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War is vital for the state; matter of life or death, the path to either survival or death. It is therefore essential that it be thoroughly studied. - Sun Tzu UPDATE: 4TH OCTOBER 2017 - Military Academy is seriously out of date, over the winter we intend to update it - at the same time we encourage you to visit the Forums to ask a question and your questions answered. Welcome to the Civ4 Military Academy! Here we have selected dozens of strategy articles that can help you become the best player in Civilization IV. You will find strategies that will help you wage a successful military campaign, win the space race, and build the most prosperous civilization! The articles were organized in several broad categories to make the academy easier to use. In each article, the article date is posted/updated enabled along with the icon version to indicate the Civ4 version at the time of the article being written. Here are the version icons and release dates. Civ4 v1.00: October 25, 2005 Civ4 v1.09: November 23, 2005 Civ4 v1.52: December 22, 2005 Civ4 v1.61: April 13, 2006 Warlords v1.00: July 24, 2006 Behind the Sword v3.13: July 23, 2007 Sid Meyer's Civilization was a computer game when it was introduced in 1994 and was the first real strategy in turn ever. The latest game-like version of Civilization is the Civilization IV launched in October 2005. With the winning options described in the first article, and most pre-game choices (map selection, climate and sea level, difficulty levels, etc.) covered, we now turn our attention to the choice of civilization you want to play. Civilizations Once you have made various options including the level of difficulty, the size of the world and the speed of the game you are asked to choose civilization to control. In the original Civ IV there are 18 nations: American Arab Aztecs Chinese Egyptian English Greek Greek Inca Indian Indian Mongolian Mongolian Persian Roman Russian Spain More have been added to the expansion, but we now prefer to deal with the above. Civilization Differences of course, you can always choose the random and let fate decide for you, but even then you should be aware that each civilization has its advantages by inviting a certain strategy of the game. In previous versions of the game, the differences included unique units for each civilization and different start-up technologies. In Civilization IV, the differences are more radical, since each nation has a leader (s) with a certain character that defines (or defines) 2 traits. Each feature means that there are certain buildings that are easier to build (double production speed) and one effect of the game concept: culture, generation of great people, etc. The full list of features are as follows: Aggressive free promotion (fight I) for all melee gunpowder units. Build on 1/2 Production Cost: Barracks, Drydocks Creative Effect: 2 euros culture per turn in the city. Build on 1/2 Cost of Production: Colosseum, Theatre Expansive Effect: No. 2 Health in the City Build at 1/2 Production Cost: Granary, Harbour Financial Effect: No. 1 Commerce on Spaces Generation 2 or More Trade. Build on 1/2 Production Cost: Bank Hard-working Effect: 50% Miracle Production. Build on 1/2 Production Cost: Forge Organized Effect: -50% civil maintenance cost. Build on 1/2 Production Cost: Courthouse, Beacon Philosophical Effect: 100% Great Fertility People. Build on 1/2 Production Cost: University Spiritual Effect: No Anarchy Build on 1/2 Cost of Production: Temples This Part is an overview of civilization's choice. In the following articles, we will look at countries and leaders in order to develop a winning strategy for each of them. This series about Civilization IV tells you how to get the best out of the classic Sid Meier PC game. Strategy games and options are being considered and discussed Go to Navigation Jump to Search Civilization IV By Sid Meyer (usually reduced to Civilization IV) is a turn-based strategy game for Windows and Mac OS developed by Firaxis Games. The challenge for the players is to develop civilization from its beginning in 4000 BC to the modern era and beyond. This version added religion as a game mechanic, among other things. Continue: Getting started → Walk → - Go to the Content Table: Doug Radcliffe Design: Randall Montanari It's an easy position to claim that Sid Meyer's civilization is one of the greatest games of all time and certainly one of the most influential. Sid Meyer's latest classic Civilization IV retains the exciting gameplay of its predecessors and adds new features such as religions, great men and combat action. Civilization IV is a complex experience; countless strategies can lead to a successful conclusion. This game guide will help focus your strategies by providing advice on important aspects of the game and offering specific combinations of leaders, citizenship, technology and wonders to build powerful cities. This Gamespot Civilization IV game guide features: Leaders: This section provides tips on using leadership traits and their bonuses to your advantage, as well as nicely (or anger) your neighbor with diplomacy dos and don'ts. City Management: Managing your cities is the foundation of civilization. Here are tips on optimizing growth, improving workers, balancing health and happiness, and spawning great people. Citizens: Get most of your government from these civic councils! Religion: One of the most interesting new features in civilization IV is Religion. Find out why you should believe in these religious strategies. Military: If conquering enemies is more your style, check out this section for tips on improving improvement military power. Technology and Wonders: Gain an edge over your rivals with technology and wonders. This section collects all the techniques and wonders and reveals their benefits. Codes: Edit the configuration file to activate civilization IV cheat codes. Chapter 1 - Leaders Every Leader of Civilization has a combination of two of the possible eight traits of a leader. The traits essentially describe the personality of the leader and offer unique bonuses and benefits to civilization. Of course, it is important to consider the traits of your leader when guiding your civilization throughout its history. Use the military bonuses offered by an aggressive civilization to help conquer the world, strive to win culture with a creative leader, or use the benefits of philosophical civilization to cultivate great people. Leader Traits This section covers all eight traits, bonuses and related leaders. You'll also find strategic comments for each one. Aggressive free promotion (Combat I) for all melee and gunpowder units. Barracks and drydocks are built at one-and-two production costs. A player with combat plans should consider a leader with an aggressive trait. The aggressive leader receives a free Fight I campaign for all melee and gunpowder units. Promotion under the Combat I program increases the strength of the unit by 10%. Capitalize on the line by concentrating your power of warmongers on melee and gunpowder units. Use half the cost of the barracks to further increase the advancement of your units. Combine further with Vassalage civil (additional unit experience points) or Theocracy civil (additional unit experience points in cities with state religion) to create very strong, experienced units. Continue military specialization with wonders like West Point, the Pentagon, and a heroic epic. Maintain an aggressive stance and bring your experienced units into combat situations to further increase their promotion and abilities when their promotion and abilities with military power. The following leaders of civilization have an aggressive trait: Montezuma, Napoleon's Aztec Empire, the French Empire of Alexander, the Greek Empire Huayna Capac, the Inca Empire of Tokugawa, the Japanese Genghis Khan Empire, the Mongolian Kublai Khan Empire, the Mongolian Empire Creative No. 2 culture for a twist in the city. The Colosseum and Theatre are built at the price of 1/2 production. The culture of the city defines its boundaries - in fact, its influence. The entertainment and art of the city create a culture that can be accepted by competing cities. What this means in terms of gameplay is that your culture can increase your boundaries and envelope rival city - rival city becomes influenced by your culture and becomes part of your civilization. Creative civilization provides more For a turn that helps increase the impact faster, although note that there are wonders (such as Stonehenge) that provide almost the same benefit. Be Be Helps at the beginning of the game land grabbing; Provide valuable resources before rival civilizations get them! Culture bonus means more land space with fewer cities early on. If you choose to focus on culture (although wonders, great artists and their work, etc.), the creative bonus certainly helps, but you may find other benefits of the trait leader more useful for a balanced gameplay strategy. A creative director can build a Colosseum and a theater for half the cost of staging. The Colosseum and theatre increase happiness based on culture; The theatre also enhances the dye resource and is necessary for the artist's specialists. Creative features offer the following leaders of civilization: Hatshepsut, the Egyptian Empire of Louis XIV, the French Empire of Friedrich, the German Empire of Kublai Khan, the Mongol Empire of Cyrus, the Persian Empire Catherine, the Russian Empire Expansion Genghis Khan combines expansion with military power. No 2 health in the city. Granary and Harbour are built at a price of 1/2 of the production. The health of the city mainly determines its population growth. When unhealthiness overshadows health, you lose food. If you lose more food than there are mouth-to-mouth feed, you start to lose population. Excess health means that food stocks remain high and the population can continue to grow. Extra health is a valuable bonus and means big cities - providing the potential for better production, more professionals, etc. As in creative, there are wonders and buildings that provide similar expansive benefits (even city accommodation can increase health), but these same elements further enhance the expansive trait. Use in conjunction with Victoria and Finance (for Cottages to ramp up commerce), Isabella and Duchovny (for happiness), and Peter and Philosopher 't. (big cities can use more professionals to create more great people). Granary further increases health from any corn, wheat or rice resources, and stores 50% of the food after each growth. This essentially means that your city can grow faster because it doesn't have to remember all the food to reach the next level of population. The harbour increases the yield of trade routes, as well as further improves the health of the resources of shellfish, crabs

and fish. The following leaders of civilization have an expansive trait: Victoria, the English Empire Bismarck, the German Empire of Genghis Khan, the Mongol Empire of Cyrus, the Persian Empire Julius Caesar, the Roman Empire Peter, isabella of the Russian Empire, the Spanish Empire Financial Trade No. 1 in spaces generating 2 or more trade. The bank is built at a production cost of 1/2. Filling your coffers with trade is never a bad thing. Higher income means more devoted to research or if you're researching dramas devoted to culture. Excess funds help offset maintenance costs and can be used as a bargaining tool with other civilizations for technology, trade or alliances. Benefits can pay off immediately for coastal cities. Once available from Use workers to build cottages to increase the tile trade. This advantage can pay off exponentially if you're dedicated to working each tile and enhancing for maximum commerce - it's certainly an advantage that gets better the longer the game goes. Your late play may include large armies, vast cities, high citizenship content, and continue to support high research or culture way out of your income. Financial leaders can build banks at half the cost of production. Add the Bank to each city to further increase trade (50% gold). The following civilization leaders offer financial features: Washington, the American Empire of Xin Shi Huang, the Chinese Empire Elizabeth, the English Empire Victoria, the English Empire Huayna Capac, the Inca Empire of Mansa Musa, the Malin Empire Catherine, the Russian Empire Hardworking 50% miracle production. The forge is built at a production cost of 1/2. A hard-working leader skillfully works miracles. This provides civilization with greater flexibility because miracles offer unique benefits that may include some parts benefiting from other leadership traits. Most players would agree that the wonders in Civilization IV aren't exactly the strength of previous games, but that doesn't mean they're not powerful, especially when integrated into a focused strategy. Settle next to a stone or marble to extend the benefit even more. When choosing a hard-working leader, consider your goals as you begin to build wonders in improved production time. Do you plan to focus on specialists and great people? Do you plan to focus on the military? Do you plan to focus on expansion or culture? Use the secondary trait of the leader when considering your miracle options. The hard-working leader is also building a forge for semi-slug production. The forge increases production by 25%, adds happiness from gemstones, gold and silver resources, adds a specialist engineer, but reduces the health of the city. Hardworking is a popular trait ... Players love miracles! Focus a miracle construction in addition to another trait of your leader. The following leaders of civilization offer hard-working features: Roosevelt, the American Empire of Xin Shi Huang, the Chinese Empire of Louis XIV, the French Empire Napoleon, the French Empire Bismarck, the German Empire Gandhi, the Indian Empire Organized -50% of the civil content value. The courthouse and lighthouse are built at the price of 1/2 production. Organized civilization is an effective civilization. Organized leaders are trimmed with fat, so to speak, and bear less civil maintenance costs. In fact, it's a trait for a player who wants a huge expansive empire, but without all the expensive costs. Obviously, if you don't plan to focus your game on civic choice. The organized feature also allows the construction of a lighthouse and courthouse at half the cost of production. Beacons increase power from water tiles and ship buildings to reduce maintenance costs for cities far from Capital. The following leaders of civilization have an organized trait: Roosevelt, the American Empire Washington, the American Empire of Mao Tse-tung, the Chinese Empire of Asoka, the Indian Empire of Tokugawa, the Japanese Empire Julius Caesar, the Roman Empire Philosophical Strategy, focused on the creation of the Great People, can be powerful. Choose a leader with a philosophical trait. 100% Fertility of great people. The university is built at a production cost of 1/2. Focusing your strategy on great people's births can be extremely powerful. Great artists can be used as cultural bombs, instantly increasing the culture of the city by 4000 (maybe enough to envelop a rival border town) or the Great Engineer can complete a valuable miracle in just one turn. Of course, there are free technologies and super-specialists. By choosing a leader with a philosophical trait, add to the benefits of civilization with the National Epic Miracle to increase the fertility of the Great People further (the disadvantage against hard-working civilization, you may well lose on this and other wonders). Transition to the caste system is civil for unlimited specialists - the more specialists, the higher the birth rate of great people or use pacifism to further increase the birth rate. A philosophical leader can build a university at half the production cost; The university increases research by 25%. The following leaders of civilization offer a philosophical trait: Saladin, the Arabian Empire of Mao Tse-tung, the Chinese Empire Elizabeth, the English Empire Frederick, the German Empire of Alexander, the Greek Empire Peter, the Russian Empire Spiritual Anarchy. The temple is built at a production cost of 1/2. Spiritual civilization does not suffer from the anarchy of punishment from the switch of citizenship or state religions. This provides great flexibility in the development of your civilization. The freedom to switch citizenship depending on your current need (do you need to train the military or continue to build miracles?) or the situation without penalty can be extremely powerful. You can speed up production (Organized Religion) or train experienced units (Vassalage) - all in a few twists. It is obvious that spiritual civilizations also tend to focus on religion. Half the cost of the Temples add to the happiness of civilization and open a specialist priest. Most spiritual civilizations begin with the technology of mysticism that has already been explored; this means that spiritual civilizations can find religions faster than other civilizations if they choose to do so. This is a good idea, and the foundation of the former can often mean extending it to other civilizations that maintain good relations because of the common religion. The following leaders of civilization offer philosophical traits: Saladin, the Arabian Empire of Montezuma, the Aztec Hatshepsut, the Egyptian Empire of Asoka, the Indian Gandhi Empire, the Indian Empire of Mansa Musa, the Malin Empire Isabella, the leader of the Spanish Empire The following chart details the leader of each civilization, their traits and advantages, start-up technologies, unique units and beloved civic life. LEADERCIVILE FEATURESBENEFITSSSTARTING TECHNOLOGIESUNIQUE UNITFAVORITE CIVIC Alexander Gric Philosophic, Aggressive 100% Great Fertility Man, Fighting I Promotion for Melee and Gunpowder UnitsFishing, HuntingPhalanx (replaces Spearman)Hereditary rule AsokaIndianSpiritual, OrganizedNo anarchy, -50% civil content costMysticism, MiningFast Worker (replaces employee)General suffrage BismarckGermanExpansive, Hardworking No 2 health in the city, 50% miracle productionHunting, MiningPanzer (replaces the tank)Representation of CatherineRussianCreative, Financial 2, No. 1 Commerce for all tiles with 2 or more, MiningCossack (replaces the cavalry)Hereditary rule CyrusPersianExpansive, Creative -2 health in the city, 2 euro culture for turn on the cityAgriculture, HuntingImmortal (replaces Chariot)Representation ElizabethEnglishPhilosophical, Financial 100% Great Man Fertility, No. 1 Commerce for all tiles with 2 or moreFishing, MiningRedcoat (replaces Rifleman)Free religion FrederickGermanPhilosophic, Creative -100% Human Fertility, No. , in the cityHunting, MiningPanzer (replaces the tank), IndustriousNo anarchy, 50% miracle productionMisticism, MiningFast Worker (replaces the employee)General suffrage Genghis KhanMongolianAggressive, ExpansiveCombat I promotion for melee and gunpowder units, No. 2 Health on the cityHunting, WheelKeshik (replaces Horse Archer)Police State HatshepsutEgyptianSpiritual, CreativeNo Anarchy, No. 2 Culture for the Turn in the City wheel, AgricultureWar Chariot (replaces the Chariot)Hereditary rule HuaynaIncaNo anarchy, No. 1 Commerce for all tiles, MysticCuechua (replaces the warrior)Hereditary rule IsabellaSpanishPritual, ExpansiveNo Anarchy, No. 2 Health on the CityFishing, MysticConsistor (replaces Knight)Police State Julius CaesarRomanExpansive, Organized by No 2 Health on the City, -50% civil content costFishing, MiningPraetorian (replaces Swordsman)Representation kublai KhanMongolianAggressive, CreativeCombat I promotion for melee and gunpowder units, No. 2 culture for turn for the cityHunting, WheelKeshik (replaces the Horse Archer)Hereditary rule of Louis XIVFrenchDustrious, Creative, No. 2 Culture for the turn on the city Wheels, AgricultureMusketeer (replaces Musketman)Hereditary rule mansa MusaMalineseSpiritual, FinancialNo anarchy, No. 1 commerce for all tiles with 2 or more Wheels, MiningSkirmisher (replaces Archer)Free market Ao zeodgchinisPhilosophic, Organized 100% Great man -50% civil content costAgriculture, MiningCho-Ko-Nu (replaces arbaleman)AztecAggressive, SpiritualCombat I promotion Gunpowder Aggregates, No Anarchyltism, HuntingAztec Jaguar (replaces Mechnik)Police State NapoleonFrenchAggressive, Hardworking Combat I promotion for melee and gunpowder units, 50% miracle production Wheels, AgricultureMusketeer (replaces Musketman)Representation PeterRussianPhilosophical, Expansive 100% Great Man Fertility, No. 2 Health on the CityHunting, MiningCossack (replaces cavalry)Police State of Xin Shi HuangChineseIndustrious, Financial 50% miracle production, No. 1 trade for all tiles with 2 or moreAgriculture, MiningCho-Ko-Nu (replaces Arbaleman)Police State RooseveltAmericanIndustrii Organized 50% miracle production, -50% civil content costAgriculture, FishingNavy seal (replaces marine)Universal suffrage SaladinArabianPhilosophical, Spiritual 100% Great Human Fertility, No AnarchyMisticism, WheelCannon Archer (replaces Knight)Theocracy TokugawaJapaneseAggressive, Organized Combat I promotion for melee and gunpowder units, -50% civil content costFishing, WheelSamurai (replaces Maceman)Mercantilism VictoriaEnglishExpansive, Financial No. 2 Health on the City, No. 1 Commerce for all , MiningRedcoat (replaces Rifleman) Organized trade no 1 for all tiles with 2 or more, -50% civil content costAgriculture, FishingNavy Seal (replaces marine)Universal diplomacy of suffrage tips concerning other computer-controlled leaders can make or break the long-term success of your civilization. It sounds dramatic, but it can happen. Bad relationships can trigger a long, drawn-out war that diverts your resources from research and culture into a war machine. Or perhaps a sloppy trade in resources or technology could put another civilization ahead of your own in terms of counting or racing into the space age. A friendly stance is definitely a good idea if you don't hope to defeat your rivals, but you also have to be careful not to let rival leaders take advantage of your giving nature. A number of pros and cons govern your relationship with other leaders. You get the pluses from open border agreements, being peaceful, having the same religion, establishing a favorite civilian leader, and from trade. You get the downsides from war, different religions, dividing the border, dealing with the enemy of the leader and refusing requests (such as gifts). Enough cons and the leader can finally decide that you are not worth the trouble and send troops to your territory with a declaration of war. While you should not allow rival leaders to take advantage of your generosity, there may come a time when a plentiful bribe can prevent war. If you feel that a war with a neighboring civilization is inevitable, and you don't think that you have means to support the war, you can prevent it before it starts, essentially bribing the leader with gifts. Send a leader a tribute to gold or technology. Enough is enough can prevent imminent war, but it cannot keep the leader at bay forever. If a neighboring civilization does not accept religion, agree to open borders, send missionaries to spread your religion to its cities so you will gain the benefits of a common religion, not the disadvantages of your differences. Religion is a big part of relationships; common religion offers a much higher chance of alliance and religious differences suggest a much higher change of war. Trading technologies are also useful, but don't expect computer-controlled leaders to be completely fair with their offerings. If you're ahead in research, be careful that you don't allow other leaders to catch up with top-ing bargains. It's definitely useful to trade, so you get some technology that you may have missed in order to move faster through tree technology; just be prepared to negotiate and don't give up too much research. Try to sweeten the deal with gold or resources and not give up valuable technology. Of course, you could be behind in technology and may have to give up big gold or other services to get valuable technology from other leaders. Chapter 2 - Cities of City Management are the foundation of your civilization. Effective management starts with effective placement and then continues throughout the era as you try to balance the growth of the city with its health, happiness and production. This section provides tips on settling your first city and managing its resources to create a thriving epicenter for a specific strategy. The urban settlement of settling your first city into a prime place certainly affects its short-term and long-term success. Don't waste too much time looking for a better place. Starting positions are mostly balanced. Don't waste the first three or more turns of the game moving your settler around looking for a better place. While you move the settler around, opposing leaders have founded their capital and explored their first religion and worker training to begin improving the land. Basically you'd better spot a good location on the current screen if you're not planning to settle your first city on the first turn. With the settler selected, explore the nearby tiles to see how much food and hammers (which symbolizes production) the tile offers before improving. Ideally you want to settle in a city surrounded by the most fertile unimproved tiles for food and production. Then you can use the employee to further improve those tiles to increase food and production. In an ideal world you can have a special resource nearby, but you don't have to wander your settler around the map in search of this place at that time as other leaders pass you by. Choose to place your capital carefully, but don't waste a lot of twists in search of the perfect place. You will lose a lot of ground early on. A balanced city can be inhabited near the close to the reservoir (fertile food and health) and hills (fertile production). Forests can be strong depending on your long-term strategy; Plus, if you don't mind, deforestation can help in accelerating early production by workers or settlers, but you lose out on health benefits or even end game resources from sawmills. Floodplains may have fertile resources, but increase ill health. You may be more selective for future cities. Look for special resources and collect them with the appropriate structure. Stone or marble can accelerate certain miracle production and different resources aiding health or happiness. Don't give the cities too close together, but don't give them too far apart. You want to be close enough to provide defensive help in the event of an attack, but far enough away that each city can improve its own tiles. Your capital is usually at the heart of your civilization and may not be as vulnerable to attack as your border towns are not as developed. Consider being more defensive with their settlement. Place the city on a hill or close to more hills to help your defenders. New cities need to be accommodated not because you just want to expand. Look for valuable resources and settle the city to collect them. But place this city strategically: near power sources if you want to focus on growth or sources of production, if you want to focus on infrastructure. Please note that if two cities are located along the same river, trade can take place without the need for roads or railways. Urban Improvement Training Worker Stops City Growth. So train the worker as soon as you have unlocked the improvements that you want to use. The initial design of your capital will certainly depend on the gaming situation, but early on expect a warrior or scout exploring the ground looking for a suitable location for your next city (although you're not worrying about expanding just yet, just looking for the ground to do so). Your warrior or scout will also look for the location of nearby leaders and possibly make the first contact. Make a good first impression if you don't want to spark an early argument! The worker will be one of the first units trained in your city (another warrior for the city and a defense unit or scout for reconnaissance, perhaps in the first place) if you start in an area rich in resources. Understand that when you train an employee or a settler, your city devotes food to the production of this unit, not to growth. Since your city stops growing while the worker is trained, the production time after your city has grown to a new size (perhaps even up to a size three) rather than stop growing right in front of Population. If you don't have the resources that you hope to capture, let your city grow before you focus on employee training. In addition, you may need to research appropriate technologies to unlock the necessary employee improvements. At higher levels of sophistication, barbarians may be and, without hesitation, conquer your slightly defended city. While your city grows through the first few stages of the game, train a few warriors to defend your city and use them later to provide escorts for workers or settlers. As mentioned, early research can also focus on technologies specific to improvements that your original city would like to see. You could have fertile land for agriculture requiring agriculture or on the coast with fish requiring fishing. The chart below shows three major employee improvements, the technology required, and the associated resource. IMPROVEMENTREUIR'A TECHNOLOGYBASIC ASSOCIATION FarmsAgriculture will increase the production of tiles. Built next to fresh water. The city is focused on growth. MineMining increases the production volume of the tile. Built on hills. The city focused on construction. CottagePotteryincreases is a production of tile trade. The city focused on gold. Each of the three major improvements helps the city: farms increase food, which increases the growth of the city, mines increase production, which accelerates the construction of buildings or units, and cottages increase trade, which generates income for research, culture or barter. Learning the necessary technologies depends on the area around your city. If you lack fresh water, exploring agriculture right away won't be a huge advantage since you can't take advantage of farms. Remember that you don't have to build a farm to produce food. Tile terrain can generate your own food (plus you can find more from specific resources). It all depends on your strategy, of course. If you are a financial leader, the spread of farms around the world will limit your space for cottages, which really are the main advantage for your civilization. Use the worker to create improvements to increase food, production and trade. You also want to provide your cities with special resources. You will need an employee to help do this! By researching other technologies, you will unlock further improvements that can be used on special resources to further help your city. For example, if your city is deer, fur or ivory nearby, research hunting technology to unlock camp improvement. Building a camp increases the cost of these resources, which help food, trade and production respectively (and deliver other bonuses such as health and happiness). Farm animals such as horses, cows, pigs or sheep can be improved by pastures using livestock technology. Cows, pigs and sheep provide an additional And other bonuses for health and happiness; Horses can be used with riding technology to unlock horse archers. The basic premise is that you should discover any special resources around your city and plan your research accordingly to take advantage of them. Stone or marble near your city can be a great boon. If so, research freemasonry as soon as possible to unlock unlock Improvement With stone or marble, helping your city, you can build special wonders in half the time. Coastal cities should take advantage of fishing technology and use offshore-only fishing vessels to improve food security. Don't forget to attach special resources to your cities with roads. After all, it's a good idea to network the entire city (and subsequent cities) with roads to provide resource bonuses (such as health and happiness) to other cities, and provide faster transit for your military and economic units. Fast transit can be a big deal when it becomes necessary to protect one of your weak cities or if you want to move an employee quickly to grab a special resource that your border is simply shrouded. Cities connected by rivers can trade without the need for roads. The following table lists all the special resources, requirements and yields. RESOURCEREVEALED BYIMPROVEMENT (TECH)BASE YIELDIMPROVED YIELDBENEFITS (WITH THE WINNER) AluminiumInallyMin (Mining) No.1 Manufacturing No. 3 Manufacturing, No. 1 CommercePlays the speed of construction of some projects. Banana/APlantation (Calendar) 1 Food 2 Food No. 2 Health Clan/AFishing Boats (Fishing) » 1 Food 2 Food 1 Health CoalSteam PowerMine (Mining) 1 Production 3 ProductionResperziagra for CopperBronze WorkingMine Railway (Mining) 1 Production 3Sing the speed of construction of some wonders / buildings / projects. Corn/AFarm (agriculture) - 1 Food No. 2 Food No.1 Health Kaum/APastura (livestock) - 1 Food, No2 Manufacturing No.1 Health Crab/Fishing Boat (Fishing) 1 Health Dye / Landing (Calendar) » 1 Commerce 4 Commerce 1 Happiness Fish / Fishing Boats (Fishing) 1 Food 3 Food 1 Health Furn/ACamp (Hunting) 1 Commerce 3 Commerce 1 Happiness Gemsn /AMine (Mining) No 5 Commerce No.1 Happiness Goldn/Amn (mining) 1 Commerce No.1 Manufacturing, 6 Commerce1 Happiness Horse/NApasture (Animal Husbandry) 1 Manufacturing2 Manufacturing2 Manufacturing/NA Incentse/APlantation (Calendar) 1 Commerce 5 Commerce 1 Happiness IronIron WorkingMine (Mining) 1 Manufacturing3 Manufacturing Age Construction Speed of Some Miracles. Ivory/NAcamp (Hunting) No.1 Manufacturing No.1 Manufacturing, No.1 Commerce No.1 Happiness MarbleN /quarry (Masonry) 1 Manufacturing, No. 1 Manufacturing, No. 2 CommerceHalves Speed Construction of Some Miracles. OilScientific MethodOil Well, Offshore Platform (Burning) No.1 Manufacturing No2 Manufacturing, No1 Commerce/Pig/APastura (Livestock) 1 Food 3 Food No. 1 Health Risen/AFarm (Agriculture) 1 Food 1 Health Sheep/APastura (Animal Husbandry) 1 Commerce1 Happiness SilkN/APlantation (Calendar) 1 Commerce 3 Commerce 1 Happiness Silver/AMine (Mining) 1 Commerce 1 Production, 4 Commerce 1 Happiness SpicesN/APlantation (Calendar) » 1 Commerce 1 Food, 2 Commerce 1 Happiness StoneN /AU1 Manufacturing Manufacturing speed of construction of some miracles. Sugar/NAPlantation (Calendar) No1 Food 1 Food, No. 1 Commerce No.1 Happiness UraniumPhysicsMine (Mining)NA-3 CommerceHalves speed construction of some projects. WhaleN/Whaling Boat (Optics) No.1 Food Products No.1 Manufacturing, No. 2 Commerce 1 Happiness Wheat/AFarm (Agriculture) 1 Food 2 Foods 1 Health Wine/NAWinery (Meditation) 1 Commerce1 Food, No. 2 Commerce 1 Happiness Next Chart Lists Workers Improvements and Additional Technology, Civics, and Miracles, which provide improvements. IMPROVEMENTENHANCED BY FarmCivil Service (stretch farms from rivers), biology (farm place anywhere) MineRailroads (increased production) CottageUniverion Electoral Law (No. 1 production from the city), Free Speech (No. 2 commerce from the city), Emancipation (100% growth for cottage, village, Village), Print Press (No. 1 Commerce for Village and City) WorkshopChemia (No. 1 Production), Guild (No. 1 Production), State Property (No. 1 Power) WindMill Replaceable Parts (No. 1 Production), Electricity (No. 1) LumbermillRailroad (Increased Production) Water MillMen/Sive Parts (No.1 Manufacturing), Electricity (No. 2) Happiness. A. There are other variables that can affect the development of your city: health, happiness and culture. The health of the city affects its growth. If unhealthiness exceeds health, you lose food; When you lose food, you lose growth. An unhealthy city can actually start to starve and lose its population. When you lose the population, the production suffers. One of the goals of city management will be to balance the growth of the city with its health. The greater the growth of your city, the harder it becomes to resist growing ill-health. Happiness means a faithful working class. If citizens are happy, they work on land - which provides food, production or commerce. If unhappiness exceeds happiness, workers refuse to do their jobs. If they don't work, you lose food, production or commerce that can be harvested. You have to keep citizens happy and work to stay productive. Keeping citizens happy keeps them working. Finally, culture, in fact, is the influence of your city on other civilizations. Culture determines the size and scale of the boundaries of your city - the higher the culture, the wider the boundaries. The influential city can even be wrapped in a border town of a rival civilization. Your influential culture has convinced them to become part of your civilization. You can fully focus the game and your cities on the culture and achieve victory. The following list includes tips for improving your city's health, can have a positive and negative impact on health. Fresh water and forests have a positive effect, and jungles and floodwaters have negative consequences. Eliminate the jungle to remove ill health and save forests to provide health bonus additional production as a result of deforestation is tempting early). Some special resources provide health bonuses. These are: banana, shellfish, corn, cow, crab, deer, fish, pig, rice, sheep and wheat. Build improvements on these resources and link them to each city to provide a health bonus. You can also initiate trade with other civilizations for these resources. Add certain structures to your city to increase health: aqueduct (No 2 health), granary (No. 1 health from corn, wheat, rice), grocer (No. 1 health from banana, spices, sugar, wine), harbour (No. 1 health from shellfish, crabs, fish), hospital (No.3 health), supermarket (No. 1 health from cow, deer, pigs, sheep). The recycling center eliminates unhealthiness from buildings. Some structures reduce health, such as airports, forges, dry docks, laboratories and factories. Hanging Gardens Miracle Helps Health by Improving Health No. 1 in All Cities. The miracle of Ironworks reduces health. Civilizations within the environmental civic feature health bonus No. 6 for all cities. Culture determines the influence of your civilization. Increase your culture to increase your boundaries. Miracles also add to the culture. It's Stonehenge. Here are tips for improving your city's happiness. Special luxury resources increase happiness (mostly your citizens kind of materialistic). These resources include: dye, fur, gems, gold, incense, ivory, silk, silver, spices, sugar, whales and wine. Build improvements on these resources and link them to each city to provide happiness bonuses. You can also initiate trade with other civilizations for these resources. The entertainment of your citizens makes them happy and encourages them to keep working. Some structures offer happiness bonuses. Build in your cities the following to increase happiness: religious structures (found numerous religions and spreading them all over your city), broadcast towers, the Colosseum, the market (No. 1 happiness from fur, ivory, silk or whales), forge (No. 1 happiness from gold, gems, silver) and theater. The Globe Theatre removes the misery from the city. Mount Rushmore reduces the misfortune of war. The Eiffel Tower provides a free broadcast tower in every city. Hollywood provides hit movies and rock 'n' roll delivers hit singles. Notre Dame increases happiness for all cities on the same continent. Civilization under the Hereditary Rule can increase happiness with each military unit stationed within the city. Representation increases happiness number 3 in the five largest cities. The nation delivers a happiness bonus for each barracks. Ecology adds a bonus of happiness to forests and even to the jungle. Free religion increases happiness for every religion in the city. Specializing in Cities. For example, to turn a city into a research center with a library, an observatory, scientists, an academy and other structures and wonders that benefit science and In general, culture binds to happiness (high culture often means high happiness), but it has its own purpose. High culture means high influence, leading to larger boundaries. Your broad influence can overtake other cities and help expand your empire. To create a high culture, start with a creative leader and then find several religions and build religious structures. You can focus your cities to create great commerce (end up spending most of your income on culture after researching drama) or production (build all cultures related structures and wonders). You want to employ artists professionals and turn your great artists into super professionals to create more culture or even create great work to instantly enhance the culture. Use civil free speech that increases culture by 100% (the caste system can also be good because you can have unlimited artists). Focus your research on all cultural technologies. Remember that First Music provides a free Great Artist! A philosophical leader can be a good match. Increase the fertility of The Great People, focus on great artists, and use great works or turn them into super-specialists. City Management Tips Use the tips below when managing your cities from early development and beyond as you create specialized epicenters to train your military or fund your research. Practice the art of chopping! You can use the worker to chop down forests that turn into production. You can use shredding as a way to speed up production, which can be extremely important at the beginning of the game when you are racing for some early wonders (like Stonehenge) or army training for an early rush. Train the worker immediately and research Bronze Working as quickly as possible to ensure the opportunity to hack. You can level the forests within or outside your borders. Forests provide health benefits though, so avoid cleaning every tile from all over the city, or you'll have to spend extra time later in the game figuring out a way to increase the health of your city. Carefully adding valuable wonders to your newly created cities, especially those on the edge of another civilization. A developing city that has not been properly protected can be easily overtaken by a rival civilization (even its culture, if the city is on the border) or even a barbaric horde. Think first of defense and protect your city from enemies before you waste precious time producing a miracle that can be lost if you are not trained to adequate defense. Consider the roles for your cities. Instead of haphazardly building buildings and Focus the development of the city as a research center or center that trains military units or generates commerce. Add buildings that strengthen this focus, then aim wonders that add even more to these strong ones. Having fewer specialized cities may be a stronger strategy than empire of common cities that aren't really very good in any aspect of the game. If you are not trying to challenge one city, expansion is vital to the success of your civilization. The more cities you find, the more specializations you can use in all your cities. Expansion is also important for gaining access to special resources that can be used by all your cities when building a proper road network. Resources that improve health can support the growth of your cities; Resources such as stone and marble can speed up the miracle of production; and resources such as iron and copper are needed to prepare certain units. Expanding and setting boundaries is important. Don't neglect the culture of your city after expanding. Large borders generate more influence and help keep these special resources in your territory. You certainly won't find every special resource within your boundaries. This is what the trade is for! Dial your rival leaders of civilization and look at trade resources. Other leaders may have goods that will help your civilization, perhaps helping health or happiness. Establishing a lasting trade agreement with a neighbouring civilization could also help to ease tensions at the border and prevent future clashes. If this civilization declared war on you, these trade agreements would be broken. A leader can cause his civilization to suffer a blow. But consider your deals carefully. You may not want a powerful rival to have the oil to create formidable later game units! Also think about trading with distant civilizations first. There's no reason to give your neighbor an advantage! Overcrowding breeds unhappiness. It's just going to happen. As long as your city's unhappiness is equal to or below happiness, there is no problem. But if you are growing your city faster than you can increase happiness (from structures, resources, religion, etc.) then you have several options. You can slow down the growth (through automation) or by adjusting the worked tiles or you can assign specialists. This will help reduce unhappiness, but specialists require extra food, so make sure you are still taking in extra food to feed the professionals who will serve to slow down your growth. Another way to slow growth would be to train an employee or a settler; When training these units, food is used for production, not growth. Or you can also choose a city to avoid growth while you make the necessary changes to improve the happiness of your citizens! Building a huge bankroll may seem comforting, but it's not exactly the best use of your funds. If you create a lot of gold for his turn, then it's probably time to expand his empire. Additional gold can be put to the maintenance of another city. It can also mean that you should use a civilian with a higher content (which is usually more useful, but not always). You can also use extra gold as a tribute or bribe for an opponent's opponent and a way to rush the production of certain structures or units in accordance with universal civil suffrage. The joy of Civilization IV (and its predecessors) is that you make your own step-by-step guide. Many, many strategies can work successfully. In addition, the maps are randomized, as well as neighboring civilizations, so subsequent games can be very different. Thus, the preferred order of assembling a player can work for him, but be completely foreign to another. But overall (and let's repeat, in general) your city leadership early on should be to find a suitable place for your capital (at the first turn or, at worst, second-quarter turns), train defense or scout, allow your city to grow steadily, train settlers to expand, protect their cities from easy capture, train workers to seize resources and improve the surrounding tiles of your cities. Having an early scout (expansionist civilizations or those with hunting already explored) can pay off big time with proper exploration. Scouts get more from local tribal hits scattered across the map. Instead of allowing the scout to explore on his own, we maximize his movement to uncover as many maps as possible in search of valuable huts. Scoring a few huts can give you a significant advantage early in the game. You can knock out free technology or even a settler to expand your empire early. Finding a settler also means that your capital can grow rather than spend time and resources on studying a settler. In most cases you want your city to grow up to be a training worker. When producing an employee, your city stops growing as the food is used to produce the worker. Also, if you train an employee immediately you probably won't be researching the necessary technology to unlock the tile improvement worker to even use your abilities. Train an early worker when there are valuable resources throughout the city, you have fulfilled the prerequisites for improving the land that will help immediately, or if on these first few turns an employee stands the same production as a warrior. If you find a city on top of a special resource such as stone or marble that can speed up the production of some wonders, then you get the benefits of resources, but you lose the ability to build an improvement on this tile and lose out on any additional food, production or commerce that tiles can generate with improvement. You can find a city on a resource to prevent a rival civilization from destroying improvement, but it is even more profitable to find a city adjacent to the resource, then strengthen the culture of the city to keep your borders wide and strong and keep the city well protected and ready if the invader is close to your valuable improvement. Great people lay the foundation for great people with a philosophical leader. Each of them offers unique abilities. Drop great people most of the IV. These are exemplary citizens who can give a huge boost to your city. While you have an innate ability to generate great people, you can increase this figure by using a variety of means, including your leader's trait. Choose a leader with a philosophical trait to get a 100% bonus to the great people of fertility. Combine it with a miracle (National Epic) or even a civil (Pacifism) to further increase the fertility of the Great People. The type of great person born depends on your distribution of professionals (miracles also provide trends), which also serves to increase the Great People. Cities with an abundance of food (make farms) can switch workers to professionals. The more specialists, the more likely the birth of a great person. When a great person is born in one of your cities you have a solution to how best to put that great person into use. All great people can be turned into super professionals to increase generation production or trade or even culture against a great artist. If you get the Great Scientist, build the Academy as your first choice. The Academy's use for research is invaluable. Advancing through the technological tree - regardless of the overall strategy - is a vital aspect of the game. The best technologies provide the best units, citizenship, wonders ... essentially everything in the game. You can also use Great People to get free technology. Of course, it is good here and there; aggravating the nature of many, many free technologies can really add punch to your civilization. The Great Artist can produce a great work for the instant 4000 pulse culture of this city. This can be useful when you are within reach for the next border extension or if the rival city is only on your border. The increased culture and influence can encourage that the city rival to transform into its influential way of life. Use the Great Prophets to build a shrine (in the Holy City where religion was founded) if you are serious about spreading your religion. Spreading your religion has great advantages, especially if you take into account in the trade benefits of the shrine (adds gold to each city with this religion). Great engineers can rush to produce your current item in line; Awesome to complete the production on a miracle, since you can lose this miracle if another civilization completes production before you do! Great people can help you create specialized cities, such as a research center with scientific structures and wonders, such as a library or observatory and a large library and the Academy of the Great Scientist or Superspecialists. Or maybe a culture-focused city the Globe Theatre and the Great Artists are transformed into super professionals. Creating a city focused on the Great People means nutrition: The breaks and meadow tiles that produce high power food are ideal places. You want a farm ... many farms on all flat land to support a high population. Use surplus food to turn workers into professionals. Maintain a good production for wonders that specifically add to your Great Fertility People or professionals. Civic selection should also focus on specialists (Representation, Caste System) or Great People Bonuses (Pacifism). You grow fast, so keep citizens happy with structures and miracles that improve happiness (of course, the Globe Theatre is optimal because it removes unhappiness). Chapter 3 - Civil Civilization IV citizenship is essentially how you choose to lead your civilization. This is your government. You can lead a pacifist society that avoids war or a police state that basically encourages it. Citizens are unlocked using technology as well as a pyramid marvel (it opens up all government citizenship to use). You can switch citizenship, but suffer a turn of anarchy while the revolution is happening. During this time, the infrastructure of your civilization mostly stops. A spiritual leader can change citizenship and state religions without the anarchy of execution. The following chart lists all available citizens, requirements and consequences. Continue following the chart for specific tips on implementing each civilian in your overall gameplan strategy. CIVICTYPEUPKEEPTECHNOLOGY REQUIREMENTFOCUSEFFECTS BarbarismLegalLonnon BureaucracyLegalMediamCivil ServiceProdu productions 50% of production, 50% of commerce in the capital Caste systemLaborMediumCode lawsSpecialistsrecited artists, scientists, merchants DecentralizationEconomicLownone DespotismGovernmentLowNoneNoneNone EmancipationLacipationLaborNoneOcdemracyCommerce 100% growth for cottage, village, village. The misfortune of execution for civilizations without emancipation EcologyTheology Health and Happiness No. 6 health in all cities; No 1 happy from the forests and jungle Free MarketEconomyEconomicsTrade Trades 1 trade routes in the city Of Free ReligionReligious Happiness and Research No. 1 happy for religion in the city; 10% of the study in all cities Free SpeechLegalNon LiberalismCulture No. 2 gold from the city; Culture is 100% in all cities. Hereditary RuleGovernmentMediaMoharchitaria No. 1 is happy for one military unit stationed in the city. MercantilismEconomyMediumBankingSpecialists No. 1 free city specialist; There are no foreign trade ways NationhoodLegalLowNationalismMilitaryCan project three units per turn; No 2 happy for barracks Organized religion Religious monotheismProtheque may build missionaries without a monastery; cities with state religion build buildings 25% faster PacifismReligionNonePhilosophyGreat People 100% great human birth rate Cities with state religion; 1 euro cost of gold support for the military unit PaganismReligionLowNone Police StateGovernmentFascismFascency 25% production of military unit, -50% war fatigue RepresentationGovernmentLowConstitutionResearch -3 glasses per specialist; No 3 happy in in largest cities. Serfdom.LaborLowFeudalismProductionWorkers build improvements 50% faster SlaveryLaborLowBronze WorkingProductionCan to donate the population to finish production in the city of State propertyEconomicCompany, FoodNo maintenance costs from the distance to the palace; No 1 powered by the workshop and water mill TheocracyReligiaMediamologyVost 2 points of experience in cities with state religion; No non-state religion distributed tribalismLaborLownone Universal Electoral LawGovernmentMediademocyProgramProductionNo.1 produced from cities; can spend gold to finish production in the city VassalageLegalHighFeudalismWar units get 2 points of experience; The lower cost of supporting the unit Next list has some strategies for realizing citizenship as part of your overall civilization strategy. Citizens have maintenance costs so using a few citizenships can be a big drain on the treasury, but certainly offer powerful combinations for those with large bank accounts. The tips below offer some suggestions on the use of citizenship, including combinations. Just be careful not to overextend your civilization. Consider the best option that supports income for other needs such as research, culture, city maintenance, or the army. Universal suffrage is a favorite of the leaders of the American Empire and a good addition to any financial trait. If you are preparing to create a great commerce to fund research, expansion, culture, military, etc., then you are going to build cottages that will eventually expand. Universal suffrage adds a production bonus to the city tiles. You can also use your coffers to rush the unit and structure the production. It's great in mid-to-late games when you have cities to get big advantages. Do not take it early when the average content cannot be compensated with multiple (or even not) cities. Freedom of speech will also be beneficial civil for the financial player, who creates a huge number of cottages that develop into cities; Free speech increases trade from cities. Next in combination with emancipation (100% growth for cottage, village, village). The free market is another good addition to its added commerce. A defensive-minded player can use the hereditary rule to keep citizens happy and working. You get a happiness bonus for every military unit stationed in the city - a defensive player will have military units protecting his city, why not get some benefit from them? As you increase happiness from means (entertainment, culture, religion) switch to a better civilian for your desired strategy but the hereditary rule is decent civilian in the early game. Use a Civic Advisor to switch citizenship. The spiritual leader does not tolerate the punishment of anarchy when changing citizenship. Other leaders must be cautious and not haphazardly to put their citizens at risk of change. When creating an army, use Vassalage and/or Theocracy (with state religion) to teach units that will be encouraged. Combine this with an aggressive leader trait (free Promotion Combat I for melee and powder units) for added effect. As the wage war, the police state speeds up production and reduces unhappiness because of your inciting war. Similarly, if you see the neighboring civilization changing on Vassalage and Theocracy, prepare for war! Bureaucracy (production 50%, capital trade) is strong for small civilizations, where the capital is your main destination. It also makes it strong early in the game to help increase your capital production. Combine with universal suffrage to speed up production using gold and with serfdom to allow workers to build better production faster. Civic selection can help improve the happiness of your civilization. Free religion is perhaps the most important as long as you have also spread several religions throughout the city. Free religion adds 1 euro of happiness for each religion in each city. Add to that freedom of speech for its increasing culture and mercantilism for its free specialist, which can be used as an artist to entertain your citizens. A player focused on the Great People must use pacifism and its 100% to a large birth rate. It is a peaceful civilian, however, that features punishment for armies by increasing support costs. Calm down other leaders with technology, trade or gold to stay on their good sides. Combine pacifism with other benefits of the Great People (the philosophical trait of the leader and the National Epic Miracle) to further increase fertility. The caste system and representation are good civic matches due to the increase in the number of specialists and the use of specialists. Use your great people to enhance culture, research or production depending on other strategies. Many civilian governments (and others as well) favored each leader as a favorite of citizenship. For example, Alexander, Catherine, Hatshepsut, Wyna Kapak, Kublai Khan and Louis XIV prefer hereditary rule. By accepting a favored civilian, you will get a diplomatic bonus with this rival leader. This may become necessary to overcome a short or even long-term alliance by switching to a favored civilian so that you can improve trade relations or even prevent war. Heroic Epic and Mount Rushmore wonders good couples for a police state civilian. Accepting a police condition means that you are in a protracted war. You get a 25% increase in military production and a reduction in war fatigue. Adding Heroic Epic further increases military and Mount Rushmore further reduces war fatigue. To emphasize research, use mercantilism and representation of citizenship for specialist scientists and expand research from these professionals. Add 10% of research in all cities using free civil religion. Citizens improving trade also indirectly help research because you will have more funds to devote to researching technology. Chapter 4 - Religion Religion IV adds religion to its already deep and complex gameplan. While it is certainly possible to play whole civilization IV games without the use of religions, the benefits of establishing, spreading and practicing one or more of the seven available religions certainly encourages you to experiment with a new feature. Religions are based on technological research. The first to explore certain technologies have embraced religion, and then can extend it to other cities and civilizations and begin to build religion temples for happiness and culture and eventually special structures to generate income. The chart below shows the technologies needed to map out specific religions. Expect computer-controlled civilizations to find a religion or two; of course, one civilization will go to Buddhism, which is easiest to find on a technological tree. RELIGIONDISCOVER TECHNOLOGY TO FOUND BuddhismMeditation ChristianityTheology ConfucianismCode of Laws HinduismPolytheism IslamDivine Right JudaismMonotheism TaoismPhilosophy A Uniter or Divider Having multiple religions provides an opportunity to change their state religion to appease a rival or get more benefit from a particular civilian. Religion is one of the biggest factors in diplomacy. Sharing religion with another civilization gives a diplomatic bonus. You will have a good relationship and be able to pursue different trades and alliances much easier because of common common bonds; Take note of the positive benefit of a common religion by emphasizing the name of another civilization and identifying pros and cons that take into account your good or bad relationships. And it is religious differences that can play a huge role in bad trade relations and even in war. It is a huge diplomacy to negatively have pagans religion in line with your rival civilization. Pair it with a few other factors (you refused to give us a tribute!) and troops can be filing into your borders and straight for your cities. Religions can unite you with other civilizations or divide you. One of the pros (and there are few as these councils will discuss) to have multiple religions (and be a spiritual leader) is to switch state religions according to other civilizations to get on better terms, even if it is only temporary (perhaps to form a short alliance or negotiate valuable trade). Perhaps the neighboring civilization has a different state religion. Perhaps the same neighbouring civilization is a military power. It will probably be in your best interest to switch your state religion to conform so you can help keep the peace! Once again, that shared religion bonus is an important factor in keeping other leaders in your grace. Spreading faith that common religion is such an important factor in successful diplomacy, it makes sense to extend one's state religion to other civilizations. You Are You thus sending a missionary (or several missionaries) to the city of a rival civilization and spreading faith. You can find and spread several religions. You can choose one as a state religion. If another civilization accepts your based state religion, you can get a vision on their city. The key to spreading faith is to obtain open borders agreements with other civilizations. Now you are free to explore their boundaries and send missionaries to their cities to spread your religions. This is important early on, not only to maintain good diplomacy with your neighbors, but also to lay the groundwork for a

stronger civilization in the late game when you've turned religion into quite a profit. If you plan to focus on religion, build temples and subsequent religious buildings (monasteries, cathedrals, etc.) for their various bonuses to happiness, research and culture. You can also use specialist priests and spawn great prophets. You can build a shrine in the cities of religion were founded (Holy cities). The shrine supplies the advantages of other religious structures, but also creates trade for each city that carries the religion of the shrine. It can be very, very profitable if you spread your religion true! Found several religions and build several shrines. Spread faith around foreign cities and start earning. Religion can influence your technological decisions. For example, you may want to add a free religion to help increase happiness. You're going to need liberalism. Establishing religion early will help spread the faith. If you wait and find a religion that requires later technology (such as Christianity), then other civilizations have already established their religions and spreading yours (and maintaining good diplomacy) will be more difficult. But the basis of early religion also means devoting research to these technologies, not technologies that can help you gather resources or even rush to build an army. Focusing your entire strategy on religion and its profits is viable, but obviously can leave you vulnerable to other tactics, such as military rush. If you want to aspire to an early and multiple religion, choose a leader who already has the technology of mysticism explored. These leaders: Asoka (Indian), Gandhi (Indian), Huayna Capac (Icahn), Isabella (Spanish), Montezuma (Aztec), and Saladin (Arabic). Follow the tech tree through religion and found them first! Keep in mind that religions should be spread in your own empire as well. One city may find religion, but others in your empire may not accept it or may even be influenced by the civilization of rival religion. Use missionaries to spread faith within your own boundaries. Spread your state religion to get more out of its benefits. Having multiple religions in each city is not a bad thing. you could use the free religion of civil civil Boost happiness throughout your civilization; it adds 1 euro of happiness for religion for each city. A state religion not having a state religion means not supporting diplomatic punishment from religious differences, but you also don't get any of the benefits to happiness, culture and (if you are dedicated to) trade. The benefits of religion are high, and although you can win games without it, it's definitely worth adding them to your strategies. For example, there are several civil organizations that provide bonuses to civilizations with state religions. For example, Organized Religion provides 25% of construction structures for cities with state religion. Not to mention the dedication in spreading your faith can earn a lot of trade from these shrines as the game progresses. See citizens in this game guide to chart all citizens, including those that combine with the state religion for additional benefits. Your state religion can be changed. You may have found several religions, and one has spread around the world better than the other, you can switch this to your state religion to get more benefit. Or perhaps you want to move on to improving your relationship with a rival civilization (or even ruin a relationship!). You can find religion but don't use it as a state religion as well. Having multiple religions but not using state religion seems to generate more culture for each of the cities that founded the religion. If you don't want to find religion you can still get one through influence and even switch it to your state religion to keep up with other civilizations that have adopted it as well. Keep an eye on your religion counselor, and you can even cause some wars by looking for civilizations with differences and pitting them against each other. This may even be part of your long-term strategy of choosing how you spread your own religion (or religion) in the first place! Religious structures The following table collects religious structures, cost, requirements, consequences and other statistics. STRUCTURETYPECOSTCULTUREGREAT PEOPLERE-REMENTEFFECTS All monasteriesMonastery60-2N/AMeditation (and monastic religion) - 10 research points. Can teach missionaries of religion in the city. Outdated with the scientific method. All TemplesTemples80'1N/APriesthood (and the religion of the temple) 1 happiness. can turn one citizen into a priest. Buddhist StupaCathedral300-50%N/AMusic, Buddhist temples-2 happiness if the state religion is the same as construction. No.1 happiness from incense. Double production rate with copper. Can turn two citizens into a priest. Christian CathedralCategral300-50%N/AMusic, Christian Temples-2 if the state religion is the same as construction. No.1 happiness from incense. Double production rate with copper. Can turn two citizens into a priest. Confucian AcademyCategral300-50%N/AMusic, Confucian temples-2 happiness if the state religion is the same as No.1 happiness from incense. Double production rate with copper. Can turn two citizens into a priest. Hindu MandirCathedral300-50%N/AMusic, Hindu temples-2 happiness if the state religion is the same as construction. No.1 happiness from incense. Double production rate with copper. Can turn two citizens into a priest. Islamic MosqueCategral300-50%N/AMusic, Islamic temples-2 happiness if the state religion is the same as construction. No.1 happiness from incense. Double production rate with copper. Can turn two citizens into a priest. The Jewish synagogueCategral300-50%N/AMusic, Jewish temples-2 happiness if the state religion is the same as construction. No.1 happiness from incense. Double production rate with copper. Can turn two citizens into a priest. Church of the NativitySpeciality4'1Christian Holy City, The Great Prophet No.1 trade for turn for each city with Christianity. Spreads Christianity. Can turn three citizens into a priest. Most likely to create a Great Prophet. Dai MiaoSrnSpecial 4'1Thoist Holy City, The Great Prophet No. 1 trade for turn for every city with Taoism. Spreads Taoism. Can turn three citizens into a priest. Most likely to create a Great Prophet. Kashi VishwanatSrnSpecial 4'1Handu Holy City, The Great Prophet No. 1 trade for turn for every city with Hinduism. Spreads Hinduism. Can turn three citizens into a priest. Most likely to create a Great Prophet. Kong MiaoSrnSpecialy4'1Confucian Holy City, The Great Prophet No. 1 trade for turn for every city with Confucianism. Spreads Confucianism. Can turn three citizens into a priest. Most likely to create a Great Prophet. MahabodhiSrnSpecial4'1Buddkhist Holy City, The Great Prophet No. 1 trade for turn for every city with Buddhism. Spreads Buddhism. Can turn three citizens into a priest. Most likely to create a Great Prophet. Masjid al-HaramSrnSpecial 4'1Islamic Holy City, The Great Prophet No. 1 trade for turn for every city with Islam. Spreads Islam. Can turn three citizens into a priest. Most likely to create a Great Prophet. Temple solomonSreinSpecial4'1Jwish Holy City, The Great Prophet No. 1 trade for turn for each city with Judaism. Spreads Judaism. Can turn three citizens into a priest. Most likely to create a Great Prophet. Chapter 5 - Military Focus Your Unit Shares a Task Unit, Environment, and what units your enemy trains. This section offers a collection of tips on how to train and use the army to defend your civilization or aggressively conquer a rival civilization. Early defense of the city is important, especially at higher levels of difficulty. These barbarians are a sneaky bunch! Escort your workers and settlers with warrior (or more) defense and don't forget station units within your cities to make from a slight barbaric grip. Use the promotions of units that use the device's chosen target. If you plan to keep the unit within the city walls, upgrade the promotion of the city's defense. If your city is surrounded by forests and jungles, use forest promotion. If you're using a device to attack cities, upgrade your city raider's drive. Specialization can be powerful. Instead of simply upgrading the core strength of the unit, consider designating it. Also think about what your rival civilizations (especially neighboring or hostile civilizations) produce. Use the action to help counter enemy forces. Develop a strong army with a combination of citizenship, wonders and buildings. For example, choose an aggressive leader for a promo bonus for hand-to-hand combat and gunpowder units. Build a barracks in the city so that every trained land block gets momentum experience when creating. Add the wonders of West Point, the Pentagon and the Heroic Epic. Use the citizenship of Vassalage and Theocracy. You can also use the police state to increase production and assist in keeping your citizens happier during the war (Mount Rushmore Miracle also helps in this regard). With these structures, wonders, and experience points of citizenship you could train promoted units (Fighting III and with the advancement of a medic potentially) right out of your city. Basically, once you have them available, you should always create military units under Vassalag and Theocracy rule. Also, keep an eye on the civil changes of your rivals. Has your neighbor just switched to Vassalag or Theocracy rule? Get ready! Siege weapons are priceless. Use them to inflict collateral or spray damage against a group of enemy units or defend the city of a rival civilization. Swept down the defenses with a siege barrage before moving into other forces. When attacking a rival city, use siege weapons to lower the city's defenses to 0% before moving in with other forces. As soon as the defense descends, this siege weapon must attack the defended units. This is likely to die, but the collateral damage done will provide momentum for the remaining attackers - you will attack the weakened defenders of the enemy. Consider the strengths and weaknesses of your units, such as the pike bonus against the units installed. These bonuses are especially important when attacking one enemy unit. When attacking a group of units, your pikemen can go against the archers rather than those mounted troops. Against groups or stacks it is better to loosen up with the siege before attacking in full. The defender uses his best defender, so you might well be up against your counter (attack with the cavalry, you're up against the spearmen). Intelligence and its unit teams will be very important in deciding which units (and which promotions) to use for your own forces. Many times looting the terrain improving your opponent will be just like (and rewarding you) as a crushing group of units. Also, when conquering a rival city, consider the consequences of the occupation or simply drive away this city. Occupying the city means dealing with a revolt as well as the cost of service once that city comes under your time. It can be more of a headache than a good one. You can just destroy the city and move on to the next one, especially if it's far from another city and difficult to defend against counterattacks. Roads build a trade network between cities, but they are also important in shuffling your military units quickly between cities (for defense) and even rival cities (for attack). Build a road to a rival civilization, and you will be able to bring your troops to the front line as quickly as possible. As mentioned, the defense team has a clear advantage: it sends its best defender against your attacker. So you may need to crush your enemy group to defeat the defenders. Try to avoid close battles. Make sure you have a huge advantage over the fight. To soften the enemy group with artillery. Even if you lose artillery, it's worth that extra damage when your real troops move into battle. Chapter 6 - The Technology and Wonders of Civilization IV technological tree is diverse and complex. You can choose to explore many technologies that provide flexibility for your civilization or make a direct path for more advanced technologies. As in most aspects of civilization, your research decisions depend on the situation. Consider your early research based on employee improvement, as well as special resources around your cities. If there is stone available, perhaps research freemasonry early so you can build a quarry and speed up miracle production. You may want to cut down some forests to speed up production; then research Bronze Job as soon as possible. Alphabet is a popular technology because it allows you to trade technology with other leaders of civilization. Keep in mind, however, that other leaders have not been deceived. They usually offer smaller technologies for more advanced technologies. Don't give up on cutting-edge technology for a small price. Leading tree technology is a huge part of the game. Don't let other leaders catch you, especially if you're aiming to win the space race. Be very careful what you give! You can give up valuable military technology to your rival, then a few twists later he declares war on your civilization. Have research goals in mind as you maneuver through a tech tree. There are many useful low-level technologies, but what research may depend on is your strategy. Also, you can always use Alphabet to trade on them later! Shooting Bow, riding, and bronze work are important early military technicians for aggressive types. Bronze Worker Shows Copper and Supports Some Important Military such as spear-carriers (to combat established units, a favorite of computer-controlled leaders). Riding is essential for installed units and archery for different units, Archers provide a firm defense of the city. Speed research by building buildings (such as a library) that add glasses or otherwise improve research. Use specialist scientists and completely move the city to research. A rich city will also help. You can fully direct this tax income to research to speed up the acquisition of technology. Technology is also the key to the creation of religions. While you can ignore religion completely, the foundation and use of religions can be a huge incentive for trade and happiness. The research and technology table below lists all the technologies, the cost of research, the special features, the unit, the building or the miracle requirements the technology meets, and the prerequisites for the technology. TECHNOLOGYCOSTFEATUREUNIT OR BUILDING/WONDER REQUIREMENTTECH PREREQUISITE Agriculture60 Can build farmN/ANA Alphabet300Enables technology trading. N/AWriting Animal Husbandry100Can to build pasture. N/AHunting or agricultural archery60N/Archer, Skirmisher, Longbowman, Arbaletman, Kko-Ko-Nu, Horse Archer, Keshik, Camel ArcherHunting Artillery2000N/AArtilleryPhysics. Steel and Rifling Build Line2600N/Alnfantry, Plant, Coal Plant, and PentagonCorporation and Steam EngineAstronomy1600 Galleon, Frigate and ObservatoryKalender and Optics Banking700Enables MercantilismBankCurrency and Biology Guild2200 Can build farms without irrigation. Farm No 1 food. N/AChemistry and bronze working1200Can scientific method to cut down the forest. Shows copper. Slavery allows. AxemanMining Calendar3500Obsoletes Obelisk, Stonehenge. World map centers. Can build a plantation. N/ASailing and Chemistry Mathematics2000Obsoletes Parthenon. Workshop No.1 production. Grenadier, FrigateEngineering and Gunpowder Civil Service800Pharma distribute irrigation. Allows Bureaucracy.Maceman and SamuraiCode laws or feudal laws350Enables Caste system. The first to find Confucianism.Corthouse, Chichen ItzaViring and the priesthood or currency combustion2400Obsoletes whale. Can build a well. Transport, Destroyer, SubmarineRailroad Communism2000Sable Permanent Unions. Includes public property.Spy, Scotland Yard, Kremlin liberalism and the scientific method Compass400N/AExploser, HarborSailing and Iron Working Composites5000N/AModern Armor, Jet Fighter, Stealth BomberPlastics and Satellite Computers4500Obsoletes Angkor Wat, Spiral MinaretModern Arm, LaboratoryRadio Constitution2000 Military Elephant, Catapuit, ColosseumMasonia and Matemachka Corporation1400Someletes of the Great Lighthouse. No 1 paths in the city. Wall StreetConstitution and Economy Currency400'1 Currency400'1 routes in the city. Allows gold trading through Diplomacy.Market, GrocerMathematics Democracy2200Enables Universal Suffrage, Emancipation.Statue LibertyPrinting Press and The Constitution of divine law1000First found IslamVersile, Spiral minaretTheology and monarchy Drama300Can to correct the culture rateTheatre, Globe TheatreAlphabet Ecology3500Canpress fallout. Allows The EcologyRecycling Center, SS Life supportBiology and Plastics or dividing economy1000First discover gets a great merchant. Allows a free market. N/ABanking and Education Electricity2800Windmill No. Water mill No. 2 commerce. Bunker, Bomb Shelter, Broadway Physics Engineering900'1 RoadPikeman, Castle, Hagia SophiaMachinery and Building Fascism1800Enables permanent alliances. Allows the police to State.Mt. RushmoreNationalism and Assembly line feudalism700Enables Vassalage and serfdom.LongbowmanWriting and the fiber monarchy Optics5500Obsoletes Kremlin.Internet, SS CockpitComputers and plastics or satellites Fishing40 Can operate water tiles. You can create fishing boatsWork BoatN/A Fission3500N/AICBM, Nuclear Power Plant, Manhattan ProjectElectricity Flight3000N/AGunship, Carrier, Fighter, Jet Fighter, Bomber, Stealth Bomber, AirportPhysics and Combustion Fusion6000First discover gets Engineer GreatSS EngineFision and fiber optics of the future Tech6000'1 happiness in all cities. Commence number one in all citiesN/AComposites and Genetics Genetics5500-3 happiness in all cities. SS Stasis ChamberRefrigeration and Computers Guilds9000Workshop No.1 production. Knight, Camel Archer, Conquistador, GrocerFeudalism and Machine Gunpowder1000N/AMusketman, Musketeer, Cavalry, CossackGuilds or Formation Riding2500N/AHorse Archer, Keshik, Knight, Camel Archer, Conquistador, Cavalry, CossackAnimal Husbandry Industrialism3000 Shows aluminium. Marine, Navy SEAL, tank, tank, battleshipLectricity and assembly line Iron Working200Can remove the jungle. Shows ironSwordsmen, Jaguar, PraetorianBronze Worker Liberalism1200First discover gets free technology. Allows free speech and free religionN/APhilosophy and Education Literature2000N/AHeroic Epic, National Epic, The Great LibraryPolytheism and Alphabet Machinery700Can to build a windmill and water millMaceman, Samurai, Crossbow, Cho-Ko-NuMetal Casting Masonry80 Can build a quarryWall, Aqueduct, Pyramids, Great LighthouseMining or Mystic Media2800N/ABroadcast Tower, HolyWood, United Nations MathematicsRadio250Can to build FortAke duct, Hanging Gardens First on the discovery of the founding of Buddhism. MonasteryMysticism Metal Casting350 Can build a workshopForge, ColossusPottery and bronze working military tradition1800Enables defensive pactsCavalship, West PointMusic and Nationalism Nationalism Build a mineN/ANA Monarchy300 can build a winery. Allows hereditary ruleN/APriesthood or monotheism Monotheism120Enables Organized Religion. The first to discover found JudaismN/AMasonry and polytheism Music600First discover gets a great artist. You can build the CathedralNotra Dam, religious cathedralsMathematics and literature or drama Mystic50N/AObelisk, StonehengeN/A Nationalism1600Enables NationhoodHermitage, Taj MahalCivil Service and Divine Law or Philosophy Optics600-1 look through the water. Can create whaling boats. CaravelCompass and Mechanical Engineering Paper600Enables map tradingN/ATheology or Civil Service Philosophy800Enables pacifism. The first discover is Taoism.Angkor WatMeditation and Code of Laws or Drama Physics2400First discover gets the Great Scientist. Shows uraniumN/AAstronomy and the scientific method of plastic4000Obsoletes fur. Can create an offshore platform. Hydropower and Three Gorges DamCombustion and Industrialism Politieism100First discover the founding of HinduismThe ParthenonMysticism Pottery80Can to build a cottage. GranaryThe Wheel and Agriculture or Fishing Priesthood60 Can build templeOracleMeditation or Polytheism Printed Press1200Village No. 1 commerce. City No. 1 commerceN/AMachinery and Paper Radio3000N/ASubmarine, Bomber, Eiffel Tower, Rock N RollElectricity Railroad2200Can to build the Machine GunSteam Power and Steel Refrigeration2800-1 additional moves for water unitsSupermarketBiology and Electricity Replaceable Parts1600Can to build a sawmill. Windmill No. 1 producedN/ABanking and Printing Press Rifling1400Obsoletes Chichen ItzaRiflemen, Redcoat, Infantry, Navy, Navy SEAL, Mechanized Infantry, Tank, PanzerGunpowder and Replacement Parts Robotics5000N/AMechanized Infantry, Stealth Bomber, Space Elevator, SS Docking BayPlastics and Rocketry4500N/ASAM Infantry Computers, Gunship, ICBM, Apollo Program, SS CasingRifling and Flight or Artillery Sailing100Enables Trade on the Coast of Galli, LighthouseFishing Satellites3500Reveals World MapSDI, SSRs ThrustRadio and Rocket Science. Shows oilN/APrinting Press and Chemistry or Astronomy Steam Power1800Obsoletes Hagia Sophia. Workers build improvements 50% faster. Shows coal. IroncladChemistry and replaceable parts Of Steel2400N/ACannon, Ironclad, Drydock, IronworksIron Work and Chemistry Wheel60 Can Build RoadChariot, War Chariot, ImmortalN/A Theology500Enables Theocracy. The first to discover is Christianity.Sistine ChapelReitng and monotheism Writing120Enables open borders. LibraryPriesthood, Livestock, or Pottery Miracles Most veterans will say that Civilization IV miracles are not quite powerhouses from the previous game ... however, they are still important especially when you plan and gear your design is a raisin within your overall strategy. Like everything else in IV, it is no accident to build miracles just to have one. Carefully consider your choice and build a miracle that can withstand one of the weaknesses of your civilization or, perhaps more importantly, significantly increase its strengths. There are several types of wonders: national, world and projects. There is a limit to the number of national wonders you can build in the city. And miracles are limited by the civilization that built them. You could now be building a miracle such as Broadway just to see the German Empire completed the miracle in just a few turns before you would have finished. When this happens, you will lose out on the miracle and valuable construction time. Miracles are expensive and take many twists to complete. During this time you could devote to producing military or urban improvements, so as indicated, you should choose wisely. Some surprising effects are out of date on some technological vies. That's why it's important to plan ahead and build early, not late! You can speed up some miracle production with resources. Stone and marble double the production speed of many wonders (several other resources like aluminium also aid in the construction of wonders or projects). It is worth looking for stone and marble during the exploration of the map. If you find one of these resources, move a settler there to find a nearby town so you can take advantage of these resources. Being a hard-working leader also benefits miracles: the hard-working trait increases the rate of miracle production by 50%. The chart below lists national, world and design wonders. The table includes the cost of producing a miracle, enhances culture and great people, requirements and effects (which include resource bonuses if and when a miracle becomes obsolete, and great people wonder points of influence). WONDERTYPECOSTCULTUREGREAT PEOPLERE-REMENTEFFECTS Angkor WatWorld5008-2Philosophy-1 hammer from a priest in all cities. Can turn three citizens into a priest. Double production speed with stone. Outdated with a compass. Apollo ProgramProject1000N/ANARocketry Required to build parts of the spacecraft. Double production speed with aluminum. BroadwayWorld800-50%2ElectricityProvidins hit musicals. No.1 happiness. More likely to create a Great Artist. Chichen ItzaWorld5006-2Code laws 25% defense in all cities. Most likely to create a Great Prophet. Double production speed with stone. Forbidden PalaceNational2004-1Courthouse, 8 or more citiesReduces service in nearby towns; more likely to produce a large commercial global theatreNational3006'1Drama, TheatreNo misfortune in the city; can turn three citizens into an artist; more likely to create the Great Artist HermitageNational300-100%-1Nationalism 100% of the culture; More to generate a great artist. Double production speed with marble. Heroic EpicNational2004-1Barakkii, Level 4 Experience Unit, Literary Military Part in the city. Double production speed with marble. HollywoodWorld1000-50%-2Mass MediaProvides hit movies. No.1 happiness. More likely to create a Great Artist. IronworksNational700N/A1Steel, Forge 50% hammers in the city with iron, 50% hammers in the city with coal. Can turn three citizens into an engineer. -2 health. Mount RushmoreNational5004-1Fashism-25% war unhappiness in all cities. More likely to create a Great Artist. Double production speed with stone. National EpicNational2504-1Literature, Library in the city 100% Great Fertility Man in the city. More likely to create a Great Artist. Double production speed with marble. Notre DameWorld65010-2Music 1 happiness in all cities of the continent. Double production with stone. More likely to create a Great Artist. Oxford UniversityNational4004-1 Education, University of 100% Science. Can turn three citizens into a scientist. Most likely to generate a great scientist. Double production speed with stone. PalaceNational1602N/AAt at least four cities. Makes the capital of the city. Reduces maintenance in nearby cities. No.1 happiness. Red CrossNational6002-1Medicine, HospitalFree Medic 1 promotion for units trained in the city. Most likely to create a Great Scientist. Rock and rollWorld800-50%-2RadioProvide hit singles. No.1 happiness. More likely to create a Great Artist. Scotland YardNational500N/A1CommunismCity can create spy units. Most likely to create a Great Scientist. The probability of interception of nuclear weapons SDIProject500N/ANASatellites is 75%. Double production speed with aluminum. SS CasingProject400N/ANARocketry, Apollo ProgramRequired to win the space race (five in total). Double production speed with aluminum. SS CockpitProject800N/AN/AFiber Optics, Apollo ProgramRequired to win the space race (total). Double production speed with aluminum. SS Docking BayProject1200N /AN/ARobotics, Apollo ProgramBreneto for winning the space race (total). Double production speed with aluminum. SS EngineProject1000N/AN/AFusion, Apollo ProgramRequired to win the space race (total). SS Life SupportProject600N/AN/AAecology, Apollo ProgramRequired to win the space race (total). Double production speed with aluminum. SS Stasis ChamberProject1000N/AN/AGenetics, Apollo ProgramRequired to win the space race (total). SS ThrustersProject600N/AN/ASatellites, Apollo ProjectRequired to win the space race (only three). Double production speed with aluminum. StonehengeWorld1208-2MysticismFree Obelisk in every city. World map centers. Double production speed with stone. Outdated with a calendar. Most likely to create a Great Prophet. ColossusWorld2506-2Metall Casting, ForgeAll City for water No.1 trade. Double production rate with copper. Outdated with astronomy. Eiffel TowerWorld12506-2Radio, Tower Broadcasting ForgeFree in every city. Double production speed with iron. Most likely to create a Great Merchant. Great LibraryWorld3508-2Literature, LibraryWorld3508-2Literature, free scientists in the city. Double production speed with marble. Outdated with the scientific method. Most likely to generate a great scientist. Great LighthouseWorld2006-2Masonry, trading paths Beacon-2 in all coastal cities. Outdated with the corporation. Most likely to create a Great Merchant. Hagia SophiaWorld5008-2EngineeringWorkers are building improvements 50% faster. Double production speed with marble. Outdated with steam power. More likely to create a Great Engineer. Hanging GardensWorld3006-2Mathematics, Aqueduct No. 1 heater in all cities. Population number one in all cities. Double production speed with stone. More likely to create a Great Engineer. InternetProject2000N/AN/AFiber OpticsGrants are all technologies acquired by any two known civilizations. KremlinWorld1000N/AS2Communism-50% is in a hurry to cost production. Double production speed with stone. Outdated with fiber optics. More likely to create a Great Artist. Manhattan projectProject1500N/AN/AFissionEnables nukes for all players. Allows a bomb shelter for all players. Double the rate of uranium production. Free technology OracleWorld1508-2PriesthoodOne. Double production speed with marble. Most likely to create a Great Prophet. ParthenonWorld40010-2Policeism 50% Great Human Fertility in all cities. Double production speed with marble. Outdated with chemistry. More likely to create a Great Artist. PentagonWorld1250N/A2Assembly Line-2 experience points for new units trained in all cities. PyramidWorld4506-2MasonriMemes all government civilians. Double production speed with stone. More likely to create a Great Engineer. Culture of the Sistine ChapelWorld60010-2Theology-2 per specialist in all cities. Double production speed with marble. More likely to create a Great Artist. Space ElevatorWorld2000N/A2Robotics 50% spacecraft production in all cities. Double production speed with aluminum. More likely to create a Great Engineer. Spiral MinaretWorld5008-2Divine Right-1 commerce from all government buildings of religion. Double production speed with stone. Outdated with computers. Most likely to create a Great Prophet. Taj MahalMir70010-2NationalismStarts the golden age. Double production speed with marble. More likely to create a Great Artist. Three Gorges DamWorld1750N/ A2PlasticPronids power for all cities on the continent. More likely to create a Great Engineer. United NationsWorld1000N/AS2Masy MediaTriggers Global Elections. Guarantees the right to diplomatic votes. Most likely to create a Great Merchant. VersaillesWorld80010-2Divine RightReduces service in nearby cities. Double production speed with marble. Most likely to create Merchant. Wall StreetNational600N/A1Corporation, Bank Trading at 100%. Can turn three citizens into a merchant. More likely to create the Great Trader West PointNational800N / AZ1Voitarian tradition, unit level 5 experience No. 4 4 points for new units trained in the city. Double production speed with stone. Consider the wonders that work in your overall strategy. As you would expect, focus on the wonders that benefit your army if you hope to conquer opposing civilizations or focus on miracles that benefit culture if you want to expand your boundaries and try cultural victory. Use miracles in conjunction with your leader's features, city structures, and civic choice for focused strategies. All wonders offer nice bonuses for your civilization, but you should also focus on wonders that are specific to your strategy, such as the Great Library if you are focused on research. For example, if you hope to lead a civilization with a strong military for constant wars (and the conquest of your neighbors), then choose an aggressive leader to advance the bonus (Fight I - 10% strength) for melee and gunpowder units. Build a barracks in the city so that every trained land block gets momentum experience when creating. Add the wonders of West Point (4 experience points for units trained in the city), the Pentagon (2 experience points for units trained in the city), and Heroic Epic (100% to the production of military units). Instead of Heroic Epic you can use the Red Cross for free medic promotion. Use the citizenship of Vassalage (new units get 2 experience points) and theocracy (No. 2 experience score in cities with state religion). You can also use the police state (25% military production, -50% war fatigue) to increase production instead of experience and to help keep your citizens happier during the war (Mount Rushmore Miracle also helps in this regard). With these structures, wonders, and experience points of citizenship you could train promoted units (Fighting III and with the advancement of a medic potentially) right out of your city. The player, focusing on the generation of Great People, will choose a philosophical leader for the birth rate of great people at 100%. Build the National Epic Miracle by another 100% for the great people of fertility. Build a Parthenon 50% to the birth rate of great people in all cities. Finally, the transition to pacifism is 100% to the great people of fertility for cities with state religion. This is a huge increase in the birth rate of the Great People! Focus on research with the Grand Library and the University of Oxford for specialist scientists and more research. Be sure to add a library, university, observatory and laboratory to the city. The Academy of the Great Scientist won't hurt either! Miracles take a long production time to build so it is important that you build each with your intended goal. Look for miracles that help in your total or those that help offset the weakness of the city or put to need the city (e.g. Hanging Gardens for unhealthy cities). Chapter 7 - Cheats Use caution when applying these civilizations IV cheats. Activation Activation codes require a configuration file change. Back up your files before you make any changes! The catalog where Civilization IV was installed has a _CivConfig label to a configuration file called CivilizationIV.ini. Find a line Move forward in this file and change the next line of CheatCode No 0 on CheatCode and chipote. During the gameplay, press the 1 button to open the console and enter game.toggledebugmode to enter Civilization IV debugging mode. Click CTRL-SHIFT then left click on the tile terrain so you can insert a unit or city on your own. With the chosen city press SHIFT and - add the population or CTRL and add culture. Just click on the city chosen to complete the production. With the selected unit, click CTRL and add experience to that unit. Click SHIFT and - to increase the strength of the device. GameSpot can receive commissions from retail offerings. Offers.

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