

## Chapter 1 : What are the best strategies for civilization IV? - Quora

*Please note that the guide is not meant to incorporate all possible game strategies, but rather, just enough for a beginner to experience success in Civ IV's lower levels (Settler through Noble). Speaking of which, this is also not meant to be a strategy guide for the higher levels.*

For those of you who are unfamiliar with it, the One City Challenge or OCC for short limits the human player to only one city. The computer players can and do build as many cities as they want. Well maybe! The good news is the limits on two national wonders per city are lifted, as are the limits on wonders that require a certain number of buildings as prerequisites except monasteries for some reason. It guarantees you a few good resources on your start. It will probably be a good idea to change the normal victory conditions. A culture win is impossible for a human player on an OCC game, so I usually uncheck that box. Firaxis, might want to change that. Also, I usually uncheck the Time and Diplomatic victories as well, since the AI players can expand, they usually gain more points than the human player with one city can. Because you are permanently allied with another player, the Cultural victory option becomes available 3 cities with legendary culture and the Diplomatic and Time victories also become more easily attainable. It's your game, have fun with it. Choose your Civ wisely, because it makes a big difference in this game! As will be mentioned later, health, wonders and great people are key aspects to an OCC game, so I usually pick a Civ with combinations that will help me out in those areas expansive, philosophical, industrious. The Early Game Probably the most important part of the game for an OCC player is the early game, because it determines how many wonders will be built, and how quickly Great People will start accumulating. So be sure you maximize your chances for a healthy city! Also, one health resource is probably more important than two or more happiness resources, so if you have a choice, choose the health resources. Of course any resources are good, since you can always trade them away for gold, and sometimes for health resources, but be careful, the AI is stingy! The only exception to this is Flood Plains, they provide enough food to give you some specialists. Along with their usual benefits, wonders also work at constantly expanding your cultural borders, thereby giving you more territory, and probably more resources. Which leads us to great people, that last key element of an OCC game. I use all forms, but generally I find Great Engineers and Great Prophets to be the most important, especially in the early game. Great Scientists are useful for the Academy they give you, and also for discovering techs, while Great Artists keep your borders expanding constantly, allowing you to take over neighboring resources. Others, however, find them to be incredibly useful, you can read their strategies in later posts. To begin with, check out your starting location. Sometimes I keep my settler stationary and explore with my scout to try and find a better area. Because your culture expands fairly quickly, you generally get access to resources rather fast. But at some point your borders slow down or the AI builds next to you, which means you should start your city with enough resources 6 to 7 squares away in order to ensure early game access to them. So if you have your choice, move closer to health resources and away from happiness ones. On a related note, I should mention two other resources that are vitally important to the OCC win: Especially if you can get to within 4 or less squares right away. This will allow you to punch a worker out as quickly as possible, by which time your borders will expand enough to envelop the resource, and you can hook it up and start producing wonders. It's very frustrating to see your borders expand to the open ocean, and not be able to do anything about it. So if you notice an abundance of water resources, you may want to start on the coast. So while the AI is building theirs, you can be starting your first wonder. Usually I build a warrior until the my city reaches a size two, then I switch to a worker, and then finish the warrior and start my first wonder. It's up to you if you want to make this part of your game, I think either way can work. Just remember, you only have one city, so you have to justify everything you build! Ok, so which Techs to research? Polytheism is also an important tech, because it allows you to build Stonehenge, one of the cheapest wonders. You should also go for Priesthood, to build the Oracle, and Masonry, which allows you to build the Pyramids. After that, you may want to research a few militaristic techs in order to be able to produce something other than Warriors, because barbarians are going to become a problem about this time. Now, which wonder do you build first? This is actually a hard question. If

you build the Pyramids first, your first GP Great Person is going to be an engineer, who can rush your second wonder. If you build Stonehenge, it will be a Great Prophet, who provides a substantial gold and hammer boost. Turn them into a super specialists right away, they provide a production boost and start your treasury going. But I will note a few things for you to watch out for. First, stay current in your military, and keep building units! Also, you need more units than you think. The AI can arrive quickly with a stack that will demolish your city garrison in a heartbeat. Its better to meet them out in the field by playing a defensive game in the forest and on hills. I usually have my worker I usually only produce one a game build roads when they have nothing to do. It allows me to get my units out from my city quickly, and attack and withdraw in the same move if need be. So what wonders are important? Probably one of the most important national wonders is the Globe Theater. It eliminates all unhappiness in the city its built in. And hey, you only have one city! It means you can be at war without worrying about war wariness, and you can also grow as large as you like. I generally stay away from wonders which provide small but valuable bonuses across an empire, such as the Statue of Liberty, the Sistine Chapel, the Eiffel Tower, and the Great Lighthouse. But if you have the time, have a good amount of military units etc. A solution to this is researching Monarchy and switching to the Hereditary Rule civic. Since you always need another unit, this is a good thing. A quick way to get this there is to build the Oracle and use the free tech for Monarchy. Since its usually worth the most beakers, this makes sense anyways, plus you get the added bonus of the civic. Use your Great Artists for Culture Bombs: Sometimes its even fun, because culture flipped cities automatically raze themselves, so its like watching a blast radiating outwards from your capital in slow motion. Coupled with the culture of your wonders, you can get access to resources three or even 4 squares into your neighbors territory. Head for Civil Service quickly and pick it up. I also find Mercantilism to be a somewhat useful tech as well, along with Representation, which provides a nice boost to your science levels. I hope you enjoy your OCC game.

## Chapter 2 : Beginner's Guide to One City Challenge (OCC) | CivFanatics

*1 SISIUTIL'S CIV IV STRATEGY GUIDE FOR BEGINNERS VERSION - OCTOBER 17, INTRODUCTION Herein you will find a compilation of tips, tricks, tactics, and strategies gleaned from the Civilization Fanatics Center.*

It is laid out in a semi-logical format as much as possible in wiki , starting from the basics of tweaking things using XML up to the more advanced modding using Python to create scenarios and rework the GUI. All of the text in different languages , unit stats, building costs and more are encoded in XML and are saved in plain text files, with the extension. It consists of tags like As an example, here is a PM that I sent to myself: The first tag informs the program that this is an XML file, written in version 1. Everything between those is a comment, and is ignored by the program. Next comes the good stuff: An element is a piece of information. It can contain other elements, text, or both. There is only 1 here, but if I had saved my entire Inbox they would all be in there. Notice that this tag does not only have a name, but a description. This description is called an attribute. An attribute is a little piece of information included in an element tag. It gives the element a characteristic, in this case the name "Inbox. Are you getting the hang of it yet? This is where things start getting interesting: This is the PM itself, the actual information that I sent myself. That tag defined everything in it to be a group of private messages, but this tag defines itself to be a single PM. Look at the bottom line. See that closing tag? It has the same name, but a slash before it: Everything in between, including the tags themselves, are part of the element. The second line gives us the date and time the message was sent. Similarly, the next line is the title of the PM, and the line after that indicates who the message is from. The next line looks a little different. This tag combines the opening and closing tags into one. Since the line is blank, there is no need for two separate tags. Adding the slash to the end after the slash is like xml shorthand- it opens and closes the element with the same tag. The "touser" element is blank because this is my own PM. The next element is the heart of it all. Depending on the PM, this element could include several lines of text, VB code, etc. There is nothing magic about XML. There is no compiler, no functions, no special characters. Everything is saved, sent, and edited in text format only. Notice that the attribute "Inbox" is not included here. The attribute is a part of the element, not an element itself. Now you may be wondering, why are there 3 elements inside of each other like that? If you look back at the entire piece of code, you will see that the 3 major elements open and close together: Actually, the only reason they appear that way is because I only saved 1 PM. If I had downloaded all of my PMs in one file, it would be different. That just means that is the primary, basic element of the file. Each PM would be a separate element, and after each closed the next would begin, until the end of the folder. PMs have nothing to do with it.

**Chapter 3 : Sisiutil's Strategy Guide for Beginners | CivFanatics Forums**

*Civ A and Civ C are now both at war against Civ B. Civ A voluntarily offers to become Civ C's vassal. The master determines war and peace vis-À-vis other civilizations. The vassal may, with a consequence of war if the demand is refused. and Civ C are now all at peace with one another. either AI or human.*

Build one or two Scouts to reveal the best places to settle. This assumes you have Gods and Kings along with Brave New World, but may be helpful to players with none or only one of them, for some concepts carry over. Playing on anything below Prince will eventually bore you - below that level you are given hefty advantages while the AI suffers in stupidity. One of the secondary goals of this Guide is to give players a place to share their tips with others, as many people will read this Guide. Share your gameplay tips with these players using the comments form at the bottom of the page. Your experience in each game of Civ will vary greatly based on difficulty and the random generation of the World and placement of Civs, City States, Natural Wonders, and Resources. At the time of writing this article, I play on Emperor difficulty because that difficulty exceeds that of a large portion of my audience, meaning I have plenty to teach. I will suggest some ideas that apply to all difficulties. If you are playing on a lower difficulty, executing these basic gameplay strategies will start your Civ strong and set you up for victory. Many players playing Prince will find that Wonders are very easy to build in massive quantity, while not realizing that this is not doable in a higher-difficulty game. It is better to be selective about the Wonders you Build and create those that aid in your goals. Knowing he was nearby, I expected this to happen but tried to beat him to it - but also anticipated the need to War given the presence of Songhai, Germany, and Denmark on my Continent. Still, the best-made plans are often laid to waste. In the screenshot above, Denmark has chosen to Settle in the place I would have picked for my second City. A Liberty start would have been better for acquiring this land, had I better planned ahead, but Harald would have Coveted it and eventually come after me anyway. Starting near another Civ has its benefits and drawbacks - you have a trading partner but also a competitor, and they can sometimes have nowhere else to go but near your own territory. Given the aggressive nature of this Neighbor, it will cause a war - for just as the AI may punish you for settling nearby, you may do the same. So, I promised not to settle near Harald after my expansion was out and kept that promise, but changed my City building and Research to Military-only for a time. If you are going to play Cultural , you will want to quickly pursue Cultural Techs and build Wonders with Theming Bonuses , while Warmongers will want to unlock new units and keep their economies capable of supporting those units to make the Domination Victory faster. Those can really be a slow endeavor with all the combat, particularly against tough opponents with strong late-game UUs or large empires. Diplomacy can be completely cut off if enough City-States are taken through War or unique abilities by other Civs, such as Venice being able to City States to add to their Empire. Two or three really well-developed Cities that work all the available tiles around them can be every bit as good as or more poorly developed Cities. In general, higher population Cities and smaller empires are easier to manage and protect, so that is easily recommended for someone new to the game. You will want to get those lands settled during these first turns, although later in the game you may discover areas that have been undiscovered and thus unsettled by other Civilizations, ripe for the picking. The Importance of Scouting Scouts are usually the first thing players build - from one on a tiny map to up to three on a large pangaia. For this reason, the first thing coming out of your first City should be a Scout. It takes 5 turns on standard with a good production start. Scouting tells you where the good lands to settle are located, helps you find Ancient Ruins goodie huts to help boost your early Civ and meet City-States and other Civilizations. That is perhaps the most important reason for these Scouts - to know where to send the first and subsequent Settlers and where other Civs may do the same. To learn about Cities, the tiles they can work, and information on all aspects of the City Screen, see my Guide to Cities. Your Starting Warrior - Defending Against Barbarians Your starting Warrior will let you scout nearby lands and perhaps find a couple of huts but should return home when your first Worker is out to help defend against Barbarian attacks. Others may play differently, but I personally always use this guy to defend my Capital and make sure the Worker can do his job without interruption. With the firepower of the Capital and the Warrior

being able to finish off a target, you can prevent a Barbarian attacker from pillaging any tiles. Every Civilian Unit you send out thereafter, unless you have sight of a large chunk of surrounding land, should have an escort. So any Settlers or Workers building Roads to distant Cities will need a Military unit to stack with them and prevent the setback of having to take your unit back from them, or worse, having another Civ get to it before you do. Pottery maybe and Luxury Techs First Researching Pottery unlocks the construction of the Shrine, something that is important to produce early if you want to found a Religion or even a simple Pantheon to help your early people. It also unlocks Calendar, which will let your Civ produce Plantations which cover a lot of Luxury Resources. Almost every game of Civ starts with Pottery, leading to Calendar. The most difficult starts, but quite powerful late-game, have many jungle tiles, which will require Bronze Working to chop down. Get the technology for at least one Luxury Tech before you ever consider expanding to your second City. This prevents Unhappiness and allows your Cities to grow. Unimpeded growth will allow you to have a high population, and thus high Scientific output. You want to leave your Cities on Food focus for the majority of the game to allow you to utilize specialists and have a much higher population than if you did not. I took the land I wanted by force, which made other Civs on the Continent dislike me. It was worth the fertile land and gave one less aggressive Civ to worry about. This Archer will escort your first Settler to fertile lands while the other unit stays home to protect your Worker. Going Tradition, you get your first Cultural building - the Monument - free, so you can skip building this and wait out the 25 turns. By the time you have made the Scouts, Shrine, a Worker and Military unit, your Capital should be around size 4, which is good enough to make a Settler at a respectable speed. You may need a Granary if you have a production-heavy City and the Capital is lower than 4. You should have acquired a few decent tiles through border expansion, so go into City Management by clicking the City and change to a Production focus, micromanaging the tiles so that your City has maximum Production output because it cannot grow while making a Settler. It should be done within 10 turns. Micromanage your Cities where possible, for you can always make better tile choices than the AI governor. The growth is always better, for it gives you extra Production for the latter half of the Wonder build by giving you another tile to work. Click here to learn more about Tradition Social Policies. You build your first Worker, then take the free one after getting the Settler to make subsequent builds faster. This free Worker will also come while you are making Settlers and Military to defend them, so it is invaluable to building up another City. The last policy you adopt in Liberty is up to you. You may be in a situation where a Golden Age is highly valuable - such as when building a Wonder, or you may have already made a City connection or two which will let you get more reward from the other Policy. More important is your choice of Great Person. Most will pick a Great Scientist or Great Engineer, but you can certainly take a Great Prophet to ensure you get to found a Religion or even take a Great Admiral to allow you to explore the vast Ocean and discover new Continents. Few would ever select the Great Merchant, Artist, or other types of Great People, for they are easier to come by or less desirable. Click here to learn more about Liberty Social Policies. Honor and Piety Starts? Only a true Warmonger would choose an Honor start. It does help generate Culture if you can kill many Barbarians. Only choose this Policy if you will be making great use of Warfare very early, otherwise even playing as a Warmonger I tend to start with Liberty most often or Tradition less often then move on to Honor. Piety is almost never taken at the beginning for it provides a very weak start for most Civs, but does have its merits as a second Policy Tree to choose if you will focus heavily on Religion and spreading it. It is particularly helpful in a Cultural Victory, but any type of Civ can benefit for it will aid your generation of Faith and help you get more out of Religious buildings. Workers You will want at minimum one worker per City at first, as the borders will be growing constantly. You will want to form your first Capital City Connection through a road by the time both Cities are around 6 population, for this will generate invaluable income for your Civ - only a connection to the Capital counts. You can also connect distant Coastal Cities with Harbors a little later. As for tile improvements, keep in mind that if a City has only 5 population but 10 improved tiles, it is only working half the improvements you have built - so it would be best to move along to another City and help it grow or give it better production output with a mine. Having just the right amount of Workers can keep your Cities growing at an optimal pace. Certain Cities may have no hills for mines, so leave Forest tiles there for Lumber Mills to aid in Production later. Otherwise, you may feel

free to chop those forests to give a City a one-time Production boost, particularly helpful for rushing Wonders, Settlers, and other high-cost buildings and Units. Browse my list of Wonders and learn about the strengths of your Civ. There may be a perfect time for War that you can exploit, and having an advanced Unique Unit heavily utilized can make a period of War very helpful to your gameplay. Though there was a time when it seemed my Civ was destined to be incredibly militaristic and I did develop a bit of a Warmonger reputation with other Civs on my continent, I shifted Gears and got the key culture techs - Drama and Poetry, Guilds, and Acoustics, to allow me to produce Great Writers, Artists, and Musicians. Controlling more and quality land will ensure that you can later pass your opponents in Population even if you are off to a rocky start, so long as you make use of these things. Getting Civil Service and Education as early as you can will greatly boost Scientific output, for your Cities will grow faster and be able to use Scientist Specialists, who can create Great Scientists for you. You can then place Academies around the City that will have the highest population and hold your National College, which is constructed when you have Libraries in all Cities. Sometimes multiple City-States target a Barbarian Encampment. This can be very helpful in the short-term, but you will need Gold to keep those Alliances in the long-run unless you continually perform Quests. You can perform Quests to help boost relations with them and make them Allies, who will then share their resources with you. This is very handy for raising Happiness if they have a Luxury you do not, or for your Military should you lack simple Strategic Resources like Iron. Knowing Where you Stand: Score is a poor indicator of how you are doing in many games, while the statistics afforded by Demographics gives you a much more clear picture. This last metric is crucial - even peaceful neighbors will gutstomp you if you have the weakest military in the world and have something they want, be it Land, Wonders or Resources. You may have just rubbed them the wrong way over the years; some AI are very erratic and dangerous for that reason. Knowing where you stand in these metrics can help you make decisions. Do you need to build more Military Units? Are you ahead in tech to guarantee you can build that Wonder? Knowing Where they Stand: I have found myself using this screen more and more often in my games to help me seek targets and know whose side to join. When you sign a Declaration of Friendship with a Civ or Denounce a Civ, others who have done the same take notice. Switzerland in its neutrality would not well survive the game world of Civilization 5. Keeping your Trade Routes going throughout the game is important to your income, for there are fewer means of generating Gold in Brave New World. When you have access to a second copy of a Luxury, you can safely trade it away to another Civilization. Having excess of a Luxury is a waste - you want to find someone who will give you either another Luxury or Gold per Turn for it.

## Chapter 4 : Civilization 5 BNW & G&K Early-Game Strategies

*Version Update: The guide now includes various pointers that apply to the Warlords expansion pack. Wherever these appear, the term Warlords is included, in bold, to make it clear that these pointers do not apply to "vanilla" (non-expansion pack) Civilization IV.*

That sounds dramatic but it can happen. A bad relationship could spark a long, drawn out war that diverts your resources from research and culture into a war machine. Or perhaps careless trading of resources or technologies could put another civilization ahead of your own in terms of score or the race to the space age. A series of plus and minuses govern your relationship with other leaders. Send the leader tributes of gold or technology. Enough tribute can avert an imminent war but it may not keep the leader at bay forever. Religion is a big portion of the relationship; shared religion offers much higher alliance chances and religious differences offer a much higher change of war. Try to sweeten the deal with gold or resources and avoid giving up a valuable technology. Of course, you could be behind in technology and may have to give up a lot of gold or other favors to get valuable technologies from other leaders. Chapter 2 - City Management Cities are the backbone of your civilization. This section provides tips for settling your first city and managing its resources to create a flourishing epicenter geared toward your specific strategy. City Settlement Settling your first city in a prime location certainly impacts its short and long-term success. Start positions are basically balanced. With the settler selected, examine nearby tiles to see how much food and "hammers" which symbolizes production the tile offers before improvements. Ideally you want to settle a city surrounded by the most fertile unimproved tiles for both food and production. Then you can use a worker to further improve those tiles to increase food and production. A balanced city could be settled near an area close to a body of water fertile food and health and hills fertile production. Floodplains may have fertile resources but increase unhealthiness. You can be more selective for future cities. Seek out special resources and gather them with the appropriate structure. Stone or marble can speed certain wonder production and various resources aid health or happiness. You want to be close enough to provide defensive assistance in case of attack but far enough so each city can improve its own tiles. Consider being more defensive with their settlement. Place the city on a hill or close to more hills to aid your defenders. New cities should be placed for a reason not because you simply want to expand. Seek out valuable resources and settle a city to gather them. But place that city strategically: Note that if two cities are placed along the same river, trade can occur without the need of roads or railroads. City Improvements Training a worker halts city growth. So train a worker once you have unlocked the improvements you wish to utilize. Your warrior or scout will also be seeking out the location of nearby leaders and possibly making first contact. Make a good first impression unless you want to spark an early dispute! A worker will be one of the first units trained at your city another warrior for town and unit defense or scout for exploration perhaps first if you start in an area rich in resources. Realize that when you are training a worker or settler, your city devotes food to the production of that unit and not toward growth. Since your city stops growing while the worker is being trained, time production after your city has grown to a new size perhaps even up to size three instead of halting growth right before an increased population. Plus you may need to research appropriate techs to unlock the necessary worker improvements. While your city grows through the first few stages of the game, train a few warriors to protect your town and use them later to provide escort for workers or settlers. As stated, early research could also focus on the technologies specific for improvements wanted around your initial city. You could have fertile land for farming requiring Agriculture or on the coast with fish requiring Fishing. The chart below reveals the three basic worker improvements, required technology, and associated resource.

Chapter 5 : Biology (Civ4) | Civilization Wiki | FANDOM powered by Wikia

*o Civ A is at war with both Civ B and Civ C. weaker AI civ is threatened by a larger civ. called the "master". the master's shrinks) to a point where each is at least ½ the size of the master's.*

War Academy Civilization IV: War Academy War is a matter of vital importance to the state; a matter of life or death, the road either to survival or to ruin. Hence, it is imperative that it be studied thoroughly. Welcome to the Civ4 War Academy! Here we have selected dozens of strategy articles that can help you become a better player at Civilization IV. You will find strategies that help you wage a successful military campaign, win the space race, and build the most prosperous civilization! The articles have been organized into several broad categories to make the academy easier to use. Here are the version icons and the release dates. October 25, Civ4 v1. November 23, Civ4 v1. December 22, Civ4 v1. April 13, Warlords v1. July 24, Beyond the Sword v3. July 23, Like all other pages on the main site, the strategy articles can also be printed out nicely for offline viewing, without the logo, ads, and side bars. Here are some other things you can do to become a better Civ4 player: Nearly all the articles in the Academy were posted to the Strategy Articles forums first. Participate in the monthly Civ4 Game of the Month competitions. You will have lots of fun playing and learn a lot from fellow participants. Check out the games in the Civ4 Hall of Fame and perhaps submit your own if you are good enough! The Succession Game threads are also a great resource for learning the game. After lurking for a while, you may want to join a SG or start your own. You may want to familiarize yourself with this list of common acronyms in order to fully understand the following articles.

**Chapter 6 : Civilization IV**

*A human player cannot become a vassal to an AI civ. Civ A. weaker AI civ is threatened by a larger civ. Civ B. Civ A becomes Civ C's vassal. and the vassal is under no obligation to trade technologies to the master. cancel this arrangement.*

New to world domination? A Civilization VI guide may be handy. We guide you through where to place your first city, how the new Districts system works, where you invest your research points, how to begin trading, and of course how to declare war on your enemies. We also cover all of the Civ 6 victory conditions, so you can decide what your overall goal will be, and offer a few general purpose tips to ensure your early game goes as smooth as possible, no matter the civilization you choose. There is also a toggle to show all the resource yields for all tiles on the world map, letting you see at a glance the best city sites without spamming up the screen all of the time. The farmable land will give you the food necessary to grow your city when a citizen works it. Once you construct a Builder unit and make it set up a farm, it will generate even more food, as well as houses, increasing growth again. Resources are split into three types. Bonus resources increase the yield of a tile, strategic resources are required for certain units, and luxury resources placate rabble-rousers, keeping your citizens nice and content. Specifically, wheat increases the amount of food on a tile, horses are required for cavalry units, and when people have access to silver, they are a bit more relaxed. Luxury and strategic resources may also be traded through the diplomacy screen. Even inhospitable areas, however, can be worth expanding into. Districts explained A city is split up into districts, but starts with just a city centre. There, the granary, mill, monument and an assortment of buildings that provide anything from food to culture can be constructed. It generates faith more on that in the Religion section of this guide when constructed, but the amount is based on the adjacent tiles. These adjacency bonuses are vital, so have a look at our Civ 6 district guide for more. Religious buildings like shrines and temples generate more faith and unlock the use of different types of missionaries, who can then spread your custom religion to other cities, both domestically and internationally. While the holy site is the faith-based district, certain buildings can also confer bonuses that will help in other areas of the game. These special units can be activated once a simple prerequisite is fulfilled, creating a special work of art that provides a culture bonus, immediately generating lots of production, founding a new religion it depends on the great person in question. The vast majority of techs and civics, more on those in a moment can be unlocked in half the time by fulfilling a special condition, which you can see in the tech tree. Civics tree New civics can be researched alongside technology, though they are unlocked through culture, not science. Civics are equally as important, however, and in turn unlock new buildings, wonders and units, just like technology. What sets civics apart are the two other things they unlock: The first form of government, chiefdom, is useless and should be escaped as quickly as possible. You only need to unlock four other civics to begin working on political philosophy, which unlocks the first three proper governments: All of them have an inherent bonus and a legacy bonus that can be enhanced. However much you increase it by, that bonus is retained and carried over when you switch governments. Along with these bonuses, governments also have different configurations of policy slots, limiting them to a specific number and type of policies. Merchant republic has one military slot, two economic slots, one diplomatic slot and two wildcard slots, so it can hold six cards in total. The list of policy cards starts off small, but each new civic researched unlocks multiple cards, so they pile up quickly. They allow you to fine-tune your empire with a broad variety of bonuses, from reducing the maintenance cost of units to getting more resources from trade routes. The first and most simple is direct trade between leaders. In the diplomacy screen, you can trade with other empires for resources, treaties, cities, great works or cold, hard cash. Whether they agree or not depends on the game difficulty, how fair the deal is, and what they think about you. How a leader feels about you depends on obvious factors. But they do like fair deals, presents, seeing Barbarians getting killed off, and having their enemies embarrassed. They also have historical and less obvious randomly generated traits and ambitions which can also influence how they feel about you. Getting to the root of any relationship issues, just like in real life, relies on gossip and spying. Traders, spies and diplomats that are in foreign lands as part of a

trade route, espionage operation or embassy keep their eyes and ears open and pass information back to you, revealing not just key information on foreign movements and deals, but how they feel about you as well. The amount of information you have is readily apparent on the leader screen, and being more embedded in their empire will reveal exact relationship statistics as well as their Hidden Agenda – a randomised personality trait that you can exploit to make them like you or hate you. You can construct a trader in any city, and then very simply make its target any other discovered city. In return, the route will generate a flow of resources that can be anything from pure gold to a mix of gold, science, faith, culture, food and production. As the trader makes its way to its destination, it also creates a road. It pays to set up routes between your own cities, as well. The roads will allow you to move troops across your empire faster, and more importantly these domestic routes can provide new cities with more food to help them grow. Trade routes are temporary, but when they end the road remains, and is even upgraded whenever the civilization makes it to the next era. It also leaves behind a trading post. A trading post is established in cities that have had a trade route going to them and is designed to increase the gold yield of any active trade routes that go through that city. So if you create a route between Rome and Moscow, and then later establish another route from Rome to a city just east of Moscow, the value of the route will increase by one gold. Every trading post passed through adds another gold. Trading purely between your own cities is useful in different ways, allowing you to funnel new cities with food and production. Have a cart ready to go when you set up your latest outpost, and you can build it a road and give a not-insignificant growth boost right away.

**Exploiting city states** City states are neutral, single-city nations played exclusively by the AI. Instead, they exist to be seduced into providing a broad array of buffs depending on the number of envoys sent to them. Envoys are earned over time, increased by policies, and for the first, third and sixth envoy sent to a city state, a new bonus is received. City states also like to throw quests your way, which on completion immediately add a new envoy to the city. You can steal city states from other civs just by sending more envoys, but competing over them will sour your relationship with that civ, potentially becoming a catalyst for war. The first type of declaration is for a surprise war, i. Surprise wars have a massive warmonger penalty, potential making other civs more than a little upset with you. The diplomacy menu has a casus belli option, which reveals all the formal war declarations. If your religions are competing, you can start up a holy war with all penalties halved. Aspiring conquerors, however, will likely have to use formal wars more, particularly in the early game. They roam the map, spawning from camps, and explore the world with Scouts just like a regular civ. So when a Scout spots a city or a vulnerable unit – a Builder, say – it will report back to its camp and a more aggressive unit will spawn and attack or, in the case of a Builder, capture. They choose their battles. It might return later, possibly with several friends. The same goes for their camps, which constantly spawn more of them and hide big chests of gold. Getting rid of camps can sometimes impress other civs or city states.

**Combat strategy** Battles in Civilization VI combine the combat of its predecessor with a dash of the stacked armies that came before it. Most units can only occupy empty tiles, so there are no stacks of doom, but military units can be linked to a support unit like a Builder or Settler where it shares the same tile and acts as an escort. Some units, starting with the siege tower, can bypass or help other units bypass these defences, however. In cases where none of the civs achieve any of the five victory conditions, the winner is instead chosen based on their score, itself based on an amalgam of achievements from the number of civics and techs researched to how many wonders have been built and great people recruited.

**Culture victory conditions** A culture victory is attained when a civilization contains more visiting tourists than any other civ has domestic ones. These visitors are seduced by civilizations that generate a lot of culture and tourism points. Three milestones have to be hit first: Lots of campuses, research agreements and tech boosts will get you there a bit sooner though.

**Domination victory conditions** Good old domination – nice and simple. For this victory, you must conquer the capital of every civilization. While straightforward, defeating every other civ takes a lot of work on all but small, pangaea maps. The real trick is starting wars without drawing every other civ into a global crusade against you.

**Religion victory conditions** The religious victory goal tasks you with creating a religion and making it the dominant belief system in the planet. No, really, loads and loads of the faith resource. It can be used to found a religion as well as purchase different types of missionaries. Basic missionaries can spread your religion to other cities, while apostles can do the

same while also fighting other religious units. The final unit, the inquisitor, can weaken opposing religions. Most civs start with a Settler and a warrior. First order of business: The game will start you in a good area for a city, and exploration can waste turns and risk roving Barbarians kidnapping your Settler and ending the game. Opening up the world through exploration should be next on the agenda. If there are no immediate Barbarian threats, use your warrior to start exploring. Get your city building a Scout straight away. Your first research choices depend a lot on the resources around you. They provide production bonuses, while also unlocking iron, stone, copper etc. Now you need to decide what to do with that warrior. He needs a hand. A slinger is helpful at this point. He can finish off the Barbarians before they can retaliate against the warrior. At this point your capital is probably at or near level two, the number that represents its size and how many citizens it contains. Start working on a Settler as soon as you can.

### Chapter 7 : Best strategy :: Sid Meier's Civilization IV: Colonization General Discussions

*This page will become a helpful place to get started in modding Civilization IV. It is laid out in a semi-logical format (as much as possible in wiki), starting from the basics of tweaking things (using XML) up to the more advanced modding using Python to create scenarios and rework the GUI.*

I know when I first played I gave it a few tries and uninstalled, and only almost a year later a friend told me about some common strategies and got me really hooked on the game. Why so many games? What should you install? Civilization IV - The vanilla, original game. Warlords - The first expansion pack Civilization IV: Gameplay is very different from Civ IV, only the engine is the same. So what should you install? If you want the whole thing you should install just Beyond the Sword: The only difference between Warlords and BtS is some Warlords exclusive scenarios. Now, most people will tell you installing Beyond the Sword and getting the two expansions content is essential. Well, they are right. The expansions add a lot to the game. Second, they add some new concepts to the game, on top of those you have to learn on your first playthrough. Either just install vanilla for now and later, when you win a couple of games with it, install Beyond the Sword or just install BtS right now and get the full experience from the start. What are all those difficulty levels? When choosing a difficulty setting, you have to keep in mind that they ramp up pretty fast. Settler level will be a walk in the park. Forget about it for now. I would recommend Warlord or Chieftain for a start. One thing about Civ is that if you are winning every time you should always increase the difficulty. You know about the Victory conditions right? I told you you should have installed the vanilla first. But how do you actually win this thing? You should start with the Introductory Courses. In particular, I recommend these two guides: Maybe is not a Tutorial as much as a reference guide, but you should read the whole thing [http: The CivFanatics](http://TheCivFanatics.com) forum is very, very good for strategies and tips. Also in the forums there is a topic called Condensed tips for begginers. The tips are all over the place, but are all sound advice. Lastly, I would like to give three tips that helped me greatly. I think Civ IV players will be very unanimous that they are helpful, but I would like also some feedback and input from some other redditors: This is the basic one. This is not a good idea, because then each city will get diminishing returns from the so called specialist buildings: Then you build commerce buildings in commerce cities and production buildings in production cities. You could better use those hammers to build a military unit. Conversely, if your city is only making 4 hammers a turn, you should bother with a forge. There are two optimal moments early game to go to war: The reason why conquering is so good is that more land is almost always better and the map generator makes sure that each Civ starts in a good location, specially the capital, so having two capitals in control is a no brainer. Just make sure you are careful when expanding see below. Needless to say, getting behind in science is one of the most dangerous things that can happen to you. So when going to war, always keep a look at your science slider. This is specially important if you start very far from your nearest neighbor. In that case, taking his capital early can cripple you instead of giving a huge boost. I hope you all get as addicted to Civ IV as we are. Any questions, just ask away! Right now the member have more TF2 hours than Civ hours which is a shame!

### Chapter 8 : Civilization IV: War Academy | CivFanatics

*From StrategyWiki, the video game walkthrough and strategy guide wiki IV.*

### Chapter 9 : Civilization IV Walkthrough - GameSpot

*Civilization IV: War Academy War is a matter of vital importance to the state; a matter of life or death, the road either to survival or to ruin. Hence, it is imperative that it be studied thoroughly.*