**SYSTEM REQUIREMENTS**

**MINIMUM**

**OS:** Windows 7 64bit / 8.1 64bit / 10 64bit  
**Processor:** Intel Core i3 2.5 Ghz or AMD Phenom II 2.6 Ghz or greater  
**Memory:** 4 GB RAM  
**Hard Drive:** 13 GB or more  
**Video Card:** 1 GB DirectX 11 Video Card (AMD 5570 or Nvidia 450)

**RECOMMENDED**

**OS:** Windows 7 64bit / 8.1 64bit / 10 64bit  
**Processor:** Fourth generation Intel Core i5 2.5 Ghz or AMD FX8350 4.0 Ghz or greater  
**Memory:** 8 GB RAM  
**Hard Drive:** 13 GB or more  
**Video Card:** 2 GB DirectX 11 Video Card (AMD 7970 or Nvidia 770 or greater)

**OTHER REQUIREMENTS**

Initial installation requires one-time internet connection for Steam authentication; software installations required (included with the game) include Steam Client, Microsoft Visual C++ 2012 and 2015 Runtime Libraries, and Microsoft DirectX.

The Intel HD 5500 (and earlier generations of this IGP) doesn’t meet the minimum system requirements for Civilization VI: Rise and Fall.

Requires Sid Meier’s Civilization VI to play.

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**IMPORTANT HEALTH WARNING: PHOTOSENSITIVE SEIZURES**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room; and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.
OVERVIEW

The Civilization VI: Rise and Fall expansion brings new choices, strategies, and challenges for players as they guide a civilization through the ages. The expansion introduces new Ages, Loyalty, and Governors systems, expands existing Diplomacy and Government systems, and adds eight new civilizations, nine new leaders, a variety of new units, districts, wonders, buildings, and more. Can you lead your people into a Golden Age of prosperity? Or will your empire face the challenges of a Dark Age?

GREAT AGES

As your civilization ebbs and flows, and you reach milestone Historic Moments, you will move towards Dark Ages or Golden Ages, each providing specific challenges or bonuses based on your actions in game. Rise triumphantly from a Dark Age, and your next Golden Age will be even stronger – a Heroic Age.

There are four types of ages that can occur through the eras. When the game moves into a new era it checks how much era score your civilization has gained and determines which type of age your civilization is placed in. The four types of ages are; Normal Age, Dark Age, Golden Age, and Heroic Age:

• **Normal Age:** This is the baseline age in the game. The Dedication that is selected at the beginning of the age gives you a slight boost in generating Era Score.

• **Dark Age:** Dark Ages cause reduced Loyalty in your cities. They also allow for the selection of Dedications, which can be used to lift the civilization out of the Dark Age, and the ability to equip Dark Age Policies.

• **Golden Age:** This age brings bonuses to the era through Dedications and increased Loyalty in the civilization’s cities, making it harder to lose cities to outside influence and easier to spread your own.

• **Heroic Age:** A Heroic Age is a better form of Golden Age. This age marks that a Civilization moved from a Dark Age to a Golden Age in one swoop. This age also allows for the selection of multiple Dedications which give major bonuses to the civilization.
DEDICATIONS

Dedications are bonuses that can be selected at the beginning of an era. These bonuses change depending on the type of age that the civilization is in. For Dark Ages and Normal Ages, the Dedications help gain Era Score to boost the civilization into a higher Age in the next era. In Golden Ages or Heroic Ages, the Dedications give great boons to the civilization. The dedications are:

BODYGUARD OF LIES

• **Golden/Heroic Age** – Spies take no time to establish presence in an enemy (any) city. Time to complete all offensive missions reduced.

• **Normal/Dark Age** – Bonus Era Score for each successful offensive spy operation.

EXODUS OF THE EVANGELISTS

• **Golden/Heroic Age** – Increased Movement for all Gurus, Missionaries, Apostles, and Inquisitors. Additionally, newly trained ones get bonus charges. Additional Great Prophet points per turn.

• **Normal/Dark Age** – Gain additional Era Score each time you convert a city to your founded Religion for the first time.

FREE INQUIRY

• **Golden/Heroic Age** – Replaces Commercial Hub and Harbor adjacency bonus as Science. Earn more Science from Tech Boosts.

• **Normal/Dark Age** – Extra Era Score is granted each time you trigger a Eureka. Additional Era Score for constructing a building that provides Science as a base yield.

HEARTBEAT OF STEAM

• **Golden Age/Heroic** – Increased Production toward Industrial era and later wonders. Campus district’s Science adjacency bonus provides Production as well.

• **Normal/Dark Age** – Bonus Era score for each Industrial or later building constructed.

HIC SUNT DRACONES

• **Golden Age/Heroic** – Additional Movement for Naval Units, and increased population for cities founded on non-home continent. Increased Loyalty per turn for cities on non-home continent.
• **Normal/Dark Age** – Gain extra Era Score each time you discover a new Continent or Natural Wonder. Increased Era Score each time you kill a non-Barbarian naval unit.

**MONUMENTALITY**

• **Golden Age/Heroic** – Increased Movement for all builders. Can purchase civilian units with Faith.

• **Normal/Dark Age** – Additional Era Score each time you construct a new District.

**PEN, BRUSH, AND VOICE**

• **Golden Age/Heroic** – Additional Culture for each Specialty district. Earn additional Culture from Civic Boosts.

• **Normal/Dark Age** – Gain Era Score each time you trigger an Inspiration. Additional Era Score for constructing a building with a Great Work Slot.

**REFORM THE COINAGE**

• **Golden/Heroic Age** – Your Trade Routes cannot be pillaged. International Trade Routes get additional Gold per specialty district at the destination.

• **Normal/Dark Age** – Bonus Era Score each time you successfully complete a Trade Route.

**SKY AND STARS**

• **Golden/Heroic Age** – Unlocks the Eurekas for Advanced Flight, Nuclear Fission, and Rocketry if in Atomic Era. If in the Information Era the Eurekas for Satellites, Robotics, Nuclear Fusion, and Nanotechnology are unlocked. Increased XP earned for all Air Units.

• **Normal/Dark Age** – Bonus Era Score for each Aerodrome building constructed. Bonus score for each Great Person Earned.

**TO ARMS!**

• **Golden/Heroic Age** – Unlock a special Casus Belli which, after Denouncing the target, gives less warmonger penalties than formal war. Increased Production towards military units.

• **Normal/Dark Age** – Bonus era score for each defeated non-barbarian unit.
WISH YOU WERE HERE

• **Golden/Heroid Age** – Cities with Governors receive more Tourism from World Wonders. Additional Tourism to all National Parks.

• **Normal/Dark Age** – Bonus Era score for each Artifact extracted.

TIMELINE

Review your civilization’s history at any time with the new Timeline feature, a visual journey through the Historic Moments that you encountered on your path to victory.

• Historic Moments are actions that a civilization takes that are heroic or major in some way. These moments help a civilization achieve a Golden Age, or avoid a Dark one, throughout the eras.

• Some examples of Historic Moments are; Founding a Religion, Circumnavigating the Globe, Launching a satellite, and many more.

LOYALTY

Cities now have individual Loyalty to your leadership – let it fall too low, and face the consequences of low yields, revolts, and the potential to lose your city. But one civilization’s loss can be your gain as you inspire Loyalty among cities throughout the map and further expand your borders.

• Loyalty is the measure of how much your city’s citizens want to stay as part of your empire and is gauged from 0 to 100. If the cities’ loyalty drops to zero it will revolt, and the city will be lost, switching allegiance to a free city that can go to another empire. Even before the counter reaches 0 the city will face lower yields from resources.

• Loyalty can be gained through many ways, including keeping your cities’ Happiness up or installing Governors, and receives bonuses in your Capital. Certain Cultural Alliances with neighboring Civilizations can also prevent high Loyalty from their cities negatively impacting your cities in close proximity.

• Loyalty can be lost due to Unhappiness from your citizens (due to factors such as lacking Amenities) or from nearby cities from other Civilizations having higher Loyalty.

GOVERNORS

Recruit, appoint, and upgrade powerful characters with unique specialization bonuses and promotion trees to customize your cities and reinforce Loyalty.
• Each Governor gives a different set of bonuses to the city it is assigned to. Throughout the game Civilizations can earn more Governor Titles, which can be spent on new Governors or existing Governors upgrades.

• The different Governors can be moved around to different cities whenever needed. Their Loyalty bonus is applied immediately, but it takes a few turns for their other bonuses to be applied.

• Beware of enemy spies that can neutralize Governors for several turns. Governors also help with their city’s Loyalty. A city with a Governor has increased Loyalty to the civilization and is harder to flip.

GOVERNORS:

AMANI – The Diplomat – Messenger

• **Ability** – Can be assigned to a City-State, where she acts as additional envoys.

• **Promotions** – Emissary, Prestige, Affluence, Promoter, Puppeteer

LIANG – The Surveyor – Guildmaster

• **Ability** – All builders trained in city get additional build charges.

• **Promotions** – Infrastructure, Aquaculture, Zoning Commissioner, Amusement, Parks and recreation

MAGNUS – The Steward – Groundbreaker

• **Ability** – Increased yields from plot harvests and feature removals in city.

• **Promotions** – Surplus Logistics, Provision, Industrialist, Black Marketeer, Vertical Integration

MOKSHA – The Cardinal – Bishop

• **Ability** – Religious pressure to adjacent cities is stronger from this city.

• **Promotions** – Grand Inquisitor, Divine Architect, Laying on of Hands, Citadel of God, Patron Saint

PINGALA – The Educator – Librarian

• **Ability** – Increase in Science and Culture generated by the city.

• **Promotions** – Connoisseur, Researcher, Grants, Arms Race Proponent, Space Initiative
REYNA – The Financier – Land Acquisition

• Ability – Acquire new tiles in city faster.

• Promotions – Harbormaster, Foreign Exchange, Tax Collector, Contractor, Curator

VICTOR – The Castellan – Redoubt

• Ability – Increases city garrison Combat Strength.

• Promotions – Garrison Commander, Defense Logistics, Security Expert, Embrasure, Air Defense Initiative

NEW LEADERS AND CIVILIZATIONS

Nine new leaders and eight new civilizations are introduced. Each brings unique bonuses and gameplay, as well as a total of eight unique units, two unique buildings, four unique improvements, and two unique districts.

LEADERS/CIVILIZATIONS - ABILITIES

CHANDRAGUPTA – INDIA

• Leader Ability – Arthashastra - Can declare a War of Territorial Expansion after gaining the Military Training Civic. Increased Movement and Combat Strength for the initial turns after declaring a War of Territorial Expansion.

GENGHIS KHAN – MONGOLIA

• Leader Ability – Mongol Horde – All Cavalry class units have increased Combat Strength and chance to capture defeated enemy Cavalry class units.

• Civilization Ability – Örtöö – Starting a Trade Route immediately creates a Trading Post in the destination city. Receive an extra level of Diplomatic Visibility for possessing a Trading Post in any city of a civilization. All Mongolian units gain increased Combat Strength for each level of Diplomatic Visibility on their opponent.

LAUTARO – MAPUCHE

• Leader Ability – Swift Hawk – If a Mapuche Unit defeats an enemy unit within the borders of the enemy city, that city loses Loyalty.

• Civilization Ability – Toqui – All units trained in the cities with an established Governor gain more experience in combat. Increased Combat Strength against civilizations that are in a Golden Age.
POUNDMAKER – CREE

- **Leader Ability – Favorable Terms** – All Alliance types provide Shared Visibility. Trade Routes grant Poundmaker increased Food in the sending city per Camp or Pasture in the receiving city. Trade Routes grant Poundmaker increased Gold in the receiving city per Camp or Pasture in the receiving city.

- **Civilization Ability – Nihithaw** – Trade route capacity and a free Trader with the Pottery Technology. Unclaimed tiles close to a Cree city come under Cree control when a Trader first moves into them.

ROBERT THE BRUCE – SCOTLAND

- **Leader Ability – Bannockburn** – Can declare a War of Liberation after gaining the Defensive Tactics Civic. Increased Production and Movement for the initial turns after declaring a War of Liberation.

- **Civilization Ability – Scottish Enlightenment** – Happy cities receive additional Science and Production, generate more Great Scientist points per campus, and increased Great Engineer points per Industrial Zone. Ecstatic cities receive double these amounts.

SEONDEOK – KOREA

- **Leader Ability – Hwarang** – Increased Culture and Science in all cities with an established Governor.

- **Civilization Ability – Three Kingdoms** – Mines receive more Science if there is an adjacent Seowon district. Farms receive increased Food if there is an adjacent Seowon district.

SHAKA – ZULU

- **Leader Ability – Amabutho** – May form Corps (Mercenaries Civic) and Armies (Nationalism Civic) earlier. Additional Base Combat Strength to both Corps and Armies.

- **Civilization Ability – Isibongo** – After conquering a city, its Loyalty per turn is stronger while the city is in occupied status.

TAMAR – GEORGIA

- **Leader Ability – Glory of the World, Kingdom and Faith** – Increased Faith for several turns after declaring a Protectorate War. Each Envoy you send to a City-State of your majority Religion counts as multiple Envoys. (Must have a majority Religion.)

- **Civilization Ability – Strength in Unity** – When making a Dedication at the beginning of a Golden Age, receive its Normal Age bonus towards improving Era Score, in addition to its Golden Age.
WILHELMINA – NETHERLANDS

- **Leader Ability – Radio Oranje** - Your Trade Routes to your own cities provide Loyalty per turn for the starting city. Trade Routes to foreign cities or from foreign cities have increased Culture to you.

- **Civilization Ability – Grote Rivieren** – Major adjacency bonus for Campuses, Theater Squares, and Industrial Zones if next to a river. Culture Bomb adjacent tiles when completing a Harbor.

DISTRICTS

COPACABANA – Brazil; replaces Water Park district.

- Increased Amenities.
- Unlocks Water Carnival project which grants an additional Amenity and variety of Great People points once complete.
- Cannot be built in city with a Street Carnival.
- Cannot build on Reef.

IKANDA – Zulu; replaces the Encampment.

- Provides additional Housing.
- Faster Corps and Army creation.

SEOWON – Korea; replaces Campus.

- Increased Science.
- Must be built on Hills.

GOVERNMENT PLAZA – All Civilizations

- Provides increase to the adjacency bonuses being earned by any adjacent district.
- Additional Governor Titles.

WATER PARK – All Civilizations

- Built on Coastal tiles.
- Increases Amenities.
• Cannot be built in a city with an Entertainment Complex.
• Cannot build on Reef.

BUILDINGS

TSIKHE – Georgia; replaces Renaissance Walls
• Increased Tourism bonus after advancing to the Conservation Civic.
• Provides additional Faith.
• Raises strength of outer defenses to the highest level.

ORDU – Mongolia; replaces Stable
• Grants an ability that gives a Movement boost to Heavy and Light Cavalry trained in the city.
• Increased combat experience for all Cavalry class units trained in city.

ANCESTRAL HALL
• Increases Production toward Settlers.
• New cities receive a free Builder.
• Awards a Governor Title.

AUDIENCE CHAMBER
• Gives an Amenity and Housing in Cities with Governors.
• Decreased City Loyalty without Governors.
• Awards a Governor Title.

FOREIGN MINISTRY
• Levied Units gain increased Combat Strength.
• Levy Military costs less Gold.
• Awards a Governor Title.
GRAND MASTER’S CHAPEL
• Grants ability to buy land units with Faith.
• Pillaging Improvements and Districts provides Faith.
• Awards a Governor Title.

INTELLIGENCE AGENCY
• Increase to Spy capacity.
• Grants additional Spies.
• Spy Operations have a higher chance of success.
• Awards a Governor Title.

NATIONAL HISTORY MUSEUM
• Provides additional slots for any Great Work.
• Awards a Governor Title.

ROYAL SOCIETY
• Builders gain the ability to use all of their charges to provide bonus Production to a District Project.
• Awards a Governor Title.

WAR DEPARTMENT
• When unit kills an enemy unit, that unit heals.
• Awards a Governor Title.

WARLORD’S THRONE
• Capture of enemy City grants bonus Production in all Cities for several turns.
• Awards a Governor Title.

FOOD MARKET
• Increased Food.
• Limit one per city.
SHOPPING MALL
• Increased Tourism.
• Limit one per city.

AQUARIUM
• Bonus Amenity extends to each City Center around the Water Park.
• Bonus does not stack.
• Increased Science to each coastal resource, Shipwreck, and Reef tile in this city.
• Increased Amenities.

AQUATICS CENTER
• Bonus Amenity extends to each City Center around the Water Park.
• Bonus does not stack.
• Increased Tourism for each Wonder built in this city on or adjacent to a Coast tile.
• Increased Amenities.

FERRIS WHEEL
• Increased Tourism.
• Increased Amenity.

UNITS
DE ZEVEN PROVINCIËN – Netherlands – Renaissance Era; replaces Frigate
• Naval Ranged Unit.
• Increased Combat Strength when attacking defensible districts.

DRONE – All Civilizations – Atomic Era
• Support Unit.
• Increased Range to adjacent bombard strength units.
HIGHLANDER – Scotland – Industrial Era; replaces Ranger
  • Recon Unit.
  • Increased Combat Strength bonus when fighting in Hill/Forest terrain.

HWACHA – Korea – Renaissance Era; replaces Field Cannon
  • Ranged Unit.
  • High Ranged Attack Strength.
  • Cannot move and attack in same turn.

IMPI – Zulu – Medieval Era; replaces Pikeman
  • Anti Cavalry.
  • Increased Flanking bonus.
  • Low cost and maintenance.
  • Earns experience faster.

KESHIG – Mongolia – Medieval Era; replaces Field Cannon
  • Ranged Unit.
  • Can escort moving civilian and Support units at their higher Movement speed.

KHEVSURETI – Georgia – Medieval Era
  • Melee Unit.
  • Increased Combat Strength bonus when fighting in Hill terrain.
  • No Movement penalty in Hill terrain.

MALÓN RAIDER – Mapuche – Renaissance Era
  • Light Cavalry Unit.
  • Increased Combat Strength bonus if close to friendly territory.
  • Pillaging costs 1 Movement.
OKIHTCIW – Cree – Ancient Era; replaces Scout
• Recon Unit.
• Strong reconnaissance unit.
• Starts with a free promotion.

PIKE AND SHOT – All Civilizations – Late Renaissance Era
• Anti Cavalry Unit.

SPEC OPS – All Civilizations – Atomic Era
• Recon Unit.
• Paradrop ability allows movement from a friendly tile to a location several tiles away.
• Increased Paradrop range if starting in Aerodrome or Airstrip.
• Attacks support units directly without having to eliminate the combat unit first.

SUPPLY CONVOY – All Civilizations – Modern Era
• Support Unit.
• Increases healing for adjacent units.
• Gives units bonus Movement if the move is started adjacent to the Convoy.

IMPROVEMENTS

CHEMAMULL – Mapuche
• Provides Culture equal to a portion of the tile’s Appeal.
• Additional Tourism after researching Flight.
• Requires minimum Appeal of Breathtaking.

CITY PARK – Governor unique improvement
• Yields additional Appeal and Culture.
• Increased Amenity if next to water.
• Cannot be adjacent to a City Park.
**FISHERY** – Governor unique improvement
- Must be placed on Coastal tiles.
- Increases Food.
- Additional Food if adjacent to a sea resource.

**GOLF COURSE** – Scotland
- Additional Amenity and Gold.
- Increased Culture if adjacent to a City Center district and/or an Entertainment District.
- Additional Tourism and Housing as you advance through the Civics and Technology Tree.
- Cannot be placed on Desert or Desert Hills.
- One per City.
- Tiles with Golf Courses cannot be swapped.
- Additional Appeal.

**MEKEWAP** – Cree
- Must be placed next to a Bonus or Luxury Resource.
- Provides additional Production and Housing.
- Additional Gold when next to a Luxury resource (such as Diamond).
- Additional Production, Gold, Food and Housing as you advance through the Civics and Technology Tree.
- Cannot be built adjacent to another Mekewap.

**POLDER** – Netherlands
- Increased Food and Production.
- Additional Food if adjacent to a Polder improvement.
- Additional Production, Gold, and Food as you advance through the Civics and Technology Tree.
- Must be placed on a Coast or Lake Tile adjacent to multiple flat land tiles.
TERRAIN FEATURE

REEF
• Provides Additional Food and Production.

NATURAL WONDERS

DELICATE ARCH
• One tile impassable.
• Provides Faith and Gold to adjacent tiles.

EYE OF THE SAHARA
• Three tile traversable.
• Provides additional Production from each tile.
• After the Atomic Era provides additional Production and Science from each tile.

LAKE RETBA
• Two tile traversable.
• Provides additional Culture, Gold, Production, and Fresh Water per tile.

MATTERHORN
• One tile impassable.
• Provides additional Culture to adjacent tiles.
• Land combat units who move next to the Matterhorn ignore Hills for the rest of the game and gain increased Combat Strength when fighting in Hills.

MOUNT RORAIMA
• Four tile impassable.
• Provides Faith and Science to adjacent tiles.
UBSUNUR HOLLOW
• Four tile traversable.
• Acts as a Marsh.
• Provides Faith, Food, and Production.

ZHANGYE DANXIA
• Three tile impassable.
• Provides Great General and Great Merchant points if you own a part of the wonder.

WONDERS

AMUNDSEN-SCOTT RESEARCH STATION – Atomic Era
• Bonus Science and Production in all cities.
• Increased yield if multiple Snow, or Snow Hill tiles are close to the city and owned by the city.
• Must be built next to a Campus with a Research Lab.
• Must be built on a Snow or Snow Hills Tile.

CASA DE CONTRATACIÓN – Renaissance Era
• Provides Governor Titles.
• All your cities on your non-home continent with a Governor gain additional Production, Faith, and Gold.
• Must be built adjacent to a Government Plaza.

KILWA KISIWANI – Medieval Era
• Bonus Envoys when built.
• When you are the Suzerain of a City-State this city receives a boost to the yield provided by that City-State.
• If you are the Suzerain to multiple City-States of the same type, all of your cities receive a boost to the yield provided by those City-States.
• Must be built on a flat tile adjacent to Coast.
KÔTOKU-IN – Medieval Era
• Additional Faith in the city.
• Provides several Warrior Monks if the city has a majority religion.
• Must be built adjacent to a Holy Site district with a Temple.

ST. BASIL’S CATHEDRAL – Renaissance Era
• Bonus Religious Tourism from this city.
• Additional Food, Production, and Culture from all Tundra tiles in this city.
• Must be built adjacent to a City Center.

STATUE OF LIBERTY – Industrial Era
• Grants Settlers.
• All your cities close by are more loyal.
• Must be built on the Coast, and adjacent to land and a Harbor district.

TAJ MAHAL – Renaissance Era
• Historic Moments grant additional Era score.
• Must be built next to a River.

TEMPLE OF ARTEMIS – Ancient Era
• Camps, Pastures, and Plantations around this wonder provide additional Amenities.
• Must be placed adjacent to a Camp improvement.

RESOURCES

AMBER – Luxury Resource
• Additional Culture.
• Bonus Amenities (provides 4 Amenities, distributed amongst your cities).
OLIVES – Luxury Resource
• Additional Production and Gold.
• Bonus Amenities (provides 4 Amenities, distributed amongst your cities).

TURTLES – Luxury Resource
• Additional Science.
• Bonus Amenities (provides 4 Amenities, distributed amongst your cities).

NEW CASUS BELLI
WAR OF RETRIBUTION
• Requires the target to have broken a promise to you recently.
• Unlocked by Early Empire.

IDEOLOGICAL WAR
• Requires target to be in a different Tier 3 government.
• Unlocked by Ideology.

TO ARMS!
• Requires and is unlocked by Golden Age Dedication To Arms!

ALLIANCE SYSTEM CHANGES

There are five types of Alliances now; Research Alliance, Cultural Alliance, Military Alliance, Religious Alliance, and Economic Alliance. Players can set up multiple Alliances, but can only have one of each type, and can only have one Alliance per Civilization. Alliances now have levels that give different sets of bonuses depending on the type.

RESEARCH ALLIANCE
• Level 1: Trade Routes between allies grant additional Science.
• Level 2: Allies share a Tech Boost every few turns.
• Level 3: Gives bonus Science when studying the same technology as your ally or one that your ally has completed, and while your ally is researching a tech you have completed.
CULTURAL ALLIANCE

• Level 1: Allies do not exert Loyalty pressure on each other, and Trade Routes between allies grant additional Culture.

• Level 2: When your cities have Trade Routes with your ally, gain additional Great Person points in the origin cities based off of the districts in those cities.

• Level 3: You gain a portion of your ally’s Tourism and Culture from cities.

MILITARY ALLIANCE

• Level 1: Allies share visibility and gain bonus Combat Strength against civilizations on whom both allies have declared war.

• Level 2: Allies gain bonus Production toward military units when either ally is at war.

• Level 3: Units start with a bonus promotion.

RELIGIOUS ALLIANCE

• Level 1: Ally cities do not exert Religious Pressure on each other, and Trade Routes between allies grant additional Faith.

• Level 2: Allies gain religious Combat Strength against Religions not founded by either ally.

• Level 3: You gain Faith based on the number of your Citizens following you ally’s Religion, and the Religious Pressure is increased in cities with no believers of your ally’s Religion.

ECONOMIC ALLIANCE

• Level 1: Trade Routes between allies grant additional Gold.

• Level 2: Gain Envoy points based on the number of City-States that are tributary to your ally.

• Level 3: Allies share the Suzerain bonus of all City-States of which they are Suzerain.

EMERGENCY SYSTEM

Emergencies are triggered in response to some serious action by another Civilization. There are 5 different types of Emergencies that can occur; Military Emergency, City-State Emergency, Religious Emergency, Nuclear Emergency, Betrayal Emergency. Emergency alliances can give a bonus to the participants and will give a bonus to the side that completes the emergency.
MILITARY EMERGENCY – A Civilization that is leading in some victory type has just conquered another Civilization’s city; must have a city on the same continent as the conquered city to be invited.

CITY-STATE EMERGENCY – A Civilization has captured and is occupying a City-State that another Civilization has at least one envoy in.

RELIGIOUS EMERGENCY – A Civilization has converted the Holy City of another Religion through a Religious Spread action; requires participants to have formed a Religion.

NUCLEAR EMERGENCY – A Civilization has used a nuclear weapon on a city.

BETRAYAL EMERGENCY – A Civilization has declared war on another Civilization, with whom they had a high-level Alliance.

RANDOM AGENDAS

EXPANSIONIST – Will try to include as much territory as possible in their empire and does not like Civilizations that control little territory.

FLIRTATIOUS – Likes Leaders of the opposite gender.

GOSSIP – Likes Civilizations they have visibility on.

CURMUDGEON – Dislikes Leaders of opposite gender.

SYCOPHANT – Reacts positively to Golden Ages.

SYMPATHIZER – Reacts positively to Dark Ages.

ESPIONAGE MISSIONS

NEUTRALIZE GOVERNOR – Must be performed in a city with an established Governor. If successful, the target Governor is removed from play for a number of turns (determined by the Spy’s level) and after that time will have to be reestablished in a city.

FABRICATE SCANDAL: Must be performed in a City-State that you are not Suzerain over. If successful, all other players lose a number of Envoys determined by the Spy’s level. Also ejects all Diplomat Governors from this City-State.

FOMENT UNREST: May be performed in any city of a major Civilization that is not your friend or ally. If successful there is an instantaneous change in Loyalty in that city.
SPY PROMOTIONS

LICENSE TO KILL – Neutralize Governor as if the Spy is of a higher level.

SMEAR CAMPAIGN – Fabricate Scandal as if the Spy is of a higher level.

COVERT ACTION – Foment Unrest as if the Spy is of a higher level.

DARK AGE POLICIES

New type of wildcard which are only available in Dark Ages and can help lift you out of the darkness. They are powerful, but have a negative impact as well.

COLLECTIVISM

• Bonus Food for farms.
• Additional Housing for all cities.
• Increased Industrial Zone adjacency bonuses.
• Negative Impact - Great People are earned more slowly

ELITE FORCES

• Bonus combat experience for all units.
• Negative Impact - Increased Gold to maintain each military unit.

INQUISITION

• Inquisition with less Apostle charges.
• All religious units have increased Religious Combat Strength in friendly territory.
• Negative Impact - Decreased Science in all cities.

ISOLATIONISM

• Increased Trade route capacity.
• Domestic Trade routes provide additional Food and Production.
• Negative Impact - Cannot train or buy Settlers nor settle new cities.
LETTERS OF MARQUE
• Increased Production to Naval Raiders who gain bonus Movement.
• Bonus yield from plundering Trade routes.
• Negative Impact - Decreased Trade route capacity.

MONASTICISM
• Science increased in cities with a Holy Site.
• Negative Impact - Reduced Culture in all cities.

ROBBERS BARONS
• Increased Gold in cities with a Stock Exchange.
• Bonus Production in cities with a Factory.
• Negative Impact - Decreased Amenities in all cities.

ROGUE STATE
• Increased Production towards nuclear program projects and WMDs.
• Negative Impact - No influence towards new Envoys is gained.

TWILIGHT VALOR
• All units have increased Combat Strength while making a melee attack.
• Negative Impact - Cannot heal outside your territory.

CITY-STATES

ANTIOCH
• Replaced Amsterdam.
• Trade City-State.
• Suzerain Bonus: Your Trade Routes to foreign cities earn additional Gold for each Luxury resource at the destination.
BABYLON
• Replaced Seoul.
• Scientific City-State.
• **Suzerain Bonus:** Increased Science from each Great Work of Writing, Relic and Artifact.

GREAT PEOPLE

TIMUR – Replaces Genghis Khan - Medieval Era
• Great General
• **Retire (1 Charge):** Grants a promotion level and increased combat experience to a military land unit.
• **Passive Effect:** Increased Combat Strength and movement to Medieval and Renaissance era land units.

FERDINAND MAGELLAN – Renaissance Era
• Great Admiral
• **Retire (1 Charge):** Grants additional Loyalty per turn in city.
• **Passive Effect:** Bonus Combat Strength and Movement to Renaissance and Industrial era naval units.
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Main Menu Score
Main Menu,”Sogno di Volare (The Dream of Flight)”
Composed by Christopher Tin
Lyrics by Leonardo da Vinci, adapted by Chiara Cortez
Performed by Angel City Chorale, Cappella SF and the Macedonian Symphonic Orchestra
Mixed by Jason Schweitzer
Recorded at Abbey Road Studios, Skywalker Sound, The Bridge and MRTV Studio M1

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Audio Programmer
Ian Schmidt

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Phill Boucher

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Niccolo Seligmann, Bass Viel, Vielle
Vielle and Bass Viol recorded at Studio A, Peabody Institute, Baltimore, MD

Geoff Knorr, Recording Engineer

Sunglae Park and Atticus Hebson, Assistant Engineers and Pro Tools Operators

Prague FILMharmonic Orchestra
Orchestra conducted by Andy Brick
Rita Cepurcenko, Concertmistress
Kühn Mixed Choir

Marek Vorlícek, Choir Conductor
Martinů Voices
Lukas Vasilek, Martinů Voices
Conductor
Pavel Drešer, Accordion
Jan Holzner, Orchestra and Choir
Recording Engineer
Vítěk Král, Assistant Engineer
Petr Pycha, Orchestra Contractor
Tomáš Kirschner, Orchestra Librarian
Geoff Knorr, Orchestrator
Orchestra and Choir
recorded at Smecky
Music Studios
Mixed & Mastered
by Geoff Knorr
Sandro Friedrich, Scottish
tin whistle, Fipple flute, Xiao,
Pinkillo, Zampona, Quena, Recorder
Patrick McAvinue, Fiddle
Kevin O’Brien, Highland Pipes
Hayes, Scottish
Snare and Tenor
Drums
Georgian Singing
and Instruments by
Trio Kavkasia
Alan Gasser, Tenor
Stuart Gelzer, Bass, Chunir
Carl Linich, Tenor, Panduri, Chonguri
Trio Kavkasia
recorded at Pinch
Recording, Long Island City, NY
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E Scott Lindner, Assistant Engineer
Khoomii, Morin
Khuur, and
Tovshuur by Nature
Ganganbaigal of
Tengger Cavalry
www.tengger-cavalry.com
Zulu Vocals by
Legato
Lisa Yengeni, Soprano
Luyolo Stungu, tenor
Phiwo Tyatya, tenor
Lwando Lukhukho, tenor
Milani Sixakwe, Bass
Mihlali Tyatya, Solo tenor
Caleb Vaughn-Jones and Regulus
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Simphiwe Funde, Zulu translator & studio assistant
Mogapi Sebe, Drums
Ruth Mackintosh, Director of African Drumbeat
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Broadcast Corporation Radio
Broadcast Facilities Studio, Port Elizabeth, South Africa
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Cree singing and drumming by
The Poundmaker Singers
Clyde Tootoosis, leader
Cornell Tootoosis, Aaron McGilvery
Greyeagle Cardinal
Gerald Baptiste
Poundmaker Singers
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Studio B, University of Saskatchewan, Saskatoon, Saskatchewan
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Recording Session Engineer
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Korean Performing Arts Academy of America
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Chun Kehe, Jing
Dami Soh, Buk
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