

C.I.A.

Civilization Intelligence Agency

The Americans

Capital: Washington

American Cities

- 1.Washington

2.New York

3.Boston

4.Philedelphia

5.Atlanta

6.Chicago

7.Buffalo

8.St. Louis
- 9.Detriot

10.New Orleans

11.Baltimore

12.Denver

13.Cincinnati

14.Dallas

15.Las Angeles

16.Las Vegas



The city of Washington, on the east coast of North America, is named after George Washington, the first president of the Americans.

Abraham Lincoln

From humble beginnings and largely self-taught, Lincoln rose to become one of America's greatest Presidents. Directing the nation through the Civil War, his will, intellect, and political skill were critical for the survival of the fledgling democracy. Most often associated with the emancipation of slaves, the reunification of the country and the preservation of democracy are his lasting contributions. In Civilization, Abraham Lincoln and the Americans are most likely to become a democracy. While they look to expand, they are not overly aggressive.



Threat

- Friendly

● Normal Development

● Civilized
- Total threat Level is 1

[Click here for more on threat levels](#)

The Aztecs

Capital: Tenochtitlan

Aztec Cities

- 1.Tenochtitlan

2.Chiauhtia

3.Chapultepec

4.Coatepec

5.Ayontzinco

6.Itzapalapa
- 9.Tucubaya

10.Tecamac

11.Tepezinco

12.Ticomán

13.Tlaxcala

14.Xaltocan

Montezuma

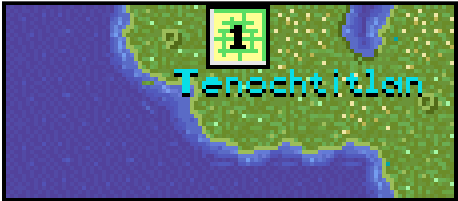
The Aztec emperor at the time of the Spanish conquest, he was a brutal despot and angered his subject peoples. Cortez took advantage of this unpopularity, enlisting the aid of 30,000 Indian allies for the march on the Aztec capital. Montezuma's belief that the Spanish were the descendants of gods kept him from



- 7.Itzapam

8.Mitxcoac
- 15.Xicalango

16.Zumpanco



The Aztecs start in central america with their capital, Tenochtitlan. Like the Americans, the Aztecs are often invisible until the later part of the game, when they become a serious threat to Eurasian empires.

recognizing the danger and adequately preparing his formidable army. The Aztecs are fierce warriors and dangerous opponents. They are quite capable of competent military campaigns while simultaneously building a strong empire.

Threat

- Normal Aggression

● Perfectionist

● Civilized
- Total threat Level is 1

[Click here for more on threat levels](#)

The Babylonians

Capital: Babylon

Babylonian Cities

- 1.Babylon

2.Sumer

3.Uruk

4.Ninevah

5.Ashur

6.Ellipi

7.Akkad

8.Eridu
- 9.Kish

10.Nippur

11.Shuruppak

12.Zariqum

13.Izibia

14.Nimrud

15.Arbela

16.Zamua



The city of Babylon is in Mesopotamia, the centre of the world, and the centre of power of three great empires.

Hammurabi

King of Babylonia, he is most noted for his code of laws, one of the earliest known. His empire encompassed the eastern part of the Fertile Crescent, centered on the Tigris and Euphrates Rivers. A competent ruler and builder of civilization, his empire was eventually destroyed by raids from Asia Minor. The Babylonians are generally more concerned with building and growing, rather than continual expansion.



Threat

- Friendly

● Perfectionist

● Civilized
- Total threat Level is 0

[Click here for more on threat levels](#)

The Chinese

Capital: Peking

Chinese Cities

- 1.Peking
- 9.Macao

Mao Tse-tung

- 2.Shanghai

3.Canton

4.Nanking

5.Tsingtao

6.Hangchow

7.Tientsin

8.Tatung
- 10.Anyang

11.Shantung

12.Chinan

13.Kaifeng

14.Ningpo

15.Paoting

16.Yangchow



Of all the civilizations, the Chinese start the furthest east, in eastern asia. The Chinese capital, Peking (pronounced Bay-jing), is on the western shores of the pacific ocean.

Considered the founder of the People's Republic of China, he rose to power in the 1930s, leading the Long March and becoming head of the Chinese Communist party that eventually defeated the Nationalists. He led the new nation until 1958 when he was replaced due to the failure of many programs, including the Great Leap Forward, a plan to kick-start local industrial growth. He regained power after the disruption of the Cultural Revolution, a four-year period of unrest that he directed. The Chinese are generally concerned with building a strong civilization and don't seek to expand aggressively.



Threat

- Normal Threat

● Normal Development

● Civilized
- Total threat Level is 2

[Click here for more on threat levels](#)

The Egyptians

Capital: Thebes

Egyptian Cities

- 1.Thebes

2.Memphis

3.Oryx

4.Heliopolis

5.Gaza

6.Alexandria

7.Byblos

8.Cairo
- 9.Coptos

10.Edfu

11.Pithom

12.Busiris

13.Athribus

14.Mendes

15.Tanis

16.Abydos



In the middle of a desert in northern Africa lies the fertile Nile valley, where the Egyptian civilization begins.

Ramesses II

Ramesses II ruled Egypt for 33 years after usurping the throne from his brother. Under his rule the empire blossomed, reaching from Syria to the fourth cataract of the Nile. He is noted for the splendor of the monuments, temples, and other buildings he distributed liberally throughout the country. However, the rise of luxury, slavery, and mercenary armies during his reign fostered the indolence that led to the eventual decline of the Egyptian empire. The Egyptians are great builders. Under Ramesses they can be expected to construct mighty cities and can be a significant threat if allowed to expand over a large area.



Threat

- Normal Aggression

● Normal Development
● Civilized

● Total threat Level is 2

[Click here for more on threat levels](#)

The English

Capital: London

English Cities

- 1.London

2.Coventry

3.Birmingham

4.Dover

5.Nottingham

6.York

7.Liverpool

8.Brighton
- 9.Oxford

10.Reading

11.Exeter

12.Cambridge

13.Hastings

14.Canterbury

15.Banbury

16.Newcastle



Separated from the rest of Europe by the English channel, it is often hard to believe that the great British empire started on an island. Try playing the English on Earth. I have found that this handicap adds a new level to the game and can make it quite interesting.

Elizabeth I

Queen of England for 45 years, she inherited a strife-torn, failing nation and built it into a first-rate European power. Her main adversaries were the Spanish under Philip II, who went into a steady decline after the defeat of their Armada in 1588. Elizabeth was known for important domestic reforms as well as shrewd diplomatic and military maneuvers. Her reign was marked by a general flowering of the English economy and culture. She presided over the beginnings of the British empire, not quite living to see the establishment of English colonies in North America. Elizabeth is a formidable foe, aggressively expanding and competently growing at home.



Threat

● Normal Aggression
● Expansionistic
● Normal Militarism

● Total threat Level is 4

[Click here for more
on threat levels](#)

The French

Capital: Paris

French Cities

- 1.Paris

2.Orleans

3.Lyons

4.Tours

5.Chartres

6.Bordeaux

7.Rouen

8.Avignon
- 9.Marseilles

10.Grenoble

11.Dijon

12.Amiens

13.Cherbourg

14.Poitiers

15.Toulouse

16.Bayonne



There's a certain level of tactical advantage to starting where the French do. Paris is near several other civilizations, so early-game contact with other civilizations is easy. On the other hand, it is not totally surrounded as other civilizations are.

Threat

- Aggressive

● Expansionistic

● Civilized

● Total threat
Level is 4

[Click here for more
on threat levels](#)

Napoleon Bonaparte

Through bold and decisive action, Napoleon rose quickly during the turmoil of the French Revolution. He became part of the ruling Consulate that resulted from a Paris coup and thereafter consolidated power, eventually having himself crowned emperor in 1804. For the next 11 years Europe suffered almost constant war. At its peak the French Empire stretched from Madrid to Moscow. An allied coalition completed the defeat of the French at Waterloo and forced Napoleon into a final exile. The French are conquerors and seek to expand. Perhaps not as dangerous as the Aztecs or Greeks, they are still a threat that must be watched.



The Germans

Capital: Berlin

German Cities

- 1.Berlin

2.Leipzig
- 9.Hannover

10.Munich

Frederick the Great

Frederick William II, known as The

- 3.Hamburg

4.Bremen

5.Frankfurt

6.Bonn

7.Nuremburg

8.Cologne
- 11.Stuttgart

12.Heidelberg

13.Salzburg

14.Konigsberg

15.Dortmond

16.Brandenburg



Situated in Northern Europe, the Germans instantly have to deal with several other civilizations, such as the Romans, Greeks, Babylonians and Russians. Good thing there is nobody to the north of them, at least in this game.

Great, ruled Prussia for nearly fifty years. Displaying unexpected qualities as a leader and decision maker, he became one of the great generals of history and made Prussia the dominant military power of Europe. He also promoted important reforms at home, patronized the arts, and was a champion of religious liberty. He was considered the epitome of the enlightened monarch and warrior king. Under Frederick, the Germans are very aggressive and a generally unpleasant neighbor. Keep a wary eye on them and don't hesitate if they let down their guard.



Threat

- Aggressive
- Perfectionist
- Civilized

Total threat Level is 2

[Click here for more on threat levels](#)

The Greeks

Capital: Athens

Greek Cities

- 1.Athens

2.Sparta

3.Corinth

4.Delphi

5.Eretria

6.Pharsalos

7.Argos

8.Mycenae
- 9.Herakleia

10.Antioch

11.Ephesos

12.Rhodes

13.Knossos

14.Troy

15.Pergamon

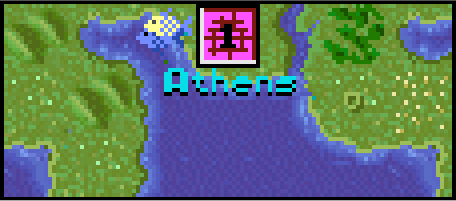
16.Miletos

Alexander the Great

Alexander inherited the throne of Macedonia in 336 BC and quickly gained control of all Greece. At the head of an allied Greek army, he set out on one of the greatest military campaigns of history. Within twelve years he had conquered the enormous Persian empire to the east, Egypt to the south, and the western part of modern India. Only the reluctance of his men to continue ended the conquests. He died prematurely of fever at the age of 33, but in this short span established himself as one of the greatest generals of all time. If you encounter Alexander and the Greeks,



they can be expected to expand aggressively.



Historically, Athens has been famous for art, mathematics, philosophy, and democracy, but has also been a home to civil wars, mythological conflicts, and great generals.

Threat

- Normal Aggression
- Expansionistic
- Militaristic
- Total threat Level is 5

[Click here for more on threat levels](#)

The Indians

Capital: Delhi

Indian Cities

- | | |
|-------------|---------------|
| 1.Delhi | 9.Jaipur |
| 2.Bombay | 10.Hyderabad |
| 3.Madras | 11.Bengal |
| 4.Bangalore | 12.Chittagong |
| 5.Calcutta | 13.Punjab |
| 6.Lahore | 14.Dacca |
| 7.Karachi | 15.Indus |
| 8.Kolhapur | 16.Ganges |



The city of Delhi is situated, not-coincidentally, in the north part of the Indian subcontinent. The sub-continent of asia not only gives the Indians a little room to breath, but also affords them fertile farmlands for food and a thick band of mountains for protection.

Mahatma Karamachand Gandhi

The father of Indian independence, he was a skilled politician and spiritual leader. His campaign of passive resistance wore down the British and after World War II he was an important part of the independence negotiations. He worked tirelessly for an end to the caste system in India and for peaceful co-existence between the two great religious groups of the nation, the Hindus and the Muslims. He was fatally shot by a Hindu fanatic while on a prayer vigil for peace. The Indians under Gandhi are not aggressively expansive and are more likely to develop the areas they can obtain peaceably. However, they are conscious of technology and can be a strong rival in a space race.



Threat

- Friendly
- Perfectionist
- Normal Militarism
- Total threat Level is 1

[Click here for more on threat levels](#)

The Mongols

Capital: Samarkand

Mongolian Cities

- | | |
|-------------|---------|
| 1.Samarkand | 9.Ormuz |
|-------------|---------|

Genghis Khan

- 2.Bokhara

3.Nishapur

4.Karakorum

5.Kashgar

6.Tabriz

7.Aleppo

8.Kabul
- 10.Basra

11.Khanbalyk

12.Khorasan

13.Shangtu

14.Kazan

15.Quinsay

16.Kerman



When the Mongols' great conquests of the known world began, they seemed to come out of nowhere. In fact, they came from here, in central asia.

After uniting the Mongol tribes, he conquered the Chin Empire of northern China by 1215. For the next nine years his armies moved westward, overrunning all in their path and reaching well into eastern Europe. The Mongol hordes were armies of mounted bowmen who were outstanding riders and marksmen. Their recurved bow design was technologically ahead of Western weapons, being both compact and powerful. From his capital at Karakorum, south of Lake Baikal, the Great Khan presided over one of the largest land empires of history. In Civilization, the Mongols can be expected to expand very aggressively at the expense of the development of individual cities.



Threat

- Aggressive
- Expansionistic
- Militaristic
- Total threat Level is 6

[Click here for more on threat levels](#)

The Romans

Capital: Rome

Roman Cities

- 1.Rome

2.Caesarea

3.Carthage

4.Nicopolis

5.Byzantium

6.Brundisium

7.Syracuse

8.Antioch
- 9.Palmyra

10.Cyrene

11.Gordion

12.Tyus

13.Jerusalem

14.Seleucia

15.Ravenna

16.Artaxata



Rome. The centre of the great Roman empire. The centre of the Church. All roads lead to Rome, the saying goes. Because it is situated in Italy, however, would-be Roman emperors may have trouble

Julius Caesar

One of the more controversial characters of history, Caesar was both a staunch defender of the people's rights and an ambitious politician who destroyed the Roman Republic. Certainly brilliant, among his other skills he was a superb general, conquering Gaul in a classic campaign that is still studied, invading Britain, and establishing himself as dictator for life after defeating Pompey in a civil war. Stabbed to death on the Ides of March by friends and proteges who resented his grab for power, he nevertheless made the future Roman Empire possible. The Romans are tough foes and can be expected to balance expansion, conquest, and development.



Threat

- Normal Aggression
- Expansionistic
- Civilized

expanding into a Europe controlled by French or German armies.

● Total threat Level is 3

[Click here for more on threat levels](#)

The Russians

Capital: Moscow

Russian Cities

- 1.Moscow

2.Leningrad

3.Kiev

4.Minsk

5.Smolensk

6.Odessa

7.Sevastopol

8.Tblisi
- 9.Sverdlovsk

10.Yakutsk

11.Vladivostok

12.Novograd

13.Krasnoyarsk

14.Riga

15.Rostov

16.Atrakhan



In *Civilization*, North-Eastern Europe is not cold and intimidating, it's actually quite warm and accomodating. Russian emperors will soon discover that the endless forests of Russia will define their society, either as one which has an abundance of resources, or one which has a lack of food.

Josef Stalin

A long-time Bolshevik, he emerged from the power struggle following Lenin's death as the new leader of the Soviet Union, contrary to Lenin's wishes. He quickly implemented plans for the forced collectivization of agriculture, rapid industrialization, and a huge military buildup. These policies were made possible by a reign of state terror that led to millions of deaths. After repelling the Nazi invasion of World War II, which killed 20 million more Russians, Stalin was able to establish a hegemony over most of Eastern Europe that lasted nearly half a century before disintegrating Under Stalin, the Russians are a dangerous opponent. They are capable of aggressive expansion, but may fall behind in the development of cities and technology.



Threat

- Aggressive

● Normal Development

● Militaristic
- Total threat Level is 5

[Click here for more on threat levels](#)

The Zulus

Capital: Zimbabwe

Cities

- 1.Zimbabwe

2.Ulundi

3.Bapedi

4.Hlobane

5.Isandhlwala

6.Intombe
- 9.Swazi

10.Tugela

11.Umtata

12.Umfoloji

13.Ibabanago

14.Isipezi

Shaka

The first king of the Zulus, Shaka united the tribal villages under his rule and forged the Zulu army. In a short period he conquered all nearby enemies and established Zululand. He and his



- 7.Mpondo

8.Ngome
- 15.Amatikulu

16.Zunquin



In the real world, Zimbabwe is a country, not a city, but the Zulus are not really famous for their cities anyway. The Zulus always have lots of room to grow, with the nearest empire a continent away, but the harsh desert or near-desert conditions of most of Africa can impede growth.

descendants ruled uncontested until Europeans arrived on the border. Though the Zulus were without peer as individual warriors, they proved no match for well-led European armies with superior weapons. The Zulus are fierce warriors and are not afraid to pick a fight. Be wary if you discover them next door. They are not fascinated by technology and you may be able to gain a technological advantage over them.

Threat

- Aggressive

● Normal Development

● Normal Militarism
- Total threat Level is 4

[Click here for more on threat levels](#)

The Territories

Territorial Cities

- 1.Mecca

2.Naples

3.Sidon

4.Tyre

5.Tarsus

6.Issus

7.Cunaxa

8.Cremona

9.Cannae

10.Capua

11.Turin
- 12.Genoa

13.Utica

14.Crete

15.Damascus

16.Verona

17.Salamis

18.Lisbon

19.Hamburg

20.Prague

21.Salzburg

22.Bergen
- 23.Venice

24.Milan

25.Ghent

26.Pisa

27.Cordoba

28.Seville

29.Dublin

30.Toronto

31.Melbourne

32.Sydney

Once a civilization has built all of it's cities as well as every city on this list, it can build no more cities. Attempts to build a 49th city will produce an error message. Note that 48 is the limit, regardless of whether you actually choose to use the names presented on these lists.

What Are the Territorial Cities?

The Territorial cities are 32 cites which can be built by any nation after that nation has built its first 16 cities. Historically, these are either cities like Mecca and Tarsus which have changed hands so often that it is hard to attribute them to one nation or another, or they are cities like Toronto and Sydney which are a part of nations which were simply not large or powerful enough to include in *Civilization* as whole civilizations.

Understanding Threat Levels

Threat Key

- Aggression:
- Aggressive = 2

● Normal Aggression = 1

● Friendly = 0

Measuring Threat Levels

Aggressiveness is a measure of how "mean" or "nice" a civilization is. More aggressive civilizations are more likely to attack first, extort other civilizations for money, and hold a

Development:

- Expansionistic = 2
- Normal Development = 1
- Perfectionist = 0

Militarism:

- Militaristic = 2
- Normal Militarism = 1
- Civilized = 0

Total Threat Level:

- 5 or 6
- 2, 3, or 4
- 0 or 1

grudge. Development is a measure of the balance a civilization creates between building up existing cities and expanding. Civilizations which are more expansionistic will tend to colonize until there is no land left, and then go to war if necessary to keep expanding. Civilizations which are more perfectionistic will tend to build large, well defended cities. Militarism is a measure of how much a civilization favours building military units over self-improvement.

Threat Level Totals and How to Use Them

Threat levels are simple totals designed to gauge how dangerous an AI-controlled civilization will be. In general, civilizations with high-threat levels do better if there are other civilizations near by, and civilizations with low threat levels do best if left alone. So, simply, it's a good idea to stay away from the high threat level civilizations and bother the low threat level civilizations. On a typical 7-civilization game, the AI's with the highest threat levels will always do the best, and the AI's with the lowest threat levels will do the worst. For this reason, it is a good idea to "block" certain civilizations from entering the game. Only one civilization of each colour can be in the game at a time, so by playing a grey civilization, you block the Mongols and the Indians, keeping them out of the game. The mongols are the most dangerous civilization (threat: 6), but the Indians are pretty harmless (threat: 1). I tend to play the Greeks, which blocks both pink civilizations. The English have a threat level of 4 and the Greeks have a threat level of 5, so keeping both out of the game is a good move.