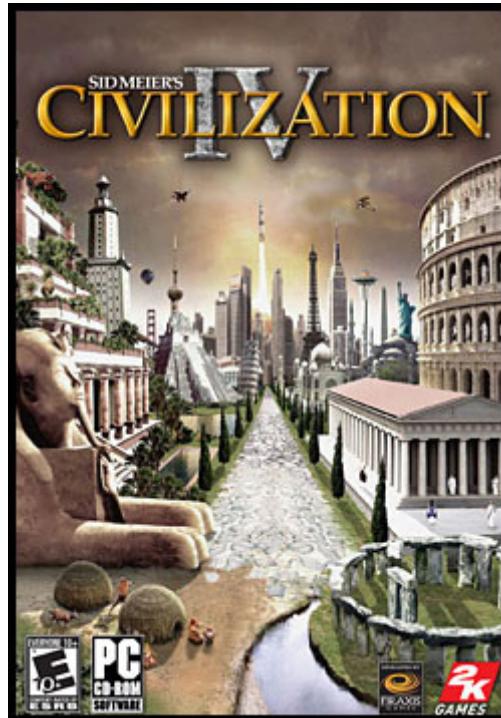


Sid Meier's Civilization IV

Game Guide

by guides.gamepressure.com



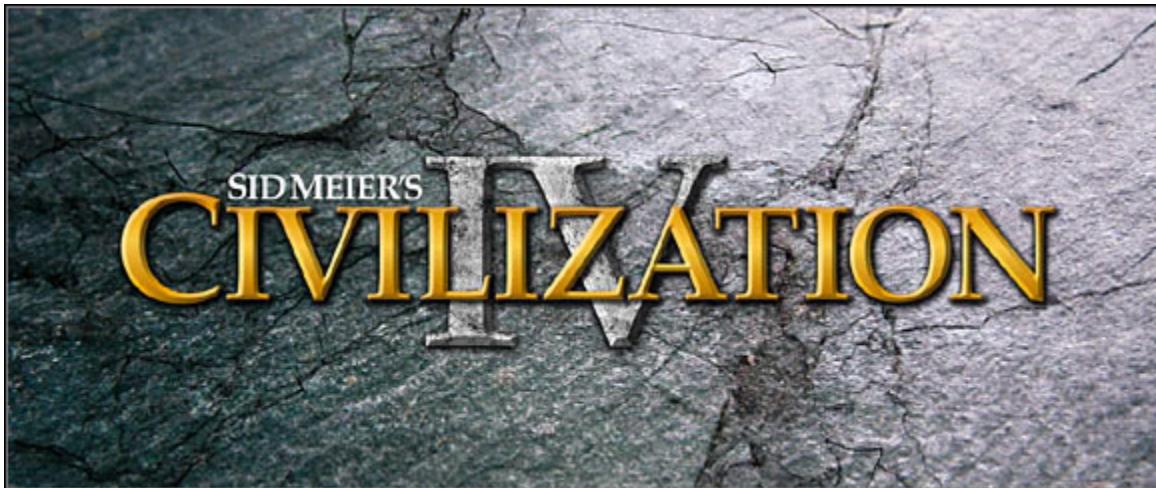
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Introduction



The following guide is not prepared for veteran players looking for highly advanced strategies, enabling them to perform things like winning in 100 turns. However, if you are a novice looking for rather basic information and guidelines, this text is just for you.

I hope of course that more advanced players find some interesting pieces of advice here, but my main objective was to help a beginner who has never played Civilization before.

I've assumed that reader knows the game's manual and knows how to use the Civilopedia so I've avoided copying information from both sources except when it was absolutely necessary.

Civilization IV is, as every game from the series, very complex and open ended. Your gaming experience is different every time you start a new game. That's why it's impossible to give any kind of strictly defined winning strategy – what may be a good choice in one game may lead to your quick downfall in any other one.

It is very important to learn how to plan every decision. "Focus" is the key word. Not only have you to know how to do something, but also why.

There are many tools in game which give you lot of important information about your empire and your competitors. The most useful one is the point ranking which makes it possible to compare your civilization to other nations.

Other tools worth remembering are your advisors (f1-f7) and statistics screen (f10) – use them often.

Last technical information: all numbers in this guide are based on a standard settings game (world size: standard, normal speed).

The economy

City specialisation

One of the most important factors of your success is level of infrastructure development. In CIV it is essential to control some well developed and highly advanced cities as foundations of every advanced strategy.

In CIV it is possible to specialise cities - focus them mainly on one function. It's not obligatory and especially on lower difficulties (up to noble) it is possible to win without even trying to specialise. It's very helpful nevertheless - as in real life focusing on some kind of activity can give a real advantage.

Despite the usefulness of specialization – it's simpler in theory than in real game. In most situations you will control some kind of hybrids, but knowledge how to focus cities on one function is very helpful.

There are three main kinds of specialisation – The Commerce City, The Production City and The Great People Factory.

The Commerce City – the main goal is to maximise commerce. Further it's possible to specialize into a research centre (emphasizes on science) or a financial centre (emphasizes on amount of income).

The Production City – your industrial centre, a place where you are able to quickly produce new units and raise expensive buildings (especially Wonders). Its main function is to build up your military and create some Wonders.

The Great People Factory – city focused on generating “Great People”. It's possible to bias it on specific kind of GP. Moreover, due to big number of specialists it will generate a lot of science/commercial/cultural output – depends on sort of specialists.

City placement

The first step of raising a successful metropolis is finding a suitable place for it. You have to know what type of city you want to build from the very beginning. Different types of cities have different terrain preferences.

First of all let's look at general factors which we should consider when looking for the best place to start a city:

Good terrain for development – most obvious and most often used factor. The good idea is to avoid placing cities near other cities' terrain whenever possible – every part of territory already used by another city is useless for the new one.

Secure important resources – especially strategic ones. It's most important when it's likely that one of your competitors can overtake you in the race for this particular resource.

Military reasons – good placement is the best defence for the city. Bonuses from culture, buildings, terrain (hill and river) and eventually well planned units' promotions can make your city insurmountable castle.

Limiting your opponents' expansion - without Open Border Treaty no civilization can enter another one's territory without triggering a war. Well positioned city can cut off some big parts of a continent from your competitors' settlers – and save it for your own people.

City specialisation and surrounding terrain

Every specialized city requires a specific topography. Now I would like to give you some suggestions about what kinds of terrain are ideal for specific city types. As usual – a perfect terrain is a rather uncommon thing to find – so in most situations you will just have to use whatever you can find and make best use of it.



Plains, hills, forest. Ideal placement for future industrial centre

The Production City – a lot of hills, preferably forest hills and some grassland tiles, flood plains or (luckily enough) some Food resources. Strategic resources which are giving us Production bonuses – like iron, copper, stone or coal are extremely useful.

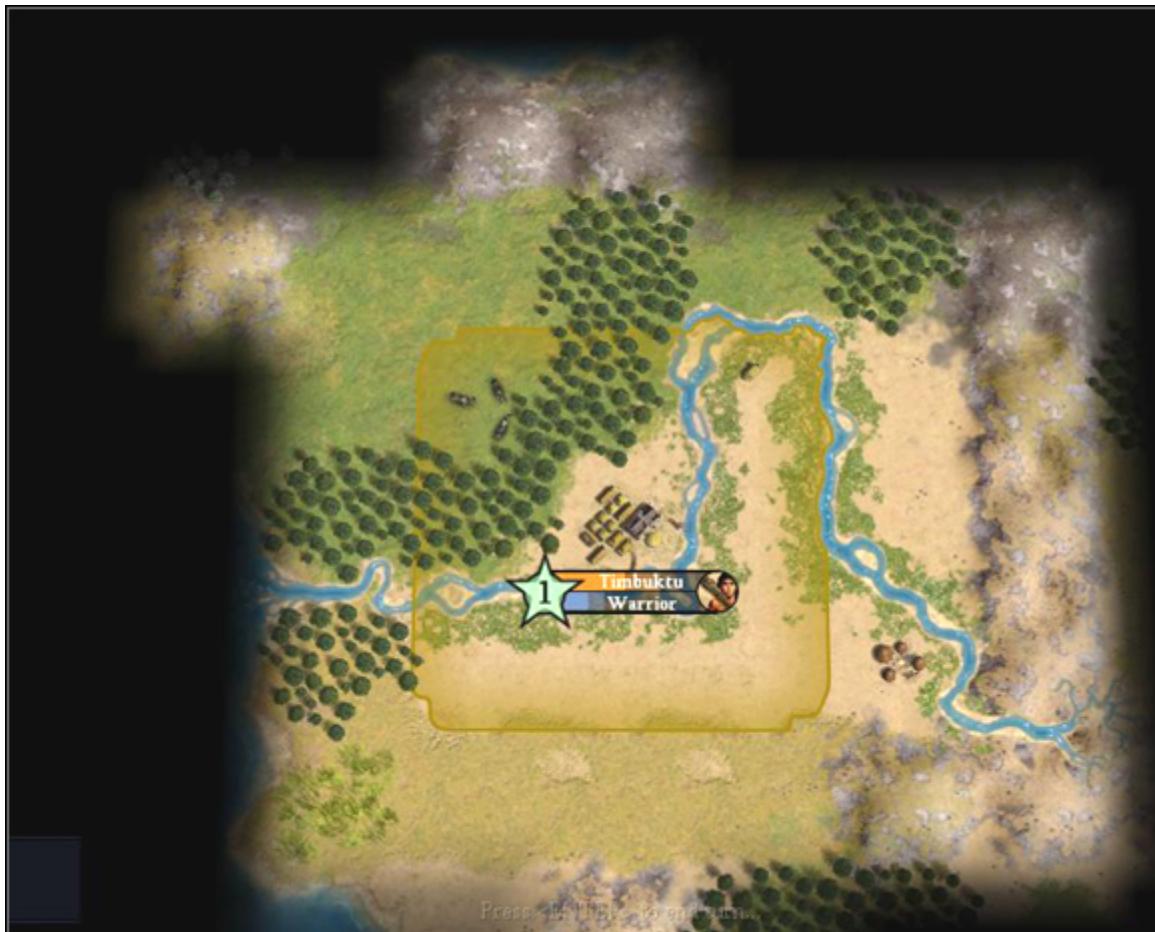


This landscape is more diverse. You have Gold, flood plains, but also forest (useful in limiting of negative influence of flood plains on health of our citizens) and two resources in reach.

The Commercial City – a lot of grassland (possibly with forest) and flood plains. Some hills would be helpful, too. Luxurious resources are a nice addition, especially Gold, silver, gems or wine.

If your Leader has the Financial trait, the coastal city also can work as commercial city – with use of some nice commercial gains from sea tiles and really profitable sea trading. However, land city plays the role much better, even if it needs more time to develop.

Despite the type of city, you need to avoid situations when your commercial centre doesn't control any Production generating tiles. Even huge amounts of cash won't help if simple buildings are created in dozens of turns.



Here you have an example of perfect game starting position. Flood plains, a lot of trees and health resources. This city can definitely harvest huge amounts of Food – and that means it will be able to support a lot of specialists. This landscape can also work well in case of commercial city – but this time it will be The Great People Factory.

The Great People Factory – a lot of grassland near river or lake, one or two Food resources, flood plains. The key is to be able to support maximum number of citizens. With terrain improvements you try to maximize Food output.

Terrain - general advice

The most valuable tiles are those near rivers (every tile adjacent to river has +1 Gold) but the most important is to have fresh water (river, lake, or oasis) on tile where we build city.

What is also important - the kind of resources that will be generated by the city tile doesn't depend on its type of terrain. It means that a city tile always gives you 2 Food, 1 hammer and 2 Gold, whether you build it on a desert, grassland or on a valuable resource. That's why the best place for the city is the hill (+25% for defence) surrounded by a river (gives another +25% and guaranteed fresh water and +1 Gold from all adjacent titles)

Building a city on a resource is in most situations a bad idea. You have access to this supply but loose a bonus from the tile where it is situated. There is one exception from this rule - if you are more interested in securing access to this resource than developing a particular city.

Flood plains are an interesting matter. They give you one of the best sources of Food, helping very much in quick growth of cities. On the other hand, it has negative influence on health level in the city. However, it is worth to pay this price, especially if you have forest (which works opposite) in the city reach - but you have to manage the growth of these cities carefully.



A typical coastal city. As we can see, there are same land improvements increasing Production output - it's very important especially when you want to produce same naval units.

Case of **coastal cities** is a little bit more complicated. They have some major advantages and disadvantages:

Advantages:

- The ability to produce naval units – quite obvious merit, but nevertheless worth mentioning, because the city besides being placed on coast must have good Production output to play a decent role in producing units;
- Trade income - especially after you build a harbour and research on Astronomy, it can be a significant part of our commerce;
- Quicker spreading of your religion – it is perfect when we have the Holy City and the Shrine in one of our coastal cities;
- Good benefits from coastal tiles even without any improvements. Only thing which you have to do is to build a lighthouse. After that you will have 2 Food and 2 commerce (+1 with Leader's trait Financial) from every coastal tile.

Disadvantages:

- A coastal city is vulnerable when it comes to sneak attacks. Enemy can always suddenly attack this type of cities and use his ships as artillery support for the invasion;
- Coastal tiles can't be improved (except those with resources) what limits the city's potential of development;
- Oceanic tiles (meaning those which aren't adjacent to land) are even less useful generating only 1 Food (2 with a lighthouse) and 1 Gold;
- Limited Production output – no sea tiles generate Production, so you are restricted to Production from land improvements and city specialists.

That's why coastal cities are so specific. From my experience the best solution is to build cities next to deep and narrow natural harbours – ideally in deltas, limiting amounts of water tiles, maintaining sea access in the same time.

Forest

The next specific case is forest. Forest grows on one of four main type of terrain: hills, grasslands, plains and tundra. It's generating some of additional output functioning as a natural improvement (gives +1 to Production) what makes it one of the most useful early-game terrains. In addition, every city which has it in reach takes +0,4 health bonus for one forest.

The most important feature of the forest is the possibility of removing it. There's a worker action called "chop trees" which becomes available after inventing *bronze working*. Chopping the trees and removing the forest gives our nearest city a sudden Production bonus of at least 20-30, what can be extremely useful in situations when you are looking for the opportunity of rushing building of some units or buildings. The classical use of this trick is rushing a settler or Wonder, but it's useful in variety of situations.

So called *chop rush*, especially in extreme version is very a controversial strategy because you gain very significant addition to Production output for the price of loosing really useful terrain.

It's impossible to plant trees, and even the fact the forest is constantly expanding doesn't change the situation, as its growth is very slow and you haven't got any influence when and where it happens.

There are some ways of limiting the negative influence of this strategy for your empire. First of all, it is possible to chop trees outside of city reach and still receiving a Production bonus. It even works to cut trees growing outside your borders (but not in another empire's territory) and still receive this bonus. So, when you have a huge forests somewhere you don't plan to expand you may chop rush without any negative consequences.

The second situation when we can cut the trees without any remorse is building any improvements (except Lumbermill) at forest title. You simply give your workers an order to build improvements and he will cut the trees and build the structure in this same time. You will have a beneficial influence from this tile and bonus Productions – all in one.

The jungle is in some way opposite to forest because of its subtract amount of output from specific tile and gives health penalty. It doesn't give any benefits from being cut down except, of course, being removed.

Terrain improvements

You should improve landscape surrounding your cities as fast as possible – every improvement gives significant benefits for the city in which's reach is has been build. You shouldn't create too many extra improvements – the only functional are the ones which you intend to actually use.

It is done by creating workers in your cities and giving them proper orders. As a rule of thumb I propose to build one worker for one city – it should be enough except specific situations like rebuilding improvements pillaged in war, or after inventing important technology giving new specific and important improvements (like Railroad or Lumbermill).



In medium-game if you don't want to micromanage all workers it's a good idea to automate them. Before you do this I strongly recommend turning off the option allowing them to change already existing improvements.

City specialisation and improvements

As I've said the well placed city is first step of city specialization. The second step is to construct appropriate landscape improvements.

The Commercial City

Cottages. A lot of them. This is absolutely most important improvement to build. If particular city has even low but reliable Food surpluses, it's a good idea to create Cottages on every possible (and used) flat tile. Cottages are a very specific kind of improvement because it takes a lot of time to fully develop them into town (70 turns).

On hills you can put Windmills – they give some commerce and a good amount of Food.

Nevertheless it is good idea to leave some tiles only for Production improvements (Mines, Lumbermills, Workshops, Watermills). As I've said, even the most advanced city needs a few hammers – without them it will take ages to build all the useful buildings.

The Production City

Two types of improvements: farms and all Production enhancements. We start with mines and forest only so I advice avoiding chop rushing close to productive cities. In later game Workshop, Watermill and Lumbermill become available and can help us in generating more Production output.

Usefulness of Workshops is strongly connected with your technological advancement – at first this improvement is only useful when you have no other means of giving more Production to the city (no forest, no hills). After inventing *Guilds* and *Chemistry Workshops* become much more valuable.

The one of the most important Production improvements is Lumbermill (available with *Replaceable Parts*) which gives +1 Production from terrain (forest) which already generates additional Production. Railroad is a very balanced (bonuses to health and usually some Food Production) improvement – this is the main reason to limit the chop rush.

The Railroads are very handy too. Lumbermills and Mines with Railroad has +1 to Productions which makes it's the most productive improvement in the game.

The Great People Factory

As I've said the intention of GPF city placement is to maximize of Food harvest. Every city's resident uses 2 Food, what means that to maintain specialists you need two residents working on grassland farm (generating 3 Food) for every specialist. That's why Food resources and flood plains in case of GPF are so important – they make it possible to have more specialists for less number of Food generating citizens.

City managing

City residents

In general the more residents city has, the better. Every citizen makes it possible to put him to work on next tile in city reach or to make next specialist – so, the number of citizens is strongly connected with your global Production, cultural, financial and research potential.

However, you should avoid uncontrolled city growth – too much new people in short time makes part of them unhappy because you don't have means to maintain order in city.

Following factors determine a maximum number of city's inhabitants:

- Food output;
- buildings – Aqueduct and Hospital are increasing health; Forge, Coal Plant or Factory are decreasing it;
- landscape – forest and fresh water helps, flood plains and jungle - cause harm;
- Global availability of Food resources – the health bonus is vital. Every one gives +1 health, and with proper building +2;
- Technological advancements – genetics and future tech increasing health by +3 and +1 respectively.

A little more complex is the technology's influence on Food output:

- Bureaucracy makes possible to build Farms without fresh water adjacent to another farm;
- Biology gives +1 Food from Farms and allow to build Farms even without fresh water and adjacent Farm;
- State property civics give +1 Food from Watermills and Workshop.

As you see, most of these factors are directly linked with city placement, but there are also important global factors which can help a lot – but only if the city has appropriate terrain.

Happiness factors:

- Temples – Every one gives +1 happy;
- Religion – After you choose state religion, in every city where believers of this particular faith are, you will have +1 happy (and +2 culture, what is usually also very important);
- Culture – With such buildings like *Colosseum* or *Theatre* culture generated with your *Global Settings* (more about this in chapter Money) greatly improve citizens' happiness;
- Luxurious resources – every one gives +1 happy, and with proper building gives another +1.

Citizens Management

Every city's resident can be put into work on one of the 17 tiles in city reach.



Tiles give Food eaten by citizens, Production used to build different structures and military units and commerce spend on research or put into empire treasury.

Every tile which generates less than 2 Food is slowing city growth because residents working there eat more Food than harvest itself. When the tile isn't generating Food at all, the situation is as if this citizen would have been a specialist – it means that he has to be fed completely by another city resident's work.

This is the reason to aim in at least small surpluses of Food – this makes possible to have specialist and use tiles generating no Food. In this helps Food generated by city itself – it's especially useful when city is small.

In emergency, particularly when you have a granary and huge amounts of Food in city reserves, it's acceptable to allow a few turns of Food deficit when you use your citizens in more important duties.

As a side note - city governors are quite helpful for the people who don't like micromanagement. You can set priorities (emphasise grown, Production, research and so on) and amount of power which governors have and city will be developed without our constant attention. However, I suggest a limited trust and using this tool only in cities without strategic importance.

Management of specialized city

Basics:

Even if you have the perfect city placement, usually on the first few dozens turns you will aim at balanced developed. In these 20-30 turns you (if there is no another, more important priorities – like war for example) concentrate on growth.

Most important buildings which should be built in every city:

- Granary – not only to improve gains from some of the Food resources, but also to almost double the rate of city growth;
- Aqueduct and Hospital – needed in every city where health problems halt city growth.

In case of growing unease you have four solutions:

- To build a Marketplace or a Forge – if the proper luxurious resources are available
- To build a Temple for every religion in the city – this is main advantage of Temples, you can build one of them for every religion (btw. It's also true in case of Monasteries). After constructing Temple you can build a Cathedral which is a more powerful version of Temple, with one exception – unhappiness reductions work only in case of having a Cathedral of our state religion.
- To build Theatre/ Colosseum. This buildings enables to improve city happiness level by *global cultural settings* (see Empire Management chapter).
- Change political civic to *Heritary Rule* and put more military units in the city – every unit gives +1 to happy.

The last two solutions are most powerful. They can even keep order in case of serious unease in all of your cities – but for a decent price.

The Commercial City

The most important tiles are commerce generating ones. Because most of them are Cottages our citizens should work there making Cottages grow. The rest of tiles (with windmills, watermills, mines) can be used when it's necessary.

The key buildings: all increasing Gold income – Marketplace, Grocer, Bank and all increasing research: Library, University, Observatory, Laboratory, Academy.

The Production City



Mines, forests, workshops are the main workplaces of the city's residents. Farms and another Food generating improvements are used only in degree providing a city growth.

Key buildings:

- Barracks – you mainly build military units there;
- Forge/Factory – increasing Production output, quite obvious in this kind of city;
- Coal Plant/Nuclear Plant/Hydro Plant or Three Gorges Dam – power sources.

Build other buildings only if you really need them. Most of the time this city should build military units.

The Great People Factory

Food generating improvements are places where citizens of GPF should work. All other you can afford should be changed into specialists. All of them are (expect of course the primary benefits like research, Gold, culture or Production) creating 3 points every turn, used to generate Great People.

To change a normal citizen into a specialist we also need some city infrastructure – buildings where they can by works as specialists:

Engineers: Forge +1, Factory +2, Ironworks (+3)

Scientist: Library +2, Observatory +1, Laboratory +1, *Great Library* (+2 free scientists), *Oxford University* (+3)

Artists: Theatre +2, Broadcast Tower +2

Priest: Temple (every +1), Cathedral (every +2), Shire (every +3) *Angkor Wat* (+3),,

Merchants: Marketplace +2, Grocer +2, *Wall Street* (+3)

All - *The Statue of Liberty* +1 free specialist in every city on continent.



The most useful way of making a lot of specialists is a caste system civic – which enables to change unlimited number of citizens into artists, scientist and merchants.

However, even if we don't have a problem with insufficient infrastructure to back up our specialist, we always should build structures corresponding to specific kind of specialist (for example a Marketplace for merchant) – because as I've said specialists generate huge amounts of cultural/research/income/Production output.

Besides GP points generated by specialists these points are also generated by Wonders:

Great Prophet

Angkor Wat	+2
Chichen Itza	+2
Stonehenge	+2
Shrine	+1
The Oracle	+2
The Spiral Minaret	+2

Great Merchant

Forbidden Palace	+1
Wall Street	+1
The Colossus	+2
The Eiffel Tower	+2
The Great Lighthouse	+2
The Statue of Liberty	+2
The United Nations	+2
Versailles	+2

Great Engineer

Ironworks	+1
West Point	+1
The Hagia Sophia	+2
The Hanging Gardens	+2
The Pentagon	+2
The Pyramid	+2
The Three Gorges Dam	+2

Great Scientist

Oxford University	+1
Red Cross	+1
Scotland Yard	+1
The Great Library	+2
The Space Elevator	+2

Great Artist

Globe Theatre	+1
Hermitage	+1
Heroic Epic	+1
Mt. Rushmore	+1
National Epic	+1
The Kremlin	+2
Broadway	+2
Hollywood	+2
Notre Dame	+2
Rock N Roll	+2
The Parthenon	+2
The Sistine Chapel	+2
The Taj Mahal	+2

In city where generated the most Great People Points is being generated, we should build Heroic Epic Wonders which give +100% GPP in city where is build.

The very helpful thing in maximizing GP generations is civic pacifism gives another +100% Every city can generating some number of points which after hit a pre-set limit makes a Great Person to been born. After this points in this city are reduced to zero, and in all cities amount of points needed to generate next Great Person are increased by 100.

Use of Great People

Every GP is very precious and you need a lot of consideration to figure out how to use him the best way possible.

Great Prophet:

Build the Shrine – if you have a Holy City you can use Great Prophet to build a centre of religious cult. Shrine gives culture bonus and helps to spread religion, but first of all gives a lot of money: +1 Gold for every city where particular religion's believers are present. What is very important – this is working not only for your state religion, so we can earn money on more than one religion.

Super specialist priest create: +2 Production, +5 Gold

Great Engineer

Hurry – this function gives immediately approximately 1000 Production to any building. This makes it possible to finish most of buildings and Wonders in one turn. Very important – Great Engineer can only hurry buildings and wonders, **not projects**, so most of very advanced structures like spaceships parts or Internet, SDI, Manhattan Project cannot be hurried.

Super specialist engineer create: +3 Production, +3 Research

Great Merchant

Trade mission – this is a very significant money bonus. You send a Great Merchant into a big (the bigger – the better) and distant (the more distant – the better) foreign city. Amount of cash made by trade mission varies on these two factors – that's why it's a good idea to look for the best city to use this Great Person and check a lot of potential places where GM can make his deal. Because income from trade mission is dependent on city size amount of Gold become higher as game proceed. In early-game is usually 700-800 GP, in mid-game good deal is 1500, later it's possible to receive 3500 or even more.

Great Merchant can also work as a great spy – he can come into foreign territory even if we don't have open borders with this civilization.

Super specialist merchant create: +1 Food, +6 Gold

Great Scientist

Build Academy – this building gives the city +50% research bonus. It is very significant – especially in early-game, and if you build Academy in suitable place it is a perfect long-term investment. A suitable place means that city can generate large amounts of research now (due to specialists or lot of commerce) or will be developed as a research centre in the future.

Super specialist scientist create: + 1 Production , +6 research

Great Artist

Great Work or the culture bomb – It instantly makes 4000 culture points, what usually causes a major border change, what can effect in securing access to important resources or foreign border city flips. If you call the culture a peaceful way of expansion, than culture bomb is a peaceful blitzkrieg.

The second gain from the culture bomb is immediately stopping any resistance or riots in the city ad gives city +60% defence bonus – what makes culture bombing extremely useful in time of not-so-peaceful expansion. Making already conquered enemy city's inhabitants your extremely loyal citizens helps a lot when you need a secure base of operation on enemy territory.

Super specialist artist create: +3 Gold, +12 Culture

Every Great Person can be also used in two other ways.

First one is **researching technology** – major boost of researching one advancement correlated with speciality of our GP. In case of early-game technologies means immediate research of this technology. In situation of medium and late game technologies it is merely a major bonus to research – sometimes useful, sometimes not.

One tip – if you don't like technology that GP can research, because it is very easy to research it in standard way or easy it's to buy from another civilization you simply should do this and after that GP receives a new advance to research.

The second option is **triggering the Golden Age** – the eight turns time when your Production and Commerce output is significantly enhanced. However usefulness of the Golden Age is limited. It is only helpful in situations when we really need an edge over opponents (like in time of total war or space racing) because usually bonuses are not so significant to justify their costs. Every time you trigger the Golden Age it costs more GP. First it will be only two GP of different kinds, next time three and so on.

As a side note, it is worth to mention that we can also trigger the GA by building a *Taj Mahal* Wonder – which is much less expensive and far more useful way of introducing Golden Age.

Empire Management

Basics

The cities are very important part of Empire – the building block of your state. However, you need something more to build the powerful empire which can survive the test of time. You need to learn how to use them all together.



Civics

In CIV you don't have few governments with fixed advantages and disadvantages.

You can build your political system from five pieces: government, legal, labor, economy and religion. In every category there are five possible choices – so, finally you have 25 possible versions of governments.

Every choice has some merits and flaws and some of them are better working together than apart.



I'll start to analyse from looking close on every civic option, and after that I would like to propose some combinations of civics most useful in my opinion.

Government

Despotism

Require: nothing

Upkeep : low

Default option

Heditary Rule

Require: *Monarchy*

Upkeep : medium

Gives +1 happy in city per military unit stationed in the city

A simple way of keeping order in all your cities. Especially useful in early-game when you don't have enough luxuries resources or appropriate buildings/Wonders. Very helpful in case of war – when after conquering enemy city, your armies while healing wounds can keep in this same time an order in new cities.

Representation

Require: *Constitution*

Upkeep : low

+3 research per every specialist in cities, + 3 happy in our 4 biggest cities.

This is properly one of the most often used government options. The research bonus is huge – but only if you use a specialists. In case of civilization where research is based mainly on scientist specialists this civic almost double scientific output! That's why I used this option whenever I can.

The happiness bonus is also very nice – usually the biggest cities needs extra happy most.

Police State

Require: *Fascism*

Upkeep : High

Military units Production +25%, war wariness -50%

Used only in case when you are planning a long war and need an edge. I've used it in case of total war, when my aim is to completely destroy big and powerful nation. It's enabling you to produce huge armies, fighting a long war and avoiding serious social uneasiness.

Universal Suffrage

Require: *Democracy*

Upkeep : medium

+1 Production from towns, can spend Gold to hurry Production.

An interesting choice. Its main advantage is possibility of spending Gold to buy Production in all your cities. This works for all things except projects.

The Gold rush is really expensive making this option usually practical only in emergency.

On the other hand, if we have a lot of Gold and ideally have The Kremlin Wonder (halves price for the buying Production) it's possible to quickly modernise all your cities and armies even if you have the limited Production output. It is very expensive but extremely useful in particular case of when you just researched some critical technology (like assembly line) which can significantly change of situation of your civilization.

Legal

Barbarism

Require: none

Upkeep : low

Default

Vassalage

Require: *Feudalism*

Upkeep: High

+2 xp for every new military unit, some additional free units

This is one of two options improving experience of our military units. +2 xp is a really useful perk, it gives new units an extra promotion (without barracks) or two extra promotions (with barracks). It's most useful when you build a lot of military units.

Bureaucracy

Require: *Civil Service*

Upkeep: Medium

+50% income, +50 Production in capital

One of my favourite civics. Huge boost of capital is most valuable in early-game, when capital is notably much more advanced than rest of your cities. When in medium-game you have a lot of highly developed Cottages the **free speech** becomes interesting alternative. However even in late-game in some situations this can be the best legal option.

Nationhood

Require: *Nationalism*

Upkeep: low

+2 happy in city with barracks, can draft citizens

Most useful in case when we are suddenly attacked or we see that war is quickly approaching and don't have an army big enough. The *draft* can save our lives making possible to create an army very fast – but the price is quite high (-3 happiness and - 1 size in city for one unit) and military units created this way are relatively inexperienced.

+2 to happiness helps keeping an order when drafting citizens – but usually this bonus only is not enough.

Free speech

Require: *Liberalism*

Upkeep: none

+2 commerce from every town, +100% culture

Huge boost of culture and commerce – the latter only if you have a lot of towns.

Usefulness of this option is heavily dependent on number of Towns (most advanced version of Cottages) and usually you have to carefully consider whether it isn't better to keep bureaucracy after all.

Bonus to culture is more generally functional – if you use a culture as a tool of expansion it is an obvious choice.

Labour

Tribalism

Require: none

Upkeep: low

Default

Slavery

Require: *Bronze working*

Upkeep: low

We can hurry Productions scarifying city population

Not very often used – this way of hurry Production is rather expensive and makes some social uneasiness. In emergency can be handy, also used if you have a really quick growth and some population loses are acceptable.

Serfdom

Require: *Feudalism*

Upkeep: low

Workers build improvements 50% faster.

Useful in specific situation – when you have a lot of improvements to build and don't have enough workers – for example you repairing war destructions or already research important advancement which gives some valuable worker's option (like Railroad)

Caste System

Require: *Code of laws*

Upkeep: medium

Unlimited number of artists/merchants/scientists

Probably most often used civic option. No limits of specialists' numbers can be very useful despite of your way of development. 80% of game time I use this option.

Emancipation

Require: *Democracy*

Upkeep: none

Doubled speed of Cottages, Hamlets and Villages growth, negative influence on happiness of civilizations without emancipation.

Not very often used, even if +100% to cottages growth is quite nice. Penalty for the other civilisations is not so important – it heavily dependent on how many other civilizations choose this civic. The biggest drawback of this option is that you cannot use a caste system – and that's why I usually avoid emancipation. The caste system is better in almost every situation.

Economy

Decentralization

Require: none

Upkeep: low

Default

Mercantilism

Require: *Banking*

Upkeep: medium

+1 free specialist in every city, no foreign trade routes

Really strange option – one where drawback (no foreign trade routes) are usually much more significant than advantages (free specialist)

Can be used only if you don't have a profitable trade route with your neighbourhood (for example we avoid the open borders with everyone) – and in this case a free specialist are really helpful.

However in most situations losing the most profitable trade route just for the advantage of one specialist is a rather poor trade-off.

Free market

Require: *Economics*

Upkeep: low

+1 trade route in every city

One of the most useful options. Commerce from trade routes (especially in coastal cities) are noteworthy and important – and new trade route is really nice.

State Property

Require: *Communism*

Upkeep: none

No maintenance cost from distance to palace, +1 Food from workshop and watermill.

Very interesting although specific choice. Except significant cities cost reduction it gives an option to indirectly improve your Production output. The Food bonus makes possible to swarm your grasslands with workshops because this improvement lost its biggest disadvantage -1 to Food, but keeps +4 Production bonus (when we research Communism we already have maximum profits from Workshop).

This requires not only proper technology but also a lot of preparation and put your civilization on a rather narrow patch of development if you like to use full potential of this option.

However if you plan a global military conquest State Property will be our best friend.

Environmentalism

Require: *Ecology*

Upkeep: high

+6 health in all cities, +1 happy per every forest and jungle in the city reach.

Helps in cities grown in advanced game – boost to health is huge, but usually not very effective. This civic is available very late in the game, when you typically have a lot of health resources, your biggest cities have many buildings helping in growth, and with *Ecology* we get a *recycling centre* – building which reduce to zero negative health bonus made by other buildings. This civic can be useful only if health is a major problem of your civilization, in other cases – I don't see the point of use it

Religion

Civics from this group require to work presence of state religion in city. Exception from this rule are paganism and free religion.

Paganism

Require: none

Upkeep: low

Default

Organized Religion

Require: *Monotheism*

Upkeep: High

+25% building Production, possible to build missionary without monastery

A very useful and early available option. Bonus to building Production works also in case of Wonders and easy access to missionary helps very much in quick spread of religion. One drawback is the cost of this civic.

Theocracy

Require: *Theology*

Upkeep: Medium

+2 xp for every build military unit, no non-state religion spread

Like vassalage, it gives additional experience to military units – but does not require the resignation from **bureaucracy**. That's why it should be far more often used when you are looking for bonus experience.

Pacifism

Require: *Philosophy*

Upkeep: none

+100% GP points in all cities, +1 Gold support cost per military unit

Bonus for Great Person points is huge – without any other additions it gives two times more GP! If you based your strategy on use of GP this civic is must-have.

However the extra cost of units support makes any war (except of defensive one) extremely costly.

Free Religion

Require: *Liberalism*

Upkeep: low

No state religion, +1 happy per every religion in city, +10% research in all empire

Quite interesting alternative for the other religious option. Useful in two situations:

- First is when you are surrounded by civilizations with different state religion and you don't have to choose any of them;
- Second is when you have a lot of religions in your cities (at least three) and you need +10% research bonus very much.

Suggested Civics Combinations

1. Research Powerhouse

- The core is a classical combo **representation** and **caste system**. A lot of specialists due to **caste system** and research bonus because **representation** gives huge amounts of extra science;
- Bureaucracy/ free speech – support the core giving some extra commerce or Production. What to use depends on how powerful your capital is and how much towns you have;
- Free market and *organized religion/pacifism* – also support. Free market gives extra some commerce, organized religions helps in city development , pacifism gives extra GP.

The main drawback is the need of **representation** which is usually available in late-game. That's why your main objective is to build *The Pyramid Wonder* or to get city with it. It's not always easy – but if properly planed possible even on higher difficulty levels.

The research of Code of laws is also possible quite early (sometimes with help of *The Oracle Wonder*) – and core of your system is already working.

The main advantage of this combination is the best research output in the game – making your science specialists really efficient.

2. The War Government

This combination is very flexible – most of the elements are optional. The only key element is either **vassalage** or **theocracy**. You introduce other options only if need them.

When planning a short war it is enough to take the theocracy and keep the rest of the options without any changes. As I've said, the bonus XP and *barracks* help a lot in creating stronger army.

If the war is looking to be longer or more demanding you take other XP giving civic – so usually it is a **vassalage** - and enjoy a quick gain on third promotion (after initial fights) of all our units.

Only if you face the total war, or you see that war will be very long and hard, it's reasonable to change all civic to prepare for this:

- **Police state** – guarantying (especially with *Mt. Rushmore Wonder* and *jails* in all our cities) no war wariness and quick producing of military units;
- **Vassalage + theocracy** – as I've said it gives together +4 XP. With *Pentagon Wonder* (+2 XP) we have 3 promotions for every new unit built;
- **Caste system** – makes a mini-culture bomb possible. After conquering a city, when all citizens are not productive, you change them into artists. Despite of no visible culture growth when the city is resistant after stabilizing situation (end of resistance) you immanently have a nice amounts of culture generated in last few turns. That's enough to secure some of surrounding terrain and give a small defensive bonus;
- **State property** – minimize cost of your growing empire and gives maximum possible Production output from Workshops build everywhere.

The drawback is a cost (2x high upkeep option) and no research helping civics.

3. Quick development

Third system is based on assumption of maximizing the development. Useful if you have to like to take good position in technological race or have to rebuild after a devastating war (pillaged improvements, too low technological level, not enough important buildings in cities etc.)

- **Universal Suffrage:** +1 Production from every town but especially possibility to buy buildings and units by Gold makes our Production faster;
- **Bureaucracy or Free Speech** – support;
- **Emancipation or Serfdom** – first helps if we need to speed up growth of Cottages, the second if you have to have lot of improvements to build;
- **Free Market or State Property** – depending on situation, what you need more – the money from trade routes or extra Food, Production and lower city costs.
- **Organized Religion** – quite obvious, +25% to building Production helps a lot.

More Religion

There are 7 religions in this game – each one is achieved by the civilization that first researches the proper advancement:

- Buddhism – *meditation*
- Hinduism – *polytheism*
- Judaism – *monotheism*
- Christianity – *theology*
- Confucianism – *code of laws*
- Taoism – *philosophy*
- Islam – *divine rights*

Three first (Buddhism, Hinduism, Judaism) can be founded quite fast, the next three (Christianity, Confucianism, Taoism) require some more time but can be quickened using *The Oracle Wonder*. The last one – Islam - is discovered last. If you want to become a religion founder - first three are really hard to take before AI discovers them (on higher difficulties), but the rest, if you really like to find one of them, are almost always easy to take before your competitors. Islam can be treated like “last chance religion” – if you can't discover the rest, this one is usually easy to take – but will require the lot of time commitment.

The main question is if you really need to find a religion ourselves? It depends. The main drawback is the amount of time and research points to spend to become a religious founder. This is a usual situation in Civilization 4 - to find what kind of research patch are the best for achieving your goals. In this case research of religious techs is usually connected with neglecting other advancements and can have serious impact on our chances of winning.

So, what are the advantages of becoming a religions founder?

There is one – a **Holy City**

The Holy City is a centre of particular religion and civilization which controls it has a major impact on the destiny of this particular religion – choose how and where spread the religion. However, what's more important, Holy City (after building a **Shrine** there) can generate huge amounts of Gold +1 for every (also foreign) city where religion is present, and guaranteed (if this particular faith is your state religion) a line of sight with all these cities.

Money income from religion is a really nice addition to your budget – and sometimes can make it possible to play the entire game on 100% science. The line of sight is also very useful – giving you the information about city garrison, level of advancement of particular civilizations and information about military forces' movements.



Apart a Holy City, second important element of the religion system in CIV is a **state religion** – this is the religious belief which you chose to be followed officially by your state. Only this way you can use most of the religious civics and receive the line of sight when you have a Holy City of your state religion. This is possible to have a state religion without Holy City, or with Holy City of another religion – but the you have most advantages when have both.

The most important effect of religion is how it impacts diplomacy. The more information about is in *Diplomacy* chapter, here I would like to write how to make your religion the most influential one.

First of all – you have to spread religion as far as you can. There're two ways of spreading – one is passive, when faith slowly spreads from city where it is known to other ones, connected with the previous with trade routes. As I said it is a very slow way (only way to quicken it is to build a Shrine). The second – active way of spreading is use of missionary. This unit can attempt to convert any city even if there's another religion present.

Only way of blocking this unit is to choose **theocracy** civic or to close border with civilization which sends a missionaries.

If you convert even one of the cities of another civilization there are chances that it can change religion on your faith. The more cities you converted – the change gets more probable. However, it isn't so easy as its look like. First of all, not only your civilization tries to spread religion, and AI will choose this religion which is more profitable (mainly in AI city development and in diplomacy). So, not only you need to make other civilization share your religion but also to make them keep it.

Is it possible to avoid the religion, don't have a Holy City, and don't choose a state religion? It is, but usually drawbacks are more serious than gains.

Let's starts with advantages:

- Every city where state religion is present has a +2 culture and +1 to happiness;
- We can use the religious civics;
- We can make active politics using a religion as a tool of creating a block of civilizations friendly for us;
- We can fully use Cathedrals – gains from these buildings without state religion are limited.

There is only one drawback – when we choose one religion, civilizations with other religious beliefs are become more hostile to us. This makes a religious choice strongly connected with diplomacy.

Diplomacy

Diplomacy engine is based on a system of positive and negative factors which make AI Leaders more or less friendly towards a player. Every diplomatic action has a reaction – and you can see all the time the summarized effect of all your actions – with point value of every one of them. Positive value (green one) is good, while negative (red) is bad. If summarized effect is positive AI rather likes you, if it's negative – as you can guess, AI doesn't like you at all.

There are lot of factors in this system, but due to detailed info how the relationship between AI and you look like you now know not only is it friendly or not, but you also why he hates/loves you.

What is very important – these relationships are connected with your associations with other Leaders – often waging war with correct enemy or avoiding trading with the wrong civilization makes your diplomacy much simpler. One of the most important factors of relationships is religion – civilizations with this same state religions tend to like each other and don't like a unbelievers.

Every Leader has unique personality and behaves differently – Montezuma is a crazy, unpredictable person who can go to war with you without any apparent reason, Ghandi is opposite – an easy going, friendly AI, looking for cooperation and avoiding war whenever possible. These personalities also react differently on this same factor – for example Isabella is extremely interested in religion issues, while Mao is rather indifferent in what you believe.

As usual in this game, also in diplomacy you should define your own goals. What should be taken into consideration?



- Look for friends and make coalitions with them – the religion helps a lot with this;
- Avoid situation when friends hate each other – you will have to choose sooner or later whom you will follow;
- Keep friend happy – give them technologies when they ask (unless AI asks too much), start wars when they ask and so on. In one word – invest;
- If you need help – ask a friend. They can even give you some things for free (as they like to take from you);
- Choose your enemies as carefully as you choose your friends;
- Try to make enemies hate each other (bribes and threats are very useful). Divide et impera;
- In time of war it is a good idea to secure flanks and rear borders by finding other nations something to do – a small war is ideal. AI loves backstabbing – but when it has other war to win, it is usually not a threat;
- Except specific situations, agree on opening borders. That helps to improve relationships, gives extra income from trade routs, and gives opportunities to convert and to spy.

One more, very important thing – although AIs are reasonably trustworthy (except Montezuma) the most they respect is power. If your army is many times smaller than your neighbours, most of them aren't able to resist an easy prey.

Money

The money is (except your army and advanced science) one of the most powerful tools you have at your disposal. That's why you should do everything possible to have enough of it. Like in real life, it isn't an easy thing.



The main tool of control where our commerce goes is the global slider. Commerce is used in three main regions: Research (science), Gold (income) and Culture. Usually the most commerce goes into Research – because the technological advancements are most important, but some part always goes also into remaining two areas – culture and income.

How to earn money?

Holy City and Shrine – predictable and stable source of income. What is very important, if we have a Shrine of faith that is not our state religion we loose the line of sight but receive the cash. It's possible to have, i.e. three Shrines and all of them will generate nice amounts of money;

Merchants (specialists) and buildings increasing a Gold output – Marketplace, Grocer, Bank and Wall Street;

Great Merchant and trade mission - One-time but huge pile of Gold;

Build a lot of cottages and make them grow into towns, research printing press, choose free market and free speech and maximize number of international trade routes.

How you loose it?

Civics – every civic has an upkeep cost: none, low, medium and high – the exact amounts of Gold are dependant on civilization size – the bigger nation and more expensive civics – the higher costs goes;

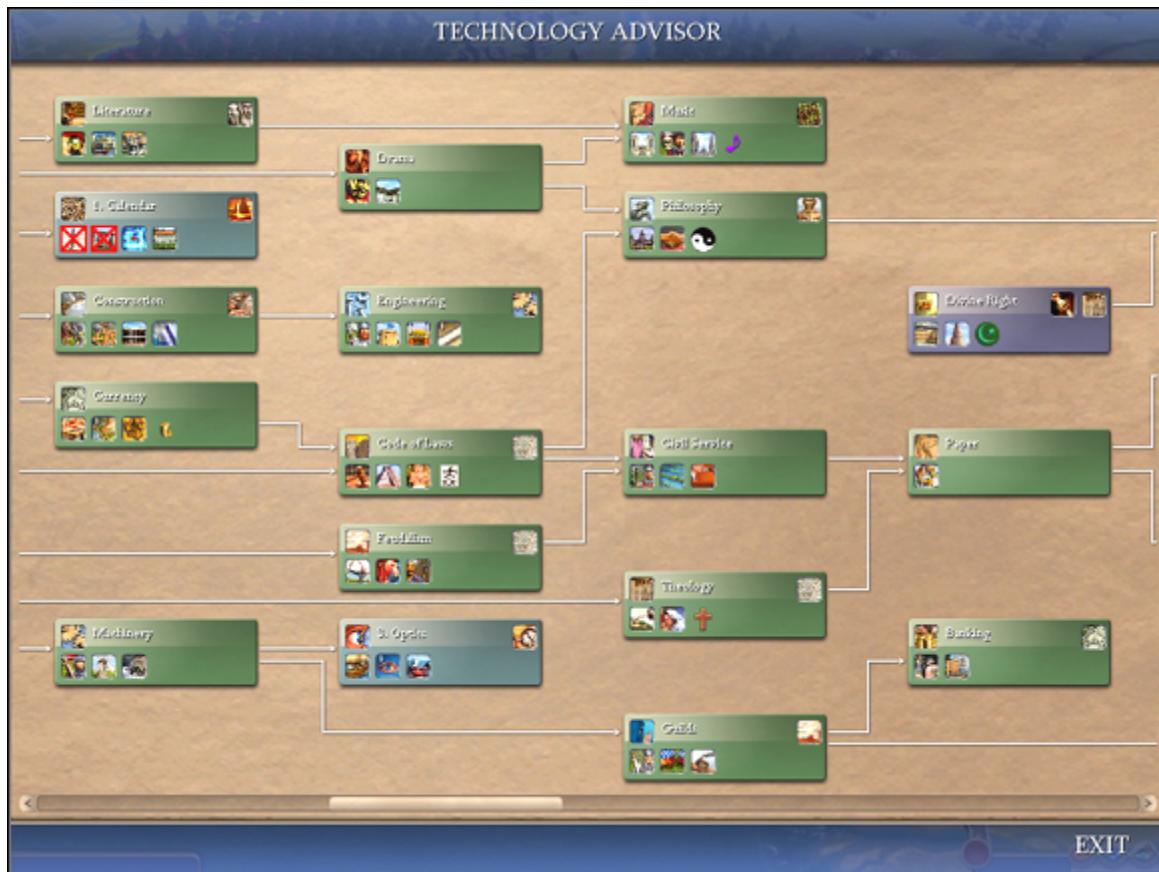
Army – some of the units are free but most of them need money to exist. Additionally you pay much more when going to war – support costs depends on how big army is and on what terrain (within enemy border is most expensive) military units fight;

City maintenance – you pay for the cities not buildings. Costs are dependant on distance from capital (or other government centres – like Forbidden Palace or Versailles) and overall number of cities;

Inflation – some amounts of money which you are loosing every turn. Not a very significant one – but quite annoying.

Research

The tech tree in CIV is quite big – 86 technologies do not make it the biggest one in the series, but what is worth mentioning all technological advancements are useful and give significant advantages.



The most important feature of Civilization IV tech tree is flexibility:

- In Civilization III there was a division of tech tree on four eras – the player had to make most of research in one era before can go to the next stage of technological advancement. In CIV tech tree has no such limitation – it's possible to research every technology with prerequisites you already have. That's an opportunity to research perks much more advanced than the other ones you already have;
- The second important feature is more than one way of developing of particular technology – there're different research paths and optional perquisites what gives great strategic implications.

On the other hand there're three factors limiting research flexibility:

- There're some key technologies, critical for further development which you have to sooner or later research (for example *gunpowder* or *scientific method*);
- Some units and buildings require more than one technology – for example cavalry needs *horseback riding*, *gunpowder* and *military tradition*. This connection between tech branches makes it impossible to build an unit or a building without the full knowledge of some important technologies (like building airplane without the knowledge how to propel it – so you need not only *flight* but also *combustion*)
- The more advanced the technology is, the more expensive it gets. Even if it's possible to start studies on some far more advanced technology than your technological level is that can be extremely long. That's making this kind of technology usually too expensive to research.

Because what and when you need to study is different in almost every game, it is impossible to give precise advice about research strategy. Here I put some more general suggestions helpful in deciding what path on technology tree to choose:

- Some of technologies give extra gains to those who firstly have particular advance. It can take form of becoming a religious founder (more in chapter *Religion*), or free Great Person, or free advancement. It's a good idea to try take some of these technologies first;
- There're some advancements which are strategically important during wartime. If we received it before our neighbours – we have a significant advantage which makes a small war a really god idea;
- Except of very specific situations avoid to have more than 20 (ancient and classical age)/15 (medieval age)/10 (other) long research times. If it's going to take longer – research something else, and invest in scientific and commercial infrastructure. I emphasise that these numbers are the **maximum amount of time**, as the average time should be less than half of this numbers;
- The most useful technologies are those which improve commerce and research – creating a snowball effect and making further research even simpler;
- Use effects of scientists' works as quickly as possible. There's no use from even the most advanced technology if it's only in Library instead on battlefield;
- Use of alternative ways researching of expensive technologies – free technologies from tech tree, advancements from GP and Oracle. If properly used – it can make wonders;
- As in all aspects of the game, also in research strategy it pays to focus. Decide what wonders, civics or units are the most important in implementation of long-term strategy and try to find out how to reach these points the quickest way.

The Art of War



War is an inevitable part of every CIV game – even if you try to avoid it, AI can always have another plans. As usually, the war requires some careful planning and precisely defined goals.

What we should keep in mind:

- What is our main goal? – *take the particular city/cities? secure strategic resource or to cut AI from it? weaken the enemy destroying his infrastructure (improvements, raze cities etc.)? bully AI into giving us an interesting technology? complete destruction of enemy civilization?*
- What technologies, resources and units enemy has – know your enemy is to know his weaknesses;
- Is it possible to quickly cut off important resources from AI;
- What is terrain of possible fight – are there hills, forests, how deeply into enemy territory you have to go;
- Diplomatic consequences of war and if there is any way of using diplomacy against enemy (or possible ways for enemy of using diplomacy against you). Of course the most dangerous is to push another AI into war, but it is also helpful to use an open border with enemy's neighbour as opportunity of flank attack or even (if enemy hasn't got open borders with this neighbour) as safe haven;

- Are we ready to pay war expenses? These are first of all support costs due to long supply lines, but also (and even more importantly) we have to resign from part (and in case of total war – all) non-military investments (buildings, units) and cut down research rate to have enough money for war. So war almost always (unless is really small-scale war) slows our development;
- Are we able to maintain new cities? There are city costs, needs of new garrison forces, and so on.

Of course this is not a closed list – there is much more to consider, but this can help as illustration of fact that it is not an easy decision to go to war. It's really simple to lose a game because you start the wrong war in the wrong time.

That's why it is also important to know when time comes for the war to end. In perfect situation it can be a moment when we accomplish our goals, but sometimes, when things go wrong, it is good idea to pay the enemy even huge a price to free ourselves from an already lost war.

Peace gives always at least 10 turns of safety which can be used on preparing to the next stage of war or to find suitable allies to make more powerful enemy less dangerous.

Basics of war

The war engine is based on these factors:

Unit strength (STR) – most obvious factor on which all further calculations are based;

Defender terrain influence – hills give +25%, forests +50% (so both hill and forest gives +75%). If attackers have to cross the river when attacking, defender has another +25%. So someone who is defending on forest hills across the river have +100% **from terrain only**;

Special Unit features – most of units have some bonuses against another type of military units. This creating well known from RTS “rock-paper-scissors” rule. What's very important these bonuses are adding up with those from promotions;

Fortify defender – for every turn after fortify order defender receive +5% do STR up to 25%. This bonus is lost after unit moves;

Bonuses from unit promotion – they stack with those from unit features, for more info - see below;

Casualties from previous fights – casualties are directly influenced on unit STR, so in extreme situations a modern tank (most powerful unit in game) can be easily beaten by a warrior (the weakest unit).

War engine was created with strong emphasis on idea of combined arms – and that's why you should combine your forces making a strike group built from different types of units. Well built strike group contains of a few (not more than 5-6) units which can fight with most types of enemy forces.
The must-have is to include one unit with medic promotion – this helps a lot in staying alive deeply in enemy territory. You have to be aware that putting more units into stack is quite dangerous when enemy has catapults (or other units doing collateral damage) – that is why the usual maximum is 5-6 units per strike group.

In case of small-scale, early-game war your forces can have only one group. In medium-game war that's usually 4-5 groups working together. In case of late-game total war it can be more than 20. Besides avoiding extra damage done by catapults, splitting forces into dozen battle groups helps to controlling entire battlefield and makes difficult for enemy to get around your forces and strike at your territory.

Experience – promotions

Promotions are available for units which receive experience in combat. First promotion is available with 2 XP, next is 5 XP, 10 XP 17 XP and so on. All bonuses from promotions stack together with those from units' features. What's also important, units keep promotion even when they are upgraded – what's making them even more useful.



Promotions can be divided into 3 groups:

- **Specialization** – like *city raider*, *city garrison* or *guerrilla* – very strong in one particular situation and pretty useless in others. This is the best way of making a very specialized unit, but useful only under certain circumstances.
- **Universal** – *combat*, *drill*, *flanking* – all around useful but significantly less impressive than specialization. Good for units which are prepared for more general use.
- *Combat* specialization is in some way unique – beside of bonus +10% to STR it gives you access to some much more powerful promotions like *blitz* or *commando*.
- **Supporting** – like *medic*, *march* or *sentry* – gives units some extra abilities but not directly helping in combat.

The Arms Race

How civilizations are prepared for war depends on four main factors:

- **Stage of scientific advancement** – as you well know from real history, scientific advance is directly linked with military development. In CIV it's shown very well. The war started with macemen, catapults and knights can be finished with riflemen, cannons and cavalry. He who has more advanced units usually wins the war;
- **Production output** – this defines how quickly you can build armies and how big they become. Even if you start with significantly lesser military, with huge Production output, you can build your army in a few turns. Try to make your newly trained units as powerful as you can – mainly by giving them extra XP – with the use of barracks, wonders and proper civics;
- **Economy and budget surpluses**. As some general said “you gotta have three things to win a war: money, money, and money”. The units cost and supporting cost in case of long war can significantly drain your treasury and, in extreme situations, make you go Bankrupt;

- Last factor is the most obvious – **how big and advanced your armies are.** This is most important during the first few turns of war (and sometimes it's enough) but as the war prolongs, it quickly becomes less important than Production output.

Of course I'm aware that none of the above is new for most players, although it shows well that at war you can attack not only military forces of the enemy, but also other building blocks of his military might.

The basic tool to do this is called a plunder. This is a nice option which destroys enemy's improvements, destabilizing his economy, Food and Production output, harming him seriously even if we can't destroy any of his units or take any of his cities. The plundering not only destroys enemies' land but also gives us a small amount of Gold.

The other kinds of indirect attack worth mentioning are diplomacy (more above), razing some of carefully picked cities and keeping your forces near enemy cities in well defended positions which usually makes AI unable to start repairs of damage done by your pillagers.

Leaders Traits

There are 26 leaders in game – every one has his unique combinations of traits, technologies and UU. The traits have the most significant influence on gameplay – other bonuses are rather limited – starting technologies are only important in first 100 turns, UU – has usually rather short time of usefulness (however - it's sometimes can be enough to significantly alter the course of play).

The traits are not equal – some of them are more powerful in early-game (Creative), others are more useful in specific situations (Organized), but most are helpful from start to end. However, all give significant advantages if used correctly.

Aggressive

Free combat I promotion for all melee and gunpowder units

Perfect for warmongers even if this promotion is received only by some of your units (only melee and gunpowder). The *combat I* promotions don't look very powerful – it's only +10% to STR. But you have to remember that is a **free** promotion – so it means that next promotion will be at 2XP, next 5XP and so on. And what's also very important - *combat I* gives (after earning 2 XP) instant access to some very useful promotions from the start (like *cover*, *shock*, *medic*) and significantly helps accessing more advanced promotions (*march*, *commando*)

Halved costs of Barracks and Drydocks are nice addition that helps more in receiving additional experience.

Creative

+2 culture in every city

Priceless in early-game. All your cities quickly expand borders (five turns into first culture radius grown, 40 into next stage) and fast received a defense bonus – without any other investments (monuments, Stonehenge Wonder, religion). This gives a huge advantage especially in first 50 turns, greatly helping in securing resources and land-grabbing. In medium and late phases of the game it becomes much less useful. If you used it well, however, you will have a serious advantage for the rest of game.

Halved costs of Theatre and Colloseum helps in keeping order in cities, and make a possible to build very quickly Theatre in every just build or conquered city – helping in even faster culture development of new cities.

Expansive

+2 health in all cities.

Nice, especially on higher difficulty levels, when there is less “free” health in all your cities. Helps in making your cities even bigger – works like extra aqueduct.

Halves cost of Harbor and Granary. The former is only useful in coastal cities but the latter is built in every city and helps a lot in city growth.

Financial

+1 to commerce on titles already generating at least 2 commerce.

Very powerful trait – every Cottage near rivers, coastal tiles, watermills or windmills is

generating extra commerce. Extra commerce means many extra research or extra income. Very nice, indeed.

Halved costs of Bank – even more money.

Industrious

+50% to Wonder Production

Do you like Wonders? You hate it when someone builds your favorite Wonder before you? Stop this! Take this trait. Useful from start to finish. It stacks with bonuses from strategic resources – making Wonders relatively cheap.

Halves cost of Forge. One of the most useful buildings – extra +25% Production in city available in your cities in halved time.

Organized

-50 % civic upkeep

A controversial trait – lot of people consider it broken. In my experience is really useful – but only in specific situations. Ideal for a person who is planning to manage a world spanning empire with a lot of cities.

Civics upkeep is strongly connected with size of civilization here –50% gives you a lot of freedom when it comes to choosing your favorites civics.

Halves cost of Courthouse and Lighthouse. This is even more useful. Now Courthouses are really cheap and can be built as first buildings in cities due to very short construction time. In long-term this can result in some serious savings. Cheap Lighthouses are also helpful – but only in coastal cities.

Philosophical

+100% Great Person points.

Greatly improve amounts of GP points – without addition bonuses doubles it giving you a two times more Great People. If you based your strategy on GP – it is a must have. Possibly the most useful trait of all.

Halved costs of University – very nice, because this is a rather expensive building. Cheaper means you will have much more of them, and that means that your science will be much more advanced.

Spiritual

No anarchy

When changing your civic you will not loose turn on anarchy. Effect – more flexible social system. You like theocracy right away – you have it, you like pacifism – ok, here you are. No anarchy between. However, it's less powerful than it looks like, due to 5 turn time before you can make any other change – what significantly limits usefulness of this trait.

It's simply a few turns advantage over competitors – turns which are not lost because of anarchy. It can help (sometimes you can win only due to a few turn advantage) – but definitely this trait is not as strong as it looks like.

Halved costs of Temples – much more useful than *no anarchy*. Temple is one of this few building that can be build in city more than once – every time for every religion. If you based your strategy on religion, that can help a lot. Cheaper Temples mean much more culture, priests, specialists, more happy citizens. More Temples gives opportunity to build even more Cathedrals in medium-phase of the game.

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