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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.
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). You 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 W ARLORD ATTACHMENT 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

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:** cotthon
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: **RAMSES 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.

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**FRENCH EMPIRE**

**LEADER: LOUIS XIV**

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

---

**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: HIWACHA
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.

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: 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.

UNIQUE BUILDING: GERM
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: MEHMET 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 preset 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 ahistorical, 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 recommend the latter approach: try a scenario a couple of times and then, as necessary, read its description.)

SCENARIOS’ CIVILOPEDIAS

Each scenario’s Civipedia 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 Civipedia, 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 Civipedia, either. If an existing item has been altered to better fit the scenario, the scenario’s Civipedia 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 long-boats 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.
<table>
<thead>
<tr>
<th>Unit</th>
<th>Tech Requirements</th>
<th>Resource Requirement</th>
<th>Strength</th>
<th>Movement</th>
<th>Unit Class</th>
<th>Special Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archer II</td>
<td>Feudalism</td>
<td>None</td>
<td>4</td>
<td>1</td>
<td>Archery</td>
<td>1 first strike; +50% city defense; +25% hills defense.</td>
</tr>
<tr>
<td>Polearm II</td>
<td>Feudalism</td>
<td>Copper or Iron</td>
<td>5</td>
<td>1</td>
<td>Melee</td>
<td>+100% vs. mounted units.</td>
</tr>
<tr>
<td>Chariot II</td>
<td>Metal Casting</td>
<td>Horse</td>
<td>7</td>
<td>2</td>
<td>Mounted</td>
<td>Doesn’t receive defensive bonuses.</td>
</tr>
<tr>
<td>Swordsman I</td>
<td>Iron Working</td>
<td>Iron</td>
<td>6</td>
<td>1</td>
<td>Melee</td>
<td>+10% city attack.</td>
</tr>
<tr>
<td>Crossbowman I</td>
<td>Mathematics</td>
<td>Iron</td>
<td>6</td>
<td>1</td>
<td>Archery</td>
<td>1 first strike; +50% vs. melee units.</td>
</tr>
<tr>
<td>Heavy Cavalry I</td>
<td>Horseback Riding</td>
<td>Horse</td>
<td>6</td>
<td>2</td>
<td>Mounted</td>
<td>Immune to first strikes; doesn’t receive defensive bonuses; +50% attack vs. Catapult; +40% chance of withdrawal from attack.</td>
</tr>
<tr>
<td>Polearm III</td>
<td>Mohism</td>
<td>Copper or Iron</td>
<td>6</td>
<td>1</td>
<td>Melee</td>
<td>+100% vs. mounted units.</td>
</tr>
<tr>
<td>Swordsman II</td>
<td>Steel</td>
<td>Iron</td>
<td>7</td>
<td>1</td>
<td>Melee</td>
<td>+10% city attack.</td>
</tr>
</tbody>
</table>
**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% per 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)
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.

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.
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
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 Requirement:** 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. Galley. 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 defensive 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

**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
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 dannish 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

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; 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 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 allows him 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 war units.
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’s 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 research 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**

**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 civilization (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 cities, 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. Periodically, 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.

LENAPÉ (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.
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 game-
play, 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 includ-
ed 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 Quechua 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 Civiliopedia 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 sce-
narios available for play.

Step 7: Staging Room (Optional)
If you are hosting a new game or new scenario, you will be present-
ed with a master setup room. This staging room is similar to the stag-
ing 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 admin-
istrator 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!
## REFERENCE CHARTS

### Key

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

### Worker Commands

| [A]   | Build improvements (automated) |
| [H]   | Build camp |
| [I]   | Build farm |
| [K]   | Build workshop |
| [L]   | Build lumbermill |
| [M]   | Build mine |
| [N]   | Build trade network (automated) |
| [Q]   | Build quarry |
| [R]   | Build road, railroad |
| [T]   | Build cottage |
| [Alt-C] | Remove forest or jungle |
| [Alt-R] | Road-to mode |
[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
[\] Cycle to previous unit (same tile)
[\] Cycle to next unit (same tile)
[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
<table>
<thead>
<tr>
<th>Civic Name</th>
<th>Government</th>
<th>Required Technology</th>
<th>Uprkeep Cost</th>
<th>Effect One</th>
<th>Effect Two</th>
</tr>
</thead>
<tbody>
<tr>
<td>Despotism</td>
<td>Low</td>
<td>Government</td>
<td>Low</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Hierarchy Rule</td>
<td>Low</td>
<td>Monarchy</td>
<td>Low</td>
<td>+1 happy per military unit stationed in city</td>
<td>None</td>
</tr>
<tr>
<td>Constitution</td>
<td>High</td>
<td>Fascism</td>
<td>High</td>
<td>+2 happy per specialist in city</td>
<td>+2 happy in largest cities</td>
</tr>
<tr>
<td>Fascism</td>
<td>High</td>
<td>Fascism</td>
<td>High</td>
<td>+25% military unit production</td>
<td>-50% war weariness</td>
</tr>
<tr>
<td>Police State</td>
<td>High</td>
<td>Fascism</td>
<td>High</td>
<td>+1 hammer from town</td>
<td>Can spend gold to finish production in a city</td>
</tr>
<tr>
<td>Despotism</td>
<td>High</td>
<td>Fascism</td>
<td>High</td>
<td>+1 hammer from town</td>
<td>Can spend gold to finish production in a city</td>
</tr>
<tr>
<td>Bureaucracy</td>
<td>Medium</td>
<td>Civil Service</td>
<td>Medium</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Nationhood</td>
<td>None</td>
<td>Nationalism</td>
<td>None</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Free Speech</td>
<td>Low</td>
<td>Liberalism</td>
<td>Low</td>
<td>None</td>
<td>+2 happy per Barracks</td>
</tr>
<tr>
<td>Barbarism</td>
<td>Low</td>
<td>Feudalism</td>
<td>Low</td>
<td>None</td>
<td>+2 happy per Barracks</td>
</tr>
<tr>
<td>Vassalage</td>
<td>High</td>
<td>Feudalism</td>
<td>High</td>
<td>None</td>
<td>+2 happy per Barracks</td>
</tr>
<tr>
<td>Socialism</td>
<td>Medium</td>
<td>Socialism</td>
<td>Medium</td>
<td>+25% hammers</td>
<td>+25% commerce in capital</td>
</tr>
<tr>
<td>Nationalism</td>
<td>None</td>
<td>Nationalism</td>
<td>None</td>
<td>None</td>
<td>+25% hammers</td>
</tr>
<tr>
<td>Feminism</td>
<td>Medium</td>
<td>Feminism</td>
<td>Medium</td>
<td>None</td>
<td>+25% hammers</td>
</tr>
<tr>
<td>liberty</td>
<td>Low</td>
<td>Libertarian</td>
<td>Low</td>
<td>None</td>
<td>+25% hammers</td>
</tr>
</tbody>
</table>

Cycle through active workers
Cycle through cities
Open nearest friendly city screen
Jump to next city (in city screen)
Zoom camera out
Zoom camera in
Pause game
Take screenshot
Force turn to end
Rotate camera clockwise
Rotate camera counterclockwise
Chat to team
Chat to all
Chat/Event Log
Voice Chat to team
Voice Chat to all
Voice Chat in Diplo Screen
<table>
<thead>
<tr>
<th>Civic Name</th>
<th>Upkeep Cost</th>
<th>Required Technology</th>
<th>Effect One</th>
<th>Effect Two</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Labor</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tribalism</td>
<td>Low</td>
<td>None</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Slavery</td>
<td>Low</td>
<td>Bronze Working</td>
<td>Can sacrifice population to finish production in a city</td>
<td>None</td>
</tr>
<tr>
<td>Serfdom</td>
<td>Low</td>
<td>Feudalism</td>
<td>Workers build improvements +50% faster</td>
<td>None</td>
</tr>
<tr>
<td>Caste System</td>
<td>Medium</td>
<td>Code of Laws</td>
<td>Unlimited Artist, Scientist, Merchant</td>
<td>None</td>
</tr>
<tr>
<td>Emancipation</td>
<td>Low</td>
<td>Democracy</td>
<td>+100% growth for cottage, hamlet, village</td>
<td>Unhappiness penalty for civs without Emancipation</td>
</tr>
<tr>
<td><strong>Economy</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Decentralization</td>
<td>Low</td>
<td>None</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Mercantilism</td>
<td>Medium</td>
<td>Banking</td>
<td>+1 free specialist per city</td>
<td>No foreign trade routes</td>
</tr>
<tr>
<td>Free Market</td>
<td>Medium</td>
<td>Economics</td>
<td>+1 trade routes per city</td>
<td>None</td>
</tr>
<tr>
<td>State Property</td>
<td>Low</td>
<td>Communism</td>
<td>No maintenance costs from distance to palace</td>
<td>+1 food from workshop, +1 food from watermill</td>
</tr>
<tr>
<td><strong>Religion</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Paganism</td>
<td>Low</td>
<td>None</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Organized Religion</td>
<td>High</td>
<td>Monotheism</td>
<td>Can build missionaries without monastary</td>
<td>Cities with state religion construct buildings +25% faster</td>
</tr>
<tr>
<td>Theocracy</td>
<td>Medium</td>
<td>Theology</td>
<td>+2 experience points in cities with state religion</td>
<td>No non-state religion spread</td>
</tr>
<tr>
<td>Pacifism</td>
<td>None</td>
<td>Philosophy</td>
<td>+100% great person birth rate in cities with state religion</td>
<td>+1 gold support cost per military unit</td>
</tr>
<tr>
<td>Free Religion</td>
<td>Low</td>
<td>Liberalism</td>
<td>+1 happy per religion in a city</td>
<td>+10% Research in all cities, no state religion</td>
</tr>
</tbody>
</table>
### Base Terrain

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Food</th>
<th>Production</th>
<th>Commerce</th>
<th>Defensive Bonus</th>
<th>Movement Cost</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Coast</td>
<td>1</td>
<td>0</td>
<td>2</td>
<td>10%</td>
<td>1</td>
<td>Cannot build cities</td>
</tr>
<tr>
<td>Desert</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0%</td>
<td>1</td>
<td>Improvements take +25% longer</td>
</tr>
<tr>
<td>Grassland</td>
<td>2</td>
<td>0</td>
<td>0</td>
<td>0%</td>
<td>1</td>
<td>Improvements take +50% longer</td>
</tr>
<tr>
<td>Ice</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0%</td>
<td>1</td>
<td>Impassable</td>
</tr>
<tr>
<td>Ocean</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0%</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Peak</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0%</td>
<td>1</td>
<td>Impassable</td>
</tr>
<tr>
<td>Plains</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0%</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Tundra</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0%</td>
<td>1</td>
<td>Improvements take +25% longer</td>
</tr>
</tbody>
</table>

### Terrain Features

<table>
<thead>
<tr>
<th>Feature</th>
<th>Food</th>
<th>Production</th>
<th>Commerce</th>
<th>Defensive Bonus</th>
<th>Movement Cost</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fallout</td>
<td>-3</td>
<td>-3</td>
<td>-3</td>
<td>0%</td>
<td>2</td>
<td>-0.50 health</td>
</tr>
<tr>
<td>Floodplains</td>
<td>+3</td>
<td>0</td>
<td>0</td>
<td>0%</td>
<td>1</td>
<td>-0.40 health</td>
</tr>
<tr>
<td>Forest</td>
<td>0</td>
<td>+1</td>
<td>0</td>
<td>50%</td>
<td>2</td>
<td>+0.50 health</td>
</tr>
<tr>
<td>Hills</td>
<td>-1</td>
<td>+1</td>
<td>0</td>
<td>25%</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Ice</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0%</td>
<td>1</td>
<td>Impassable</td>
</tr>
<tr>
<td>Jungle</td>
<td>-1</td>
<td>0</td>
<td>0</td>
<td>50%</td>
<td>2</td>
<td>-0.25 health</td>
</tr>
<tr>
<td>Oasis</td>
<td>+3</td>
<td>0</td>
<td>+2</td>
<td>0%</td>
<td>2</td>
<td>Fresh water source</td>
</tr>
</tbody>
</table>

### Unit Strength Movement Cost Unit Category Requirement(s) Technology Requirement(s) Resource Requirement(s) Special Abilities

<table>
<thead>
<tr>
<th>Unit Name</th>
<th>Strength</th>
<th>Movement</th>
<th>Cost</th>
<th>Unit Category</th>
<th>Technology Requirement(s)</th>
<th>Resource Requirement(s)</th>
<th>Special Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archer</td>
<td>3</td>
<td>1</td>
<td>25</td>
<td>Archery</td>
<td>Archery</td>
<td>None</td>
<td>1 first strike, +50% city defense, +25% hills defense</td>
</tr>
<tr>
<td>Artillery</td>
<td>18</td>
<td>1</td>
<td>150</td>
<td>Siege</td>
<td>Artillery</td>
<td>None</td>
<td>No defensive bonus, 25% withdraw chance, collateral damage, +50% vs. siege, bombard city defenses (-25% per turn)</td>
</tr>
<tr>
<td>Axeman</td>
<td>5</td>
<td>1</td>
<td>35</td>
<td>Melee</td>
<td>Bronze Working</td>
<td>Bronze OR Iron</td>
<td>+50% vs. melee</td>
</tr>
<tr>
<td>Battleship</td>
<td>40</td>
<td>6</td>
<td>225</td>
<td>Naval</td>
<td>Industrialism</td>
<td>Oil OR Uranium</td>
<td>Bombard city defenses (-20% per turn), collateral damage</td>
</tr>
<tr>
<td>Bomber</td>
<td>16</td>
<td>8</td>
<td>140</td>
<td>Air</td>
<td>Radio, Flight</td>
<td>Oil</td>
<td>Collateral damage, -50% vs. naval, can destroy tile improvements, bomb city defenses (-15% per turn)</td>
</tr>
<tr>
<td>Berserker</td>
<td>8</td>
<td>1</td>
<td>70</td>
<td>Melee</td>
<td>Civil Service, Machinery</td>
<td>Copper OR Iron</td>
<td>Viking unique unit (Maceman), +10% city attack, +5% vs. melee units, begins with Amphibious</td>
</tr>
<tr>
<td>Camel Archer</td>
<td>10</td>
<td>2</td>
<td>90</td>
<td>Mounted</td>
<td>Guilds, Horseback Riding, Archery</td>
<td>None</td>
<td>Arabian unique unit (Knight), immune to first strikes, no defensive bonus, 25% withdraw chance</td>
</tr>
<tr>
<td>Cannon</td>
<td>12</td>
<td>1</td>
<td>100</td>
<td>Siege</td>
<td>Steel, Archery</td>
<td>Iron</td>
<td>No defensive bonus, 25% withdraw chance, collateral damage, bombard city defenses (-20% per turn)</td>
</tr>
<tr>
<td>Unit Name</td>
<td>Strength</td>
<td>Movement</td>
<td>Cost</td>
<td>Unit Category</td>
<td>Technology Requirement(s)</td>
<td>Resource Requirement(s)</td>
<td>Special Abilities</td>
</tr>
<tr>
<td>------------</td>
<td>----------</td>
<td>----------</td>
<td>-------</td>
<td>----------------</td>
<td>---------------------------</td>
<td>--------------------------</td>
<td>-----------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Caravel</td>
<td>3</td>
<td>3</td>
<td>60</td>
<td>Naval</td>
<td>Optics</td>
<td>None</td>
<td>Cargo space 1 (can transport missionaries, scouts, explorers, spies, great people), can explore rival territory</td>
</tr>
<tr>
<td>Carrier</td>
<td>16</td>
<td>5</td>
<td>175</td>
<td>Naval</td>
<td>Flight</td>
<td>Oil OR Uranium</td>
<td>Cargo space 3 (carries fighters)</td>
</tr>
<tr>
<td>Catapult</td>
<td>5</td>
<td>1</td>
<td>40</td>
<td>Siege</td>
<td>Construction</td>
<td>None</td>
<td>No defensive bonus, 25% withdraw chance, collateral damage, bombard city defenses (-15% per turn)</td>
</tr>
<tr>
<td>Cavalry</td>
<td>15</td>
<td>2</td>
<td>120</td>
<td>Mounted</td>
<td>Military Tradition, Gunpowder, Horseback Riding</td>
<td>Horses</td>
<td>No defensive bonus, 30% withdraw chance, +50% attacking vs. cannon</td>
</tr>
<tr>
<td>Chariot</td>
<td>4</td>
<td>2</td>
<td>25</td>
<td>Mounted</td>
<td>The Wheel</td>
<td>Horses</td>
<td>No defensive bonus, 20% withdraw chance</td>
</tr>
<tr>
<td>Cho-Ko-Nu</td>
<td>6</td>
<td>1</td>
<td>60</td>
<td>Archery</td>
<td>Machinery, Archery</td>
<td>Iron</td>
<td>Chinese unique unit (Crossbow), 2 first strikes, collateral damage, +50% vs. melee</td>
</tr>
<tr>
<td>Conquistador</td>
<td>10</td>
<td>2</td>
<td>90</td>
<td>Mounted</td>
<td>Guilds, Horseback Riding,</td>
<td>Horses, Iron</td>
<td>Spanish unique unit (Knight), immune to first strikes, +50% vs. melee</td>
</tr>
<tr>
<td>Cossack</td>
<td>15</td>
<td>2</td>
<td>120</td>
<td>Mounted</td>
<td>Military Tradition, Gunpowder, Horseback Riding</td>
<td>Horses</td>
<td>Russian unique unit (Cavalry), no defensive bonus, 30% withdraw chance, +50% attacking vs. cannon, +50% vs. mounted</td>
</tr>
<tr>
<td>Crossbowman</td>
<td>6</td>
<td>1</td>
<td>60</td>
<td>Archery</td>
<td>Machinery, Archery</td>
<td>Iron</td>
<td>1 first strike, +50% vs. melee</td>
</tr>
<tr>
<td>Destroyer</td>
<td>30</td>
<td>8</td>
<td>200</td>
<td>Naval</td>
<td>Combustion</td>
<td>Oil OR Uranium</td>
<td>Can see submarines, 30% chance to intercept aircraft, bombard city defenses (-15% per turn)</td>
</tr>
<tr>
<td>Explorer</td>
<td>4</td>
<td>2</td>
<td>40</td>
<td>Recon</td>
<td>Compass</td>
<td>None</td>
<td>Better results from tribal villages, can only defend, ignores terrain movement costs, starts with Guerilla I, Woodsman I</td>
</tr>
<tr>
<td>Fast Worker</td>
<td>0</td>
<td>3</td>
<td>60</td>
<td>Special</td>
<td>None</td>
<td>None</td>
<td>Indian unique unit (Worker), can improve tiles</td>
</tr>
<tr>
<td>Fighter</td>
<td>12</td>
<td>6</td>
<td>100</td>
<td>Air</td>
<td>Flight</td>
<td>Oil</td>
<td>Can intercept aircraft (50% chance), destroy tile improvements, bomb city defenses (-5% per turn)</td>
</tr>
<tr>
<td>Frigate</td>
<td>8</td>
<td>4</td>
<td>90</td>
<td>Naval</td>
<td>Astronomy, Chemistry</td>
<td>Oil</td>
<td>Bombard city defenses (-10% per turn)</td>
</tr>
<tr>
<td>Galleon</td>
<td>4</td>
<td>4</td>
<td>80</td>
<td>Naval</td>
<td>Astronomy</td>
<td>None</td>
<td>Cargo space 3</td>
</tr>
<tr>
<td>Galley</td>
<td>2</td>
<td>2</td>
<td>50</td>
<td>Naval</td>
<td>Sailing</td>
<td>None</td>
<td>Cargo space 2, cannot enter ocean squares</td>
</tr>
<tr>
<td>Great Artist</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>Special</td>
<td>None</td>
<td>None</td>
<td>Can start a golden age, discover a technology, create a great work (+4000 culture), join a city</td>
</tr>
<tr>
<td>UNIT NAME</td>
<td>STRENGTH</td>
<td>MOVEMENT</td>
<td>COST</td>
<td>UNIT CATEGORY</td>
<td>TECHNOLOGY REQUIREMENT(s)</td>
<td>RESOURCE REQUIREMENT(s)</td>
<td>SPECIAL ABILITIES</td>
</tr>
<tr>
<td>------------</td>
<td>----------</td>
<td>----------</td>
<td>------</td>
<td>----------------</td>
<td>---------------------------</td>
<td>------------------------</td>
<td>-----------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Gallic Warrior</td>
<td>6</td>
<td>1</td>
<td>40</td>
<td>Melee</td>
<td>Iron Working</td>
<td>Iron</td>
<td>Celtic unique unit (Swordsman), +10% city attack, starts with Guerilla</td>
</tr>
<tr>
<td>Great Engineer</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>Special</td>
<td>None</td>
<td>None</td>
<td>Can start a golden age, discover a technology, hurry production of a building, can join a city</td>
</tr>
<tr>
<td>Great Merchant</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>Special</td>
<td>None</td>
<td>None</td>
<td>Can start a golden age, discover a technology, conduct a trade mission, explore rival territory, join a city</td>
</tr>
<tr>
<td>Great General</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>Special</td>
<td>None</td>
<td>None</td>
<td>Can join unit as Warlord (grants 20 xps to units in space), can construct Military Academy, can join city</td>
</tr>
<tr>
<td>Great Prophet</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>Special</td>
<td>None</td>
<td>None</td>
<td>Can start a golden age, discover a technology, construct a religious shrine, join a city</td>
</tr>
<tr>
<td>Great Scientist</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>Special</td>
<td>None</td>
<td>None</td>
<td>Can start a golden age, discover a technology, construct an academy, join a city</td>
</tr>
<tr>
<td>Grenadier</td>
<td>12</td>
<td>1</td>
<td>100</td>
<td>Gunpowder</td>
<td>Chemistry</td>
<td>None</td>
<td>+50% attacking vs. rifleman</td>
</tr>
<tr>
<td>Gunship</td>
<td>24</td>
<td>4</td>
<td>160</td>
<td>Helicopter</td>
<td>Rocketry, Flight</td>
<td>Oil</td>
<td>Cannot capture cities, no defensive bonus, flies over terrain, 25% withdraw chance, +100% vs. armored</td>
</tr>
<tr>
<td>Horse Archer</td>
<td>6</td>
<td>2</td>
<td>50</td>
<td>Mounted</td>
<td>Horseback Riding, Archery</td>
<td>Horses</td>
<td>Immune to first strikes, no defensive bonus, +50% attacking vs. catapult, -10% city attack</td>
</tr>
<tr>
<td>ICBM</td>
<td>0</td>
<td>0</td>
<td>400</td>
<td>Special</td>
<td>Rocketry, Fission</td>
<td>Uranium</td>
<td>Can nuke enemy land, requires Manhattan Project world wonder</td>
</tr>
<tr>
<td>Hwacha</td>
<td>5</td>
<td>1</td>
<td>40</td>
<td>Siege</td>
<td>Construction</td>
<td>None</td>
<td>Korean unique unit (Catapult), no defensive bonus, 25% withdrawal chance, collateral damage</td>
</tr>
<tr>
<td>Immortal</td>
<td>4</td>
<td>2</td>
<td>25</td>
<td>Mounted</td>
<td>The Wheel</td>
<td>Horses</td>
<td>Persian unique unit (Chariot), 30% withdraw chance, +50% vs. archery</td>
</tr>
<tr>
<td>Infantry</td>
<td>20</td>
<td>1</td>
<td>140</td>
<td>Gunpowder</td>
<td>Assembly Line, Rifling</td>
<td>None</td>
<td>+25% vs. gunpowder</td>
</tr>
<tr>
<td>Impi</td>
<td>4</td>
<td>2</td>
<td>35</td>
<td>Melee</td>
<td>Hunting</td>
<td>Copper OR Iron</td>
<td>Zulu unique unit (Spearman), +100% vs mounted, starts with Mobility</td>
</tr>
<tr>
<td>Ironclad</td>
<td>12</td>
<td>2</td>
<td>100</td>
<td>Naval</td>
<td>Steel, Steam Power</td>
<td>Iron, Coal</td>
<td>Cannot enter ocean squares, can bombard city defenses (-10% per turn)</td>
</tr>
<tr>
<td>Jaguar</td>
<td>5</td>
<td>1</td>
<td>35</td>
<td>Melee</td>
<td>Iron Working</td>
<td>None</td>
<td>Aztec unique unit (Swordsman), +25% jungle defense, +10% city attack</td>
</tr>
<tr>
<td>Unit Name</td>
<td>Unit Category</td>
<td>Strength</td>
<td>Movement</td>
<td>Cost</td>
<td>Technology Requirement(s)</td>
<td>Resource Requirement(s)</td>
<td>Special Abilities</td>
</tr>
<tr>
<td>-----------------</td>
<td>---------------</td>
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<td>----------</td>
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<td>---------------------------</td>
<td>--------------------------</td>
<td>----------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Janissary</td>
<td>Gunpowder</td>
<td>9</td>
<td>1</td>
<td>80</td>
<td>Gunpowder, Gunpowder</td>
<td>None</td>
<td>Ottoman unique unit (Musketman), +25% vs. Archery, Mounted, and Melee units</td>
</tr>
<tr>
<td>Jet Fighter</td>
<td>Air</td>
<td>24</td>
<td>10</td>
<td>150</td>
<td>Composites, Flight, Flight</td>
<td>Oil, Aluminum</td>
<td>Can intercept aircraft (70% chance), destroy tile improvements, bomb city defenses (-10% per turn)</td>
</tr>
<tr>
<td>Keshik</td>
<td>Mounted</td>
<td>6</td>
<td>2</td>
<td>50</td>
<td>Horseback Riding, Archery</td>
<td>Horses</td>
<td>Mongol unique unit (Horse Archer), 1 first strike, no defensive bonus, ignores terrain movement costs, +50% attacking vs catapult</td>
</tr>
<tr>
<td>Knight</td>
<td>Mounted</td>
<td>10</td>
<td>2</td>
<td>90</td>
<td>Guilds, Horseback Riding</td>
<td>Iron, Horses</td>
<td>Immune to first strikes, no defensive bonus</td>
</tr>
<tr>
<td>Longbowman</td>
<td>Archery</td>
<td>6</td>
<td>1</td>
<td>50</td>
<td>Feudalism, Archery</td>
<td>None</td>
<td>1 first strike, +25% city defense, +25% hills defense</td>
</tr>
<tr>
<td>Maceman</td>
<td>Melee</td>
<td>8</td>
<td>1</td>
<td>70</td>
<td>Civil Service, Machinery</td>
<td>Copper OR Iron</td>
<td>+50% vs. melee</td>
</tr>
<tr>
<td>Machine Gun</td>
<td>Siege</td>
<td>18</td>
<td>1</td>
<td>125</td>
<td>Railroad</td>
<td>None</td>
<td>Can only defend, 1 first strike, +50% vs. gunpowder</td>
</tr>
<tr>
<td>Marine</td>
<td>Gunpowder</td>
<td>24</td>
<td>1</td>
<td>160</td>
<td>Industrialism, Rifling</td>
<td>None</td>
<td>Starts with Amphibious, +50% attacking vs. machine gun, +50% attacking vs. artillery</td>
</tr>
<tr>
<td>Mechanized</td>
<td>Gunpowder</td>
<td>32</td>
<td>2</td>
<td>200</td>
<td>Robotics, Rifling</td>
<td>None</td>
<td>Starts with March, 20% chance to intercept aircraft</td>
</tr>
<tr>
<td>Missionary</td>
<td>Special</td>
<td>0</td>
<td>2</td>
<td>40</td>
<td>None</td>
<td>None</td>
<td>Can spread religion, requires monastery</td>
</tr>
<tr>
<td>Modern Armor</td>
<td>Armored</td>
<td>40</td>
<td>2</td>
<td>240</td>
<td>Composites, Flight, Computers</td>
<td>Oil, Aluminum</td>
<td>1 first strike, no defensive bonus, starts with Blitz</td>
</tr>
<tr>
<td>Musketeer</td>
<td>Gunpowder</td>
<td>9</td>
<td>2</td>
<td>80</td>
<td>Gunpowder</td>
<td>None</td>
<td>French unique unit (Musketman)</td>
</tr>
<tr>
<td>Musketman</td>
<td>Gunpowder</td>
<td>9</td>
<td>1</td>
<td>80</td>
<td>Gunpowder</td>
<td>None</td>
<td>American unique unit (Marine), 1-2 first strikes, +50% attacking vs. machine gun, +50% attacking vs. artillery, starts with Amphibious and March</td>
</tr>
<tr>
<td>Navy SEAL</td>
<td>Gunpowder</td>
<td>24</td>
<td>1</td>
<td>160</td>
<td>Industrialism, Rifling</td>
<td>None</td>
<td>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</td>
</tr>
<tr>
<td>Numidian Cavalry</td>
<td>Mounted</td>
<td>2</td>
<td>50</td>
<td>None</td>
<td>Horseback Riding, Archery</td>
<td>Horse</td>
<td></td>
</tr>
<tr>
<td>Phalera</td>
<td>Armored</td>
<td>28</td>
<td>2</td>
<td>180</td>
<td>Industrialism, Rifling</td>
<td>Oil</td>
<td>German unique unit (Tank), no defensive bonus, +50% vs. armored, starts with Blitz</td>
</tr>
<tr>
<td>Unit Name</td>
<td>Strength</td>
<td>Movement</td>
<td>Cost</td>
<td>Unit Category</td>
<td>Technology Requirement(s)</td>
<td>Resource Requirement(s)</td>
<td>Special Abilities</td>
</tr>
<tr>
<td>------------</td>
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<td>----------------------------</td>
<td>--------------------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>Phalanx</td>
<td>5</td>
<td>1</td>
<td>35</td>
<td>Melee</td>
<td>Hunting</td>
<td>Copper or Iron</td>
<td>Greek unique unit (Spearman), +25% hills defense, +100% vs. mounted</td>
</tr>
<tr>
<td>Pikeman</td>
<td>6</td>
<td>1</td>
<td>60</td>
<td>Melee</td>
<td>Engineering</td>
<td>Iron</td>
<td>+100% vs. mounted</td>
</tr>
<tr>
<td>Praetorian</td>
<td>8</td>
<td>1</td>
<td>45</td>
<td>Melee</td>
<td>Iron Working</td>
<td>Iron</td>
<td>Roman unique unit (Swordsman)</td>
</tr>
<tr>
<td>Quechua</td>
<td>2</td>
<td>1</td>
<td>15</td>
<td>Melee</td>
<td>None</td>
<td>None</td>
<td>Incan unique unit (Warrior), +25% city defense, +100% vs. archery, starts with Combat 1</td>
</tr>
<tr>
<td>Redcoat</td>
<td>16</td>
<td>1</td>
<td>110</td>
<td>Gunpowder</td>
<td>Rifling</td>
<td>None</td>
<td>English unique unit (Rifleman), +25% vs. mounted, +25% vs. gunpowder</td>
</tr>
<tr>
<td>Rifleman</td>
<td>14</td>
<td>1</td>
<td>110</td>
<td>Gunpowder</td>
<td>Rifling</td>
<td>None</td>
<td>+25% vs. mounted</td>
</tr>
<tr>
<td>SAM Infantry</td>
<td>18</td>
<td>1</td>
<td>150</td>
<td>Gunpowder</td>
<td>Rocketry</td>
<td>None</td>
<td>40% chance to intercept aircraft, +50% vs. helicopter</td>
</tr>
<tr>
<td>Samurai</td>
<td>8</td>
<td>1</td>
<td>70</td>
<td>Melee</td>
<td>Civil Service, Machinery</td>
<td>Iron</td>
<td>Japanese unique unit (Maceman), 2 first strikes, +50% vs. melee</td>
</tr>
<tr>
<td>Scout</td>
<td>1</td>
<td>2</td>
<td>15</td>
<td>Recon</td>
<td>Hunting</td>
<td>None</td>
<td>Better results from tribal villages, can only defend, +100% vs. animals</td>
</tr>
<tr>
<td>Settler</td>
<td>0</td>
<td>2</td>
<td>100</td>
<td>Special</td>
<td>None</td>
<td>None</td>
<td>Can found a new city</td>
</tr>
<tr>
<td>Skirmisher</td>
<td>4</td>
<td>1</td>
<td>25</td>
<td>Archery</td>
<td>Archery</td>
<td>None</td>
<td>Mali unique unit (Archer), 1-2 first strikes, +50% city defense, +25% hills defense</td>
</tr>
<tr>
<td>Spearman</td>
<td>4</td>
<td>1</td>
<td>35</td>
<td>Melee</td>
<td>Hunting</td>
<td>Copper or Iron</td>
<td>+100% vs. mounted</td>
</tr>
<tr>
<td>Spy</td>
<td>0</td>
<td>2</td>
<td>80</td>
<td>Special</td>
<td>Communism</td>
<td>None</td>
<td>Requires Scotland Yard national wonder, invisible to all units, can explore rival territory, can expose rival spies, starts with Sentry</td>
</tr>
<tr>
<td>Stealth Bomber</td>
<td>20</td>
<td>12</td>
<td>200</td>
<td>Air</td>
<td>Composites, Flight, Robotics</td>
<td>Oil and Aluminum</td>
<td>50% chance to evade interception, collateral damage, -50% vs. naval, can destroy tile improvements, bomb city defenses (+20% per turn)</td>
</tr>
<tr>
<td>Submarine</td>
<td>24</td>
<td>6</td>
<td>150</td>
<td>Naval</td>
<td>Radio, Combustion</td>
<td>Oil or Uranium</td>
<td>Cargo space 1 (can transport missionaries, scouts, explorers, spies, great people), invisible to most units, 50% withdraw chance</td>
</tr>
<tr>
<td>Swordsman</td>
<td>6</td>
<td>1</td>
<td>40</td>
<td>Melee</td>
<td>Iron Working</td>
<td>Iron</td>
<td>+10% city attack</td>
</tr>
<tr>
<td>Tank</td>
<td>28</td>
<td>2</td>
<td>180</td>
<td>Armored</td>
<td>Industrialism, Rifling</td>
<td>Oil</td>
<td>No defensive bonus, starts with Blitz</td>
</tr>
</tbody>
</table>
### Units

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

### Buildings

<table>
<thead>
<tr>
<th>Name</th>
<th>Cost</th>
<th>Culture</th>
<th>Requirements(s)</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Academy</td>
<td>Special</td>
<td>4</td>
<td>Great Scientist unit</td>
<td>+50% research</td>
</tr>
<tr>
<td>Airport</td>
<td>250</td>
<td>Flight</td>
<td>(use tech icons)</td>
<td>-1 health, +1 trade routes, can airlift 1 unit per turn</td>
</tr>
<tr>
<td>Apothecary</td>
<td>150</td>
<td>Guilds, Currency</td>
<td>Persian unique building (Grocer), +2 health, +25% gold, can turn 2 Citizens into Merchant, +1 health from banana, spice, sugar, or wine</td>
<td></td>
</tr>
<tr>
<td>Aqueduct</td>
<td>100</td>
<td>Mathematics, Masonry</td>
<td>+2 health</td>
<td></td>
</tr>
<tr>
<td>Assembly Plant</td>
<td>250</td>
<td>Assembly Line</td>
<td>German unique building (Factory), -1 health, +25% hammers, +50% hammers with power, can turn 4 Citizens into Engineer</td>
<td></td>
</tr>
<tr>
<td>Bank</td>
<td>200</td>
<td>Banking</td>
<td>+50% gold</td>
<td></td>
</tr>
<tr>
<td>Barracks</td>
<td>50</td>
<td>None</td>
<td>New land units receive +3 experience points</td>
<td></td>
</tr>
<tr>
<td>Bomb Shelters</td>
<td>100</td>
<td>Electricity, Manhattan Project</td>
<td>-75% damage from nukes</td>
<td></td>
</tr>
<tr>
<td>Broadcast Tower</td>
<td>175</td>
<td>Mass Media</td>
<td>+1 happy per 10% culture rate, can turn 2 citizens into Artist, +1 happy from movies, music, or drama</td>
<td></td>
</tr>
<tr>
<td>Buddhist Stupa</td>
<td>300</td>
<td>Music, Buddhism, three Buddhist temples</td>
<td>+2 happy if Buddhism is state religion, can turn 2 citizens into Priest, +1 happy from incense</td>
<td></td>
</tr>
<tr>
<td>Bunker</td>
<td>100</td>
<td>Electricity</td>
<td>-75% damage from air units</td>
<td></td>
</tr>
<tr>
<td>NAME</td>
<td>COST</td>
<td>CULTURE</td>
<td>REQUIREMENTS(s)</td>
<td>EFFECT</td>
</tr>
<tr>
<td>--------------------</td>
<td>------------</td>
<td>---------</td>
<td>-------------------------------------</td>
<td>------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Castle</td>
<td>100</td>
<td>1</td>
<td>Engineering, walls</td>
<td>+50% defense (pre-gunpowder units)</td>
</tr>
<tr>
<td>Christian Cathedral</td>
<td>300</td>
<td>+50%</td>
<td>Music, Christianity, three temples</td>
<td>+2 happy if Christianity state religion, +1 happy from incense</td>
</tr>
<tr>
<td>Citadel</td>
<td>100</td>
<td>1</td>
<td>Engineering, walls</td>
<td>Spanish unique building (Castle), +1 trade route, +50% defense</td>
</tr>
<tr>
<td>Coal Plant</td>
<td>150</td>
<td></td>
<td>Assembly Line, factory</td>
<td>Provides power with Coal for factory, -2 health</td>
</tr>
<tr>
<td>Confucian Academy</td>
<td>300</td>
<td>+50%</td>
<td>Music, Confucianism, three temples</td>
<td>+2 happy if Confucianism state religion, +1 happy from incense</td>
</tr>
<tr>
<td>Cothon</td>
<td>100</td>
<td>Compass</td>
<td>Compass</td>
<td>Carthaginian unique building (Harbor), +1 trade route, -1 health</td>
</tr>
<tr>
<td>Courthouse</td>
<td>120</td>
<td>Code of Laws</td>
<td></td>
<td>-50% Maintenance</td>
</tr>
<tr>
<td>Drydock</td>
<td>120</td>
<td>Steel</td>
<td>Steel</td>
<td>New water units receive +4 experience points, build water units faster</td>
</tr>
<tr>
<td>Dun</td>
<td>50</td>
<td>Masonry</td>
<td>Masonry</td>
<td>Celtic unique building (walls), free Guerilla promotion for units</td>
</tr>
<tr>
<td>Factory</td>
<td>250</td>
<td>Assembly Line</td>
<td></td>
<td>+25% hammers, +50% hammers with power, +1 health</td>
</tr>
<tr>
<td>Forge</td>
<td>120</td>
<td>Metal</td>
<td>Metal Casting</td>
<td>+25% hammers, can turn 1 citizen into Engineer, +1 happy from gold</td>
</tr>
<tr>
<td>Forum</td>
<td>150</td>
<td>Currency</td>
<td></td>
<td>Roman unique building (Market), +25% gold, +25% birth rate, +1 happy</td>
</tr>
<tr>
<td>Ger</td>
<td>60</td>
<td>Animal Husbandry</td>
<td></td>
<td>Mongolian unique building (Stables), +4 experience points</td>
</tr>
<tr>
<td>Granary</td>
<td>60</td>
<td>Pottery</td>
<td>Pottery</td>
<td>Stores 50% of food after growth, +1 health from corn, rice, or wheat</td>
</tr>
<tr>
<td>Grocer</td>
<td>150</td>
<td>Guilds, Currency</td>
<td></td>
<td>+25% gold, can turn 2 citizens into Merchant, +1 health from banana</td>
</tr>
<tr>
<td>Hammam</td>
<td>100</td>
<td>Mathematics, Masonry</td>
<td></td>
<td>Ottoman unique building (aqueduct), +2 happy, +2 healthy</td>
</tr>
<tr>
<td>Harbor</td>
<td>80</td>
<td>Compass</td>
<td>Compass</td>
<td>+50% trade route yield, +1 health from clam, crab, or fish</td>
</tr>
<tr>
<td>Hindu Mandir</td>
<td>300</td>
<td>+50%</td>
<td>Music, Hinduism, three temples</td>
<td>+2 happy if Hinduism state religion, +1 happy from incense</td>
</tr>
<tr>
<td>Hospital</td>
<td>200</td>
<td>Medicine</td>
<td></td>
<td>+3 health, heals units in city an extra 10% damage per turn</td>
</tr>
<tr>
<td>Hydro Plant</td>
<td>200</td>
<td>Plastics, factory</td>
<td>Provides power for a factory</td>
<td></td>
</tr>
<tr>
<td>Ikanda</td>
<td>60</td>
<td></td>
<td></td>
<td>New land units receive +3 Experience, -20% maintenance</td>
</tr>
<tr>
<td>Islamic Mosque</td>
<td>300</td>
<td>+50%</td>
<td>Music, Islam, three mosques</td>
<td>+2 happy if Islam state religion, +1 happy from incense</td>
</tr>
<tr>
<td>Jail</td>
<td>120</td>
<td>Constitution</td>
<td></td>
<td>-25% war unhappiness</td>
</tr>
<tr>
<td>NAME</td>
<td>COST</td>
<td>CULTURE</td>
<td>REQUIREMENTS(S)</td>
<td>EFFECT</td>
</tr>
<tr>
<td>---------------------</td>
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<td>----------------------------------------</td>
<td>----------------------------------------------------------------------</td>
</tr>
<tr>
<td>Jewish Synagogue</td>
<td>300</td>
<td>+50%</td>
<td>Music, Judaism, three Jewish temples</td>
<td>+2 happy if Judaism is state religion, can turn 2 citizens into Priest, +1 happy from incense</td>
</tr>
<tr>
<td>Laboratory</td>
<td>250</td>
<td></td>
<td>Computers, observatory</td>
<td>+25% research, +50% spaceship production, can turn 1 citizen into Scientist, -1 health</td>
</tr>
<tr>
<td>Library</td>
<td>90</td>
<td>2</td>
<td>Writing</td>
<td>+25% research, can turn 2 citizens into Scientist</td>
</tr>
<tr>
<td>Lighthouse</td>
<td>60</td>
<td></td>
<td>Sailing</td>
<td>Water tiles +1 food</td>
</tr>
<tr>
<td>Madrassa</td>
<td>90</td>
<td>4</td>
<td>Writing</td>
<td>Arabian unique building (Library), +25% research, Can turn 2 Citizens into Priest, Can turn 2 Citizens into Scientist</td>
</tr>
<tr>
<td>Mall</td>
<td>150</td>
<td></td>
<td>Refrigeration</td>
<td>American unique building (Supermarket), +10% gold, +1 health from cow, deer, pig, or sheep, +1 happy from movies, music, or drama</td>
</tr>
<tr>
<td>Military Academy</td>
<td>150</td>
<td></td>
<td>Currency</td>
<td>+25% gold, can turn 2 citizens into Merchant, +1 happy from fur, ivory, silk, or whales, +25% Military Unit Production</td>
</tr>
<tr>
<td>Mint</td>
<td>120</td>
<td></td>
<td>Metal Casting</td>
<td>Malinese unique building (Forge), -1 health, +25% hammers, +10% gold, can turn 1 citizen into Engineer, +1 happy from gems, gold, or silver</td>
</tr>
<tr>
<td>Monastery (1 for each religion)</td>
<td>60</td>
<td>2</td>
<td>Meditation, monastery’s religion</td>
<td>+10% research, can train religion’s missionaries in city</td>
</tr>
<tr>
<td>Monument</td>
<td>30</td>
<td>1</td>
<td>Mysticism</td>
<td>Provides power for a factory with Uranium, small chance of nuclear meltdown</td>
</tr>
<tr>
<td>Nuclear Plant</td>
<td>250</td>
<td></td>
<td>Fission, factory</td>
<td>Egyptian unique building (Monument), can turn 2 citizens into Priests</td>
</tr>
<tr>
<td>Obelisk</td>
<td>30</td>
<td>1</td>
<td>Mysticism</td>
<td>+25% research, can turn 1 citizen into Scientist</td>
</tr>
<tr>
<td>Observatory</td>
<td>150</td>
<td></td>
<td>Astronomy</td>
<td>Greek unique building (Colosseum), +2 happy, +1 happy per 20% culture rate, can turn 2 citizens into Artist, +1 happy from music</td>
</tr>
<tr>
<td>Odeon</td>
<td>120</td>
<td>3</td>
<td>Construction</td>
<td>Chinese unique building (Theatre), +25% culture, +1 happier per 20% culture rate, can turn 2 citizens into Artist, +1 happy from dye</td>
</tr>
<tr>
<td>Pavilion</td>
<td>50</td>
<td>3</td>
<td>Drama</td>
<td>Russian unique building (Laboratory), +25% research, +50% spaceship production, can turn 2 Citizens into Scientist, +2, free Scientist</td>
</tr>
<tr>
<td>Recycling Center</td>
<td>300</td>
<td></td>
<td>Ecology</td>
<td>No unhealthiness from buildings</td>
</tr>
<tr>
<td>Research Institute</td>
<td>250</td>
<td></td>
<td>Computers</td>
<td>Aztec unique building (Courthouse), -50% maintenance, -50% anger duration from sacrificing population</td>
</tr>
<tr>
<td>Sacrificial Altar</td>
<td>90</td>
<td></td>
<td>Code of Laws</td>
<td>French unique building (Observatory), +25% research, +1 free Artist, can turn 1 citizen into a Scientist</td>
</tr>
<tr>
<td>Salon</td>
<td>150</td>
<td></td>
<td>Astronomy</td>
<td></td>
</tr>
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<td>----------------------------------------------------------------------</td>
</tr>
<tr>
<td>Seowon</td>
<td>200</td>
<td>3</td>
<td>Education</td>
<td>Korean unique building (University), +35% research</td>
</tr>
<tr>
<td>Shake Plant</td>
<td>150</td>
<td></td>
<td>Assembly Line</td>
<td>Japanese unique building (Coal Plant), +10% hammers, provides power, -2 health</td>
</tr>
<tr>
<td>Stable</td>
<td>60</td>
<td></td>
<td>Animal Husbandry</td>
<td></td>
</tr>
<tr>
<td>Stock Exchange</td>
<td>200</td>
<td></td>
<td>Banking</td>
<td>English unique building (Bank), +65% gold</td>
</tr>
<tr>
<td>Supermarket</td>
<td>150</td>
<td></td>
<td>Refrigeration</td>
<td></td>
</tr>
<tr>
<td>Taoist</td>
<td>300</td>
<td>+50%</td>
<td>Music, Taoism, three Taoist temples</td>
<td>+2 happy if Taoism is state religion, can turn 2 citizens into Priest, +1 happy from incense</td>
</tr>
<tr>
<td>Temple</td>
<td>80</td>
<td>1</td>
<td>Priesthood, temple’s religion</td>
<td>+1 happy, can turn 1 citizen into Priest</td>
</tr>
<tr>
<td>Terrace</td>
<td>60</td>
<td>2</td>
<td>Pottery</td>
<td>Incan unique building (Granary), stores 50% of food after growth, +1 health from corn, rice, or wheat</td>
</tr>
<tr>
<td>Theatre</td>
<td>50</td>
<td>3</td>
<td>Drama</td>
<td>+1 happy per 10% culture rate, can turn 2 citizens into Artist, +1 happy from dyes</td>
</tr>
<tr>
<td>Trading Post</td>
<td>60</td>
<td></td>
<td>Sailing</td>
<td>Viking unique building (Lighthouse), free Navigation I promotion for naval units, +1 food for water tiles</td>
</tr>
<tr>
<td>University</td>
<td>200</td>
<td>3</td>
<td>Education, library</td>
<td></td>
</tr>
<tr>
<td>Walls</td>
<td>50</td>
<td></td>
<td>Masonry</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>NAME</th>
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<th>CULTURE</th>
<th>REQUIREMENTS(s)</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>National Wonders (Max 2 per City)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Forbidden Palace</td>
<td>200</td>
<td>4</td>
<td>6 courthouses, 8 or more cities</td>
<td>Reduces maintenance in nearby cities</td>
</tr>
<tr>
<td>Globe Theatre</td>
<td>300</td>
<td>6</td>
<td>Drama, 6 theatres</td>
<td>No unhappiness in city, can turn 3 citizens into Artist.</td>
</tr>
<tr>
<td>Hermitage</td>
<td>300</td>
<td>+100%</td>
<td>Nationalism</td>
<td></td>
</tr>
<tr>
<td>Heroic Epic</td>
<td>200</td>
<td>4</td>
<td>Literature, barracks in city, a unit of level 5 experience</td>
<td>+100% military unit production in city</td>
</tr>
<tr>
<td>Ironworks</td>
<td>700</td>
<td></td>
<td>Steel, 6 forges</td>
<td>+50 hammers in city with iron, +50% hammers in city with coal, can turn 3 citizens into Engineer, -2 health</td>
</tr>
<tr>
<td>Mount Rushmore</td>
<td>500</td>
<td>4</td>
<td>Fascism</td>
<td>-25% war unhappiness in all cities</td>
</tr>
<tr>
<td>National Epic</td>
<td>250</td>
<td>4</td>
<td>Literature, library in city</td>
<td>+100% great person birth rate in city</td>
</tr>
<tr>
<td>Oxford University</td>
<td>400</td>
<td>4</td>
<td>Education, 6 universities</td>
<td>+100% research in city</td>
</tr>
<tr>
<td>Palace</td>
<td>160</td>
<td>2</td>
<td>4 or more cities</td>
<td>Makes this city the capital, reduces maintenance in nearby cities, +1 happy</td>
</tr>
<tr>
<td>Red Cross</td>
<td>600</td>
<td>2</td>
<td>Medicine, 6 hospitals</td>
<td>Free Medic I promotion for units built in city</td>
</tr>
<tr>
<td>Name</td>
<td>Cost</td>
<td>Culture</td>
<td>Requirements(s)</td>
<td>Effect</td>
</tr>
<tr>
<td>---------------</td>
<td>------</td>
<td>--------------</td>
<td>---------------------------------------------------------------------------------</td>
<td>------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Scotland Yard</td>
<td>500</td>
<td>Communism</td>
<td></td>
<td>City can build Spy units.</td>
</tr>
<tr>
<td>Wall Street</td>
<td>600</td>
<td>Corporation</td>
<td>6 banks</td>
<td>+100% gold, can turn 3 citizens into Merchant</td>
</tr>
<tr>
<td>West Point</td>
<td>800</td>
<td>Military Tradition</td>
<td>a unit of level 5 experience</td>
<td>+4 experience points for new units trained in city</td>
</tr>
<tr>
<td><strong>World Wonders</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Angkor Wat</td>
<td>500</td>
<td>Philosophy</td>
<td></td>
<td>+1 hammer from Priest in all cities, can turn 3 citizens into Priest</td>
</tr>
<tr>
<td>Broadway</td>
<td>800</td>
<td>Electricity</td>
<td></td>
<td>Provides 5 hit musicals (+1 happy face)</td>
</tr>
<tr>
<td>Chichen Itza</td>
<td>500</td>
<td>Code of Laws</td>
<td></td>
<td>+25% defense in all cities</td>
</tr>
<tr>
<td>The Church of the Nativity</td>
<td>Special</td>
<td>Christian Holy City, Great Prophet</td>
<td></td>
<td>+1 gold per turn for every city with Christianity, spreads Christianity, can turn 3 citizens into Priest</td>
</tr>
<tr>
<td>The Colossus</td>
<td>250</td>
<td>Metal Casting, forge, coastal city</td>
<td></td>
<td>All water tiles +1 gold</td>
</tr>
<tr>
<td>The Dai Miao Special</td>
<td>4</td>
<td>Taoist Holy City, Great Prophet</td>
<td></td>
<td>+1 gold per turn for every city with Taoism, spreads Taoism, can turn 3 citizens into Priest</td>
</tr>
<tr>
<td>The Eiffel Tower</td>
<td>1250</td>
<td>Radio, forge</td>
<td></td>
<td>Free broadcast tower in every city</td>
</tr>
<tr>
<td>The Great Library</td>
<td>350</td>
<td>Literature, library</td>
<td></td>
<td>2 free Scientists in city</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>The Great Lighthouse</td>
<td>200</td>
<td>Masonry, lighthouse, coastal city</td>
<td></td>
<td>+2 trade routes in all coastal cities</td>
</tr>
<tr>
<td>The Hagia Sophia</td>
<td>550</td>
<td>Engineering</td>
<td></td>
<td>Workers build improvements 50% faster</td>
</tr>
<tr>
<td>The Hanging Gardens</td>
<td>300</td>
<td>Mathematics, aqueduct</td>
<td></td>
<td>+1 health in all cities, +1 population in all cities</td>
</tr>
<tr>
<td>Hollywood</td>
<td>1000</td>
<td>Mass Media</td>
<td></td>
<td>Provides 5 hit movies (+1 happy)</td>
</tr>
<tr>
<td>The Kashi Vishwanath</td>
<td>Special</td>
<td>Hindu Holy City, Great Prophet</td>
<td></td>
<td>+1 gold per turn for every city with Hinduism, spreads Hinduism, can turn 3 citizens into Priest</td>
</tr>
<tr>
<td>The Kong Miao Special</td>
<td>4</td>
<td>Confucian Holy City, Great Prophet</td>
<td></td>
<td>+1 gold per turn for every city with Confucianism, spreads Confucianism, can turn 3 citizens into Priest</td>
</tr>
<tr>
<td>The Kremlin 1000 (double w/stone)</td>
<td>1000</td>
<td>Communism</td>
<td></td>
<td>-50% hurry production cost</td>
</tr>
<tr>
<td>The Mahabodhi Special</td>
<td>4</td>
<td>Buddhist Holy City, Great Prophet</td>
<td></td>
<td>+1 gold per turn for every city with Buddhism, spreads Buddhism, can turn 3 citizens into Priest</td>
</tr>
<tr>
<td>The Masjid al-Haram Special</td>
<td>4</td>
<td>Islamic Holy City, Great Prophet</td>
<td></td>
<td>+1 gold per turn for every city with Islam, spreads Islam, can turn 3 citizens into Priest</td>
</tr>
<tr>
<td>Notre Dame</td>
<td>650</td>
<td>Music</td>
<td></td>
<td>+1 happy for all cities on this continent</td>
</tr>
<tr>
<td>The Oracle</td>
<td>150</td>
<td>Priesthood</td>
<td></td>
<td>1 free technology</td>
</tr>
<tr>
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<td>---------</td>
<td>-----------------</td>
<td>---------------------------------------------</td>
</tr>
<tr>
<td>The Parthenon</td>
<td>400</td>
<td>10 Polytheism</td>
<td>Assembly Line</td>
<td>Provides 5 hit singles (+1 happy)</td>
</tr>
<tr>
<td>The Pentagram</td>
<td>1250</td>
<td>6</td>
<td>Masonry</td>
<td>Enables all Government cities</td>
</tr>
<tr>
<td>The Pyramids</td>
<td>450</td>
<td>6</td>
<td>Masonry</td>
<td>+1 gold per turn for every city</td>
</tr>
<tr>
<td>Rock ’n Roll</td>
<td>800</td>
<td>+50%</td>
<td>Radio</td>
<td>+2 experience points for new units trained in all cities</td>
</tr>
<tr>
<td>The Space Elevator</td>
<td>550</td>
<td>8</td>
<td>Divine Right</td>
<td>Prevents Barbarians from entering borders on continent</td>
</tr>
<tr>
<td>The Statue of Liberty</td>
<td>1300</td>
<td>6</td>
<td>Democracy, force of Law</td>
<td>+1 free specialist in all cities on this continent</td>
</tr>
<tr>
<td>Stonehenge</td>
<td>1200</td>
<td>8</td>
<td>Mysticism</td>
<td>Free monument in every city, centers world map</td>
</tr>
<tr>
<td>The Big Ben</td>
<td>700</td>
<td>10</td>
<td>Nationalism</td>
<td>Starts a golden age</td>
</tr>
<tr>
<td>The Temple of Heaven</td>
<td>400</td>
<td>8</td>
<td>Polytheism</td>
<td>+100% trade route yield, -1 Free Press</td>
</tr>
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<td>Assembly Line</td>
<td>Provides 5 hit singles (+1 happy)</td>
</tr>
<tr>
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<td>Masonry</td>
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</tr>
<tr>
<td>SS Casing</td>
<td>400</td>
<td>Rocketry, Apollo Program</td>
<td>Space Race Victory (5 required)</td>
<td>Rocketry, Apollo Program</td>
</tr>
<tr>
<td>SS Thrusters</td>
<td>600</td>
<td>(double with aluminum)</td>
<td>Apollo Program</td>
<td>Apollo Program</td>
</tr>
<tr>
<td>SS Docking</td>
<td>500</td>
<td>(double with aluminum)</td>
<td>Apollo Program</td>
<td>Apollo Program</td>
</tr>
<tr>
<td>SS Cockpit</td>
<td>800</td>
<td>Fiber Optics, Apollo Program</td>
<td>Space Race Victory (1 required)</td>
<td>Fiber Optics, Apollo Program</td>
</tr>
<tr>
<td>SS Engine</td>
<td>1000</td>
<td>Ecology, Apollo Program</td>
<td>Space Race Victory (1 required)</td>
<td>Ecology, Apollo Program</td>
</tr>
<tr>
<td>SS Life</td>
<td>600</td>
<td>Apollo Program</td>
<td>Space Race Victory (1 required)</td>
<td>Apollo Program</td>
</tr>
<tr>
<td>SS Life</td>
<td>600</td>
<td>Apollo Program</td>
<td>Space Race Victory (1 required)</td>
<td>Apollo Program</td>
</tr>
<tr>
<td>SS Docking</td>
<td>500</td>
<td>(double with aluminum)</td>
<td>Apollo Program</td>
<td>Apollo Program</td>
</tr>
</tbody>
</table>

**CREDITS**

*Original Civilization Team*

Original Creator of Civilization
Sid Meier

Sid Meier’s Civilization IV
Lead Designer
Soren Johnson

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Clint McCaul

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Ed Piper
Jon Shafer
Jesse Smith

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Steve Ogden

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Mike Bates
Rob Cloutier
Greg Cunningham
Greg Foertsch
Dorian Newcomb

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Adam Larossa

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Mark Cromer
Michael Curran

Additional Music By
Jeff Briggs
Roger Briggs

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Michael Soracoe

Quality Assurance Manager
Tim McCracken
Additional

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Janiimation, Inc.

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Wave Generation

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David Lipes

Scaleform Team
Brendan Tribe
Michael Antonov
Sven Dixon
David Cook
Andrew Reisse

Special Thanks

To the Frankenstein crew for all of their help!
To our supportive and loving families and friends.
The incredible Civilization IV community.

2K Games Publishing

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Ting Lau
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Natalya Wilson
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Senior Tester
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Executive Producer
Barry Caudill

Director of Technology
Breton Wade

Director of Creative Resources
Seth Spaulding

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Kelley Gilmore

Manager, Online Marketing
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Susan Meier

Office Manager
Donna Rubb

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Josh Scanlan

2004-2005

Associate Professor
Laura Landmark

Production Coordinator
Frank Fleizach

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Justin Waller
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