

# Sid Meier's CIVILIZATION™

## EVEN MORE ADDITIONAL IBM FEATURES

### Hints, Enhancements, Corrections

for IBM PC & compatible computers

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The following features and corrections were added to CIVILIZATION after the manual and technical supplement were produced. These enhancements and corrections are sure to make CIVILIZATION even more challenging and entertaining.

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## HINTS & ENHANCEMENTS

1. End Of Game: All games automatically end for scoring purposes by a certain date, if they haven't ended sooner for other reasons. Depending on your level of difficulty selection, scoring ceases in the following years:  
Chieftain - 2100 AD, Warlord - 2080 AD, Prince - 2060 AD, King - 2040 AD, and Emperor - 2020 AD.
2. King's Advisors: The advisors that appear behind rival kings are intended to indicate the government of the enemy civilization and its relative size. A king with four advisors indicates that this civilization is one of the largest in the world. A king with only one advisor indicates a very small civilization. The dress of the advisors indicates the civilization's type of government, as follows. A government in Anarchy is represented by the advisors of Despotism.
  - Mongols - Ancient Despotism
  - Egyptians - Ancient Monarchy
  - Greeks - Ancient Republic/Democracy
  - Hoodlums - Modern Despotism
  - English - Modern Monarchy
  - Soviets - Communism
  - Americans - Modern Republic/Democracy
3. Undo Build City: If you accidentally press the Bkey while moving a Settler unit and thereby build a city, press the ESCAPE key to undo that command. The city is not founded.

4. Saved Game Limits: Each saved game takes up about 50k of space. Ten saved games on your hard drive will take up about 500k. If saving to floppy disks, you must use a high density disk to hold the maximum number of games. Alternatively, turn off the AUTOSAVE option from the Game menu. In this case, games are only saved when you wish, and only four games are saved per disk.
5. Credits Screen Shortcut Keys: While the credits screens are being displayed, you may press shortcut keys to immediately choose which type of game you wish to play. Press one of the following keys to immediately start the correct game.

New Game: N key

Load Saved Game: L key

Earth: E key

Custom World: C key

Any other key takes you to the game choice menu.

If you select Start New Game, EARTH, or Custom World, the computer will create a new world. During this time the Evolution sequence will be displayed (In the beginning ...). If you press a key during the Evolution sequence, the sequence will be terminated AS SOON AS THE NEW WORLD HAS BEEN COMPLETED. This may take some time, especially on slower computers.

6. Power Plant Clarifications: All three types of power plant increase the base resource production of a city by 50%, before the effects of a Factory or Manufacturing Plant are considered. Hydro Plants may only be built in cities adjacent to River or Mountain squares, not Hills.
7. Frederick the Great (Germans): After the manual was printed, Frederick the Great and the German civilization were substituted for Sulayman and the Turks. The following bibliographical notes describe Frederick.

"Frederick William II, known as The 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."

8. GoTo using the Mouse: to move the active unit to an adjacent square, click on that square with the RIGHT Mouse Button. For long distance moves, select GoTo from the Orders menu and click the LMB on the destination square. Note also that units using the long distance GoTo command use the Road movement rate even when travelling on Railroads.
9. To access additional city improvements on the City Status Screen when using the keyboard only interface press Shift-M ("More").
10. You may place your city in an automatic improvement construction mode by pressing the RMB on the 'Change' button on the City Status Screen (press shift-A in keyboard only mode). Your domestic advisor will now automatically select which improvements to build in this city.
11. An additional benefit of the Apollo Program is the ability to see the location of all cities in the world.
13. A white bar will appear above your castle indicating consecutive years of World Peace after the year 1. Each turn is worth 3 points towards your civilization score.
14. If you experience erratic mouse operation in the middle of the game, press Alt-M to reset the mouse driver.
15. If you have a high-density 3.5" floppy drive and no hard disk you may copy disks 1 and 2 to one floppy and disks 3 and 4 to another. This will reduce the amount of disk swapping while playing. The program automatically recognized this configuration and will prompt only for Disk 1 or Disk 2.
16. If playing on a laptop computer with a black and white screen, select EGA graphics for maximum contrast.
17. Be sure to use just the mouse or just the keyboard when making menu selections. Do not move the menu highlight with the keyboard and then press the mouse button to enter your choice; when the mouse button is pressed the position of the mouse pointer determines the choice, not the location of the highlight.

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## CORRECTIONS

1. Advance After Combat: The reference in the manual on page 35 concerning the ability of victorious units to advance is incorrect. Victorious units which have movement points remaining after combat may continue to move normally.
2. Pillaging: The manual reference on page 36 to the Pillage order is not entirely correct. Roads and railroads may be pillaged. The first time a square is pillaged any irrigation or mines present are destroyed. Further pillage in the square destroys railroads, if present, and then roads. For example, it takes three turns of pillaging to remove all improvements from an irrigated square containing a railroad.
3. Civilization Advances Chart: The advances chart on the back page of the manual contains one error. For the advance SPACE FLIGHT, the correct prerequisites are COMPUTERS and ROCKETRY.
4. Women's Suffrage Correction: This Wonder of the World becomes available with the advance of Industrialization, as shown on the Civilization Advances Chart, not Mass Production, as mentioned in the manual on page 87.
5. Futuristic Technologies are worth 5 points towards your civilization score, not 10 as noted in the manual.
6. The FIGHTER unit has been modified to an attack strength of 4 and a defense strength of 2.