second city. If the entire trade network is setup, one resource near one city can unlock units for the entire country.

Conversely, you can wage war by destroying the connecting road. In the early days, destroy the road on Iron, and the entire country cannot produce Swordsmen, perhaps the most powerful unit in the early turns. That may not guarantee victory, but it will be a major distraction and weaken the enemy's military effort.

Land Improvements	Strategic and Luxury Resources	Tax Rates	Wonders Great and Small	The Three Projects
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The government will gain tons of gold over the course of a match, especially with all the money you're pulling out of the ground with the different tile improvements. Wise spending will lead to great things; the trick is figuring out what constitutes "wise spending" and what constitutes "a waste."

Tax rates have been simplified this time around. Basically, you only have to worry about a single number at first. Every dollar that comes in can be converted to science if you wish. This means instead of, say, gaining 10 gold per turn, at a 100% science rate, you'll gain 10 research points and no money.



Don't shirk at a 100% rate; this is the only way you gain research, and you can't sit on your hands. If you place your rate at 0%, you'll still be clubbing lions while your neighbors are colonizing Alpha Centauri. You'll in fact want to put your science rate as high as possible at all times while still turning a profit. Any surplus gold goes to your treasury, where it can be used for trade or rushing projects.

Should you be making a loss, don't panic. Sometimes you'll intentionally want to make a loss for a little while to get a technology one turn quicker. If you run out of money, the game will automatically set the science rate to the highest possible without putting you in the red.

After you discover the technology Drama, you can convert some money to the culture rate. A higher culture rate affects all cities, which will speed a Cultural victory, as well as spread your borders faster. Remember though that every gold piece that goes to Culture is one that isn't going to your treasury or research. That may be what you're going for, but if you're trying to win by the business end of an M14, keep the culture rate at zero.

Land Improvements	Strategic and Luxury Resources	Tax Rates	Wonders Great and Small	The Three Projects
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Just as man has been known for some of the most brutal points in history, where bloodshed offends even the most anarchist members of society, so has man created beautiful, important structures as their testament to their existence.

Wonders in the Civilization series have always held important, powerful bonuses. Some are game-changing, although they have recently become more balanced. (Veterans of Civilization II can tell you that Leonardo's Workshop by itself could potentially guarantee victory depending on who built it at the appropriate time.) All wonders will no doubt benefit your society, but they take a long time to build, and some get obsolete depending on the technologies in the world.

A carry-over from Civilization III, wonders now come in two categories: World Wonders and National (or Small) Wonders. Every nation can build only their own version of a National Wonder, such as the Forbidden Palace, which acts like a second Palace (reducing city maintenance costs). National Wonders typically give limited bonuses or unlocks units, such as the Scotland Yard National Wonder, which allows the creation of Spy units.

World Wonders, meanwhile, are far more powerful. Only a single nation may build it; the first one to do so owns it, and the rest are out of luck for it. Some World Wonders are more important than others. The Pyramids, for example, allow you to use any Government Civic at any time, regardless of technology levels. The Taj Mahal will trigger an immediate Golden Age, helping out mid-game technological progress.



World Wonders may be owned by a nation, but that doesn't mean they can't lose it. If a city that contains a wonder gets captured by enemies, they then possess the wonder and its effects as well. If the enemy burns the city to the ground, the wonder is lost forever.

Wonders, all of them, produce obscene culture points. Placing all your wonders in a few select cities will help them achieve a high cultural level, but you can't place infinite wonders in just one city; there is a limit. Still, it's good to have a "power base" of a handful of cities that produce most of your income.

Although wonders are helpful and strong, don't neglect the good of your overall civilization to produce one. If you need military, have your best-producing city start whipping out military units like mad. Keep the view of your whole society in mind at all times.

In team games, when any team member gains a wonder, all his teammates gain the same effects, unless such a thing is physically impossible. For example, if your partner builds the Pyramids, then you too will gain the ability to use any Government Civic anytime. However, if he builds Mt. Rushmore, none of your cities will gain any boost to the creation of Great Artists, because the bonus only applies to the city in which the wonder was built.

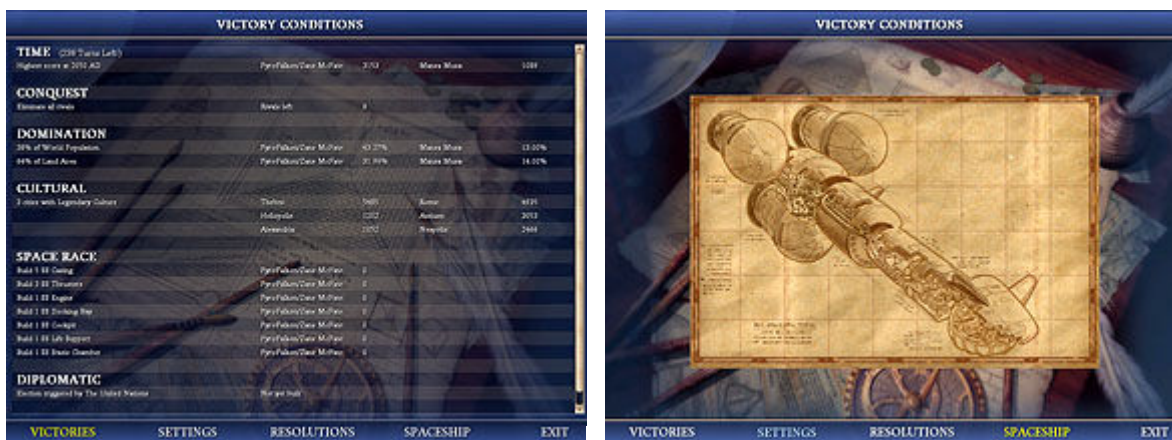
Check the in-game Civlopedia for information on all the Wonders in the game, but let us note one thing. The Great Library, which used to be the absolute best wonder because it basically allowed you to gain free technologies, no longer works that way. It's still beneficial, scientifically and culturally speaking, but because your hard work finding technologies will no longer go to waste, you don't have to blitz for it anymore.

Land Improvements	Strategic and Luxury Resources	Tax Rates	Wonders Great and Small	The Three Projects
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Three special "buildings" that can be (or formerly were) called wonders have now been dubbed "Projects." Two of the projects benefit the entire world, whereas the third, the Apollo Program, benefits a team. (Or just you, if you're playing a standard match where everyone is fighting everyone else.) We'll touch on the Apollo Program in the Exterminate section.

The first project you'll come across is the Manhattan Project. The instant any civilization builds it, *all* civilizations can create nuclear weapons and nuclear Bomb Shelters. The computer will generally try to build all wonders, but it usually leaves the Manhattan Project to the player, figuring that nukes aren't the best way to solve problems. Still, some of your

more aggressive enemies, such as Stalin or Bismarck, might make a move for nukes toward the end of the game. We'll touch on the implications more in the Exterminate section of the guide.



The other project is the Internet. This is both a blessing and a curse, depending on where you stand in the game. When any civilization builds it, *all* civilizations will automatically gain a technology if two other nations research it.

That might be hard to follow without an example. Say I'm the Vikings, and we're up as far as the Guilds technology. We're pretty backwoods, here. Now say America builds the Internet, and both America and China have all technologies up to Laser. Because both civs have Banking, Music, Computers, Drama, Rocketry, and more, ALL THOSE come to us Vikings as well.

This means that the Internet most benefits the civilization most-behind in the technological race, and worst hurts the civilization on top. Factor that in if you decide to build it. If you're going for a space win, building the Internet basically allows all other nations to catch up to you and start building their own Apollo programs and spaceships. Also, if you lead technologically, you probably can make better military units than your enemies, and you'll lose your advantage if they can suddenly make the same ones.

Exterminate

This isn't *Highlander*, but there still can be only one. We'll go over all victory conditions here, and how to achieve them, although combat and all it entails gets a different section due to its immensity.

No matter how the game ends (unless your civilization is wiped out), you can continue playing afterwards. No score will be recorded, but if you want to win multiple ways, you can do it this way. For example, if you launch a spaceship, then decide you want to obliterate your enemies for fun, you can do that.

Time & Space Victory	Cultural & Diplomatic Victory
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Being a Wuss: The Time Victory

As far as the single-player game is concerned, the time victory is the weakest one to consider going for. Basically, the game ends in the year 2050 AD: at that point, whoever has the highest score wins.



There's nothing wrong with winning this way, in the sense that a win is a win, just like if your opponent forfeits in a sport. But there's something hollow about this, unless you have such a ridiculous advantage that time victory just stopped the inevitable. (In one memorable *Civilization II* match, I remember being about four turns away from winning by Conquest. The time victory was essentially a formality.)

Time limits are needed when you play online, but with the ability to turn them off in single-player, nothing short of a decisive win should cross your mind. Try to aim for another one of the victory conditions, and a time victory will come with it if you simply take too long.

Launching to Victory: The Space Victory

By far the easiest victory condition is the space victory. Focusing on peace, going the space route demands that you stay ahead in the technological race, and then fire up your production to get your spaceship built and launched before your enemies.

In order to start this, you must first research the Rocketry technology. This allows you to create the Apollo Program Team Project, which unlocks the different components of spaceship creation. Then, you must set your cities to build those different components; they all start with the letters "SS," for "Spaceship," such as SS Life Support or SS Cockpit.

These pieces are then delivered (invisibly) upon completion to your capital city. When the entire spaceship is built, you can access the launch button from the Victory Conditions Screen (F8 key). Launch it, and that's it, game over.

VICTORY CONDITIONS				
TIME (258 Turns Left) Highest score at 2012 AD	Par/Fabius/Dea/Mul/Pha	2703	Moore/Shane	1281
CONQUEST Cities on all three	None left	0		
DOMINATION 20% of World Population 80% of Land Area	Par/Fabius/Dea/Mul/Pha	43.27%	Moore/Shane	12.02%
	Par/Fabius/Dea/Mul/Pha	31.89%	Moore/Shane	14.02%
CULTURAL 3 cities with Legendary Builders	Thales	2481	Sumo	8121
	Madamita	1222	Artemus	2013
	Artemida	1222	Proxilla	2481
SPACE RACE				
Build 1 03 Gearing	Par/Fabius/Dea/Mul/Pha	1		
Build 1 03 Discovery	Par/Fabius/Dea/Mul/Pha	1		
Build 1 03 Engine	Par/Fabius/Dea/Mul/Pha	1		
Build 1 03 Docking Bay	Par/Fabius/Dea/Mul/Pha	1		
Build 1 03 Cockpit	Par/Fabius/Dea/Mul/Pha	1		
Build 1 03 Left Support	Par/Fabius/Dea/Mul/Pha	1		
Build 1 03 Base Chamber	Par/Fabius/Dea/Mul/Pha	1		
DIPLOMATIC United Nations by The United Nations	Not yet built			



The Apollo Program is a *Team* Project, remember. This means if you have a heads-and-tails advantage in technology when you build it, finishing the spaceship before your rivals even get the Rocketry technology may be just a formality. But that also means that if someone else gets to it first, you may be in trouble.

One thing you can do, provided you have the military power, is to take the enemy capital city. This scuttles their spaceship (remember, the spaceship is waiting for launch at the capital), and delays them. Conversely, if you're making the spaceship and someone declares war on you, abandon your border towns if necessary and place all troops in the capital. Also, feel free to launch your entire nuclear missile stock: the climate of the planet won't matter once you're colonizing Alpha Centauri.

Time & Space Victory

Cultural & Diplomatic Victory

Taking Border Wars One Step Further: The Cultural Victory

This is the hardest one to get in single-player. Cultural victories are tough, and must be planned for from the start. You must get three separate cities in your control to maximum culture ratings. That means throwing in wonders, using specialists, building buildings primarily for their culture scores, setting the culture rate to as much as you can (after discovering the Music technology), and creating as many cultural specialists as possible.

Luckily, the advantage to this one is that it's extremely hard for people to stop you. Unless they attack you and raze or capture your cities, your culture scores will keep going up and up. Just station a ton of military units in your Chosen Three cities, and you'll be fine.

Being King of the World: The Diplomatic Victory

This is the hardest one to get in multiplayer, and pretty darn tough in single-player. Once someone discovers the Mass Media technology, that civilization can build the United Nations World Wonder. The presence of the UN is the first step to winning diplomatically.

The United Nations exists to do more than just elect a winner this time around. First things first, the UN will call for a vote of all civilizations to elect a leader, called the Secretary General. There will only be two candidates offered for this position: whoever built the UN, and whoever has the most population out of the other civs. All players will get to vote who they want to be leader, but not everyone's votes are equal. Scaled to population, some nations votes will count for more power than others, with the biggest nations getting more say. Nations can abstain from voting, and a simple majority (50% + 1) is needed to elect the leader. If no one gets a majority, another vote will be called after a few turns.

After a Secretary General is decided, that civilization can offer up a list of resolutions to be voted upon by all nations. These resolutions can include making a world currency (a big boost to everyone's trade income) to a global disarmament (preventing nukes from being created). Resolutions need a 60% majority to pass, unlike the simple majority for the Secretary General election. Once a resolution is passed, it may be repealed later by another vote. After three resolutions are presented (whether they pass or fail), a new Secretary General will be voted on, although the winner could be the same one.

One of the resolutions the Secretary General can call for is a diplomatic victory. Here, all players will vote for whether they want the Secretary General to win. If he gets 60% of the vote, he becomes the eternal leader of the UN, and takes the game's victory as well.

The AI, quite simply, will vote for you if they like you enough. The question is, how do you get them to like you? The answer is through bribery. I'm not kidding: give them all your technologies, share your gold, open trade routes, and ask for nothing in return. Convert to their religion or adopt no state religion, and in general suck up to them. If they like you enough, you'll be fine. If not, see who voted against you (votes are public), and work on winning their favors.

Human players are of course less predictable, and probably won't be voting for another player to take home the victory after their dozen-hour match. It's pretty much pointless to even try, although you never know; you may get lucky.

Beating Your Opponent into Submission: Domination & Conquest Victories

A conquest victory occurs if you are the last nation in the game alive. Domination occurs if you simultaneously possess 75% of the land and population in the world; you can see your percentages in the Victory Conditions screen.

Almost assuredly, if you go for a Conquest win, you'll end up getting a Domination win first just because of all your warmongering, unless you burn down every city you come across.

We'll cover war in the next and final section of this guide.

Waging War

Sometimes, it just doesn't pay to be nice. Taking a city could be the only way to send a message to your enemies and expand your power base, especially once all the land in the world is claimed. War will happen, and the sooner you prepare, the longer you'll last.

Part One	Part Two	Part Three
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How Do Wars Start?

Wars can start for any reason, including just because you want to get your swords a little bloody. Typically, the computer players will do everything in their powers *not* to start wars, although some of the more bloodthirsty leaders (like Julius Caesar or Genghis Khan) will fight sooner than later.

If you want to declare a war, you have two ways to do it. Either do it from the trade screen after contacting a rival, or just move one of your units into their border. Doing either will ask for a confirmation, and there's no going back from it.

Whoever starts the war is considered the aggressor. There is no formal indication of who is the aggressor, but the AI remembers actions. If you constantly double-cross allies and show a pattern of declaring war after, say, taking a city by culture, the AI will get angry and possibly declare war on you before you get a chance to.

Doing whatever it takes to defend yourself is never looked down upon. For example, if an enemy invades your territory, you may freely send a million Stealth Bomber-dropped bombs into his capital. The AI gets testy when nukes start flying, but otherwise they have no concept of "over-reaction." Just don't go burning down enemy cities, and you'll be fine.

How Do Wars End?

If two sides are at war, they may sign a Cease Fire or Peace Treaty through the diplomacy/trade screen. A Peace Treaty lasts 10 turns, during which it cannot be broken. After the 10 turns are over, it is downgraded to a Cease Fire. Breaking a Cease Fire doesn't anger anyone, but it does mean your own men will start getting attacked.

After enough time, the other civilization may start making nice with you. They may offer things to trade and so on. Time heals all wounds, as the saying goes, but you may be making some pretty heavy wounds (requiring heaps of time) if you're not careful.

How Do Battles Happen?

To engage the enemy, simply order one of your units into a tile occupied by an enemy, and the battle will be immediately determined.

We'll show you how battles are determined, but we'll do so slowly, because of all the different factors involved. The most basic layer is the strength rating of the two units involved. (This is a departure from the old Attack/Defense ratings, which we won't even get into because they don't matter for this game.) The combined strength of both units essentially make a die that is rolled, and the number that comes up determines the win.



Let's take an Archer vs. a Warrior as an example. The Archer has a strength rating of 3. The Warrior has a strength rating of 2. The total is 5. Essentially, a 5-sided die is then rolled. If the number is 1, 2, or 3, the Archer wins. If the number is 4 or 5, the Warrior wins. This gives the Archer a 3 out of 5 chance of winning, or 60%.

Even non-math geniuses can get that figured out, but it takes some sharp thinking once bonuses get involved. Many things can contribute to modifying the strength rating, and it is adjusted prior to the "roll."

For another example, say our Archer from above attacks the Warrior, but the Warrior is standing in a tile with a forest. The forest give any unit in it a 50% bonus when it's defending. This means the Warrior's strength rating increase to 3. ($2 \times 1.5 = 3$). Now, instead of a 5-sided die and the Warrior with a 40% of winning, we have a 6-sided die, and the Warrior has a 50% chance of winning.

Additional bonuses come from unit matchups, such as Pikemen getting a +100% bonus when fighting a mounted unit regardless of who attacked. Also, units in cities gain a bonus just for being there, but may get additional bonuses if a Wall or Castle is in the city as well.

Some of this could be overwhelming, but luckily there is a "battle preview" you can take advantage of. On the map, select a military unit. Then, hold down the RIGHT mouse button. You can release this over land to tell your unit to move there, or over an enemy unit to tell your guy to attack.

While you're still holding the mouse button over an enemy, an info box will pop up in the bottom-left corner of the screen. This will give you the different bonuses all sides will get, as well as your chance of victory. For example, if we set up the second example, and I was previewing my archer, the box would inform me that I had a 50% chance of victory. I can then release the right mouse button to give it a go, or I can release the right mouse button while the cursor is over my archer to cancel. (In that instance, I would cancel; try not to ever start a battle that you don't have a 70% chance of winning.)



All units will (probably) take damage from battle, even if they survive. This is reflected by a change to the strength score, which is recalculated upon another fight.

For example, say I've got two Archers surrounding the unlucky Warrior who is not in a forest. My first Archer attacks, but luck is against me, and I lose. However, now I see that the Warrior suffered heavy losses and his strength is reduced to 0.5. If my second Archer attacks, the strength rating will be my 3 to his 0.5, giving me a 6 in 7 (85.7%) chance of winning. I won't explain the math on that one, just trust me.

The point is, with enough units, you can take down even the most fortified position. Just be ready to suffer some major casualties in the process.

You can occupy one tile with as many units as you care to. I could stack both my Archers from before in one tile, for instance. If the whole stack is attacked, the unit best suited for defense is brought up to actually defend.

For example, I have a Berserker and a Pikeman in the same tile. The Berserker has a strength of 8, the Pikeman has a strength of 6. The enemy comes at me with two units: a Warrior (strength of 2) and a Knight (strength of 10). If the enemy attacks with his Warrior first, my Berserker will defend, because his strength 8 is enhanced by a bonus of +50% vs. melee units, for a total of 12 (vs. Pikeman's original 6). However, if the Knight attacks, the Pikemen gains a +100% bonus vs. mounted units, for a total of 12 (vs. Berserker's original 8).



See how complicated this gets? And, again, we haven't factored in terrain bonuses. Still, these are the basics, and the computer can handle most of the duties.

Siege Units

Even though the best defensive unit in a stack is the only one that fights if attacked, the other units in the stack may still take damage. Siege units are a special class that causes "collateral damage," which in game terms means it hurts everyone in a stack.

Say a Catapult rolls up on my Berserker and Pikeman, who are in the same tile. The Catapult can issue the "Bombard"

tactic, which strikes both the Berserker and Pikeman. This reduces both their base strength scores, which can soften us up for another follow-up attack. Siege units can also use the Bombard command to lower enemy defensive bonuses, which can offset things like Walls, Castles, and just the natural defense of the city.

Bombs from a bomber plane act like siege units, causing collateral damage but little else.

While siege units are indeed good for a preliminary strike, they aren't very effective in straight combat. Still, they're a good unit to use

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Nuclear Missiles

Cruise missiles, which acted like long-range siege units, no longer exist in the Civilization series. However, the all-powerful ICBM (Intercontinental Ballistic Missile) is still around.

All nations have a "global reach" to their nukes. That is, any nuke can hit any explored tile in the entire world regardless of proximity. Nukes will always hit on target, unless you target has their SDI National Wonder built, which may stop them in flight.

Nukes are devastating. When it detonates, it strikes the target tile, plus the eight adjacent tiles. All improvements on those tiles will get destroyed. Any unit within the blast radius must make a "kill check" to survive; basically, the computer makes a dice roll, although it is not stated what the formula is. If a city is within the blast zone, all its buildings go through a kill check too, except for wonders, which can never be nuked.

When the Manhattan Project is completed, all civilizations can build Bomb Shelters in addition to nuclear weapons. If a Bomb Shelter is in a city, there is a 75% better chance that any unit or building will make a successful kill check and survive. However, all tiles outside the city will be unguarded regardless of whether the city has a Bomb Shelter.

Nuclear detonations will make the world pollution skyrocket, to the point where it may trigger a global warming. (A global warming is pretty much guaranteed if the target starts launching nukes back.) This will permanently make the tiles of the world become drier, turning some Grassland tiles into Flood Plains, and some Flood Plains tiles into Desert. This reduces food, which reduces growth, which... well, is bad.

In general, nuclear exchanges are terrible ideas. If you must rely on nukes to win, your military strength is a tragedy. However, it is a highly, highly disruptive attack that can seriously cripple a nation during the closing moments of a space race or cultural victory. Even under those circumstances, you'll anger all the other nations of the world so severely that you may not be able to survive if they all band together and wipe you off the map.

Fighting the Smart Way

So, forgetting about nukes, you want to wage war intelligently. That's fine, because as we said, sometimes it takes a boot in the brain for the baddies to listen.

There are several key concepts you must learn to survive fights. To quote Dennis Doucette: "Don't start a war you can't win." Take that one to heart: if you haven't established your production at home, and you're not able to keep your units reinforced, don't start a war. You won't be able to afford it, so you'll be wasting production as you throw units to their demise.



Second, once you start a war, you need to see it through. Capturing a city here and a city there won't usually stop the overall problem. You must keep fighting until the entire enemy civilization is no more, or until you simply cannot reach them. Committing your troops to fight is just that: a commitment. This isn't reality, where your citizens will get angry if you bail out of a war early; however, if you don't obliterate your target, you will have essentially wasted all your time, production, resources, and military units for no reason.

The only exception to this is if you encounter a chokepoint. Very rarely, you may come across an isthmus, which is a few tiles (sometimes even just one) that is connecting two very large land masses. Whichever city owns that tile is cutting off all others from getting through. Tactically speaking, this isthmus or chokepoint is valuable beyond measure.

If you encounter a chokepoint and it's not yours, I fully recommend you do everything in your power to take it and defend it. Suffocating your enemy's borders is by far the easiest way to gain an advantage no matter what victory condition you're going for. If you take it, immediately focus on defense and do not attack anymore no matter what the enemy tries to do to provoke you. Then, accept peace at the earliest opportunity.

The third concept is to not start a war until you have an army ready. Don't declare a war when you've got 5 units; declare it when you have closer to 20. The goal is the "steamroller" or "snowball" principle in that, when you start, you keep going. Having a huge starting force allows you to lose men but keep moving and capture the next city, and the next, and the next.

The fourth and final concept is to not start multiple wars at once. Try to keep your fights one-on-one so you only have one side of your border to worry about. If you fight on multiple fronts against multiple enemies, I call it "Pulling a Hitler," and we all know what happened to him.



When the war is over, unless your army is still obscenely strong, take some time and recover yourself. Any cities you captured will be weak, and you'll want to make sure they are safe and secure in your territory before fighting again and risking them. This means you need to give the new cities buildings, spread your religion, toss in some defensive military units, and quell any rebellion they've got going. Try to get the culture rating up quickly to get their borders moving too, and you'll have them ready to sustain aggression should you wish to attack someone else afterwards.

Keep these tips in mind, and you'll be on top of the match as king of military might!

Beyond the Sword Sample Match

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By far, the best way to learn how to play games that have more than one solution is to watch someone how to play it. Civilization 4 is one of those games where every match can be different, every strategy can succeed (depending on circumstances), every idea can be valid, and every realistic idea has a chance of winning.

And everything also has a chance of tanking. *Horribly* tanking.

So I figure I'd play a match, taking pictures the whole way, and show you the concepts of Civ 4. You'll see the main way I play, and maybe you'll learn how certain systems work that you never considered before.

This will *not* be a complete guide, however, because just by the nature of it, you won't see every aspect of the game. I have a specific strategy in mind as I write this (which you'll see in a second), and I'm going to play to *that* strategy.

Bah, enough of the tease. Let's get this history going!

The Strategy

Playing a match with no plan is as dumb as walking into a contest without any idea of what the rules are. This being a single-player match, I can plan and set the game up to favor myself right from the beginning. Is it cheap? Kinda. But who cares, we can make it challenging when we've had more experience, right?

"Know thy enemy and know thyself, find naught in fear for 100 battles. Know thyself but not thy enemy, find level of loss and victory. Know thy enemy but not thyself, wallow in defeat everytime." (Sun Tzu)

Ironic that the game is entitled "Beyond the Sword," yet I'm quoting *The Art of War*.

Okay, here's the deal. Even though I said in my Civilizations section that Egypt is my favorite civ, I want to try something new. Besides, the weakness of the specific Hatshepsut/Egypt combination is pretty apparent to me. Simply put, for my personal strategy, I try expanding too fast. What ends up happening is that my research slows to a crawl about 20% into the game. By the time I recover, I'm operating faster than my enemies, *but* I'm so far behind them that I'm screwed.

Civ 4 is all about "quality-over-quantity" cities, which I still have issues adjusting to. However, to somewhat counteract that, I need a leader who has the Organized trait. (Remember, this makes all cities have less cost, letting me have more of them at the same price.) I'm too much in love with the Creative trait to let that one go, so I need a leader who is Organized *and* Creative.

Let's see... Augustus Caesar fit the bill prior to the expansion pack, but his traits got overhauled. However, Zara Yaqob of the Ethiopians took those traits. It's all good though, because their unique building takes the place of the monument (just like the Egyptians), which will help out with city range and border wars. Also, their unique unit is a mid-game replacement to the Musketman, which is a very defensive unit. This will mean the cities (which should be numerous by then) will be *well* defended if someone gets any bad ideas.

The plan here will be to be peaceful throughout the game. I will help anyone who asks for it, and try to maintain the peace at all times. I will try to outperform my rivals in research, but I will share the wealth with them. I'm aiming, therefore, for a diplomatic victory, or a space victory as a fallback.

01	02	03	04	05	06	07	08	09	
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The Setup

Let's go over my strengths... I will excel at the culture wars. I will excel at research. I will excel at gaining land. However, I'll fall easily to enemies, and I'll fall easily if I'm restricted and can't grow.

So, let's set up the game and see how my plan fits into the game. First up is the planet selection. Continents is the best bet: Pangaea would be too risky, because I could easily be ganged up on if things gets violent. If I pick Archipelago, my

culture gains will be pointless, as there will no one else's borders to infringe on. All the other map types are too unusual for a "typical" match, so Continents it is.

The plan will be to be the dominant power on my continent, and get to Optics before anyone else. That way I can not only circumvent the globe first, but also so I can make friends across the ocean before jets and nukes are in the sky. Heck, with luck, I'll take the win with a diplomatic victory before rockets are even invented. But we'll see.

Next up is world climate and size. We need land: again, the sea is our enemy. And I like fighting on standard size maps. Because we want to grow, we'll need a climate that favors food. That helps out everyone else also, but we'll be fine. So: temperate climate, low sea level, and standard world size.

That's all there is to it... Check out the screenshot below for the final summary. We'll play at Noble difficulty, which is the "middle of the road" difficulty. It's the one that gives no bonuses to the player nor the AI. For Civ vets, this is a good starting difficulty. For Civ newbies, you may want something less... crazy for your first match. Nothing wrong with starting slow at all: you'll be able to tackle Emperor and Deity difficulties with enough practice. Also we'll do the normal, 500-turn game. All together, this should be a nice introduction to a sample match.



01	02	03	04	05	06	07	08	09	
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Part 1: History in the Making

Turn 0

Here we go. Take a look at the screenshot below, with the colored circles.



The red circle indicates my starting "military" unit, the Scout. Usually, I get a Warrior to start off with. This time, I'm getting a Scout due to my traits. The Scout is worthless in battle, although he'll survive well against wild animals, and he gets to move faster than Warriors. Finally, Scouts get better results from "popping goodie huts," which means to activate the "tribal villages" by moving a unit onto it.

In this case, I'm lucky that a goodie hut is just south of my other starting unit. The goodie hut is in blue (the circle there is not drawn by me, but rather the game itself), and my Settler is just north of it circled in yellow.

The blue circle, in fact, is one you'll see often. When you have a unit selected that can be used for tasks, such as Workers or Settlers, you'll see blue circles where the game recommends you go. In this case, my Scout is selected, so the game is merely drawing my attention to the fact that a goodie hut is nearby. The goodie hut is, however, three tiles away from the Scout. It would take two turns to get there, and it's not worth it anyway, as you'll see in a moment.

Now, the area I circled in green is to bring your attention to the icons on the land. I have an option enabled (one that you can turn on just above the minimap in the bottom-right corner) that lets me see how many units of production any given tile produces. Food is represented by bread, production for units and buildings is represented by hammers, and commerce (cash money!) is represented by the gold coin.

Growth is important to me and my strategy. Growth comes from food surplus, and you can see that there are two tiles to my Settler's left that produce three units of food each. That will lead to some serious growth, even without upgrades. Also, we're right next to a river, which will automatically give the city some health. The only way this would be better is if we had an ocean bordering our Settler as well.

Now, generally speaking, you'll want to found your first city where your first Settler is standing. Every turn you waste moving that Settler is one more turn where your rivals are getting a jump on research and religion. At most, you'll only want to move one turn to get to a better location; it's just wasteful to found a city one tile away from ocean, but for your first city, you may want to found it two tiles away if that's where your Settler is standing.

We've actually got a decent location here. Like I said, it would be better if we had some ocean, but we'll find some eventually. (There is an argument to made for having a landlocked capital anyway. If the world goes to war, at least you won't have to worry about your capital being bombarded by a navy.) So, I tell my Settler to found the city, and I send my Scout manually to the north to cut through the fog.



It might be tough to see, but my green city radius actually encompassed the goodie hut. If that happens, you'll pop it anyway without needing to worry about getting a unit on it.

Now I've got the option to order my new city to build a unit. Seeing as how I have no military whatsoever, I order it to build a Warrior. The game is afoot!

Turn 1

My Scout continues north, and I am prompted to select a technology to start researching.



As you'll see later, selecting what to research is not a matter of following the "best path" through the tech tree. Sometimes, you'll have to be reactionary and select a technology based on circumstances. If a war is going on or you expect one, you should pick techs that lead to better units, for example.

For this first turn though, we'll want to go on a path to get some religion. Religion plays a very important role in game strategy, through several layers, and we'll want to get one as soon as we can. Early religions come directly or indirectly from the Mysticism. A lot of civilizations start with Mysticism; we don't. So, that's what I'm picking for our starting

research. Besides, we'll get access to our unique building, the Stele.

Not much else to do for now, or for a little while.

Turn 6

Five turns pass, and my Scout has made some great discoveries to the northwest. One is a goodie hut, which gets me the technology Archery for *free*. This is a *huge* advantage, because Archers are far and away the best defensive units in the opening turns of the game. Plus, we get the Mysticism technology, setting us up for a religion.



As you may be able to see, my Scout has made two geographical discoveries that help me out. One is the presence of snow, which means I'm very close to the northern edge of the map. This means there will be few, if any, reasons I'll need to worry about my northern border. This means I can focus on expansion in one direction, and if we go to war, I know one "front" that doesn't exist. Remember, during war, we don't want to pull a Hitler by fighting on multiple fronts.

Second, my Scout discovered the ocean. Like real life, the best way to get information is to follow water. And now, if we follow the coast south, we'll have a good idea about the size of our continent. Either way, with the ocean relatively close, we'll be able to have an oceanic city pretty soon.

So, what to do after Mysticism? Polytheism and Meditation are both options. The former leads to Hinduism, and the latter leads to Buddhism. Meditation takes fewer turns... so we'll go with Polytheism.

Why? Because I'm trying to outthink the computer here. If there are any civilizations that have Mysticism, they will immediately go for a religion as quickly as possible. That will mean they will go for Meditation (and Buddhism) because they'll get to it quicker. So assuming the AI wants Buddhism, we'll go for Hinduism because then we'll have a leg up.

Otherwise, my Scout continues doing what he does best.

Turn 15

Huh, this is odd... I'm only one turn out from Polytheism, and no one has yet discovered Buddhism through Meditation. Very, very strange.

Okay, check out the screen shot, especially the circled part...



That is a *lot* of coastline. Well, at least more than I anticipated. Crap... I guess the ocean is farther away than I thought. Maybe an oceanic city will have to wait. Still, I found some good spots for future cities.

Also during this time I met Fredrick, the leader of the German civilization. Or rather, he found me. When you get first contact, as you can see from the left screenshot below, you have two options: immediately declare war, or declare peace. It's really stupid to pick a fight this early, especially with my strategy. So, I ask say that there will peace in our time.

Ironically, this is also when my Warrior, on the right screenshot, gets created in Aksum. Heh. With my Scout still moving, I tell my Warrior to "fortify" with the F key. This means he goes completely defensive, staying in the city and guarding it from enemies.



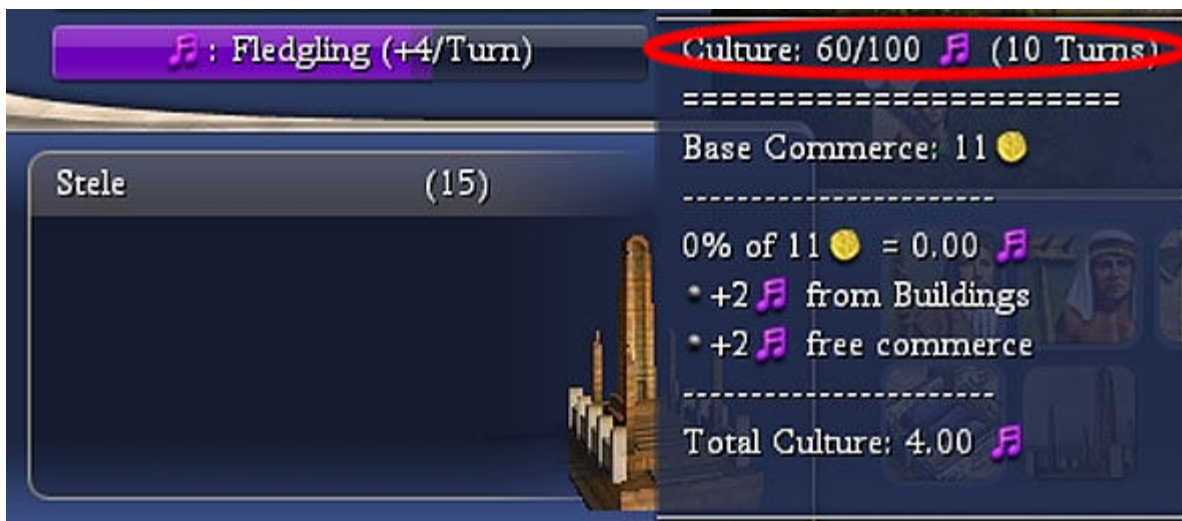
Now, what next for my city? It's decision time here... A Worker would be useful to help get the land going to improve the city's growth in the long-term. However, building a Worker paralyzes a city's growth in the short-term. Remember I said that surplus food makes a city grow? Workers and Settlers need food to be constructed, so it's a matter of whether I

want to stop my growth now for improvements later.

I believe it's actually against my best interest to stop Aksum's growth right now, so I'm picking the Stele. This will also help push the borders, and give me an excuse to open the city screen to show you what culture is all about. Double-click the "city plate" just below the city to open it.



In the bottom-left corner, you see a purple bar. It says "Fledgling (+4/turn)." "Fledgling" means the city's culture level; pretty crappy now, huh? The +4/turn indicates that the city gains four culture points, or CPs, per turn. If you hover the mouse over the bar, you'll see this...



The top part of that little box says the city has 60 of 100 CP. At 100 CP, the city gains a culture level, which pushes out its borders. Gaining 4 CP per turn means Aksum will hit the next level in 10 turns.

You also get a breakdown of where the CP is coming from. 2 CP is coming naturally because my leader is a Creative one. 2 CP is coming from the presence of my Palace, the building automatically built for you when you make your capital. Simple, huh?

When borders expand, that doesn't mean the city can work any land it encompasses. Cities can only work land within two tiles no matter how large the borders get. However, any land within your borders is *yours*. Enemies cannot breach it without declaring war, and no barbarians or wild animals can spawn within them. Your military units also recover health much faster within your territory than without.

When two civilizations' borders contest the *same* tile, that's when "border wars" start. Whichever city produces the most culture claims the tile, although it can change infinite times throughout a match. Cities that are more "firmly established" will be less likely to give up their tiles. For example, the tiles directly around Aksum will never flip to a rival's control unless pretty much a rival has taken control of my entire empire. Culture wars take place among new cities far more frequently.

When a civilization's border touches an enemy *city*, the city has a chance of flipping, which results in a no-loss conversion to the better civilization. All military units in the city are relocated back to the original owner. If the original owner tries to attack the city to try to take it back, they are flagged the aggressor of a war, which could bring the wrath of the world. So, simply put: borders? Are very important.

So that's why I'm going for the Stele. There will be plenty of time to work the land later: I want quantity tiles over quality right now.

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Part 2: Finding Religion

Turn 16 Yeah baby!!!



We have founded Hinduism, and I am given the prompt of whether I want to convert to it. The caveat is that I'll have to suffer one turn of Anarchy, which means *all* production is shut down. No more growing cities, no more building buildings, no more research, no more culture... NOTHING.

But it's only for one turn, and having any religion in the early turns is better than no religion. So I click yes, I want to convert.

Despite the paralysis of my empire, I am prompted to choose a new technology to research. It's still *really* weird that Buddhism hasn't been founded yet, so I'm going to take a risk and go for Meditation. There are better techs to research at the moment, but if I can found both Hinduism *and* Buddhism, I'll be locking up some serious culture sooner rather than later.

Nothing else to do but scout.

Turn 18 I get word that Frederick converts to Buddhism. I'm out of luck there, because it means (obviously) I won't be the first to gain Meditation, so I won't get to found Buddhism. However...

The cool thing about research is that you can change research focus without losing progress on what you've seen. Hit

the F6 key, and you'll pull up the tech tree. I'm going to change our focus to Monotheism: the first to get that founds Judaism. Again, if I can get two religions early, I'll be having my way with culture for most of the rest of this game.

Notice on the tech tree, however...



See how Masonry is highlighted as well? I'll need Masonry in order to get to Monotheism. I'll need Masonry anyway, and it will move pretty quickly, so I go ahead with this plan. When Masonry gets researched, I will *not* be prompted to pick a new tech, as the next one (Monotheism in this case) is already planned out. Theoretically, you could plan out the entire tech tree how you wanted to.

Otherwise? Still scouting...

Turn 24 My Scout has discovered a neat site...



Two tiles have ivory, a luxury resource. Plus, it's near a river, and somewhat close to my capital. I'll have to remember this site in the future.

Turn 28 I met Gilgamesh of the Sumerians, so there are at least three civilizations on this continent. Meanwhile, my Scout got attacked by lions and barely survived, but he won and can now be promoted. This is akin to "leveling up" in role-playing games: I get to add traits to my Scout unit, giving him new abilities.



He's wounded, so usually I would select the medicine bottle, which means "Fortify Until Healed." He'll dig in and defend himself, and I won't get to control him until he's totally healed, which would be in a mere two turns. I could live with that. However, I first click the button to upgrade him to Woodsman I, which gives him boosted defense in jungles and forests. When you promote units, they slightly heal. In this case, my Scout will now only need a single turn to fully heal due to the promotion.

Meanwhile, back at Aksum, my Stele is done. I order the city to produce a Worker, which paralyzes my growth as mentioned before, but it will be worth it. Also, while dealing with Aksum, I notice something odd. The borders have expanded, which cut through the fog of war, revealing...



Ah, beautiful blue ocean! Don't get me wrong, the place where Aksum is located was better; moving my initial Settler to the coast would have been a legendary waste of time. However, now that I know how close the ocean really is, I know I'll have a coastal city pretty soon.

However, I'm not rushing things. Still gotta take it slow.

Turn 36 Read it and weep, computer rivals!!!



With two religions, and both foundations located in my capital, my culture is very much on the right track. In addition, with the invent of Monotheism, I can now tailor my government differently, but we'll get to that in a second.

First, I have now received my first Worker. The Worker's job is to upgrade the land around my city to make it more valuable. For example, if I build a farm on grassland, the food output will be much greater.

A change from previous Civilization games is that your civilization must have certain technologies before Workers can do certain upgrades. For example, before you can build a farm, your civilization must know Agriculture. Before you can build a mine, you need Mining.

Now, spread around the landscape are special tiles that have resources on them, such as the two tiles with Ivory that I mentioned above. It takes special technologies, and special Worker upgrades, to take advantage of the resources and start actually using them. Check out the screen shot...



Those two circled areas contain pigs, which I can exploit for health and food. To exploit them, I need to use a worker to build a Pasture. To build a Pasture, I need the Animal Husbandry technology... which I lack. Not a big deal though, because I just finished Monotheism with no other plan. I'm cool on defense, so I order my civ to start researching Animal Husbandry. Meanwhile, I'll have my worker start building a road that connects Aksum to the northern pig tile. (The southern one is, unfortunately, out of reach: it's three tiles away from Aksum, and the working radius is two.) Meanwhile, once Animal Husbandry is done, I'll finish up that Pasture. Once that's done, my Worker can build up other tiles however they need to be done.

Meanwhile, I need to start thinking about expansion. It's time we start setting up a second city. For that, I'll need a new Settler. However, moving a Settler without an escort is extremely stupid, as is founding a city without adequate defense. So first, I order Aksum to build an Archer. After that, I'll get a Settler. We'll pick up the walkthrough once that all happens.

Now, back to Monotheism. With it, I gained the ability to enact the "Organized Religion" civic. To open your Civic Screen, hit F3.



Unlike Civilization games of old, your government — rather, the way it operates — is divided into five separate sections. (Check out the Civics section of the guide for more details.) With Organized Religion enacted, any city that has the state religion (Hinduism at the moment) will build buildings 25% faster than normal. Also, I can create Missionaries, special units that spread religion, without having to first build monasteries. We'll get to the benefits of doing so in the coming turns.

Changing civics, like changing religions, takes the civilization through a period of anarchy unless you have a leader with a Spiritual trait. I don't, so I have to burn a turn.

While I'm on the subject, you'll see me more cautious about when to switch Civics. With having to go through anarchy, it will take longer and longer the more often I change; so, when I change, I need to change as many civics as I can and be *sure* I want them.

That, too, you'll see better as the turns go on. Right now, there aren't too many civics to choose from anyway, and the next ones I want won't come for awhile. No reason not to switch now, in other words.

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Part 3: Expansion

Turn 37

I have to research the Wheel before I can build roads. That means my Worker can do literally nothing, and I've wasted time building him. In a word? Crap.

Mistakes happen, although that's a relatively serious one. (I have essentially wasted production for 15 turns in my capital in the opening turns... not pleasant.) Hopefully it won't kill me in the long-run. For now, I'm moving my Worker back into the city and fortifying him. He'll be safe there, and will be ready to go once the appropriate techs are researched.

Turn 48

With Animal Husbandry researched, I send in my Worker to build a pasture. By the time he's done, The Wheel will be done as well, and he can build a road back to the city. Gotta be more careful and plan my

steps a little bit better so this doesn't happen again.

Turn 55 My Settler is finished. I don't want to take him too far away, because I want the second city up as soon as possible. My Scout has been busy, but I haven't found any very suitable land near the coast. It will take a bit of time, but I'm going to set up my second city on the river near those two sources of Ivory. I take my Archer out of fortify, and I move him and the Settler together. It will take a few turns to get there; I'll check in one they do.

Aksum meanwhile creates a second Archer, this one for its own use and defense.

Turn 60 After Aksum creates a couple new Archers, I see that it can build the Stonehenge World Wonder in a mere 8 turns. What the heck... let's try it.

Turn 63 Welcome, Gondar, into this world!



New cities, in my strategy, specialize in culture. So the first building to be created there is a Stele.

Meanwhile, I'll get Aksum working on another Settler the moment Stonehenge is done (or fails). With my strategy, I wait to expand at first, but when I start, I keep going until the treasury is in danger. Plus, while my Settler and Archer team went to the new city site, I encountered a source of Marble. Marble can double the construction speed of some World Wonders, so I want to own that as soon as I can. We'll get my third city set up there when I have a chance.

My Worker, meanwhile, is building a road linking Aksum and Gondar. When completed, a trade route is automatically established, helping out commerce in both cities (and ultimately my treasury).

Turn 68 Stonehenge is completed, and I'll point out its effects in a moment. Aksum starts work on a new Settler. More interestingly, however, is this...



See where purple is touching green? My borders are now clashing with Gilgamesh's. I have to keep up culture in Gondar so I don't lose it. Gondar completed its Stele, but no other buildings can produce culture at the moment. So, what I do is order it to build a Barracks: if things get violent, Gondar will probably be the primary city for creating military. Hopefully I can continue playing nice with Gilgamesh, however, and we won't have to draw swords.

Stonehenge has given me an indirect cultural advantage though. Its effect is to put a Stele (or Monument if you're not playing as the Ethiopians) in every city, instantly, for free. This means that every new city from here on out will be producing tons of culture from the outset, a very nice bonus.

Turn 77

Settler is done. Not only have I found the Marble area, nearby is some corn and some horses as well! Corn, like pigs, raise the city's health and food. However, the horses are more strategic: without them, I can't create mounted units.

This poses a great example of why trade networks are so important in this game, and why you can never have too many workers. If my as-yet-unfounded third city starts working the tile, it (and *only* it) will have horses. However, if I take the time to build a trade network, any cities that are connected by road to it will also be able to make horses! Thankfully, the future city site lies almost directly between Gondar and Aksum. With the already-built road thanks to my Worker, it will be a short trip to get my third city set up. My new Settler/Archer team moves out.

Now, what to do about Aksum? I want to delay making *another* Settler for now because there is a more pressing issue. Specifically, that of religion. Now, if you remember from before, my religious civ allows my cities with the state religion to build faster than normal. However, only my capital has any religion at all.

How does one spread religion? Religion is spread by itself over time. Buildings within the city speeds this process, as does trade networks. However, to instantly spread religion, you need to create a Missionary unit. This unit can usually only be created if the city first has a Monastery, but thanks to the Organized Religion civic, that restriction is bypassed. Still, I can only build Missionaries from religions I know: I won't be able to make a Buddhist Missionary, but I can make a Jewish or Hindu Missionary. Because my state religion is Hinduism, I go for a Hindu.

We'll check in once he's trained and ready to go, although I'll note that I'm training two. One of them will be for Gondar, and one will be for the third city.

Turn 80

Wow, that was quick. I've got a couple issues all coming up at once, so let's take them one at time.

First up was the founding of Lalibela, my third town. I desperately want to build a new Worker so I can start harvesting those resources, because one Worker just isn't cutting it anymore. However, I don't want to paralyze Lalibela right off the bat. Naturally, I want to build a Stele... but it's already built automatically? Oh yes it is, because that was one of the perks for building Stonehenge! Free instant Steles in every single city forever... well, until the building becomes obsolete.

So, what to do instead... well, I should have more military. So I tell Lalibela to build an Archer for now. I hate building a military this early, but you can never be too careful. Once he's trained, I'll worry about other things for the city.

Okay, the second issue came from the founding of Lalibela as well...



The top-left corner shows your treasury and where the money is going. We've been running at 100% science, but now that little (-4/turn) mark tells me that we're operating at a loss. Thanks to popping those goodie huts dozens of turns ago, I've got enough cash to last me awhile. However, I can't do this forever if I want to keep pushing my science. So now, we'll need to focus on the economy for our technologies.

Our third issue is our new Missionary unit. Check him out...



See that button that's lit? Press that, and the Missionary dies... but, his religion is spread to the city on which he's standing. It can fail occasionally, because if a city already has several religions, it makes new ones tough to spread. Because Gondar and Lalibela have no religions at all, there's a 100% chance of success. So, I burn my Missionaries over the two cities, and the entire empire now has the 25% building boost. We'll exploit that advantage to start gaining gold soon.

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Part 4: Opening the Gates

Turn 100

We're only a few turns away from breaking into Anno Domini. I honestly wish I was a bit better off right now. I should have four cities by now, and I definitely should not be losing 5 gold per turn.

Part of the problem is some seriously bad luck. A bunch (and I mean a *bunch*) of barbarians struck. They didn't take

over any cities but they delayed my Workers. The barbarians tore up my roads and farms, delaying cities and making my Workers redo what they had already done. Bastards.

Still, the barbarians are not the reason I'm losing cash. From the main screen, I hit F2, which brings up the treasury screen. All five gold pieces are being deducted from me because of city maintenance. As I said in the "The Strategy" mini-section, this is expected. However, doesn't my Organized trait help me out with that? I hover the mouse over the line "City Maintenance" to get a breakdown...

FINANCIAL ADVISOR		
TREASURY: 61		
COMMERCE	INCOME	EXPENSES
Research (100%) 16	Taxes 0	Unit Cost 0
Espionage (0%) 4	Total Income 0	Unit Supply 0
Gold (0%) 0		City Maintenance 5
		Civic Upkeep 0
		Inflation 0
		Total Expenses 5

The Amount of Money Spent on City Maintenance

- 3: Distance Maintenance
- 2: Number of Cities Maintenance
- 0: Colony Expenses
- 0: Corporation Payments

TOTAL CITY MAINTENANCE COST:
5

EXIT

Only two pieces of gold are being removed for the number of cities. Three more are being removed because of distance from the capital. Ah ha!

The fact is that Gondar is REALLY far away from Aksum. Sure, at least it's on the same continent, but it's still really far away. I hadn't considered distance when I made it, and honestly, I don't care; the site is too good to pass up regardless of the cost. But still, at least I know where my money is going.

Okay, despite the fact that I'm taking a loss, it's time to gamble, and therein lies the general reason why I screw up early in the game. I need an oceanic city, like NOW, especially because I finally got around to researching Sailing. I'll have to limit myself to four, and only four, cities from then on until I can start turning a profit. But I have a plan... oh yes I do!

Turn 104

I was wondering when someone would get around to this...



Frederick proposes that we have open borders. There are, naturally, good things and bad things associated with this.

If borders are open, then all units can pass freely between countries. The main benefit is that Workers can link cities with roads and create international trade networks, which are far more valuable than national ones. Due to my current situation (i.e., running at a loss), I'm going to accept it.

However, I want to point out the downside. Remember that the ultimate goal of Civilization is to be the last one standing. By *declining* to share borders, you suffocate the enemy and restrict them to a certain part of the map. With borders open, in my case for example, Frederick could send a Settler *through* my country and settle a new city north of it. Border wars have less impact when units can breach them like this.

Still, the economic benefit is nothing to sneeze at, and is really pretty valuable this early. I'll get a new Worker created and send him to make a road specifically to Frederick's capital.

There is something to note, however. When you hover the cursor over your rival's face, you get a breakdown of why he does or doesn't like you. I've got a +1 because of our long-term peace, but a -3 because we have conflicting religions. This is dangerous, especially for my strategy (which is to be peaceful). If I keep giving him what he wants, however, maybe I can stave off fighting until I am better prepared.

In any case, because of the newly opened borders, my first act is to send a bunch of Missionaries down there. They can do a bit of reconnaissance (sadly, my Scout got taken out centuries ago by a pack of lions), so I can get a better idea of the map. Plus, they can start giving Hinduism to his heathen Buddhist cities, which will make them more receptive to culture flips and will decrease the hostilities somewhat.

Turn 106

My fourth city, Addis Ababa, has been founded just north of the capital. It's on the coast, and with the Stele automatically built, I first order a Lighthouse to be built so all water tiles produce at least two food. After that, its sole job will be to produce ships for the short term. These ships will explore, and do nothing else for now. I'll have to get an ocean-worthy ship before I can do any serious exploration.

Turn 115

It is 1 AD, and Gilgamesh has come calling. He wants me to cancel my Open Border policy with Germany. All of us on this continent are enemies due to religious differences. Ironically, Gilgamesh has subscribed to Judaism... hmm...



Okay, here's what I'm doing. To keep the peace, I will actually AGREE to eliminate my current deals. Then, I'll start churning out Jewish Missionaries, and convert my state religion to Judaism. In this, I hope to make Gilgamesh a close friend, and then maybe, just maybe, we can crush Frederick and the moronic Germans together. I haven't yet linked my cities with Germany anyway, so it's not like I'll be losing money on the deal.

Turn 119 Luck has been a lady tonight; or at least, she has impeccable timing. Aksum has created a Great Person, in this case a Great Prophet. One thing a Great Prophet can do is make a Holy Shrine in a Holy City for a given religion. What this does is, for every city that has the matching religion, I get a bit of cash. Because I'm running in the red, I desperately need this... and this is why I was so pushing for religions as early as I was.



I sacrifice my Great Prophet to make a Jewish Shrine in Aksum. This means for ANY CITY in the whole freakin' world that has Judaism, I gain one gold. Doesn't sound like much, but remember that running at 100% science, I was losing 5 gold per turn. If just five cities have Judaism, the budget is balanced, and I can still run at 100% science without a loss. Nice, huh?

Turn 146

We're in full-swing now. My fifth city, Yeha, has been founded. I've also discovered Alphabet, which allows technology trading; and Currency, which allows the construction of Markets. The latter can be used to start offsetting my monetary issues, while the former... well, the former can be used to start ticking off Frederick...

I've decided it's in my best interest to get a friend on this continent, because clearly it's just the three of us here. This means the other continent will be crowded with five civilizations. All told, Gilgamesh and I will have the two largest civs... if we keep the Germans at bay.

So, now that I can trade techs, I'm in the process of exchanging most of my information with Gilgamesh. I won't give away *everything*, but I'll give him enough that we can together kill Frederick... if need be.

With this newfound technological prowess, I'm going to make Yeha a specialist city. There is no "official designation" to make a city specialize: it has to do with its setup. For example, the first step is to build a Library. At the moment, it's the only building that gives me a boost to my research.

Meanwhile, I *still* haven't discovered Meditation. Getting that allows me to build Monasteries, which will let me train Missionaries without that civic enacted (useful for later), and it boosts research slightly. That will be building #2 for Yeha.

Turn 154

A new concept in Beyond the Sword is events. Some are world-changing, some are minor, but all are random. (Although some are attached to your specific situation: you won't see slavery uprisings if you don't have Slavery enacted.)

I haven't had an event yet, but I get a godsend here. A problem in Sumeria leads to them asking for food. They run the gamut from Do Nothing (which is neutral, oddly), to Spare No Expense. This will drain all stored food from my capital, and I'll have to shell out 11 gold... but I'll gain a +3 to the diplomatic relations to Gilgamesh.

Remember that I have decided to suck up to Gilgamesh, so I go ahead and do Spare No Expense. Aksum will live, and

its food will come back. Right now, I want a friend more than growth in a singular city. Besides, it's *already* my biggest city, so it doesn't exactly need another gain.

Gilgamesh is one happy camper. Just gotta keep this up...

Now it's all a matter of expand, expand, expand. With the invention of Markets, plus the discovery of Code of Laws (which gets me Courthouses, further reducing my expenses), I can afford heaps more cities.

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Part 5: Relations Breakdown

Turn 156 Frederick is demanding Code of Laws from me. Jerk. I have a decent enough military that I can stand up to resistance, especially with Gilgamesh helping me out. I tell Frederick to shove off, and bolster my defenses just in case.

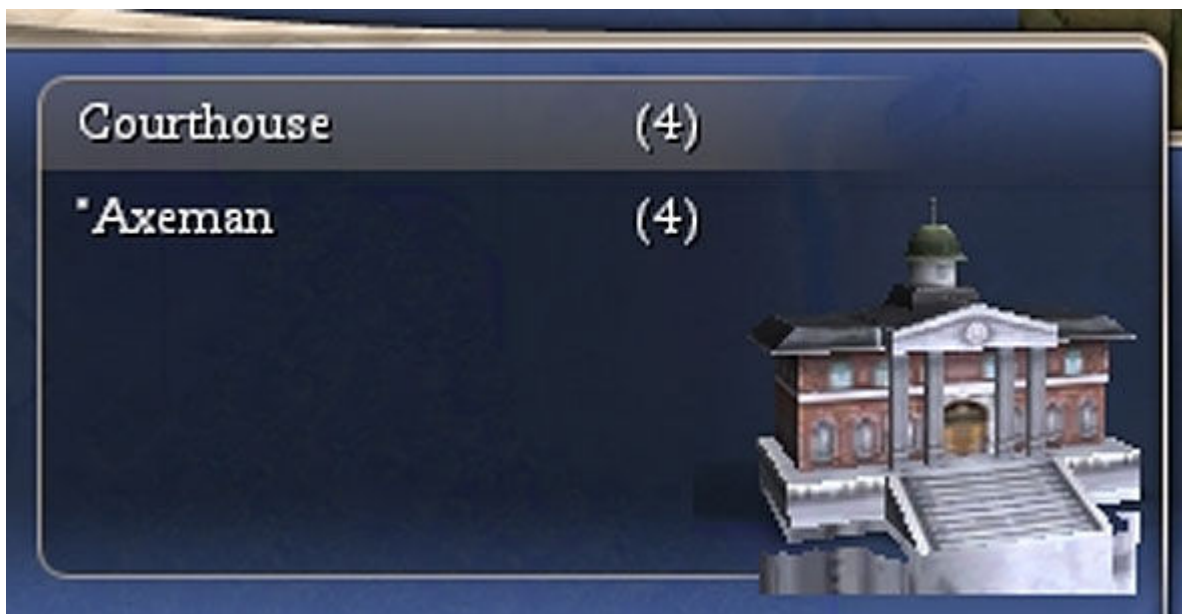
Turn 167 Well, here's something I didn't expect...



Looks like my buddy Gilgamesh has annoyed Frederick so much that Germany is all set to attack. Plus, he had the audacity to get me to join in! I'm seriously going to have to do something about Germany... like now.

I'm changing Lalibela to produce nothing but two Axemen followed by one Catapult. This is done by holding down the Shift key for "add unit," and the Alt key for "repeat build." This way, I'll have regiments of three units ready to go. All my other cities will help out the war effort, except for my oceanic city.

Let me demonstrate the aforementioned build order. I enter the City Screen of Lalibela, then I hold Alt AND Shift and click a Catapult, an Axeman, and another Axeman. Check out the bottom-left corner...

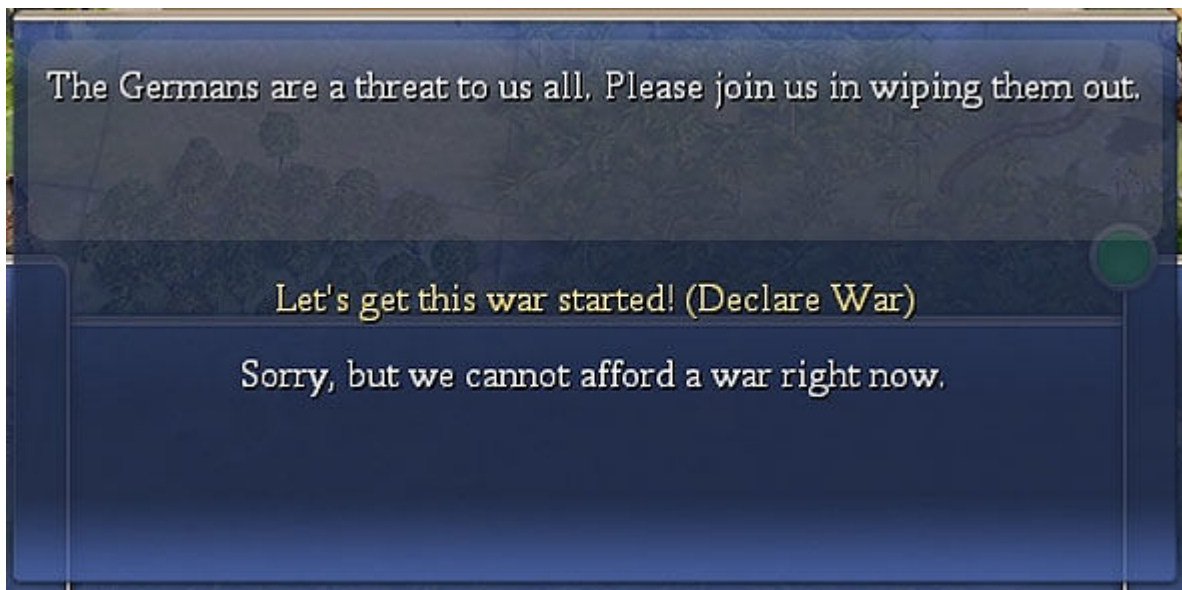


Okay, so I'm a moron and haven't researched Construction to make Catapults. As soon as Philosophy finishes up in two turns, I'll switch to that. It will give Lalibela time to finish its Courthouse anyway. Once I *can* build Catapults, I will.

I'm also sending over a Worker to build a Fort, a new building that gives a defensive bonus to any tile it's on. This will be the rally point for my troops. I'm building it near the capital on a mountain, giving my boys plenty of defense, plus the time to move in case they need to intercept enemies.

Turn 169 Taoism, baby!!! This is why I went with Philosophy: I now have a *third* religion founded. Christianity has been discovered on the other continent, but I'm about to attack the country that founded Buddhism. If successful, I'll own over half the religions *in the entire game*. This war will pay off, if I win it.

Turn 170 Crap...



History has taught us that the main way to win a war is to fight on your own terms. You build up the military, you plan your strategy, you attack when you want. What Gilgamesh proposes throws off my timing, because I still can't build Catapults yet.

However, I don't want to annoy Gilgamesh. Besides, if I know he's helping (which he will, as he's making the proposal), then I shouldn't be too bad off. As long as Frederick doesn't send his entire military after me, I should be all right. My

workers are going to have to stick to the plan of making my fort near the capital, but otherwise... hmm...

"Hey, Messenger! I need you to send a letter to Gilgamesh. It only needs to contain two simple words...

"It's on."

**Turn 170,
Part 2**

God bless the Sumerians, who trade me Construction for Alphabet (how backwards is *that?*). The issue of Catapults is now moot.

It's not just on. It's *really* on.

PyroFalkon fires up some rap music in a desperate attempt to appear cool.

Turn 175

There are multiple ways to win wars. One of them is to disrupt enemy supply lines. In the case of Civilization 4, it means assaulting enemy supply lines.

Yeah, my military sucks, and throwing any units at all I've got at the German cities would be suicide. However, the first wave of my troops have just entered Frederick's borders. Rather than standing around with their thumbs up their armor, I'm ordering them to "pillage" the ground. This destroys upgrades, hurting cities. My men's first strike was to eliminate a farm on the closest town. The tile now produces a mere two pieces of food per turn instead of five (the boost was from the fact that the tile contained corn). If Frederick is dumb enough to send a Worker over to fix it, I'll capture him.

It's good to be a fighter sometimes.

Turn 176

I love it when a plan comes together. Frederick decided to send a "stack of doom" against me. Five units, moving together, heading directly for my capital. I'm sure for him, it was a beautiful thing.

That is, until the Stack of Doom decided to hit my mountain fort. Two Axemen units were garrisoned in it. Axemen get a 100% strength bonus against melee units, the fort gave a 25% defensive bonus, and the hilly terrain gave a 25% defensive boost as well. They decided to attack anyway, and the whole Stack of Doom had five melee units.

When it was all said and done, they lost *all five* units, and both of my garrisoned Axemen got promoted. Sure, they took down one of my Axemen in their territory, but I'll take a four-for-one trade any day of the week and twice on Sunday.

Sometimes in war, it's all about the tradeoff. You can't always expect total domination; it's extremely rare in Civilization 4. Just thinking of the total cost and time, they have lost heaps of resources that they simply will not get back. Meanwhile, my force—which is admittedly now one unit smaller—continues to roll on. So not only are the Germans out a bunch of resources and men, they lack the ability to recover quickly because I'm pillaging farms and mines.

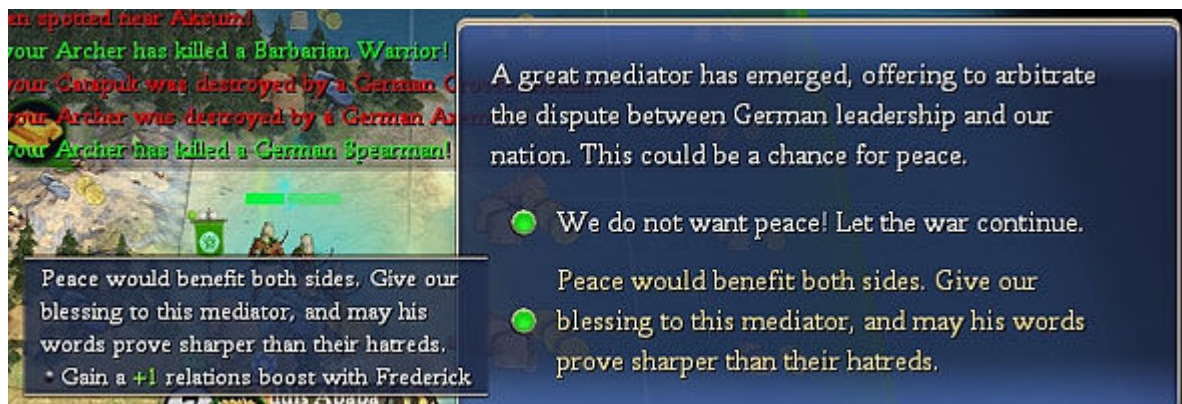
Frederick's head will be mine soon.

Turn 192

The war is not going well. My units are falling. I seriously underestimated German military power. Plus, they mainly have Crossbowmen, which are trashing my Axemen. Time for a strategy change, and a retreat.

Turn 194

What an amazing stroke of luck...



The war is called off. This will give me a chance to be a jerk and build up my military.

It's no question that Frederick threatens my existence. I am now blitzing full speed to get Gunpowder. I'll then have my unique unit, the Oromo Warrior, and we'll try again. Meanwhile, I'll try to get my finances stabilized.

Turn 221 Time to try again. This time, rather than hit their well-defended city, I'm going to attack from their flank and hit one their weaker cities. I'm still attacking early, but only because Germany just ran over one of the Sumerian cities. I can't have that.

Turn 234 I haven't shaved in 150 years... This stress is killing me.

The war room is abuzz. We've just got the Gunpowder technology, so all my cities are switching over to create Oromo Warriors. We managed to capture one German city because of my willingness to kamikaze my men. I may have lost six units out of thirteen, but we've got a foothold in Germany now, damnit.

I'm on my own in this war. The Germans wound up taking the city of Ur, but they wound up giving it back to the Sumerians in exchange for peace. It's up to me to cleanse this land of the heathen Buddhists.

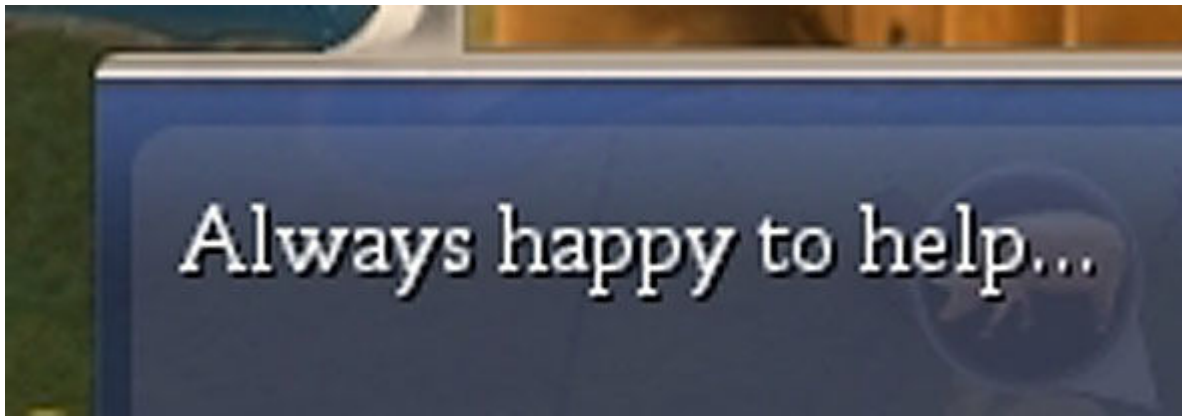
Turn 244 A single Oromo Warrior unit defended itself against a seven-unit Stack of Doom. Looks like the battle is turning in my favor. Just need more time to get more Oromo Warriors...

Turn 250 We're halfway through the game. The Germans have nearly retaken their city I captured... bah, let them. I've got THIS on their doorstep...



Turn 251 I lost Frankfurt, but I gained Cologne. I've again got a huge foothold in Germany, but I need more Oromo Warriors. They're kicking butt, but even a dozen can't take out the whole German army.

I'm going to ask Gilgamesh if he wants to join in on the fun...

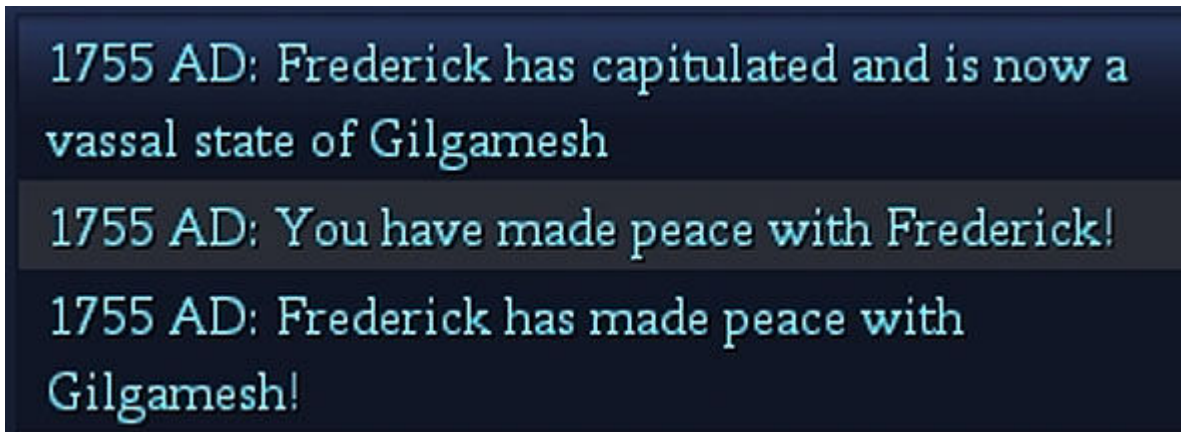


Excellent. Very, very excellent.

Turn 262

Crap. Just... crap.

In an event that I wouldn't have guessed would happen in a million years, I'm screwed. Badly, badly screwed:



Knowing he was going to lose the war to my Oromo Warriors, Frederick surrendered... to Gilgamesh. Becoming a Vassal State, Germany and Sumeria are now essentially a single civilization, simply being run by two leaders. They share land, they share research, they share culture, and they share military. If I attack either, they both declare war.

This was an incredibly intelligent move. I am now finding myself on a continent where I have little land left to me. My immediate rival has now gained a lot of land, not to mention research power.

I run through my options... I still have a technological edge here. I could try going to war anyway with both sides and see what transpires. My Oromo Warriors definitely have an advantage over anything that Germany or Sumeria can muster. However, such a war would be extremely expensive. And even if I *would* win, what would it get me? Sure, I'd have a ton more land, but that doesn't mean jack when playing on Continents this late in the game.

There's no way I can win militarily through Conquest... far too late for that. I can also throw Domination out the window. I never expected to do either of those with a peaceful civilization anyway. I possess Optics but have delayed getting an ocean-worthy vessel to sea, so I haven't yet made contact with the other continent, so I may not have the diplomatic power to pull off a Diplomatic Victory... but they haven't talked to me yet either, so maybe I'm not behind them, at least not on research. I had been out-performing both my immediate rivals in technology this whole time, even when my treasury took a hit...

My course is clear: the Space Victory. I need to grab as much land as I can on this continent, then "beeline" to the technologies needed to build spaceship parts, all while keeping my treasury nice and high.

...And some people say that Space Victories aren't exciting.

01	02	03	04	05	06	07	08	09
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Part 6: Aftermath of the War

Turn 263 The first step to getting some mass research done is to start disbanding my military. They are costing me way too much gold, and I don't need them. The one advantage I've got here is that all my good years with Gilgamesh pretty much guarantees that I'll be safe: because Frederick is Gilgamesh's Vassal State, rather than the other way around, Frederick cannot attack me or make other major diplomacy decisions. Sure, he can stop me from entering his borders (he already has) whether Gilgamesh does so or not, but at least he won't be sending regiments of soldiers at me.

I'm keeping my Oromo Warriors for defense, but all my Catapults and War Elephants get deleted. I set my coastal city to build a Caravel, my northern city to get me a Settler, and all other cities various things relating to research or culture. The space race is on.

Turn 269 One of my weaknesses in Civilization 4—and the reason that, frankly, I'm not exactly the pwnerer of this one—is because I often forget to do things until I've wasted a few turns. Specifically, I've forgotten all about the Civics screen.

Let's take a look at the current state of my government...



The fact that I'm using a default civic when I have another one available to me is the main clue that I'm being a moron. So, I adjust things around to befit my current strategy, and wind up with this...

CIVICS

<p>GOVERNMENT</p> <ul style="list-style-type: none"> Despotism Hereditary Rule Representation Police State Universal Suffrage 	<p>LEGAL</p> <ul style="list-style-type: none"> Barbarism Vassalage Bureaucracy Nationhood Free Speech 	<p>LABOR</p> <ul style="list-style-type: none"> Tribalism Slavery Serfdom Caste System Emancipation 	<p>ECONOMY</p> <ul style="list-style-type: none"> Decentralization Mercantilism Free Market State Property Environmentalism 	<p>RELIGION</p> <ul style="list-style-type: none"> Paganism Organized Religion Theocracy Pacifism Free Religion
<p>HEREDITARY RULE</p> <p>Low Upkeep</p> <ul style="list-style-type: none"> +1 🏰 per Military Unit Stationed in a City 	<p>VASSALAGE</p> <p>High Upkeep</p> <ul style="list-style-type: none"> New Units Receive +2 Experience Points +9 Free Units 	<p>CASTE SYSTEM</p> <p>Medium Upkeep</p> <ul style="list-style-type: none"> Unlimited Artist, Scientist, Merchant +1 🏠 from Workshop 	<p>MERCANTILISM</p> <p>Medium Upkeep</p> <ul style="list-style-type: none"> +1 Free Specialist per City No Foreign Trade Routes (🌐) Foreign Corporations have no effect 	<p>PACIFISM</p> <p>No Upkeep</p> <ul style="list-style-type: none"> +100% 🏰 Birth Rate in Cities with 🏰 +1 🏠 Support Cost per Military Unit

2 Turns for Revolution
Upkeep: 8 🏰 per turn

CANCEL **REVOLUTION**

I hate giving up some of those boosts, especially the boosted building speed of Organized Religion. Plus, with Mercantilism, I give up foreign trade routes (thus losing some gold), but if I get that free specialist per city, I get a scientist specialist to help boost my research. It's worth it.

Speaking of specialists... I still think, even with the Beyond the Sword expansion, they're overrated. But I see their usefulness, and will demonstrate now.

Check out the city screen for Yeha...

 : 0 (-6/Turn)

 : 90%	<input type="button" value="+"/>	<input type="button" value="-"/>	16.87	
 : 0%	<input type="button" value="+"/>	<input type="button" value="-"/>	11.25	
 : 0%	<input type="button" value="+"/>	<input type="button" value="-"/>	2.00	
 : 10%	<input type="button" value="+"/>	<input type="button" value="-"/>	1.50	
Maintenance:			-1.71	

Right now, the city is producing almost 17 beakers per turn of science. Now, on the right side of the screen, halfway down, shows the specialists of the city. Right now, all you see is this...



To add a specialist, I merely hit the + button next to the specialist I want. Usually, a person is pulled off from working the land in order to do this. Because this is Yeha, my science-specialty city, I'll do that just so I get a little more research.

After adding two science specialists, we get this...



My beaker rate is up to 24, and city still grows. That's a 41% boost, at the cost of slowing down the city's growth. That's fine by me... the city is large enough as it is.

Now, granted that not every city will see a 41% boost when Mercantilism kicks in. Some will see more, some will see less, depending on how the city was doing in first place with its science production. (Specialists don't raise a city's production by a certain percentage: they raise it by a certain constant number. In this case, my science specialists each contribute 3 beakers per turn.) Still, when the civic activates, every city gets that specialist *free*. That's reason enough to go for it.

This is how cities "specialize." By building certain buildings, putting in the right specialists, and knowing just what upgrades to build around cities, you'll be able to have a city produce a ton of something (research in Yeha's case) at the cost of something else (culture and espionage). But of course, enough specialty cities can be the key to winning a match.

And right now, I need to dial up *all* my science so I have the merest chance of winning.

Turn 343

Just checking in to say that this may be the only after-action report on the Internet that shows a loss. After making contact with the eastern continent, I've found that I'm behind on *everything*. I seriously don't see myself pulling off the win.

Gilgamesh and Mansa Musa (from the eastern continent) had the gall to give me technologies for free. That's just mean, considering I should be at the top of the tech ladder.

Turn 367

Kublai Khan has completed the Apollo Program, the first step in getting a spaceship. I'm still working on discovering what a radio is. I think the rest of this game is going to be moot, and I enter a state of depression.

Turn 426

The United Nations is built. Gilgamesh won the Secretary General vote by a landslide (88% of the total votes). I, meanwhile, am trying to figure out how satellites work.

Turn 436

China and Sumeria both complete their first piece of a spaceship. My scientists are trying to puzzle out those newfangled "railroads" the rest of the world is talking about. Yes, I was able to have satellites before railroads. Shows you how well I'm doing, huh?

Turn 442

I've just started on a piece of the spaceship, the Docking Bay...



...not that it helps any. Seriously, are you, the reader, even still cheering for me anymore, or is it just pity?

Turn 451

Well, this is depressing, but it pretty much tells the story...



At least I know where I went wrong... but more on that later.

Turn 474 I complete my first spaceship part!

...And Gilgamesh won by diplomatic victory. Jerk.



Well, at least the pain is over.

01	02	03	04	05	06	07	08	09	
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Part 7: What the Hell PyroFalkon Did Wrong

"You can learn a line from a win, and a book from a defeat." (~Paul Brown) Not exactly a historical figure, but still...

I made two major mistakes during this match. Well, one major mistake, and one catastrophic mistake.

Let's go over the ending real quick. Gilgamesh won by diplomatic victory. When it was all said and done, he was the technological leader. Remember, this is the guy who was gladly taking my techs in the middle of the game, one who was far removed from Gunpowder and probably would have lost a war between myself and him if it came to that once I got my Oromo Warriors going.

Of course, also by the end of the game, he had over half the continent to his own, and he was using Frederick's cities to fuel his research as well. He had the highest score by far. And me, who was supposedly specializing in research, was dead last.

So, what went wrong? I can trace the mistake to my catastrophic mistake, the single decision that led *directly* to my loss...

I went to war.

Remember my battle plan? "The plan here will be to be peaceful throughout the game. I will help anyone who asks for it, and try to maintain the peace at all times." And yet, I decided to help Gilgamesh fight against Frederick. Even worse, I was ill-prepared for the war. I had only a few cities, and had them all producing military rather than doing something useful.

The fact is that in Civilization 4, you need to concentrate fully on one particular concept. That concept doesn't have to be peace, or war, or space victories, or espionage, or anything in particular. However, once you decide what you want to do, *absolutely every decision you make* should work toward that goal.

What I should have done was stayed completely out of the conflict. The main reason I went to war with Frederick, ironically, was that I was upset he was dealing with Hinduism rather than Judaism. (Anger over a competing religion led me to do something stupid and shoot my civilization in the foot; who knew?) I should have told *both* Frederick and Gilgamesh to screw themselves, then went to work on expanding my powerbase and getting more research done. I still beat both my rivals to Gunpowder despite giving Gilgamesh free technologies and ordering my cities to create units; if either side was upset enough to attack me, I could have easily defended myself.

If you decide to go to war, you need to know you're going to win. In fact, allow me to quote Sun Tzu one more time...

"Victorious warriors win first and then go to war, while defeated warriors go to war first and then seek to win."

The fact is that I had very little of a military force, barely a defensive force actually, to try to attack Frederick. I defended myself valiantly when he sent that five-strong Stack of Doom against my capital. But I lacked the offensive force to do anything during the first wave. And I was a fool to declare war afterwards just because I made a few Oromo Warriors.

If you decide to get violent, simply put, make a ton of units first. Make sure you can take the enemy out. Figure out how his cities are laid out. Consolidate your power at your cities by making sure they're ready to recover themselves economically after spending all those research points and time into military. *Then*, go to war. As opposed to my gut-wrench reaction, which led to defeat.

Gilgamesh did the smart thing: he let Frederick and me smack each other around. Sure, I declared war the second time because I felt I needed to defend Gilgamesh. The truth was that Gilgamesh was in no real danger, and had the force to defend himself. Instead, I occupied my own time and Frederick's, while Gilgamesh expanded north and took the rest of the land on the continent.

And of course, the second declaration of war (which was unwarranted on my part) caused Frederick to surrender to Gilgamesh, further hurting my efforts. Gilgamesh, all told, played the game I originally told you all I would play: peaceful, stayed out of conflicts, concentrated on research and expansion.

And he won for it. Heck, just look at the final cultural borders, and you'll see his power...



My aforementioned "major mistake" was my idea of expansion. Simply put, I expanded too far away from my capital. This led to my early money problems, which just slowed my research. Paralyzing my (at the time) only city for 15 turns to make a Worker who couldn't do anything didn't help matters either.

Still, though I should have expanded a little closer to home, and though I should have been smart enough not to make a worthless unit, I still could have recovered. If I had only stayed with my gameplan and remained peaceful... If, if, if...

Oh well. My personal history in Civilization games is full of losses due to going to war just because I think I have to. Playing a peaceful game actually can get you further, but as I said, if you're going to be militaristic, *be militaristic*. It's better to be fully nice or fully naughty than half-ass it on both.

Lesson learned, hopefully. If Firaxis comes out with another expansion pack, and I do another of these after-action reports, hopefully I'll be waving flags of victory rather than being compared to Dan Quayle... Oy...

YOUR PLACE IN HISTORY



PyroFalkon, during this game you have displayed the leadership abilities of Dan Quayle!

Score : 1795

Augustus Caesar
Hammurabi
Abraham Lincoln
Charlemagne
Winston Churchill
Nelson Mandela
Emperor Constantine
Shaka Zulu
Charles de Gaulle
Simon Bolivar
Lech Walesa
Ivan the Terrible
Henry VIII
Herbert Hoover
Louis XVI
Neville Chamberlain
Nero
Warren G. Harding
Ethelred the Unready
Dan Quayle

EXIT