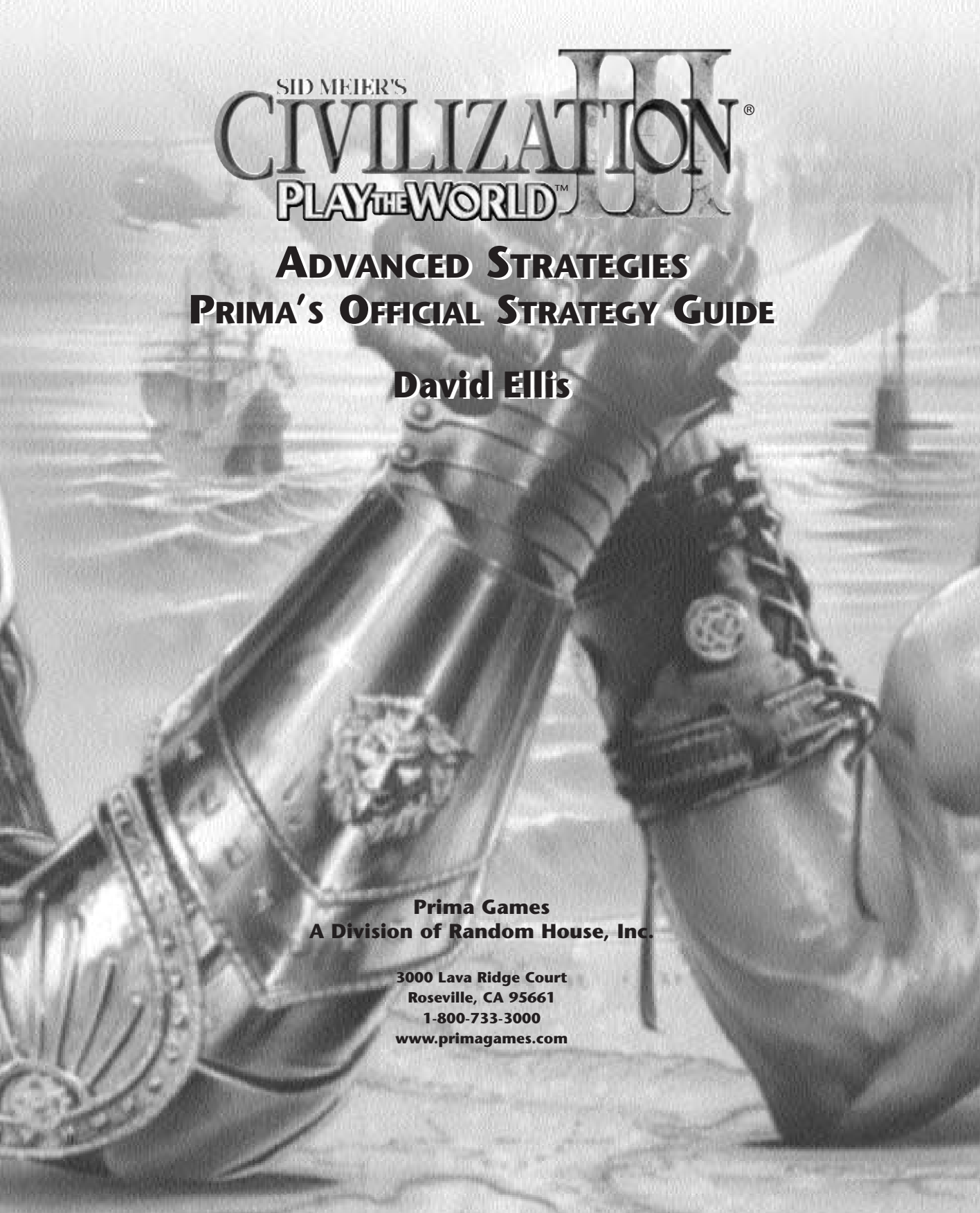
PRIMA'S OFFICIAL STRATEGY GUIDE



Advanced Strategies
Prima's Official Strategy Guide

David Ellis

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A Division of Random House, Inc.

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1-800-733-3000
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ISBN: 0-7615-4063-6
Library of Congress Catalog Card Number: 2002112912

DEDICATION

To Kang, the best dog that ever lived. I miss you, buddy.

ACKNOWLEDGEMENTS

As always, this book wouldn't have been possible if it weren't for all of the people who helped me out along the way. First and foremost, I want to thank the developers and at Firaxis who let me hang out for two days and pump them for information, especially Jeff Morris, Barry Caudill, Shaun Quinn, Mike Romatelli, Soren Johnson, Pat Dawson, David Evans, Mike Gibson, and Mark Cromer. I literally couldn't have done it without you. I also want to thank the public beta testers who posted lots of great tips for me. Of course everyone at Prima Games was a great help as always: thanks to Jill Hinckley, Jennifer Crotteau, Teli Hernandez, and Carrie Ponseti for giving me the opportunity to write this book and for making the process as easy as it could possibly be on a three-and-a-half-week deadline, and to Cinamon Vann (my copy editor) for making the changes go so smoothly.

And, as always, thanks to my wife, Meghan, who (for some reason) never stops believing in me.

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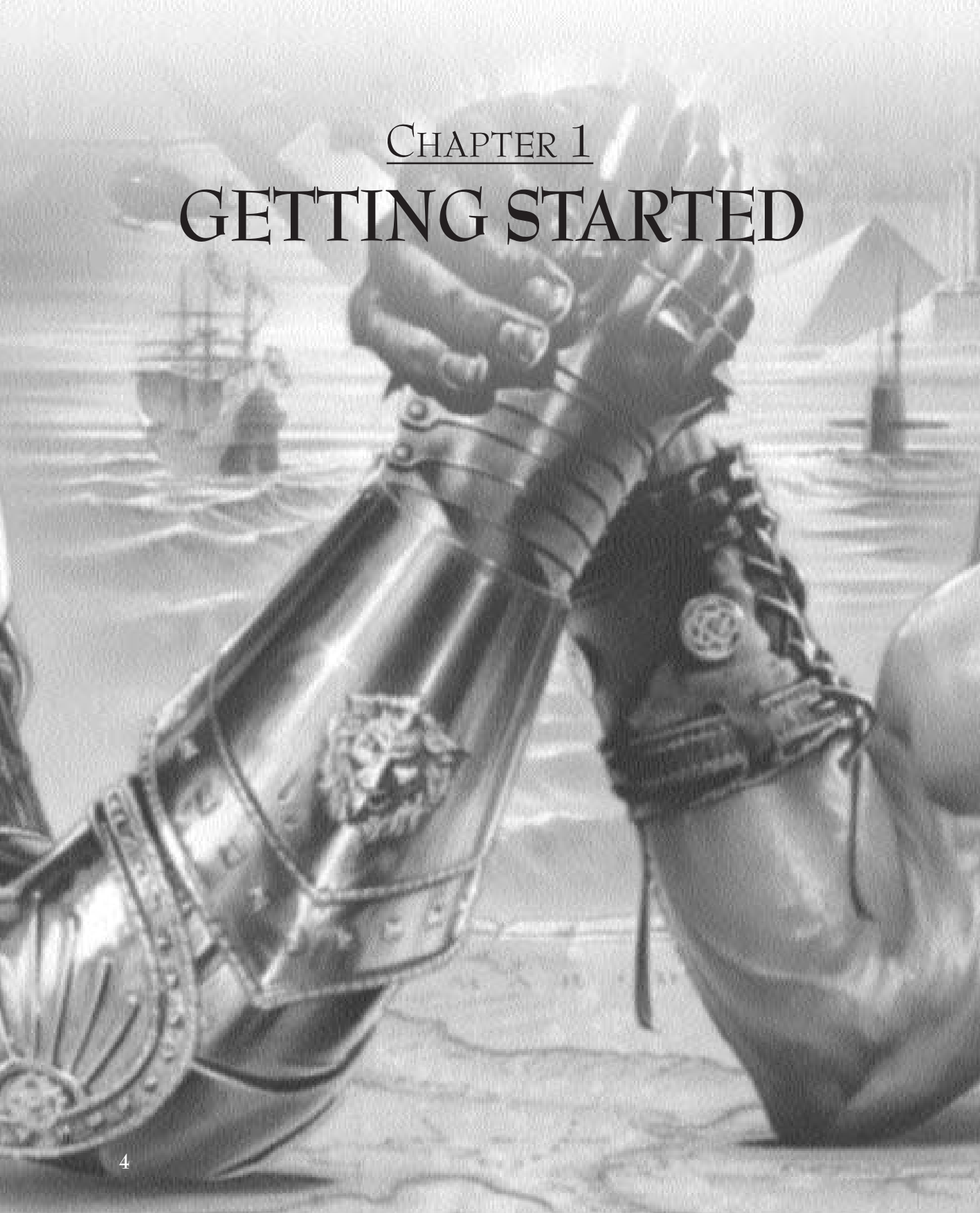


Chapter 1
GETTING STARTED

In the beginning, there was *Sid Meier's Civilization®*. Gamers the world over hailed it as a crowning achievement in computer games, and at the same time, discovered that history could actually be fun.

And it was good.

Three years later, another landmark game appeared. *Sid Meier's Civilization® II* quickly took the place of the original as the favorite computer strategy game of the masses.

And it was better.

Time marches on, and so does *Civilization*. With the introduction of *Sid Meier's Civilization® III* and *Sid Meier's Civilization® III*: *Play the World™*, a whole new world of possibilities has opened up for armchair kings and emperors. The tools are in your hands. Are you ready to build an empire to withstand the test of time—again?

WELCOME TO *SID MEIER'S CIVILIZATION III: ADVANCED STRATEGIES*

You are about to enter—or re-enter—the world of *Civilization III*. The *Civilization III* game has been out for over a year now, and many new and innovative strategies have been developed for just about every aspect of the game. The primary purpose of this guide is to take up where the original strategy guide left off.

The original guide covered the basic strategies that new and intermediate players need to master. This book delves deeper into the core of the game and provides an in-depth look at the game engine itself, imparting strategies that players of all skill levels can use to become masters of the game. Many of the strategies in this book come directly from the finest players in the world—the testers and developers who have spent countless hours perfecting *Civilization III*. In addition to advanced strategies for *Civilization III*, this guide also covers new game elements found in *Civilization III: Play the World*. Strategies that apply exclusively to the *Play the World* game are clearly noted. Otherwise, the strategies covered in this book apply to all versions of the *Civilization III* game.

HOW TO USE THIS BOOK

This book is not meant to replace the game manual, so if you're looking for a guide to the game rules and interface, you're out of luck. The original game included a very detailed manual that covers that information quite efficiently.

Many strategy guides offer step-by-step walkthroughs of entire games. In the case of *Civilization III*, a walkthrough is impossible. Each game is different from the last. If you have never played the game before, load and play the tutorial game (as described in the original game manual) for a good primer on the fundamentals of the game interface and the basic concepts of play. Every *Civilization III* game has relied on numerous interwoven activities and concepts, and *Civilization III* is no exception. Every aspect of the game has related strategies, and when combined, these strategies—while by no means ensuring certain victory—greatly improve your chances of success.

For easy reference, this guide is divided into conceptual sections that mirror the in-game concepts:

- **Chapter 1** (which you are currently reading) discusses the basic premise of this guide. It also talks about the differences between the *Civilization III* game and the *Civilization III: Play the World* expansion.
- **Chapter 2** discusses your pre-game choices. Here, you learn the strategies for making sure the game generates the right type of world for your style of play and the advantages of choosing one tribe over another.
- **Chapter 3** deals with city-related strategies. Revealed in this chapter are city construction tips, proven techniques for dealing with your population, and methods for combating the ravages of corruption and waste.
- **Chapter 4** moves on to a broader view and discusses your empire as a whole. Here you will find strategies for everything from culture growth to the fine art of negotiating with other civilizations.
- **Chapter 5** talks about what most players agree is the backbone of *Civilization*—research. The strategies in this chapter help you to maximize your research efforts and choose the research path that is right for your preferred strategy.
- **Chapter 6** looks at the specifics of city improvements and Wonders of the World and the strategies linked to them.
- **Chapter 7** discusses the units used to wage war on other civilizations and the mechanics and intricacies of combat. Specific strategies involving original *Civilization III* units are covered here, as well as an analysis of the new units introduced in the *Play the World* expansion.
- **Chapter 8** is all about winning. It presents strategies for every victory condition in *Civilization III* and *Play the World*.
- **Chapter 9** is strictly for *Play the World* owners. Here you can gain valuable tips and strategies that you can use in any multiplayer game type.
- **Chapter 10** is an interview with the creator, Sid Meier.
- **Chapter 11** presents handy, quick-reference tables for civilization information.

Whether you read this guide from cover to cover or use it strictly as a reference guide, you should find plenty of strategies to help you hone your leadership skills and give you the edge over your opponents.

CIVILIZATION III: PLAY THE WORLD CHANGES

The *Civilization III: Play the World* expansion adds several new elements to the game. Many of these affect gameplay in some manner, though the basic game mechanics are identical to those of *Civilization III*. (For the most part, strategies that work in *Civilization III* also work in *Civilization III: Play the World*.)

Complete descriptions of the changes can be found in the game manual and the Civilopedia. However, we'll provide an overview here for easy reference.

Multiplayer

Arguably, the biggest addition to the game is the ability to play against other humans. A number of multiplayer modes are available, including Internet, local area network (LAN), Play by E-Mail, and Hotseat.

There are also several different game types available. In addition to turn-based play (which works just like the single-player game), you have the option to select simultaneous movement or turnless play.

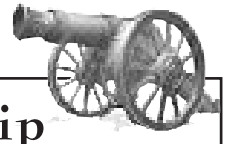
For a complete description of each game mode and type, see the *Play the World* manual. For multiplayer strategies, consult Chapter 9 of this guide.

New Victory Conditions

Several new victory conditions are introduced in the expansion pack:

- Elimination
- Regicide
- Mass Regicide
- Victory Point Location
- Capture the Princess

You can learn all about the rules for each victory condition in the *Play the World* manual. Strategies for each are found in Chapter 8.



Tip

All of the new victory conditions can be used in either single-player or multiplayer games, but they're actually designed for multiplayer matches. Choosing any of these victory conditions leads to a much shorter game

New Civilizations

Play the World adds eight new civilizations, or tribes, that you can play (or play against):

- Arabs
- Carthaginians
- Celts
- Koreans
- Mongols
- Ottomans
- Spanish
- Vikings

Like all of the original tribes, each new civilization has its own set of behavior characteristics and a unique unit. You can find out more about each tribe in the *Play the World* manual and in the Civilopedia. You can find tribe-related strategies in Chapter 2.

New Improvements, Wonders, and Units

Numerous city improvements and a new Great Wonder are introduced in the *Play the World* expansion. Each is listed in Table 1-1, along with the civilization advance that allows you to build it. Complete information on the new improvements and the new Wonder can be found in the Civilopedia. Improvement and Wonder strategies are presented in Chapter 6 of this guide.

TABLE 1-1. *PLAY THE WORLD* IMPROVEMENTS AND WONDERS

IMPROVEMENT/WONDER	PREREQUISITE ADVANCE
Civil Defense	Radio
Commercial Dock	Mass Production
Stock Exchange	Computers
The Internet (Wonder)	Miniaturization

The *Play the World* expansion also introduces several new military units. Most of these are the civilization-specific units that belong to the eight new tribes, but there are two that are available to everyone. Table 1-2 lists the units and their prerequisite advances. For more information on each unit, see the Civilopedia. Unit strategies and analyses are presented in Chapter 7.

TABLE 1-2. *PLAY THE WORLD* UNITS

UNIT	ADVANCE
Ansar Warrior*	Chivalry
Berserk*	Invention
Conquistador*	Military Tradition
Gallic Swordsman*	Iron Working
Guerilla	Replaceable Parts
Hwach'a*	Metallurgy
Keshik*	Chivalry
Medieval Infantry	Feudalism
Numidian Mercenary*	Bronze Working
Sipahi*	Military Tradition

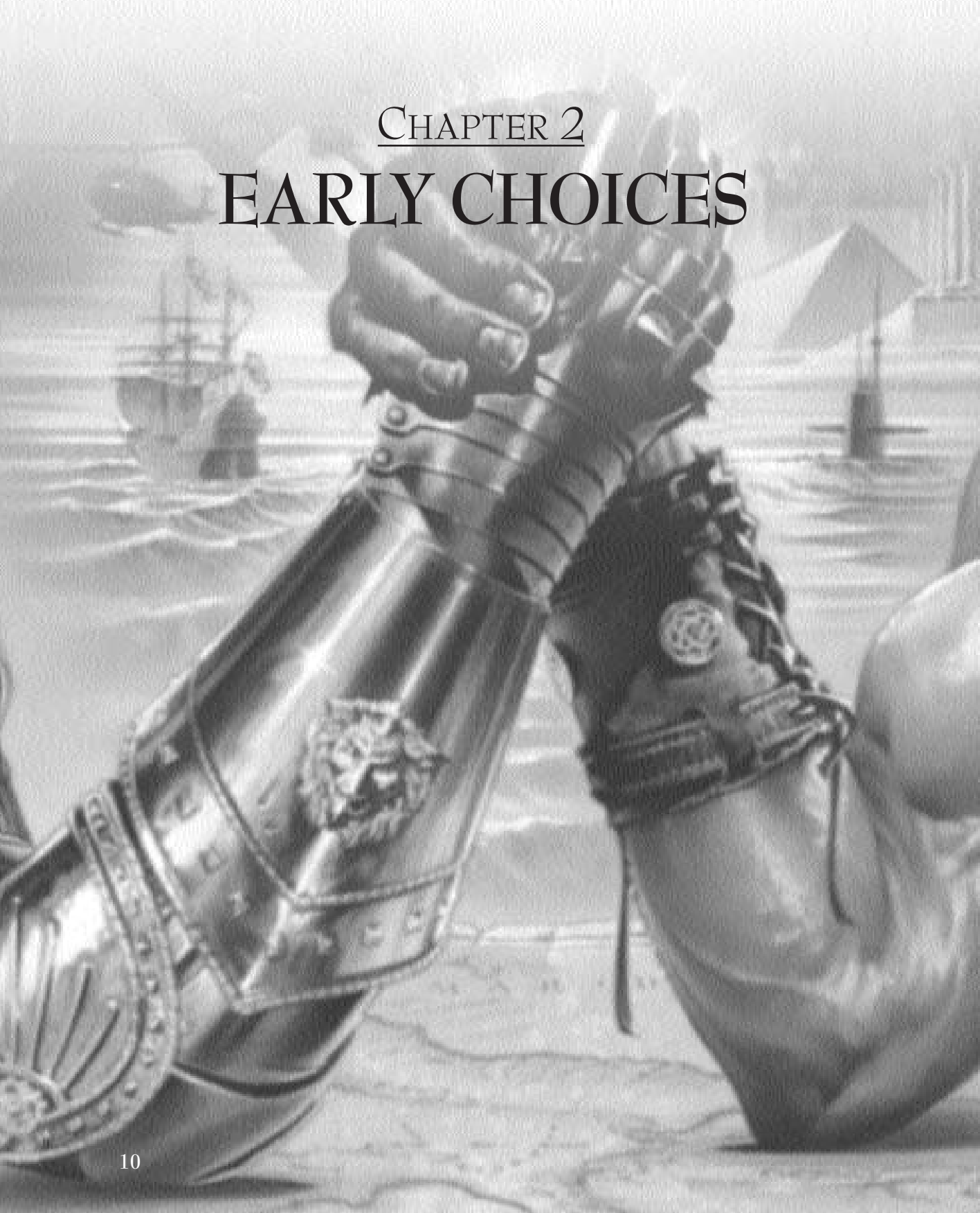
**Civilization-specific unit.*

New Worker Actions

Workers can now build several additional structures (in the same manner as they have always been able to build fortresses, roads, and so on):

- Airfield
- Outpost
- Radar Tower

The functions and abilities of these structures are discussed in the *Play the World* manual and in the Civilopedia.



Chapter 2
EARLY CHOICES

Sid Meier's Civilization® III is a complex game that constantly presents you with a variety of choices. Every choice you make affects the outcome of the game—including those you make before the game starts.

In this chapter, we'll take a look at pre-game strategies, including those you can use to mold the game world into one that suits your style of play. Also covered here are detailed tribe-specific strategies and tips that help you choose which civilization to play—and how to handle the civilizations that oppose you.

SHAPING YOUR WORLD

Decision-making starts on the Choose Your World screen, where you select the characteristics of the game map (Figure 1-1). There are lots of choices here, and the decisions you make greatly influence the pace and difficulty (if not the very outcome) of the game.

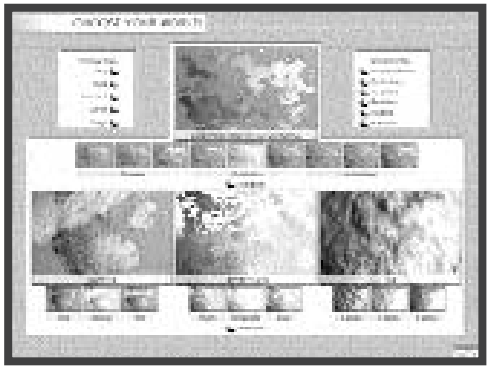


Figure 1-1. The whole world, in your hands.

There are five characteristics that you can set to determine the layout of the game map:

- World Size
- Land Mass and Water Coverage
- Climate
- Temperature
- Age

Each of these characteristics affects some aspect of the world map, which in turn affects a different aspect of the game.

World Size

World size determines the physical size of the map. The larger the map, the more leisurely the pace of the game (as a general rule). If you want lots of time for expansion and exploration before you run into your neighbors, a large map is for you. If you prefer to start interacting with other civilizations early on, smaller is better.

Land Mass and Water Coverage

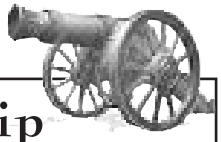
The ratio of land to water and the size of the landmasses affect the game in several ways. Generally speaking, the more land there is, the easier it is for all civilizations in the game to find suitable spots to build their cities. More land means more room to expand without crowding out your neighbors, which in turn leads to less conflict early in the game.

The land-to-water ratio also affects your research and unit-building strategy. When playing on a Pangaea map, where the world is dominated by

one huge landmass, you'll have less need for naval units. Most of your exploration and warfare is carried out on land, so you can concentrate your research and unit building on land-bound pursuits.

When playing on a map that is dominated by water (on an Archipelago map, for instance), an early push for seafaring research and units is an absolute necessity. Without taking to the sea, you can't expand your civilization beyond a certain point. Naval units are essential throughout the game when playing on a world with lots of water.

If you favor land units, stick to Pangaea or Continents. If you enjoy naval power, go with an Archipelago map.



Tip

The Wonders of the World that affect every city on the continents upon which they're built—Hoover Dam, The Internet (in *Sid Meier's Civilization III: Play the World*), JS Bach's Cathedral, the Pyramids, and Sun Tzu's *Art of War*—are most effective on maps with large landmasses. When your cities are scattered over many small islands, these Wonders lose their effectiveness.

Climate, Temperature, and Age

Climate, temperature, and age all affect the map in a similar manner. Each affects the type and frequency of certain terrain types.

Climate affects the overall distribution of dry and wet terrain. Arid climates have an abundance of dry terrain (Plains, Deserts, and so on). Wet climates are usually soggy (Flood Plains for instance) and have more rivers. On an arid map, growing your cities is a challenge because of the overall scarcity of food. On a wet map, food isn't a problem, but because of the lack of shields generated by wet terrain types, the production of units, improvements, and Wonders in your cities is stunted.

Similarly, the two extremes of temperature—warm and cool—affect your ability to find suitable city locations. Warm maps have lots of Deserts and Jungles. Cool maps substitute Tundra for Deserts in many cases. At both extremes, you can expect to spend a lot of time and effort having your Workers modify the terrain to maximize the your cities' efficiency.

Age affects the types of terrain present and the distribution of land types. Younger worlds have more Mountains than Hills, and large tracts of similar terrain types occur together. Older worlds have more Hills than Mountains, and terrain types vary greatly over short distances.

The greatest effect of age is the balance of resources present. Cities need an equilibrium of food, shields, and commerce to flourish. On young worlds, sites that offer such a variety can be difficult to find, and you could find city sites at a premium if you start the game in the midst of a huge tract of undesirable terrain. The unpredictable nature of old worlds can be equally bad. You might have trouble finding a city site that doesn't include at least some undesirable terrain.

Barbarians

Barbarians have always been a part of the *Civilization* game, and the *Civilization III* game is no exception. There are two types of Barbarians:

- **Passive Barbarians** reside in the small villages that are commonly known to *Civilization* players as "goody huts." These Barbarians stay put until one of your units (or one of your opponents' units) moves into their village, at which point they are unleashed upon the world. Once the Barbarian units are destroyed, they're gone for good.
- **Aggressive Barbarians** reside in different types of villages. These Barbarian tribes have names, and their villages frequently send out raiding parties to attack nearby civilizations, units, and terrain improvements. The only way to stop the flow of aggressive Barbarians is to locate and destroy their village.

Barbarians use the same common military units as you do, so the combat techniques you use to fight them are identical to those you use to fight your other enemies. In the case of aggressive Barbarians, however, fighting the attacking units themselves is ultimately futile. As soon as Barbarian raiding parties start harassing you, send one or more units out into the field to find and destroy their village. Otherwise, you'll spend all your time and resources staving off Barbarian attacks rather than concentrating on your other opponents and fostering the growth of your empire.

It's worth noting that, at all difficulty levels except Deity, your units receive a combat bonus when attacking Barbarians. This favors an aggressive course of action on your part during a Barbarian raid. Attack them before they attack you.

NOTE

Civilization III: Play the World adds a new barbarian option on the Choose Your World screen: No Barbarians. If you select this option there are, as you would expect, no Barbarians in the game. However, this option also removes goody huts from the game. Because the good far outweighs the bad when it comes to goody huts, you should avoid this option. Instead, choose "Sedentary." This disables aggressive Barbarians, thus preventing constant harassment, but retains goody huts and passive Barbarians.

New Barbarian Behavior

Barbarian behavior changed significantly starting in *Civilization III* patch 1.29f (and in *Play the World*). In the original game, Barbarians used to make a beeline for the nearest city or unit and attack *en masse*. With the "new" Barbarians, this is no longer the case.

When there is a Barbarian uprising, the Barbarians evaluate their chances of succeeding in an attack against the nearest targets—cities, units, and so on.

If the Barbarians don't have at least a 20 percent chance of defeating their nearest targets in a concerted attack, they split up, disappear into the fog of war, and wreak havoc in other ways throughout your territory. For example, they might appear near one of your cities and kill a Worker or pillage terrain improvements and then disappear again. This behavior is repeated until the Barbarians are dealt with. Ironically, since Barbarians suffer considerable combat disadvantages at lower difficulty levels, this new behavior is actually more prevalent in "easy" games where Barbarians have less of a chance to beat your units than it is in "difficult" games where you and the Barbarians are on more equal footing.

These new behavior patterns make the Barbarians a bigger nuisance than ever, and force you to take precautions against their raids. It's a good idea to station at least one fast attack unit near each of your cities to intercept Barbarians when they appear. In *Play the World*, building Outposts along your borders is also a good idea. If you spot the Barbarians early, you can intercept them before they cause too much damage. Also, Barbarians cannot "spawn" in any area that you can see. So, by extending your line of sight, you force the Barbarians to appear farther away.

NOTE

The enemy AI in general also exhibits cautious behavior similar to that of the "new" Barbarians with regard to invasions and attacks (though the 20 percent rule doesn't apply). This behavioral change appears in the 1.29f patch for *Civilization III* as well as in *Play the World*.

THE TRIBE'S THE THING

After guiding the creation of the world, you're faced with another set of choices that can have a major impact on the game—what civilization are you going to play as, and what civilizations are going to oppose you?

In *Civilization III*, there are real differences between the various tribes that give you distinct advantages and disadvantages when you control them yourself. The tribes also provide varying challenges when you face them as AI opponents.

Figure 2-2. The tribe you choose *does* make a difference.

Every civilization has two primary defining characteristics. These characteristics determine the tribe's starting advances as well as other key factors that affect the tribe's activities throughout the game. Table 2-1 lists all of the tribes and their characteristics.

TABLE 2-1. PRIMARY CIVILIZATION CHARACTERISTICS

CIVILIZATION	COMMERCIAL	EXPANSIONIST	INDUSTRIOUS	MILITARISTIC	RELIGIOUS	SCIENTIFIC
Americans	—	X	X	—	—	—
Arabs*	—	X	—	—	X	—
Aztecs	—	—	—	X	X	—
Babylonians	—	—	—	—	X	X
Carthaginians*	X	—	X	—	—	—
Celts*	—	—	—	X	X	—
Chinese	—	—	X	X	—	—
Egyptians	—	—	X	—	X	—
English	X	X	—	—	—	—
French	X	—	X	—	—	—
Germans	X	X	—	—	—	—
Greeks	X	—	—	—	—	X
Indians	X	—	—	—	X	—
Iroquois	—	X	—	—	X	—
Japanese	—	—	—	X	X	—
Koreans*	X	—	—	—	—	X
Mongols*	—	X	—	X	—	—
Ottomans*	—	—	X	—	—	X
Persians	—	—	X	—	—	X
Romans	X	—	—	X	—	—
Russians	—	X	—	—	—	X
Spanish*	X	—	—	—	X	—
Vikings*	—	X	—	X	—	—
Zulus	—	X	—	X	—	—

**Civilization III: Play the World.*

The following sections analyze each of the six defining characteristics and how they figure into the selection of your tribe and your opponents.

Commercial Civilizations

- **Starting Advance:** Alphabet
- **Advantages:** One extra commerce in the city square; less corruption

If you're a player who expands rapidly, a commercial civilization can be just the ticket. One of the worst problems caused by rapid expansion is corruption. Early in the game, before you can build Courthouses, corruption can all but cripple production in a city. If your civilization has the commercial characteristic, corruption is far less pronounced. This is a great trait if you're playing a military game, since the reduced corruption in your outlying cities allows you to more efficiently produce units along your borders where you need them most.

Expansion means more cities, and the more cities you have, the more you benefit from the commercial characteristic. Science, taxes, and entertainment all get a boost from the extra commerce point generated by each city on every turn.

Enemy civilizations in single-player games are always efficient when it comes to expansion, but commercial civilizations are even more so. When you face commercial civilizations, expect to encounter the borders of their empire rather quickly, and expect stronger resistance when you go to war with them, especially in the border cities, which have more shields available to produce units. Lower corruption and extra commerce benefit your enemies in the same way they benefit you.

Expansionist Civilizations

- **Starting Advance:** Pottery
- **Advantages:** Better chance to find useful things in goody huts; no Barbarians in goody huts; start the game with a Scout unit

Expansionist should, arguably, be low on your list when choosing your civilization. Although the initial Scout unit comes in handy when searching for early city sites and grabbing goody huts, Scouts lose much of their usefulness after you start meeting your opponents and trading maps. As for the goody hut bonus, the odds are in your favor to find something good anyway.

The only time you should consider choosing an expansionist tribe is when you're playing on a very large map and have no neighbors nearby. Using Scouts to explore the continent and grab prizes from goody huts can sometimes be profitable—*if* you don't run into a hostile opponent in the process.

NOTE

The expansionist characteristic takes on added importance in multiplayer games. See Chapter 9 for details.

Expansionist opponents are usually the ones you encounter first (they tend to spread out quickly and explore a lot). When possible, make friends with expansionist tribes. You can learn a lot about the lay of the land by trading for their maps. Let them do the exploring while you tend to other matters.

Industrious Civilizations

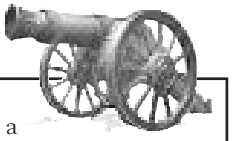
- **Starting Advance:** Masonry
- **Advantages:** Workers work faster; one extra shield in the city square

Industrious civilization bonuses can't be overstated. Having fast Workers means you can build roads quickly, which, in turn, means that you can expand your trade network faster than your opponents can. Extra shields in the city square mean faster unit, improvement, and Wonder production. And, with Masonry as one of your starting advances, you're primed to build the Pyramids as soon as your level of production allows. It's a win-win-win situation.

NOTE

The "fast Worker" advantage applies not only to the Workers you build, but to the enemy Workers you capture as well. That means that, instead of captured Workers performing their tasks at half-speed, they perform their tasks at normal Worker speed (which is half-speed for Industrious Workers).

For all these reasons, you must beware of industrious opponents. As stated earlier, AI-controlled civilizations tend to expand quickly, and fast Workers and extra shields only enhance their ability to do so. Whenever possible, capture your industrious neighbors' Workers to hinder their expansion.



Tip

For the best in rapid empire expansion, choose a civilization that is both industrious and commercial. The combination of traits complements a strategy that involves building lots of cities. The French and (in *Play the World*) the Carthaginians are two civilizations that fit the bill.

Militaristic Civilizations

- **Starting Advance:** Warrior Code *or* the Wheel
- **Advantages:** Reduced cost for military city improvements; increased chance of unit promotion

You should only consider playing as a militaristic civilization if your intent is pure conquest, or if you're playing on a small map with hostile opponents. Everything about this characteristic is tailored for war. The reduced improvement cost for military items keeps your cities protected, and more frequent promotions mean a strong and formidable fighting force. Arguably, even if you're a warmonger, you can reap more benefits from other characteristics.

NOTE

Of the three civilization types that allow discounted improvement production, militaristic civilizations enjoy discounts on more improvements by far. See Table 6-1 in Chapter 6 for details.

When facing militaristic enemies, be prepared to face strong units in battle and heavily fortified cities. Build your own units up to at least veteran status before you go to war with a militaristic neighbor. Even so, you're in for a long, bloody battle.

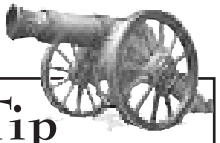
Religious Civilizations

- **Starting Advance:** Ceremonial Burial
- **Advantages:** Reduced cost for religious city improvements; no Anarchy during a change of government

Despite its peaceful aspects, the religious characteristic benefits any style of play. If you're playing for a cultural victory, the reduced cost of religious improvements is a great benefit. The same benefit is a boon to less subtle play styles as well, since religious improvements help keep your population content.

A lack of Anarchy during government changes also works for any game strategy—you don't have to deal with a long production drought during the turnover, and you can change governments at will any time during the game without penalty. This trait makes religious civilizations ideal for warmongers who need to switch governments frequently to shift between waging war and maximizing production.

The religious opponent isn't terribly threatening—unless, of course, you're striving for a cultural victory. When analyzing the dangers of religious opponents, use their other primary characteristic to determine their overall demeanor and style of play.



Tip

The combination of religious and industrious is ideal if you want to achieve a cultural victory and you enjoy peaceful expansion, but still need to remain flexible enough to go to war as necessary. The Egyptians are the only civilization that combines these two qualities. Playing as the Egyptians, you're almost guaranteed to achieve phenomenal growth (both physical and cultural) and prosperity early in the game.

Scientific Civilizations

- **Starting Advance:** Bronze Working
- **Advantages:** Reduced cost for scientific city improvements; one free random advance at the start of each era

Scientific is the characteristic of choice for most peace loving, expansionist players. In peaceful strategies, technological superiority is key, and scientific civilizations tend to lead the way in the tech race. Because you can build scientific improvements cheaply and quickly, you can boost your civilization's science output earlier and faster than your non-scientific opponents.

Scientific opponents are usually good civilizations to befriend, especially if your civilization isn't scientific. Trading for advances that you don't have is a great way to increase your knowledge while your opponents do all the research work.

Additional Civilization Characteristics

Civilizations are more than just the sum of their primary characteristics. In addition, every civilization has a number of minor traits that determine their behavior patterns throughout the game. These traits don't affect you when you're playing that civilization, nor do they affect other human players in a multiplayer game. Their sole function is to determine the personality and actions of the tribes when the AI controls them.

Table 2-2 provides an overview of the AI characteristics of all civilizations in the game. The following information is shown:

- **Aggression Level:** This trait determines the civilization's hostility level when dealing with its neighbors. Aggression is measured on a scale of 1 to 5, with 1 being the least hostile. Aggressive civilizations are more likely to make constant demands of you and are quick to make war, whereas non-aggressive tribes tend toward negotiation and trade.

- **Favorite Government:** The government type that the civilization strives for.
- **Shunned Government:** The government type the civilization avoids in most cases.
- **Build Often:** These are the unit, improvement, and Wonder types upon which the tribe places the highest priority. Expect to encounter these units and structures often when dealing with the civilization in question.

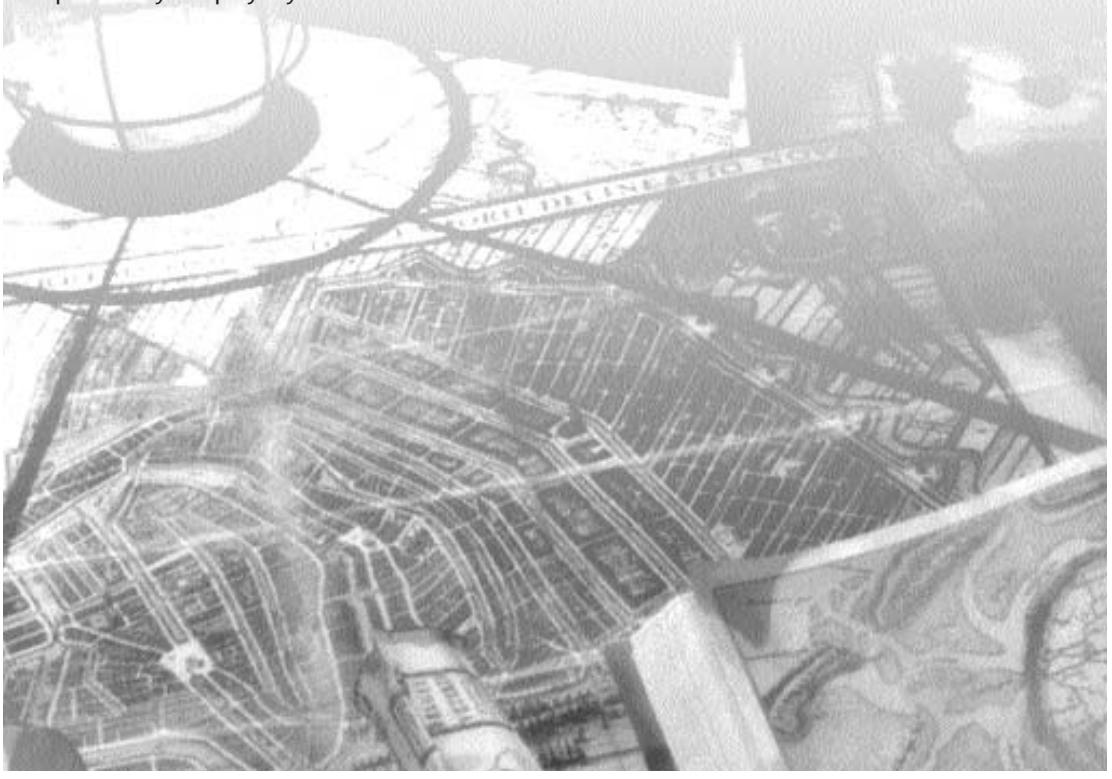
TABLE 2-2: SECONDARY CIVILIZATION CHARACTERISTICS

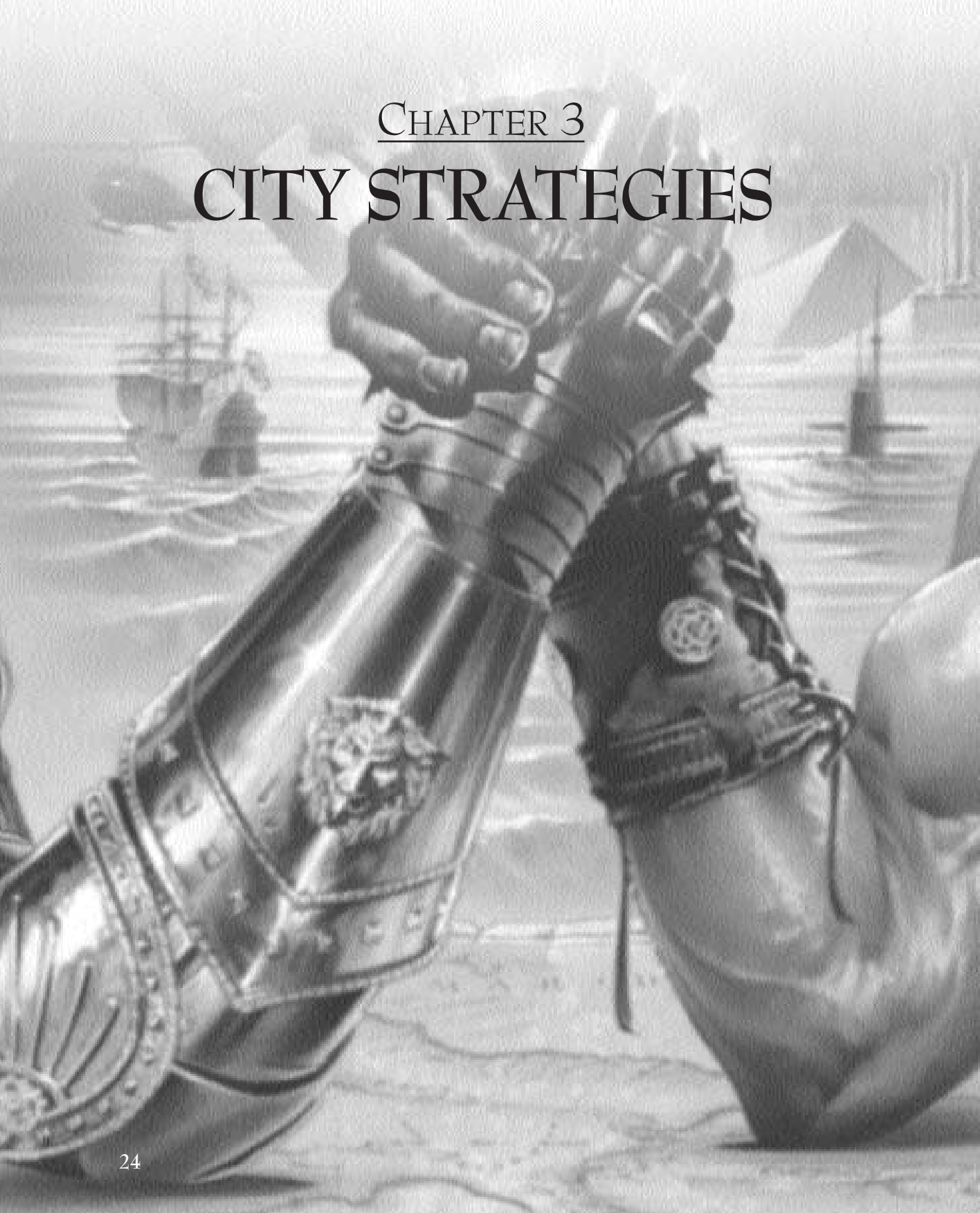
CIVILIZATION	AGGRESSION LEVEL	FAVORITE GOVERNMENT	SHUNNED GOVERNMENT	BUILD OFTEN
Americans	3	Democracy	Communism	Air Units; Growth; Production; Culture
Arabs*	4	Republic	Despotism	Growth; Culture
Aztecs	4	Despotism	Monarchy	Offensive Land Units; Happiness
Babylonians	4	Monarchy	Despotism	Science; Culture
Carthaginians*	2	Republic	Communism	Naval Units; Trade
Celts*	4	Despotism	Republic	Offensive Land Units; Trade; Culture
Chinese	2	Communism	Monarchy	Growth; Production; Science
Egyptians	3	Despotism	Republic	Growth; Production; Culture
English	3	Democracy	Despotism	Naval Units; Wealth; Trade; Culture
French	1	Republic	Monarchy	Happiness; Trade; Culture
Germans	5	Republic	Communism	Offensive Land Units; Science; Culture
Greeks	3	Democracy	Despotism	Naval Units; Science; Trade; Culture
Indians	1	Democracy	Despotism	Growth; Wealth; Trade; Culture
Iroquois	2	Communism	Monarchy	Growth; Happiness; Explore
Japanese	4	Monarchy	Republic	Offensive Land Units; Naval Units; Happiness
Koreans*	2	Monarchy	Republic	Wealth; Trade
Mongols*	5	Despotism	Democracy	Offensive Land Units; Production
Ottomans*	3	Republic	Despotism	Artillery Land Units; Happiness
Persians	4	Monarchy	Republic	Offensive Land Units; Wealth; Trade

CIVILIZATION	AGGRESSION LEVEL	FAVORITE GOVERNMENT	SHUNNED GOVERNMENT	BUILD OFTEN
Romans	4	Republic	Communism	Offensive Land Units; Defensive Land Units; Growth; Production
Russians	4	Communism	Democracy	Air Units; Growth; Science
Spanish*	3	Monarchy	Despotism	Naval Units; Trade; Explore
Vikings*	4	Monarchy	Republic	Offensive Land Units; Naval Units
Zulus	5	Despotism	Republic	Offensive Land Units

**Civilization III: Play the World*

When choosing your AI opponents, use the secondary characteristics in Table 2-2 as your primary guide. Using this information, you can easily choose the opponents that best complement your play style and skill level.





Chapter 3
CITY STRATEGIES

Cities are the heart of your empire. Every element of *Sid Meier's Civilization® III*—research, units, culture—ultimately flows from your cities. If your cities are successful, your empire grows and flourishes. If your cities fail, your empire crumbles and you fade into the annals of history.

This chapter looks at strategies and philosophies that help make your cities successful. Here, you'll find tips on where to build cities, how to successfully expand your empire, and how to keep your growing population content. You'll also learn techniques for speeding up city production, and methods for dealing with waste and corruption.

YOUR FIRST CITY

Building cities is an early- to mid-game activity (depending on the size of the map). Building your first city is the about the first thing you do after the game begins.

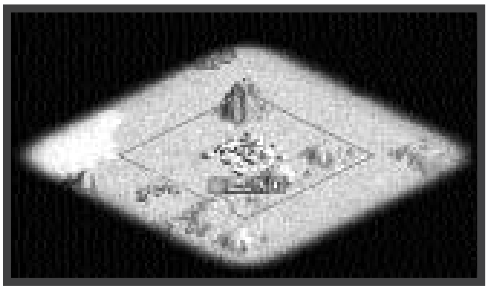


Figure 3-1. The all-important first city.

The first city you build is the most important city in the game. It is the heart of your empire, so it's important that you build it in a location that allows it to flourish quickly. Otherwise, your civilization's early growth will be stunted. It's hard to recover from an expansion deficit early in the game. If you can't expand because your first city isn't growing or is unable to produce units quickly enough, you're on the short road to defeat.

When choosing a location for your first city, consider the following factors:

- **The city square itself.** The terrain square upon which you build the city must be conducive to balanced resource production. Avoid barren terrain, like Desert and Tundra, for city sites.
- **The surrounding terrain.** When selecting your first city site, look for an area with a good balance of food, shields, and commerce. Again, avoid barren terrain, like Desert and Tundra. Also avoid an overabundance of Jungle or Forest terrain. Both take a long time to develop to their maximum potential.
- **Special resources.** Luxury and strategic resources aren't a huge consideration for your first city. However, most bonus resources—everything but Gold—can be immediately useful when located within the influence of your initial city.
- **Rivers.** Locate your first city on the banks of a river. This provides a water source for irrigation, a real boon to city growth. A river also eliminates the need for an Aqueduct as your city grows.
- **Coastlines.** Make your initial city a coastal city when you are playing on a small map or the map is made up of small landmasses. In these situations, early sea exploration is important, so you need to get a city on the coast as soon as possible.

A big debate among *Civilization* players has always been whether to build the initial city on the very first turn regardless of starting position or take some time to find a perfect spot and *then* build. Students of the first school of thought rationalize that the sooner you build your first city, the sooner your research and production begin.

The problem with that line of thinking is that the starting position is seldom the best place in the neighborhood to build a city. It often pays to take the first couple of turns to get the lay of the land. Send your Settler and Worker (and, if your civilization starts with one, your Scout) off in different directions to see what kind of terrain is available. When you find a good location, have your Settler make a beeline for it and build your city there. This can put you a few turns behind in research, but a prime city site lets you make up that deficit quickly. Besides, you would kick yourself if you built your first city in a mediocre site only to find a huge stash of useful resources only a few squares away.

After building your first city, get your Worker busy improving the surrounding terrain and get some military units built to protect the city. After that, start expanding your empire.

AFTER THE FIRST CITY—EXPANSION TECHNIQUES

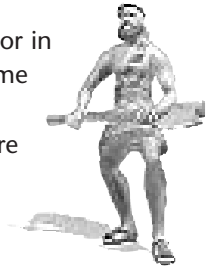
Anyone who has ever played *Civilization III* agrees that early expansion is vital to success. Your opponents expand like crazy—the AI builds cities *everywhere*. After you complete a game, take the time to watch the playback. When you do, you'll see just how rapidly computer-controlled civilizations expand.

What this means is that you have to expand *your* empire quickly, too. The next few sections look at some expansion strategies that help you to keep pace with your neighbors and establish your territory.

When and Where To Build New Cities

Start building additional cities as soon as possible. Remember those tips on where to build your first city? If you followed them, your first city should grow rapidly. As soon as it hits size 3, start building a Settler to start your expansion.

The terrain around your starting position is the primary determining factor in where to build additional cities. As a general rule, you should use the same guidelines that you followed when seeking an initial city site as you search for additional sites. But, like everything else in *Civilization*, there are several schools of thought on empire expansion.



The Land Grab Theory

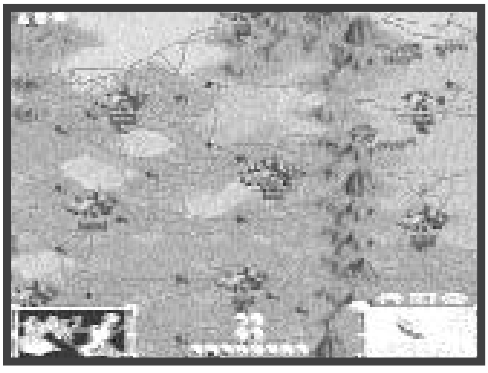


Figure 3-2. Building a tight network of cities to establish your territory.

The land grab theory follows the example of the AI: build cities *everywhere* to establish an unshakable hold on your territory (Figure 3-2). Followers of this technique build cities very close to each other—in fact, often with their city radii overlapping. Following this strategy, the overall suitability of a city site is secondary to proximity. The goal is to take control of every land square, leaving no gaps whatsoever. The theory here is that ten size 1 cities are as good or better than one size 10 city.

There are several advantages to this strategy:

- **Time.** Your Settlers don't have to travel as far to establish cities, and little time is wasted on exploration—you explore through expansion.
- **Special resource domination.** Because your cities control every possible square, then every bonus, strategic, and luxury resource in the area is firmly in your grasp.
- **Defined borders.** Building your cities close to one another quickly establishes a solid cultural border around your empire.
- **Easy infrastructure.** The proximity of your cities lends itself to a quick network of roads.
- **Lower corruption and waste.** Corruption and waste take longer to manifest because your initial cities are relatively close to your capital.

There are also some disadvantages:

- **Slow/stunted cities.** Unless you're blessed with an ideal starting location, some of your cities end up in less than desirable locations that impede growth and production. Workers can help ease the problem, but converting hostile terrain takes a long time.
- **Growth caps.** If you build your cities close enough for their radii to overlap, they can't grow or produce to their maximum potential.

This strategy is ideal—and, in fact, almost mandatory—on smaller maps. On a large map, however, you have the time and space to be a little more selective.

The Selective Expansion Theory

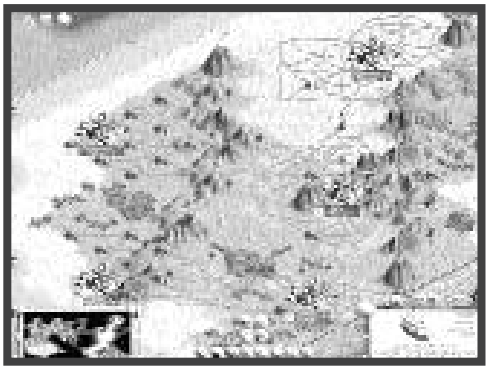


Figure 3-3. An example of selective expansion.

When you have the luxury of time and plenty of room to expand—that is, when you're playing on a big map—you can be more selective about your expansion (Figure 3-3).

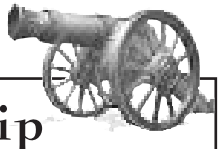
Followers of this philosophy take the time to find ideal city sites when expanding, moving farther from the capital to find areas that allow for maximum city growth. Cities never overlap, and sites can be chosen for specific purposes—seaports, production-oriented cities (lots of shields), and so on. Followers of this philosophy sometimes call themselves "pretty civs." They prefer a few well-developed cities to many small ones.

Advantages:

- **Optimum city locations.** By taking the time to explore, you can choose sites that allow for maximum growth and production. Fewer deadweight cities exist.
- **Organization.** Scouting the terrain before you build allows you to plan your expansion to take maximum advantage of the map.

Disadvantages:

- **Time.** It takes more time to expand using this method. You run some risk of falling behind your opponents.
- **Disconnected borders.** With your cities spread out, it takes longer for your cultural borders to merge into a coherent empire border. This gives nearby civilizations the freedom to move between your cities—and even establish cities in your area—unchallenged. Special resources outside your borders are also up for grabs.
- **Infrastructure difficulties.** It takes much longer to establish a trade network if your cities are far apart.
- **Corruption and waste.** Outlying cities are usually farther away from the capital, so they experience more corruption and waste.



Tip

When following the selective expansion strategy, it pays to play a civilization with the expansionist trait. Scout units make exploring the map a lot faster early on.

This strategy is not advised when you're playing on a small map, or when you have opponents nearby. However, if you have the time and space for selective expansion, your cities—and ultimately your empire—are stronger for it in the long run.

The Border Theory

This expansion method combines certain principles of the land grab and selective expansion techniques to create a unique expansion strategy that works well when you start out on an island by yourself.

After building your capital, send units out to explore the area and find the coast in all directions. Build cities as you go, taking care to place them so that when they expand their city radii touch but do not overlap. Do this all around the island. As your cultural influence increases, an enforceable empire border is formed, protecting the land inside against unwanted visitors. After your outer cities are established, expand inward.

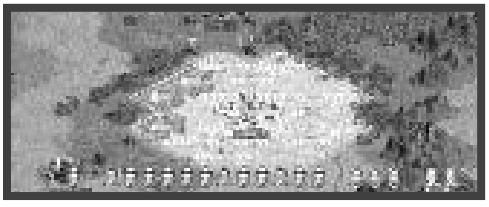
Advantages:

- **Defensibility.** Forming an enforceable border around your desired expansion space secures territory before you have enough cities to occupy it.
- **Peace of mind.** Once you establish a perimeter of cities, you can expand inward secure in the knowledge that no enemies can get through without you knowing about it.
- **Viable city sites.** Except in the outer cities (which have to be built at regular intervals) you can take your time to explore the interior of your empire and find the best city sites available.

Disadvantages:

- **Time.** Like the selective expansion theory, this method of expansion takes time and can put you behind your opponents in the early part of the game.
- **Corruption and waste.** Depending on the size of your outer perimeter, your outlying cities might be far enough from the capital to cause corruption and waste problems.
- **Limited usefulness.** This expansion theory only works best on isolated, small islands or on continents where you have no close neighbors.

DEALING WITH YOUR PEOPLE



After your cities are established and thriving, concern yourself with the welfare of the population. As cities grow, so do the problems involving your citizens.

Growth, Happiness, and Disorder

Of course, the first trick is to get your cities to grow. *Steady* growth is preferable to *rapid* growth, especially early in the game. If your cities grow too quickly, especially on the higher difficulty levels, it's hard to keep them out of civil disorder until you can start building happiness-inducing improvements and Wonders.

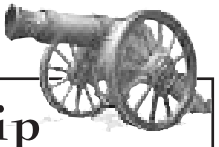
The best way to induce city growth is to choose a good city site. Food is the key, and the more food you have the faster the city grows.

Keeping the population happy is an ongoing task. The best long-term solutions are:

- Martial law (unless your government is a Republic or a Democracy)

- Happiness-inducing improvements
- Happiness-inducing Wonders
- Raising the luxury rate

Of course, there are some situations that call for extreme measures.



Tip

If you're having happiness problems because of rampant city growth or if a city is experiencing population loss from famine, the ideal way to get things back in order is to build Workers and Settlers in the affected cities. These units reduce the population when built, thus helping you stabilize the population-related problems. As an added bonus, the Workers and Settlers help you expand your empire and infrastructure. This beats piling up entertainers to keep the people happy any day.

Dealing with Resistance

Figure 3-4. Resistance is not necessarily futile.

When you capture a city that puts up a great deal of resistance, you often find yourself wishing you had simply razed the thing so that you don't have to deal with people who refuse to work.

Three things affect the amount of time citizens in a captured city remain in resistance:

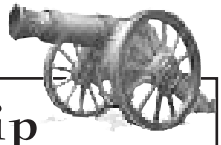
- **Your culture.** The more culture you have, the faster the resistors desist.
- **Luxury level.** The higher your luxury level, the faster the resistance is quelled. This is true if your luxury level is higher than that of the resistors' former civilization.
- **Government.** Advanced governments, like Democracy and Republic, assuage the resistors faster.

In most cases, resistance lasts a few turns. However, if you're experiencing resistance that you can't stop, here's a little trick you can use.

If you're governing under Despotism or Communism, rush some production projects in the resisting city. Each time you do so, you expend one of the city's laborers—the very resistors who are causing you problems! When you get the population down to one size 1, let the city start growing again. All of the new citizens "born" in the city are citizens of your empire and, hence, not resistors! Problem solved.

NOTE

You can achieve the same effect under other governments by building multiple Settlers or Workers until the population is down to size 1. This has the added bonus of helping you to rebuild the city's infrastructure and further expand your empire.



Tip

The difficulty of dealing with resistance is proportional to the number of citizens in the city when you take over. The more citizens there are, the more resistors you have to deal with. One way to minimize resistance is to lower the population before you take the city. Use bombardment and bombing to whittle down the population to size 2 or size 3. That way, it's much easier to compensate.

Civil Disorder

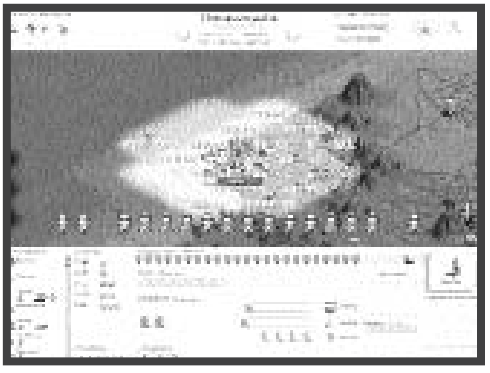
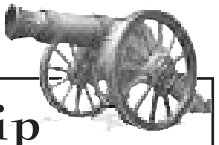


Figure 3-5. A city in disorder.

Civil disorder is more common than resistance. If you're not doing your job right, it happens frequently. A city in disorder is a burden on your entire empire. When disorder rears its ugly head, you need to quell it immediately.

The most common stopgap measure is creating entertainers to balance out the disorderly city's happiness quotient. This *does* work, but it's really only a bandage that treats the symptoms of the problem rather than the cause. If you have to pile on the entertainers to keep a city happy, you're doing something wrong.

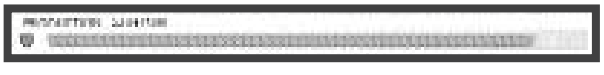
If you can't keep up with disorder, resort to extreme methods. Most unhappiness stems from population problems. If you thin the population of an unhappy city, the unhappiness goes away. Use the same strategy described earlier under "Dealing with Resistance"—build Settlers or Workers, or use up some of your people to rush-build improvements and units. (In wartime, consider conscripting your population and using them as defenders.) That should bring things back into balance until you can bring some happiness improvements or Wonders on line.



Tip

The other primary cause of civil disorder is war weariness. If you enjoy long, drawn-out military conflicts, put the Universal Suffrage Great Wonder at the top of your to-do list. Otherwise, you'll end up losing a lot of your cities' productivity to entertainers just to keep the rest of the people working.

PRODUCTION TRICKS

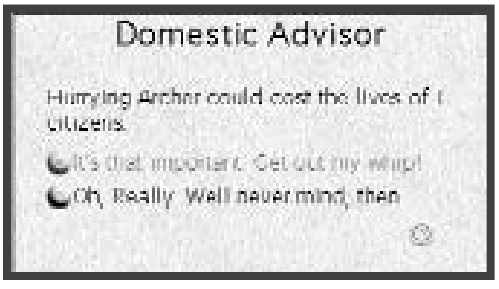


A good flow of shields ensures rapid and efficient production in a city. There are many ways to ensure that your cities generate the maximum number of shields possible:

- Build shield-enhancing improvements and Wonders.
- Manually adjust your workforce to optimize shield generation.
- Modify the terrain to enhance shield generation.

Sometimes even cities generating a huge number of shields each turn need help. What do you do when you just have to have the production done quickly? The following section gives a couple of strategies for lighting the fire under your cities and getting the job done a little faster.

Crack that Whip!



As you know, you can rush the production of any project (except for Wonders of the World). What few players think about, however, is just how cheap rushing production early in the game can be.

If your cities are growing well while you're still under Despotism, consider rushing some production projects for vital items—defensive units, Granaries, Temples, and so on. Provided your population growth is brisk, you can develop your cities and build up your army with nothing in the way of lasting effects. This technique is known among *Civilization* veterans as "pop-rushing."

NOTE

You can rush-build Workers and Settlers as well, but remember that they already cost your city population points. Under Despotism and Communism, rush-build Workers and Settlers only in cities with large populations.

Forestry for Fun and Profit

After you discover Engineering, there's a great production trick that keeps the shields flowing and gets a city's production projects done in no time flat.

When you need shields for a big project, move two or more Workers to a Grassland or Plains square within the constructing city's radius. Order the Workers to plant a Forest. After the Forest is planted, order the Workers to clear the Forest. Repeat the process in a different Grassland or Plains square as soon as the first Forest is harvested. Every time your Workers clear a Forest, the city receives ten shields toward its production project. The more Workers you dedicate to the task, the faster the shields accumulate.

NOTE

Unless you're playing a version of the game prior to version 1.16f, the usefulness of this technique is limited because you can only reap the shield benefit from clearing a Forest once per square per game. (This limitation also exists in the *Civilization III: Play the World* expansion.)

Although this technique is slow to be much help on small production tasks, it's a great trick to use when building large items, like Wonders of the World.

Store Shields for Later Use

There are several advances that allow you to build important Wonders of the World. Wonders are very expensive and time consuming. Also, if your opponents are attempting to build a Great Wonder at the same time you are, it's always a race to see who can complete the Wonder first. One way to win this race is by stockpiling shields in anticipation of an upcoming Wonder.

When you're getting close to completing research on the advance that allows you to build the Wonder in question, have one of your best cities begin construction on something large—a Palace is usually a good choice. Time the start of this project so that your research is completed before the construction project. Then, after you get the advance, go to the city in question and change production from the Palace to the Wonder. This gives you a nice head start on shields, significantly shortening the Wonder's construction time.

WASTE AND CORRUPTION

Waste (the inefficient use of shields) and corruption (the loss of commerce because of embezzlement and theft) can have a devastating effect on your cities. Unchecked, these problems can bring your empire to its knees by stifling production and making it difficult—if not impossible—to make ends meet maintenance-wise. The commerce loss also affects your research efforts and your population's happiness. In a worst-case scenario, a city can lose nearly all of its shields and commerce to waste and corruption.

Two primary factors determine how many shields and how much money a city loses to waste and corruption each turn:

- The city's distance from your capital
- The number of cities in your empire

In the next few sections, we'll take a look at how these factors affect corruption, and some of the strategies you can use to keep waste and corruption down to manageable levels.

Distance Effects

The primary cause of corruption and waste is distance. As your empire grows, your outlying cities begin to show signs of these problems, and it only gets worse as your empire gets bigger. Generally speaking, the farther a city is from your capital, the more corruption and waste it experiences.

The distance calculation is not always the same. Several mitigating factors affect the amount of corruption and waste a city experiences because of its distance from the capital:

- **Map size.** The size of the map figures heavily into the corruption and waste calculation for distance. Larger maps allow you to spread out farther before you feel the full effects of corruption and waste caused by distance. In other words, the corruption and waste in a city ten squares from your capital is considerably higher on a Tiny map than it is on a Standard map.
- **Government type.** Your government type also has a major effect on the distance calculation. The more advanced your government type, the lower corruption and waste because of distance. See "Government Effects on Corruption and Waste" at the end of this chapter for more information about government effects.
- **Improvements and Wonders.** Certain city improvements and Wonders of the World lower corruption and waste.

Number of Cities

The other determining factor in the corruption and waste equation is the number of cities in your empire. For every map size, there's an optimal number of cities per empire. This number is multiplied by a percentage that is based on game difficulty to determine the number of cities you can have in your empire before you start experiencing additional corruption beyond what is caused by distance.

Table 3-1 shows the optimal number of cities for each map size. Table 3-2 shows the percentage multiplier for each difficulty level. (Results are always rounded down.)

TABLE 3-1. OPTIMAL NUMBER OF CITIES BY MAP SIZE

MAP SIZE	OPTIMAL NUMBER OF CITIES
Tiny	12
Small	14
Standard	16
Large	24
Huge	32

TABLE 3-2. PERCENTAGE MULTIPLIER FOR OPTIMAL CITIES BY DIFFICULTY LEVEL

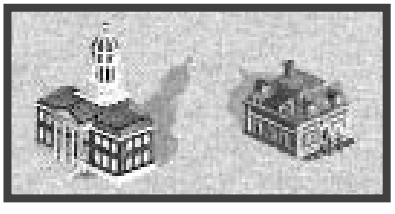
DIFFICULTY LEVEL	OPTIMAL CITY MULTIPLIER (PERCENT)
Chieftain	100
Warlord	95
Regent	90
Monarch	85
Emperor	80
Deity	70

Another factor that is figured into a city's corruption and waste equation is the number of cities that are closer to the capital than the city itself. The more cities that are closer to the capital than the city in question, the more corruption and waste that city experiences.

Combating Waste and Corruption

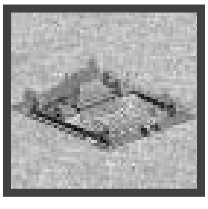
Knowing how waste and corruption work is your first line of defense. Of course, you can't simply refuse to expand your empire to combat these negative effects. Fortunately, there are some steps you can take to minimize the problem.

Courthouses and Police Stations



Courthouses and Police Stations help to reduce corruption in the cities where they are built. They each reduce the amount of corruption in the city by half, and their effects are cumulative. These improvements affect corruption caused by distance and that caused by the number of cities. Both are extremely important, especially in the cities farthest from your capital.

The Forbidden Palace



The Forbidden Palace, like the Courthouse and Police Station improvements, is a must-have item if you have a large empire.

This Wonder acts as a second Palace for the purposes of calculating waste and corruption. Corruption caused by distance in each of your cities is calculated based on either your main Palace *or* the Forbidden Palace, whichever is closer. The Forbidden Palace can greatly reduce corruption and waste in cities where they might otherwise run rampant.

The farther away from your capital you build the Forbidden Palace, the more effective it is—assuming it's surrounded by cities you control. Because it is a Small Wonder (that is, every civilization in the game can build one), there's no rush for you to build the Forbidden Palace. Wait until you have a firm idea of the direction in which you intend to expand, then build the Wonder in a city that is centrally located between your Palace and your intended expansion area. The Wonder affects the cities that are currently distant from your capital,and it's in a position to have maximum effect on future cities in the area you're expanding into.

If you're more of a conqueror than a builder, wait until you start conquering far-off civilizations and build the Forbidden Palace in the midst of your new area of conquest. It takes longer to build a large-scale project in this situation, but the benefits are worth it.

Tip

Using the Forbidden Palace and your Palace together, you can "spot cure" rampant areas of corruption and waste. Build the Forbidden Palace in your capital city, then build a Palace in a city in the heart of the corrupted zone. When the Palace moves to the new city, shield generation and commerce flourishes in the once-impoverished area. This is a good way to generate shields and commerce to build improvements, Wonders, and units in the affected cities. You can move your Palace in this manner as many times as needed.

The Forbidden Palace only affects corruption caused by distance—like your Palace itself, it has no effect on corruption based on the number of cities. Thus, if your government is Communist, the Forbidden Palace Wonder has no effect on corruption whatsoever. (See the sidebar, "Government Effects on Corruption and Waste" later in this chapter for details.)

Additional Ways To Fight Waste and Corruption

In addition to building improvements and Wonders, there are several other ways to curb the problems of waste and corruption.

- **Govern well.** The government you choose affects the rate of waste and corruption. (See the sidebar, "Government Effects on Corruption and Waste", later in this chapter for details.)
- **Stay connected.** Cities in your empire that are connected through your trade network—roads, railroads, Ports, or Airports—experience lower corruption than cities that are not connected. (This affects both corruption because of distance from the capital and corruption because of the number of cities in your empire.)
- **Keep the people happy.** Happy citizens are less wasteful. The celebration of We Love the King Day reduces waste (but not corruption) in the city where the celebration takes place.
- **Commercialism pays.** All civilizations with the commercial trait—the Carthaginians, English, French, Germans, Greeks, Indians, Koreans, Romans, and Spanish—enjoy lower rates of waste and corruption.

NOTE

The commercial civilization trait increases the optimal number of cities the civilization can control without experiencing increased waste and corruption.

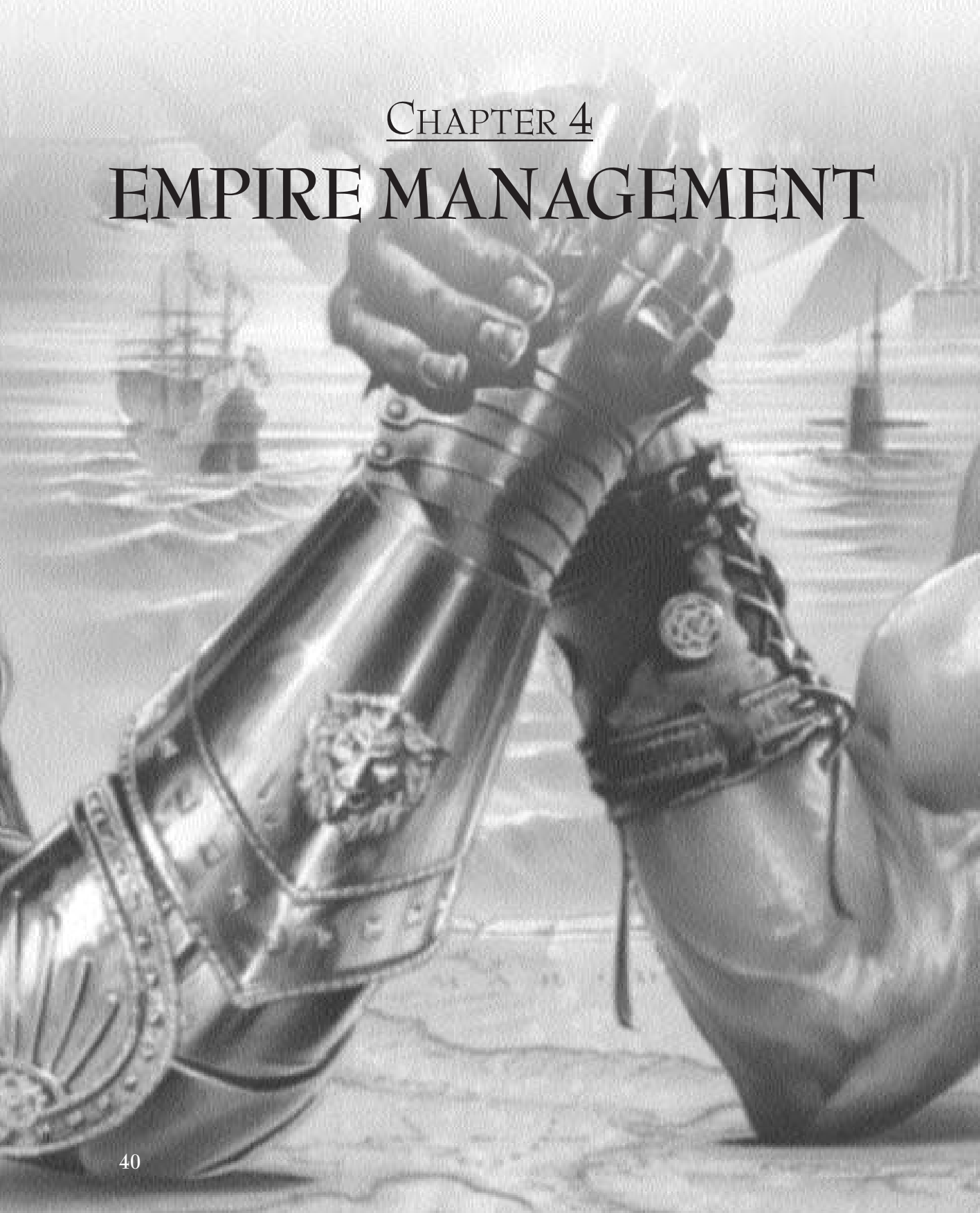
GOVERNMENT EFFECTS ON CORRUPTION AND WASTE

The type of government you choose affects the amount of corruption and waste. The government types, from most effective to least effective corruption-wise, are:

- **Democracy**
- **Republic**
- **Communism**
- **Monarchy**
- **Despotism**
- **Anarchy**

So, under a Democracy, you experience less corruption and waste than you do under a Republic, a Republic experiences less corruption and waste than a Monarchy, and so on.

Corruption and waste are "communal" in a Communist regime. That means that corruption and waste are experienced at the same rate in all cities in your empire. Of course, that doesn't necessarily mean that your corruption and waste are low—just that the distance from your capital has no bearing. Large empires, regardless of government type, can still experience high levels of corruption and waste, especially after they exceed the optimal city limit.



Chapter 4
EMPIRE MANAGEMENT

Good city management is the backbone of *Sid Meier's Civilization®III*, but there is a broader view to consider.

This chapter examines some of the game elements that exist beyond the turn-to-turn control of your cities and units—macro-management as opposed to micromanagement. Contained herein are valuable strategies concerning issues such as the fine points of culture, the disposition of resources, and the fine art of negotiating with other civilizations.

CULTURE

A mastery of the finer elements of culture is vital regardless of your style of play. Its effects are felt in every facet of the game, from the definition of your territorial boundaries to the way that other civilizations treat you during negotiations.

Generating Culture

Culture isn't something that you come by naturally—you have to work at it by building appropriate improvements and Wonders. Each turn, you generate culture points for every culture-generating improvement and every Wonder in each of your cities. Tables 4-1 and 4-2 show the amount of culture produced by the culture-generating improvements and the Wonders of the World, respectively.

TABLE 4-1. CULTURE-GENERATING IMPROVEMENTS

IMPROVEMENT	CULTURE PER TURN
Cathedral	3
Colosseum	2
Library	3
Palace	1
Research Lab	2
Temple	2
University	4

NOTE

The amount of culture generated by each improvement and Wonder doubles after the improvement or Wonder has been in place for 1,000 years.

TABLE 4-2. CULTURE GENERATED BY WONDERS

WONDER	CULTURE PER TURN
Apollo Program	3
Battlefield Medicine	1
The Colossus	3
Copernicus's Observatory	4
Cure for Cancer	5
Forbidden Palace	3
The Great Library	5
The Great Lighthouse	2
The Great Wall	2
The Hanging Gardens	4
Heroic Epic	4
Hoover Dam	3
Intelligence Agency	1
The Internet*	4
Iron Works	2
JS Bach's Cathedral	5

WONDER	CULTURE PER TURN
Leonardo's Workshop	2
Longevity	3
Magellan's Voyage	3
The Manhattan Project	2
Military Academy	1
Newton's University	5
The Oracle	4
The Pentagon	1
The Pyramids	4
SETI Program	3

WONDER	CULTURE PER TURN
Shakespeare's Theater	5
Sistine Chapel	4
Smith's Trading Company	3
Strategic Missile Defense	1
Sun Tzu's *Art of War*	2
Theory of Evolution	3
The United Nations	4
Universal Suffrage	4
Wall Street	2

**Civilization III: Play the World.*

Expanding Your Borders

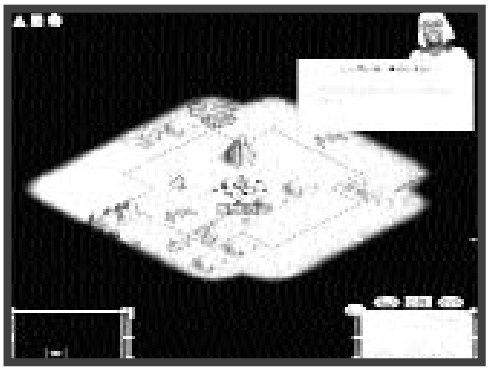


Figure 4-1. Culture expands the borders.

The most visible effect of culture is the steady expansion of your empire's borders. When the total amount of culture accumulated in a city hits certain milestones, the borders of that city expand. Where the cultural borders of cities meet, they merge to form the contiguous regions that you control. In this way, you establish your empire's territory.

A contiguous border is vital to the integrity of your empire. You enjoy the following advantages on terrain within your territory:

- Opponents require a rite of passage treaty to gain the movement benefits of your roads and railroads.
- You can gather strategic and luxury resources within your borders without building a colony, and opposing civilizations are barred from gathering these resources.
- You can request the expulsion of opposing units that venture into your territory.

In Chapter 3, we talked about strategies for expanding your empire. As you expand, you want to arrange your cities so that they eventually form an impenetrable border on all sides of your central empire. Holes in your borders, at best, allow your opponents free movement across the territory between your cities and, at worst, allow them to expand their empire through yours, cutting your cities off from one another.

Even if it means building cities in less-than-desirable locations, you should start filling the holes in your borders if you see an opponent expanding in your direction. In Figure 4-2, the Egyptian cities Athribis and Buto both occupy unfavorable positions with regard to city growth potential. Their presence, however, plugs a large hole in the Egyptian border and effectively blocks the Carthaginians from encroaching from the south.

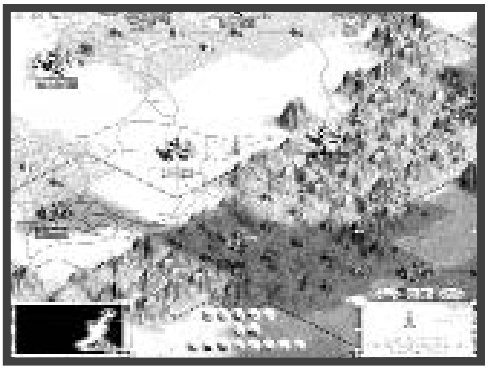


Figure 4-2. Build cities anywhere necessary to solidify your borders.

Gaining Cities Through Culture

One of the best side effects of culture is the ability to woo opposing cities into your civilization by virtue of your superior culture. This situation, known colloquially as "culture flipping," allows you to expand your empire and conquer your neighbors at the same time—all without building Settlers or declaring war!

> **NOTE**
>
> You must enable the "Allow Cultural Conversions" option on the Player Setup screen to take advantage of culture flipping. If this option is disabled, city defection never occurs.

The basic chance for a city to convert to another culture is based on the following:

- **The number of foreign citizens in the city.** That is, the number of citizens that are not native to the empire of which the city is currently a part. (For example, if the city in question was originally your city and was captured by your enemy, some of the citizens in that city might still be your citizens.) Each resistor, if any, is counted as two citizens.
- **The number of squares in the city's radius that fall inside your cultural border.** The more squares in the city radius that are on your side of your border, the better the chances for defection.

There are several additional elements that influence the chances for a city to defect:

- **Culture ratio.** If your total culture is higher than that of the empire to which the city belongs, the chance of defection increases. The bigger the difference, the higher the chances for defection.

- **Distance to capital city.** If the city is closer to your capital than to that of its current owner there is a greater chance for defection. Again, the bigger the difference, the more likely the city is to defect.
- **Civil disorder.** A city that is in civil disorder is twice as likely to defect.
- **Former occupation.** If you formerly owned or occupied the city in question, there's a greater chance that the city will defect to your side.
- **City garrison.** The number of units garrisoned in the city affects its chances of defection. (More units equal a lower chance.)
- **We Love the King Day.** When the city in question is celebrating We Love the King Day, it is only half as likely to defect.

All of these factors are cumulative. Obviously, many of the elements of city defection are beyond your control (aside from accumulating lots of culture, of course), but there are a few things you can do to increase the chances of city defection:

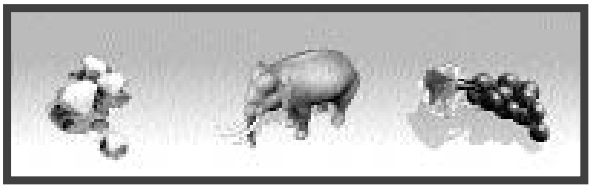
- **Relocate your Palace.** If you want to assimilate your neighbor's border cities, consider rebuilding your Palace in a city that is closer to the border in question. If you can get your capital significantly closer to the cities in question than the enemy's capital, your chances for city defection greatly improve. (Be prepared for the impact on waste and corruption if you try this. To minimize these problems, build the Forbidden Palace in or near your original capital before you move your Palace.)
- **Build a couple of "conversion cities."** One of the prime factors that induces city defection is the number of squares in the city's radius that fall into your territory. If you build a couple of cities along your opponent's cultural border nearest to the cities you want (see Figure 4-2), you can increase your cultural influence in the enemy's direction, increasing the number of his city squares that fall into your territory.

Figure 4-3. Attempting to induce defection.

NATURAL RESOURCES

As you know, *Civilization III* includes three types of "special" natural resources—bonus resources, luxury resources, and strategic resources. Bonus resources in *Civilization III* work pretty much the way they have since the original *Civilization*—they provide additional food, shields, or commerce for cities that include the bonus resources inside their city radii. Because their functions are familiar, we won't spend time on them. Instead we'll concentrate on luxury, strategic resources, and the strategies that relate to them.

Luxury Resources



Luxury resources are important to your civilization for three reasons:

- They help keep your citizens happy.
- They provide additional resources in the same way that bonus resources do when located inside a city radius. (All generate additional commerce. Additionally, Furs generate one additional shield, and Wines generate one additional food.)
- They are great trading fodder.

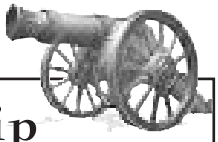
Luxury resources are easy to find, and you should exploit them. Although bonus resources are more important in the early stages of the game, when shields and food are more important than luxuries, you should stake your claim to as many luxury resources as you can when the opportunity arises. At higher difficulty levels, the extra happiness potential comes in handy as your cities start to grow.

If you end up in a resource-rich area of the map, it's easy to find yourself in a situation where you have more luxury resources available than your civilization can use. Don't ignore a resource just because you have an abundance of it! As soon as you find new luxury resources, build roads to them and

NOTE

Roads are a vital part of the luxury resource equation. Without them, you can't reap the happiness and trade benefits. Make sure that a road connects the resource to at least one of your cities. And, if you want to share the happiness all over your empire, make sure that all of your other cities are connected by roads (or Harbors or Airports) to the city that controls the luxury resource.

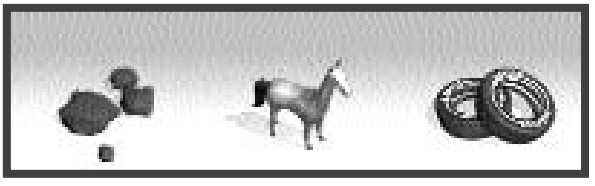
hold them in reserve for trading with other, less fortunate civilizations. Luxury resources never run out, so trading them costs you absolutely nothing and can reap much appreciation from your opponents.



Tip

Luxuries equal happiness, and happiness equals productivity. If you're in a luxury-poor environment, it is often worth making seemingly unfavorable trades with your opponents for luxury resources. Even though you might have to pay dearly for foreign luxuries, the extra happiness you experience lets you allocate more of your commerce to research, which is a great benefit in the long run.

Strategic Resources



Like bonus and luxury resources, strategic resources generate additional basic resources when located inside a city's radius (only shields and commerce in this case—never food). And, like luxury resources, strategic resources can be traded to other civilizations.

There are three things that set strategic resources apart from the other special resource types:

- They are invisible until their prerequisite civilization advance is discovered.
- They are required components without which you can't build certain units, improvements, and Wonders.
- They can deplete over time.

These characteristics make controlling strategic resources an extremely critical component of the game.

NOTE

As with luxury resources, you can't access strategic resource benefits unless you build a road from one of your cities to the source. Once you do, all of the cities connected to the source city by your trade network can access the strategic resource.

Table 4-3 lists the strategic resources, the terrain types in which they appear, and the advances that make them appear. Table 4-4 lists all of the units that require strategic resources, and the resources without which building would be impossible.

TABLE 4-3. STRATEGIC RESOURCE DATA

RESOURCE	TERRAIN	ADVANCE
Aluminum	Desert, Hills, Mountains, Plains	Rocketry
Coal	Hills, Jungles, Mountains	Steam Power
Horses	Grasslands, Hills, Plains	The Wheel
Iron	Hills, Mountains	Iron Working
Oil	Desert, Plains, Tundra	Refining
Rubber	Forests, Jungles	Replaceable Parts
Saltpeter	Deserts, Hills, Mountains, Tundra	Gunpowder
Uranium	Forests, Mountains	Fission

TABLE 4-4. UNITS THAT REQUIRE STRATEGIC RESOURCES

UNIT	ALUMINUM	COAL	HORSES	IRON	OIL	RUBBER	SALTPETER	URANIUM
AEGIS Cruiser	X	—	—	—	—	—	—	X
Ansar Warrior*	—	—	X	X	—	—	—	—
Battleship	—	—	—	—	X	—	—	—
Bomber	—	—	—	—	X	—	—	—
Cannon	—	—	—	X	—	—	X	—
Carrier	—	—	—	—	X	—	—	—
Cavalry	—	—	X	—	—	—	X	—
Chariot	—	—	X	—	—	—	—	—
Conquistador*	—	—	X	—	—	—	—	—
Cossack	—	—	X	—	—	—	X	—
Cruise Missile	X	—	—	—	—	—	—	—
Destroyer	—	—	—	—	X	—	—	—
F-15	X	—	—	—	X	—	—	—
Fighter	—	—	—	—	X	—	—	—
Frigate	—	—	—	X	—	—	X	—
Gallic Swordsman*	—	—	—	X	—	—	—	—
Helicopter	—	—	—	—	X	X	—	—
Horseman	—	—	X	—	—	—	—	—
Hwach'a*	—	—	—	—	—	—	X	—
ICBM	X	—	—	—	—	—	—	X

UNIT	ALUMINUM	COAL	HORSES	IRON	OIL	RUBBER	SALTPETER	URANIUM
Immortals	—	—	—	X	—	—	—	—
Infantry	—	—	—	—	—	X	—	—
Ironclad	—	X	—	X	—	—	—	—
Jet Fighter	X	—	—	—	X	—	—	—
Keshik*	—	—	X	—	—	—	—	—
Knight	—	—	X	X	—	—	—	—
Legionary	—	—	—	X	—	—	—	—
Man-O-War	—	—	—	X	—	—	X	—
Marine	—	—	—	—	—	X	—	—
Mech Infantry	—	—	—	—	X	X	—	—
Medieval Infantry*	—	—	—	X	—	—	—	—
Modern Armor	X	—	—	—	X	X	—	—
Mounted Warrior	—	—	X	—	—	—	—	—
Musketeer	—	—	—	—	—	—	X	—
Musketman	—	—	—	—	—	—	X	—
Nuclear Submarine	—	—	—	—	—	—	—	X
Panzer	—	—	—	—	X	X	—	—
Paratrooper	—	—	—	—	X	X	—	—
Pikeman	—	—	—	X	—	—	—	—
Privateer	—	—	—	X	—	—	X	—
Radar Artillery	X	—	—	—	—	—	—	—
Rider	—	—	X	X	—	—	—	—
Samurai	—	—	—	X	—	—	—	—
Sipahi*	—	—	X	—	—	—	X	—
Stealth Bomber	X	—	—	—	X	—	—	—
Stealth Fighter	X	—	—	—	X	—	—	—
Submarine	—	—	—	—	X	—	—	—
Swordsman	—	—	—	X	—	—	—	—
Tactical Nuke	X	—	—	—	—	—	—	X
Tank	—	—	—	—	X	X	—	—
Transport	—	—	—	—	X	—	—	—
War Chariot	—	—	X	—	—	—	—	—

**Civilization III: Play the World*

Certain city improvements and Wonders of the World also depend on the availability of strategic resources (see Table 4-5).

TABLE 4-5. IMPROVEMENTS AND WONDERS THAT REQUIRE STRATEGIC RESOURCES

IMPROVEMENT/ WONDER	ALUMINUM	COAL	HORSES	IRON	OIL	RUBBER	SALTPETER	URANIUM
Apollo Program	X	—	—	—	—	—	—	—
Coal Plant	—	X	—	—	—	—	—	—
Coastal Fortress	—	—	—	X	—	—	X	—
Factory	—	—	—	X	—	—	—	—
Iron Works	—	X	—	X	—	—	—	—
The Manhattan Project	—	—	—	—	—	—	—	X
Mass Transit System	—	—	—	—	—	X	—	—
Nuclear Plant	—	—	—	—	—	—	—	X
SAM Missile Battery	X	—	—	—	—	—	—	—
SS Cockpit	X	—	—	—	—	—	—	—
SS Docking Bay	X	—	—	—	—	—	—	—
SS Engine	X	—	—	—	—	—	—	—
SS Exterior Casing	X	—	—	—	—	X	—	—
SS Fuel Cells	—	—	—	—	—	—	—	X
SS Life Support System	X	—	—	—	—	—	—	—
SS Planetary Party Lounge	X	—	—	—	—	—	—	—
SS Stasis Chamber	X	—	—	—	—	—	—	—
SS Storage/Supply	X	—	—	—	—	—	—	—
SS Thrusters	X	—	—	—	—	—	—	—

NOTE

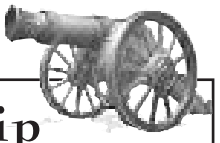
Strategic resources are also necessary for the construction of railroads. In order for your Workers to build railroads, you must have access to coal and iron.

Acquiring Strategic Resources

As you expand your empire, you need to keep the acquisition of strategic resources in mind. Experienced *Civilization III* players instinctively know what city sites are best for city growth. Unfortunately, these sites aren't always the best sites for finding and securing the strategic resources you so desperately need throughout the game. For example, when it comes to city growth, you want to avoid Desert and Tundra squares. However, these are prime sites for oil.

Because you never know where strategic resources are going to appear, you need to make sure your empire includes a variety of terrain types. Usually, by the time the mid- to late-game resources (such as oil, aluminum, and uranium) appear, it's too late to rush out and grab them. Either they're in your territory or they aren't.

Figure 4-4. Two civilizations vie for control of an isolated oil field.



Tip

It is important to explore as much of the map as possible. This includes areas that look like vast sections of empty ocean. Strategic resources can sometimes be found on isolated islands that no one has noticed. (See Figure 4-4.)

Your overall strategy determines the strategic resources you need most. Study Tables 4-4 and 4-5 to determine which units, improvements, and Wonders you use the most, then check Table 4-3 to determine where you can find these resources. Plan your empire expansion to include the terrain types that support the resources you need.

Resource Depletion

Strategic resources that are connected to any civilization's trade network have a small chance of disappearing with each turn. This disappearance represents resource depletion. When a strategic resource is depleted, you can no longer build the units, improvements, and Wonders that require that resource until you find another source.

Horses and Rubber never run out. The chances for depletion for the other strategic resources are (from most to least likely) are as follows:

1. Uranium
2. Oil
3. Coal, Aluminum
4. Iron, Saltpeter

Tip

When you have multiple sources of a strategic resource and you're trading the excess to another civilization, resource depletion can cause you problems. When this situation arises, the game often takes away the resource you're using rather than the one(s) you're trading. This means you lose your supply while your neighbors continue to sponge off your good will. It's a good idea to keep a spare source of the strategic resources you need most in reserve in case your primary source runs out.

Note that only strategic resources that are tapped (connected to your cities via your trade network) expire. If you have a spare strategic resource inside your empire (well out of the reach of your opponents), you can protect it from depletion by not building a road to it. This negates your ability to trade the excess resource, but it protects the resource from being used up.

NOTE

The depletion of strategic resources is representative only. It doesn't matter how many units, improvements, and Wonders you build that use the resource in question. The chance for depletion is the same during every turn that the resource is connected to your trade network, regardless of how much you actually "use."

One final note on resource depletion: In *Civilization III* (as in the real world), conservation pays. When a strategic resource disappears, the game tries to place it on a legal terrain tile somewhere else in the world.

If you and your opponents have denuded the landscape in a quest for basic resources, there's a real possibility that strategic resources could disappear forever when they're depleted. If there's no legal terrain tile for the resource to reappear in, it never reappears.

The Importance of Trade Routes

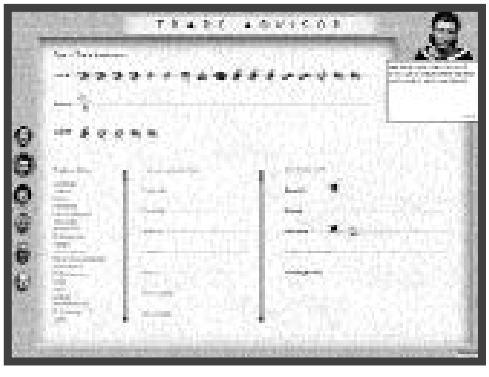


Figure 4-5. Healthy domestic and international trade is vital in *Civilization III*.

Trade goes hand in hand with resource management in *Civilization III*. In the previous *Civilization* games, it was technically possible to ignore trade entirely and still succeed. In *Civilization III*, however, healthy trade is integral to every successful strategy.

Domestic Trade

Strategic resources are the primary reason that domestic trade is so important. Cities that aren't connected to your internal trade route system can't take advantage of strategic

resources to which they aren't directly connected, and can't build the units, improvements, and Wonders that require those resources.

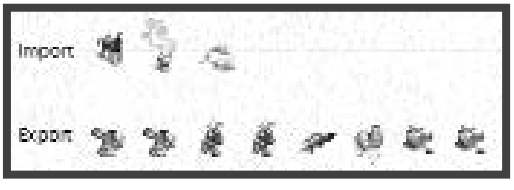
By the same token, disconnected cities are also unable to take advantage of luxury resources. Luxury resources take a backseat to strategic resources at the lower difficulty levels, but their importance increases greatly with game difficulty.

As you know, a city can take advantage of luxury and strategic resources as long as it is connected to the source city (cities) in one of three ways:

- It is connected by roads or railroads.
- It has a Harbor.
- Both it and the source city (or a city connected to the source city) have Airports.

The interdependence of your cities with regard to resources makes a solid infrastructure of roads, Harbors, and Airports vital to your success.

Foreign Trade

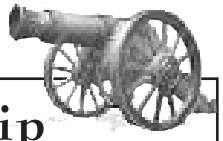


Provided that all of your cities are connected to your trade network, one of each strategic or luxury resource is enough to supply your entire empire. Additional sources that you control are excess resources and can be traded with your opponents.

Excess luxury resources are among the best bargaining chips available in foreign trade. Trading them to your opponents does no harm to you, and it makes them happy. In many situations, you can trade your excess luxuries for luxuries that you don't have. Luxury trading is almost always a win-win situation.

Strategic resources represent true power, and must be traded wisely. Because some of these resources are rare, it is possible that your opponents have no way of accessing them on their own (short of declaring war and taking them by force).

You can certainly curry favor with your neighbors by trading strategic resources to them, but the cost is potentially very high. For example, if you hold the only sources of saltpeter on a continent, it is unwise to trade any excess to a neighbor sharing the same continent. By holding onto this resource, you keep your neighbor's military a step behind yours by denying him access to units like Musketmen and Cannons. Always think twice before trading strategic resources lest they be used against you.



Tip

There's another possible consequence of trading resources. If you trade a supply of a luxury resource—Wine, for example—for a fixed item like an advance, you must be able to supply the Wine indefinitely. If you lose that source of Wine for some reason, your trade partner sees the cessation of Wine trade as a treaty violation and you get a black mark against your reputation. When possible, consider trading resources for per-turn items, such as Gold. That way, you're only expected to supply the resource over a limited number of turns. This reduces the risk of accidentally breaking a treaty.

Cutting Off Resources

Cutting your enemies off from their vital resources is an excellent way to cripple them during a conflict. Cutting off an enemy's sole source of a vital strategic resource prevents him from building units that require that resource. That means that any backup troops he builds are likely to be less formidable. Cutting off luxury resources can unbalance your opponent's empire by creating unhappiness in his cities.

When you're at war with a civilization, don't just concentrate on the cities. Take any opportunity you can to cut them off from their resources. This makes the rest of the war a lot easier for you. You can cut an enemy off from strategic and luxury resources in the following ways:

- Destroy the roads or railroads leading to the resource. You can do this from a distance using bombing or bombardment.
- If your opponent's empire is on multiple landmasses separated by water, blockade his port cities. (See the "Harbors and Naval Blockades" sidebar later in this chapter for details.)
- Split the enemy's empire by capturing cities and imposing your cultural borders to form a solid territory across the continent. (Trade cannot take place across enemy territory without Harbors or Airports. See Figure 4-6.)

Figure 4-6. A section of the Egyptian empire cuts off trade between Saldae in the west and two other Carthaginian cities to the east.

HARBORS AND NAVAL BLOCKADES

For two cities to be connected by Harbors for overseas trade purposes, there must be an unobstructed path of water squares between them. (Unexplored squares are considered an obstruction in this case.) Until you discover Astronomy, this path must exist exclusively through Coast squares. Until you discover Magnetism, the area between your Harbors can include Coast and Sea squares but not Ocean squares.

You can form a naval blockade to cut off an enemy city from trade via its Harbor by blocking the outbound water squares with naval units. The number of naval units required depends on the level of your opponent's technology. If your enemy is pre-Astronomy, you need only block the Coast squares that lie between the target city and the cities it is trading with. After your opponent discovers Astronomy, however, you most likely will have to block all outbound water squares to form a blockade.

THE ART OF DIPLOMACY

For many players, diplomacy is a reactionary process—the AI civilizations contact you from time to time, and you deal with them as necessary. This is a mistake! Negotiating with other civilizations on a regular basis is a key element in any strategy. After your initial contact with a civilization, animosity slowly builds if you don't stay in touch. Maintaining a peaceful dialog with your neighbors can mean the difference between choosing the time and place for your conflicts and fighting an unwanted war on multiple fronts. Most successful games at higher difficulty levels depend on the ability to properly manipulate the diplomatic system.

The next few sections focus on the mechanics and strategies of negotiating with other tribes.

> **NOTE**
>
> The information and strategies in the following sections apply to single-player games only. Multiplayer negotiation with human players (in *Sid Meier's Civilization III: Play the World* multiplayer games) doesn't follow the same set of rules. Human intuition and emotion alone govern such negotiations.

How Diplomacy Works

Your success or failure in diplomatic encounters is governed by several factors, all of which add up to form the civilization's opinion of you. The civilization's attitude (which appears in parentheses next to its name during diplomatic exchanges) can be any of the following:

- Gracious
- Polite
- Cautious
- Annoyed
- Furious

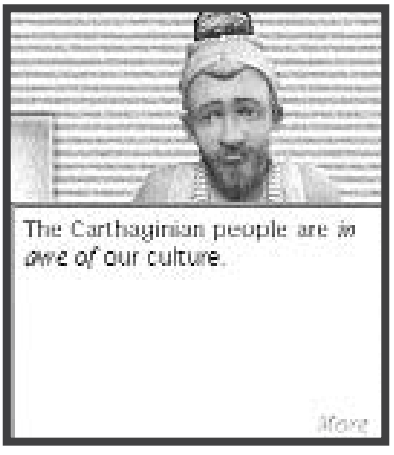
A civilization's attitude toward you is based on several factors:

- **Prior positive negotiations.** The more positive negotiations you engage in, the more receptive the civilization becomes.
- **Your history of honoring treaties.** This applies not only to the civilization in question but, in some respects, to *all* civilizations in the game. If you habitually break treaties with others, they're more likely to break treaties with you.
- **War history.** If you've been at war with a civilization in the past, it's harder to win them over in a negotiation (unless they're hopelessly outmatched).
- **Culture.** The higher your culture is compared to theirs, the better the civilization treats you. (See "The Effects of Culture" later in this chapter for details.)
- **Comparative military strength.** If your military outnumbers theirs, they fear you (and are a bit more wary of you).
- **Level of technology.** If you're ahead of the civilization in research, they treat you with more respect.
- **Global culture group.** Civilizations belonging to the same global culture group as you—American, Asian, European, Mediterranean, or Middle-Eastern—tend to treat you better during negotiations.

If you constantly bother an opponent with unreasonable trade negotiations that they refuse, your reputation in that civilization's eyes eventually deteriorates. (The same is true if they come

to you with requests and you repeatedly refuse to speak with them or turn down their offers.) You can use this to your advantage. If you want to go to war but you don't want to make the first strike, you can goad an opponent into attacking you by initiating frequent, unreasonable diplomatic sessions.

The Effects of Culture



A prime factor in your opponents' reaction to you during negotiations is their cultural perception of your empire. Favorable exchanges are more likely if your opponents feel that your culture is superior to theirs.

Your foreign advisor informs you of the cultural opinion each opponent holds toward you. Your cultural status in the enemy's eyes is determined by a ratio of your culture to theirs (see Table 4-6).

TABLE 4-6. DETERMINING THE CULTURAL PERCEPTION OF YOUR EMPIRE

CULTURE POINT RATIO (YOURS:THEIRS)	OPPONENT'S PERCEPTION
3:1	In awe of your empire
2:1	An admirer of your empire
1:1	Impressed with your empire
3:4	Unimpressed with your empire
1:2	Dismissive of your empire
1:3	Disdainful of your empire

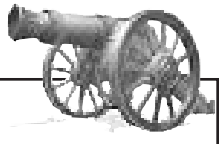
NOTE

The game keeps track of your cultural opinion of other civilizations using the same rules (regardless of what your *actual* opinion might be). Your cultural perception is used to determine the results of certain diplomatic and espionage actions. (This applies to human players in *Civilization III: Play the World* multiplayer games as well.)

Negotiations Between AI Civilizations

Your opponents don't just negotiate with you—they also negotiate amongst themselves. You never see these interactions, but you can see their results, generally in the form of treaties and diplomatic agreements between the other civilizations.

Your opponents play by the same rules as you when it comes to gaining respect from other AI civilizations. For example, when they break treaties with other AI tribes, their reputation suffers in the same way that yours does when you break treaties with them. All factors that affect negotiations between you and the AI affect interactions between AI opponents.



Tip

Here's a great way to undermine an enemy's reputation with other civilizations in the game. Check the Foreign Advisor and find out if your opponent is trading resources with other civilizations. Search your opponents' territory and find the sources of luxury and strategic resources, and capture them. When you capture a traded resource, you void your enemy's trade agreement, bringing the wrath of their trade partner down upon them. And you get a new source of resources in the process.

A major factor in how frequently and aggressively the AI civilizations negotiate amongst themselves is the AI to AI Trade Rate. This statistic varies with game difficulty, as shown in Table 4-7.

Table 4-7. AI to AI Trade Rate by Difficulty Level

DIFFICULTY LEVEL	AI TO AI TRADE RATE (PERCENT)
Chieftain	110
Warlord	120
Regent	130
Monarch	140
Emperor	150
Deity	160

AI to AI Trade Rate is a percentage that is multiplied by the total value (in Gold) of the initiating civilization's trade offerings. The result is used by the civilization on the receiving end of the deal to determine if the deal is acceptable. As you can see from the values in the table, trades between the AI are much more likely as the difficulty level rises.

The AI to AI Trade Rate isn't really a cheat. Rather, it is a balancing tool that emulates the unpredictability of diplomatic interactions between humans. In any given deal, the AI first attempts to get an even deal. If something the civilization is trading is worth 120 Gold, the AI tries to get something worth 120 Gold in return. It is only when the trading partner doesn't have anything of equal value that the AI to AI Trade Rate kicks in.

All this statistic does is determine how far the trading civilization is willing to bend with regard to accepting something of lesser value in a trade.

Selected Diplomatic Strategies

The art of diplomacy has many aspects, and every facet has its own tricks and traps. The following sections provide some tips for overall diplomatic strategies and advice for specific areas of negotiation.

Trade with Your Opponents—Most of the Time

As a general rule of thumb, when your opponents want to engage in a diplomatic discussion, you should hear them out and trade with them if their demands are reasonable. You should make some sort of token trade or gift—maps, excess luxuries, a small one-time quantity of Gold—from time to time with all of your peaceful neighbors so that they'll *stay* peaceful. Until you're ready to put up a fight, that is.

Another trade situation you should avoid is any trade that is initiated by an AI opponent during the AI's turn. These trades benefit your opponents—*all* of your opponents—far more than they do you.

Here's the deal. When you trade an advance to a neighbor on your turn and the other AI civilizations don't have that advance, you can then turn around and trade that technology to everyone else, profiting greatly in the process. If you trade the same technology to an opponent during the AI's turn, the AI player invariably trades that advance to everyone else who doesn't have it. That means that your trade partner reaps the benefits from a myriad of trade deals that you could have made yourself if you had waited until your turn to make the trade.

Getting the Most Out of Negotiations

Get as much as possible out of any trade. This can be a hit-or-miss process if you don't know what your opponents want and how badly they want it. However, it's possible to make the AI reveal what they want most from you, and then use that information to trick them into offering the best possible settlement in return.

The following trick almost always works. For example, say you want to obtain Free Artistry from your opponent, but you want the sweetest deal you can get rather than making a straight-up trade.

1. Put Free Artistry on the negotiating table and ask your opponent what she wants for it. In this example, the opponent reveals that she wants Iron. (See Figure 4-7.)

Figure 4-7. First, determine what your opponent wants…

2. Don't accept the deal. Instead, clear the table. Put Iron on the table and ask your opponent what she will offer in exchange. The return offer is the most that your opponent is willing to give you—and it's usually a lot! (See Figure 4-8.)

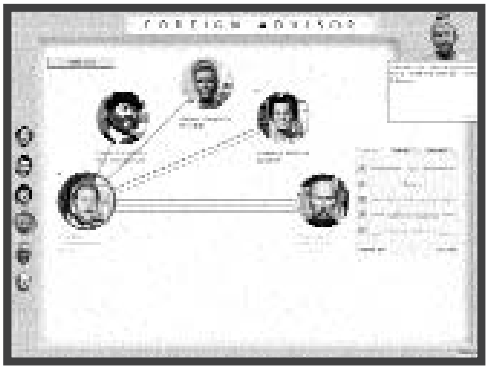
Figure 4-8. …then, find out what they're willing to give you for it.

Using this method, you can make out like a bandit in most trade negotiations. Cheap trick? Maybe, but you should take any advantage you can get.

Tip

If you're willing to take the time, you can sometimes get even more out of a trade by systematically substituting items on both sides of the negotiating table. Use the trick described earlier to maximize the deal, and then start adding things to your opponent's side of the table or taking items off of your side of the table. Watch your Trade Advisor's advice to find the breaking point for the deal.

Treaties



Treaty negotiations are an important part of *Civilization III* and deserve some attention. They play a major role in your strategy regardless of what victory path you choose to follow.

There are several different treaty types, each of which you should at least consider in certain situations.

Peace Treaties

If at all possible, maintain total peace with your neighbors for as long as possible. This applies even if you're following a militaristic path. You don't want to antagonize anyone until you're prepared to do battle with them.

Remember—your reputation takes a hit every time you break a treaty, so don't do so lightly. When possible, goad your opponents into breaking the treaty first so that their reputation suffers instead of yours.

There is, of course, a point when you have to consider breaking a peace treaty. When your opponent repeatedly sends troops through your territory without permission, or parks his troops inside your city's radius (thus limiting your production), it's time to stop being neighborly.

NOTE

When an ally is abusing your territory, don't be afraid to ask them to leave. (After all, they're not shy about asking *you* to move your units out of *their* territory.) In most cases, as long as you remain on good terms, your ally will accede to your request—though usually not for long.

Mutual Protection Pacts (MPPs)

When you can't beat 'em, join 'em. If you discover that your neighbors are significantly more advanced or more powerful than you, do your best to sign MPPs with them. If you succeed, the tribe with whom you have the pact is less likely to attack you, and is there to protect you if someone else starts picking on you. The AI is very diligent about taking up your cause when you are in an MPP.

There are several things to remember about MPPs. Mutual means "you help me, I'll help you". You risk the wrath of your MPP partner (and a black mark on your reputation for breaking the treaty) if you refuse to come to their aid when they're at war with someone else.

Also keep in mind that your opponents often sign MPPs among themselves. That means that, when you go to war with someone, you might find yourself at war with several civilizations simultaneously. If you have an embassy in an opponent's capital, you can check the Foreign Advisor screen to see who is allied with whom. It's a good idea to obtain this information *before* you engage in battle.

AI civilizations tend to favor the victim rather than the attacker in a conflict if they are forced to choose. For example, let's say Russia has an MPP with both you and Spain. If you attack Spain, it is likely that Russia will side with Spain rather than you in the conflict.

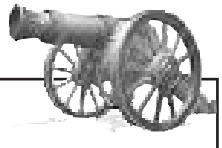
This tendency can work to your advantage if you weave a tight web of your own MPPs with other civilizations. When you attack someone and they call in their allies to protect them, the victim's allies become the aggressors when they attack you. That means that your allies will turn on those who attack you—even if they have an MPP with your attackers.

Rite of Passage (ROP)

Rite of passage treaties should not be entered into lightly. When you enter an ROP with another civilization, you get access to each other's roads and railroads. This benefits both of you. You might just want the ROP to provide easy access to a part of your continent that is otherwise cut off from exploration by an opponent's territory, but your opponent's intentions might not be quite as honorable.

The AI frequently uses ROPs to horn in on unclaimed territory within your empire. In the previous *Civilization* games, before the establishment of cultural borders, a favorite AI tactic was building cities between your cities to stifle your expansion efforts. Because you have the ability to kick your neighbors out of your territory in *Civilization III*, this is now less frequent. However, you can't kick your neighbors out of your territory if you're engaged in an ROP with them.

ROPs can also put you in the middle of a conflict between your ROP partner and another civilization. When you're sandwiched between two rivals, think twice before you agree to an ROP with either of them, lest they go to war with one another and start moving troops through your territory to get to the front.



Tip

You can use an ROP with another civilization to quickly position your troops for an attack. Build up your forces, negotiate the treaty, and move your units into his territory, using your opponent's roads and railroads to position your troops quickly. Then, launch the attack. This tactic doesn't do your reputation any good, but it goes a long way toward expediting an invasion.

Trade Embargoes

Trade embargoes are wonderful weapons to use against your enemies. When you're engaged in conflict with another civilization, check your Foreign Advisor to see if your enemy has a trade agreement with any of the civilizations with whom you are at peace. By negotiating trade embargoes with your allies against your enemy, you can make your war a lot easier—especially if you can cut your enemy off from sources of strategic resources.

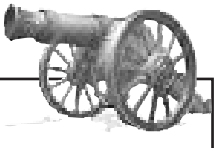
Trading for Knowledge

Civilization advances are among the most valuable items you can gain through diplomatic exchanges. A popular strategy among militaristic players is to research military-oriented advances and trade for others. But, no matter how you play the game, gaining civilization advances through negotiation helps you climb the research tree faster.

Of course, there's always a price to pay. When possible, avoid trading advances for advances—there's no need to help your opponents in their research efforts! This is a situation where hoarding excess resources (especially luxury resources) works in your favor. Excess luxuries are useless to you, but they make great trading fodder for advances. (See the cautions regarding resource trading under "Natural Resources" earlier in this chapter.)

Unfortunately, your opponents are sometimes unwilling to give up advances cheaply. This is especially true for military advances. If this is the case, sweeten the deal with anything you can—Gold, maps, and so on—short of other advances. If you are forced to offer an advance to seal the deal, try to stick to nonviolent technologies—Pottery, Alphabet, Code of Laws, Free Artistry, and so on.

You can actually use technology trades as a weapon of sorts. You can benignly take away an opponent's advantage by giving him an advance that cancels the effects of a Wonder that he controls. For example, you can nullify the effects of the Great Library by trading (or giving) Education to the civilization that controls the Wonder. This is sweet revenge for having been beaten to a useful Wonder—and, not only do you not incur the wrath of your neighbor, they actually like you better as a result of having received such a lovely gift.



Tip

When you follow a pacifistic course, you should accept any reasonable deal offered by your opponents to foster good will. By maintaining a good relationship with your opponents, you forestall war. However, you should *never* trade away any advance that takes away an advantage that you have or gives your opponent an advantage over you. Trading away Gunpowder, for example, is an invitation for your opponents to build formidable offensive and defensive units equal to your own.

Finally, technology trades are a good source of cash. If you're far enough ahead of your opponents research-wise, you can make a fortune selling your knowledge to them at hideous prices. (It's especially good if you can get them to pay on a per-turn basis—it creates a nice, steady cash flow for a while.) Just remember that anything you sell to your neighbors can be used against you in the future.

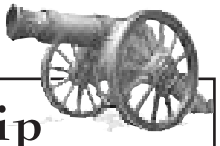
Trading Cities

The idea of giving away cities might seem crazy, but it can actually be advantageous in certain circumstances.

NOTE

Computer-controlled civilizations never accept cities from you in a trade negotiation, but they do accept cities as gifts. In other words, you can give away a city for free, but you can't ask for anything in return.

For example, when you engage in a mutual protection pact with an opponent, you're sometimes forced to help fight a war on a far-off continent. During the course of that fight, it's likely that you will capture enemy cities. Rather than attempting to control these distant cities, you can instead hand them over to your ally. This fosters good will and prevents you from having to deal with the resistance and eventual corruption the captured city experiences.

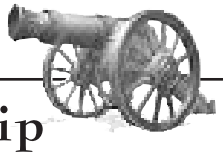


Tip

If you decide to hand over a captured city to an ally, consider taking any Workers you captured along with the city away with you before you make the exchange. You get free Workers and your ally gets a free city. Everyone is happy.

You also might consider giving away outlying cities that aren't growing or producing. Sometimes during a war, you're forced to capture and hold inferior cities simply to prevent your enemy from establishing a new city on the same spot or to cut your enemy's empire in half to impede his trade routes. After the war is over, these cities can make perfect gifts of goodwill to your allies (provided that your empire isn't compromised by giving the city away).

In most cases, the AI never considers giving away its cities. The only time you should even bother asking for cities during a negotiation is when you're at war with an opponent and that opponent contacts you to beg for a peace treaty. If you're far enough ahead in the war, your opponent will give you just about anything to end the conflict. (Don't ask for his capital, though—you won't get it.)



Tip

If your enemy comes to you begging for peace, consider signing the treaty in exchange for as many of his cities as you can get. (Your Trade Advisor tells you when your demands become excessive.) This is a great way to capture a bunch of cities without losing any units. After the treaty is signed, simply break the treaty and take the remaining cities. Your reputation takes a hit in the process, but if you're planning to conquer the world anyway, what do you care?

NOTE

Trading maps is another common negotiation tactic, and it has some interesting ramifications. See the Chapter 7 sidebar "Does the AI Cheat?" for some revealing information on trading maps to AI civilizations.

GOLDEN AGES

Your Golden Age gives your empire a huge boost if you time it correctly. As you know, your Golden Age can be triggered in one of two ways:

- Your civilization's unique unit wins a battle.
- You build a Great Wonder (or combination of Great Wonders) whose characteristics correspond to both of your civilizations' primary traits. (See Table 4-8.)

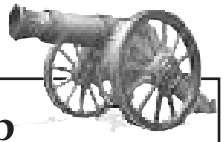
You should be choosy about when you trigger your Golden Age. You only get one, so you should make sure that it occurs when the extra shields and commerce can most benefit you.

Triggering your Golden Age early in the game gives your civilization a potential advantage in both research and expansion that can put you way ahead in the game. An excellent time to trigger a Golden Age is when there are a lot of Wonders available, since the extra shields you get as a result help you to build these expensive structures more quickly. (The start of the Middle Ages is a good choice.) Civilizations with ancient special units have the best chance of triggering an early Golden Age. The Egyptians are particularly well suited to an early-game Golden Age because building the Pyramids, one of the earliest Great Wonders, matches both of their primary strengths (industrious and religious).

A late-game Golden Age can aid you in the construction of the Alpha Centauri spaceship or provide extra shields and commerce to build military units to complete your conquest of the

world. The Americans, whose special unit (the F-15) is a modern unit, have an excellent chance of triggering a late Golden Age. In *Civilization III: Play the World*, The Internet is a late-game Wonder that can, by itself, trigger *any* civilization's Golden Age.

The more cities you have at the time the Golden Age begins, the bigger your potential advantage. No matter when you decide to trigger your Golden Age, make sure you have plenty of cities around so you can reap the maximum benefit.



Tip

Your opponents experience Golden Ages as well and, with some careful planning, you can ensure that they reap as little benefit as possible. As soon as you spot an opponent's special unit, purposely enter combat with that unit with a unit of your own that has little chance of victory. Repeat as necessary until you prematurely trigger your opponent's Golden Age. This is particularly effective with tribes like the Zulus, whose special unit is available at a time when their civilization is potentially very small.

Great Wonders as Golden Age Triggers

As mentioned earlier, building Great Wonders that match both of your civilizations' primary characteristics can trigger your Golden Age. That means that you can build a single Wonder that matches both characteristics or two Wonders, each of which matches one characteristic.

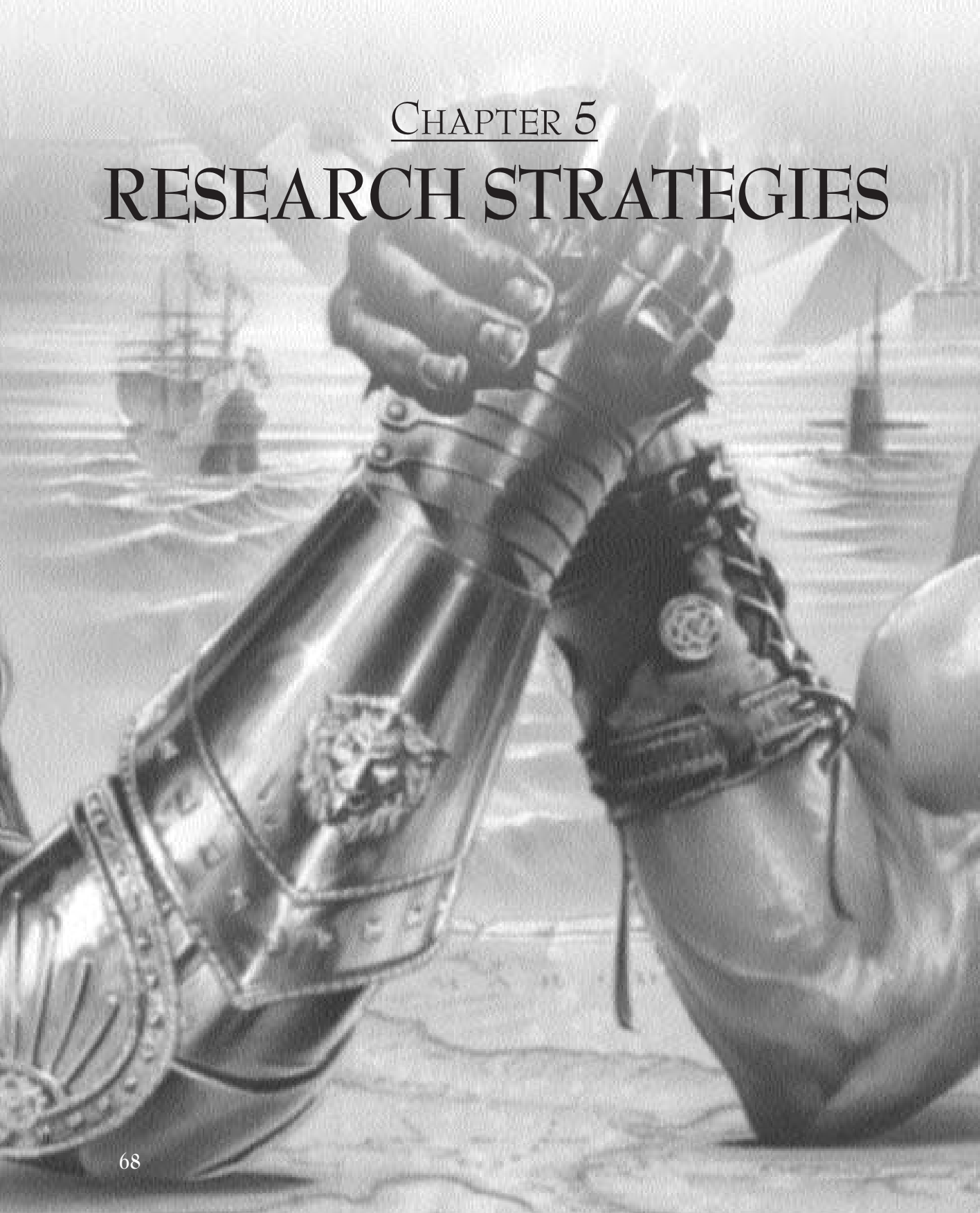
Table 4-8 lists all of the Great Wonders and notes the civilization characteristics that they embody for the purposes of triggering a Golden Age.

TABLE 4-8. CIVILIZATION CHARACTERISTICS OF THE GREAT WONDERS

WONDER	MILITARISTIC	INDUSTRIOUS	EXPANSIONIST	SCIENTIFIC	RELIGIOUS	COMMERCIAL
The Colossus	—	—	X	—	X	X
Copernicus's Observatory	—	—	X	—	—	—
Cure for Cancer	—	—	—	X	—	—
The Great Library	—	—	—	X	—	—
The Great Lighthouse	—	—	X	—	—	X
The Great Wall	X	X	—	—	—	—
The Hanging Gardens	—	X	—	—	—	—
Hoover Dam	—	X	—	—	—	—

WONDER	MILITARISTIC	INDUSTRIOUS	EXPANSIONIST	SCIENTIFIC	RELIGIOUS	COMMERCIAL
The Internet*	X	X	X	X	X	X
JS Bach's Cathedral	—	—	—	—	X	—
Leonardo's Workshop	X	—	—	—	—	—
Longevity	—	—	—	X	—	—
Magellan's Voyage	—	—	X	—	—	X
The Manhattan Project	X	X	—	—	—	—
Newton's University	—	—	—	X	—	—
The Oracle	—	—	—	—	X	—
The Pyramids	—	X	—	—	X	—
SETI Program	—	—	X	—	—	—
Shakespeare's Theater	—	—	—	—	—	—
Sistine Chapel	—	—	—	—	X	—
Smith's Trading Company	—	—	—	—	—	X
Sun Tzu's *Art of War*	X	—	—	—	—	—
Theory of Evolution	—	—	—	X	—	—
The United Nations	—	—	—	—	—	X
Universal Suffrage	X	—	—	—	—	—

**Civilization III: Play the World*.



Chapter 5
RESEARCH STRATEGIES

Research is the driving force of civilization—in the game and in the real world. The advance of knowledge in *Sid Meier's Civilization® III* determines your empire's development in every sense—from the expansion and operation of your cities and empire to the construction of your offensive and defensive military units. Maintain a research advantage over your neighbors and you call all the shots. Fall too far behind technologically and you have no hope of winning.

This chapter provides vital information you can use to optimize research. Here, you get the lowdown on exactly how the research system works, straight from the developers at Firaxis. You also learn which research paths lend themselves best to your overall strategy, and how to make research work for you.

THE MECHANICS OF RESEARCH

If you want to maximize your research efforts, it helps to understand how the research system actually works. Although you can't really do anything to change the system (short of using the game editor to adjust research costs), knowing the basic premise at least shows you what you're dealing with.

Players who enjoy the inner workings of the game have long debated the mechanics of the research system in *Civilization III*. So, we went straight to the source to discover how much science you must accumulate to research any given advance.

First, every advance has a base research cost (as shown in Table 5-1).

TABLE 5-1. BASE RESEARCH COST FOR ADVANCES

ADVANCE	BASE COST	ADVANCE	BASE COST
Advanced Flight	180	Espionage	90
Alphabet	5	Feudalism	32
Amphibious War	120	Fission	280
Astronomy	56	Flight	180
Atomic Theory	200	Free Artistry	52
Banking	52	Genetics	320
Bronze Working	3	Gunpowder	48
Ceremonial Burial	2	Horseback Riding	5
Chemistry	60	Industrialization	120
Chivalry	32	Integrated Defense	360
Code of Laws	10	Invention	44
Combustion	160	Iron Working	6
Communism	120	The Laser	280
Computers	260	Literature	10
Construction	20	Magnetism	68
The Corporation	100	Map Making	12
Currency	16	Masonry	4
Democracy	68	Mass Production	140
Ecology	260	Mathematics	8
Economics	56	Medicine	100
Education	44	Metallurgy	64
Electricity	140	Military Tradition	64
Electronics	180	Miniaturization	320
Engineering	36	Monarchy	24

ADVANCE	BASE COST	ADVANCE	BASE COST
Monotheism	36	Robotics	320
Motorized Transportation	140	Rocketry	240
Music Theory	40	Sanitation	90
Mysticism	4	Satellites	260
Nationalism	120	Scientific Method	100
Navigation	56	Smart Weapons	280
Nuclear Power	280	Space Flight	300
Philosophy	6	Stealth	300
Physics	64	Steam Power	120
Polytheism	12	Steel	140
Pottery	2	Superconductor	300
Printing Press	36	Synthetic Fibers	280
Radio	200	Theology	40
Recycling	240	Theory of Gravity	68
Refining	160	Warrior Code	3
Replaceable Parts	140	The Wheel	4
The Republic	28	Writing	8

The base research cost is systematically modified by several factors to determine the final cost—the number units of science (beakers) must be applied to complete research on each advance. The progression goes as follows:

NOTE

The cost factor is always the same for your research (and that of any human-controlled player). For AI civilizations, the cost factor varies depending on game difficulty. The research cost factors are shown in Table 5-2.

1. *cost1 = cost x cost factor*
2. *cost2 = cost x (((number of active tribes x 7) ÷ 4) - number of active tribes who have the advance)*
3. *cost3 = cost2 ÷ ((number of active tribes x 7) ÷ 4)*
4. *cost4 = cost3 x world size tech rate*

5. *cost 5 = cost4 ÷((10* ***or*** *cost factor[1]) x 10)*
6. *final cost = 1* ***or*** *cost5[2]*

1. Whichever is lower.
2. Whichever is higher.

NOTE

The world size tech rate is a research speed multiplier based on the size of the map. The world size tech rates for each map size are shown in Table 5-3.

TABLE 5-2. RESEARCH COST FACTORS

HUMAN/AI	DIFFICULTY LEVEL	COST FACTOR
Human	Any	10
AI	Chieftain	20
AI	Warlord	12
AI	Regent	10
AI	Monarch	9
AI	Emperor	8
AI	Deity	6

TABLE 5-3. WORLD SIZE TECH RATES

WORLD SIZE	WORLD SIZE TECH RATE
Tiny	160
Small	200
Standard	240
Large	320
Huge	400

That's a lot to digest, so let's look at an example. You (the human player) are about to research Masonry and you want to calculate how much science it will take. The variables are:

- base research cost = 4
- cost factor = 10
- number of active tribes = 4
- number of tribes that already know Masonry = 2
- world size tech rate = 400

The calculation goes as follows:

1. 4 x 10 = 40
2. 40 x (((4 x 7) ÷ 4) - 2) = 200
3. 200 ÷ ((4 x 7) ÷ 4) = 28 (rounded down)
4. 28 x 400 = 11,200
5. 11,200 ÷ (10 x 10) = 112

So, in this example, you must accumulate 112 science units (beakers) to complete research on Masonry.

Not everyone is into math, so let's just summarize the basic implications of these equations:

- The higher the base cost of the advance, the more science it takes to complete an advance.
- The lower the cost factor, the less science it takes to complete an advance.
- The more opponents you have, the more science it takes to complete an advance. But…
- …the more of your opponents who have already discovered the advance, the *less* science it takes to complete an advance.
- The bigger the map, the more science it takes to complete an advance.

Knowing Your Limits

A little-known fact about the research system of *Civilization III* is that there is an upper and lower limit to the number of turns it takes to research an advance. Regardless of the outcome of the involved equation explained earlier in this chapter, there are minimum and maximum research times for *any* research project. That means that, beyond a certain point, it doesn't matter how much or how little science you are generating. (The upper and lower limits can be adjusted in the game editor.)

The default lower and upper limits are:

- **Lower limit:** 4 turns
- **Upper limit:** 40 turns

You can optimize your commerce and plan the construction of scientific improvements and Wonders by paying close attention to how long it takes you to research each new advance. Consider the following example.

Late in the Industrial Ages, the Egyptians are just beginning their research on Radio. At this stage in the game, they have numerous scientists in cities throughout their empire helping to bolster their science effort. With the commerce slider set at 100 percent, it takes them four turns to research Radio.

A little experimentation reveals that setting the commerce slider to 90 percent has no effect on research completion time. In fact, setting the slider as low as 80 percent still ensures completion in four turns. (See Figure 5-1.)

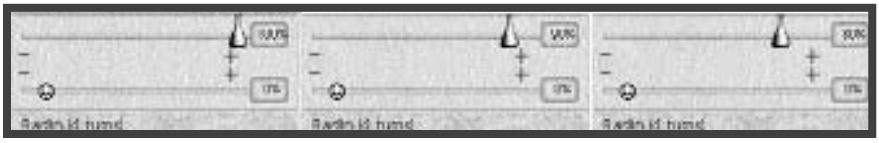
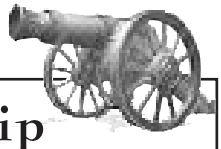


Figure 5-1. The minimum research limit revealed.

Experimenting at the other end of the spectrum reveals that it's possible to turn off your research altogether. In the previous example, with no scientists and the research slider set to zero, research grinds to a halt. Some tinkering reveals that adding a single scientist to one city sets the completion time for Radio at 40 turns.

Knowing the limits allows you to:

- **Maximize your commerce use.** If you know that your research on a given advance can't be completed in fewer than four turns, you're in luck. When you can complete a research project, this allows you to spend excess commerce on luxuries and taxes in four turns without setting the commerce slider to 100 percent.
- **Divert commerce in emergency situations.** Knowing the upper limit on research allows you to apply absolute minimum commerce to research while you divert the rest as needed to taxes and luxuries. Your research will continue (albeit at a snail's pace).
- **Build up your treasury early in the game.** Until your empire starts growing, most of your research projects take a long time to complete no matter what. Armed with knowledge of the upper limit, you can set your research to the lowest possible level where you perform research, allowing the leftover commerce to accumulate in your treasury.



Tip

Knowing the minimum research limit also reveals the importance of scientists. By turning spare citizens into scientists, you can decrease your reliance on commerce for research. With enough scientists in place, especially late in the game, you can often divert 10 or 20 percent (or more) of your commerce to taxes or luxuries without affecting your research speed.

CRITICAL PATHS

You always have choices when it comes to research. The path you take through the research tree depends mostly on the victory condition you're trying to achieve. If you're attempting a conquest victory, you place higher priority on advances that provide you with military units, improvements, and Wonders. If you're following a peaceful course, your preferred choices are advances that increase your culture or science.

The next couple of sections describe routes through the research tree based on peaceful and military strategies.

NOTE

It's all well and good to provide a suggested research map, but as all *Civilization III* players know, your research choices are often decided by current game conditions rather than your ultimate goal. You are the ultimate judge. If the situation calls for it, don't hesitate to deviate from your chosen research path.

Culture and Peace Research Paths

Peaceful victories—reaching Alpha Centauri, victory through diplomacy, histographic victory, and cultural victory—are the most difficult to achieve. Because you're required to put military advances on the back burner in most cases, it's easy to fall behind in your defenses and become an easy target.

The best way to stick to your research plan is to head off any unexpected situations before they occur. Research derailment is, unfortunately, all too common when following a peaceful path. You often get so caught up in your empire expansion that you ignore your enemies until it's too late—then, you end up having to play catch-up on military advances just to survive.

When trying the peaceful approach, keep the following tips in mind to avoid having to alter your chosen research path:

- **Stay in touch.** Isolationism doesn't work in *Civilization III*. Contact your opponents regularly and keep them happy, especially when following a peaceful path. This keeps you from having to divert research to military technologies just to survive.
- **Don't ignore your military.** Keep up with the times. Trade with your opponents to obtain military advances, and keep your defensive units upgraded to the latest available. That way, you don't have to divert valuable research to taxes so you can play catch-up later.

Choosing a civilization that is well suited to peace also helps you in your research efforts. (See Chapter 2 for an exploration of civilization characteristics.) The Egyptians are a well-rounded tribe that tends to do well in a peaceful role, so for the sake of this example, we'll look at things from their perspective. The Egyptian starting advances are Ceremonial Burial and Masonry.

NOTE

The research path presented here is geared toward the Alpha Centauri victory condition, but also works well for other peaceful victory conditions.

Table 4-4 shows the recommended research order to achieve a peaceful victory in each era.

TABLE 4-4. RECOMMENDED RESEARCH ORDER FOR PEACEFUL VICTORY (BY ERA)

RESEARCH ORDER	ANCIENT	MIDDLE AGES	INDUSTRIAL	MODERN
1	Bronze Working	Feudalism	Nationalism	Computers
2	Alphabet	Monotheism	Medicine	Rocketry
3	Writing	Chivalry	Sanitation	Space Flight
4	Literature	Theology	Steam Power	Ecology
5	Mysticism	Engineering	Electricity	Synthetic Fibers
6	Pottery	Invention	Scientific Method	Recycling
7	Code of Laws	Gunpowder	Replaceable Parts	Fission
8	Philosophy	Education	Industrialization	Superconductor
9	The Republic	Astronomy	Atomic Theory	Satellites
10	Iron Working	Music Theory	Electronics	Nuclear Power
11	Mathematics	Printing Press	The Corporation	The Laser
12	Construction	Democracy	Refining	Miniaturization
13	Currency	Free Artistry	Steel	Genetics
14	The Wheel	Banking	Combustion	Robotics
15	Warrior Code	Economics	Flight	Stealth
16	Horseback Riding	Chemistry	Mass Production	Smart Weapons
17	Polytheism	Navigation	Motorized Transportation	Integrated Defense
18	Monarchy	Physics	Radio	—
19	Map Making	Theory of Gravity	Advanced Flight (Optional)	—
20	—	Metallurgy	Espionage (Optional)	—
21	—	Magnetism	Communism	—
22	—	Military Tradition (Optional)	Amphibious War (Optional)	—

When following a peaceful path, your first long-term research goal is a better form of government. In Ancient Times, set your sights on the Republic. (Monarchy works too, but Republic is a better form of government for peaceful players.) There are a couple of important ancient research milestones along the way:

- **Literature.** Rapid research is vital to a peaceful strategy, so Libraries (to boost your research) and the Great Library (to leech your opponents' research) make Literature an important short-term research goal.

> **NOTE**
>
> Your geographic situation can change your research priorities in Ancient Times. For example, Map Making gains importance if you're trapped on a small island and need naval units and Harbors for expansion and trade.

- **Mysticism.** This is a particularly important advance at higher levels of difficulty, when you need Temples early on to keep your people happy.
- **Code of Laws.** Corruption means lost research, so you need Courthouses in your outlying cities to minimize its effects as you expand.

In the Middle Ages, your first goal is improving your defenses. In fact, you must do a lot of alternating between pure science and military advances throughout this era to reduce your vulnerability to surprise attacks.

Democracy is the pinnacle government for peacetime, so that's your next goal in this era. As in Ancient Times, if your empire expansion depends on taking to the seas, you should move the naval advances (like Navigation and Magnetism) to a higher priority.

Major Middle Ages milestones include:

- **Feudalism and Chivalry.** Pikemen and Knights are important military units that you need at your disposal to protect your interests.

> **NOTE**
>
> In *Civilization III: Play the World*, Feudalism is doubly important because it also allows you to build Medieval Infantry, an inexpensive offensive unit whose attack strength is equal to that of the Knight.

- **Invention.** Leonardo's Workshop and its cheap unit upgrades is a fine way to keep your defensive units up to date without straining your economy.
- **Music Theory.** This innocuous-sounding advance provides a great happiness boost (in the form of JS Bach's Cathedral).

A quest for improved defense and city growth kick off the Industrial Ages, followed by a run of science-oriented advances. The bulk of the military advances are left until the end of the era (though you can—and should—trade for as many as you can along the way).

Highlights of the Industrial Ages include:

- **Nationalism.** Riflemen are the state-of-the-art defensive units for a new era, and your cities are safer if you have them. Plus, the ability to draft citizens as defenders is very useful if you find yourself under attack.
- **Sanitation.** City growth is vital to continued success, and your cities can't grow beyond size 12 without Hospitals.

● **Scientific Method.** The two free advances you get after building Theory of Evolution are a great way to blast through your research at a time when the advances are starting to get pricey.

> **NOTE**
>
> You might want to upgrade the importance of Radio in *Civilization III: Play the World*. If you're dealing with hostile neighbors, the bombardment defense offered by the Civil Defense improvement and Radar Towers helps to keep your cities safe.

In Modern Times, set your sights on Alpha Centauri. Immediately steer toward the advances that speed up your research efforts and allow you to build spaceship parts.

Important advances of Modern Times include:

● **Computers.** Getting Research Labs in place early in Modern Times helps pay the high cost of research in this era.

● **Rocketry and Space Flight.** These advances are the gateway to your space program and the key to building three vital spaceship parts.

● **Ecology and Recycling**. Ecology is a gateway advance to Synthetic Fibers (required for some spaceship parts). Recycling, while seemingly unimportant to your long-term goal, helps (through Recycling Centers) to alleviate the pollution that plagues your empire in the late game.

If you're going for a cultural victory, move Genetics higher on your priority list. The earlier you can build Cure for Cancer, the more culture you'll reap from it.

> **NOTE**
>
> Miniaturization should move up to number two in your priority list in *Civilization III: Play the World*. The Internet saves you the build time and maintenance costs of placing Research Labs in all of your cities on the continent where the Wonder is built. Building the Internet also benefits your strategy if you're attempting a cultural victory.

Aggressive Research Paths

When attempting a conquest victory, your goal is to stay ahead of your opponents offensively and defensively. Research-wise, that means you need to concentrate your efforts on advances that give you a military edge, and use other means—trading, the Great Library, stealing advances, and so on—to obtain other technologies when possible.

Once again, choosing a civilization that suits your strategy is an important consideration. (See Chapter 2 for details on civilization characteristics.) While exploring military research paths here, we'll look at things from the Japanese perspective. The Japanese start the game with Warrior Code and Ceremonial Burial.

Table 4-5 shows the recommended military research paths for each era.

TABLE 4-5. RECOMMENDED RESEARCH ORDER FOR MILITARY VICTORY (BY ERA)

RESEARCH ORDER	ANCIENT	MIDDLE AGES	INDUSTRIAL	MODERN
1	Bronze Working	Feudalism	Nationalism	Computers
2	Iron Working	Monotheism	Communism	Rocketry
3	Masonry	Chivalry	Medicine	Ecology
4	Alphabet	Engineering	Sanitation	Synthetic Fibers
5	Mathematics	Invention	Steam Power	Stealth
6	Construction	Gunpowder	Industrialization	Fission
7	The Wheel	Theology	The Corporation	Space Flight
8	Horseback Riding	Education	Refining	Satellites
9	Mysticism	Astronomy	Steel	Nuclear Power
10	Polytheism	Chemistry	Combustion	The Laser
11	Monarchy	Writing	Electricity	Smart Weapons
12	Writing	Military Tradition	Replaceable Parts	Miniaturization
13	Literature	Physics	Flight	Robotics
14	Pottery	Magnetism	Mass Production	Superconductor
15	Map Making	Theory of Gravity	Scientific Method	Integrated Defense
16	Code of Laws	Navigation	Atomic Theory	Recycling
17	Currency	Banking	Electronics	Genetics
18	Philosophy	Music Theory	Motorized Transportation	—
19	The Republic (Optional)	Economics (Optional)	Amphibious War	—
20	—	Printing Press	Radio	—
21	—	Democracy (Optional)	Advanced Flight	—
22	—	Free Artistry (Optional)	Espionage (Optional)	—

Ancient Times begins with a quest for a better government and a buildup of strong defensive units. Monarchy is your best bet government-wise—it's easier to wage war under Monarchy than it is with a Republic—so make that your goal. After that, start building offensive units and preparing for battle.

NOTE

The optional advances—those not required to progress to the next historical era—become more optional when following a military strategy. You can safely "machinegun" your way through every era, ignoring optional advances, and still achieve a resounding military victory, whereas the benefits they provide are usually very important to non-violent strategies.

Important Ancient Times advances include:

- **Mathematics.** Bombardment is a great tool for softening up enemy cities for invasion (and protecting your own cities—see Chapter 7 for details). The Catapult is the first bombardment unit available.
- **Literature.** The Great Library is a wonderful tool for supplementing your research in non-military areas.
- **Map Making.** Galleys are useful for moving your offensive units to distant enemy cities, and the ability to trade maps with your opponents helps you plan your attacks without expending effort on exploration. If you're stuck on a small island at the beginning of the game, upgrade the priority of Map Making accordingly so that your empire can expand.

The advances of the Middle Ages provide you with the first truly formidable units—Knights and Musketmen are among the earliest. Occasional forays into non-military advances are necessary as your empire expands to obtain improvements and Wonders that help keep your people happy.

Middle Age military research highlights include:

- **Invention.** Leonardo's Workshop is even more important to a military strategy than it is to a peaceful strategy. You can keep your military at state-of-the-art efficiency at a 50 percent discount.
- **Gunpowder.** It goes without saying that Gunpowder is a major military turning point, both offensively and defensively. If you manage to get this advance before your opponents, you can enjoy at least a short period of military superiority.
- **Military Tradition.** Armies are among your most important offensive tools, and the Military Academy ensures that you can build them in at least one of your cities at all times. Plus, Cavalry is an excellent offensive unit.

> **NOTE**
>
> In *Civilization III: Play the World*, the importance of Feudalism is emphasized by the ability to build Medieval Infantry, another fine offensive unit in the early Middle Ages.

Your immediate goal as you enter the Industrial Ages is Communism. This is the optimum government for conducting an ongoing war. After you accomplish this short-term project, enhanced shield production dominates in preparation for the powerful military units that become available in the mid- to late Industrial Ages.

Important Industrial Ages milestones include:

- **Nationalism.** The ability to draft citizens and enhance defense make this advance a no-brainer as a first choice for the era.

- **Steam Power.** A widespread network of railroads is the key to rapid troop deployment throughout your empire. Steam Power also allows you to greatly enhance your naval power if you are so inclined.
- **Replaceable Parts.** Your land-based military power takes a considerable boost with the addition of the defensively strong Infantry and the bombardment power of Artillery. (In *Civilization III: Play the World*, Guerillas make Replaceable Parts even more enticing.)

The suggested research order for the Industrial Ages assumes an overtly aggressive strategy. If you prefer the covert options and opportunity for technology theft that Espionage allows, then move that advance up in priority.

It is during Modern Times that the difference between peaceful and military research strategies is most obvious. Since you don't need to build spaceship parts, you're free to explore the paths that lead directly to the powerful weapons of this era.

> **NOTE**
>
> As with the peaceful research strategy, Radio gains importance in military research when you play *Civilization III: Play the World*. Civil Defense provides much-needed protection for your cities, Radar Towers provide a significant defensive combat advantage.

Modern highlights include:

- **Rocketry.** Cruise Missiles, Jet Fighters, and SAM Missile Batteries—what's not to like about Rocketry?
- **Fission.** If you like using Cruise Missiles, the best way to deliver them to distant targets is via Nuclear Submarines.
- **Satellites.** As nasty as they are, nothing says military superiority like ICBMs. They're just the things to take care of those final stubborn opponents. (Just remember that your opponents aren't shy about using them against you if they have the opportunity.)

Another Alternative—Be a Research Leech

If you maintain good relations with your neighbors, you can get a lot of your research done for free by trading technologies you've discovered for ones that your opponents have already researched. The trick is knowing the research path that the AI usually follows so that you can research advances that your opponents don't have.

There is some variation in AI research strategy based on civilization characteristics. (Scientific tribes sometimes go off track for advances that give them scientific Wonders, for example) but this is pretty rare. Generally, all AI civilizations tend to follow the same path in a given era. For example, in the Middle Ages, the AI tends to follow the "top" research path—Monotheism, Feudalism, Chivalry, Theology, and so on—first, leaving the bottom path for last. As you play, take note of these trends and make sure that your research follows the path the AI is ignoring.

This gives you and your neighbors plenty of advances to trade back and forth—and gets you a lot of free technology.

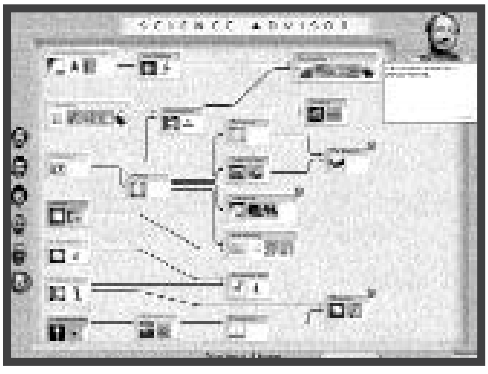
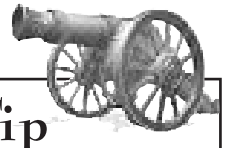


Figure 5-2. Go for the cheap advances first and trade them to your opponents for more time-consuming technologies.

Another way to be a research leech is to tackle all of the cheap advances in each era—the ones down the left side of the tech tree—first. For example, in Ancient Times, research Bronze Working, Masonry, Alphabet, Pottery, The Wheel, Warrior Code, and Ceremonial Burial in whatever order best suits you. (See Figure 5-2.) If you distribute your science wisely, you can burn through these in short order.

Meanwhile, the AI is following its normal path and accumulating advances that are farther down the line. By offering up the technologies that you have accumulated, you can grab the more "expensive" technologies without expending the time to research them. (AI civilizations tend not to be terribly cagey about trading expensive technologies for cheap ones.)

An added bonus to the research leech approach is that advances are cheaper to research if more civilizations acquire them. Even if you aren't able to strike up a trade with your opponents, chances are that several of the more expensive advances have already been discovered by the time you get around to them, thus requiring less effort on your part to research.



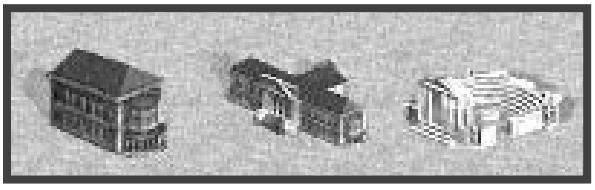
Tip

The more advances you have that your neighbors don't, the better your bargaining power. That means that scientific civilizations (with their free advance at the start of each era) make ideal research leeches. Also, the free advances you get for building the Theory of Evolution Wonder make it advantageous to make a beeline for Scientific Method at the dawn of the Industrial Ages.

Additional Research Strategies

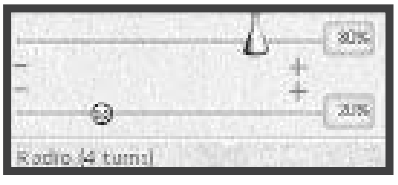
Most of the strategies involving research are fairly obvious if you're familiar with how the research system works. Your goal at all times is to devote as much commerce as you can safely afford to research. The faster you gain new advances, the better off you are.

Maximize your research by doing the following:

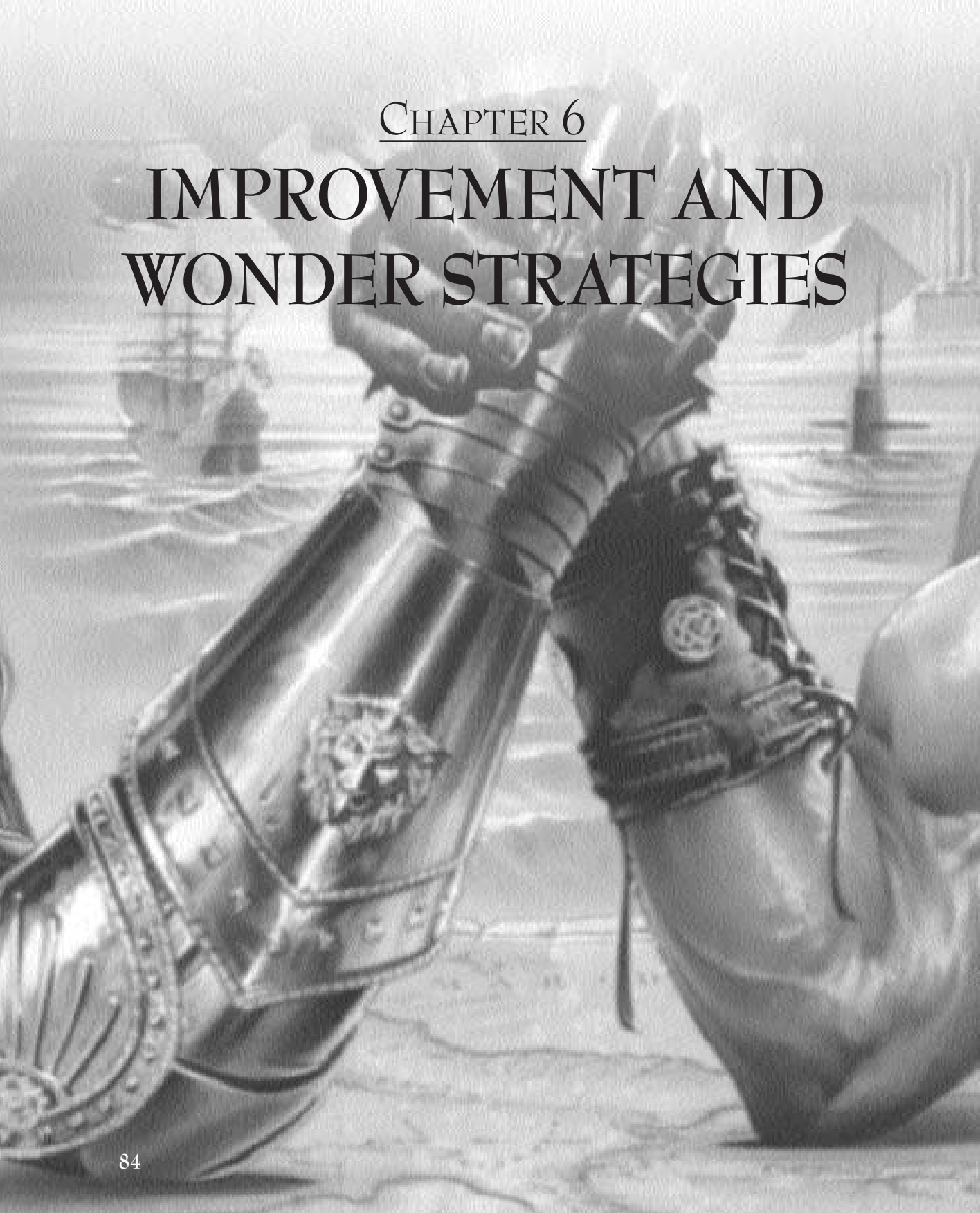


- **Build improvements and Wonders.** The more science-enhancing improvements and Wonders you build in your cities, the faster your research.

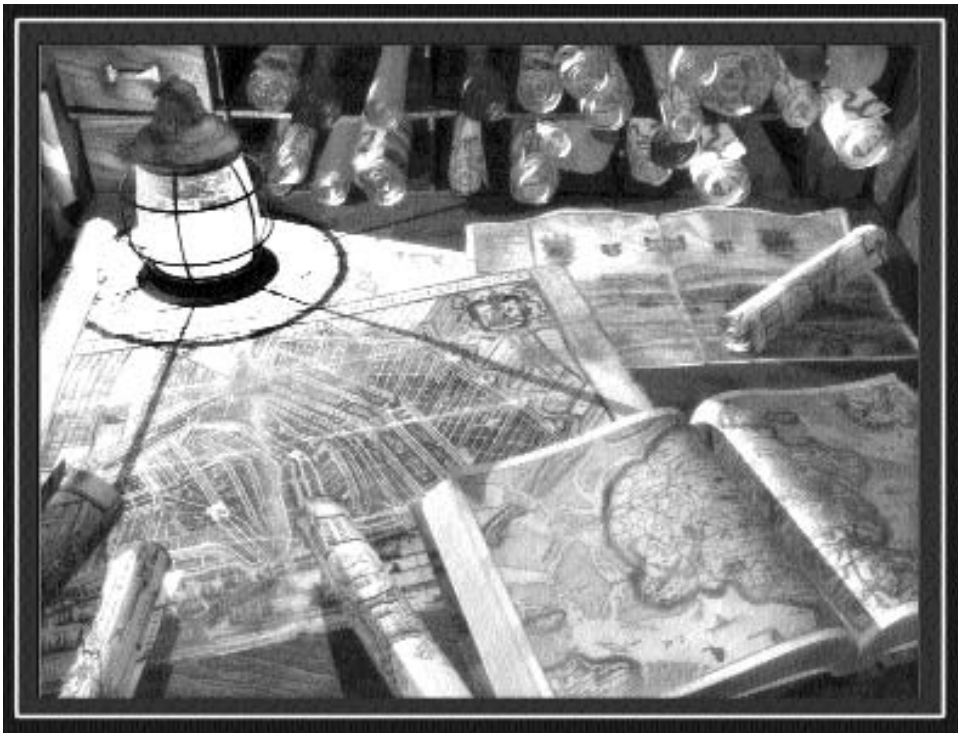
- **Add scientists to your cities.** As long as a city is doing fine on food and its citizens are happy, consider turning some of the citizens into scientists to increase the city's science output.



- **Adjust your commerce levels.** When you can afford it, increase the percentage of your incoming commerce that is dedicated to science.
- **Change governments.** The more advanced your government, the more commerce you can produce. More commerce equals more (potential) science.
- **Beg, borrow, and steal.** When normal research doesn't do the trick, trade with your neighbors to get technologies. When *that* doesn't work, consider using espionage to steal the advances you need.



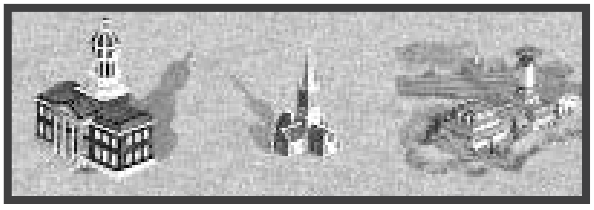
Chapter 6
IMPROVEMENT AND WONDER STRATEGIES



In Chapter 3, you learned that city development is very important to a successful empire. A healthy, diverse influx of resources and steady population growth are the outward signs of a successful city, and city improvements and Wonders of the World are the primary building blocks that allow your cities to continue to prosper and perform.

This chapter provides a strategic analysis of selected improvements and Wonders (including those introduced in *Sid Meier's Civilization® III: Play the World™*) and provides some valuable hints and tips that result from or directly affect these important city structures.

CITY IMPROVEMENTS

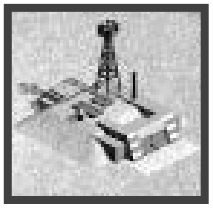


City improvements are the most basic city elements. After you build a couple of units for defense and exploration at the start of the game, improvement construction generally begins. Every improvement enhances some function of the city in which it is built, but the effects of many improvements—such as those that enhance your research capabilities—are ultimately felt far beyond the city in which they're located.

Play the World Improvement Analysis

Civilization III: Play the World introduces three new city improvements that provide you with new building decisions during the Industrial Ages.

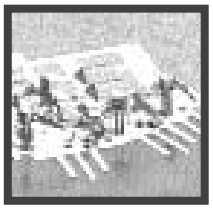
Civil Defense



This defensive improvement is the mid-game answer to Walls—with the added bonus of bombardment protection. If you have violent neighbors, Civil Defense is a "must-have" improvement for any cities over size 6 where Walls are no longer effective for land defense. It's also useful in smaller cities if your enemies make liberal use of bombardment.

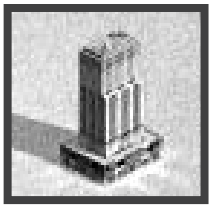
The defensive effects of Civil Defense are cumulative with those provided by other defensive improvements and terrain defensive bonuses in the city.

Commercial Dock



Commercial Docks are a great commerce producer and, thus, potentially increase tax revenue, luxuries, and science in the coastal cities where they're built. Building this improvement is almost the equivalent of building the Colossus—except that you only get extra commerce in the city's water squares. As such, the effectiveness of the improvement depends on the number of water squares within the city radius. Because the Commercial Dock has a maintenance cost of two Gold per turn, don't bother building them in cities with fewer than three water squares. Otherwise, the improvement isn't generating enough of a benefit to pay for itself.

Stock Exchange



Civilization veterans recognize this improvement from *Civilization II*. Basically, the Stock Exchange is a third-tier, tax-enhancing improvement (the other two being Marketplaces and Banks). To build a Stock Exchange, a city must already have a Bank.

NOTE

The Stock Exchange changes the prerequisites for building the Wall Street Small Wonder. Instead of five Banks, you must now have five Stock Exchanges to build Wall Street.

Rating the Improvements

You decide what city improvements to build based on the functions they perform. Your current game situation and the specific needs of the city determine which improvement you should build at any given time (and whether it is wiser to build an improvement or to build a unit instead).

All of the improvements in the game can be categorized by function. Each falls into one (or, in some cases more than one) of the following categories:

- **Happiness:** Improvements that improve the mood of the city's population.
- **Growth:** Improvements that help the city's population to grow.
- **Production:** Improvements that increase the number of shields the city generates.
- **Commerce:** Improvements that increase a city's commerce output.
- **Science:** Improvements that increase the city's science output.
- **Taxes:** Improvements that increase the city's tax revenues.
- **Trade:** Improvements that help link the city to your empire's trade network (and the trade networks of other empires).
- **City Defense:** Improvements that provide protection for the city.
- **Unit Enhancement:** Improvements that enhance the strength of military units built in the city.
- **Pollution:** Improvements that reduce pollution (or improvements that are designed not to add to the city's pollution problem).
- **Corruption:** Improvements that help combat corruption and waste.

Table 6-1 lists all of the city improvements by category.

TABLE 6-1. IMPROVEMENTS BY CATEGORY

CATEGORY	IMPROVEMENTS
Happiness	Cathedral; Colosseum; Marketplace; Police Station; Temple
Growth	Aqueduct; Granary; Harbor; Hospital
Production	Coal Plant; Factory; Hydro Plant; Manufacturing Plant; Nuclear Plant; Offshore Platform; Solar Plant
Commerce	Commercial Dock*
Science	Library; Research Lab; University
Taxes	Bank; Marketplace; Stock Exchange*
Trade	Airport; Harbor
City Defense	Civil Defense*; Coastal Fortress; SAM Missile Battery; Walls
Unit Enhancement	Airport; Barracks; Harbor
Pollution	Hydro Plant; Mass Transit System; Nuclear Plant; Recycling Center
Corruption	Courthouse; Police Station

**Civilization III: Play the World*.

There are really no specific strategies for individual improvements. The rule of thumb is that if a city needs an improvement, you should build it. If the city is functioning well without the aid of a particular improvement, there's no point in wasting the maintenance on it.

Improvements that generate culture are exempt from this rule. If you can afford the production time and maintenance costs, build every culture-producing improvement in every city. Regardless of your ultimate goal, a strong culture is always beneficial. (For more on culture and its effects, see Chapter 4.)

Improvements and Civilization Characteristics

In Chapter 2, you learned that militaristic, religious, and scientific civilizations enjoy discounted production on improvements that match their respective categories. If this is a deciding factor in your civilization choice, it's a good idea to know which improvements are discounted.

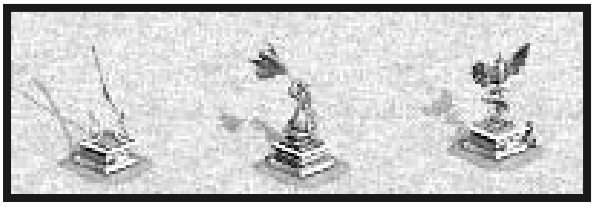
The discounted city improvements are listed by cultural category in Table 6-2.

TABLE 6-2. DISCOUNTED CITY IMPROVEMENTS BY CULTURAL CATEGORY

MILITARISTIC IMPROVEMENTS	SCIENTIFIC IMPROVEMENTS	RELIGIOUS IMPROVEMENTS
Airport	Library	Cathedral
Barracks	Research Lab	Temple
Civil Defense*	University	—
Coastal Fortress	—	—
Harbor	—	—
SAM Missile Battery	—	—
Walls	—	—

**Civilization III: Play the World*.*

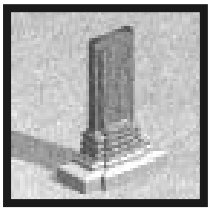
WONDERS OF THE WORLD



Wonders of the World are more powerful than city improvements—and they have the price tags to match! There are two types of Wonders: Great Wonders (which only one civilization can build in each game) and Small Wonders (which every civilization can build).

The following sections provide an analysis of every Wonder in the game, as well as hints and strategies that are directly related to the Wonders of the World.

Play the World Wonder Analysis: The Internet



Civilization II veterans noted that *Civilization III* changed the function of the SETI Program Wonder. The change localized that Wonder's effects to the city in which it was built.

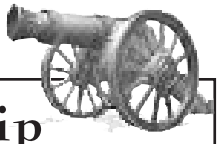
The Internet is the return of the old SETI Program in a new package (though its effects are now localized to the continent on which the Wonder is built). Not only does this Wonder give you a good research boost, it also eliminates the need to build and maintain Research Labs on one continent—a definite savings. The Internet is like research in a bottle in Modern Times. Whether you're attempting an Alpha Centauri victory or just piling on Future Techs to improve your score, the Internet is too valuable to pass up.

The Internet is unique in that it is the *only* Wonder that matches every primary civilization characteristic—commercial, expansionist, industrious, militaristic, religious, and scientific. Therefore, building it can trigger a Golden Age for *any* civilization.

Rating the Wonders

Building a Wonder is a massive undertaking that ties up the producing city for many turns. It's a process that should not be entered into lightly. Fortunately, you can prioritize the Wonders based on their comparative worth and based on your personal goals in the game. You can decide which ones to build and which ones to avoid.

Every Wonder (Great and Small) is analyzed in the following sections. The priority to build each of these is rated for both peaceful and military strategies on a 1 to 10 scale (1=low priority, 10=high priority).



Tip

When you're trying for a cultural victory, remember that *every* Wonder, no matter what specific benefits it offers, adds to your culture. By all means, prioritize the Wonders and build those that provide the greatest immediate benefits first—but take the opportunity to build every Wonder you can afford to maximize your culture score.

Apollo Program

- Military Priority: 1
- Peaceful Priority: 10

The Apollo Program is very strategy-specific. While absolutely essential if you're attempting the Alpha Centauri victory, it is of little use for most other strategies.

Battlefield Medicine

- Military Priority: 10
- Peaceful Priority: 4

Battlefield Medicine is essential for a military victory—it's difficult to win a distant war when your units can't heal in enemy territory. For peaceful strategies, where most of your fighting is usually defensive in nature, its primary benefit is culture.

The Colossus

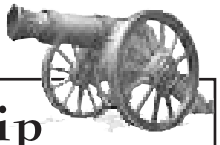
- Military Priority: 3
- Peaceful Priority: 5

Because of its localized effects, the Colossus takes a backseat to ancient Wonders with more widespread effects, although the extra commerce it produces can give you an edge if you build it early enough.

Copernicus's Observatory

- Military Priority: 5
- Peaceful Priority: 5

Science is important to every strategy. Despite its localized nature, Copernicus's Observatory is a great science boost in the early Middle Ages. Build it in the city with the highest commerce for maximum effect.



Tip

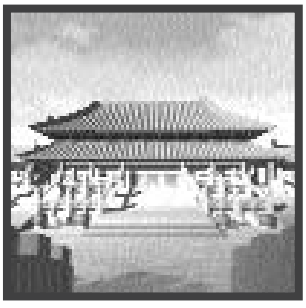
When pursuing a cultural victory, remember that culture produced by improvements and Wonders doubles after they've been in place for 1,000 years. That means that building Wonders—*any* Wonders—early in the game means a lot of culture down the road. Early Wonders, regardless of their effects, should rate a 9 or 10 on your priority scale if a cultural victory is your goal.

Cure for Cancer

- Military Priority: 7
- Peaceful Priority: 7

Cure for Cancer is high on the military priority list because its happiness effects make it a lot easier to fight a long war (especially under Republic and Democracy). It's equally important to peace lovers, especially if you're attempting to maximize your score. (Happy citizens equal higher scores.)

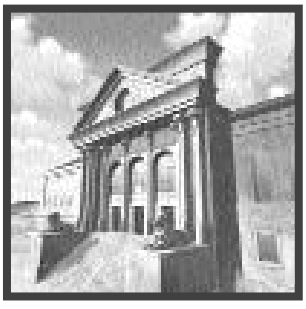
Forbidden Palace



- Military Priority: 9
- Peaceful Priority: 9

Corruption and waste can cripple an expanding civilization—whether you're expanding through construction or through conquest. The Forbidden Palace turns dead-end cities into effective additions to your empire.

The Great Library



- Military Priority: 10
- Peaceful Priority: 8

If you're concentrating on military improvements, it helps to have an alternate source for the non-military advances—and the Great Library is just the ticket. The same is true to a lesser extent for peaceful players (who can use this Wonder to acquire military knowledge), though the priority is slightly lower because friendly technology trade is easier when you follow a peaceful track. Plus, because your emphasis is usually on research if you're playing peacefully, the number of advances you receive from the Great Library is usually limited.

Tip

If you depend heavily on a Wonder that has an expiration date, make sure you know which advance makes it expire and plan your research so that you can reap the maximum benefit possible before the Wonder becomes obsolete. For example, hold off on researching Education as long as possible when you build the Great Library.

To get a free advance, the advance must be possessed by two civilizations *with whom you have contact*. This emphasizes the need to get out and socialize with your neighbors. The Great Library is useless unless you've met at least a couple of your neighbors.

The Great Lighthouse

- Military Priority: 6
- Peaceful Priority: 3

The Great Lighthouse is only beneficial if you take to the seas early in the game for exploration or combat purposes. Its specialized effects make this Wonder a very low priority indeed compared to the other Wonders that are available in the same era.

One exception to this rule is if you enjoy early military domination. Depending on the map, this Wonder could give you sole power over the seas. Using your superior naval range, you can send your troops to invade other continents, but your enemies (much as they might want to) can't touch your civilization. If you take advantage of this strategy, be prepared for the angry onslaught when your opponents discover Magnetism!

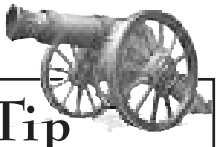
NOTE

The priority of sea-oriented Wonders like the Great Lighthouse increases in proportion to the amount of water on the map. On Archipelago worlds, where you have to take to the seas in order to expand, naval advantages over your opponents are far more important.

The Great Wall

- Military Priority: 7
- Peaceful Priority: 7

The Great Wall is extremely useful early in the game when all of your cities are small, but it loses its effectiveness as your cities grow (and Walls become ineffective). Because your outlying cities are usually the smallest and most vulnerable, this is definitely a Wonder worth building if only to beef up the Walls you build in these border cities. If you're a player who doesn't build Walls, don't bother building the Great Wall.



Tip

If you're a masochist who likes playing the game with raging hordes of Barbarians, the Great Wall should be an integral part of your early-game strategy.

The Hanging Gardens

- Military Priority: 8
- Peaceful Priority: 8

This is a powerful happiness Wonder that's worth your time and effort regardless of your strategy (especially on higher difficulty levels). It's ideal for preventing war-induced unhappiness—during early wars, anyway. If you have happy citizens anyway, the Hanging Gardens make it that much easier to induce We Love the King Days across your empire.

Heroic Epic

- Military Priority: 10
- Peaceful Priority: 4

Warmongering players agree that Armies lead the way to swift victory, so any Wonder that increases your chance of being able to build Armies is very important to any military strategy. Heroic Epic would rate a "1" for peaceful strategies if it weren't for the fact that it generates a *huge* amount of culture—more than any other Small Wonder.

Hoover Dam

- Military Priority: 7
- Peaceful Priority: 7

The problem with most production-enhancing improvements is that they cause pollution. Hydro Plants don't, but you can only build them in cities with rivers. The Hoover Dam solves both problems. No matter what strategy you prefer, you can't go wrong with extra shields.

Intelligence Agency

- Military Priority: 5
- Peaceful Priority: 5

This Wonder rates a "middle of the road" priority for both strategies because it's so subjective. Both militaristic and peaceful players use espionage, but not all players bother with it. If you like using espionage, build the Intelligence Agency. If not, you don't need it. Even for culture, its benefits are minimal.

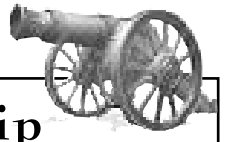
Tip

Even if you don't actually need a Wonder, there's no reason not to build it if you don't have anything better to build. This is especially true of Small Wonders because you can build them at your leisure. Wonders cost you nothing in maintenance, and a little extra culture never hurts.

The Internet (*Civilization III: Play the World*)

- Military Priority: 8
- Peaceful Priority: 10

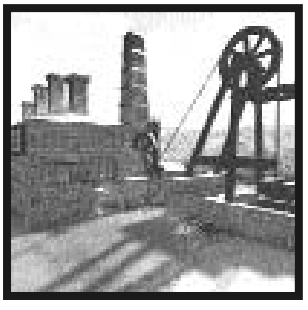
Because the race for spaceship parts is expensive research-wise—the parts are spread across three expensive Modern advances—The Internet is an important Wonder to grab for a final research boost if you're heading for Alpha Centauri. It's also important to other strategies because the extra science lets you free up your commerce for extra taxes (to finance your war effort) or extra luxuries (to build up your happiness quotient as the game draws to a close).



Tip

If your civilization hasn't experienced a Golden Age by this point in the game, the Internet is your golden opportunity (if you'll pardon the pun). Because this Wonder embodies all six primary civilization traits, there's an excellent chance that building it will trigger your Golden Age.

Iron Works



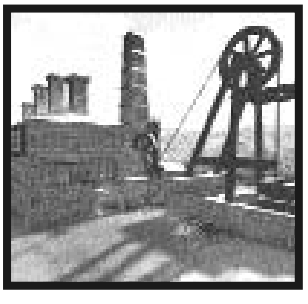
- Military Priority: 3
- Peaceful Priority: 3

The Iron Works' sphere of influence is limited to a single city, and it can only be built under very specific circumstances, so it doesn't rate very high for either strategic path. If you happen to have a city that meets the Wonder's building requirements (which is rare—the Iron Works is the single hardest Wonder to build in the game), it's worth building if you have the time. Just be prepared to deal with the pollution when it arrives. The Iron Works is a great way to turn a city into a pollution factory.

Tip

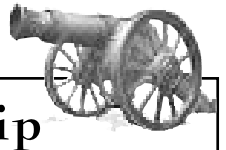
A popular tactic among experienced players is city specialization—creating cities that serve customized functions. The Iron Works is an ideal addition to a "shield city" that already has a brisk production rate. By doubling a shield-rich city's shield generation, you create a city that can pump out military units—or improvements and Wonders—in short order.

JS Bach's Cathedral



- Military Priority: 9
- Peaceful Priority: 9

As happiness Wonders go, JS Bach's Cathedral is definitely near the top of the heap. It is a "must-have" Wonder regardless of your ultimate



Tip

Wonders whose effects are limited to a single continent, like JS Bach's Cathedral, provide the most benefit when built on large landmasses where you control a large number of cities. If your empire is spread over several continents, build these Wonders where your greatest concentration of cities lies.

goal. The only thing that keeps it from being a "10" is its continental limitation—a real drawback on maps with small landmasses.

Leonardo's Workshop

- Military Priority: 10
- Peaceful Priority: 8

Unit upgrades are available at all times and are cheaper than building new units no matter what. But, if you can upgrade at half price, you save a substantial amount of Gold (especially if you're constantly at war). If you are conquest-oriented, nothing should take higher priority than Leonardo's Workshop—it's your mission to get this Wonder before your opponents do. This is an important Wonder for you peace-lovers as well (it's a great way to keep your defensive units up to date), but it should arguably take a back seat to other Wonders of the era (like the Sistine Chapel).

Longevity

- Military Priority: 1
- Peaceful Priority: 2

Longevity is a great Wonder for growing your civilization. Unfortunately, it becomes available only after most of your cities have already grown quite large. Longevity is particularly problematic on higher difficulty levels, when population happiness is difficult to achieve and balance. If you can keep your burgeoning population happy and fed, Longevity is worth the effort for the extra culture. Otherwise, leave it alone.

Magellan's Voyage

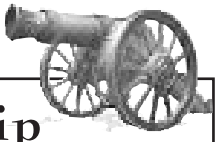
- Military Priority: 3
- Peaceful Priority: 2

Like the Great Lighthouse, Magellan's Voyage is only vital if your strategy involves lots of naval units (by choice or as a result of the local geography). Military players will enjoy the slight movement edge at sea, but aside from the culture boost, there's little to recommend this Wonder if naval units aren't part of your strategy.

The Manhattan Project

- Military Priority: 9
- Peaceful Priority: 1

The question you have to ask yourself is, "Do I want everyone to be able to build nukes?" If you're going for a peaceful victory, your answer should be a resounding "No"—those two points of culture every turn aren't worth the possible consequences. If you're out to nuke your neighbors, it's a different story because this Wonder has to be in place somewhere in order to build nuclear weapons.



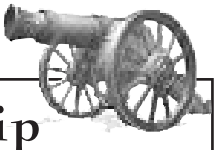
Tip

If you're a militant player, consider holding off on your weapons of mass destruction until one of your neighbors builds the Manhattan Project. Chances are that you're already a target, so why rush it? Spend your time and shields building SAM Missile Batteries and the Strategic Missile Defense instead, so you're ready when the inevitable nuclear exchange transpires.

Military Academy

- Military Priority: 10
- Peaceful Priority: 1

For the conquest-oriented, the advice for this Small Wonder is the same as the advice for Heroic Epic: *build it*. With the Military Academy in place, you're assured of the ability to build Armies in at least one of your cities at all times! Peaceful players, on the other hand, have little use for this Wonder. Unlike Heroic Epic, the Military Academy is a meager source of culture.



Tip

If you're building Copernicus's Observatory, and you see that one of your opponents is doing so as well and beating you to the punch, switch to Newton's University if it's available. The effects are the same, and the shields you were accumulating toward the other Wonder give you a good jump on its construction.

Newton's University

- Military Priority: 6
- Peaceful Priority: 6

The effects of Newton's University are identical to those of Copernicus's Observatory. This Wonder gets the edge priority-wise, however, because it generates more culture.

The Wonder's effects are cumulative, so you can turn a city into a real science powerhouse by building both in the same place.

The Oracle

- Military Priority: 8
- Peaceful Priority: 10

The Oracle is an important Wonder no matter what, but its importance is magnified by game difficulty—life is a lot easier during your cities' early growth on Deity level if your Temples are bolstered by the Oracle. The Oracle is also one of the best culture generators available in Ancient Times; thus, it's invaluable if you seek a cultural victory.

The Pentagon

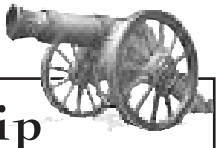
- Military Priority: 10
- Peaceful Priority: 1

Like Heroic Epic and the Military Academy, the Pentagon is a strictly military Wonder. In fact, if you're successfully following a peaceful path, it's unlikely you will ever meet the requirements to build it! If military superiority is your game, Armies are a big part of it—and the Pentagon makes your Armies stronger.

The Pyramids

- Military Priority: 5
- Peaceful Priority: 8

The Pyramids save you money if you're a player who builds Granaries in all of your cities. Aside from its continental limitation, there is really no down side to the Pyramids *unless* rapid city growth outpaces your ability to keep your people happy. Like the Oracle, the Pyramids are a tremendous source of culture and are a "must-build" item if a cultural victory is your goal.



Tip

If you're playing as the Egyptians, building the Pyramids is an almost certain way to trigger your Golden Age. Combined with the Egyptian Workers' ability to rapidly build infrastructure, an early Golden Age is a great way to get the jump on your opponents with regard to expansion. By the same token, if you're playing ***against*** the Egyptians, you should prevent them from building the Pyramids so that ***they*** don't get the jump on ***you***.

SETI Program

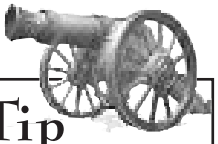
- Military Priority: 5
- Peaceful Priority: 6

The SETI Program is, essentially, the Modern Times answer to Copernicus's Observatory and Newton's University (with less culture). Late-game research can always use a shot in the arm, more so for peaceful players seeking an Alpha Centauri victory. As with all resource-enhancing Wonders, make sure that you build the SETI Program in a city where its effects are maximized—in this case, a commerce-rich city.

Shakespeare's Theater

- Military Priority: 3
- Peaceful Priority: 3

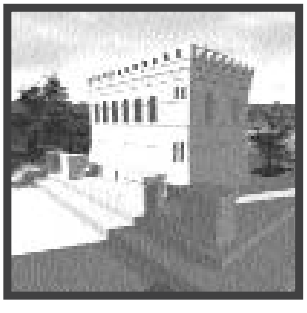
This Wonder provides a powerful happiness bonus, but it's so localized that its utility is limited. If you have the time, build it. Otherwise, widespread happiness Wonders (like JS Bach's Cathedral and the Sistine Chapel, which are available at pretty much the same time) are more useful.



Tip

If you decide to build Shakespeare's Theater, don't limit your site choices to unhappy cities. If you build it in a city with an already happy population and lots of resources, you can reap quite a profit from an almost eternal We Love the King Day in that city.

Sistine Chapel



- Military Priority: 9
- Peaceful Priority: 10

Because they become available at about the same time, it's difficult to choose between the Sistine Chapel and JS Bach's Cathedral when forced to do so. If you can build both, great! If you have to choose, the Sistine Chapel gets the edge because of its wider-ranging effects.

NOTE

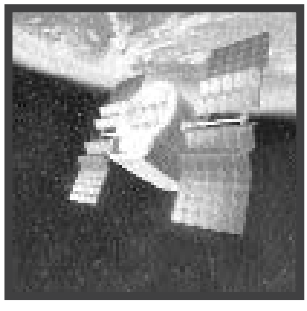
The only reason that the Sistine Chapel isn't a "10" for military strategists is that it is usually available at about the same time as Leonardo's Workshop. When you're pursuing conquest and you're forced to choose between the two, Leonardo's Workshop *must* take precedence.

Smith's Trading Company

- Military Priority: 7
- Peaceful Priority: 6

Smith's Trading Company is just the thing if you're a player who likes to build *everything* in your cities. Any commerce that you don't have to waste on improvement maintenance is commerce that can be spent somewhere else. This Wonder basically turns the commerce you gain from the improvements it pays for into pure profit. Other Wonders of the Middle Ages (like JS Bach's Cathedral and the Sistine Chapel) must take precedence, but Adam Smith's Trading Company should not be dismissed lightly.

Strategic Missile Defense



- Military Priority: 8
- Peaceful Priority: 7

The importance of this Wonder depends entirely on the availability of nuclear weapons in the world. If your opponents aren't using ICBMs and it's not likely they can field them for some time, there's no reason to waste your effort on this Wonder. Remember that violence begets violence, so if you use ICBMs against your opponents, it's more likely that your opponents will use them against you.

Sun Tzu's Art of War

- Military Priority: 10
- Peaceful Priority: 8

Many players think of offensive power when they think of veteran units, but strong *defenders* are just as important. That's why Sun Tzu's *Art of War* is almost as important when you follow a peaceful path as it is when you're the aggressor. In addition to the obvious benefits, the up side of the Wonder in both cases is that you don't have to pay the maintenance on Barracks in the cities affected by the Wonder. That's money that you can spend on the maintenance of other, more vital improvements.

Theory of Evolution

- Military Priority: 8
- Peaceful Priority: 10

The rule of thumb in *Civilization III* is that any free advance is a good advance. Since you get *two* free advances when you build Theory of Evolution, that makes it a very useful Wonder indeed. It would, in fact, hold equal priority for both strategy paths if it weren't for the fact that Universal Suffrage is *vital* if you're of a military bent. If you're forced to choose between the two, the free research must take a backseat.

The United Nations

- Military Priority: 1
- Peaceful Priority: 10

No two ways about it—the United Nations is a one-hit Wonder. Unless you're going for a diplomatic victory, there's no compelling reason (apart from the culture) to build it. Military players need not apply—your production time is better spent on the military toys and other Wonders of Modern Times.

Universal Suffrage

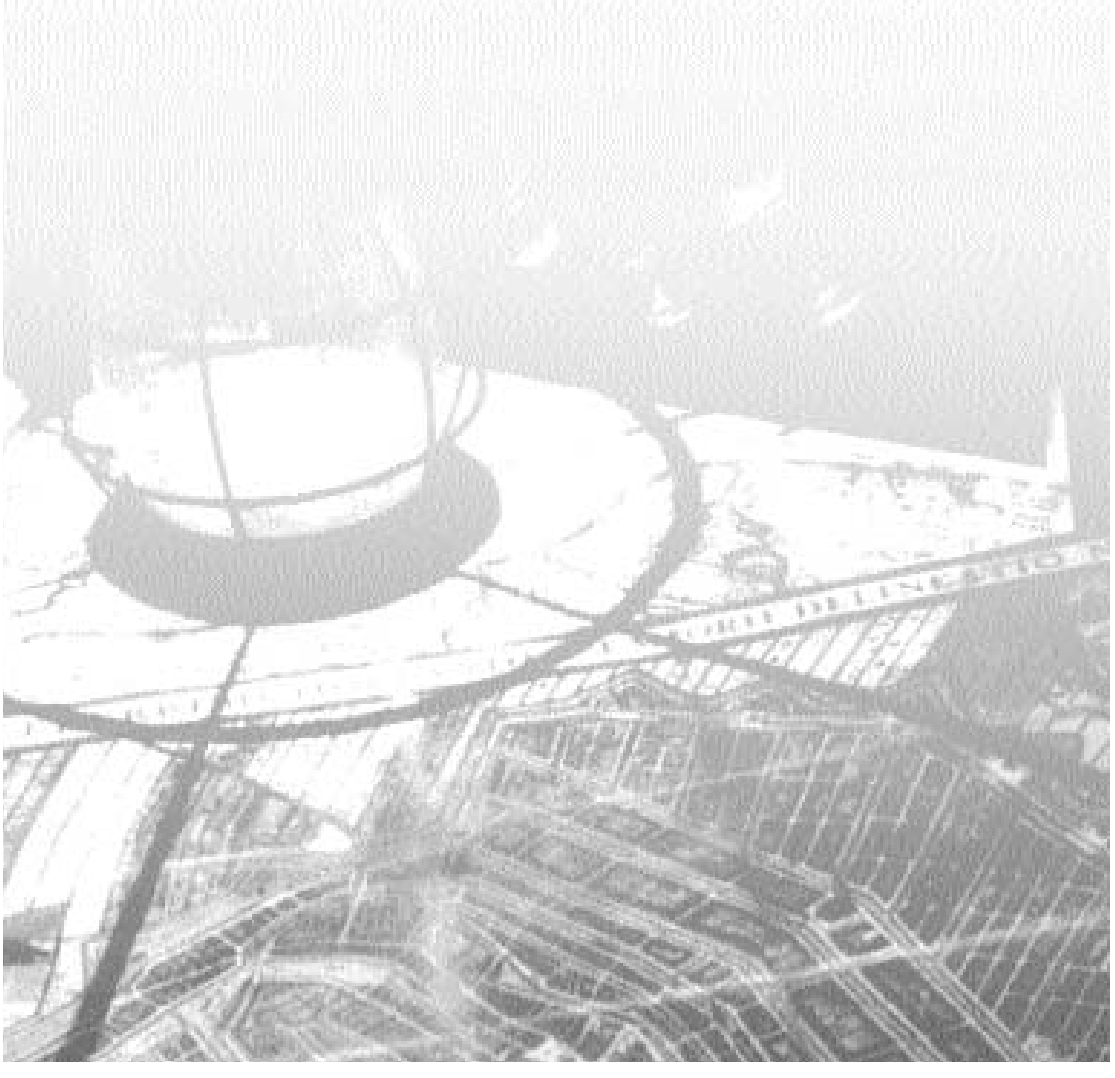
- Military Priority: 9
- Peaceful Priority: 7

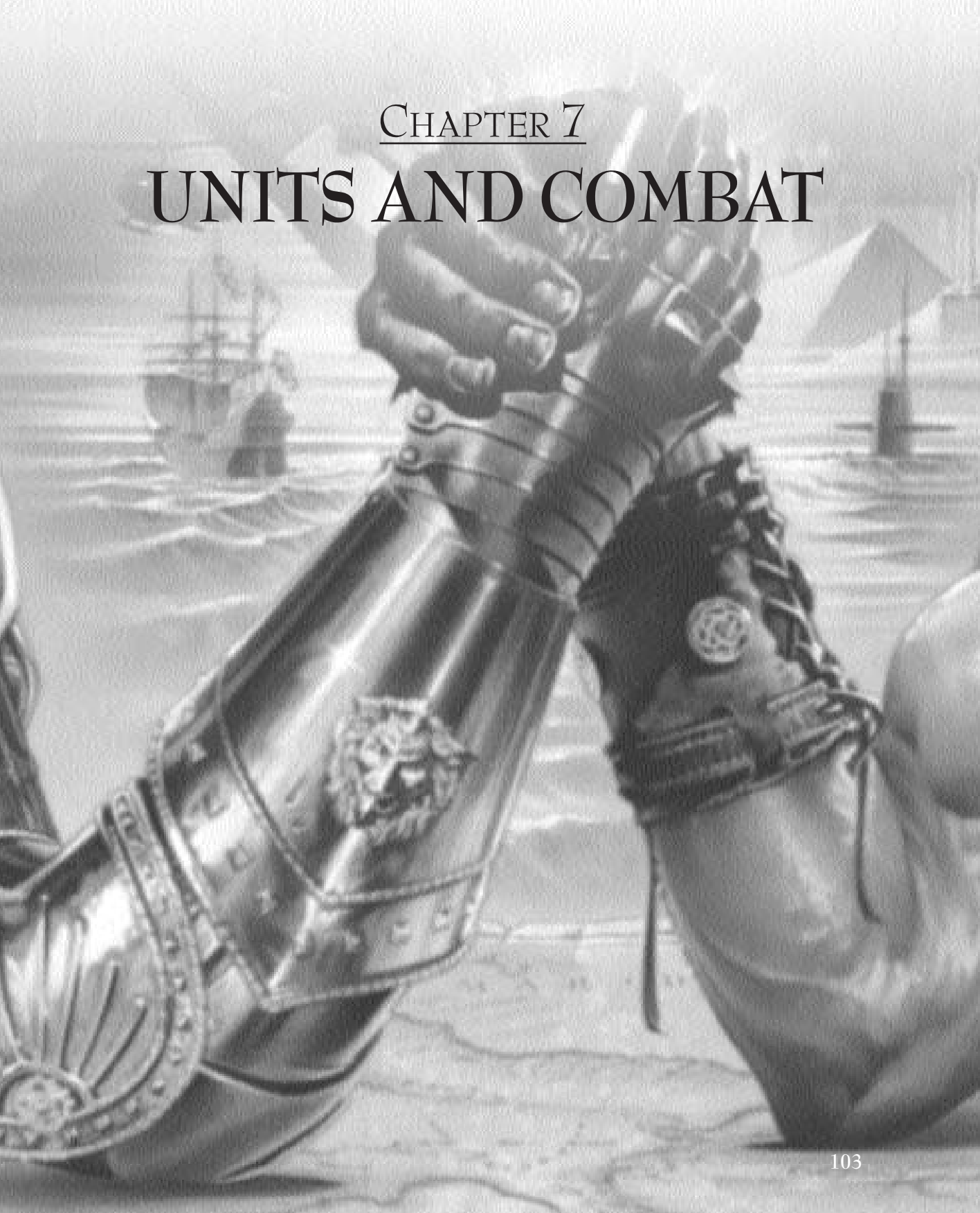
Universal Suffrage is about the only thing that can save your cities from massive bouts of disorder when you wage war under a Republic or a Democracy. Because you're sometimes forced to go to war even if you're playing a peaceful game, Universal Suffrage comes in handy, allowing you to take care of your military problems without the economic and research hit you take changing to a more "primitive" form of government.

The Wonder-ous Virtues of Being Militaristic

Although militaristic civilizations and the copious construction of Wonders don't generally go together, there is one major Wonder-related advantage to controlling a militaristic civilization.

The only way to hurry the production of a Wonder is by sacrificing a Great Leader to the cause. When you're militaristic, you get more Great Leaders than you do as a peacenik. Any Great Leaders you don't need to form Armies can speed the construction of your Wonders. This side effect makes the militaristic civilization trait a bit more attractive to non-military players.



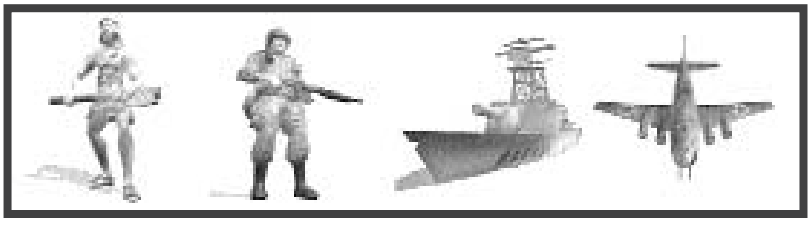


Chapter 7
UNITS AND COMBAT

Despite the fact that *Sid Meier's Civilization® III* is ostensibly a game of exploration, diplomacy, and historical research, most players tend to approach the game in a military fashion. Indeed, this is generally in response to military incursions by computer-controlled civilizations in their relentless quest to eradicate you—especially when you don't play nice.

In this chapter, we'll look at your units and analyze strategies that specifically relate to them, including the new units added in *Sid Meier's Civilization® III: Play the World™*. Afterward, we'll delve into the art of war and look at advanced combat strategies that have been formulated and tested by some of the finest *Civilization* players in the world.

UNITS



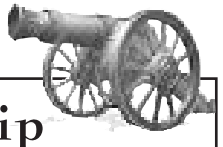
Whether you mobilize your units for conquest or use them to expand your empire and protect your cities, your units are an integral part of your empire. The following sections analyze selected units and provide you with unit-specific strategies and tips to use throughout the game.

Play the World Unit Analysis

Sid Meier's Civilization III: Play the World introduces several new units to the game. Most are tribe specific (one each for the eight new civilizations), but two are available to you no matter what civilization you play.

Medieval Infantry

Medieval Infantry is a useful addition to the game, especially if you're not playing a game of aggression and want a good attack unit in reserve—without having to detour down the Chivalry dead-end to get it. Medieval Infantry also makes a good alternative to Longbowmen (which are defensively inferior).



Tip

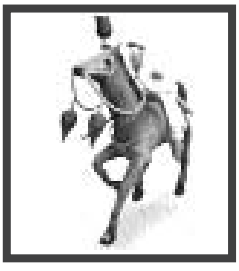
The addition of Medieval Infantry makes Swordsmen more attractive as early attack units. Whereas Swordsmen were previously dead-end units, they now upgrade to Medieval Infantry. Building a decent-sized contingent of Swordsmen in Ancient Times now means a relatively cheap upgrade to a formidable fighting force in the Middle Ages.

Guerilla

Guerillas are late-Industrial Ages alternatives to Infantry units. Although they're defensively inferior to Infantry and have no upgrade path, Guerillas are a sure-thing unit made possible by Replaceable Parts. Unlike Infantry, they require no strategic resources to build.

Guerillas are ideal for cities and civilizations that have no source of rubber, but stick to Infantry units when rubber is available. With Infantry, you get the same attack strength, nearly double the defense, and an opportunity for upgrades at the same price.

Ansar Warrior (Arabs)



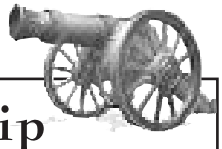
The Arabs' answer to Knights, Ansar Warriors sacrifice defensive capability for speed and a lower cost. Although the lower defensive factor makes them somewhat vulnerable to other contemporary units, their speed advantage gives you a competitive edge in both exploration and quick strikes against neighboring civilizations.

Berserk (Vikings)

The Berserk is an offensive bonanza. It replaces the Longbowman, which the Berserk outclasses by 50 percent in both offensive and defensive power. The Berserk is also an amphibious unit, giving the Vikings the ability to attack directly from ships considerably earlier than any of their neighbors. The fact that Berserk units cost half again as much as Longbowmen and can't be upgraded is immaterial when you consider the offensive advantage they provide. If you're a warmonger, this unit makes the Vikings an enticing civilization to play.

Conquistador (Spanish)

When it comes to mid-game exploration, the Spanish corner the market—largely thanks to the Conquistador. This unit is the finest exploration unit available, bar none—an Explorer with teeth that can defend itself. No other ground unit (besides the Explorer) can cover as much territory in a turn as a Conquistador without the aid of roads or railroads.



Tip

Conquistadors are ideal raider units. You can send them into enemy territory to capture Workers and Settlers, pillage terrain improvements, cut off access to strategic and luxury resources, and so on. And, because of their superior movement, chances are that no one will catch them (at least not without the aid of roads and railroads). Your Conquistadors won't last long, but while your opponent is busy clearing them out, you can build up a powerful attack force to escalate the conflict.

Gallic Swordsman (Celts)

The Gallic Swordsman gives the Celts an early offensive edge over their neighbors. Their attack and defense strength rival most other units of the time. These advantages, combined with their superior speed, make Gallic Swordsmen an enticement if you like to take an aggressive stance early in the game.

Hwach'a (Koreans)

The Hwach'a allows the Koreans to engage in effective bombardment earlier in the game than any other civilization. The added bombardment strength is advantageous on its own. In addition, you need only one strategic resource, rather than the two you need with Cannons, and the unit is priced the same as a Cannon. The downside is that you lose the upgrade capability enjoyed by Cannons.

NOTE

Because bombardment can't kill units (it only damages them), it's impossible for the Koreans to trigger their Golden Age through special unit victory. This is a major drawback both to the unit itself and to the civilization.

Keshik (Mongols)

Keshiks have three advantages over Knights: lower cost, lower resource requirements, and the ability to cross mountains without movement penalties. Defensively less formidable than Knights, Keshiks are still viable attackers—especially in rough terrain.

NOTE

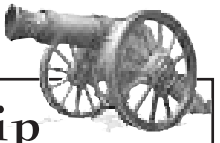
Tribe-specific units that require fewer strategic resources than their counterparts are advantageous when you're playing on a small map with lots of opponents, a situation where strategic resources are at a premium.

Numidian Mercenary (Carthaginians)

Numidian Mercenaries function well both as defenders and attackers, giving the Carthaginians a significant military advantage at the game's start. The trade-off is that this unit is not upgradeable—which makes it less desirable in the long run than both Swordsmen and Spearmen.

Sipahi (Ottomans)

If you've been the victim of military onslaughts in the late Middle and early Industrial Ages, you know the power of the Cavalry unit. If you're up against the Ottomans, it's worse. Sipahi units provide a slight attack advantage with no cost or resource disadvantage. This advantage isn't enough to make the Sipahi the deciding factor in choosing the Ottomans as your civilization, but it's something to keep in mind when the Ottomans launch famous midgame Cavalry-style raids on your cities.



Tip

As mentioned in Chapter 4, you want to time the triggering of your Golden Age to maximize the advantage of its benefits. When your tribe-specific unit is one that is available early in the game, when you have few cities, field conventional units rather than tribe-specific units to avoid prematurely triggering your Golden Age.

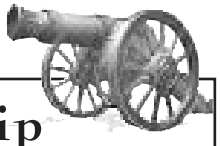
Unit-Related Strategies

Some of the offensive and defensive strategies in *Civilization III* are general in nature, and function regardless of the units you employ. (These strategies are covered later in the chapter.) Some strategies, however, are directly tied to certain units. In the remainder of the chapter's units section, we'll look at unit-specific tactics.

Those Wonderful Workers....

A complement of roving Workers is vital to your civilization. Workers, through the construction of roads and railroads, are the primary method of creating your trade infrastructure. They also maximize the effectiveness of your terrain and clean up your pollution. If your unit support budget permits, field at least one Worker per city to keep your infrastructure growth on track.

Several strategies relate directly to Workers—some of which put Workers to uses you might not have considered. Here are a few of the most interesting and useful Worker strategies.



Tip

Although Worker automation is intelligent in *Civilization III*, the best results are achieved by a combination of manual Worker assignments and automation. For each city, manually assign your Workers to complete irrigation and mining tasks to optimize the city's resources, then set your Worker to Automate: No Altering (Shift-A) automation. That leaves your mining and irrigation intact and your Workers free to build roads, railroads, and so on at their leisure.

Chain Gangs

What one Worker can do, two Workers can do twice as fast. Certain jobs—mining, clearing forests, clearing jungles, and cleaning pollution to name a few—take a long time for a single Worker to perform. When you can afford to do so, use multiple workers to complete lengthy tasks. This is especially useful when you use foreign Workers (Workers you capture from an opponent), who only work half as fast as your own.

Using Workers as Population Storage

When a city reaches a population ceiling—a point where it cannot grow anymore until you install the appropriate improvement (for example, when it reaches size 6 and cannot grow until you install an Aqueduct)—take advantage of the lack of growth to build Workers. You lose one population when you build the Worker, but that is quickly replaced as food stores accumulate.

Do this until you're ready to build the growth improvement. Then, after the improvement is built, have any Workers you don't need join the city for an instant population increase. Instead of allowing your cities to stagnate when they reach a population ceiling, you are storing your population growth in the Workers—who, in the meantime, help you develop your empire's infrastructure.

Airfields, Outposts, and Radar Towers (*Civilization III: Play the World*)

Play the World introduces three new Worker actions, each of which allows you to build a terrain structure that provides you with a strategic advantage in various game situations.

● **Airfields:** If you enjoy dominating the skies, Airfields should be an important part of your strategy. Airfields are like land-bound Carriers. You can fly any Fighter or Bomber mission out of an Airfield, so plant a few along a hostile border to press your air superiority. You can also airlift units to Airfields—a feature that makes mobilizing an attack or a border defense a lot easier.

NOTE

Airfields can play a big role in the new Capture the Princess victory condition. See Chapter 8 for details.

● **Outposts:** Outposts are great early-warning systems. Before Outposts, the only way you could spot incoming enemies from beyond your borders was to station units in the field. This was costly in terms of upkeep. Outposts, on the other hand, are free (after the cost of the Worker itself). Place them along your hostile borders to see an invasion force coming long before it gets there. Even if you don't have time to build up your defenses, you might be able to negotiate with the potential attacker and stave off the invasion. Outposts also increase the area that you can "see," which helps to hold back Barbarians (see Chapter 2 for details). For the maximum effect, place your Outposts on Mountains or Hills.

● **Radar Towers:** *Play the World* is more defensive toward the game's end than the original *Civilization III*. Radar Towers near your cities give you an extra defensive—and offensive—edge that helps protect you from invasion during the late game. No city should be without one. Because the AI uses Radar Towers frequently, plan your late-game attacks to compensate. (Note that Radar Towers have no effect on air-to-air combat.)

Tip

The Workers you capture when you take some enemy cities are double-edged swords. Although they can be a boon to your infrastructure development, they work at half speed and eat up resources in terms of upkeep. When you pick up enemy Workers, turn them into Airfields, Outposts, and Radar Towers. That way, you get a useful structure and avoid the pains of dealing with these potentially deadweight units. You can go one step further and build Workers in resisting cities, then turn them into one of the above structures. In effect, you're turning your resisting citizens into useful terrain improvements.

Explorers: Not Just For Exploring

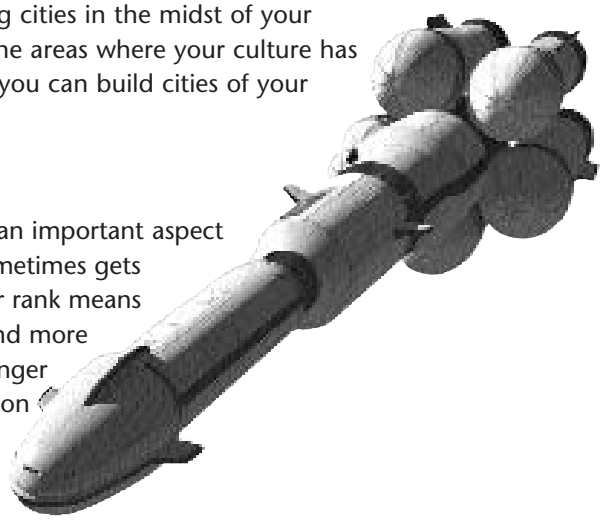
Explorers are probably the most ignored and underused unit in the game. There always seems to be something better to build—improvements and Wonders if you're on a peaceful track, or the most powerful military units you can muster if you're out to conquer the world.

Thing is, Explorers are quite useful—and not just for exploring. The fact that your opponents don't see them as a threat (at least, not initially) allows them to pass through enemy territory at will (and quickly, too). They can't fight, but they *can* pillage. Their speed, low profile, and low cost make them ideal for this purpose. Use them to scout out the territory thoroughly before striking, then pick and choose your pillaging sites to cause the most damage possible. (You can only do this once before the enemy catches on, so make it count.)

You can also use Explorers—and any other cheap units—to block terrain that you don't want other friendly civilizations' units passing through (like land bridges that lead to unclaimed territory that you want). This won't stop an enemy (since Explorers can't fight), but an Explorer is just as solid as Cavalry or Tanks when it comes to blocking the units of allied nations. This trick also works well for blocking allies from building cities in the midst of your civilization. By leaving an Explorer or two in all of the areas where your culture has yet to expand, you keep the undesirables out until you can build cities of your own in that area.

The Importance of Unit Promotion

Unit promotion is an important aspect of combat that sometimes gets overlooked. Higher rank means more hit points, and more hit points mean longer unit survivability. The extra-added bonus of promotion is Great Leaders. Unless you have elite units in the field, you have no chance of spawning a Great Leader. (For details, see "Getting a Great Leader" later in this chapter.)



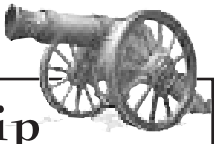
Building veteran units from the get-go is a good place to start. Use the unit-enhancing improvements and Wonders to make sure that most (if not all) of your cities are producing veteran units of all types.

To get promotions in battle, make use of bombardment units to whittle down an enemy's hit points, then move in the unit you want to promote to finish them off. (For more information on combining bombardment and standard attacks, see "Bombardment and Bombing Strategies" later in this chapter.)

Getting a Great Leader

As you know, Great Leaders have a chance of appearing every time one of your elite units is victorious in combat. The chances of a Great Leader appearing are as follows:

- 1 in 16 (under normal circumstances)
- 1 in 12 (if you possess the Heroic Epic Small Wonder)



Tip

A city is the safest place to keep a Great Leader that you don't immediately need to build an Army or rush a Wonder. However, it's easy to forget which city your Great Leader is in and, if the city is attacked, you stand the chance of losing him. It's a good idea to sentry (Y) rather than fortify (F) your Great Leaders. By doing so, you guarantee that the Leader wakes up when an enemy approaches, giving you the warning and (hopefully) the time you need to move the Leader to a safe location.

Combat Strategies

In the time since *Civilization III* was originally released, the tactical experts have come up with a whole slew of military strategies that maximize your striking power and take advantage of AI behavior.

NOTE

Unless otherwise stated, the tactics described in this section are designed to work with the latest version of the game—the 1.29f patch or *Civilization III: Play the World*.

The remainder of this chapter explains the combat system in detail and imparts general combat tactics for almost any military situation.

How the Combat System Works

The combat system in *Civilization III* is fairly straightforward. When one unit engages another in combat, the attack takes place over a series of rounds. The combat generally ends when one of the units is destroyed.

When a fast unit (a unit with a movement of 2 or higher) is in combat with a non-fast unit, it has a chance of retreating if it's losing, thus ending the combat before any unit is destroyed. The chance of retreat is based on the relative experience level of the two units in combat. More experienced units have a better chance of retreating.

When two units engage in combat, the chance for one to inflict damage on the other during each combat round is determined by a ratio based on the attack and defense values of the two units involved as follows:

Attacker's Attack: Attacker's Attack + Defender's Defense.

So, if a Knight (with an attack of 4) attacks a Legionary (with a defense of 3), the Knight has a 4 in 7 chance of inflicting damage on the Legionary, and the Legionary has the remaining 3 in 7 chance to inflict damage on the Knight.

The defending unit's defense can be improved by a number of factors, as shown in Table 7-1.

TABLE 7-1. DEFENSIVE COMBAT MODIFIERS

SITUATION	DEFENSE MULTIPLIER
Defender is in a city (size 7-12)	+50 percent
Defender is in a metropolis (size 13+)	+100 percent
Defender is behind Walls	+50 percent
Defender is in a city with a Coastal Fortress	+50 percent*
Defender is in a city with Civil Defense**	+50 percent
Defender is within the influence of a Radar Tower**	+25 percent
Defender is in a fortress	+25 percent
Defender is fortified	+50 percent
Defender is in a Forest or Jungle	+25 percent
Defender is on a Hill	+50 percent
Defender is on a Mountain	+100 percent
Defender is on any other terrain type	+10 percent

*Versus naval attacks

***Civilization III: Play the World*

Defense multipliers are cumulative. So, a Marine (defense=6) that is fortified on a Hill has a modified defense of 12 (6 + 3 + 3).

NOTE

Radar Towers (in *Play the World*) provide offensive and defensive bonuses.

Depending on the game difficulty level, you have varying levels of offensive and defensive advantages over Barbarian units in addition to the normal defensive bonus system, as shown in Table 7-2.

TABLE 7-2. COMBAT BONUS MULTIPLIERS VERSUS BARBARIAN UNITS

DIFFICULTY LEVEL	COMBAT BONUS MULTIPLIERS
Chieftain	4
Warlord	2
Regent	1
Monarch	.5
Emperor	.25
Deity	—

Combat bonuses versus Barbarians are additive. In other words, a Knight (attack=4, defense=3) attacking a Barbarian unit at Chieftain level has an attack of 20 (4 + (4 x 4)) and a defense of 15 (3 + (3 x 4)).

Air Combat

Air-to-air combat uses the same combat resolution system as land combat except that no combat modifiers apply.

The ability for Fighters, Jet Fighters, F-15s, and Stealth Fighters to intercept enemy aircraft autonomously is determined by the enemy unit's "chance to intercept" value:

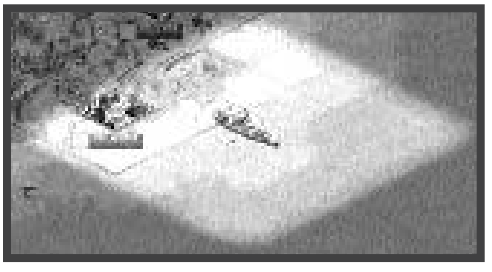
- Chance to intercept normal air missions is 50 percent.
- Chance to intercept stealth air missions is five percent.

When the attacking air unit enters a square in the detection range of a single intercept aircraft, the intercept chance is the percentage shown above. However, when the attacking air unit enters a square that is in the detection range of multiple intercept aircraft, the attacking unit's intercept chance is measured against all of the interceptor craft as a group. Statistically, the probability of detection in this situation is higher than the sum of the detection percentages of the intercept aircraft. The math is complex, but the probability for five interceptor aircraft detecting an enemy stealth aircraft in a square covered by all five interceptors is around 30 percent.

NOTE

When a defending aircraft successfully detects an incoming enemy aircraft and attempts to attack it, the defender has taken its "shot" and cannot detect any additional enemy aircraft in that turn (regardless of whether the defender actually hits the enemy). If the defending aircraft fails to detect an incoming enemy, it can check for additional enemies until it makes a successful detection and attacks an enemy.

Bombardment and Bombing



Bombardment and bombing use the same combat resolution system as unit-to-unit combat (including defensive bonuses) to determine whether they damage what they hit, but the bombardment system is more complex. There are variations in the combat calculations depending on the target of the bombardment.

Bombarding Units

When you bombard a unit outside a city, combat is treated generally the same as unit-to-unit combat, with the combat ratio derived from the bombarding unit's bombardment stat and the target unit's defense stat.

Two factors separate bombing a unit and attacking it directly. First, the combat doesn't continue until a unit is destroyed—in most cases, units can't be destroyed by bombardment. Second, when the combat result in the targeted unit hitting the bombarding unit, the result is treated as a miss. (Since the bombarding unit is ostensibly attacking at range, its target can't harm it.)

Bombarding Cities

The most complicated bombardment situation is the bombardment of a city. When you bombard a city, the game first decides what the bombardment is targeting based on the percentages shown in Table 7-3.

TABLE 7-3. DETERMINING THE TARGET OF A CITY BOMBARDMENT

PERCENTAGE CHANCE	TARGET
25 percent	Citizens (Population)
25 percent	Buildings (Improvement)
50 percent	Unit inside City

Regardless of what the bombardment hits, the combat is handled in the same manner as when a unit outside a city is hit—the unit's defense value (modified as per Table 7-1) is used in the combat calculations.

Citizens and buildings have a base defense value (listed on the game editor's General Settings page under Defensive Bonuses), which is used in the combat calculations. The default defense value for each is 16. The citizen and building defense value is modified as per Table 7-1, just like unit defense values. Improvements and citizens have one hit point. If the bombardment attack hits them, they're destroyed. In the case of citizens, only one citizen, or unit of population, is destroyed at a time.

NOTE

When a bombardment or bombing attack hits a city improvement, the improvement is chosen at random from among the improvements available in the target city.

Bombarding Terrain Improvements

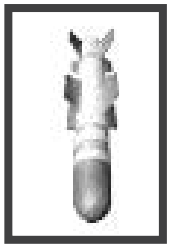
In addition to attacking units and cities, you also can bombard terrain squares. If there's a unit in the terrain square, the bombardment always targets it. If no unit is present, the bombardment targets a terrain improvement.

The standard combat resolution system comes into play. Like city improvements and citizens in a city, terrain improvements—roads, railroads, mines, irrigation, fortresses, Outposts, and so on—have a defense value of 16 and a hit point value of 1. The defense value is modified as per Table 7-1 when applicable. So, for example, a mine on a Mountain has a modified defense value of 32, a railroad on a Hill has a defense value of 24, and so on.

When multiple terrain improvements exist in the same square, the terrain improvements are hit as follows:

1. If there is a railroad, the railroad is destroyed.
2. If there is no railroad, the road and the mine or irrigation are destroyed (if present).
3. If none of the above terrain improvements exist, any other terrain improvement—fortress, Outpost, Radar Tower, Airfield, and so on—is destroyed.

Cruise Missiles



Although bombardment units can damage the units they hit, they cannot kill the target unit. The one exception to this rule is the Cruise Missile, which can kill a unit.

Cruise Missiles targeted at cities work differently than standard artillery attacks. Instead of using the percentage values shown in Table 7-3 to determine which target is hit within the city, a Cruise Missile *always* targets a unit within the city if one exists. If there are no units in the city, the Cruise Missile has a fifty-fifty shot of hitting either population or an improvement. (Of course, if there are no units present, there's no reason to fire a Cruise Missile—just walk in and capture the city!)

Effective Force in Battle

The key to winning a battle is not necessarily the strength of a single unit, but strength in numbers. Take a lesson from nature. A single piranha is a weak creature, nowhere near as powerful or intelligent as a human. But, a hundred piranhas working together can strip a human to the bones in just a few minutes. The piranhas' effective force as they act in concert is far greater than that of the hapless human.

In *Civilization III*, you see this lesson played out over and over again. When an AI civilization attacks your cities, it never sends just a couple of units—it amasses a huge stack of units and surrounds you. Your cities fall to such an onslaught, even if your defending units are far superior to the enemy's attackers.

Learn this lesson well. If you have a sufficient number of attacking units when you attempt to take a city, that city will fall. Never launch an attack with only a couple of units, even if they're way more advanced than the best that your enemy can field. When you plan to take a city, send in five or more of your best units—or an Army. Regardless of how well the victim city is defended, it *will* fall if your effective force is greater than that of your enemy.

Drawing Out the Enemy

An invasion—especially one on a distant continent—can be a long, drawn-out affair that requires a constant stream of attack units ferried from your empire to the enemy's shores. Not only is this a tedious process, it also causes war weariness (depending on your government) and requires a huge unit investment on your part. The only way to speed up the war and accomplish your objective quickly is to thin out the enemy's defenses before your attack force moves in.

If your enemy has an extensive network of roads (or railroads), you can take advantage of his protective tendencies by sending in a decoy force prior to your invasion landing. Load up one transport vessel with your strongest defensive units and send it out ahead of your main invasion force. Unload the defenders in enemy territory and station them on a terrain tile that provides a significant defensive bonus (like a Mountain) and is connected to your enemy's infrastructure by roads or railroads. Fortify your units and wait (see Figure 7-1).

Figure 7-1. The Musketmen in the Mountains near New Seville distract enemy units while the real attack force heads north.

Almost immediately, you'll see enemy units converging on your units' location (using the roads and railroads to get there as quickly as possible). While the enemy wastes units attacking your decoy force, land your *real* invasion force a good distance away and start taking cities. Although your opponent catches on to this ploy, you encounter much less resistance in your initial invasion, which puts you way ahead of the game.

Let the Enemy Instigate the War

When an enemy attacks you, war weariness is less taxing than if you attack the enemy. If you want to go to war with someone and you want them to start the hostilities, build an undefended city right on the enemy border. The AI is programmed to sense weakness, and an undefended city on its border is a really enticing prize. Often, your opponent is unable to resist temptation and takes the city, thus starting the war for you.

Tip

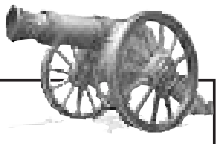
The "weak city on the border" trick works even better when used in combination with a multiplayer trick that we describe in Chapter 9. (See "The Upgrade Surprise" for details.) If your entire military force looks weak, the AI is all the more likely to launch an attack on you. If you hold off on upgrading your units until your enemy launches his offensive, your opponent is already committed to his course of action by the time he realizes he's up against Musketmen instead of Pikemen.

Cutting Off the Supply Lines

In Chapter 4, we talked about the importance of strategic resources. It pays to remember that they're just as important to your opponents as they are to you. Whenever you see an opportunity to do so, cut your opponents' supply lines to their strategic resources.

If you can find the source of the resource, that's the best place to start. Pillage the roads leading to it and post some strong defensive units nearby to prevent the resource from being reacquired. If you can't find the resource, you can isolate individual cities from the resource by pillaging the roads leading to the city. If the city in question has a Harbor or an Airport, isolation becomes more difficult. A good late-game solution to the problem of Harbors and Airports is to use Stealth Bombers to precision bomb the improvements in your target city.

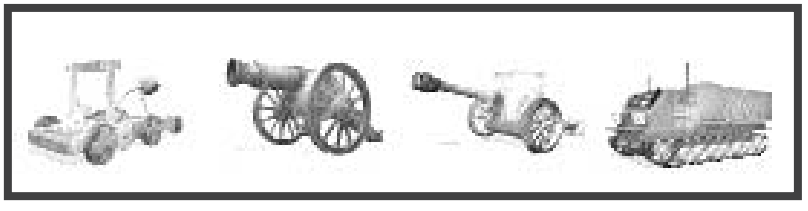
If you cut the lines of strategic resource supply during a conflict, it greatly impedes your opponent's ability to produce effective units and improves your chances of winning the war.



Tip

You can also improve your chances of winning a war by cutting off your opponents' supplies of luxury resources. The resulting disorder this causes throws your enemy off balance.

Bombardment and Bombing Strategies



Bombardment and bombing are underused by most *Civilization III* players. This is unfortunate because there are so many ways to take advantage of this useful form of combat.

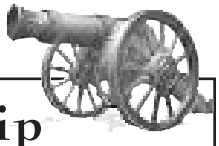
Some of the uses for bombardment and bombing are basic. The ability to whittle down the strength of the units defending a city before you attack makes the attack go that much faster. Another good reason to bombard or bomb cities heavily before you take them is city size. The larger the city's population, the harder it is to control after you capture it—and the higher the chances of that city defecting back to its former owner (depending on the balance of cultural power at the time). Spend a few turns bombarding a city before you take it to bring the population down to controllable levels before you take over.

Bombardment and precision bombing are ideal for cutting cities off from their trade routes. Taking out Harbors, Airports, and the roads leading to the city is the only way to isolate an enemy city from its strategic and luxury resources.

Because land bombardment units are defenseless, protect them with standard defensive units. Always keep at least one standard combat unit with each of your bombardment units (or groups thereof). The best bombardment groups consist of multiple bombardment units—four to six units provide the results.

Even before you attack an enemy city, use your bombardment units to wreak havoc on your enemy. On the way in, bombard your opponent's terrain improvements. By doing so, you lay waste to his infrastructure, cutting off valuable strategic and luxury resources before you begin your actual siege.

Land bombardment units aren't just for offense. Remember that bombardment units get a free defensive shot at adjacent enemy units (provided that the bombardment unit hasn't already fired on that turn). Put a bombardment unit in a stack of attack units to help protect those units en-route to their target, preemptively whittling down the hit points of enemy units that intercept you. You can also station a couple of bombardment units in each of your cities to zap enemy units that mount an attack against you. By weakening your attackers, you have a better chance of successfully defending your units and cities.



Tip

Although the AI doesn't use much artillery in the early game (when was the last time you got hit by an AI-controlled Catapult?), AI civilizations are privy to the defensive bombardment tactic. Investigate a city before you attack it, or you could find your units badly damaged before they get a chance to strike.

Army Update (*Civilization III: Play the World*)

In the original release of *Civilization III*, Armies had a major disadvantage—units always lost their special characteristics like double- and amphibious attacks no matter when you added them to the Army. For example, an Army consisting entirely of Tanks was able to attack only once, while single Tanks get to attack twice per turn.

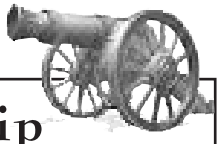
In *Civilization III: Play the World*, when an Army consists entirely of a single unit and that unit has special traits, those traits are also enjoyed by the Army. (If the Army is mixed, all special unit traits are still nullified.)

Early Raids

When you have a nearby neighbor at the start, the early game usually turns into a race to see which one of you can grab all of the good city sites first and take control of your mutual starting continent.

One way to leave your opponent in the dust expansion-wise in this situation is to run frequent raids on his territory. Send a couple of fast units into his territory and attack his infrastructure, pillaging terrain improvements and so on. If you're lucky, you might even capture a Worker or two in the process. Better still, you can intercept and capture any Settlers he builds before they can found new cities.

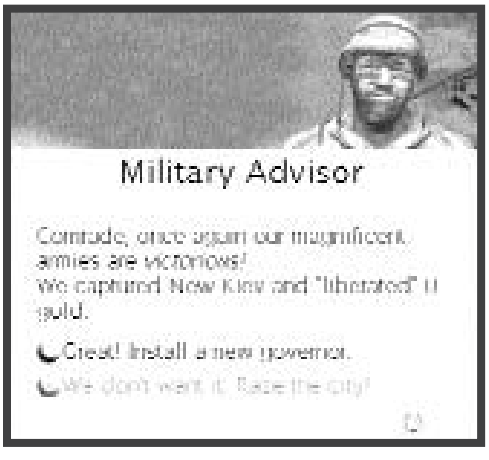
By following this strategy, you can keep your opponent at bay while you expand your empire at your leisure. Just be sure to protect your own units and cities in anticipation of any retaliation your neighbor can muster.



Tip

When you take a live-and-let-live stance early on, changing your mind and going ballistic on your neighbors gets harder as the game progresses. If you decide to attack your opponents late in the game, strike when they're already overextended (at war on at least one other front) or right after you have discovered an advance that allows you to produce military units that are superior to any of theirs.

To Raze or Not To Raze



On the surface, the ability to raze cities after you capture them seems like a good option. Prior to *Civilization III*, you had to keep captured cities no matter what (unless they were destroyed in the attack). Often this meant that you were stuck with a worthless city that never had the chance to amount to anything. By comparison, razing worthless cities seems like the perfect solution.

Unfortunately, every AI civilization has the same taste in city sites. Almost every time you raze a city and move on, the same civilization will move back in within a few turns and build a new city on the old site. Or, if your other opponents are in the neighborhood, *they* will move in and grab the site, replacing one enemy with another (see Figure 7-2).

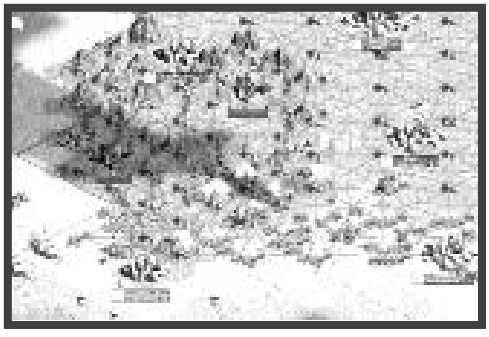
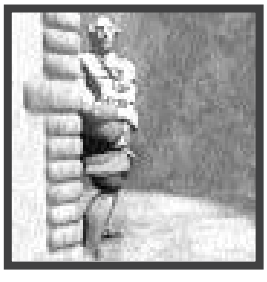


Figure 7-2. New Minsk and New Alicante: the consequences of razing and moving on.

Before you decide that a city is too much trouble to keep, ask yourself whether you want another opponent moving in where you just evicted someone else. If the point of your war is to grab more terrain for yourself, you should consider taking control of all of the cities you capture—or, if you do raze them, station a unit on the demolished city site to discourage your opponents from building a city there until your culture expands and locks them out once and for all.

Espionage Tips



Diplomatic and espionage missions are often completely ignored by players or, at the very least, underutilized. Most of the missions and their benefits are obvious and straightforward, but there are a couple of tips to keep in mind with regard to spying.

- **Be picky about embassy construction.** Many players build embassies with all of their opponents as soon as they can. However, it's often a better idea to time your embassy construction so that it benefits you as much as possible. When you build an embassy, you get one free peek into the enemy's capital, so only build an embassy when you really want to know what your opponent is up to in his or her capital.

- **Investigate cities often.** The Investigate City mission can save you a lot of time and trouble in a couple of ways. First, by investigating an opponent's city where he or she is constructing a Wonder that you're also building, you can determine whether you can win the Wonder race or whether you should quit and build something else. And, on a military note, investigating cities before you attack them allows you to field an appropriate attack force by matching your attackers to the city's defenders.

DOES THE AI CHEAT?

One of the biggest complaints by *Civilization* players since the first game was released is that the AI cheats. The debate over whether this is true has raged for over a decade, and we felt it was time to put the argument to rest once and for all. We talked to the development team at Firaxis and put the question to them directly: Does the AI in *Civilization III* cheat?

The answer is a qualified "no." The qualification is that it depends on what one considers to be cheating.

The AI in *Civilization III* cannot differentiate between the human player and other AI players, so the AI can't gang up on you just because you are the human. An AI civilization's attitude toward you is determined by the same factors that determine its reaction to other civilizations in the game. (See Chapter 4 for details.) If you watch closely, AI civilizations gang up on each other just as often as they gang up on you—and for the same reasons.

The AI also has no particular advantage over you, except when it comes to the bonuses it enjoys at the higher difficulty levels. This is not cheating per se, but game balancing. There is no real way to make the AI "smarter" at higher levels, so the developers must compensate by making certain aspects of the game easier for the AI at the higher levels, thus simulating better play. The AI's advantages over you at Monarch, Emperor, and Deity level are no more a cheat than your advantages over the AI at Chieftain and Warlord level. If you consider these advantages a "cheat," you can play on Regent level, where you and the AI are on equal footing across the board.

Combat rules are the same for the AI as they are for you with the exception that you have a bonus versus Barbarians at most difficulty levels (which is a cheat in *your* favor).

There is one, and only one, area where the AI actually has an ability that you don't. From the start of the game, the AI knows the entire world map. For the purposes of interaction with other civilizations and overseas trade, the AI cannot "see" the whole map—it is still affected by the fog of war. However, the AI knows the location and contents of every terrain tile, including the locations of every strategic resource before it appears.

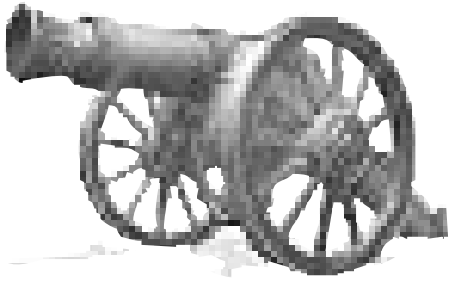
This is actually an exploitable advantage, when you think about it. First, trading maps to the AI becomes a "freebie" item that you can give away with little regret. You're not revealing your hidden resources or your city positions—the AI already knows where they are! The only thing you're actually providing (depending on the circumstances) is the ability for the AI to trade

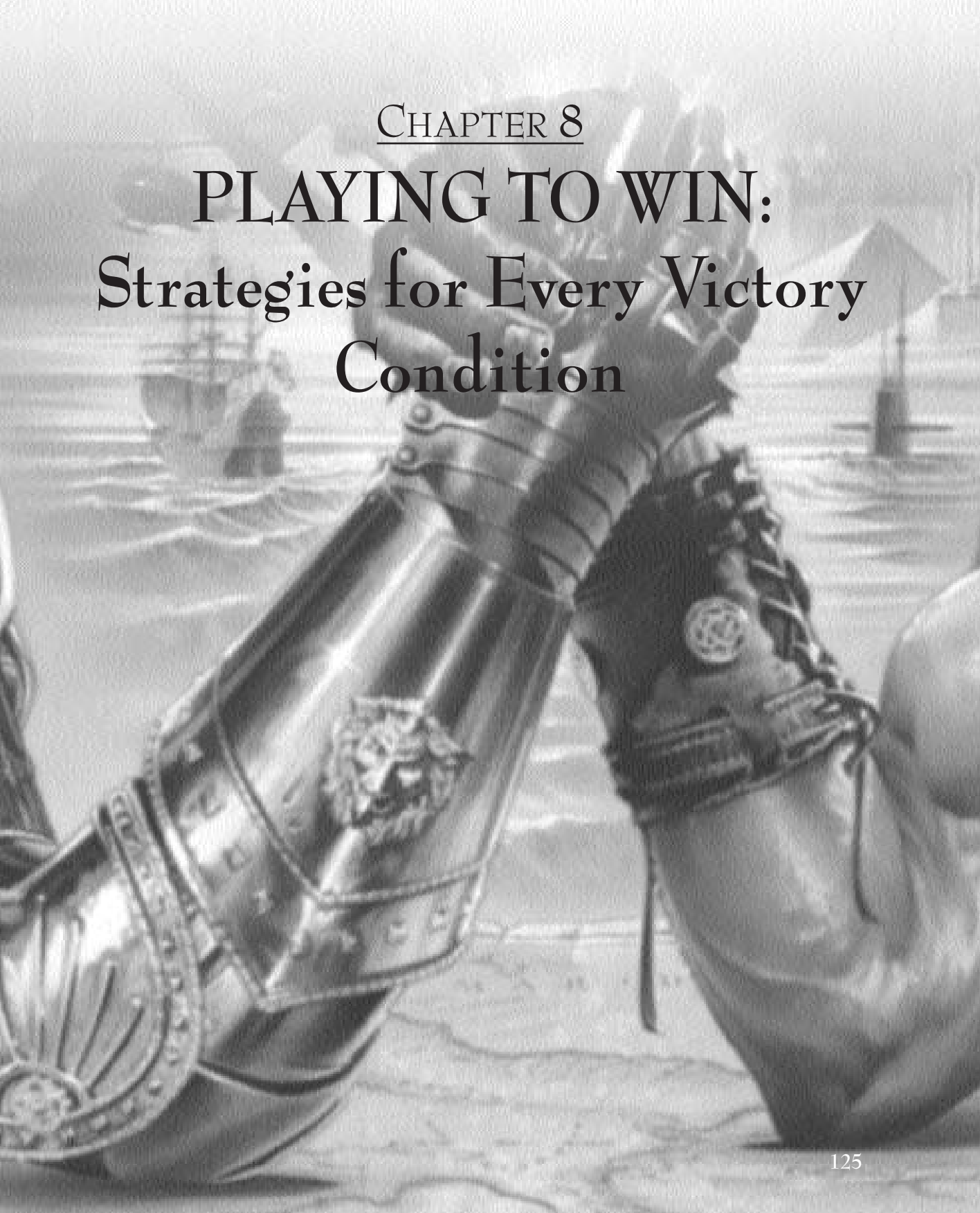
across bodies of water. Like you, the AI must be able to actually "see" a path between two Harbors through the fog of war in order to have a trade route between two cities separated by water and not connected by roads or Airports. Even so, most of the reservations you hold against giving away your maps are moot.

You also can exploit this AI "cheat" by observing the locations the AI chooses for its cities. Cities that are built in strange areas—like in the middle of a stretch of Tundra—are probably built there because a strategic resource is going to appear there in the future. You can exploit this possibility by expanding in that direction and taking over (or cutting off) the resource when it appears.

Finally, the map "cheat" allows you to lay traps for the AI. If you drop an undefended city in a remote area, for example, the AI will know it's there and might send out its forces to conquer it. If this happens—and the AI commits enough of its resources to the attack—you can send your own units into *his* empire and wreak all kinds of havoc while his troops are away.

So, there's your answer. The development team went to great pains to make sure that if you play and make the same decisions as an AI opponent, given the same conditions, your game and the AI's game would be absolutely identical. So, if you think the AI is cheating you, it's just a case of sour grapes on your part. Stop blaming the AI and start examining your strategy!





Chapter 8

PLAYING TO WIN: Strategies for Every Victory Condition

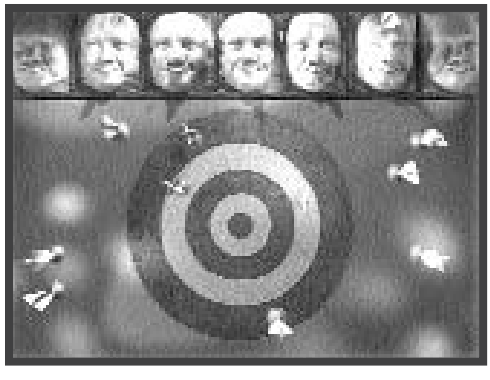


Figure 8-1. Don't let this happen to you!

Sid Meier's Civilization® III offers more ways to win than any *Civilization* game before it. The strategies described throughout this book apply (to a certain extent, at least) to all victory paths. However, there are subtle differences in overall approach that you must consider depending on which victory option, or options, you choose.

The first section of this chapter provides general tips and strategies for all of the victory conditions in *Civilization III*. The second section helps you to achieve victory in the new game modes available exclusively in *Civilization III: Play the World*.

> **NOTE**
> The victory information in this chapter refers to single-player games. See Chapter 9 for multiplayer hints and tips.

STANDARD VICTORY CONDITIONS

Civilization III has six victory possibilities. These include the Alpha Centauri, conquest, and histographic (civilization score) victories that have been available since the original *Civilization*, as well as the domination, diplomatic, and cultural victories that are exclusive to *Civilization III*.

Spaceship to Alpha Centuri

Aside from conquest, the Alpha Centuri victory is probably the most popular victory goal, dating back to the original *Civilization*.

This victory condition is difficult to achieve for many reasons. Because science is key throughout the game, you must maintain a relatively peaceful stance with your neighbors to avoid sidetracking your efforts into hostile pursuits.

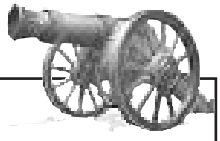
Then there are the spaceship parts. Each is fairly expensive (some cost nearly as much as Ancient Wonders), and the research for the various sections you need is spread across several advances in the Modern era, which means that you must pump everything you can into the research right up to the game's end.

The key to this victory is a strong, enduring research base. Libraries, Universities, and Research Labs are a must, as are any and all science-enhancing Wonders. Blast through the research tree as fast as possible. The more free advances you can get along the way, the better. (Regularly trading for technologies with all of your neighbors is a good way to maintain the good will you need to get through the game.)

NOTE

In *Civilization III: Play the World*, the addition of the Internet potentially makes your research task a lot easier by giving you a huge research boost in Modern Times.

Money is also important. Keeping your treasury full is good insurance that allows you to rush-build improvements and units on an as-needed basis.



Tip

The Alpha Centauri victory is one of the only reasons you might want to consider avoiding your Golden Age before Modern Times. Because of all the research you need and the cost of building the spaceship components, 20 turns of added shield and commerce prosperity in Modern Times is the ticket to a swift endgame. To try this strategy, the Americans are a good choice because their special unit isn't available until late in the game (and, thus, you don't have to worry about triggering your Golden Age prematurely).

Conquest

Conquest victories are military, pure and simple. You can potentially win a conquest victory very quickly if you play ruthlessly.

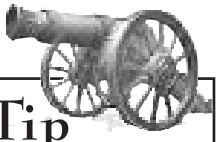
In conquest games—and, really, in *any* victory path—it's important to figure out early on which civilizations you want to be your friends and which ones you want to be your enemies. The AI has no way of knowing which civilization is under human control. They do, however, know which civilizations are treating them well. At some point, every player has had all of the AI civilizations gang up on them. When this happens to you, it's probably because you didn't find an ally or two early in the game and everyone else *did*. Therefore, peace treaties and mutual protection pacts play an important role in conquest games—right until it comes down to the final fight between you and your ally.

Getting off to an early offensive start is important in a conquest game. Play a civilization that has an early offensive special unit (the Zulus and Aztecs are good choices), and set off to find your closest neighbors before they have the chance to dig in. Your opponents are at their most

vulnerable right at the start of the game, so take advantage of a good situation and eliminate as many as possible early on. If you can't eliminate them outright, pillage their terrain improvements and wipe out their Workers and Settlers to retard their city growth and empire expansion.

As the game progresses, stay ahead of the technology curve, at least when it comes to military-related advances. Always have better units than your opponents.

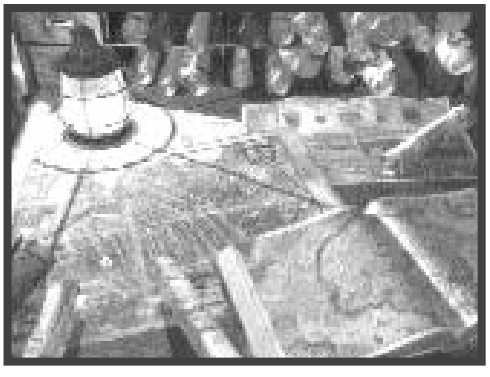
If you're new to conquest games, make things easier by playing on a small map with more land than water. Conquest on a large world is much more difficult because your opponents expand and fortify a great deal before you find them. Water-heavy maps create a similar problem because you can't get to your enemies until you can build naval units.



Tip

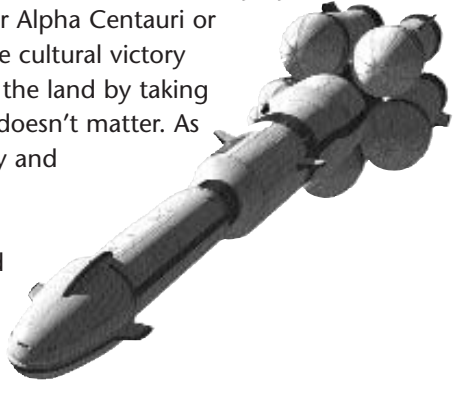
If you're going for a conquest victory, turn off the Respawn AI Players option. There's nothing more frustrating than spending centuries wiping out an enemy only to have them pop up again later in the game.

Domination



Domination is unique in that it is a victory condition that favors both militaristic and peaceful gameplay strategies. To win a domination victory, you must have two-thirds or more of the world's land surface (excluding Sea and Ocean tiles) within your civilization's cultural borders, *and* two-thirds of the world's population must be within your cities.

You can achieve a domination victory by following either Alpha Centauri or conquest or the cultural victory method described later in this chapter. Whether you garner the land by taking over opposing cities or winning them over through culture doesn't matter. As long as you meet the mathematical requirements in territory and population, you win.



It is easiest to achieve a domination victory on a small world with limited landmass.

Diplomatic Victory

The United Nations victory is, arguably, one of the easiest victories to achieve. To set yourself up for this victory condition, do the following:

- Build the United Nations Wonder (*you* must build it)
- Control at least 25 percent of the world's territory
- Control at least 25 percent of the world's population

When the election takes place, there are always at least two candidates. (If only one civilization is eligible, the civilization with the largest population is the second candidate.) You just need to get the most votes.

If you treated your opponents relatively fairly throughout the game (or have had little or no contact with them negative or otherwise), you can usually sway the AI to vote for you by giving them diplomatic gifts as the end of the game approaches. Give them money, advances, cities—it doesn't really matter as long as it makes your opponents happy. *None* of the material things matter when all you're looking for is a majority vote.

Alternately, make sure that any other civilizations who have a claim to victory look as bad as possible in everyone's eyes. Goad them into attacking other civilizations through diplomatic manipulation, disrupt their resource trade deals, and so on. Every black mark on their reputation at this point can sway votes in your direction.

Cultural Victory

The best path to cultural victory is the "culture rush" tactic. This involves building every culture-producing improvement in every city and building every Wonder, Great and Small, that you possibly can.

Get to Monarchy or Republic as fast as possible so that you can use your treasury (rather than your people) to hurry production. Then, start pumping out the culture. Obviously, the more cities you

have, the more culture you can generate, so build a fairly expansive empire early to maximize your chances for a cultural victory.

The secret to maximizing culture is understanding and exploiting the culture-doubling effect. After a Wonder or culture-producing improvement has been in place for 1,000 years, the amount of culture it produces each turn is doubled.

The important thing to note is that the doubling effect is based on *years* not *turns*. Early in the game, every turn represents 50 years, and turns become shorter as the game progresses. That means that culture-generating improvements and Wonders built early in the game enjoy their culture-doubling effect rather quickly compared to those built later in the game—hence, they generate far more culture over time. In fact, it's worth noting that, because the game ends in 2050 AD, cultural improvements and Wonders built after 1050 AD *never benefit from the doubling effect*. Early culture and lots of it is the key to cultural victory.

Histographic Victory: The Quest for the Hall of Fame

Civilization score is the great equalizer. If nobody wins by any other means, the score decides the winner. That's its stated purpose anyway. Over the years, civilization score has become a badge of honor. Everyone vies for the best score regardless of what other victory he or she might have achieved in order to get there.

In *Civilization III*, score calculation is fairly basic. Every turn, you score points as shown in Table 8-1.

TABLE 8-1. CIVILIZATION SCORE (PER TURN)

CONDITION	SCORE
Content Citizen (Each)	1
Happy Citizen (Each)	2
Resisting Citizen (Each)	-1
Unhappy Citizen (Each)	-1
Land Square inside Your Cultural Borders (Each)*	1
Future Technology (Each)	1

*Includes Coast squares but *not* Sea and Ocean squares.

NOTE

In previous *Civilization* games, your score was affected by the number of turns of total peace in the game. This no longer has any bearing on civilization score.

Your score is calculated at the end of each turn (or at the end of each faction upkeep phase in a turnless multiplayer game). Your turn scores are then added together and averaged over all of the elapsed turns in the game to determine your total score (the score on the Histograph screen).

Your ranking—Worthless, Pathetic, and so on—is determined using the following equation:
(Score ÷ 250) = Ranking Number.

The verbal rankings for each ranking number are shown in Table 8-2.

TABLE 8-2. VERBAL CIVILIZATION SCORE RANKINGS

RANKING NUMBER	VERBAL RANKING
0	Worthless
1	Pathetic
2	Foolish
3	Meek
4	Cruel
5	Terrible
6	Fair
7	Strong
6	Clever
7	Conqueror
8	Lion-Hearted
9	Great
10	Wise
11	Magnificent

As you can see, civilization score is fairly generic and doesn't necessarily favor one strategy over another. The key when going for a histographic victory is keeping your citizens content and happy throughout the game and expanding your empire—both of which are basic tenets of *Civilization*. In other words, if you play the game wisely, you'll have a good score.

Here are a few basic tips:

- **Preemptively eliminate unhappiness.** Don't wait until Civil Disorder occurs to deal with happiness. Keep your luxuries rate as high as possible and covet luxury resources.
- **Reduce city populations before you capture them.** The smaller the captured city, the fewer resistors you have detracting from your score.
- **Pump up the culture.** The more culture you have, the bigger your territory. Early culture is especially important. If you get your territory expansions early on, they're worth more terrain points in the long run.
- **Pump up the science in Modern Times.** Make sure you get as many Future Techs as possible before 2050.
- **Expand, expand, expand.** Whether you do it peacefully or through city acquisition, build your empire. The more territory you have (and the longer you have it), the higher your score.

CIVILIZATION III: PLAY THE WORLD VICTORY CONDITIONS

Play the World includes several new victory conditions that add variety and strategy to *Civilization III*. Because these new victory conditions were designed with the multiplayer game in mind, each lends itself to shorter games that can easily be played through in one sitting. (In fact, the game rules for these victory conditions are listed in the Civilopedia under "Short Game Modes.") Although they were designed for multiplayer, they're lots of fun to play in single-player games as well.

NOTE

The *Play the World* game editor allows you to create scenarios and maps that start the game in any scientific era. Exploring this option is fun with the new victory modes. Regicide games, for example, are a lot different in Modern Times (where you can wipe out everything in a city with an ICBM) than they are in Ancient Times (where you can't even use Investigate City right away to locate your opponent's King).

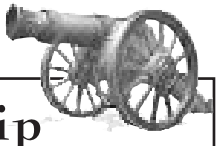
Elimination

The elimination game is probably the fastest of the new short game victory conditions. Take out only a single city in each competing empire to win, so the strategies involved here are *very* different from those in any other victory mode.

The main difference is that, in an elimination game, you do *not* want to expand your empire. Remember, lose one city and you're out. Depending on how long the game runs, you might need to build multiple cities for the added resources. However, you should never expand to more than a few cities built in a tight cluster, and you should never build a new city unless you can *immediately* protect it with several strong defensive units. Build every city protection improvement available, and consider building your cities on terrain types that provide a defensive bonus—Hills, Forests, and so on.

Border protection and early warning systems are crucial in elimination games. Build Outposts along your border so you can see your enemies coming and post strong, fast units as sentries throughout your territory to intercept incoming attackers.

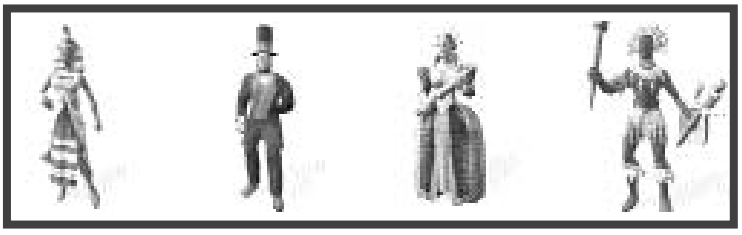
Like many victory modes, elimination favors early aggression. If you can find enemies before their first cities are heavily fortified, quickly put them out of their misery. Civilizations with strong defensive units at the start have a slight edge because defending the first city is so vital. Once your cities are defended, however, it's pure search and destroy. Mount extra-strong offensive forces. You can expect your enemies' cities to be as heavily defended as your own. If an enemy has multiple cities, use Investigate City (if available) to find the one with the fewest defenders. You should always seek the easiest path to victory over each opponent in an elimination game.



Tip

Here's a trick that sometimes works against the AI in an elimination game. Build up a solid attack force and then contact your enemy and give them a worthless, weak city near your massed attackers. Next turn, take back the weak city by force for a quick win.

Regicide and Mass Regicide



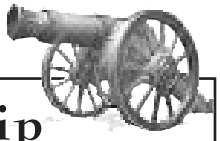
In a Regicide game, you begin with a special "King" unit (represented by your civilization's leader—Abe Lincoln for the Americans, Elizabeth for the English, and so on. When your King is eliminated, you're out of the game. The last civilization remaining wins. Mass Regicide games are identical, except that every civilization starts the game with multiple King units.

In this type of game, espionage is very important. The safest place to hide your King is in a city. You don't necessarily know which city your opponent has hidden his or her King in. (Kings start the game in the same place as the rest of your units when the game begins, but they can move.) The Investigate City option is the best way to find out where your opponents' Kings are hiding.

A civilization is eliminated from the game when the King is killed, so you needn't waste time or units attacking cities where the King isn't located. Instead, after you locate an opponent's King, make a beeline to the city where the King is hiding and relentlessly lay siege to it. If your opponent is moving the King around, so much the better. Out in the open, the King is easier to attack, even when protected by other units.

In many cases, your opponents' Kings are probably hiding in their capital cities. Because the capital is the first city you build, this is the safest place to put the King in most cases. Unless your capital is very close to the border, there's little need to move the King—and, in fact, you risk the King's safety when you do. Pile on the defensive units and improvements and protect him at all costs.

In Mass Regicide games, distribute your Kings one per city (when possible) and keep them far away from enemy borders. *Never* stack all of your Kings in a single city if you can help it. If you're feeling bold, load a King onto a ship and send him out to some remote corner of the world (with an escort of defenders, of course). Your opponents can't destroy all of your Kings if they can't find them—and you can't use Investigate City to see Kings that are on ships at sea.

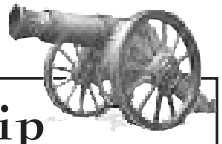


Tip

When you hide your King in a city, place him on sentry (Y) rather than fortify (F). If an enemy approaches, your King automatically wakes up, reminding you to move him to a safer location.

Remember, your primary purpose in a Regicide or Mass Regicide game is to protect the King(s). Don't waste time researching advances that don't directly impact your military. Production-wise, what you need are good defensive units, not expensive Wonders and improvements. Choosing a civilization with a strong or fast tribe-specific unit that's available early in the game gives you an edge, since this type of game generally ends before you get very far up the research ladder. If you start with a strong defender (like the Greek Hoplites) you can heavily defend your King early on. If you start out with a fast offensive unit (like the Zulu Impi or the Aztec Jaguar Warrior), you can take the initiative and hunt down your opponents' Kings early in the game before they have a chance to dig in and build up their defenses.

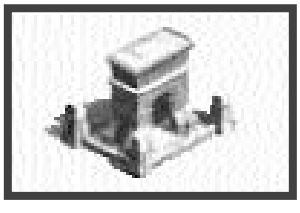
The era in which you start the game changes the entire texture of a Regicide or Mass Regicide game. If you start in Ancient Times, the game requires a very traditional *Civilization* "find and destroy the enemy over time" approach. If you start in Modern Times, the game is more a quest for a map of your enemies' territories so that you know where to drop your ICBM and wipe out the King.



Tip

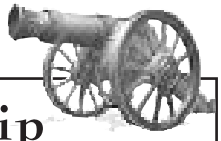
In Regicide and Mass Regicide games, build Settlers in every one of your border cities and leave them there until the bordering civilization is eliminated (either by you or by an opponent). When their cities turn to rubble, mobilize your Settlers and build cities on all of the former city sites in the neighboring empire. This immediately gains you a huge amount of terrain that is probably at least partially developed with roads, irrigation, and so on.

Victory Point Locations



Victory point location games require a combination of strong defensive and strong offensive gameplay.

Your first task is to protect and hold your own victory point location (your starting position). To do this, build a city there and fortify it heavily. You can't move your victory location, so you must settle for whatever resources your starting terrain square has to offer.



Tip

Before Investigate City is an option, your opponents will probably gravitate to your capital city as the likely victory point location. Because it's difficult to see the victory point symbol on the city (especially when a defensive unit is on top of it), you might be able to fool your opponents into attacking the wrong city by moving your Palace.

After you're sufficiently fortified, it's time to seek out your opponents. You'll probably have to sack a city to capture an enemy victory location. Therefore, this game type favors early offensive action—all civilizations are at their most vulnerable early in the game. If you can take several nearby opponents' victory locations early, you can quickly pull ahead.

NOTE

Use the *Civilization III: Play the World* editor to create an infinite variety of interesting victory point location games, with victory point locations anywhere on the map. As new player-created maps appear online, this type of game will take off in many interesting directions.

Early defense and offense are both desirable in victory point location games, so it's difficult to choose an appropriate civilization for the job. Civilizations with early, fast attack units have a definite offensive edge, while tribes with early heavy defenders can dig in quickly and put up huge resistance. Which route you go depends entirely on your preferred style of play. However, it's usually the aggressive player who prevails in a victory point location game.

Capture the Princess

The Capture the Princess game, like other short-game victory conditions, requires a whole new mindset to play effectively. Expanding your empire, capturing enemy cities, building up your culture—in other words, most of the basic building blocks of *Civilization III*—are secondary to simply capturing and holding your opponents' Princesses.

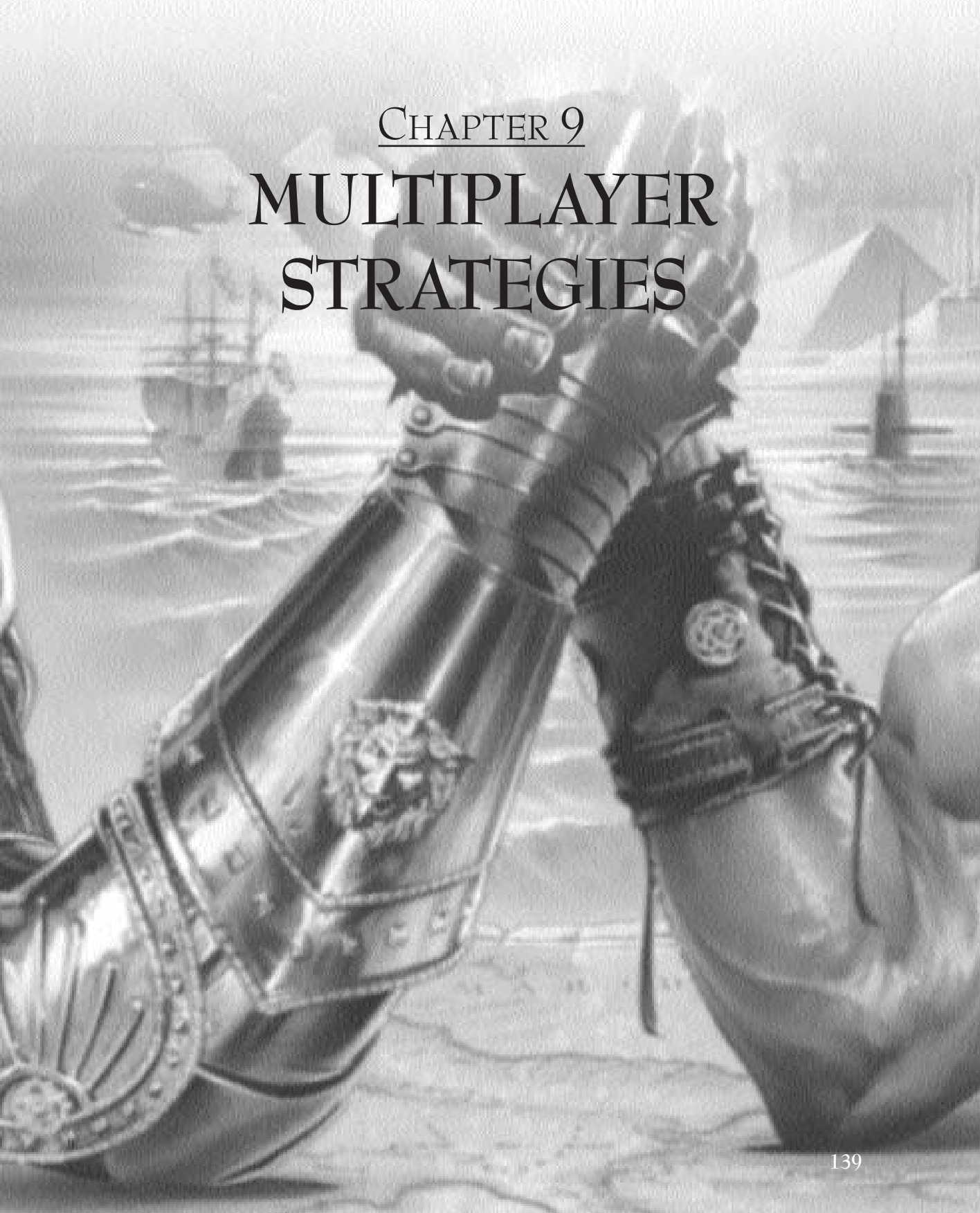
This mode is definitely a military game. The unit that transports the Princess must be capable of protecting her, and the units you send after the Princess must be able to catch up with and defeat the Princess' defender(s). This means an all-out race for superior units—researching the advances that build up your military and bypassing those that have no direct bearing on the goal of the game.

As with many victory modes, early offensive action is often the most effective. If you can find an enemy Princess early on, she probably won't be nearly as well protected as she will be after your opponent builds up his civilization a bit.

The era in which you start the game makes a huge difference in your strategy. For example, starting the game in Modern Times means that you have Airfields at your disposal. Send a Worker along with the attack units when you set off to capture a Princess. When you locate the Princess, have the Worker build an Airfield near the Princess' location. Once the capture is made, run her over to the Airfield and airlift your unit and the attached Princess back to your capital.

This victory mode favors civilizations who can field fast units to capture and transport the Princess and defend her well at the same time. The Spanish, with their ultra-fast Conquistadors, are the perfect choice (again, depending on the era in which you start the game).

Always be on the lookout for units transporting Princesses. It's a lot easier to capture a Princess en route than it is to capture her when she's in someone's capital. Don't neglect your own Princess' protection in favor of capturing your opponents' Princess.

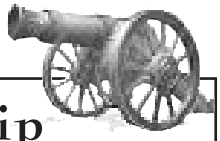


Chapter 9
MULTIPLAYER STRATEGIES

Although *Sid Meier's Civilization® III: Play the World™* introduces many single-player features and enhancements to the game, the biggest addition is multiplayer. You can now exercise your *Civilization III* skills against human opponents.

Many of the tricks that deal with the AI (some of the strategies discussed earlier in this guide) might not work as well when you're up against unpredictable human players. In many cases, you must revamp your approach and strategy in order to prevail in a multiplayer match up.

This chapter discusses some of the strategic differences in the multiplayer game and provides you with some multiplayer-specific strategies that will hone your game when playing against real people.

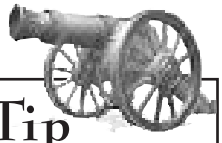


Tip

The first tip for any multiplayer game is to find opponents who like to play at your pace. If you're a military player or a nonmicromanager who uses automation, goto orders, and city governors, you'll quickly lose patience with perfectionist micromanagers who take forever to adjust their production and fiddle with their cities. Even if you play with a timer (and you should), micromanagers always insist on the slow setting. So, if you want to play fast, choose fast opponents.

GENERAL MULTIPLAYER STRATEGIES

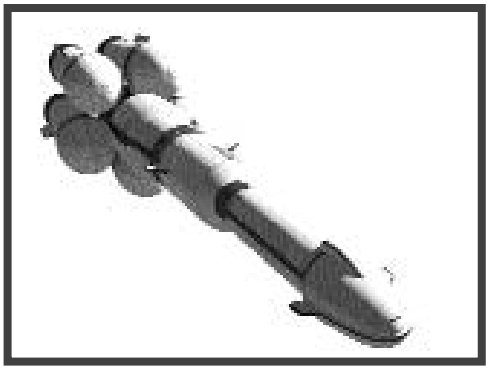
Although there are different multiplayer game modes—turn-based, simultaneous movement, and turnless—most multiplayer strategies apply to the multiplayer environment in general. Information that applies specifically to the various multiplayer modes is covered later in the chapter. First, let's look at the universal strategies and changes in play approach that you can use in any multiplayer game mode.



Tip

Use the timer! Unless you are playing a LAN game where you can physically poke slow players with a pointy stick, the timer is the only way to finish turns in a timely manner.

Choosing Your Civilization (Revisited)



In Chapter 2, we discussed civilization characteristics and choosing a tribe that suits your play style. Because playing against humans is different from playing against AI tribes, rethink your tribe choices when playing multiplayer games.

Civilization-specific units—especially those available early in the game—become an important part of your civilization choice in multiplayer. At the beginning of the game, you're quite vulnerable. The units at your disposal are limited, and it takes time to build up the defenses of your first couple of cities. As a general rule, AI civilizations almost never take advantage of your vulnerability at this stage—they are building their own empires and leave you alone.

You can't count on humans to be so charitable. Nearby human opponents will probably rush to your territory with conquest in their hearts. Therefore, tribes with early defensive advantages

tend to give you a slight edge. The Greeks, for example, obtain their tribe-specific unit (the Hoplite) early in the game. The Hoplite's extra point of defense (over the common Spearman) allows you to better protect your cities with fewer units.

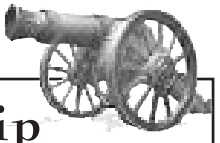
On the other hand, to take an early aggressive stance, choose a tribe with a fast attack unit that can sweep into your neighbors' territory before he or she can dig in. For example, the Zulu Impi and the Aztec Jaguar Warrior provide an early offensive advantage because they're twice as fast as most contemporary units. Using fast units and an early aggressive strategy, you quickly get to nearby civilizations. Even if you can't take their first and only city and eliminate them from the game, you can at capture their first Worker—a tactic that tends to throw an opponent way behind the expansion curve.

Civilization characteristics also come into play in a big way in multiplayer. Each provides all of the same advantages as in the single-player game, but some characteristics are particularly important when you're up against human opponents.

- **Expansionist:** The Scout units take on new importance in multiplayer. While you're developing your first city, send out your Scout to find goody huts and grab as much free Gold and technology as possible. This can potentially give you a substantial monetary and technological advantage early on.
- **Industrious:** Infrastructure is just as important in multiplayer as it is in single-player, so the fast Workers you get with industrious civilizations can help put you ahead of your opponents in the expansion race.
- **Commercial:** Extra commerce is primarily useful for scientific endeavors and monetary enrichment (though a few luxuries here and there always come in handy). More commerce to divert to these causes can help you pull ahead in the technology race and fill your coffers with extra Gold to use for support, upkeep, and rushing production.
- **Scientific:** Because having a technological edge over your neighbors is vital in multiplayer, the utility of playing a scientific civilization is obvious, regardless of your strategy. If you build more advanced units—defensive or offensive—than your neighbors, you always have an edge.
- **Militaristic:** This characteristic is less important when compared to other civilization characteristics. You're better off with scientific or religious civilizations—unless you're up against unremittingly hostile opponents. Under these circumstances, cheap defensive improvements gain added importance.
- **Religious:** Although scientific still has a slight edge, the ability to suddenly change governments is critical in most multiplayer games, making religious civilizations a valuable commodity.

As is true in the single-player game, certain civilization characteristic combinations favor certain styles of play in multiplayer. Let your overall strategy determine your tribe choice. Some suggestions include:

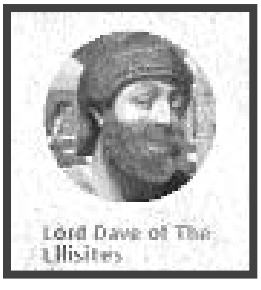
- **Military strategies:** The military/religious combination provides easy access to military improvements and the ability to change governments rapidly as needed. The Celts are an excellent choice. Commercial/religious is also a good choice. The reduced corruption in your outlying cities improves your ability to produce units along your border, where they're needed most. The Spanish fit the bill if you decide to go this route.
- **Peaceful strategies:** Commercial/industrious and scientific/industrious civilizations work equally well for peaceful multiplayer games. Recommended tribes include the Ottomans, Carthaginians, and Persians.



Tip

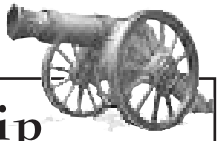
Civilizations that have early offensive or defensive special units are ideal for military strategies. If you're a defensive player and can survive the early years intact without being overrun, choose a civilization whose special unit appears somewhere in the middle of the game. As hostilities ramp up and armies grow, a strong midgame defender—like the French's Musketeer—is a great asset.

Anonymity Is Your Friend



Your opponents in a multiplayer game are probably just as experienced (if not more so) as you. That means that they've studied the advantages and disadvantages of every civilization. When the game begins, everyone can look at the player list and know exactly what they're up against civilization-wise.

To keep the element of surprise on your side, consider changing your civilization and leader names. Everyone knows what the Egyptians can do, but "Jen's Tribe" and "The Andy-ites" are a complete mystery to even the most seasoned veteran. By changing your name, you remain anonymous—at least until someone sees your tribe-specific unit in the field or meets you in a diplomatic exchange.



Tip

If you follow the name-change strategy, remember to custom-name your cities as well. Your opponents will see right through a fake tribe name if your cities are named Thebes, Memphis, and Cairo. (To really throw them off, name your cities after those of other civilizations. Whatever works for you!)

The Early Game Is Crucial

Choose a civilization whose special unit is available early in the game. This is the key to multiplayer success. Early domination over your human opponents is crucial.

In single-player games, most players build and expand their empire and ignore their opponents until they become a nuisance. This is possible when playing against AI players because, if you're playing well, you are usually technologically superior to your opponents. You can afford to take the time to build up a big modern army and sweep in at your leisure.

Human opponents are different. If you play the waiting game, you can count on them to be as advanced and as powerful as you are at any given point in the game. Worse, human players are wise when choosing the territory into which they expand. Whereas AI opponents tend to build cities just about anywhere and expand into the nearest terrain, human players pick and choose city sites and expand into the best terrain. That means that, if you adopt a live-and-let-live policy, your opponents are busy snatching up all the prime real estate.

All players are most vulnerable at the start of the game (Figure 9-1). So, take an early aggressive stance against your closest neighbors to destroy them or to retard their growth by pillaging their terrain improvements and stealing their Workers and Settlers.

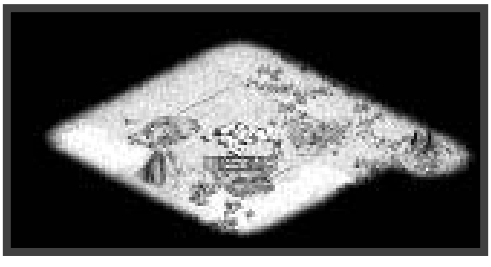
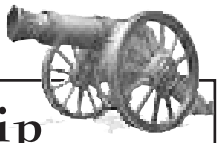


Figure 9-1. Players are most vulnerable at the beginning of the game.

If you arrest your opponents' early game development, you end their game before it begins. Early expansion is key. Without it, your opponents quickly pass you by in every aspect of the game and leave you in a deficit position from which you're unlikely to recover. This strategy is almost as effective as outright killing your opponent.

The "strike early" and "pillage and run" tactics work in single-player games as well, although these tactics breed ill will with AI civilizations—and the AI never forgets.



Tip

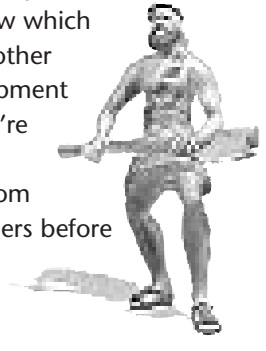
Even if you launch an early offensive, keep your own territory and assets protected. Don't neglect your cities' defenses in favor of building a huge contingent of attack units. Also, protect your early Workers and Settlers by stationing a defensive unit with them as they move and perform their tasks. This prevents your opponents from moving in and snatching these valuable units without a fight.

The Great Multiplayer Wonder Race

When playing against AI civilizations, you sometimes lose out on building Great Wonders of the World if you are technologically neck-and-neck with an opponent—they beat you to the punch and get it built just a few turns before you complete it. This is a problem that is greatly magnified in multiplayer.

You should assume that most of your human opponents are at least as competent as you are and are technologically on par with you. That means that Wonders tend to become available to everyone at almost the same time.

Also, while the AI tends to build any and all Great Wonders as they become available regardless of the Wonder's effects, human players know which Wonders benefit them and, worse, benefit their opponents. In other words, while the AI builds Wonders as part of an overall development program that doesn't really have anything to do with what you're doing, human opponents build Wonders not only to benefit themselves but also out of spite—just to prevent anyone else from building them. Therefore, make sure that you get certain Wonders before your opponents purposely beat you to them.



Some of the important Wonders that you should grab and block your opponents from building include:

- The Great Library
- Leonardo's Workshop
- Copernicus's Observatory
- Newton's College
- Sun Tzu's *Art of War*
- JS Bach's Cathedral
- Sistine Chapel
- Universal Suffrage
- The Internet

Cooperative Research

When most players think about multiplayer games, their thoughts naturally run toward competitive strategies. However, the multiplayer mode offers some unique opportunities for cooperative play.

One of the most effective multiplayer strategies is the division of your research effort between yourself and an ally. Form a relationship with a player that you trust and, from the game's start, agree to follow different research paths.

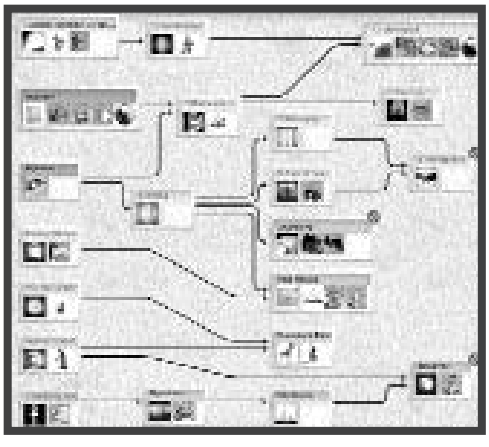
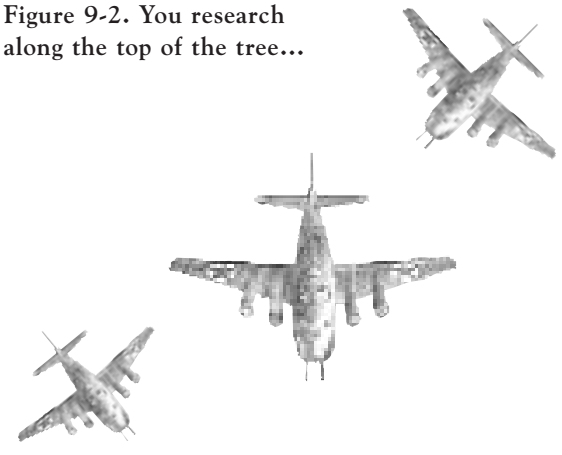


Figure 9-2. You research along the top of the tree...



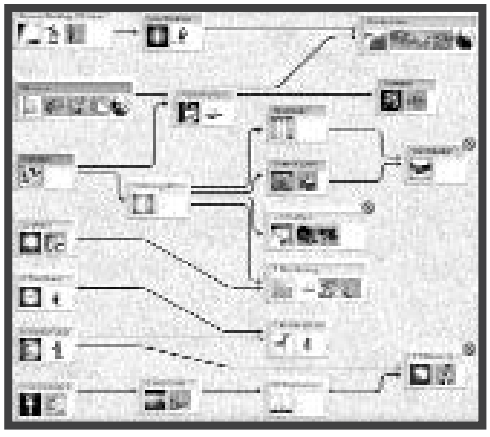


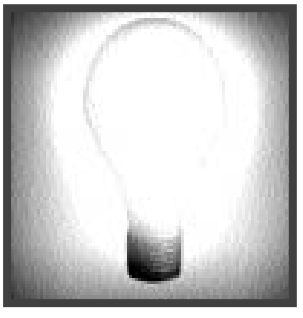
Figure 9-3. ...while your partner researches along the bottom.

Prior to the game, chat with your ally and agree on which technology path each of you is going to follow. For example, you can research across the top of the research tree (Figure 9-2) and your ally can research the advances along the bottom (Figure 9-3). When the game starts, quickly locate your ally. (Two civilizations have to physically meet on the map before they can trade with one another, just as they do in the single-player game.) Once you find your friend, initiate diplomacy and trade your advances back and forth. Keep doing this throughout the game.

By using this technique, both of you can essentially double your research speed and pull way ahead of your opponents.

Additional Research Considerations

Because the AI's research habits are predictable, you can safely set a research course and stick to it throughout the game. Find something that works and it will probably work every single time.



When playing against humans, tailor your research strategies to suit the people you're playing against. For example, some players favor an all-out military rush, and they tend to launch their offensives almost immediately. If you know you're up against such an opponent, follow the Construction path—Bronze Working, Iron Working, Masonry, Alphabet, Mathematics, Construction—so that you can maximize your early military power to entrench yourself and, perhaps, put up a fight of your own.

On the other hand, some players prefer an entrenching strategy—sit back and fortify while expanding the empire. When you know you're up against this kind of opponent, you can follow the same military research path (if you're playing as the aggressor), or you're free to develop along scientific and cultural lines.

The choice is ultimately yours, of course, but if you fail to consider your opponents, you could find yourself out of the game rather quickly.

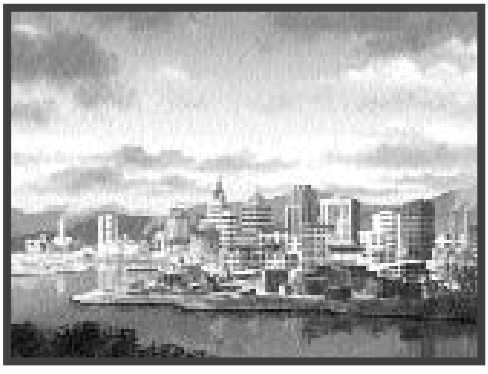


Figure 9-4. The dawn of a new era.

Another research consideration in multiplayer is the psychological effect of having an opponent reach the next technological age ahead of you. When you beat your human opponents to a new era, they'll often make all kinds of crazy technology trades in order to catch up, even if they're only a couple of techs behind.

This is a possible incentive to "machine gun" your way through an era—bypass all of the optional advances to be the first to jump to the next technological age. Because of the psychological effect, you can usually make favorable deals by trading the advances you picked up in the previous era or the ones you've discovered in the new one for the optional technologies you skipped. Thus, you round out your research and give your neighbors a little jolt by beating them to the next age.

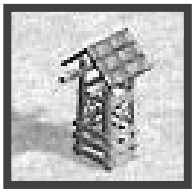
Culture in Multiplayer Games

In all likelihood, cultural victories are going to be rare in multiplayer games—they take a long time, and human opponents tend to be much more aggressive than the AI. Thus, peaceful players generally don't last very long.

There is one strong argument for a "culture rush" approach, however: cultural conversion of enemy cities. As satisfying as a city conversion is when you're playing against the AI, it's a hundred times better when you swipe a city from a human opponent. Because many players concentrate on their military, it might be possible to build up your culture high enough to make "culture flipping" along your borders a commonplace event. (For more information on the cultural conversion of cities, see Chapter 4.)

Culture also expands your borders, and your borders determine what you can "see" through the fog of war. Players who completely ignore cultural improvements in favor of military items handicap themselves.

The Added Importance of Outposts



Outposts are important in both single- and multiplayer games, but their usefulness in multiplayer is magnified because games are played with an "every civ for itself" attitude. Keep an eye on what your neighbors are doing. Placing Outposts on your border (preferably on Mountains or Hills) tends to take away the element of surprise when it comes to invasions.

Using Deterrent Force

Fool your opponent into thinking that you're more aggressive than you are by selectively fielding offensive units along your border and throughout your empire (Figure 9-5). You might have only a couple of defenders in each city and no intention of launching a full-scale invasion—but your opponent doesn't know that (unless he uses Investigate City to poke around).

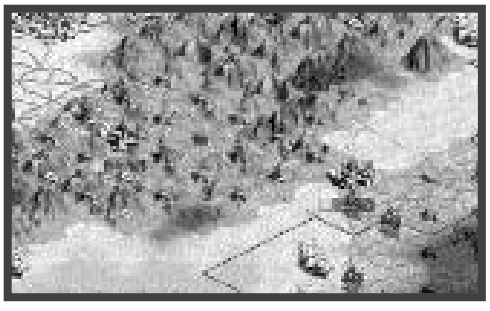


Figure 9-5. Making a show of offensive units can deter potential attackers.

By putting on a show of force without actually attacking, you can often get favorable treatment in negotiations because your neighbor thinks that you have an invasion force ready to move out if you're not appeased. But this could backfire on you if your opponent calls your bluff—but you'd be surprised how often it works.

Using in-city artillery for defensive bombardment is a non-bluff deterrent force strategy that often works in multiplayer. As mentioned in Chapter 7, stationing bombardment units in your cities is a good way to weaken attacking units before they can attack. When you use this tactic in multiplayer games, your opponents often tire of getting pounded by your defensive artillery units' "free shots" and move on to an easier opponent if one is available.

Multiplayer Attack Strategies

You must be much more cautious when attacking enemy cities in a multiplayer game. When you're playing against the AI, you can usually count on enemy cities having numerous defensive units. However, the AI seldom takes advantage of unit upgrades. It tends to pile new units on top of the old and spend a lot of time in city development rather than building new defenders (at least until the actual attack begins). So, once you chip away the AI's state-of-the-art defenders, there are usually only a couple of obsolete units holding the last line of defense.

This isn't the case with human players. Because you take advantage of regular unit upgrades (or at least you *should*), you can count on your opponents to do the same. And human players seldom sacrifice defense in favor of building up their cities. That means that most of the cities you attack will have a full complement of the best defensive units your opponent can afford at all times.

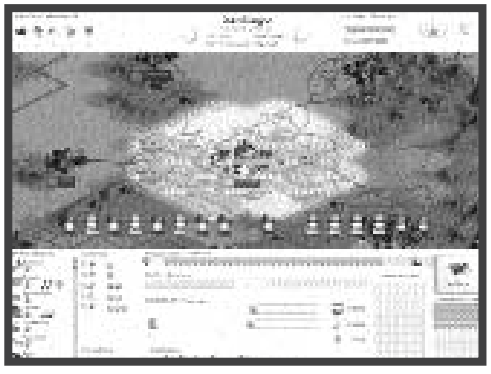
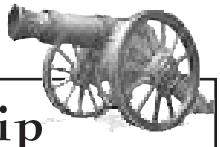


Figure 9-6. Use the Investigate City espionage mission to check out an enemy city before you attack it.

This is an example of how espionage comes in handy in multiplayer. Before you attack a city, run an Investigate City mission to see what you're up against. (See Figure 9-6.) You can then tailor your attack force accordingly, rather than throwing away units in a futile attack.



Tip

You can often guess how well a human opponent's cities are defended by observing her empire growth. If you notice that your opponent's cultural borders are expanding rapidly and that she has few units in the field, chances are, she's building cultural improvements and Wonders at the expense of military units. Thus, the time is ripe for an attack on that opponent. This is a situation that the AI might not catch on to but that you, as an observant human, can easily spot.

The Upgrade Surprise

Because your human opponents are checking out your cities to evaluate your defensive strength, they probably know what units they're about to engage when they attack one of your cities.

To surprise a hostile opponent, wait until her attack units are moving in, then update your units. Hold some funds in reserve and wait until you see your enemy approaching. Then upgrade all of your units simultaneously. (If you can't afford that, upgrade the units in the city that appears to

be the target of the attack.) Your enemy is then suddenly facing four fortified Mustketmen instead of four fortified Pikemen when the attack commences.

Multiplayer War Weariness

War weariness is a huge problem in single- player games, and its ramifications are even greater in multiplayer.

When you're at war with an AI civilization, you can always sue for peace. No matter how badly you've mistreated your enemy, you can always bribe them into peace (even if you have to give away a few cities to do so).

When you're up against a human opponent, things are a little different. If your enemy is sufficiently angry, he or she can maintain a state of war against you indefinitely and there's nothing you can do about it. Over time, this extended state of war heightens your population's war weariness. Your opponent doesn't even need to engage in hostilities of any kind—all he or she has to do is refuse to sign a peace treaty.

The power to refuse peace makes war weariness a powerful weapon against players who like Republics and Democracies.

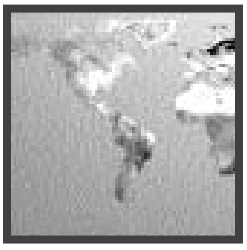
Multiplayer Diplomacy

Figure 9-7. Diplomacy takes on new ramifications in multiplayer games.

Negotiating with the AI becomes second nature after a while. As discussed in Chapter 4, there are several tricks and tactics to make favorable diplomatic exchanges with your computer-controlled opponents (in most cases).

This is not true with human players. In negotiations with live opponents, the "artificial" is stripped away, leaving intelligence—and healthy doses of human deceit, guile, and emotion. There are certain aspects of diplomatic exchanges in multiplayer games that take on new ramifications over their single-player counterparts.

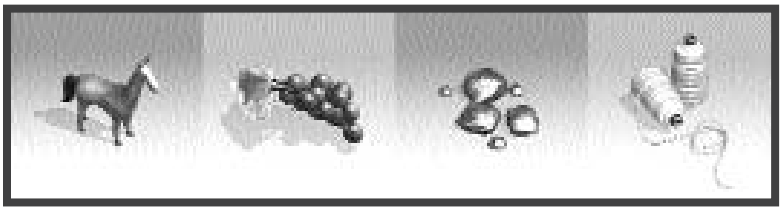
Trading Maps



Perhaps the biggest difference between single- and multiplayer diplomatic philosophy is map exchange. As discussed in the Chapter 7 sidebar "Does the AI Cheat?", the only thing the AI knows that you do not is the layout of the entire world. Giving away maps in AI diplomatic negotiations, therefore, is fairly benign in most cases—an almost free thing to give away that breeds goodwill without telling the AI anything it doesn't already know.

In multiplayer games, the ramifications of map trading are huge. By giving away territory maps, you're revealing the location of all your cities. By giving away world maps, you potentially provide your opponents with instant overseas trade routes. Plus, if one or more of your opponents has a grudge against you, you don't want them to know where you are until you're ready to meet them. (And, even if you don't trade your map to *them*, the opponents you *do* trade your map to might.) Carefully consider how your maps can be used against you before giving one away in multiplayer games.

Trading Resources



The trading of luxury and strategic resources in multiplayer games should be approached with a different philosophy than in single-player games. Luxury resources are always a fairly safe bet because they can't hurt you directly. Strategic resources, however, are a different story.

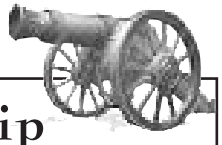
In most cases, you shouldn't trade strategic resources to other humans, even if they're close allies. As discussed in Chapter 4, strategic resources generally mean military power and, in the hands of an enemy, that power is invariably used against you. In multiplayer games, this is even more important to remember, because your own *lack* of strategic resources can be used against you if you make it known.

If you go seeking saltpeter from a neighbor, it's a good bet everyone in the game will know almost immediately that you don't have Musketmen and you aren't getting them any time soon. Showing weakness to human players is like taping a virtual "kick me" sign on your civilization. AI opponents don't remember that you've been asking for saltpeter. Human opponents do.

The Diplomacy Feint

In simultaneous move and turnless games, you can conspire with an ally to use a request for diplomacy to divert a third player's attention away from a surprise attack. While you marshal your forces, have your ally initiate negotiations with your mutual target. While your partner wastes the target's time brokering deals, you move your attack units in for the kill. Because the Diplomacy screen hides most of the action on the map, your target probably won't notice he is being attacked until after your first unit has struck. By then, it's usually too late to mount an appropriate defense.

Because this tactic exists, you should minimize the amount of time you spend in multiplayer diplomacy, and always check for possible traps when a neighbor approaches you for a diplomatic exchange.



Tip

One way to minimize the amount of time you spend in diplomacy is to use the chat feature to propose deals with opponents before you actually initiate negotiations. That way, you won't waste time proposing and re-proposing deals that your opponent has no intention of accepting. Talking trades over ahead of time is a *huge* time-saver in Play by E-Mail games and Hotseat games, as well.

Things the AI Never Does, but Humans Will

Proficiency in the multiplayer game is a matter of getting used to humans' unpredictability. In addition to all of the aforementioned multiplayer tips and cautions, keep an eye out for the following:

- **Varying game styles:** When you play against the AI, you see very little variation in play styles. Although the AI leaders have "personalities" of sorts, they all play a variation of the same basic game. On the other hand, expect to see every variation of military and peaceful strategy you can imagine as you play against human opponents. And, in response, you'll find yourself varying *your* strategy.
- **Attacking out of spite:** For the most part, the AI is unaffected by your level of success in the game. (Your success has some bearing on the AI's attitude toward you, but it is superficial at best.) Human opponents, however, are spiteful. If they see that you're pulling too far ahead—for example, you are approaching an imminent cultural or histographic victory and they can't catch up—they'll throw everything possible to ensure you don't win.
- **Playing to win:** Although you can easily lose in a single-player game, the AI doesn't really play to win. The AI plays to build a civilization. They just sometimes do it better than you.

Human players, on the other hand, *do* play to win. In multiplayer, don't expect to sit back and build your big, culturally rich civilization while your neighbors do the same.

- **Reacting emotionally to negotiations:** As long as you have a reasonably good relationship with an AI opponent, you can ignore at least some of their unreasonable diplomatic demands with little consequence. When you rebuff a human player's demands, you can count on an unpleasant response (depending on the player, of course).
- **Players with long-term memory**: In single-player games, the AI has no concept of who you are from game to game. You can treat the Carthaginians like dirt in one game and they'll be happy to trust you implicitly in the next. Not so with humans. If you backstab Jennifer in Tuesday's game, she's still going to be smarting from your inhospitable treatment in Saturday's game—and she'll treat you accordingly.

"Winning" without Winning

In single-player games, you often see civilizations that are so beaten down and backward that they pose no threat to you. When the AI controls such a civilization, you can safely ignore it.

When you find yourself in a losing position, don't give up. If you can't win the game, you can at least help to decide who does—or doesn't.

When you're in an untenable situation, make an alliance with one of your opponents against the player you least want to win the game. Do everything possible to ensure that the player you want to bring down is harmed as much as possible. Give cities, money, technology, anything at all to your new ally to strengthen his position and weaken your mutual enemy's position.

Figure 9-8. Your vote really counts when determining a multiplayer diplomacy victory.

When diplomatic victory is an option, you can exercise the same kind of power. On the surface, it seems that no human in a multiplayer game would vote for anyone but himself or herself. This is not necessarily so. If you know you're not going to win the vote *but* there is someone you would prefer to win, cast your vote for them. You can at least help make sure that your mortal enemy isn't victorious.

TURN-BASED AND SIMULTANEOUS MOVE STRATEGIES

We've grouped both of these multiplayer game modes together because the game mechanics of each are essentially the same. Both are similar to the single-player game, but in simultaneous move games, you don't wait for individual turns to end—instead, everyone plays during the same turn.

For the most part, the basic game strategies you use in the single-player game work in turn-based and simultaneous move games (with all of the philosophical exceptions noted throughout this chapter). The main difference comes in your ability to micromanage. When you're playing the game with timed turns, you can't take the time to visit each city and adjust production, maximize resources, and so on. In fact, you don't have time to visit every unit and give them specific orders, especially late in the game.

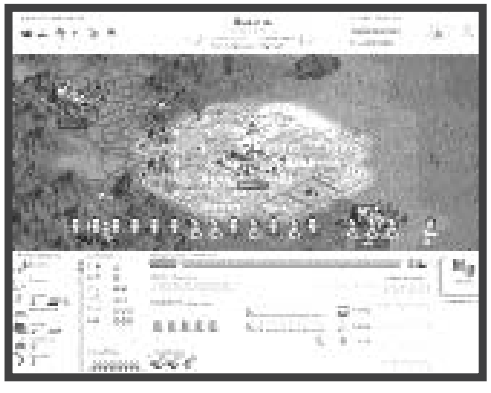


Figure 9-9. Micromanage between turns.

To compensate for this problem, you have the ability to perform almost any activity you can perform during your turn *between* turns (or after you signal the end of your activity in a simultaneous movement turn). This is your time to do all of your micromanaging, conduct diplomacy, give automated unit orders, and so on.

Even so, there are some off-map activities that you can't perform between turns, like rushing production. Keep your map focus when doing this by right-clicking the city and using the pop-up menu rather than opening the City screen to avoid obscuring the map (Figure 9-10). That way, you can keep your eye on the map.

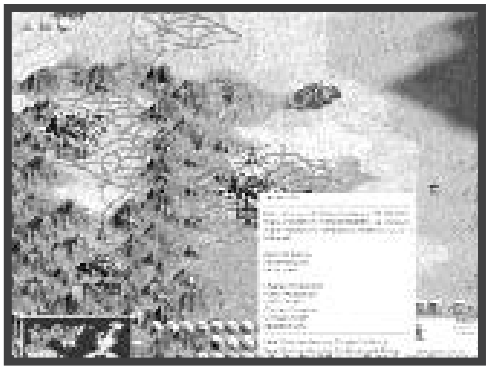


Figure 9-10. Use the right-click menus to perform the tasks you can't accomplish between turns.

The keys to managing your activities in a limited time frame are automation and organization. Think as many turns ahead as you can. Use goto commands, rally points, and unit automation whenever possible. Make use of the city governors and the production queues to minimize the need to open the City screen, and use the research queue to pre-program your advances so you can just click through as you discover new technologies. By pre-programming as much as possible, you leave yourself enough time to move your critical units and attend to other tasks that you need to accomplish, knowing that the more menial tasks are being taken care of.

TURNLESS MULTIPLAYER STRATEGIES

Turnless games are sort of a cross between real-time strategy and turn-based strategy games and, as such, require the most behavioral modification on your part with regard to overall strategy.

Turnless games favor military strategies over peaceful strategies as a general rule. You don't have nearly as much time to micromanage your civilization because the game is constantly in motion. The city governor is *vital* in turnless games. The first thing you should do in a turnless game is set your city governor options to manage your city production to suit your needs. (See Figure 9-11.) The city governor isn't a perfect solution. However, this feature is the only way you can keep your city production more or less in line with your needs, especially as your empire grows over the course of the game.

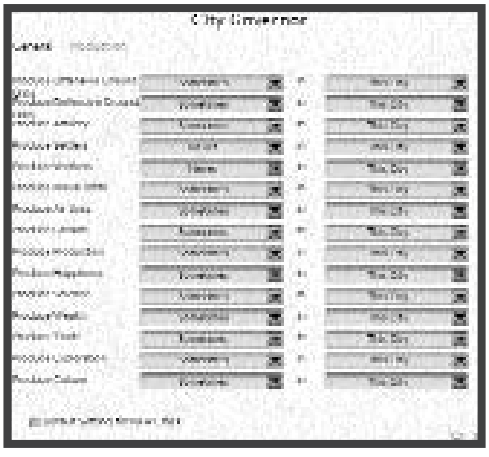
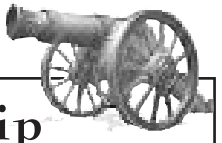


Figure 9-11. The city governor is vital in turnless games because there's no time for micromanagement.



Tip

In turnless mode, avoid activities that obscure the map—lengthy diplomacy, visits to the advisor screens, and so on—whenever possible. Events (like combat) can occur when the map is hidden. (See "The Diplomacy Feint" earlier in this chapter for strategy details that exploit this game trait.)

DESIGNER'S NOTE: TURNLESS *CIVILIZATION*

One of the problems that exists in multiplayer Civilization is the game's length. Even when you're playing against the computer, every turn—especially late-game turns—take quite awhile to complete. This is even worse with human players.

One of the design choices that offers the opportunity for shorter games is the addition of the new victory conditions (Elimination, Regicide, and so on). Another design addition is a little more dramatic.

David Evans, director of development at Firaxis, describes how he came up with the idea for a turnless mode and helped to bring the most popular turn-based strategy game in the world into the realm of real-time play:

"The idea for turnless mode came to me as a result of some *Alpha Centauri* network play sessions I played at home against my two oldest children. We were playing the game using *Alpha Centauri*'s simultaneous movement mode. At the beginning of each turn, I had a great

time but because I was so much better at the game than my children, I had to endure what seemed to be an endless period of time waiting for them to finish their turn. I love turn-based games in single-player mode because the AI makes its moves quickly. This got me thinking about the possibility of a new mode that took simultaneous movement one step further. I thought about the possibility of taking the concept of a 'turn' and just let the game run using timers to regulate game time and production.

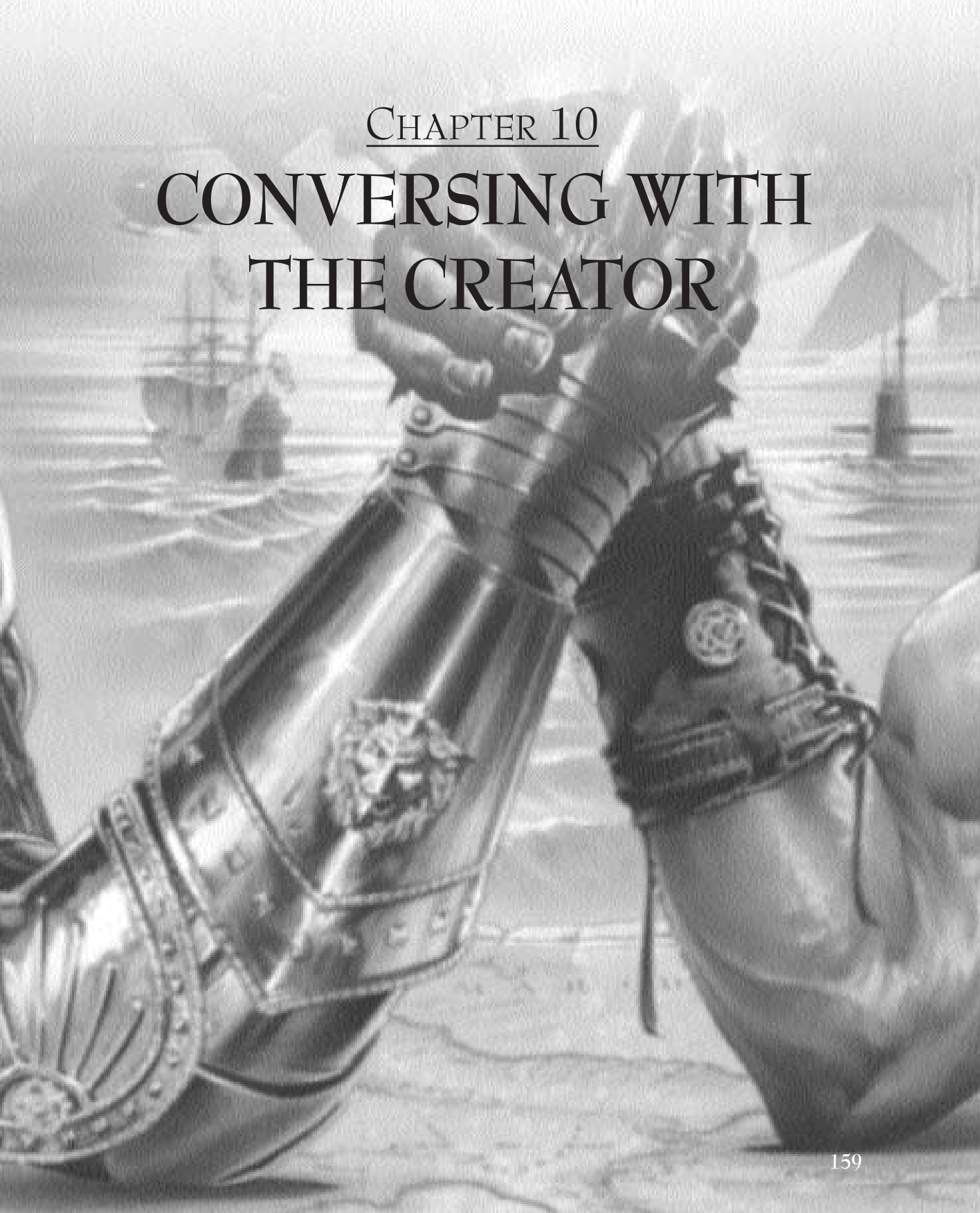
"Of course, this idea wasn't actually new since real-time multiplayer games already do this. However, problems exist with a game as deep as *Civilization III*. There is so much to do and to keep track of that the pace of the game has to be slower than that of a traditional real-time game.

"I proposed the basic concept to (producer) Jeff Briggs, who was immediately interested. He and I went down to Sid's office, where I explained the idea to Sid in further detail. Sid sat there listening and rubbing his chin for a while, then said that he thought it just might work. We then discussed some of the issues involved and ways to integrate the mode into the existing game.

"I started prototyping turnless mode by simply getting rid of the notions of a turn. In turn-based *Civilization III*, the advancement of years is tied to the end of each turn cycle. In this case, I simply got rid of that system and replaced it with a timer-based system. In turnless mode, years pass based on elapsed time—for example, three minutes of elapsed time equals fifty years. I also put city production on this timer. Then, I added the capability for players to move units simultaneously. My original concept for this involved cycling through each unit in a fashion similar to that of the single-player game. This proved to be frustrating. (Sid had mentioned at the outset that this might be a problem.) So, we decided to put units on their own separate timer that required that each unit "rest" for a short period of time between moves.

"Programmer Pat Dawson joined us in spring 2001, and we started playing and tweaking the prototype. It was clear that we were on to something because we were having lots of fun! One issue that cropped up during these sessions was that of combat. The problem was whether or not to allow units in real-time to join any given battle. We decided to stick with the original single-player model and only allow units already in adjacent squares to participate in combat. All other units were prevented from joining a battle in progress.

"Pat took over the project (which allowed me to get back to single-player *Civilization III*, which was scheduled for release in fall of that year. Since then, he's stuck to the original turnless design concept, and has done a great job of putting it all together for *Play the World*."



Chapter 10
CONVERSING WITH THE CREATOR

Sid Meier has been making computer games since—well, pretty much since the *inception* of the computer game industry! With more than a dozen hit games under his belt, it's safe to say that no one knows the industry quite as well as Sid. What he has to say about game design could probably fill an entire book. So, because *this* book is about the *Civilization® III* game, we ran some questions by the legend himself and asked him for some of his thoughts on his latest creation.

Prima: *Why did you decide to do another* Civilization*? Haven't you given people enough sleepless nights?*

Sid: It was time! :) Between the tremendous amount of feedback we've had from *Civ®* players over the years and the multitude of ideas our development team had, we knew we could take the *Civ* experience to the next level…and we have!

Prima: *There are tons of* Civilization *fan sites out there, and we're sure you get lots of fan mail from avid players. How much was the* Civ III *design influenced by the suggestions and comments of existing* Civ *players?*

Sid: As I just mentioned, we've had lots of *Civ* player feedback over the years that has definitely helped us shape *Civ III.* We're very thankful to the *Civ* community for sharing their thoughts with us.

Prima: *How did your experience with* Sid Meier's Alpha Centauri *influence the design of* Civ III*? There are some obvious similarities between the two games.*

Sid: We learned a lot of good things with *Alpha Centauri*…one of which is that more does not always mean better. We took some of the cool features and technological advances we made in *SMAC* and implemented them in *Civ III.*

Prima: *There are some notable* Civ II *items—advances, units, improvements, etc.—missing from* Civilization III. *In fact, in some ways,* Civ III *seems closer in design to the original game. Was this your intention and, if so, why?*

Sid: Our goal with *Civ III* has been to take the light-hearted, fun elements of the original *Civ,* the depth of *Civ II,* and refine and improve them to add the many new features and ideas we've developed, making *Civ III* the best *Civ* experience ever.

Prima: *What happened to Fundamentalism? Some of the more militant* Civ II *players swear by it.*

Sid: It created a balance problem in the game that we couldn't rectify, so we didn't include it.

Prima: *Another interesting change is the fact that you no longer have to wait for the spaceship to reach Alpha Centauri. What prompted that change?*

Sid: We want you to be able to revel in your victory immediately!

Prima: *Both the naval and the air units work differently in* Civ III*—they operate more realistically. Did bombardment and the new air rules create any balance problems?*

Sid: In some way, every element creates a balance problem, so a major focus for us is to do what it takes to keep everything balanced. Bombardment and the new air rules did create a balance challenge, but nothing major.

Prima: *In* Civ II *Multiplayer, you were able to trade units with other civilizations.* Civ III *allows many items to be traded, but not units. Any particular reason?*

Sid: In *Civ III,* along with the multitude of things that can be traded, you can also trade Worker units.

Prima: *The idea of national borders—rather than a loose collection of city states—is an excellent addition to the game, though it tends to greatly change the player's interaction with the other civilizations. How did that idea come about, and how hard was it to integrate and balance?*

Sid: Some things are just obviously good ideas. This was one of them. However, the way in which they function based on Culture was a "breakthrough" for us. We spent a long time trying various strategies for national boundaries growing naturally. We had the idea of Culture growing out of cities and we had the desire for national boundaries. The breakthrough was when we decided that the two should be combined.

Prima: *Elvis seems to have left the building. Many players actually called the Entertainers "Elvis." Why do away with The King?*

Sid: It was time to say goodbye…and he refused to get off my blue suede shoes, so he had to go. ;-)

Prima: *What made you decide to do away with the previous trade system?*

Sid: We had some better ideas! We're really excited about the expanded trade system. A big change is that trade has been abstracted to the diplomacy system and trade advisors will no longer require you to use Caravan units. Trade goods are composed of luxuries and resources. Luxuries are goods that improve the happiness of your cities. Resources are needed to make certain military units (Iron, for example, is needed to make the Swordsman or Roman Legion units).

Prima: *Was there any concept or feature that you tried to work into* Civ III *that just didn't work?*

Sid: We had an idea for Great People (Artists, Scientist, Politicians) in addition to Great Leaders. There was a system for defection to other countries, kidnapping, and so on. We couldn't get this to work in a satisfactory way, so we didn't include it.

Prima: *Scenarios kept* Civ II *going strong for years after its release. Are there any scenario packs planned for* Civ III*? Do you have any scenario ideas you'd like to share with us?*

Sid: The mod community is very important to us and we're dedicated to supporting them after the release of *Civ III.* Stay tuned for more details. :)

Prima: *Half the people reading this probably want to be game designers. Can you help them learn from your mistakes? Over your whole career, what mistake did you learn the most from, and what did you learn?*

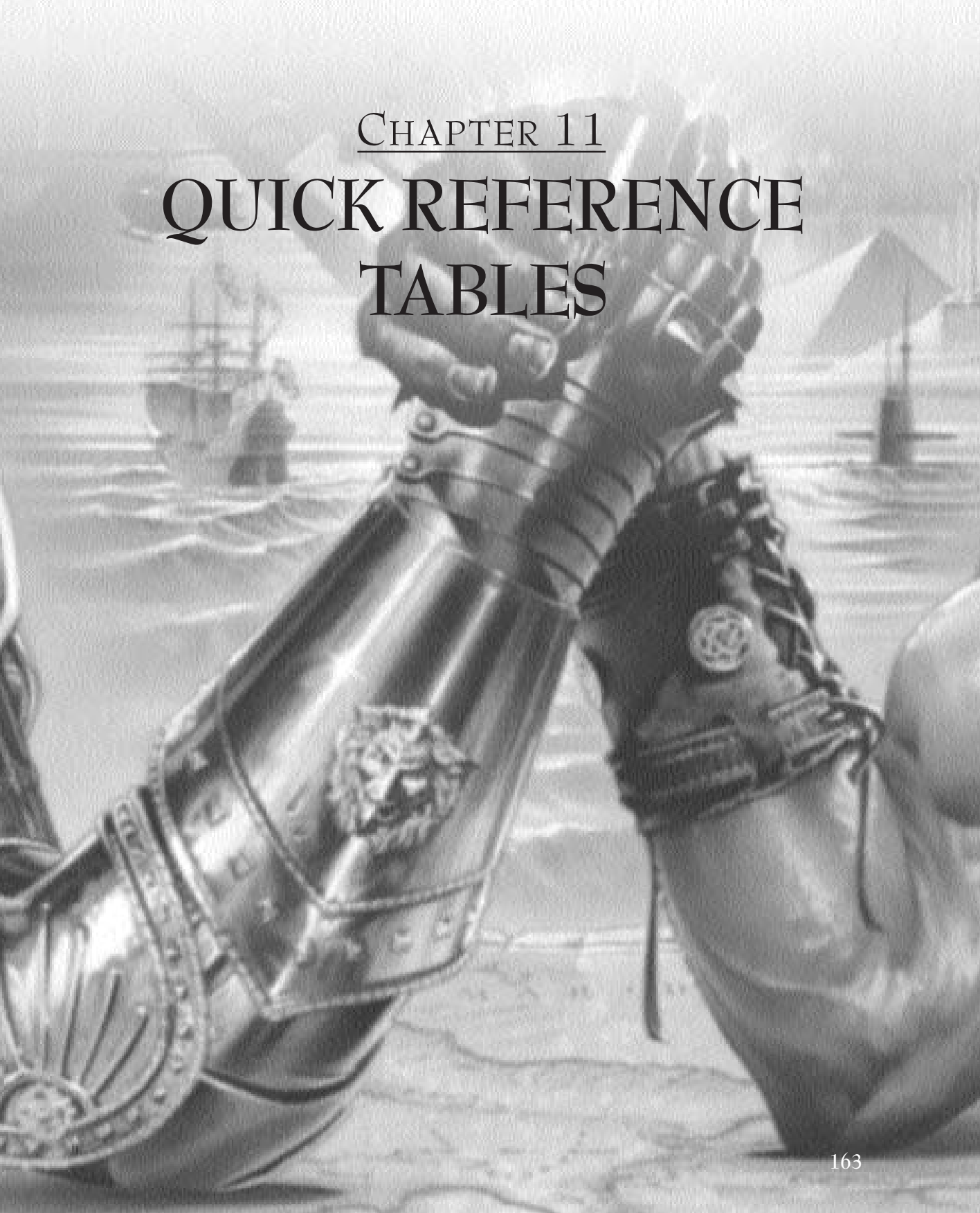
Sid: I've learned to recognize when something in the game design isn't working and change it—even if that means taking a whole new approach to the game. So, I guess the lesson for young game designers is to be open to making adjustments—even big ones—if you're finding that the game just isn't working well.

Prima: *What games do you play to learn from? For fun?*

Sid: I don't really make that distinction. I like to play good games that are fun and teach you something at the same time.

Prima: *One final question.* Civilization IV. *Have you thought whether you'd like to do* Civ IV *and, if so, what it might be like?*

Sid: That's a good question. If the fans still want more after *Civ III,* then we'll talk about giving them more. :)



Chapter 11
QUICK REFERENCE TABLES

Civilization Advances

Ancient Times Advances

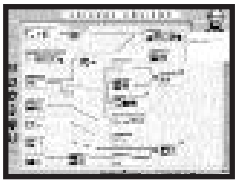


Figure 11-1. Technology tree for Ancient Times.

ADVANCE	PREREQUISITES	UNITS	IMPROVEMENTS	WONDERS	ADVANCES ALLOWED
Alphabet	—	—	—	—	Mathematics, Writing
Bronze Working	—	Spearman, Hoplite, Impi, Numidian Mercenary*	—	The Colossus	Iron Working
Ceremonial Burial	—	—	Temple	—	Mysticism
Code of Laws	Writing	—	Courthouse	—	The Republic
Construction	Iron Working, Mathematics	—	Aqueduct, Colosseum	The Great Wall	—
Currency	Mathematics	—	Marketplace	—	—
Horseback Riding	The Wheel, Warrior Code	Horseman, Mounted Warrior	—	—	—
Iron Working	Bronze Working	Swordsman, Immortals, Legionary, Gallic Swordsman*	—	—	Construction
Literature	Writing	—	Library	The Great Library	—
Map Making	Writing, Pottery	Galley	Harbor	The Great Lighthouse	—
Masonry	—	—	Palace, Walls	The Pyramids	Mathematics
Mathematics	Masonry, Alphabet	Catapult	—	—	Construction, Currency
Monarchy	Warrior Code, Polytheism	—	—	The Hanging Gardens	—
Mysticism	Ceremonial Burial	—	—	The Oracle	Polytheism
Philosophy	Writing	—	—	—	The Republic
Polytheism	Mysticism	—	—	—	Monarchy
Pottery	—	—	Granary	—	Map Making
The Republic	Philosophy, Code of Laws	—	—	—	—
Warrior Code	—	Archer, Bowman	—	—	Horseback Riding, Monarchy
The Wheel	—	Chariot, War Chariot	—	—	Horseback Riding

ADVANCE	PREREQUISITES	UNITS	IMPROVEMENTS	WONDERS	ADVANCES ALLOWED
Writing	Alphabet	—	—	—	Code of Laws, Literature, Map Making, Philosophy

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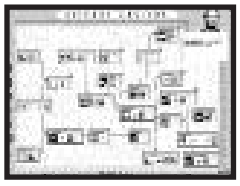

Middle Ages Advances

Figure 11-2. Technology tree for the Middle Ages.

ADVANCE	PREREQUISITES	UNITS	IMPROVEMENTS	WONDERS	ADVANCES ALLOWED
Astronomy	Education	Caravel	—	Copernicus' Observatory	Navigation, Physics
Chemistry	Gunpowder	—	—	—	Metallurgy, Physics
Chivalry	Monotheism, Feudalism	Knight, Samurai, War Elephant, Ansar Warrior*, Keshik*	—	—	—
Banking	Education	—	Bank	—	Democracy, Economics
Democracy	Printing Press, Banking	—	—	—	Free Artistry
Economics	Banking	—	—	Smith's Trading Company	—
Education	Theology	—	University	—	Astronomy, Banking, Music Theory
Engineering	—	—	—	—	Invention
Feudalism	—	Pikeman, Rider, Medieval Infantry*	—	Sun Tzu's Art of War	Chivalry, Invention
Free Artistry	Democracy	—	—	Shakespeare's Theater	—
Gunpowder	Invention	Musketman, Musketeer	—	—	Chemistry
Invention	Feudalism, Engineering	Longbowman, Berserk*	—	Leonardo's Workshop	Gunpowder
Magnetism	Physics	Frigate, Galleon, Privateer, Man-O-War	—	—	—
Metallurgy	Chemistry	Cannon, Hwach'a*	Coastal Fortress	—	Military Tradition
Military Tradition	Metallurgy	Cavalry, Cossack, Sipahi*	—	Military Academy	—
Monotheism	—	—	Cathedral	—	Chivalry, Theology

ADVANCE	PREREQUISITES	UNITS	IMPROVEMENTS	WONDERS	ADVANCES ALLOWED
Music Theory	Education	—	—	JS Bach's Cathedral	—
Navigation	Astronomy	Explorer, Conquistador*	—	Magellan's Voyage	—
Physics	Astronomy, Chemistry	—	—	—	Magnetism, Theory of Gravity
Printing Press	Theology	—	—	—	Democracy
Theology	Monotheism	—	—	Sistine Chapel	Education, Printing, Press
Theory of Gravity	Physics	—	—	Newton's University	—

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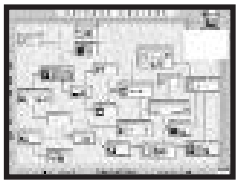

Industrial Ages Advances

Figure 11-3. Technology tree for the Industrial Ages.

ADVANCE	PREREQUISITES	UNITS	IMPROVEMENTS	WONDERS	ADVANCES ALLOWED
Advanced Flight	Flight, Radio, Motorized Transportation	Helicopter, Paratrooper	—	—	—
Amphibious War	Mass Production	Marine	—	—	—
Atomic Theory	Scientific Method	—	—	—	Electronics
Combustion	Refining, Steel	Destroyer, Transport	—	—	Flight, Mass Production
Communism	Nationalism	—	Police Station	—	—
The Corporation	Industrialization	—	Stock Exchange*	—	Refining, Steel
Electricity	Steam Power	—	—	—	Replaceable Parts, Scientific Method
Electronics	Atomic Theory	—	Hydro Plant	Hoover Dam	Motorized Transportation, Radio
Espionage	Nationalism, Industrialization	—	—	Intelligence Agency	—
Flight	Combustion	Bomber, Fighter	Airport	—	Advanced Flight
Industrialization	Steam Power	—	Coal Plant, Factory	Universal Suffrage	Espionage, The Corporation
Mass Production	Combustion, Motorized Transportation	Battleship, Replaceable Parts	Commercial Dock*	—	Amphibious War, Carrier, Submarine

ADVANCE	PREREQUISITES	UNITS	IMPROVEMENTS	WONDERS	ADVANCES ALLOWED
Medicine	—	—	—	—	Sanitation, Scientific Method
Motorized	Mass Production, Transportation	Tank, Panzer Electronics	—	—	Advanced Flight
Nationalism	—	Rifleman	—	—	Communism, Espionage
Radio	Electronics	—	Civil Defense*	—	Advanced Flight
Refining	The Corporation	—	—	—	Combustion
Replaceable Parts	Electricity	Artillery, Infantry, Guerilla*	—	—	Mass Production
Sanitation	Medicine	—	Hospital	—	—
Scientific Method	Medicine, Electricity	—	—	Theory of Evolution	Atomic Theory
Steam Power	—	Ironclad	—	—	Electricity, Industrialization
Steel	The Corporation	—	—	—	Combustion

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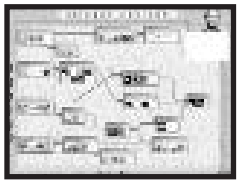

Modern Times Advances

Figure 11-4. Technology tree for Modern Times.

ADVANCE	PREREQUISITES	UNITS	IMPROVEMENTS	WONDERS	ADVANCES ALLOWED
Computers	—	Mech Infantry	Research Lab	SETI Program	Miniaturization, The Laser
Ecology	—	—	Mass Transit System, Solar Plant	—	—
Fission	—	Nuclear Submarine	—	The Manhattan Project, The United Nations	Nuclear Power, Superconductor
Genetics	Miniaturization	—	—	Cure for Cancer, Longevity	—
Integrated Defense	Superconductor, Satellites, Smart Weapons	—	—	Strategic Missile Defense	—
The Laser	Nuclear Power, Computers	—	SS Planetary Party Lounge	—	Robotics, Smart Weapons
Miniaturization	Computers	—	Offshore Platform	The Internet*	Genetics, Robotics
Nuclear Power	Fission	—	Nuclear Plant	—	The Laser

ADVANCE	PREREQUISITES	UNITS	IMPROVEMENTS	WONDERS	ADVANCES ALLOWED
Recycling	Ecology	—	Recycling Center	—	Synthetic Fibers
Robotics	The Laser, Miniaturization	AEGIS Cruiser, Radar Artillery	Manufacturing Plant	—	—
Rocketry	—	Cruise Missile, Jet Fighter, F-15	SAM Missile Battery	—	Space Flight
Satellites	Space Flight	ICBM	SS Thrusters	Integrated Defense, Smart Weapons	—
Smart Weapons	Satellites, The Laser	—	—	—	Integrated Defense
Space Flight	Rocketry	Tactical Nuke	SS Cockpit, SS Docking Bay, SS Engine	Apollo Program	Satellites, Superconductor
Stealth	Synthetic Fibers	Stealth Bomber, Stealth Fighter	—	—	—
Superconductor	Fission, Space Flight	—	SS Fuel Cells, SS Life Support System	—	Integrated Defense
Synthetic Fibers	Recycling	Modern Armor	SS Exterior Casing, SS Stasis Chamber, SS Storage/Supply	—	Stealth

**Civilization III: Play the World*

Improvements and Wonders

City Improvements

IMPROVEMENT	COST	MAINTENANCE	CULTURE	PREREQUISITES	EFFECTS
Airport	160	2	—	Flight	City produces veteran air units; trade link to other cities with Airports; allows airlifts.
Aqueduct	100	1	—	Construction	City can grow beyond population 6.
Bank	160	1	—	Banking; Marketplace	Increases city tax revenue by 50 percent (cumulative with Marketplace).
Barracks	40	1	—	—	City produces veteran ground units.
Cathedral	160	2	3	Monotheism	Makes 3 unhappy citizens in the city content.
Civil Defense*	120	1	—	Radio	Provides a 50 percent bombardment and unit defensive bonus to the city.
Coal Plant	160	3	—	Industrialization; Factory; Coal	Increases Factory output by 50 percent.
Coastal Fortress	40	0	—	Metallurgy; Iron; Saltpeter	City has a naval bombardment defense of 8 and 50 percent defensive bonus vs. naval attacks; automatically bombards passing enemy ships.

IMPROVEMENT	COST	MAINTENANCE	CULTURE	PREREQUISITES	EFFECTS
Colosseum	120	2	2	Construction	Makes 2 unhappy citizens in the city content.
Commercial Dock	160	2	—	Mass Production	+1 commerce in every water square inside the city radius.
Courthouse	80	1	—	Code of Laws	Decreases corruption in the city and lessens the effects of propaganda.
Factory	240	3	—	Industrialization; Iron	Increases city's shield production by 50 percent.
Granary	60	1	—	Pottery	Only half the city's food is depleted when the population grows.
Harbor	80	1	—	Map Making	City produces veteran naval units; coastal, sea, and ocean squares produce +1 food; trade link to other cities with Harbors.
Hospital	160	2	—	Sanitation	City can grow beyond size 12.
Hydro Plant	240	3	—	Electronics; Factory; River in city radius	Increases Factory output by 50 percent.
Library	80	1	3	Literature	Increases city's science output by 50 percent.
Manufacturing Plant	320	3	—	Robotics; Factory	Increases city's shield production by 50 percent (cumulative with Factory).
Marketplace	100	1	—	Currency	Increases city's tax revenue by 50 percent; increases the number of happy faces produced by luxuries.
Mass Transit System	200	2	—	Ecology; Rubber	Reduces pollution caused by city's population.
Nuclear Plant	240	3	—	Nuclear Power; Factory; Uranium; water inside the city radius	Increases Factory output by 50 percent.
Offshore Platform	240	3	—	Miniaturization	All coastal, sea, and ocean squares in the city radius produce 1 shield.
Palace	100	—	1	Masonry	Eliminates corruption and waste in the capital and decreases both in nearby cities.
Police Station	160	2	—	Communism	Lessens the effects of war weariness in the city.
Recycling Center	200	2	—	Recycling	Decreases pollution caused by the city's improvements.
Research Lab	200	2	2	Computers; University	Increases city's science output by 50 percent (cumulative with Library and University).
SAM Missile Battery	80	2	—	Rocketry; Aluminum	Fires on enemy air units that are attacking the city.
Solar Plant	320	3	—	Ecology; Factory	Increases Factory output by 50 percent.

IMPROVEMENT	COST	MAINTENANCE	CULTURE	PREREQUISITES	EFFECTS
SS Cockpit	320	0	—	Space Flight; Aluminum	Necessary component for the Alpha Centauri Spaceship.
SS Docking Bay	160	0	—	Space Flight; Aluminum	Necessary component for the Alpha Centauri Spaceship.
SS Engine	640	0	—	Space Flight; Aluminum	Necessary component for the Alpha Centauri Spaceship.
SS Exterior Casing	640	0	—	Synthetic Fibers; Aluminum; Rubber	Necessary component for the Alpha Centauri Spaceship.
SS Fuel Cells	160	0	—	Superconductor; Uranium	Necessary component for the Alpha Centauri Spaceship.
SS Life	320	0	—	Superconductor; Aluminum	Necessary Support System component for the Alpha Centauri Spaceship
SS Planetary Lounge	160	0	—	The Laser; Aluminum	Necessary component for the Party Alpha Centauri Spaceship.
SS Stasis Chamber	320	0	—	Synthetic Fibers; Aluminum	Necessary component for the Alpha Centauri Spaceship.
SS Storage/Supply	160	0	—	Synthetic Fibers; Aluminum	Necessary component for the Alpha Centauri Spaceship.
SS Thrusters	320	0	—	Satellites; Aluminum	Necessary component for the Alpha Centauri Spaceship.
Stock Exchange*	200	3	—	The Corporation; Bank	Increases city tax revenue by 50 percent (cumulative with Bank).
Temple	60	1	2	Ceremonial Burial	Makes one unhappy citizen in the city content.
University	200	2	4	Education; Library	Increases city's science output by 50 percent (cumulative with Library)
Walls	20	0	—	Masonry	City has a land bombardment defense of 8; garrisoned units in the city receive a 50 percent defensive bonus.
Wealth	0	0	—	—	Converts the city's shields into gold at a ratio of 8:1 (4:1 after the discovery of Economics).

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Small Wonders

WONDER	COST	CULTURE	PREREQUISITE	OBSOLETE	EFFECTS
Apollo Program	500	2	Space Flight; Aluminum	—	Enables you to begin construction of your Alpha Centauri Spaceship.
Battlefield	500	1	5 Hospitals	—	Allows your units to heal in enemy territory.

WONDER	COST	CULTURE	PREREQUISITE	OBSOLETE	EFFECTS
Forbidden Palace	200	2	8 Cities	—	Provides the benefits of a Palace in the city where it's built.
Heroic Epic	200	4	Army victory	—	Increases the appearance of Leaders from victorious combat
Intelligence Agency	400	1	Espionage	—	Enables you to undertake espionage missions.
Iron Works	300	2	Coal and Iron in city radius	—	Increases production by 100 percent in the city where it's built.
Military Academy	400	1	Military Tradition; 5 Barracks	—	Allows the construction of Armies without Leaders in the city where it's built.
The Pentagon	400	1	3 Armies in the field	—	Increases the unit capacity of your Armies from 3 to 4.
Strategic Missile Defense	500	1	Integrated Defense; 5 SAM Missile Batteries	—	Has a 75 percent chance of intercepting enemy ICBMs.
Wall Street	300	2	5 Banks	—	Your treasury earns 5 percent interest every turn (with a maximum of 50 gold per turn).

Great Wonders

WONDER	COST	CULTURE	PREREQUISITE	OBSOLETE	EFFECTS
The Colossus	200	3	Bronze Working	Flight	Generates one extra unit of commerce in any square already producing commerce in the city where it's built.
Copernicus' Observatory	400	4	Astronomy	—	Doubles scientific research in the city where it's built.
Cure for Cancer	1000	3	Genetics	—	Makes one unhappy citizen content in all of your cities.
The Great Library	400	6	Literature	Electricity	Automatically gives you any advance that has been discovered by at least two other civilizations that you have met.
The Great Lighthouse	300	2	Map Making	Magnetism	Allows Galleys to move safely in and out of sea squares; increases the movement of all naval units by one.
The Great Wall	200	2	Construction	Metallurgy	Doubles the effects of Walls in your cities that have them; doubles unit attack strength versus Barbarians.

WONDER	COST	CULTURE	PREREQUISITE	OBSOLETE	EFFECTS
The Hanging Gardens	300	4	Monarchy	Steam Power	Makes 3 unhappy citizens content in the city where it's built and one unhappy citizen content in all of your other cities.
Hoover Dam	800	2	Electronics	—	Acts as a Hydro Plant in all of your cities on the same continent.
The Internet*	1000	4	Miniaturization	—	Acts as a Research Lab in every city on the same continent.
JS Bach's Cathedral	600	6	Music Theory	—	Decreases the number of unhappy citizens by 2 in every city on the same continent.
Leonardo's Workshop	600	2	Invention	—	Allows you to upgrade obsolete units at half the normal cost.
Longevity	1000	3	Genetics	—	Population in all cities increase by 2 (instead of 1) when the food storage box is filled.
Magellan's Voyage	400	3	Navigation	—	Movement rate of all naval units is increased by 1.
The Manhattan Project	800	2	Fission; Uranium	—	Allows the construction of nuclear weapons by *all* civilizations.
Newton's University	400	6	Theory of Gravity	—	Doubles scientific research in the city where it's built.
The Oracle	300	4	Mysticism	Theology	Doubles the effects of all Temples in your empire.
The Pyramids	400	4	Masonry	—	Acts as a Granary in all of your cities on the same continent.
SETI Program	1000	3	Computers	—	Doubles scientific research in the city where it is built.
Shakespeare's Theater	400	8	Free Artistry	—	Makes 8 unhappy citizens content in the city where it's built.
Sistine Chapel	600	6	Theology	—	Doubles the effect of all Cathedrals in your cities.
Smith's Trading Company	600	3	Economics	—	Pays maintenance costs for all improvements costing one gold per turn.

WONDER	COST	CULTURE	PREREQUISITE	OBSOLETE	EFFECTS
Sun Tzu's Art War	600	2	Feudalism	—	Puts a Barracks in each of of your cities.
Theory of Evolution	600	3	Scientific Method	—	Automatically grants two advances when it's completed.
The United Nations	1000	4	Fission	—	Allows the possibility of achieving a Diplomatic Victory.
Universal Suffrage	800	4	Industrialization	—	Reduces war weariness in all of your cities.

**Civilization III: Play the World*

Units

Ground Units

UNIT	COST	ADM	BRF	PREREQUISITE	STRATEGIC RESOURCES REQUIRED
Archer	20	2.1.1	—	Warrior Code	—
Artillery	80	0.0.1	12.2.2	Replaceable Parts	—
Cannon	40	0.0.1	8.1.1	Metallurgy	Saltpeter; Iron
Catapult	20	0.0.1	4.1.1	Mathematics	—
Cavalry	80	6.3.3	—	Military Tradition	Horses; Saltpeter
Chariot	20	1.1.2	—	The Wheel	Horses
Explorer	20	0.0.2	—	Navigation	—
Guerilla*	90	6.6.1	—	Replaceable Parts	—
Horseman	30	2.1.2	—	Horseback Riding	Horses
Infantry	90	6.10.1	—	Replaceable Parts	Rubber
Knight	70	4.3.2	—	Chivalry	Horses; Iron
Longbowman	40	4.1.1	—	Invention	—
Marine	100	8.6.1	—	Amphibious War	Rubber
Mech Infantry	110	12.18.2	—	Computers	Oil; Rubber
Medieval Infantry*	40	4.2.1	—	Feudalism	Iron
Modern Armor	120	24.16.3	—	Synthetic Fibers	Oil; Rubber; Aluminum
Musketman	60	2.4.1	—	Gunpowder	Saltpeter
Paratrooper	100	6.8.1	—	Advanced Flight	Oil; Rubber
Pikeman	30	1.3.1	—	Feudalism	Iron
Radar Artillery	120	0.0.1	16.2.2	Robotics	Aluminum
Rifleman	80	4.6.1	—	Nationalism	—
Settler	30**	0.0.1	—	—	—
Spearman	20	1.2.1	—	Bronze Working	—
Swordsman	30	3.2.1	—	Iron Working	Iron

UNIT	COST	ADM	BRF	PREREQUISITE	STRATEGIC RESOURCES REQUIRED
Tank	100	16.8.2	—	Motorized Transportation	Oil; Rubber
Warrior	10	1.1.1	—	—	—
Worker	10***	0.0.1	—	—	—

* *Civilization III: Play the World<*
** Plus 2 points of the city's population.
*** Plus 1 point of the city's population.

Naval Units

UNIT	COST	ADM	BRF	PREREQUISITE	STRATEGIC RESOURCES REQUIRED
AEGIS Cruiser	160	12.10.5	4.2.2	Robotics	Aluminum; Uranium
Battleship	200	18.12.5	8.2.2	Mass Production	Oil
Caravel	40	1.2.3(3)	—	Astronomy	—
Carrier	180	1.8.4(4*)	—	Mass Production	Oil
Destroyer	120	12.8.5	6.1.2	Combustion	Oil
Frigate	60	2.2.4	2.1.2	Magnetism	Iron; Saltpeter
Galleon	60	1.2.4(4)	—	Magnetism	—
Galley	30	1.1.3(2)	—	Map Making	—
Ironclad	80	4.4.4	4.1.2	Steam Power	Iron; Coal
Nuclear Submarine	140	8.4.4(1**)	—	Fission	Uranium
Privateer	60	2.1.3	—	Magnetism	Iron; Saltpeter
Submarine	100	8.4.3	—	Mass Production	Oil
Transport	100	1.4.5(8)	—	Combustion	Oil

* Air units only.

** Tactical Nukes only.

Air Units

UNIT	COST	ADM	BRF	PREREQUISITE	STRATEGIC RESOURCES
Bomber	100	0.2.0	8.0(6).3	Flight	Oil
Cruise Missile	60	0.0.1	16.2.3	Rocketry	Aluminum
Fighter	80	4.2.0	2.0(4).1	Flight	Oil
Helicopter	80	0.2.0(1)	0.0(6).0	Advanced Flight	Oil; Rubber
ICBM	300	0.0.1	—	Satellites	Aluminum; Uranium
Jet Fighter	100	8.4.0	2.0(6).1	Rocketry	Oil; Aluminum
Stealth Bomber	240	0.0.0	8.0(12).3	Stealth	Oil; Aluminum
Stealth Fighter	120	0.0.0	4.0(6).2	Stealth	Oil; Aluminum
Tactical Nuke	300	0.0.1	—	Space Flight	Aluminum; Uranium

Civilization-Specific Units

UNIT	CIVILIZATION	COST	ADM	BRF	PREREQUISITE	STRATEGIC RESOURCES
Ansar Warrior*	Arabs	60	4.3.3	—	Chivalry	Horses; Iron
Berserk*	Vikings	60	6.2.1	—	Invention	—
Bowman	Babylonians	20	2.2.1	—	Warrior Code	—
Conquistador*	Spanish	70	3.2.2	—	Navigation	Horses
Cossack	Russians	80	6.4.3	—	Military Tradition	Horses; Saltpeter
F-15	Americans	100	8.4.0	4.0(6).2	Rocketry	Oil; Aluminum
Gallic Swordsman*	Celts	3.2.2	—	Iron Working	Iron	
Hoplite	Greeks	20	1.3.1	—	Bronze Working	—
Hwach'a*	Koreans	40	0.0.1	12.1.1	Metallurgy	Saltpeter
Immortals	Persian	30	4.2.1	—	Iron Working	Iron
Impi	Zulu	20	1.2.2	—	Bronze Working	—
Jaguar Warrior	Aztecs	10	1.1.2	—	—	—
Keshik*	Mongols	60	4.2.2	—	Chivalry	Horses
Legionary	Romans	30	3.3.1	—	Iron Working	Iron
Man-O-War	English	60	3.2.4	3.1.2	Magnetism	Iron; Saltpeter
Mounted Warrior	Iroquois	30	3.1.2	—	Horseback Riding	Horses
Musketeer	French	60	3.4.1	—	Gunpowder	Saltpeter
Numidian Mercenary*	Carthaginians	30	2.3.1	—	Bronze Working	—
Panzer	Germans	100	16.8.3	—	Motorized Transportation	Oil; Rubber
Rider	Chinese	70	4.3.3	—	Chivalry	Horses; Iron
Samurai	Japanese	70	4.4.2	—	Chivalry	Iron
Scout	All Expansionist Civilizations	10	0.0.2	—	—	—
Sipahi*	Ottomans	80	7.3.3	—	Military Tradition	Horses; Saltpeter
War Chariot	Egyptians	20	2.1.2	—	The Wheel	Horses
War Elephant	Indians	70	4.3.2	—	Chivalry	—

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