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CHAPTER 1

IN THE BEGINNING

INTRODUCTION

WELCOME TO WARLORDS!

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

Important: Please note that you need to have Sid Meier's *Civilization IV* installed on your computer to use this product. *Warlords* cannot be played without *Civilization IV*. See later in this chapter for information on installing this expansion pack.

THIS MANUAL

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

CHAPTER 1: IN THE BEGINNING

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

CHAPTER 2: NEW STUFF

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

CHAPTER 3: NEW SCENARIOS

This chapter describes the six new scenarios provided in *Warlords*.

CHAPTER 4: RULES CHANGES

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

APPENDIX

This contains updated charts and tables, followed by credits, warranty information, tech support contact numbers, and the fun copyright information.

THE CIVILOPEDIA

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

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

SYSTEM REQUIREMENTS

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

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

MINIMUM SYSTEM REQUIREMENTS

1.2 GHz Intel Pentium 4 or AMD Athlon processor or equivalent

256 MB RAM

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

DirectX 7 compatible sound card

CD-ROM drive

1.7 GB of free hard drive space

DirectX 9.0c (included)

RECOMMENDED SYSTEM REQUIREMENTS

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

512 MB RAM

128 MB video card with DirectX 8 support (pixel and vertex shaders)

DirectX 7 compatible sound card

CD-ROM drive

1.7 GB of free hard drive space

DirectX 9.0c (included)

Supported Operating Systems

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

INSTALLATION

Insert the Sid Meier's *Civilization IV—Warlords* CD-ROM disc into your drive. On the setup screen, [click] Express Install for a default installation without further prompting. Advanced users can choose Custom Install to customize the installation path.

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

STARTING A GAME

The process of starting a game remains unchanged from *Civilization IV*. However, a new option has been added to the Main Menu—"Play a *Warlords* Scenario." See Chapter Three for more details on *Warlords* scenarios.

THE CIVILIZATION IV WEB SITE: WWW.CIVIV.COM

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

You can find it at **www.CivIV.com.**

CHAPTER 2
NEW STUFF

INTRODUCTION

Warlords brings a lot of cool new stuff to *Civilization IV*, including the new Great General/Warlord unit, and a bunch of new civilizations, leaders, special buildings and units.

THE GREAT GENERAL UNIT

In *Warlords*, you get a new type of person: the Great General. Your civilization gains Great Generals by winning battles. Once generated, you can turn your Great General into a Warlord by joining him with another unit in the field. That action also distributes a one-time experience bonus to units in the same tile. Alternatively, you can use your Great General to construct a military academy, or you can turn him into a great military instructor specialist.

GETTING A GREAT GENERAL UNIT

Great Generals are generated as your units gain experience points (XPs). Your can monitor your XPs on the "Combat Experience Track" (which is found on the Military Advisor page [F5]). When you have acquired a certain number of XPs, a Great General unit will be placed in one of your cities. The Combat Experience Track is reset to zero, and further XPs will count toward generating the next Great General. Each Great General costs more points to generate than did the previous one.

Roll the cursor over the Combat Experience Track to see exactly how many XPs you currently possess and how many you need to get the next Great General.

MOVING YOUR GREAT GENERAL

Great Generals have a Movement Speed of 2. Like other great people they can move around the map alone, be carried on caravels and submarines, or be stacked with other units. Great Generals can also be assigned to "lead" a military unit as a Warlord (see below for details), in which case it moves with the unit it is leading.

LOSING A GREAT GENERAL

If a Great General is alone in a space and an enemy unit enters that space, the Great General is destroyed. The Great General is also destroyed if he is in a naval vessel that sinks or in a city that is captured or destroyed. When turned into a "Warlord," the Great General is lost if the unit it is "leading" (see below) is destroyed.

GREAT GENERAL SPECIAL ABILITIES

Great Generals have a number of special abilities. Like other Great People, Great Generals are expended when they use their abilities.

GREAT GENERAL SPECIAL ACTIONS

Great Military Instructor

The Great General can join a city as a great military instructor. New units constructed in that city receive +2 experience points.

Construct Military Academy

The Great General can construct a military academy in a city. The city receives a +25% production bonus when building military units.

LEAD UNIT AS A WARLORD

When you perform this action, the Great General becomes a Warlord and joins one of the units in the same space. He distributes 20 experience points evenly among all military units in the space.

Where The Great General Can Perform This Action

The Great General can perform this action anywhere, as long as there is at least one eligible unit in the space with the Great General.

How To Perform This Action

Once you have clicked on the Great General's "Lead Troops as a Warlord" action button, you'll do the following:

1. Choose Which Unit to Attach to: If there is only one eligible unit in the space, the Warlord is automatically attached to the eligible unit.

2. Assign Promotions to Units in the Space: The game automatically splits the Great General's 20 bonus experience between all units in the space. If this triggers promotions for one or more units, you pick which promotion(s) each of the units receives.

Effects Of Warlord Atttachment To A Unit

If a Warlord is attached to a unit, that unit receives two benefits:

1. Free Upgrades: If the unit becomes eligible for upgrades, they do not cost you any gold. In addition, the unit retains all of its experience after the upgrade.

2. Access to Special Promotions: The unit also gains access to some special promotions not available to units without Warlords, such as Combat VI (+25% strength), Medic III (+15% healing rate to unit in the same and adjacent tiles), Tactics (+30% chance to withdraw from battle when losing), Leadership (+50% more experience gained from combat), and Morale (+1 movement range).

NEW DIPLOMATIC OPTIONS

Vassal States

A vassal state is one that has sworn allegiance to another state, providing its master state with some benefits in exchange for the master's pledge to protect and promote the vassal's welfare.

Benefits of Vassal Agreements

A vassal agreement results in some extra happiness throughout the master's empire, as well as some unhappiness for the vassal.

Other benefits for the master include a right of passage through vassal territory, and visibility inside all vassal cities. In addition, the master's units heal as fast as they heal in his own territory, and can take full advantage of the vassal's fortifications.

The master has the right to demand access to any resource under vassal control, even if it is their only one. However, there is one catch. If the vassal refuses to pay this tribute, the agreement immediately ends and a state of war automatically results between the two parties. That is the only case where a state of war can result between a master state and a vassal state. Normally, the two parties are prevented from attacking each other and in addition if the master goes to war against a third party, the vassal automatically enters the war on the side of the master. Vassal states do not have the power to declare war or make peace on their own.

Cost of Vassal Agreements

When possessing vassals, the Master civilization incurs a higher maintenance cost for its own cities. This costs increases as the number of vassal cities under his control increases. (Note that the master doesn't pay maintenance for the vassal's cities - he just pays extra maintenance for his civ's cities

Types of Vassal Agreements

During peace time, a civilization can offer to become a vassal of a more powerful civilization with knowledge of Feudalism. This is a temporary agreement that can be broken by the vassal (but not by the master) after 10 turns. For this type of peaceful vassalage, when the agreement is signed, any civilization at war with either of the two parties at is automatically at war with both parties.

During wartime, a vassal agreement results in capitulation.

Capitulation

Capitulation has the same effects as peaceful vassalage, but it cannot be broken by the vassal state even after 10 turns, unless the vassal state grows to more than half of the land area and population of the master state. Capitulation may also be annulled by the vassal if the vassal state loses half of its land area since the time the agreement was signed. Capitulation forces the vassal state to immediately adopt the master's war/peace state against third parties.

Victory Conditions

In terms of victory conditions and score, the master state gets

credit for half of the land and population of the vassal state and the vassal state gets credit for the other half. (Note, however, that acquiring vassals is not a necessarily a ticket to an easy domination victory, because the higher maintenance cost for your own cities [see above] may drag your economy to a halt.)

NEW CIVILIZATIONS

Six new civilizations have been added to the game. These are:

Carthage

Celts

Korea

Ottomans

Vikings

Zulu

NEW LEADERS

Each of the new civilizations has a leader. Further, we have added some additional leaders to existing civilizations. See the "New Items List," below, for the leaders' traits.

NEW LEADERS FOR NEW CIVILIZATIONS

Carthage: Hannibal

Celts: Brennus

Korea: Wang Kon

Ottomans: Mehmed II

Vikings: Ragnar

Zulu: Shaka

NEW LEADERS FOR EXISTING CIVILIZATIONS

England: Winston Churchill

Rome: Augustus Caesar

Egypt: Ramesses II

Russia: Josef Stalin

NEW LEADER TRAITS

Warlords adds three new leader traits to the game: Imperialistic, Charismatic and Protective. See the New Items List, below, to learn about the new traits.

Note that existing leaders have been reassigned traits to better balance these new traits. Each leader's traits are listed below.

NEW UNITS

In addition to the Warlord unit discussed above, this package includes other new units for *Civilization IV*. Each of the six new civilizations receives its own unique unit, and we've added a number of new units that all civilizations can employ.

UNIQUE UNITS FOR NEW CIVILIZATIONS

See the New Items List and the Civilopedia for details on the new unique units.

Carthage: Numidian Cavalry (replaces Horse Archer)

Celts: Gallic Warrior (replaces Swordsman)

Korea: Hwacha (replaces Catapult)

Ottomans: Janissary (replaces Musketman)

Vikings: Berserker (replaces Axeman)

Zulu: Impi (replaces Spearman)

NEW UNITS ALL CIVILIZATIONS CAN USE

These new units can be used by any civilization (assuming they meet the technology and resource requirements, of course).

TREBUCHET

This is a medieval artillery unit. It is especially effective against units inside a city. See the New Items List for details.

TRIREME

This is a new early naval combat unit. It cannot carry military

units, but it has an advantage when fighting standard Galleys.

SCENARIO-SPECIFIC UNITS

Many of the scenarios (see Chapter 3) contain new units; however, most of these units are scenario-specific and cannot be used outside of their scenario (because they would likely upset game-balance).

NEW BUILDINGS

UNIQUE BUILDINGS

In *Warlords* we have added the concept of "unique buildings" to *Civilization IV*. Now each civilization (new and existing) has a special building that only it possesses. Like unique units, each unique building replaces an existing building. See the New Items List to find out about the unique buildings.

NEW BUILDINGS ALL CIVILIZATIONS CAN USE

STABLE

This building provides experience for mounted units.

MONUMENT

This building replaces the obelisk, which has become the special building for the Egyptian Empire. It has all of the same functions and statistics as did the original obelisk in *Civilization IV*.

NEW WONDERS

Three new wonders have been added to the game: the Great Wall, the Temple of Artemis, and the University of Sankore. See the New Item List for details.

The Great Wall

A huge defensive work constructed by ancient China to make barbarian incursions more difficult.

The Temple of Artemis

A magnificent Greek-style temple constructed in Turkey.

The University of Sankore

An early Islamic university constructed in Timbuktu, Africa.

NEW ITEM LIST

This contains all of the new civilizations, leaders, leader traits, buildings, wonders, and units appearing in Warlords. The list is organized by civilization; items available to all civilizations appear at the end of the list. See the Civilopedia for background details on all items in this list.

AMERICAN EMPIRE

LEADER: *ROOSEVELT*

Industrious: +50% wonder production. Double production speed for forge.

Organized: -50% civic upkeep. Double production speed of lighthouse and courthouse.

LEADER: *WASHINGTON*

Charismatic: +1 happiness in all cities. +1 happiness from monument and broadcast tower.

Expansive: +3 health per city. Double production speed of granary, harbor.

UNIQUE BUILDING: *SHOPPING MALL*

Replaces: Supermarket

Production Cost: 150

Requirements: Refrigeration, Grocer

Effects: +10% wealth, +1 health from cow, deer, pig, and sheep. +1 happiness from hit musicals, hit singles, and hit movies.

ARABIAN EMPIRE

LEADER: *SALADIN*

Protective: Free promotion (drill I) for archery, siege and armored units. Double production speed for walls and castle.

Spiritual: No anarchy. Double production speed when constructing temple.

UNIQUE BUILDING: *MADRASSA*

Replaces: Library

Production Cost: 90

Culture: +4

Requirements: Writing

Effects: +25% research. Can turn two citizens into priests, and two citizens into scientists. Required to build university, National Epic, and the Great Library.

AZTEC EMPIRE
LEADER: *MONTEZUMA*

Aggressive: Free promotion (combat I) for melee and gunpowder units. Double production speed of barracks and drydock.

Spiritual: No anarchy. Double production speed when constructing temple.

UNIQUE BUILDING: *SACRIFICIAL ALTAR*

Replaces: Courthouse

Production Cost: 120

Requirements: Priesthood

Effects: -50% maintenance cost for city; half anger duration from sacrificing population (to construct buildings). Required to build Forbidden Palace.

CARTHAGINIAN EMPIRE (NEW)
Starting Technologies: *Fishing and Mining*

NEW LEADER: *HANNIBAL*

Charismatic: +1 happiness in all cities. +1 happiness from monument and broadcast tower.

Financial: +1 gold on plots that produce 2 gold.

UNIQUE BUILDING: *COTHON*

Replaces: Harbor

Production Cost: 100

Requirements: Compass

Effects: +1 trade routes. +50% trade route yield. +1 health from clam, crab, and fish.

UNIQUE UNIT: *NUMIDIAN CAVALRY*

Mounted Unit, Strength 4, Movement 2

Replaces: Horse Archer

Cost: 50

Requirements: Horseback riding, archery, horse resources.

Special Abilities: Immune to first strikes. 50% attack bonus vs. melee units. +30% withdrawal chance.

Doesn't receive defensive bonuses.

CELTIC EMPIRE (NEW)
Starting Technologies: *Hunting and Mysticism*

NEW LEADER: *BRENNUS*

Charismatic: +1 happiness in all cities. +1 happiness from monument and broadcast tower.

Spiritual: No anarchy. Double production speed when constructing temple.

UNIQUE BUILDING: *DUN*

Replaces: Walls

Production Cost: 50 (double speed with stone)

Requirements: Masonry

Effects: +50% defensive bonus (except versus gunpowder-based units). Free Guerilla I promotion to units constructed in city. Required to build castle.

UNIQUE UNIT: *GALLIC WARRIOR*

Melee Unit, Strength 6, Movement 1

Replaces: Swordsman

Cost: 40

Requirements: Iron working, iron.

Special Abilities: +10% city attack. Begins with Guerilla I promotion (+20% defense in hills).

CHINESE EMPIRE

LEADER: *MAO ZEDONG*

Expansive: +3 health per city. Double production speed of granary, harbor.

Protective: Free Drill I and City Garrison I promotions to archery and gunpowder units. Double production speed for walls and castles.

LEADER: *QIN SHI HUANG*

Industrious: +50% wonder production. Double production speed for forge.

Protective: Free Drill I and City Garrison I promotions to archery and gunpowder units. Double production speed for walls and castles.

UNIQUE BUILDING: *PAVILION*

Replaces: Theatre

Production Cost: 50

Culture: +3

Requirements: Drama

Effects: +25% culture. +1 happiness per 10% culture rate. Can turn 2 citizens into artists. +1 happiness from dye. Required to build Globe Theatre.

EGYPTIAN EMPIRE

LEADER: *HATSHEPSUT*

Creative: +2 culture per city. Double production speed of theatre, coliseum.

Spiritual: No anarchy. Double production speed when constructing temple.

NEW LEADER: *RAMESES II*

Industrious: +50% wonder production. Double production speed for forge.

Spiritual: No anarchy. Double production speed when constructing temple.

UNIQUE BUILDING: *OBELISK*

Replaces: Monument

Production Cost: 30

Culture: +1

Requirements: Mysticism

Effects: Can turn 2 citizens into priests.

Obsolete By: Calendar

ENGLISH EMPIRE

NEW LEADER: *CHURCHILL*

Charismatic: +1 happiness in all cities. +1 happiness from monument and broadcast tower.

Protective: Free Drill I and City Garrison I promotions to archery and gunpowder units. Double production speed for walls and castles.

LEADER: *ELIZABETH*

Financial: +1 gold on plots that produce 2 or more gold.

Philosophical: +100% great person birth rate. Double pro-

duction speed for university.

LEADER: *VICTORIA*

Financial: +1 gold on plots that produce 2 or more gold.

Imperialistic: +100% Great General (Warlord) emergence. 50% faster production of settlers.

UNIQUE BUILDING: *STOCK EXCHANGE*

Replaces: Bank

Production Cost: 200

Requirements: Banking

Effects: +65% wealth. Required to build Wall Street.

FRENCH EMPIRE

LEADER: *LOUIS XIV*

Creative: +2 culture per city. Double production speed of theatre, coliseum.

Industrious: +50% wonder production. Double production speed for forge.

LEADER: *NAPOLEON*

Charismatic: +1 happiness in all cities. +1 happiness from monument and broadcast tower.

Organized: -50% civic upkeep. Double production speed of lighthouse and courthouse.

UNIQUE BUILDING: *SALON*

Replaces: Observatory

Production Cost: 150

Requirements: Astronomy

Effects: +25% research. 1 free artist. Can turn 1 citizen into scientist. Required to build laboratory.

GERMAN EMPIRE

LEADER: *BISMARCK*

Expansive: +3 health per city. Double production speed of granary, harbor.

Industrious: +50% wonder production. Double production speed for forge.

LEADER: *FREDERICK*

Organized: -50% civic upkeep. Double production speed of lighthouse and courthouse.

Philosophical: +100% great person birth rate. Double production speed for university.

UNIQUE BUILDING: *ASSEMBLY PLANT*

Replaces: Factory

Production Cost: 250 (double speed with coal)

Unhealthy: +1

Requirements: Assembly Line

Effects: +25% production. +50% production bonus with power. Can turn 4 citizens into engineers. Required to build coal plant, hydro plant, and nuclear plant.

GREEK EMPIRE

LEADER: *ALEXANDER*

Aggressive: Free promotion (combat I) for melee and gunpowder units. Double production speed of barracks and drydock.

Philosophical: +100% great person birth rate. Double production speed for university.

UNIQUE BUILDING: *ODEON*

Replaces: Colosseum

Production Cost: 120

Culture: +3

Requirements: Construction

Effects: +1 happiness per 20% culture rate. Can turn 2 citizens into artists. +1 happiness from hit singles.

INCAN EMPIRE
LEADER: *HUAYNA CAPAC*

Financial: +1 gold on plots that produce 2 or more gold.

Industrious: +50% wonder production. Double production speed for forge.

UNIQUE BUILDING: *TERRACE*

Replaces: Granary

Production Cost: 60

Culture: +2

Requirements: Pottery

Effects: Stores 50% of food after city-growth. +1 health from corn, rice, and wheat.

INDIAN EMPIRE
LEADER: *ASOKA*

Organized: -50% civic upkeep. Double production speed of lighthouse and courthouse.

Spiritual: No anarchy. Double production speed when constructing temple.

LEADER: *GANDHI*

Philosophical: +100% great person birth rate. Double production speed for university.

Spiritual: No anarchy. Double production speed when constructing temple.

UNIQUE BUILDING: *MAUSOLEUM*

Replaces: Jail

Production Cost: 120

Great People: +1

Requirements: Constitution

Effects: -25% war weariness. +2 happiness. City is more likely to generate Great Prophet.

JAPANESE EMPIRE
LEADER: *TOKUGAWA*

Aggressive: Free promotion (combat I) for melee and gunpowder units. Double production speed of barracks and drydock.

Protective: Free Drill I and City Garrison I promotions to archery and gunpowder units. Double production speed for walls and castles.

UNIQUE BUILDING: *SHALE PLANT*

Replaces: Coal Plant

Production Cost: 150

Requirements: Assembly line, factory

Effects: +10 production. Provides power (causing +2 unhappiness).

KOREAN EMPIRE (NEW)
Starting Technologies: *Mysticism and Mining*

NEW LEADER: *WANG KON*

Financial: +1 gold on plots that produce 2 or more gold.

Protective: Free Drill I and City Garrison I promotions to archery and gunpowder units. Double production speed for walls and castles.

UNIQUE BUILDING: *SEOWON*

Replaces: University

Production Cost: 200

Culture: +3

Requirements: Education, library

Effects: +50% research. Required to build Oxford University.

UNIQUE UNIT: *HWACHA*

Siege Weapon, Strength 5, Movement 1

Replaces: Catapult

Cost: 40

Tech Requirement: Construction

Special Abilities: Can withdraw from combat (25% chance). Causes collateral damage. +50% vs. melee units. Can bombard city defenses (-15% per turn).

Doesn't receive defensive bonuses.

MALINESE EMPIRE
LEADER: *MANSA MUSA*

Financial: +1 gold on plots that produce 2 or more gold.

Spiritual: No anarchy. Double production speed when constructing temple.

UNIQUE BUILDING: *MINT*

Replaces: Forge

Production Cost: 120

Requirements: Metal Casting

Effects: +25% production; +10% wealth. Can turn 1 citizen into engineer. +1 happiness from gems, gold, and silver. Required to build Ironworks, the Colossus, the Eiffel Tower, and the Statue of Liberty. +1 unhealthiness.

MONGOLIAN EMPIRE
LEADER: *GENGHIS KHAN*

Aggressive: Free promotion (combat I) for melee and gunpowder units. Double production speed of barracks and drydock.

Imperialistic: +100% Great General (Warlord) emergence. 50% faster production of settlers.

LEADER: *KUBLAI KHAN*

Aggressive: Free promotion (combat I) for melee and gunpowder units. Double production speed of barracks and drydock.

Creative: +2 culture per city. Double production speed of theatre, coliseum.

UNIQUE BUILDING: *GER*

Replaces: Stable

Production Cost: 60

Requirements: Horse resource

Effects: New mounted units receive +4 experience points.

OTTOMAN EMPIRE (NEW)

Starting Technologies: *Agriculture and The Wheel.*

NEW LEADER: *MEHMED II*

Expansive: +3 health per city. Double production speed of granary, harbor.

Organized: -50% civic upkeep. Double production speed of lighthouse and courthouse.

UNIQUE BUILDING: *HAMMAM*

Replaces: Aqueduct

Production Cost: 100

Happiness: +2

Health: +2

Requirements: Mathematics, masonry

Effects: Required to construct the Hanging Gardens.

UNIQUE UNIT: *JANISSARY*

Gunpowder Unit, Strength 9, Movement 1

Replaces: Musketman

Cost: 80

Tech Requirement: Gunpowder

Special Abilities: +25% vs. archery units. +25% vs. melee units.

PERSIAN EMPIRE

LEADER: *CYRUS*

Charismatic: +1 happiness in all cities. +1 happiness from monument and broadcast tower.

Imperialistic: +100% Great General (Warlord) emergence. 50% faster production of settlers.

UNIQUE BUILDING: *APOTHECARY*

Replaces: Grocer

Production Cost: 150

Health: +2

Requirements: Guilds, currency

Effects: +25% wealth. Can turn 2 citizens into merchants. +1 health with bananas, spices, sugar, and wine. Required to build supermarket.

ROMAN EMPIRE

NEW LEADER: *AUGUSTUS CAESAR*

Creative: +2 culture per city. Double production speed of theatre, coliseum.

Organized: -50% civic upkeep. Double production speed of lighthouse and courthouse.

LEADER: *JULIUS CAESAR*

Imperialistic: +100% Great General (Warlord) emergence. 50% faster production of settlers.

Organized: -50% civic upkeep. Double production speed of lighthouse and courthouse.

UNIQUE BUILDING: *FORUM*

Replaces: Market

Production Cost: 150

Requirements: Currency

Effects: +25% gold. +25% great person birth rate. Can turn 2 citizens into merchants. +1 happiness from fur, ivory, silk, and whale.

RUSSIAN EMPIRE
LEADER: *CATHERINE*

Creative: +2 culture per city. Double production speed of theatre, coliseum.

Imperialistic: +100% Great General (Warlord) emergence. 50% faster production of settlers.

LEADER: *PETER*

Expansive: +3 health per city. Double production speed of granary, harbor.

Philosophical: +100% great person birth rate. Double production speed for university.

NEW LEADER: *STALIN*

Aggressive: Free promotion (combat I) for melee and gunpowder units. Double production speed of barracks and drydock.

Industrious: +50% wonder production. Double production speed for forge.

UNIQUE BUILDING: *RESEARCH INSTITUTE*

Replaces: Laboratory

Production Cost: 250

Unhealthy: +1

Requirements: Computers, observatory

Effects: +25% research. +50% spaceship production. 2 free scientists; can turn 1 citizen into additional scientist.

SPANISH EMPIRE
LEADER: *ISABELLA*

Expansive: +3 health per city. Double production speed of granary, harbor.

Spiritual: No anarchy. Double production speed when constructing temple.

UNIQUE BUILDING: *CITADEL*

Replaces: Castle

Production Cost: 100 (double speed with stone)

Culture: +1

Requirements: Engineering, walls.

Effects: +50% defensive bonus (except versus gunpowder-based units). -50% damage to defenses from bombardment. +2 experience points to siege units and +1 trade route (until Economics).

VIKING EMPIRE (NEW)
Starting Technologies: *Fishing and Hunting*

NEW LEADER: *RAGNAR*

Aggressive: Free promotion (combat I) for melee and gunpowder units. Double production speed of barracks and drydock.

Financial: +1 gold on plots that produce 2 gold.

UNIQUE BUILDING: *TRADING POST*

Replaces: Lighthouse

Production Cost: 60

Requirements: Sailing

Effects: Free "navigation 1" promotion for naval units constructed in city. Water tiles provide +1 food. Required to construct the Great Lighthouse.

UNIQUE UNIT: *BERSERKER*

Melee Unit, Strength 8, Movement 1

Replaces: Maceman

Cost: 70

Requirements: Bronze working and copper or iron.

Special Abilities: +50% versus melee units. Starts with amphibious promotion (no combat penalty for attacking from sea or across a river). +10% city attack.

ZULU EMPIRE (NEW)

Starting Technologies: *Agriculture and Hunting*

NEW LEADER: *SHAKA*

Aggressive: Free promotion (combat I) for melee and gunpowder units. Double production speed of barracks and drydock.

Expansive: +3 health per city. Double production speed of granary, harbor.

UNIQUE BUILDING: *IKHANDA*

Replaces: barracks

Production Cost: 60

Requirements: None

Effects: New units receive +3 experience points. -20% maintenance cost for city.

UNIQUE UNIT: *IMPI*

Melee Unit, Strength 4, Movement 2

Replaces: Spearman

Cost: 35

Requirements: Hunting and copper or iron.

Special Abilities: +100% versus mounted units. Starts with the "mobility" promotion (-1 movement cost for any space that costs 2 or more mps to enter).

NEW UNITS ALL CIVILIZATIONS CAN USE

TREBUCHET

Siege Weapon, Strength 4, Movement 1

Cost: 60

Tech Requirement: Engineering

Special Abilities: Can withdraw from combat (25%). Causes collateral damage. Receives +100% strength bonus when attacking units in cities. Can bombard city defenses (-25% per turn).

The Trebuchet does not receive defensive bonuses.

TRIREME

This is a new early naval combat unit. It cannot carry military units, but it has an advantage when fighting standard Galleys.

Naval Unit, Strength 2, Movement 2

Cost: 50

Tech Requirement: Sailing

Special Abilities: +50% vs, Galley. Cannot enter ocean.

New Buildings all Civilizations Can Use

STABLE

Production Cost: 60

Effects: New mounted units receive +2 experience points.

MONUMENT

This building replaces the obelisk building in *Civilization IV*.

Production Cost: 30

Culture: +1

Requirements: Mysticism

Effects: +1 to city's culture.

Obsolete By: Calendar

New Wonders

THE GREAT WALL

World Wonder

Production Cost: 250 (double speed with stone)

Culture: +2

Great People Points: +2

Requirements: Masonry

Effect: Prevents barbarians from entering cultural borders on that continent. Doubles Great General points generated from battles within your cultural borders.

Obsolete By: Nothing

THE TEMPLE OF ARTEMIS

World Wonder

Production Cost: 400 (double speed with marble)

Culture: +8

Great People Points: +2

Requirements: Polytheism

Effect: +100% trade route yield. 1 free priest. The city is more likely to generate Great Merchants.

Obsolete By: Chemistry

THE UNIVERSITY OF SANKORE

World Wonder

Production Cost: 550 (double speed with stone)

Culture: +8

Great People Points: +2

Requirements: Paper

Effect: +2 research points from state religious buildings. City more likely to generate Great Scientists.

Obsolete By: Computers

New Leader Traits

CHARISMATIC

Effect: +1 happiness in all cities. +1 happiness from monument and broadcast tower.

IMPERIALISTIC

Effect: +100% Great General emergence. +50% faster production of settlers.

PROTECTIVE

Effect: Free Drill 1 and City Garrison 1 promotions to archery and gunpowder units. Double production speed for walls and castles.

Chapter 3
NEW SCENARIOS

INTRODUCTION

In *Civilization IV*, scenarios challenge players to take on pre-set situations. Most of the scenarios in *Warlords* are historical, allowing you to recreate actual events from history. As Pericles, can you win the Peloponnesian War and save Athens from destruction? As Hannibal of Carthage, can you lead your mighty elephants to victory against Imperial Rome? Can you lead the Mongol hordes against the West and wreak even more havoc than Genghis Khan? Some scenarios are ahistor-ical, in which you can explore interesting situations that never actually occurred.

Scenarios often contain special rules, units, civilizations and so forth that do not appear in a regular game of *Civilization IV*. You can check out the scenario descriptions, below, or jump right in and let yourself be surprised. (As always, we recom-mend the latter approach: try a scenario a couple of times and then, as necessary, read its description.)

SCENARIOS' CIVILOPEDIAS

Each scenario's Civilopedia lists the units, techs, civilizations, and so forth that appear in that scenario. If a new item has been added for the scenario, it will be listed in the Civilopedia, and if an item doesn't appear in the scenario (for instance, nukes cannot be found in the Genghis Khan scenario) it isn't listed in that scenario's Civilopedia, either. If an existing item has been altered to better fit the scenario, the scenario's Civilopedia will reflect that difference as well.

CREATE YOUR OWN SCENARIO— OR PLAY SCENARIOS CREATED BY OTHER PLAYERS!

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

SCENARIOS OVERVIEW

HISTORICAL SCENARIOS

450 BC: Chinese Unification
1 to 7 Players

Seven feudal kingdoms seek to destroy their enemies and rule all of China! A game of alliances, treachery, and massive armies.

444 BC: The Peloponnesian War
1 or 2 Players

Greek and Athens, two very different civilizations, are locked in a life-and-death struggle for domination of Greece. Can Athens' wealth and sea-power stop the mighty Spartan armies?

336 BC: Alexander the Great
1 Player

Become Alexander and march your armies across three continents, destroying all who stand in your way. Can you match the exploits of perhaps the greatest military leader of all time?

300 BC: The Rise of Rome
1 to 5 Players

Five mighty civilizations—Rome, Carthage, Greece, Egypt, and the Celts—engage in a winner-take-all fight for domination of the Eastern Mediterranean. The victor will control the destiny of Western Civilization for the next millennia.

800 AD: The Age of the Vikings
1 Player

As the Viking King Ragnar Lodbrok, lead your mighty longboats in daring raids against the soft and corrupt civilizations to the south. You don't particularly want to conquer your foes: you just want their money. All of it. By any means necessary…

1206 AD: Genghis Khan
1 Player

As leader of the Mongol Horde, you seek nothing less than the conquest—or destruction—of every civilization unfortunate enough to find itself in your way. Leave a trail of burning cities from China to Italy and North Africa!

ALTERNATE HISTORY SCENARIOS

Barbarian Horde
1 Player

A chance to see how the other guy lives. The game creates a world, complete with competing civilizations. You enter the game controlling the Barbarians—can you destroy all of civilization before they get you? (You know you've always wanted to!)

Omens
1 or 2 Players

Britain and France struggle for dominance over the great prize of North America! Beware: this is a religious and cultural struggle as much as it is a military fight, and it's filled with strange portents and mystical occurrences!

HOW TO LAUNCH THE SCENARIOS
On the main menu, select "Single Player" and then choose "*Warlords* Scenarios" to access the scenarios.

SAVING AND LOADING SCENARIOS
This works like regular saves/loads. If the game must load a different mod it will automatically exit the game and then restart using the correct module.

SCENARIO DETAILS
Following are detailed descriptions of all of the scenarios included in *Warlords*. Each entry contains the following sections:

Players: This shows how many players can take each other on in the scenario.

Type: This tells whether the scenario is historical, alternate history, totally out there, and so forth.

Overview: The overview provides background for the scenario.

Scenario Units, Buildings, Terrain, Improvements, Technologies, Etc.: These sections list any new or altered items appearing in the scenario. If an item from the main game appears in the scenario unchanged, it isn't listed here. (You can see all items appearing in the game in the scenario's Civilopedia.)

Special Rules: This section lists any special rules appearing in the scenario. These often include the scenario's victory conditions.

450 BC: CHINESE UNIFICATION

By Jon Shafer

Design Assistance by Gloria "Nolan" Carson

Players: 1 to 7

Type: Historical

Overview

Despite being one of the world's oldest civilizations, for much of its existence China has never seen a common ruler. The year is 450 BC and a fragmented nation seeks a powerful leader to unite the people and bring glory to East Asia. Commonly referred to as the "Warring States" period, this era saw some of the most ferocious combat in history. It would not be for another 2,200 years in the Napoleonic Wars that the world would again see massive armies of millions of men go into battle.

The seven Chinese powers which have a shot at victory at the start of the Warring States period are the Qin, Qi, Chu, Yan, Han, Zhao and Wei. Each of them seeks to unify China by any means necessary. While war is the direct route to success, winning through diplomacy is also possible. Should the only

surviving civilizations—if any—be among your allies or vassals you will be first to ever take the name: Emperor of China.

SCENARIO UNITS

Archer I
Tech Requirements: Archery

Resource Requirement: None

Strength: 3

Movement: 1

Unit Class: Archery

Special Abilities: 1 first strike; +50% city defense; +25% hills defense.

Polearm I
Tech Requirements: Mining

Resource Requirement: Copper or Iron

Strength: 4

Movement: 1

Unit Class: Melee

Special Abilities: +100% vs. mounted units.

Chariot I
Tech Requirements: The Wheel

Resource Requirement: Horse

Strength: 5

Movement: 2

Unit Class: Mounted

Special Abilities: Doesn't receive defensive bonuses.

Archer II

Tech Requirements: Feudalism

Resource Requirement: None

Strength: 4

Movement: 1

Unit Class: Archery

Special Abilities: 1 first strike; +50% city defense; +25% hills defense.

Polearm II

Tech Requirements: Feudalism

Resource Requirement: Copper or Iron

Strength: 5

Movement: 1

Unit Class: Melee

Special Abilities: +100% vs. mounted units.

Chariot II

Tech Requirements: Metal Casting

Resource Requirement: Horse

Strength: 7

Movement: 2

Unit Class: Mounted

Special Abilities: Doesn't receive defensive bonuses.

Swordsman I

Tech Requirements: Iron Working

Resource Requirement: Iron

Strength: 6

Movement: 1

Unit Class: Melee

Special Abilities: +10% city attack.

Crossbowman I

Tech Requirements: Mathematics

Resource Requirement: Iron

Strength: 6

Movement: 1

Unit Class: Archery

Special Abilities: 1 first strike; +50% vs. melee units.

Heavy Cavalry I

Tech Requirements: Horseback Riding

Resource Requirement: Horse

Strength: 6

Movement: 2

Unit Class: Mounted

Special Abilities: Immune to first strikes; doesn't receive defensive bonuses; +50% attack vs. Catapult. +40% chance of withdrawal from attack.

Polearm III

Tech Requirements: Mohism

Resource Requirement: Copper or Iron

Strength: 6

Movement: 1

Unit Class: Melee

Special Abilities: +100% vs. mounted units.

Swordsman II

Tech Requirements: Steel

Resource Requirement: Iron

Strength: 7

Movement: 1

Unit Class: Melee

Special Abilities: +10% city attack.

Crossbowman II

Tech Requirements: Legalism

Resource Requirement: Iron

Strength: 7

Movement: 1

Unit Class: Archery

Special Abilities: 1 first strike; +50% vs. melee units.

Heavy Cavalry II

Tech Requirements: Independent Cavalry

Resource Requirement: Horse

Strength: 8

Movement: 2

Unit Class: Mounted

Special Abilities: Immune to first strikes; doesn't receive defensive bonuses; +50% attack vs. Catapult. +30% chance of withdrawal from combat.

Catapult

Tech Requirements: Machinery

Resource Requirement: None

Strength: 6

Movement: 1

Unit Class: Siege

Special Abilities: Doesn't receive defensive bonuses; can withdraw from combat (25% chance); causes collateral damage; can bombard city defenses (-15%/turn).

Galley

Tech Requirements: Naval Warfare

Resource Requirement: None

Strength: 2

Movement: 4

Unit Class: Naval

Special Abilities: Can carry 2 units; Cannot enter ocean spaces. Can bombard city defenses (-15% per turn).

BUILDINGS

Family Altar

Production Cost: 80

Culture: +1

Requirements: Filial Piety

Enables: Family Emissary units.

Effects: Allows +1 Priest specialist.

Temple

Production Cost: 80

Culture: +1

Happiness: +1

Tech Requirements: City States

Effects: Allows +1 Priest specialist.

WONDERS

Sun Tzu's Art of War

Type: World Wonder

Production Cost: 2200

Tech Requirements: Philosophy

Effects: When built, Sun Tzu's Art of War gives every unit built by that team +1 experience points. It also provides +2 Great Engineer points per turn.

The Great Classical Library

Type: World Wonder

Production Cost: 160 (double speed with Marble)

Culture: +8

Tech Requirements: Rule of Heaven

Effects: The Great Classical Library grants a free technology when completed. It also provides +1 Great Scientist points per turn.

Book of History

Type: National Wonder

Production Cost: 200 (double speed with Marble)

Culture: +4

Tech Requirements: Rule of Heaven

Other Requirements: Library

Effects: +100% great person birth rate; increases the chances of generating a Great Artist.

National Wall

Type: National Wonder

Production Cost: 180 (double speed with Stone)

Culture: +6

Tech Requirements: Masonry

Other Requirements: Walls

Effects: Prevents Barbarians from entering national borders on continent. +1 health and +1 population in all cities. Increases the chances of generating a Great Engineer.

Underground Tomb

Type: National Wonder

Production Cost: 250 (double speed with Stone)

Culture: +4

Tech Requirements: Construction

Effects: Decreases war weariness in all cities by 75%. +1 free specialist in all cities. Increases the chances of generating a Great Artist.

CIVICS

MILITARY

Militia

Tech Requirements: None

Upkeep: Low

Effect: None. The default Military civic.

Feudal Levy

Tech Requirements: Crop Rotation

Upkeep: High

Effect: All military units are produced with food.

Warrior Houses

Tech Requirements: Iron Working

Upkeep: Medium

Effect: Can draft 2 units per turn; Barracks provide +2 happiness per city.

Pacifism

Tech Requirements: Philosophy

Upkeep: None

Effect: +100% great person birth rate in cities with state religion; +1 support cost per military unit.

Professional Army

Tech Requirements: Militarism

Upkeep: None

Effect: +50% military unit production in all cities; +1 support cost per military unit; +1 happiness per military unit in a city.

GOVERNMENT

Despotism

Tech Requirements: None

Upkeep: Low

Effect: None; the default government civic.

Vassalage

Tech Requirements: Bronze Working

Upkeep: High

Effect: New units receive +2 experience points; cities support one extra unit.

Bureaucracy

Tech Requirements: Rule of Heaven

Upkeep: Medium

Effect: +50% production and commerce in capital.

Nationhood

Tech Requirements: Filial Piety

Upkeep: Medium

Effect: Can spend gold to finish production; +1 commerce from Villages and Towns.

Absolutism

Tech Requirements: Machinery

Upkeep: Medium

Effect: No war weariness; +1 production from Mine and Workshop improvements.

LABOR

Tribalism

Tech Requirements: None

Upkeep: Low

Effect: None. The default Labor civic.

Slavery

Tech Requirements: Masonry

Upkeep: Low

Effect: Can sacrifice population to finish production in cities.

Serfdom

Tech Requirements: Feudalism

Upkeep: Low

Effects: Workers build improvements 50% faster.

Independent Farmers

Tech Requirements: Independent Farmers

Upkeep: Medium

Effect: Farm improvements produce +1 food; -33% military unit production in all cities.

Educated Elite

Tech Requirements: Meritocracy

Upkeep: Medium

Effect: Cities receive +2 free specialists.

ECONOMY

Decentralization

Tech Requirements: None

Upkeep: None

Effect: The default Economy civic.

Barter Economy

Tech Requirements: Sailing

Upkeep: Medium

Effect: +15% commerce in all cities.

Mercantilism

Tech Requirements: Horseback Riding

Upkeep: Medium

Effect: +1 free specialist in all cities; no foreign trade routes.

Free Market

Tech Requirements: Mathematics

Upkeep: Medium

Effect: +1 trade routes in all cities.

State Monopoly

Tech Requirements: Calligraphy

Upkeep: Low

Effect: No distance maintenance costs in cities; +1 food for Workshop, Watermill, Windmill & mine.

RELIGION

Primitivism

Tech Requirements: None

Upkeep: None

Effect: The default Religion civic.

Shamanism

Tech Requirements: Divination

Upkeep: High

Effect: +100% culture in all cities; +25% commerce in capital city.

Daoism

Tech Requirements: City States

Upkeep: Low

Effect: +1 happiness in cities from nearby forest features.

Confucianism

Tech Requirements: Philosophy

Upkeep: Low

Effect: +2 health in all cities.

Mohism

Tech Requirements: Mohism

Upkeep: Low

Effect: +33% research in all cities.

Legalism

Tech Requirements: Legalism

Upkeep: Low

Effect: New units receive +5 experience points; -1 happiness in all cities.

TECHNOLOGIES

Agriculture

Tech Requirements: None

Leads To: Crop Rotation

Enables: Agriculture enables the Granary building and Farm improvement.

Fishing

Tech Requirements: None

Leads To: Sailing

Enables: Fishing enables the Fishing Boat unit, Fishing Nets and Whaling Boats improvements and the ability to work water spaces.

Archery

Tech Requirements: None

Leads To: Filial Piety

Enables: Archery enables the Archer I unit and the Barracks building.

Divination

Tech Requirements: None

Leads To: Rule of Heaven

Enables: Divination enables the Library building, Cottage improvement, and the Shamanism civic.

The Wheel

Tech Requirements: None

Leads To: City States

Enables: The Wheel enables the Chariot I unit. Workers can build roads and the pasture improvement.

Mining

Tech Requirements: None

Leads To: Bronze Working; Masonry

Enables: Mining enables the Polearm I unit and the Mine improvement and reveals the Gold bonus.

Crop Rotation

Tech Requirements: Agriculture

Leads To: Feudalism; Horseback Riding

Enables: Crop Rotation enables the Stable building, the Camp improvement and the Feudal Levy civic.

Sailing

Tech Requirements: Fishing

Leads To: Mathematics

Enables: Sailing enables the Galley unit, the Lighthouse and Market buildings, and the Barter Economy civic. It enables trading along coastal spaces.

Filial Piety

Tech Requirements: Archery

Leads To: Horseback Riding; Philosophy

Enables: Filial Piety enables the Family Altar building, the Plantation improvement and the Nationhood civic.

Rule of Heaven

Tech Requirements: Divination

Tech Allows: Philosophy; Iron Working

Enables: Rule of Heaven enables the Great Classical Library world wonder, the Book of History national wonder and the Bureaucracy civic.

City States

Tech Requirements: The Wheel

Leads To: Metal Casting; Feudalism

Enables: City States enables the Temple building, the Workshop improvement, and the Vassalage and Daoism civics.

Bronze Working

Tech Requirements: Mining

Leads To: Iron Working; Metal Casting

Enables: Bronze Working enables the Forge building and the Vassalage civic. It also allows Workers to cut down forests and jungles, and it reveals the Iron resource.

Masonry

Tech Requirements: Mining

Leads To: Mathematics; Construction

Enables: Masonry enables the Walls building, the National Wall national wonder, the Quarry improvement and the Slavery civic.

Feudalism

Tech Requirements: Crop Rotation and City States

Tech Allows: Independent Farmers; Construction

Enables: Feudalism enables the Archer II and Polearm II

units, the Windmill and Watermill improvements and the Serfdom civic.

Mathematics

Tech Requirements: Sailing and Masonry

Leads To: Currency; Machinery

Enables: Mathematics enables the Crossbowman I unit, the Castle building, the Fort improvement and the Free Market civic.

Horseback Riding

Tech Requirements: Filial Piety and Crop Rotation

Leads To: Militarism; Calligraphy

Enables: Horseback riding enables the Heavy Cavalry I unit, Grocer building, Heroic Epic national wonder and the Mercantilism civic.

Philosophy

Tech Requirements: Rule of Heaven and Filial Piety

Leads To: Calligraphy; Militarism

Enables: Philosophy enables the Courthouse building, the Sun Tzu's Art of War world wonder and the Pacifism and Confucianism civics.

Metal Casting

Tech Requirements: City States and Bronze Working

Leads To: Construction; Currency

Enables: Metal Casting enables the Chariot II unit, Harbor building and the ability to spread irrigation away from sources of fresh water.

Iron Working

Tech Requirements: Bronze Working and Rule of Heaven

Leads To: Machinery; Independent Farmers

Enables: Iron Working enables the Swordsman I unit, Aqueduct building and Warrior Houses civic.

Independent Farmers

Tech Requirements: Feudalism and Iron Working

Leads To: Legalism; Independent Cavalry

Enables: Independent Farmers enables the Independent Farmers civic and increases the speed with which Workers complete improvements by 50%.

Currency

Tech Requirements: Mathematics and Metal Casting

Leads To: Meritocracy; Water Works

Enables: Currency grants a free Great Merchant to the first to discover this tech; it enables the Bank building and provides +1 free trade route to all cities.

Militarism

Tech Requirements: Horseback Riding; Philosophy

Tech Allows: Independent Cavalry; Legalism

Enables: Militarism grants a free Great General (Warlord) to the first to research it, enables the Professional Army civic and increases road movement by +1.

Calligraphy

Tech Requirements: Philosophy and Horseback Riding

Leads To: Mohism; Meritocracy

Enables: Calligraphy grants a free Great Artist to the first to research it and enables the Theatre building and State Monopoly civic. It allows the building of wealth, research and culture.

Construction

Tech Requirements: Metal Casting, Masonry and Feudalism

Leads To: Water Works; Steel

Enables: Construction grants a free Great Engineer to the first to research it and it also enables the Underground Tomb wonder. It constructs bridges wherever roads cross rivers.

Machinery

Tech Requirements: Iron Working and Mathematics

Leads To: Steel; Mohism

Enables: Machinery enables the Catapult unit, the Observatory building and the Absolutism civic.

Legalism

Tech Requirements: Independent Farmers; Militarism

Leads To: None

Enables: Legalism enables the Crossbowman II unit and the Legalism civic.

Meritocracy

Tech Requirements: Currency and Calligraphy

Leads To: None

Enables: Meritocracy enables the University building and the Educated Elite civic.

Independent Cavalry

Tech Requirements: Militarism and Independent Farmers

Leads To: None

Enables: Independent Cavalry enables the Heavy Cavalry II unit and increases the movement of naval units by +1.

Mohism

Tech Requirements: Calligraphy and Machinery

Leads To: None

Enables: Mohism enables the Polearm III unit and the Mohism civic.

Water Works

Tech Requirements: Construction and Currency

Leads To: None

Enables: Water Works allows the construction of Farms without a source of irrigation and increases Farm food production by +1.

Steel

Tech Requirements: Machinery and Construction

Leads To: None

Enables: Steel enables the Swordsman II unit. Workers generate 50% more production from chopping down forests.

SPECIAL RULES

Family Houses

In a manner similar to how missionaries spread religion in the main game, blood from Family Houses can be spread around the map by Family Emissaries. The more a bloodline spreads across the world, the more favorable other civilizations will be towards you, particularly if the blood from your line ascends to their throne (that is, if they adopt your State Religion).

Emperor's Council

The Emperor's Council is the means by which a player can win this scenario diplomatically. It works similarly to the United Nations in the core game, where a leader is elected, followed by a vote to determine the winner of the game. Your vassals will always vote for you in the election. To achieve a diplomatic victory will require good relations with many civilizations, so make sure to spread your bloodline and trade when you can!

VICTORY CONDITIONS

Domination

If any civilization controls 38% of the world population and 64% of the world's land area it will win.

Conquest

While unlikely, it is possible to win the game by completely destroying every other civilization on the map.

Diplomatic

Building the "Emperor's Council" world wonder unlocks this victory type, which holds an election to determine if one leader is chosen as victor by his peers.

Time Limit

The game lasts a maximum of 200 turns, and if no other victory conditions are met by then, the civilization with the highest score is victorious.

444 BC: THE PELOPONNESIAN WAR

By Paul Murphy

Players: 1 or 2

Type: Historical

Overview

The year is 444 BC. Having successfully driven off the Persian invasion of a few years ago, the Grand Alliance of Greek city-states has since broken into two factions: Athens and her allies/subject city-states form the Delian League; they are rich and cultured, and they possess the world's strongest navy. Sparta and other mainland cities comprise the Spartan Alliance, banded together to stop Athens from achieving total dominance of Greece. While poorer and less advanced than the Athenians, the Spartan army is by far the most powerful armed force on Greece. Which side will you guide to domination of the Ancient World?

SCENARIO UNITS

Hellenic Missionary

Requirements: Hellenic Monastery

Strength: 0

Movement: 2

Special Abilities: This is a "National Unit;" only three are allowed to be in play at one time. Hellenic Missionaries can spread "Hellenism," the Greek religion.

Hoplite

Tech Requirement: Improved Formations I

Resource Requirements: Copper or Iron

Strength: 4

Movement: 1

Special Abilities: +25% attack bonus versus Spearmen. +100% versus mounted units.

Phalanx

Tech Requirement: Improved Formations II

Resource Requirements: Copper or Iron

Strength: 5

Movement: 1

Special Abilities: +25% Hills defense. +100% versus mounted units.

Galley

Tech Requirements: Sailing

Resource Requirements: None

Strength: 2

Movement: 8

Special Abilities: 2 cargo space.

Trireme

Tech Requirement: Advanced Sailing

Resource Requirements: None

Strength: 2

Movement: 8

Special Abilities: +50% vs. Galleys. A Trireme can carry Scouts, Explorers, Missionaries, Spies, and great people. It cannot carry other units. Triremes cannot enter Ocean spaces.

Scenario Buildings

Agora

Requirements: Currency

Effects: +25% gold. Can turn two citizens into Merchants. +1 happiness with Fur, Ivory, or Whale.

Notes: Agoras are Greek markets.

High Walls

Culture: +1

Requirements: Mathematics, Walls

Effects: +50% defense. Double production speed with stone.

Military Encampment

Requirements: Improved Formations II, Barracks

Effects: New land military units receive +4 experience points.

Senate

Requirements: Code of Laws

Effects: -50% city maintenance cost

Note: Senates have the same function as Courthouses in the main game

NEW TECHNOLOGIES

Advanced Sailing

Prerequisites: Bronze Working and Sailing

Leads To: Nothing

Allows Construction of: Trireme, Drydock

Constitution

Prerequisites: Code of laws

Leads To: None

Enables: Representation

Notes: The Greeks achieved advanced governmental forms far earlier than can occur in the main game. To reflect this, in this scenario Code of Laws leads to Constitution (rather than also requiring Nationalism as in the main game).

Improved Formations I

Prerequisites: Bronze Working

Leads To: Improved Formations II

Allows Construction of: Hoplites

Improved Formations II

Prerequisites: Improved Formations I

Leads To: Nothing

Allows Construction of: Phalanx, Military Encampments

SPECIAL RULES

Vassals

Each side begins play with several "Vassal" states. (See "Vassals," page ??, for details.)

VICTORY CONDITIONS

Time Limit

The game lasts 100 turns. At the end of the one-hundredth turn the side with the highest score wins a marginal victory.

Capture the Enemy Capital

The Spartan Alliance wins immediately upon capturing Athens. The Delian League (Athens) wins immediately upon capturing Sparta.

336 BC: ALEXANDER THE GREAT

By Ed Piper

Players: 1

Type: Historical

Overview

The year is 336 BC and your father, Phillip II of Macedon, has been assassinated, leaving the Empire of Greece in your hands. The people of Greece are rebellious and have little faith in an unproven leader. They must be brought back into line!

Persia, to the east, is large but weak. Crushing Persia is the first step towards fulfilling your goal of conquest of the entire Known World. So take hold of the reigns of power and find your destiny!

SCENARIO UNITS

Hypaspists

Tech Requirements: None

Strength: 5

Resource Requirement: Iron or Copper.

Movement: 1

Special Abilities: 75% combat bonus verse melee units; 50% combat bonus verse mounted units.

Companion Cavalry

Tech Requirements: None

Resource Requirement: Horse

Strength: 6

Movement: 2

Special Abilities: 50% combat bonus verse Catapults. Immune to first strikes. Doesn't receive defensive bonuses.

Peltasts

Tech Requirements: None

Resource Requirement: None

Strength: 2

Movement: 2

Special Abilities: +100% defensive bonuses on Hills, Forest and Jungle. +50% city defense bonus. 1 first strike. +20% chance to withdraw.

Prodomoi

Tech Requirements: None

Resource Requirement: Horse

Strength: 3

Movement: 3

Special Abilities: 50% combat bonus verse Catapults. Immune to first strikes. Ignores terrain movement costs. +50% chance to withdraw. Doesn't receive defensiuve bonuses.

SCENARIO BUILDINGS

Spartan Barracks

Cost: Cannot Build

Culture: None

Requirements: None

Effects: Provides Guerilla I promotion any unit produced from that city.

Macedonian Barracks

Cost: Cannot Build

Culture: None

Requirements: None

Effects: Provides Flanking I promotion any unit produced from that city.

Athenian Barracks

Cost: Cannot Build

Culture: None

Requirements: None

Effects: Provides City Garrison I promotion any unit produced from that city.

Barbarian Barracks

Cost: Cannot Build

Culture: None

Requirements: None

Effects: Provides City Raider I promotion any unit produced from that city.

Egyptian Temple

Cost: 80

Culture: +1

Requirements: Egyptian Mythology must be present in city.

Effects: Functions the same as other Temples.

Greek Temple

Cost: 80

Culture: +1

Requirements: Hellenic religion must be present in city.

Effects: Functions the same as other Temples.

Zoroastrian Temple

Cost: 80

Culture: +1

Requirements: Zoroastrian religion must be present in city.

Effects: Functions the same as other Temples.

NEW TECHNOLOGIES

Hunting Techniques

Prerequisites: None

Leads To: Advanced Hunting Techniques, Concealment

Promotion Allowed: Woodsman I

Enables: Hunting Techniques allows Woodsman I to be selected as a promotion by your units

Constant Drilling I

Prerequisites: None

Leads To: Constant Drilling II, Horse Breeding I, Concealment

Promotion Allowed: Drill I

Enables: Constant Drilling I allows Drill I to be selected as a promotion by your units

Elevated Defense I

Prerequisites: None

Leads To: Observation, Elevated Defense II

Promotion Allowed: Guerilla I

Enables: Elevated Defense I allows Guerilla I to be selected as a promotion by your units

Standing Army I

Prerequisites: None

Leads To: Standing Army II, Wedge Assault

Promotion Allowed: City Garrison I

Enables: Standing Army I allows City Garrison I to be selected as a promotion by your units

Barbarian Assimilation

Prerequisites: None

Leads To: Barbarian Assimilation II, Wedge Assault

Promotion Allowed: City Raider I

Enables: Barbarian Assimilation allows City Raider I to be selected as a promotion by your units

Battlefield Siege I

Prerequisites: None

Leads To: Battlefield Siege II

Promotion Allowed: Barrage I

Enables: Battlefield Siege I allows Barrage I to be selected as a promotion by your units

Concealment

Prerequisites: None

Leads To: Hunting Techniques; Constant Drilling I

Promotion Allowed: Cover

Enables: Concealment allows Cover to be selected as a promotion by your units

Observation

Prerequisites: Elevated Defense

Leads To: None

Promotion Allowed: Sentry

Enables: Observation allows Sentry to be selected as a promotion by your units

Military Surgeons I

Prerequisites: None

Leads To: Military Surgeons II

Promotion Allowed: Medic I

Enables: Military Surgeons I allows Medic I to be selected as a promotion by your units

Military Surgeons II

Prerequisites: Military Surgeons I

Leads To: Recruitment

Promotion Allowed: Medic II

Enables: Military Surgeons II allows Medic II to be selected as a promotion by your units

Standing Army II

Prerequisites: Standing Army I

Leads To: Standing Army III, Recruitment

Promotion Allowed: City Garrison II

Enables: Standing Army II allows City Garrison II to be selected as a promotion by your units

Wedge Assault

Prerequisites: Standing Army I or Barbarian Assimilation I

Leads To: None

Promotion Allowed: Shock

Enables: Wedge Assault Techniques allows Shock to be selected as a promotion by your units

Barbarian Assimilation II

Prerequisites: Barbarian Assimilation I

Leads To: Barbarian Assimilation III, Torsion Spring

Promotion Allowed: City Raider II

Enables: Barbarian Assimilation II allows City Raider II to be selected as a promotion by your units

Advanced Hunting Techniques

Prerequisites: Hunting Techniques

Leads To: None

Promotion Allowed: Woodsman II

Enables: Advanced Hunting Techniques allows Woodsman II to be selected as a promotion by your units

Constant Drilling II

Prerequisites: Constant Drilling I

Leads To: Constant Drilling II, Power of the Phalanx

Promotion Allowed: Drill II

Enables: Constant Drilling II allows Drill II to be selected as a promotion by your units

Elevated Defense II

Prerequisites: Elevated Defense I

Leads To: Lead from the Front

Promotion Allowed: Guerrilla II

Enables: Elevated Defense II allows Guerrilla II to be selected as a promotion by your units

Barbarian Assimilation III

Prerequisites: Barbarian Assimilation

Leads To: None

Promotion Allowed: City Raider III

Enables: Barbarian Assimilation allows City Raider III to be selected as a promotion by your units

Battlefield Siege II

Prerequisites: Battlefield Siege I

Leads To: Battlefield Siege III, Torsion Spring

Promotion Allowed: Barrage II

Enables: Battlefield Siege II allows Barrage II to be selected as a promotion by your units

Constant Drilling III

Prerequisites: Constant Drilling II

Leads To: Constant Drilling IV

Promotion Allowed: Drill III

Enables: Constant Drilling III allows Drill III to be selected as a promotion by your units

Horse Breeding I

Prerequisites: Constant Drilling I

Leads To: Power of the Phalanx, Lead from the Front, Horse Breeding II

Promotion Allowed: Flanking I

Enables: Horse Breeding I allows Flanking I to be selected as a promotion by your units

Recruitment

Prerequisites: Military Surgeons II or Standing Army II

Leads To: Army Servants

Promotion Allowed: March

Enables: Recruitment allows March to be selected as a promotion by your units

Standing Army III

Prerequisites: Standing Army II

Leads To: None

Promotion Allowed: City Garrison III

Enables: Standing Army III allows City Garrison III to be selected as a promotion by your units

Torsion Spring

Prerequisites: Battlefield Siege II or Barbarian Assimilation II

Leads To: None

Promotion Allowed: Accuracy

Enables: Torsion Spring allows Accuracy to be selected as a promotion by your units

Constant Drilling IV

Prerequisites: Constant Drilling III

Leads To: None

Promotion Allowed: Drill IV

Enables: Constant Drilling IV allows Drill IV to be selected as a promotion by your units

Power of the Phalanx

Prerequisites: Constant Drilling II or Horse Breeding I

Leads To: None

Promotion Allowed: Formation

Enables: Power of the Phalanx allows Formation to be selected as a promotion by your units

Lead from the Front

Prerequisites: Horse Breeding I or Elevated Defense

Leads To: None

Promotion Allowed: Charge

Enables: Lead from the Front allows Charge to be selected as a promotion by your units

Battlefield Siege III

Prerequisites: Battlefield Siege II

Leads To: None

Promotion Allowed: Barrage

Enables: Battlefield Siege III allows Barrage to be selected as a promotion by your units

Horse Breeding II

Prerequisites: Horse Breeding I

Leads To: Army Servants

Promotion Allowed: Flanking II

Enables: Horse Breeding II allows Flanking II to be selected as a promotion by your units

Army Servants

Prerequisites: Horse Breeding II or Recruitment

Leads To: Cultural Assimilation, Charge and Reform

Promotion Allowed: Mobility

Enables: Army Servants allows Mobility to be selected as a promotion by your units. Army Servants also increases movement on roads.

Cultural Assimilation

Prerequisites: Army Servants

Leads To: None

Promotion Allowed: Commando

Enables: Cultural Assimilation allows Commando to be selected as a promotion by your units

Charge and Reform

Prerequisites: Army Servants

Leads To: None

Promotion Allowed: Blitz

Enables: Charge and Reform allows Blitz to be selected as a promotion by your units

SPECIAL RULES

Vassals

Egypt begins this scenario as a Vassal state to Persia. (See "Vassals," page **3**, for details.) If you take an opponent's civilization as a Vassal state, it will count towards the "Rule the World" victory condition.

Strength of the Leader

Alexander is represented in this scenario as a Warlord, which allows him to be joined to a unit. As the unit Alexander is attached to gains in experience, Alexander will gain better "titles." The better the title Alexander gains the better the economy of Greece will function. But beware—if Alexander should be defeated in battle he will lose his title.

Loss of Alexander

If the unit Alexander is joined to is destroyed, Alexander will be injured and unable to lead his Army for 6 turns. After 6 turns Alexander will return and may be joined to a unit. While injured Alexander's title will revert to the worst title.

VICTORY CONDITIONS

Time Limit

The game lasts 156 turns. At the end of the 156th turn the civilization with the highest score wins a partial victory.

Rule the World

Controlling every city in the world—either by making its civilization a Vassal or by conquering or destroying it—will result in a complete victory.

300 BC: THE RISE OF ROME

By Ed Piper

Players: 1 to 5 players

Type: Historical

Overview

The year is 300BC. The civilizations surrounding the Mediterranean Sea, Rome, Carthage, Greece, and Egypt, nervously attempt to establish borders and trade routes. Meanwhile the clannish Celts seek to nurture their fledgling civilization and gain unity. Each civilization is looking to maintain peace with its neighbors (and to gain dominance of the Mediterranean).

"Igitur qui desiderat pacem, praeparet bellum." - Vegetius

Translation: "If you want peace, prepare for war."

SCENARIO UNITS

Gallic Warrior

Tech Requirements: None

Resource Requirement: Iron

Strength: 4

Movement: 1

Special Abilities: +50% attack bonus when attacking cities; +50% defensive bonus on Hills.

Gallic Warrior II

Tech Requirements: Upgrade Gallic Warrior

Resource Requirement: Iron

Strength: 4

Movement: 1

Special Abilities: +50% attack bonus when attacking cities; +50% defensive bonus on Hills and Forest.

Gallic Warrior III

Tech Requirements: Upgrade Gallic Warrior II

Resource Requirement: Iron

Strength: 5

Movement: 1

Special Abilities: +50% attack bonus when attacking cities. +50% defensive bonus on Hills and Forest.

Archer II

Tech Requirements: Upgrade Archer

Resource Requirement: None

Strength: 4

Movement: 1

Special Abilities: +50% defense bonus when defending a City; +25% defensive bonus when defending hills; 1 First Strike.

Celtic Chariot

Tech Requirements: None

Resource Requirement: Horse

Strength: 4

Movement: 2

Special Abilities: Doesn't receive defensive bonuses; 30% chance to withdraw from attack.

Celtic Chariot II

Tech Requirements: Upgrade Celtic Chariot

Resource Requirement: Horse

Strength: 4

Movement: 2

Special Abilities: Doesn't receive defensive bonuses; 30% chance to withdraw; immune to First Strike.

Celtic Chariot III

Tech Requirements: Upgrade Celtic Chariot II

Resource Requirement: Horse

Strength: 4

Movement: 3

Special Abilities: Doesn't receive defensive bonuses; 40% chance to withdraw; immune to First Strike.

Egyptian Archer

Tech Requirements: None

Resource Requirement: None

Strength: 4

Movement: 1

Special Abilities: +50% defense bonus when defending a City; +25% defensive bonus when defending hills; 1 First Strike.

Egyptian Archer II

Tech Requirements: Upgrade Egyptian Archer II

Resource Requirement: None

Strength: 5

Movement: 1

Special Abilities: +50% defense bonus when defending a City; +25% defensive bonus when defending hills and forest; 1 First Strike.

Egyptian Axeman

Tech Requirements: None

Resource Requirement: Copper or Iron

Strength: 5

Movement: 1

Special Abilities: +10% defense bonus when defending a City; +10% defensive bonus when defending hills; +50% combat bonus versus Melee units.

Egyptian Axeman II

Tech Requirements: Upgrade Egyptian Axeman

Resource Requirement: Copper or Iron

Strength: 5

Movement: 1

Special Abilities: +10% defense bonus when defending a City; +10% defensive bonus when defending hills; +75% combat bonus versus Melee units.

Egyptian Axeman III

Tech Requirements: Upgrade Egyptian Axeman II

Resource Requirement: Copper or Iron

Strength: 5

Movement: 1

Special Abilities: +10% defense bonus when defending a City; +25% defensive bonus when defending hills; +75% combat bonus versus Melee units.

War Chariot

Tech Requirements: None

Resource Requirement: Horse

Strength: 5

Movement: 2

Special Abilities: Doesn't receive defensive bonuses; 20% chance to withdraw; immune to First Strike.

War Chariot II

Tech Requirements: Upgrade War Chariot

Resource Requirement: Horse

Strength: 5

Movement: 2

Special Abilities: Doesn't receive defensive bonuses; 20% chance to withdraw; immune to First Strike; +10% attack bonus when attacking cities.

War Chariot III

Tech Requirements: Upgrade War Chariot II

Resource Requirement: Horse

Strength: 5

Movement: 2

Special Abilities: Doesn't receive defensive bonuses; 20% chance to withdraw; immune to First Strike; +10% attack bonus when attacking cities; starts with Blitz promotion.

Horse Archer II

Tech Requirements: Upgrade Horse Archer

Resource Requirement: Horse

Strength: 4

Movement: 2

Special Abilities: Immune to First Strike; 1 First Strike; +50% combat bonus versus Catapults.

Horse Archer III

Tech Requirements: Upgrade Horse Archer II

Resource Requirement: Horse

Strength: 5

Movement: 2

Special Abilities: Immune to First Strike; 1 First Strike; +50% combat bonus versus Catapults.

Horseman

Tech Requirements: None

Resource Requirement: Horse

Strength: 6

Movement: 2

Special Abilities: Immune to First Strike; doesn't receive defensive bonuses; +50% combat bonus versus Catapults.

Numidian Cavalry

Tech Requirements: None

Resource Requirement: Horse

Strength: 5

Movement: 2

Special Abilities: Immune to First Strike; doesn't receive defensive bonuses; +50% combat bonus versus Catapults; 25% chance to withdraw; +50% combat bonus versus Melee units.

Numidian Cavalry II

Tech Requirements: Upgrade Numidian Cavalry

Resource Requirement: Horse

Strength: 6

Movement: 2

Special Abilities: Immune to First Strike; doesn't receive defensive bonuses; +50% combat bonus versus Catapults; 25% chance to withdraw; +50% combat bonus versus Melee units.

Numidian Cavalry III

Tech Requirements: Upgrade Numidian Cavalry II

Resource Requirement: Horse

Strength: 6

Movement: 2

Special Abilities: Immune to First Strike; doesn't receive defensive bonuses; +50% combat bonus versus Catapults; 35% chance to withdraw; +50% combat bonus versus Melee units.

Phalanx

Tech Requirements: None

Resource Requirement: Copper or Iron

Strength: 5

Movement: 1

Special Abilities: +25% defensive bonus when defending hills; +100% combat bonus versus Mounted units.

Phalanx II

Tech Requirements: Upgrade Phalanx

Resource Requirement: Copper or Iron

Strength: 5

Movement: 1

Special Abilities: +25% defensive bonus when defending hills; +100% combat bonus versus Mounted units; +125% combat bonus versus Melee units

Phalanx III

Tech Requirements: Upgrade Phalanx II

Resource Requirement: Copper or Iron

Strength: 6

Movement: 1

Special Abilities: +25% defensive bonus when defending hills; +100% combat bonus versus Mounted units; +125% combat bonus versus Melee units

Praetorian

Tech Requirements: None

Resource Requirement: Copper or Iron

Strength: 7

Movement: 1

Special Abilities: None

Praetorian II

Tech Requirements: Upgrade Praetorian

Resource Requirement: Copper or Iron

Strength: 7

Movement: 1

Special Abilities: +10% attack bonus when attacking cities.

Praetorian III

Tech Requirements: Upgrade Praetorian II

Resource Requirement: Copper or Iron

Strength: 8

Movement: 1

Special Abilities: +10% attack bonus when attacking cities.

Praetorian IV

Tech Requirements: Upgrade Praetorian III

Resource Requirement: Copper or Iron

Strength: 8

Movement: 1

Special Abilities: +25% combat bonus versus Mounted units; +10% attack bonus when attacking cities.

Praetorian V

Tech Requirements: Upgrade Praetorian IV

Resource Requirement: Copper or Iron

Strength: 9

Movement: 1

Special Abilities: +25% combat bonus versus Mounted units; +10% attack bonus when attacking cities.

Praetorian VI

Tech Requirements: Upgrade Praetorian V

Resource Requirement: Copper or Iron

Strength: 9

Movement: 1

Special Abilities: Immune to First Strike; +25% combat bonus versus Mounted units; +10% attack bonus when attacking cities.

Praetorian VII

Tech Requirements: Upgrade Praetorian VI

Resource Requirement: Copper or Iron

Strength: 9

Movement: 1

Special Abilities: 0-1 First Strikes; Immune to First Strike; +25% combat bonus versus Mounted units; +10% attack bonus when attacking cities.

Swordsman II

Tech Requirements: Upgrade Swordsman

Resource Requirement: Copper or Iron

Strength: 6

Movement: 1

Special Abilities: +20% attack bonus when attacking cities.

Trireme II

Tech Requirements: Upgrade Trireme

Resource Requirement: None

Strength: 4

Movement: 2

Special Abilities: 0-1 First Strikes, Immune to First strikes

War Elephant II

Tech Requirements: Upgrade War Elephant

Resource Requirement: Ivory

Strength: 8

Movement: 1

Special Abilities: +25% combat bonus versus Mounted units; Doesn't receive defensive bonuses; Causes Collateral Damage.

Warrior II

Tech Requirements: Upgrade Warrior

Resource Requirement: None

Strength: 2

Movement: 2

Special Abilities: +25% defense bonus when defending a City, Immune to First Strike.

Warrior III

Tech Requirements: Upgrade Warrior II

Resource Requirement: None

Strength: 2

Movement: 2

Special Abilities: +25% defense bonus when defending a City, Immune to First Strike.

SCENARIO BUILDINGS

Phoenician Temple

Cost: 80

Culture: +1

Requirements: Phoenician Mythology must be present in the city.

Effects: Functions the same as other Temples.

Roman Temple

Cost: 80

Culture: +1

Requirements: Roman Mythology must be present in the city.

Effects: Functions the same as other Temples.

Celtic Temple

Cost: 80

Culture: +1

Requirements: Celtic Mythology must be present in the city.

Effects: Functions the same as other Temples.

Egyptian Temple

Cost: 80

Culture: 1 culture per turn

Requirements: Egyptian Mythology must be present in the city.

Effects: Functions the same as other Temples.

WONDER

Statue of Zeus

World Wonder

Cost: 500

Culture: +10

Requirements: None

Effects: Decreases maintenance in all cities by 10%.

NEW RESOURCE

Victory Resource

Food: 0

Production: 0

Commerce: 0

Improved By: Victory Resource Stronghold

Comments: There are 4 Victory Resources in the single-player version of this scenario. A player earns 10 victory points per turn for every Victory Resource he controls which has a Victory Resource Stronghold improvement on it.

NEW IMPROVEMENTS

Victory Resource Stronghold

Improves: Victory Resource

Tech Requirement: None

Effect: Provides 10 victory points per turn. Increases defensive bonus of the tile by +25%.

NEW TECHNOLOGIES

Train Merchant

Prerequisites: None

Leads To: None

Allows Construction of: None

Every time that Train Merchant is researched a Great Merchant will be created in your civilization's capital.

Train Prophet

Prerequisites: None

Leads To: None

Allows Construction of: None

Every time that Train Prophet is researched a Great Prophet will be created in your civilization's capital.

Train Artist

Prerequisites: None

Leads To: None

Allows Construction of: None

Every time that Train Artist is researched a Great Artist will be created in your civilization's capital.

Train Engineer

Prerequisites: None

Leads To: None

Allows Construction of: None

Every time that Train Engineer is researched a Great Engineer will be created in your civilization's capital.

Train Scientist

Prerequisites: None

Leads To: None

Allows Construction of: None

Every time that Train Scientist is researched a Great Scientist will be created in your civilization's capital.

UPGRADE UNITS TECHNOLOGIES

Each civilization has special technologies which allow it to construct advanced units available only to that civ. The Romans, for example, begin play knowing how to create the basic Praetorian unit. The Roman player has the opportunity to study the "Upgrade Praetorian" technology, which then gives him the ability to create the more powerful Praetorian II units. Once the Romans know "Upgrade Praetorian," they can then study "Upgrade Praetorian II," followed in turn by "Upgrade Praetorian III," "Upgrade Praetorian IV," and so forth, each allowing them to create ever-more powerful

Praetorian units. Each civilization in the game can study specific techs that allow it to upgrade its special units.

SPECIAL RULES

Victory Resources

Each of the five playable civilizations begins controlling one of the five Victory Resources. A civilization earns ten victory points per turn for each Victory Resource (which has been improved by a Victory Resource Stronghold) it controls.

VICTORY CONDITIONS

Time Limit

The game lasts 250 turns. At the end of the 250th turn the side with the highest score wins a victory.

Conquest Victory

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

Domination Victory

The game ends when one civilization controls 75% of the world population and 75% of the world' land area.

800 AD: THE AGE OF VIKINGS

By Ed Piper

Players: 1 player

Type: Historical

Overview

The Year is 800 AD and you are the Viking King, Ragnar Lodbrok. The chill of the long winter bites into your fingers as you look over your fleet of mighty longships. These boats will take you across the cold sea to your raiding destinations. Do you raid for treasure to purchase food and goods for your children and people? Surely. Do you raid to prove yourself before your god? Possibly. Do you raid for the sheer adventure of it? Definitely!

SCENARIO UNITS

Berserk

Tech Requirements: None

Resource Requirement: None

Strength: 7

Movement: 1

Special Abilities: +50% attack bonus when attacking melee units. Begins play with the "Amphibious" promotion.

Viking Longboat

Tech Requirements: None

Resource Requirement: None

Strength: 2

Movement: 4

Special Abilities: Can carry two units.

Treasure

Tech Requirements: None

Resource Requirement: None

Strength: 0

Movement: 3

Special Abilities: Can be returned to capital for gold.

SCENARIO BUILDINGS

Viking Ship Yard

Cost: 60

Culture: +1

Requirements: None

Effects: Naval vessels constructed in the city gain +2 experience points.

Norse Temple

Cost: 80

Culture: +1

Requirements: Norse religion must be present in the city.

Effects: Functions the same as other Temples.

NEW TECHNOLOGIES

Research Relic

Prerequisites: None

Leads To: None

Allows Construction of: None

Effect: This technology can be researched multiple times. Each time you learn Research Relic you will learn of a new Relic in a distant land. Capturing that Relic and returning it to your civilization will generate 1000 gold.

SPECIAL RULES

Capturing Relics

There are ancient and powerful "Relics" scattered throughout the world. You learn of the location of a Relic by researching the Research Relic technology (see above). If you capture a Relic and return it to your capital city, you earn 1000 gold.

Ransoming Cities

Capturing an opponent's city and then ransoming it back to the nation who originally owned it is a good way to accumulate gold. However, if you ransom a city back to its original owner, you are expected to never attack that city again. If you do attack a city you ransomed, you will be known as a dishonest barbarian, and no civilization will ever accept your ransom offer again.

VICTORY CONDITIONS

Time Limit

The game lasts 200 turns. At the end of the two-hundredth turn if you have not gained enough gold you will lose.

Economic Victory

Upon accumulating a set amount of gold, the game will end and you will achieve victory. The amount of gold required depends on the game difficulty selected.

1206 AD: GENGHIS KHAN

By Jon Shafer

Players: 1

Type: Historical

Overview

In this scenario you will take the role of the Mongol Great Khan in 1206 AD and unleash your armies on all of Eurasia. You have many possible paths to glory: through the destruction of all of civilization, or through the subjugation of its people—or you can achieve greatness by embracing civilization and proving that nomads can achieve the pinnacle of world culture.

You start the game with no cities, but you do have the special Camp unit at your disposal. Camps are essentially moving factories that produce new military units for your war machine. You may, of course, increase your unit output further by capturing cities rather than burning them to the ground.

You gain victory points by capturing enemy cities, as well as by killing enemy units and pillaging cities and plot improvements.

Great success is demanded of a mighty Mongol ruler—and you must move quickly. Your score drops constantly as the game progresses, and you must constantly earn victory points to keep it from plunging to the bottom. If your score ever reaches zero, you lose immediately!

SCENARIO UNITS

Camp
Tech Requirements: None

Resource Requirement: None

Strength: 0

Movement: 2

Unit Class: None

Special Abilities: Produces military units.

Mongol Horse Archer
Tech Requirements: None

Resource Requirement: None

Strength: 11

Movement: 3

Unit Class: Mounted

Special Abilities: Immune to first strikes. Doesn't receive defensive bonuses.

Mounted Swordsman
Tech Requirements: None

Resource Requirement: None

Strength: 9

Movement: 3

Unit Class: Mounted

Special Abilities: +50% vs. melee units. Immune to first strikes. Doesn't receive defensive bonuses.

Light Javelin-Thrower
Tech Requirements: None

Resource Requirement: None

Strength: 8

Movement: 2

Unit Class: Archery

Special Abilities: 1 first strike. 50% chance of withdrawing from an attack if losing. +50% City and Hills defense.

Trebuchet
Tech Requirements: Siege Warfare

Resource Requirement: None

Strength: 5

Movement: 2

Unit Class: Siege

Special Abilities: Causes collateral damage. Can bombard city defenses (-15% per turn). 25% chance of withdrawing from combat if losing. Doesn't receive defensive bonuses.

Chinese Swordsman
Strength: 7

Movement: 1

Unit Class: Melee

Special Abilities: +10% City Attack

Chinese Crossbowman
Strength: 6

Movement: 1

Unit Class: Archery

Special Abilities: 2 First Strikes. Causes Collateral Damage. +50% vs. Melee

Chinese Cannon
Tech Requirements: Gunpowder

Resource Requirement: None

Strength: 9

Movement: 1

Unit Class: Siege

Special Abilities: Causes collateral damage. Can bombard

city defenses (-20% per turn). 25% chance of withdrawing from combat if losing. Doesn't receive defensive bonuses.

War Elephant
Tech Requirements: Elephant Domestication

Resource Requirement: None

Strength: 8

Movement: 1

Unit Class: Mounted

Special Abilities: +50% vs. melee units. Doesn't receive defensive bonuses.

War Galley
Tech Requirements: Naval Warfare

Resource Requirement: None

Strength: 2

Movement: 3

Unit Class: Naval

Special Abilities: Can carry 2 units. Cannot enter Ocean spaces.

NEW TECHNOLOGIES
Note: Instead of gaining knowledge through research, the Mongols receive new technology by capturing or destroying two cities from a civilization (or by making the civilization into a vassal). Each civilization can provide just one new technology. (See the special rules section, below.)

Strong-Arm Diplomacy
Strong-Arm Diplomacy enables the ability to vassalize other civilizations in the game (see "Vassals," page 13 in this manual).

Where to Get It: It is acquired from the Xi-Xia civilization (Yellow).

Siege Warfare
Siege Warfare enables construction (in cities or through Camp generation) of the powerful Trebuchet unit, vital for capturing cities.

Where to Get It: It is acquired from the Jin China civilization (Red).

Reconnaissance
Reconnaissance enables the "sentry" promotion for your units, allowing them to see an extra plot away. (Unlike in the main game, this promotion has no other promotion prerequisites.)

Where to Get It: It is acquired from the Uighurs civilization (Orange).

Gunpowder
Gunpowder enables construction of the Chinese Cannon unit, another powerful siege weapon capable of collateral damage.

Where to Get It: It is acquired from the Song China civilization (blue).

Naval Warfare
Naval Warfare enables construction of the naval War Galley unit.

Where to Get It: It is acquired from the Korean civilization (Brown).

Battlefield Deception
Battlefield Deception enables the "feint attack" promotion for your units, increasing their odds of retreating from a losing attack.

Where to Get It: It is acquired from the Kara-Khitai civilization (Light Green).

Counterweight Engineering
Counterweight Engineering enables the promotion "siege tactics" for your units, giving them an extra bonus when attacking cities.

Where to Get It: It is acquired from the Khwarizm civilization (Peach).

Elephant Domestication
Elephant Domestication enables the construction of the War Elephant unit in your cities.

Where to Get It: It is acquired from the Indian civilization (Light Purple).

Greek Fire

Greek Fire automatically grants all of your units the promotion of the same name. The Greek Fire promotion provides 1 free first strike.

Where to Get It: It is acquired from the Abbasid civilization (White).

Encirclement Technique

Encirclement Technique enables the "encirclement" promotion for your units, which allows them to cause collateral damage in every battle they fight.

Where to Get It: It is acquired from the Russian States civilization (Grey).

Desert Subsistence

Desert Subsistence enables the promotion "desert adaptation" for your units (they must have Combat I as well), allowing them to move twice as fast through desert terrain.

Where to Get It: It is acquired from the Mamluk civilization (Dark Red).

Life of War

Life of War instantly grants a free Great General (Warlord) unit at one of your Camp units.

Where to Get It: It is acquired from the Seljuk civilization (Dark Yellow).

Favored by God

Favored by God provides a single boost of 200 in your score.

Where to Get It: It is acquired from the Byzantine civilization (Dark Green).

Chivalrous Lifestyle

Chivalrous Lifestyle provides increased unit support, allowing your cities to support more units for free.

Where to Get It: It is acquired from the Hungarian civiliza-

tion (Dark Pink).

State Religion

State Religion provides +1 gold per city with your state religion under your control.

Where to Get It: It is acquired from the Polish civilization (Dark Purple).

SPECIAL RULES

The Camp Unit

The Mongol Camp is a very important unit in your quest to conquer Asia. It is unique—no other unit holds a similar function in the standard game of *Civilization IV*.

The Mongol civilization was nomadic and did not build cities throughout most of its history. Rather, the entire Mongol people moved as the armies moved, with the women and children following behind and young men growing up to take their fathers' places on the battlefield. The Camp is essentially a "city on wheels," and produces the armies that you will use to fuel your war machine.

Camps produce units at random. You cannot choose what units your Camps will produce like you can for cites, nor can you be sure how often a Camp will produce a unit. However, you can manipulate the odds to increase the likelihood of a Camp producing units more quickly, and of them producing the specific unit you want.

The Camp's Production Rate
A camp has a small chance of producing a new unit every turn. That chance increases if you didn't move the Camp in the previous turn.

Which Unit the Camp will Produce
The Camp has the following base odds of producing specific units:

Base Odds for Pre Siege-Warfare:

Horse Archer: 40%

Mounted Swordsman: 40%

Light Javelin-Thrower: 18%

Camp: 1.2%

Base Odds for Once You Learn Siege-Warfare:

Horse Archer: 32%

Mounted Swordsman: 32%

Light Javelin-Thrower: 14%

Camp: .9%

Trebuchet: 19%

Terrain Odds Modifiers

These odds shift, depending upon what kind of terrain the Camp occupies, as follows:

Plains: Improved odds of producing a Horse Archer

Desert: Improved odds of producing a Mounted Swordsman

Hills: Improved odds of producing a Javelin Thrower

Forest: Improved odds of producing a Trebuchet

None of the Above: If the Camp is in Forest prior to obtaining "Siege Warfare" or occupies any plot type not listed above, the Camp has the "Base Odds" of producing the various unit types.

Score

Score is not tabulated through normal means, but instead is gained by capturing cities, forcing civilizations to become your vassal, or destroying anything in your path. Owning cities and vassals will provide a steady "score income" while their destruction will provide an immediate lump sum of points.

Remember that the Mongols lose some score points every turn, requiring continual conquest in order to avoid immediate defeat and to achieve victory.

Vassals

After acquiring the "Strong-Arm Diplomacy" technology, you may try to make other civilizations your vassals. Vassals provide victory points per turn in addition to their normal functionality. (See "Vassals," page 13, for details.)

Technology

Technology is not gained through research like in the normal game, but is instead obtained by defeating enemies. Taking two cities from or vassalizing a civilization will grant a new technology, with effects listed above.

VICTORY CONDITIONS

Score Threshold

If the Mongols' score reaches 3,000 points they will win. If the score ever drops to zero or below for at least one turn, they lose immediately.

Time Limit

The game lasts 300 turns, and if no other victory conditions are met then the civilization with the highest score is victorious.

Conquest

While unlikely, it is possible to win the game by completely destroying or vassalizing every other civilization on the map.

BARBARIAN HORDE

By Jesse Smith

Players: 1

Type: Alternate History

Overview

Civilization has begun to thrive across the lands. Cities are being built, land is being worked, and mankind is becoming complacent. How disgusting! It is time to crush these corrupt heathens and return their tortured lands to the wild. As leader of the barbarian horde you must eliminate civilization from the world!

In this scenario the game generates a world, complete with competing civilizations. The game "auto-plays" for a number of turns, allowing the civilizations to grow and flourish as in a normal game. Then you enter as leader of the barbarians. Your

mission is to destroy everything in your path.

This scenario has a very high replay value. Each time you play the world will be different, presenting new challenges and opportunities. You get to set the number of turns the game will auto-play before you enter, letting you determine just how "developed" the civilizations will be.

You do not research or perform city management during this scenario. It is all about the combat.

SPECIAL RULES

Difficulty Levels

At the "Dawn of Man" screen you will be asked to choose a custom difficulty. The difficulty affects how much gold you begin the game with, the units available to you, and, most importantly, the number of turns the game will auto-play before you begin. The longer the game auto-plays, the more developed the civilizations are—and the more difficult they will be to conquer.

Experiment with modifying the standard civilization difficulty levels along with the Barbarian-specific difficulty levels to create a truly challenging experience. A Deity/Hard game is the ultimate challenge!

The Barbarian Horde Screen

This screen allows you to purchase new units and promotions for existing units. You can access the Barbarian Horde screen at any time by pressing the F4 key.

Purchasing Your Horde

Upon completion of the auto-play you receive a Camp unit. All units you purchase will be placed on your camp unit. The only exception to this is naval units, which are placed in a random water tile adjacent to the camp. If you are out of gold but discover you are on an island, you may purchase a free Galley as long as you do not have any other naval units.

VICTORY CONDITIONS

Conquest

This game lasts until you have wiped out Civilization or it wipes you out!

OMENS

By Tim McCracken

Players: 1 or 2

Type: Alternate History

Overview

The year is 1753, and you command your nation's forces—Great Britain or France—in North America, at the start of the Seven Years' War, as both sides struggle for control of the Ohio River Valley, a vital strategic corridor in the heart of the New World.

Your king received a divine warning: an opposing faith threatens to spread among the heathens and if native belief in your own religion does not increase dramatically, you will be punished. Periodicall, a Divine Messenger will appear to check on your progress. If your progress is adequate, they will depart content. Should you fail to impress them, Divine Retribution will be enacted.

SCENARIO UNITS

BRITAIN

Regulars

Tech Requirement: Rifling

Strength: 14

Movement: 1

Special Abilities: 25% vs Mounted, 25% vs. Gunpowder.

Grenadiers

Tech Requirement: Chemistry

Strength: 12

Movement: 2

Special Abilities: +50% vs Gunpowder.

Militia

Strength: 10

Movement: 2

Special Abilities: First Strike, +50% city defense.

Haudenosaunee Riders

Resource Requirements: Horses

Strength: 6

Movement: 3

Special Abilities: Immune to First Strike, +50% vs Cannon, No defensive bonus.

Mingo Warriors

Strength: 5

Movement: 2

Special Abilities: First Strike, +100% vs. Animals, +50% Hills Defense.

Cannon

Tech Requirement: Steel

Strength: 13

Movement: 1

Special Abilities: Bombard, -25%. Causes collateral damage.

FRANCE

French Marines

Strength: 10

Movement: 2

Special Abilities: +50% City Attack.

Grenadiers

Tech Requirement: Chemistry

Strength: 12

Movement: 2

Special Abilities: +50% vs Gunpowder.

Mounted Chippewa Archers

Resource Requirements: Horses

Strength: 6

Movement: 3

Special Abilities: Immune to First Strike. +50% vs Cannon. Receives no defensive bonus for terrain.

Ottawa Warriors

Strength: 5

Movement: 2

Special Abilities: +50% Hills Defense. First Strike. +100% vs. Animals.

Cannon

Tech Requirement: Steel

Strength: 13

Movement: 1

Special Abilities: Bombard -25%. Causes collateral damage.

LENAPE (AI)

Lenape Warrior

Strength: 5

Movement: 1

Special Ability: +50% Hills Defense. First Strike. +100% vs. Animals.

Lenape Rider

Strength: 6

Movement: 3

Special Ability: Immune to First Strike. +50% vs Cannon. No defensive bonus for terrain.

SPECIAL RULES

The Messengers

At certain points during the game, "Divine Messengers" will measure your religious influence. If they appear it is because they are displeased with your progress; prepare for disciplinary measures.
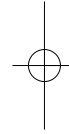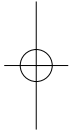
VICTORY CONDITIONS

Reach 75% Religious Influence

Once the final messenger arrives, the player must have a total religious influence of 75% in order to win. If this percentage is not achieved, the player loses.

MAIN GAME UPDATES

INTRODUCTION

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

This chapter describes the "visible" changes we've made to the game (up to the publication of this manual). Check the README files on the *Warlords* disc to find out about any later changes, as well as to get info on the "hidden" fixes if you wish.

This chapter also describes the "PitBoss" feature that was included in *Warlords* and in the game patches. This multiplayer-only feature is described at the end of the chapter.

GETTING THE UPDATES

All of the updates described in this manual are included with the *Warlords* software, and they are automatically installed when you install *Warlords*. Any future updates will be available at the *Civilization IV* web site (www.CivIV.com) when they are released. Each update includes installation instructions.

THE UPDATES

BASIC RULES

Airlift: You can't airlift units from foreign cities.

Border expansion: Border expansion occurs in a city when the city's culture is 10, 100, 500, 5000, and 50000. (This is at Normal game speed; the amounts differ at other game speeds.)

LEADERS

Leader traits updated and new traits added. See Chapter Two of this manual for details.

UNITS

Marines and SAM Infantry now upgrade to Mechanical Infantry.

Gunships now move faster along friendly rail lines.

Increased production cost for Praetorians.

Decreased production cost for Jaguars.

Spies no longer have a per turn maintenance cost.

The Quecha unit starts with the Combat I promotion.

Horse Archers receive a -10% penalty when attacking cities.

Cossacks are strength 15, +50% when facing mounted units.

Chariots receive a +50% strength bonus when attacking Axemen, but their withdrawal chance is reduced to 10%.

Horse Archers receive a 20% withdrawal chance.

New promotion: Guerilla III (requires Guerilla II) provides +25% bonus when attacking into hills.

Drill II gives 20% collateral damage protection.

Drill III gives an extra 20% collateral damage protection.

Drill IV gives an extra 20% collateral damage protection.

WORKERS AND SETTLERS

Production yield from Workers chopping down forest is reduced to 20.

When Workers chop down a forest or jungle, the nearest city gets fewer production points the farther the space is from the city.

TECHNOLOGY

We have altered some of the prices of the technologies to better reflect their relative powers.

Horseback Riding is now a classical tech.

Mathematics increases forest chop yields by +50%.

Calendar now centers the world map (instead of Astronomy).

Gunpowder is a requirement for the Pinch promotion.

WONDERS

Kremlin now gives -33% hurry production cost.

The cost of constructing the SDI wonder has increased.

SDI cannot be built until the Manhattan Project is completed.

Wonders continue to generate great person points even if they become obsolete.

West Point is available after you get a level 6 unit (was level 5).

Heroic Epic available after you get a level 5 unit (was level 4).

Spiral Minaret gives 2 gold per state religion building in your empire (was 1).

CIVICS

Free Trade: Medium upkeep

State Property: Low upkeep

Hereditary Rule: Low upkeep

Representation: Medium upkeep; it now provides +2 happiness in biggest cities.

Slavery: No upkeep

Emancipation: Low upkeep

Nationhood: No upkeep

Environmentalism: Medium upkeep. It is now made available by the Medicine tech.

Free Speech: Low upkeep

BUILDINGS

Castles give +1 trade route until Economics.

City Garrison and City Raider promotions provide defensive bonuses in forts (as well as in cities).

Forts provide defensive benefits only to units on the same team (or vassal) as the cultural owner of the plot.

Barracks are cheaper (50 instead of 60) but provide less experience (3 instead of 4).

TERRAIN

Forests now provide +0.5 health if within a city radius.

INTERFACE

The Military Advisor screen now displays visible Barbarian units.

[ESC] closes every screen.

Pillage hotkey is changed to [Shift-P].

Improve Nearest City (Automated) is now [Shift-Ctrl-C].

Intercept hotkey is changed to [I].

Contact Civ Pop-up by pressing [Shift-D].

You can declare war by pressing [Alt] and clicking on the name of the enemy leader in the score display.

To change a unit's name just click on that name on the bottom left side of the screen.

To activate Voice-over IP in multiplayer, press the [Scroll Lock] key.

MULTIPLAYER

Randomized processing order when multiple players try to move on the same turn slice.

Only the host can set the admin password.

Expanded subject for PitBoss e-mail.

[[Don't Know What this Means...]]

Firepower is now average of curr and max strength.

Number keys perform leaderhead actions on Civilopedia leader screen. [[what actions??]]

THE PITBOSS

This multiplayer lobbying feature was added after *Civilization IV* was released. It is automatically installed when you install *Warlords*. Following are the instructions that accompanied the software.

CIVILIZATION IV'S PERSISTENT TURN-BASED SERVER, THE "PITBOSS"

The PitBoss is a unique application allowing the epic nature of Civilization to finally be easily integrated into the multiplayer realm. It is a lightweight application with a simple interface. While running, players will be able to log in and continue their progress in a game at any time. Once satisfied, players are welcome to log out and continue later.

PARTICIPATING IN A PITBOSS GAME

Participating in a PitBoss game is simple. Join the game like you would any other; select a PitBoss game in the LAN or Internet lobby, or connect directly to a known IP Address. Aside from the indication in the 'PB' column of the lobbies, the fact that the game is being run by The PitBoss should be completely invisible to you when joining.

Once you are in the game, however, *Civilization IV* may play a bit differently from classic multiplayer games. If all participants are currently logged into the game, it will play exactly the same as a classic *Civilization IV* multiplayer game. You are free to move as soon as it is your turn, you are free to chat to the other players, you are free to conquer the world! However, the most important difference when playing a PitBoss game is that all other participants may not always be logged in.

If you are engaged in a PitBoss game, and another player logs out, you are free to make your move if it is your turn. Afterwards, the game is on hold until that player logs back in and makes his move. You are free to study the map. You can even manage cities and change technologies. But you cannot move your units until all other players finish their turns, and your turn is again active.

If the PitBoss has been set up to do so, you are free to register for alert E-mails that you will receive when your turn is made available. This is accomplished by entering your E-mail address in the player details screen (Alt-D). Also, the PitBoss may be set up to run a turn timer. You may have a limited time (typically 24 hours or so) to make your move. Make sure you recognize when a timer is being used since not moving within this time will result in passing on your turn!

SETTING UP A PITBOSS GAME

The PitBoss game options are chosen through a simple setup wizard interface.

Step 1: Choose a Mod

The administrator is free to choose available *Civilization IV* mods (or "modules"). If a different mod is chosen, the PitBoss will automatically load this mod and restart.

Step 2: Enter SMTP Information

The PitBoss will send out reminder emails to registered players using this information to interact with your SMTP server. The SMTP host (either an IP address or DNS name) is required. Depending on your E-mail provider, you may be required to provide authentication using Login and Password, as well as a return address. You are not required to enter any information if you do not wish to enable the PitBoss to send alert E-mails.

Step 3: Select the Network Type

This page will determine how to broadcast your PitBoss game. DirectIP games will not be broadcasted and will require all participants to manually specify the PitBoss IP Address. Private PitBoss games can be hosted and broadcasted on your LAN. Publicly available PitBoss games can be hosted and broadcasted on the Internet lobby. Due to the involved nature of PitBoss games, it is recommended that the DirectIP method is used.

Step 4: Log into the Internet Lobby (Optional)

If you chose to host an Internet game, the PitBoss must log into the Internet Lobby. If you plan to also participate in the PitBoss game, the PitBoss must use a separate account from the participant.

Step 5: Select the Game Type

This page allows you to specify whether you'd like to start a new game using a random map, start a new scenario, or load a saved multiplayer game. Note that the PitBoss is able to load other types of multiplayer games, not just former PitBoss games! Depending on your choice, you will either be asked to provide a game name (for

new games) or to choose a game to load (for saved games). For new games that are publicly available, you will be asked for a password. If provided, this password will be required by all joining participants. When loading a game, you may be prompted for a password as well.

Step 6: Choose a Scenario (Optional)

If you chose to host a scenario, this page presents you with all scenarios available for play.

Step 7: Staging Room (Optional)

If you are hosting a new game or new scenario, you will be presented with a master setup room. This staging room is similar to the staging room in normal multiplayer games. You are given the option to change settings and options for the game and different players in the game. Additionally, participants are able to join the game at this time.

There are a few important differences with the PitBoss staging room. The Admin Password, if provided, gives the administrator access to any participating civilization, even if the player has enabled password protection. Additionally, if the Admin Password is provided, it will be required when loading a save game from the session.

There is also a new player status type, "Human." This indicates that this civilization is to be controlled by a human player but has not yet been claimed. As the administrator, you are free to launch the game before all Human slots have been claimed. However, the game turns cannot advance until all Human slots have been claimed and the participants have taken their turn. This allows administrators to launch games before all participants are ready and allows players to start playing as soon as they log in.

Also, the PitBoss turn timer is handled a bit differently from typical multiplayer games. Rather than the quick, dynamic timer of normal multiplayer games, the PitBoss turn timer does not change from turn to turn. Also, the PitBoss turn time will always be a matter of hours rather than minutes. It is up to the administrator to set the number of hours each turn is allowed.

The staging room marks the end of the setup interface wizard. Once "Finish" is clicked, the wizard will disappear and the game will launch. Once the game has finished launching, the administrator is presented with an Admin screen.

THE INTERFACE

THE PITBOSS ADMIN SCREEN

The Admin screen provides game status information and limited administrative capabilities to the host.

THE PLAYER PANEL

Each player participating in the game is listed within the player panel. Their connectivity status is listed in the 'Ping' column. This will display the ping time of connected players, the claimed status of unconnected players (either Unclaimed or Disconnected), or will indicate if the player is an AI. Each player's score is also displayed, along with a 'Kick' button. If the civilization is claimed, the Kick button will be enabled. The administrator is free to reject a claim on a civilization by kicking the player from the game. If the player is ejected, the AI will claim their civilization.

THE MESSAGE PANEL

The Message of the Day will be displayed to participants as soon as they log into the game. Click the 'Change MotD' button to change the message, and display it by enabling the check box. The administrator can also dynamically chat with participants using the Chat Dialog.

The administrator is also free to save the game, or to exit the game. If the administrator chooses to exit the game, all connected players will be returned to the *Civilization IV* main menu.

ENJOY THE BOSS!

We at Firaxis sincerely hope you enjoy the PitBoss and the exciting multiplayer experience it provides for *Civilization IV*!

APPENDIX
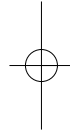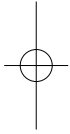
REFERENCE CHARTS

KEY   *FUNCTION*

Units

Key	Function
[B]	Bombard
[B]	Build city (with settler)
[C]	Center on unit
[E]	Explore with unit (automated)
[F]	Fortify/Sleep; wake from fortification/sleep
[G]	Go-to mode
[L]	Load (onto ship)
[S]	Sentry
[Shift-U]	Unload (off ship)
[W]	Wait
[Alt-Click]	Group all units on a tile together
[Ctrl-# Key]	Bind selected unit or group to that number key
[Ctrl-Click]	Group all units of the same type on a tile together
[Delete]	Delete unit
[Shift-Click]	Tile context menu
[Spacebar]	Skip turn

Worker Commands

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

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

Work Boats
[F]	Build fishing nets
[O]	Build offshore platform
[Shift-W]	Build whaling boats

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

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

General
[P]	Ping the map
[Alt-I]	Remove interface
[Alt-Q]	Retire (give up)
[Ctrl-W]	Access Worldbuilder
[Alt-D]	Change Player Name/E-mail

[Ctrl-# Key]	Save a production queue (in city screen)
[Ctrl-B]	Toggle bare map on/off
[Ctrl-I]	Minimize interface
[Ctrl-L]	Load game
[Ctrl-M]	Turn music on/off
[Ctrl-O]	Options menu
[Ctrl-R]	Flag resources on/off
[Ctrl-S]	Save game
[Ctrl-T]	Turn grid on/off
[Ctrl-Y]	Turn tile yields on/off
[Ctrl-Left Arrow]	Lock camera angle 45 degrees clockwise
[Ctrl-Right Arrow]	Lock camera angle 45 degrees counterclockwise
[Enter]	Cycle units, advance to next turn
[\]	Cycle to previous selected unit
[Escape]	Exit current screen/bring up menu
[,]	Cycle to previous unit (same tile)
[.]	Cycle to next unit (same tile)

[/]	Cycle through active workers
[Home], [End]	Cycle through cities
[Insert]	Open nearest friendly city screen
[Left/Right Arrows]	Jump to next city (in city screen)
[PageDown]	Zoom camera out
[PageUp]	Zoom camera in
[Pause]	Pause game
[PrintScreen]	Take screenshot
[Shift-Enter]	Force turn to end
[Shift-Left Arrow]	Rotate camera clockwise
[Shift-Right Arrow]	Rotate camera counterclockwise
[Tab]	Chat to team
[Shift-Tab]	Chat to all
[Ctrl-Tab]	Chat/Event Log
[Scroll Lock]	Voice Chat to team
[Shift-Scroll Lock]	Voice Chat to all
[Ctrl-Scroll Lock]	Voice Chat in Diplo Screen

Civic Name	Upkeep Cost	Required Technology	Effect One	Effect Two
Government				
Despotism	Low	None	None	None
Hereditary Rule	Low	Monarchy	+1 happy per military unit stationed in city	None
Representation	Medium	Constitution	+3 beakers per specialist	+2 happy in 5 largest cities
Police State	High	Fascism	+25% military unit production	-50% war weariness
Universal Suffrage	Medium	Democracy	+1 hammer from town	Can spend gold to finish production in a city
Legal				
Barbarism	Low	None	None	None
Vassalage	High	Feudalism	New units receive +2 experience points	+5 free units
Bureaucracy	Medium	Civil Service	+50% hammers, +50% commerce in capital	None
Nationhood	None	Nationalism	Can draft 3 units per turn	+2 happy per Barracks
Free Speech	Low	Liberalism	+2 gold from town	+100% culture in all cities

Civic Name	Upkeep Cost	Required Technology	Effect One	Effect Two
Labor				
Tribalism	Low	None	None	None
Slavery	Low	Bronze Working	Can sacrifice population to finish production in a city	None
Serfdom	Low	Feudalism	Workers build improvements +50% faster	None
Caste System	Medium	Code of Laws	Unlimited Artist, Scientist, Merchant	None
Emancipation	Low	Democracy	+100% growth for cottage, hamlet, village	Unhappiness penalty for civs without Emancipation
Economy				
Decentralization	Low	None	None	None
Mercantilism	Medium	Banking	+1 free specialist per city	No foreign trade routes
Free Market	Medium	Economics	+1 trade routes per city	None
State Property	Low	Communism	No maintenance costs from distance to palace	+1 food from workshop, +1 food from watermill

Civic Name	Upkeep Cost	Required Technology	Effect One	Effect Two
Environmentalism	Medium	Medicine	+6 health in all cities	+1 happy from jungle, forest
Religion				
Paganism	Low	None	None	None
Organized Religion	High	Monotheism	Can build missionaries without monastery	Cities with state religion construct buildings +25% faster
Theocracy	Medium	Theology	+2 experience points in cities with state religion	No non-state religion spread
Pacifism	None	Philosophy	+100% great person birth rate in cities with state religion	+1 gold support cost per military unit
Free Religion	Low	Liberalism	+1 happy per religion in a city	+10% Research in all cities, no state religion

Terrain	Food	Production	Commerce	Defensive Bonus	Movement Cost	Comments
Base Terrain						
Coast	1	0	2	10%	1	Cannot build cities
Desert	0	0	0	0%	1	Improvements take +25% longer
Grassland	2	0	0	0%	1	
Ice	0	0	0	0%	1	Improvements take +50% longer
Ocean	1	0	1	0%	1	
Peak	0	0	0	0%	Impassable	
Plains	1	1	0	0%	1	
Tundra	1	0	0	0%	1	Improvements take +25% longer
Terrain Features						
Fallout	-3	-3	-3	0%	2	-.50 health
Floodplains	+3	0	0	0%	1	-0.4 health
Forest	0	+1	0	50%	2	+0.5 health
Hills	-1	+1	0	25%	2	
Ice	0	0	0	0%	Impassable	
Jungle	-1	0	0	50%	2	-0.25 health
Oasis	+3	0	+2	0%	2	Fresh water source

Unit Name	Strength	Movement	Cost	Unit Category	Technology Requirement(s)	Resource Requirement(s)	Special Abilities
Archer	3	1	25	Archery	Archery	None	1 first strike, +50% city defense, +25% hills defense
Artillery	18	1	150	Siege	Artillery	None	No defensive bonus, 25% withdraw chance, collateral damage, +50% vs. siege, bombard city defenses (-25% per turn)
Axeman	5	1	35	Melee	Bronze Working	Bronze OR Iron	+50% vs. melee
Battleship	40	6	225	Naval	Industrialism	Oil OR Uranium	Bombard city defenses (-20% per turn), collateral damage
Bomber	16	8	140	Air	Radio, Flight	Oil	Collateral damage, -50% vs. naval, can destroy tile improvements, bomb city defenses (-15% per turn)
Berserker	8	1	70	Melee	Civil Service, Machinery	Copper OR Iron	Viking unique unit (Maceman), +10% city attack, +5% vs. melee units, begins with Amphibious
Camel Archer	10	2	90	Mounted	Guilds, Horseback Riding, Archery	None	Arabian unique unit (Knight), immune to first strikes, no defensive bonus, 25% withdraw chance
Cannon	12	1	100	Siege	Steel	Iron	No defensive bonus, 25% withdraw chance, collateral damage, bombard city defenses (-20% per turn)

Unit Name	Strength	Movement	Cost	Unit Category	Technology Requirement(s)	Resource Requirement(s)	Special Abilities
Caravel	3	3	60	Naval	Optics	None	Cargo space 1 (can transport missionaries, scouts, explorers, spies, great people), can explore rival territory
Carrier	16	5	175	Naval	Flight	Oil OR Uranium	Cargo space 3 (carries fighters)
Catapult	5	1	40	Siege	Construction	None	No defensive bonus, 25% withdraw chance, collateral damage, bombard city defenses (-15% per turn)
Cavalry	15	2	120	Mounted	Military Tradition, Gunpowder, Horseback Riding	Horses	No defensive bonus, 30% withdraw chance, +50% attacking vs. cannon
Chariot	4	2	25	Mounted	The Wheel	Horses	No defensive bonus, 20% withdraw chance
Cho-Ko-Nu	6	1	60	Archery	Machinery, Archery	Iron	Chinese unique unit (Crossbow), 2 first strikes, collateral damage, +50% vs. melee
Conquistador	10	2	90	Mounted	Guilds, Horseback Riding	Iron, Horses	Spanish unique unit (Knight), immune to first strikes, +50% vs. melee
Cossack	15	2	120	Mounted	Military Tradition, Gunpowder, Horseback Riding	Horses	Russian unique unit (Cavalry), no defensive bonus, 30% withdraw chance, +50% attacking vs. cannon, +50% vs. mounted

Unit Name	Strength	Movement	Cost	Unit Category	Technology Requirement(s)	Resource Requirement(s)	Special Abilities
Crossbowman	6	1	60	Archery	Machinery, Archery	Iron	1 first strike, +50% vs. melee
Destroyer	30	8	200	Naval	Combustion	Oil OR Uranium	Can see submarines, 30% chance to intercept aircraft, bombard city defenses (-15% per turn)
Explorer	4	2	40	Recon	Compass	None	Better results from tribal villages, can only defend, ignores terrain movement costs, starts with Guerilla I, Woodsman I
Fast Worker	0	6	60	Special	None	None	Indian unique unit (Worker), can improve tiles
Fighter	12	6	100	Air	Flight	Oil	Can intercept aircraft (50% chance), destroy tile improvements, bomb city defenses (-5% per turn)
Frigate	8	4	90	Naval	Astronomy, Chemistry	Oil	Bombard city defenses (-10% per turn)
Galleon	4	4	80	Naval	Astronomy	None	Cargo space 3
Galley	2	2	50	Naval	Sailing	None	Cargo space 2, cannot enter ocean squares
Great Artist	0	2	0	Special	–	None	Can start a golden age, discover a technology, create a great work (+4000 culture), join a city

Unit Name	Strength	Movement	Cost	Unit Category	Technology Requirement(s)	Resource Requirement(s)	Special Abilities
Gallic Warrior	6	1	40	Melee	Iron Working	Iron	Celtic unique unit (Swordsman), +10% city attack, starts with Guerilla I
Great Engineer	0	2	0	Special	None	None	Can start a golden age, discover a technology, hurry production of a building, can join a city
Great Merchant	0	2	0	Special	None	None	Can start a golden age, discover a technology, conduct a trade mission, explore rival territory, join a city
Great General	0	2	0	Special	None	None	Can join unit as Warlord (grants 20 xps to units in space), can construct Military Academy, can join city
Great Prophet	0	2	0	Special	None	None	Can start a golden age, discover a technology, construct a religious shrine, join a city
Great Scientist	0	2	0	Special	None	None	Can start a golden age, discover a technology, construct an academy, join a city
Grenadier	12	1	100	Gunpowder	Chemistry	None	+50% attacking vs. rifleman
Gunship	24	4	160	Helicopter	Rocketry, Flight	Oil	Cannot capture cities, no defensive bonus, flies over terrain, 25% withdraw chance, +100% vs. armored

Unit Name	Strength	Movement	Cost	Unit Category	Technology Requirement(s)	Resource Requirement(s)	Special Abilities
Horse Archer	6	2	50	Mounted	Horseback Riding, Archery	Horses	Immune to first strikes, no defensive bonus, +50% attacking vs. catapult, - 10% city attack
ICBM	**0**	**0**	**400**	**Special**	**Rocketry, Fission**	**Uranium**	**Can nuke enemy land, requires Manhattan Project world wonder**
Hwacha	5	1	40	Siege	Construction	None	Korean unique unit (Catapult), no defensive bonus, 25% withdrawal chance, collateral damage
Immortal	4	2	25	Mounted	The Wheel	Horses	Persian unique unit (Chariot), 30% withdraw chance, +50% vs. archery
Infantry	20	1	140	Gunpowder	Assembly Line, Rifling	None	+25% vs. gunpowder
Impi	4	2	35	Melee	Hunting	Copper OR Iron	Zulu unique unit (Spearman), +100% vs mounted, starts with Mobility
Ironclad	12	2	100	Naval	Steel, Steam Power	Iron, Coal	Cannot enter ocean squares, can bombard city defenses (-10% per turn)
Jaguar	5	1	35	Melee	Iron Working	None	Aztec unique unit (Swordsman), +25% jungle defense, +10% city attack

Unit Name	Strength	Movement	Cost	Unit Category	Technology Requirement(s)	Resource Requirement(s)	Special Abilities
Janissary	9	1	80	Gunpowder	Gunpowder	None	Ottoman unique unit (Musketman), +25% vs. Archery, Mounted, and Melee units
Jet Fighter	24	10	150	Air	Composites, Flight	Oil, Aluminum	Can intercept aircraft (70% chance), destroy tile improvements, bomb city defenses (–10% per turn)
Keshik	6	2	50	Mounted	Horseback Riding, Archery	Horses	Mongol unique unit (Horse Archer), 1 first strike, no defensive bonus, ignores terrain movement costs, +50% attacking vs. catapult
Knight	10	2	90	Mounted	Guilds, Horseback Riding	Iron, Horses	Immune to first strikes, no defensive bonus
Longbowman	6	1	50	Archery	Feudalism, Archery	None	1 first strike, +25% city defense, +25% hills defense
Maceman	8	1	70	Melee	Civil Service, Machinery	Copper OR Iron	+50% vs. melee
Machine Gun	18	1	125	Siege	Railroad	None	Can only defend, 1 first strike, +50% vs. gunpowder
Marine	24	1	160	Gunpowder	Industrialism, Rifling	None	Starts with Amphibious, +50% attacking vs. machine gun, +50% attacking vs. artillery
Mechanized Infantry	32	2	200	Gunpowder	Robotics, Rifling	None	Starts with March, 20% chance to intercept aircraft

Unit Name	Strength	Movement	Cost	Unit Category	Technology Requirement(s)	Resource Requirement(s)	Special Abilities
Missionary	0	2	40	Special	None	None	Can spread religion, requires monastery
Modern Armor	40	2	240	Armored	Composites, Flight, Computers	Oil, Aluminum	1 first strike, no defensive bonus, starts with Blitz
Musketeer	9	2	80	Gunpowder	Gunpowder	None	French unique unit (Musketman)
Musketman	9	1	80	Gunpowder	Gunpowder	None	
Navy SEAL	24	1	160	Gunpowder	Industrialism, Rifling	None	American unique unit (Marine), 1–2 first strikes, +50% attacking vs. machine gun, +50% attacking vs. artillery, starts with Amphibious and March
Numidian Cavalry	5	2	50	Mounted	Horseback Riding, Archery	Horse	Carthaginian unique unit (Horse Archer), immune to first strike, no defensive bonus, 30% withdrawal chance, –10% city attack, +50% vs. Catapults, Trebuchets, and Melee units
Panzer	28	2	180	Armored	Industrialism, Rifling	Oil	German unique unit (Tank), no defensive bonus, +50% vs. armored, starts with Blitz

Unit Name	Strength	Movement	Cost	Unit Category	Technology Requirement(s)	Resource Requirement(s)	Special Abilities
Phalanx	5	1	35	Melee	Hunting	Copper OR Iron	Greek unique unit (Spearman), +25% hills defense, +100% vs. mounted
Pikeman	6	1	60	Melee	Engineering	Iron	+100% vs. mounted
Praetorian	8	1	45	Melee	Iron Working	Iron	Roman unique unit (Swordsman)
Quechua	2	1	15	Melee	None	None	Incan unique unit (Warrior), +25% city defense, +100% vs. archery, starts with Combat 1
Redcoat	16	1	110	Gunpowder	Rifling	None	English unique unit (Rifleman), +25% vs. mounted, +25% vs. gunpowder
Rifleman	14	1	110	Gunpowder	Rifling	None	+25% vs. mounted
SAM Infantry	18	1	150	Gunpowder	Rocketry	None	40% chance to intercept aircraft, +50% vs. helicopter
Samurai	8	1	70	Melee	Civil Service, Machinery	Iron	Japanese unique unit (Maceman), 2 first strikes, +50% vs. melee
Scout	1	2	15	Recon	Hunting	None	Better results from tribal villages, can only defend, +100% vs. animals
Settler	0	2	100	Special	None	None	Can found a new city

Unit Name	Strength	Movement	Cost	Unit Category	Technology Requirement(s)	Resource Requirement(s)	Special Abilities
Skirmisher	4	1	25	Archery	Archery	None	Mali unique unit (Archer), 1-2 first strikes, +50% city defense, +25% hills defense
Spearman	4	1	35	Melee	Hunting	Copper OR Iron	+100% vs. mounted
Spy	0	2	80	Special	Communism	None	Requires Scotland Yard national wonder; invisible to all units, can explore rival territory, can expose rival spies, starts with Sentry
Stealth Bomber	20	12	200	Air	Composites, Flight, Robotics	Oil and Aluminum	50% chance to evade interception, collateral damage, -50% vs. naval, can destroy tile improvements, bomb city defenses (-20% per turn)
Submarine	24	6	150	Naval	Radio, Combustion	Oil OR Uranium	Cargo space 1 (can transport missionaries, scouts, explorers, spies, great people), invisible to most units, 50% withdraw chance
Swordsman	6	1	40	Melee	Iron Working	Iron	+10% city attack
Tank	28	2	180	Armored	Industrialism, Rifling	Oil	No defensive bonus, starts with Blitz

Unit Name	Strength	Movement	Cost	Unit Category	Technology Requirement(s)	Resource Requirement(s)	Special Abilities
Transport	16	5	125	Naval	Combustion	Oil OR Uranium	Cargo Space 4
Trebuchet	4	1	60	Siege	Engineering	None	No defensive bonus, 25% withdrawal chance, collateral damage, +100% city attack, bombard cities (−25%/turn)
Trireme	2	2	50	Naval	Sailing, Bronze Working	None	Cannot enter ocean, +50% vs. Galleys
War Chariot	5	2	25	Mounted	The Wheel	Horses	Egyptian unique unit (Chariot), immune to first strikes, no defensive bonus, 10% withdrawal chance, +50% vs. Axemen
War Elephant	8	1	60	Mounted	Construction	Ivory	No defensive bonus, +50% vs. mounted
Warrior	2	1	15	Melee	None	None	+25% city defense
Work Boat	0	2	30	Special	Fishing	None	Cannot enter ocean squares, can create fishing boats, whaling boats, offshore platforms
Worker	0	2	60	Special	None	None	Can improve tiles

Name	Cost	Culture	Requirements(s)	Effect
Buildings				
Academy	Special	4	Great Scientist unit	+50% research
Airport	250		Flight (use tech icons)	-1 health, +1 trade routes, can airlift 1 unit per turn
Apothecary	150		Guilds, Currency	Persian unique building (Grocer), +2 health, +25% gold, can turn 2 Citizens into Merchant, +1 health from banana, spice, sugar, or wine
Aqueduct	100		Mathematics, Masonry	+2 health
Assembly Plant	250		Assembly Line	German unique building (Factory), -1 health, +25% hammers, +50% hammers with power, can turn 4 Citizens into Engineer
Bank	200		Banking	+50% gold
Barracks	50		None	New land units receive +3 experience points
Bomb Shelters	100		Electricity, Manhattan Project	-75% damage from nukes
Broadcast Tower	175	+50%	Mass Media	+1 happy per 10% culture rate, can turn 2 citizens into Artist, +1 happy from movies, music, or drama
Buddhist Stupa	300 (double w/copper)	+50%	Music, Buddhism, three Buddhist temples	+2 happy if Buddhism is state religion, can turn 2 citizens into Priest, +1 happy from incense
Bunker	100		Electricity	-75% damage from air units

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
Castle	100 (double w/stone)		Engineering, walls	+50% defense (pre-gunpowder units)
Christian Cathedral	300 (double w/stone)	+50%	Music, Christianity, three Christian temples	+2 happy if Christianity is state religion, can turn 2 citizens into Priest, +1 happy from incense
Citadel	100 (double w/stone)	1	Engineering, walls	Spanish unique building (Castle), +1 trade route, +50% defense (pre-gunpowder units), -50% damage to defenses from bombardment (except vs gunpowder-based units), +2 experience points to siege weapons
Coal Plant	150		Assembly Line, factory	Provides power with Coal for a factory, -2 health
Coliseum	120		Construction	+1 happy face, +1 happy face per 20% culture rate
Confucian Academy	300 (double w/copper)	+50%	Music, Confucianism, three Confucian temples	+2 happy if Confucianism is state religion, can turn 2 citizens into Priest, +1 happy from incense
Cothon	100		Compass	Carthaginian unique building (Harbor), +1 trade route, +50% trade route yield, +1 health from clam, crab, or fish
Courthouse	120		Code of Laws	-50% Maintenance
Drydock	120		Steel	New water units receive +4 experience points, build water units 50% faster, -1 health
Dun	50 (double w/stone)		Masonry	Celtic unique building (walls), free Guerilla I promotion for units build in the city, 50% defense
Factory	250		Assembly Line	+25% hammers, +50% hammers with power, can turn 2 citizens into Engineer, -1 health

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
Forge	120		Metal Casting	+25% hammers, can turn 1 citizen into Engineer, +1 happy from gems, gold, or silver, -1 health
Forum	150		Currency	Roman unique building (Market), +25% gold, +25% great person birth rate, can turn 2 Citizens into Merchant, +1 happy from fur, ivory, silk or whale
Ger	60		Animal Husbandry	Mongolian unique building (Stables), +4 experience points for new mounted units
Granary	60		Pottery	Stores 50% of food after growth, +1 health from corn, rice, or wheat
Grocer	150		Guilds, Currency	+25% gold, can turn 2 citizens into Merchant, +1 health from bananas, spices, sugar, or wines
Hammam	100		Mathematics, Masonry	Ottoman unique building (aqueduct), +2 happy, +2 healthy
Harbor	80		Compass	+50% trade route yield, +1 health from clam, crab, or fish
Hindu Mandir	300 (double w/marble)	+50%	Music, Hinduism, three Hindu temples	+2 happy if Hinduism is state religion, can turn 2 citizens into Priest, +1 happy from incense
Hospital	200		Medicine	+3 health, heals units in city an extra 10% damage per turn
Hydro Plant	200		Plastics, factory	Provides power for a factory
Ikhanda	60			New land units receive +3 Experience, -20% maintenance
Islamic Mosque	300 (double w/marble)	+50%	Music, Islam, three Islamic temples	+2 happy if Islam is state religion, can turn 2 citizens into Priest, +1 happy from incense
Jail	120		Constitution	-25% war unhappiness

Name	Cost	Culture	Requirement(s)	Effect
Jewish Synagogue	300 (double w/stone)	+50%	Music, Judaism, three Jewish temples	+2 happy if Judaism is state religion, can turn 2 citizens into Priest, +1 happy from incense
Laboratory	250		Computers, observatory	+25% research, +50% spaceship production, can turn 1 citizen into Scientist, -1 health
Library	90	2	Writing	+25% research, can turn 2 citizens into Scientist
Lighthouse	60		Sailing	Water tiles +1 food
Madrassa	90	4	Writing	Arabian unique building (Library), +25% research, Can turn 2 Citizens into Priest, Can turn 2 Citizens into Scientist
Mall	150		Refrigeration	American unique building (Supermarket), +10% gold, +1 health from cow, deer, pig, or sheep, +1 happy from movies, music, or drama
Market	150		Currency	+25% gold, can turn 2 citizens into Merchant, +1 happy from fur, ivory, silk, or whales
Military Academy	Special		Great General Unit	+25% Military Unit Production
Mint	120		Metal Casting	Malinese unique building (Forge), -1 health, +25% hammers, +10% gold, can turn 1 citizen into Engineer, +1 happy from gems, gold, or silver
Monastery (1 for each religion)	60	2	Meditation, monastery's religion	+10% research, can train religion's missionaries in city

Name	Cost	Culture	Requirement(s)	Effect
Monument	30	1	Mysticism	
Nuclear Plant	250		Fission, factory	Provides power for a factory with Uranium, small chance of nuclear meltdown
Obelisk	30	1	Mysticism	Egyptian unique building (Monument), can turn 2 citizens into Priests
Observatory	150		Astronomy	+25% research, can turn 1 citizen into Scientist
Odeon	120	3	Construction	Greek unique building (Coloseum), +2 happy, +1 happy per 20% culture rate, can turn 2 citizens into Artist, +1 happy from music
Pavilion	50	3	Drama	Chinese unique building (Theatre), +25% culture, +1 happy per 20% culture rate, can turn 2 citizens into Artist, +1 happy from dye
Recycling Center	300		Ecology	No unhealthiness from buildings
Research Institute	250		Computers	Russian unique building (Laboratory), +25% research, +50% spaceship production, can turn 2 Citizens into Scientist, +2 free Scientist
Sacrificial Altar	90		Code of Laws	Aztec unique building (Courthouse), -50% maintenance, -50% anger duration from sacrificing population
Salon	150		Astronomy	French unique building (Observatory), +25% research, +1 free Artist, can turn 1 citizen into a Scientist

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
Seowon	200	3	Education	Korean unique building (University), +35% research
Shale Plant	150		Assembly Line	Japanese unique building (Coal Plant), +10% hammers, provides power, -2 health
Stable	60		Animal Husbandry	
Stock Exchange	200		Banking	English unique building (Bank), +65% gold
Supermarket	150		Refrigeration	+1 health from cow, deer, pigs, or sheep
Taoist Pagoda	300 (double w/copper)	+50%	Music, Taoism, three Taoist temples	+2 happy if Taoism is state religion, can turn 2 citizens into Priest, +1 happy from incense
Temple (1 for each religion)	80	1	Priesthood, temple's religion	+1 happy, can turn 1 citizen into Priest
Terrace	60	2	Pottery	Incan unique building (Granary), stores 50% of food after growth, +1 health from corn, rice, or wheat
Theatre	50	3	Drama	+1 happy per 10% culture rate, can turn 2 citizens into Artist, +1 happy from dyes
Trading Post	60		Sailing	Viking uniqu building (Lighthouse), free Navigation I promotion for naval units, +1 food for water tiles
University	200	3	Education, library	+25% research
Walls	50 (double w/stone)		Masonry	+50% defense (pre-gunpowder units)

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
National Wonders (Max 2 per City)				
Forbidden Palace	200	4	6 courthouses, 8 or more cities	Reduces maintenance in nearby cities
Globe Theatre	300	6	Drama, 6 theatres	No unhappiness in city, can turn 3 citizens into Artist.
Hermitage	300 (double w/marble)	+100%	Nationalism	
Heroic Epic	200 (double w/marble)	4	Literature, barracks in city, a unit of level 5 experience	+100% military unit production in city
Ironworks	700		Steel, 6 forges	+50 hammers in city with iron, +50% hammers in city with coal, can turn 3 citizens into Engineer, -2 health
Mount Rushmore	500 (double w/stone)	4	Fascism	-25% war unhappiness in all cities
National Epic	250 (double w/marble)	4	Literature, library in city	+100% great person birth rate in city
Oxford University	400 (double w/stone)	4	Education, 6 universities	+100% research in city
Palace	160	2	4 or more cities	Makes this city the capital, reduces maintenance in nearby cities, +1 happy
Red Cross	600	2	Medicine, 6 hospitals	Free Medic I promotion for units built in city

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
Scotland Yard	500		Communism	City can build Spy units.
Wall Street	600		Corporation, 6 banks	+100% gold, can turn 3 citizens into Merchant
West Point	800 (double w/stone)		Military Tradition, a unit of level 5 experience	+4 experience points for new units trained in city

World Wonders

Angkor Wat	500 (double w/stone)	8	Philosophy	+1 hammer from Priest in all cities, can turn 3 citizens into Priest
Broadway	800	+50%	Electricity	Provides 5 hit musicals (+1 happy face)
Chichen Itza	500 (double w/stone)	6	Code of Laws	+25% defense in all cities
The Church of the Nativity	Special	4	Christian Holy City, Great Prophet	+1 gold per turn for every city with Christianity, spreads Christianity, can turn 3 citizens into Priest
The Colossus	250 (double w/copper)	6	Metal Casting, forge, coastal city	All water tiles +1 gold
The Dai Miao	Special	4	Taoist Holy City, Great Prophet	+1 gold per turn for every city with Taoism, spreads Taoism, can turn 3 citizens into Priest
The Eiffel Tower	1250 (double w/iron)	6	Radio, forge	Free broadcast tower in every city
The Great Library	350 (double w/marble)	8	Literature, library	2 free Scientists in city

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
The Great Lighthouse	200	6	Masonry, lighthouse, coastal city	+2 trade routes in all coastal cities
The Hagia Sophia	550 (double w/marble)	8	Engineering	Workers build improvements 50% faster
The Hanging Gardens	300 (double w/stone)	6	Mathematics, aqueduct	+1 health in all cities, +1 population in all cities
Hollywood	1000	+50%	Mass Media	Provides 5 hit movies (+1 happy)
The Kashi Vishwanath	Special	4	Hindu Holy City, Great Prophet	+1 gold per turn for every city with Hinduism, spreads Hinduism, can turn 3 citizens into Priest
The Kong Miao	Special	4	Confucian Holy City, Great Prophet	+1 gold per turn for every city with Confucianism, spreads Confucianism, can turn 3 citizens into Priest
The Kremlin	1000 (double w/stone)		Communism	-50% hurry production cost
The Mahabodhi	Special	4	Buddhist Holy City, Great Prophet	+1 gold per turn for every city with Buddhism, spreads Buddhism, can turn 3 citizens into Priest
The Masjid al-Haram	Special	4	Islamic Holy City, Great Prophet	+1 gold per turn for every city with Islam, spreads Islam, can turn 3 citizens into Priest
Notre Dame	650 (double w/stone)	10	Music	+1 happy for all cities on this continent
The Oracle	150 (double w/marble)	8	Priesthood	1 free technology

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
The Parthenon	400 (double w/marble)	10	Polytheism	+50% great person birth rate in all cities
The Pentagon	1250		Assembly Line	+2 experience points for new units trained in all cities
The Pyramids	450 (double w/stone)	6	Masonry	Enables all Government civics
Rock 'n Roll	800	+50%	Radio	Provides 5 hit singles (+1 happy)
The Sistine Chapel	600 (double w/marble)	10	Theology	+2 culture per specialist in all cities
The Space Elevator	2000 (double w/aluminum)		Robotics	+50% spaceship production in all cities
The Spiral Minaret	550 (double w/stone)	8	Divine Right	+1 gold from all state religion buildings
The Statue of Liberty	1500 (double w/copper)	6	Democracy, forge	+1 free specialist in all cities on this continent
Stonehenge	120 (double w/stone)	8	Mysticism	Free monument in every city, centers world map
The Taj Mahal	700 (double w/marble)	10	Nationalism	Starts a golden age
The Temple of Artemis	400 (double w/marble)	8	Polytheism	+100% trade route yield, +1 free Priest

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
The Temple of Solomon	Special	4	Jewish Holy City, Great Prophet	+1 gold per turn for every city with Judaism, spreads Judaism, can turn 3 citizens into Priest
The Three Gorges Dam	1750		Plastics	Provides power for all cities on this continent
The Great Wall	250 (double w/stone)	2	Masonry	Prevents Barbarians from entering borders on continent, +100% Great General emergence inside cultural borders
The United Nations	1000		Mass Media	Triggers global elections, guarantees eligibility for diplomatic votes
University of Sankore	550 (double w/stone)	8	Paper	+2 research, from all state religious buildings
Versailles	800 (double w/marble)	10	Divine Right	Reduces maintenance in nearby cities

Projects

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
Apollo Program	1000 (double w/aluminum)		Rocketry	Required to build spaceship parts
The Internet	2000 (double w/copper)		Fiber Optics	Grants all technologies acquired by any 2 known civilizations.
The Manhattan Project	1500 (double w/uranium)		Fission	Enables nukes, bomb shelters for all players
SDI	500 (double w/aluminum)		Satellites	+75% chance of intercepting nukes

Name	Cost	Culture	Requirements(s)	Effect
SS Casing	400 (double w/aluminum)		Rocketry, Apollo Program	Space Race Victory (5 required)
SS Thrusters	600 (double w/aluminum)		Satellites, Apollo Program	Space Race Victory (3 required)
SS Engine	1000		Fusion, Apollo Program	Space Race Victory (1 required)
SS Docking Bay	1200 (double w/aluminum)		Robotics, Apollo Program	Space Race Victory (1 required)
SS Cockpit	800 (double w/copper)		Fiber Optics, Apollo Program	Space Race Victory (1 required)
SS Life Support	600 (double w/copper)		Ecology, Apollo Program	Space Race Victory (1 required)
SS Stasis Chamber	1000 (double w/copper)		Genetics, Apollo Program	Space Race Victory (1 required)

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