# TABLE OF CONTENTS

## Chapter 1
**IN THE BEGINNING**
- Introduction ............................................. 6
- System Requirements ................................. 7
- Installation ............................................. 8
- Starting a Game ....................................... 9
- The Civilization IV Web Site ....................... 9

## Chapter 2
**NEW STUFF**
- Introduction .......................................... 11
- Leader Traits ......................................... 11
- The Great General ................................. 12
- Espionage ............................................ 12
- Events .................................................. 18
- Advanced Start ..................................... 19
- Corporations ......................................... 20
- Air Combat and Promotions ....................... 23
- Overseas Maintenance and Colonies ............ 23
- Improved Siege Combat ............................ 24
- Naval Trade Routes .................................. 24
- New Technologies ................................... 25
- New Units ............................................ 25
- New Promotions ..................................... 26
- New Buildings ....................................... 26
New Wonders . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 27
New Improvement . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 28
New Leaders for Existing Civilizations . . . . . . . . . . . . 28
New Civilizations . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 28

Chapter 3
NEW SCENARIOS 31
Introduction . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 32
How to Launch a Scenario . . . . . . . . . . . . . . . . . . . . . . . . . 33
Scenarios Overview . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 34

Chapter 4
MAIN GAME UPDATES 43
Introduction . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 44
Getting and Installing the Updates . . . . . . . . . . . . . . . . 44
What's Been Updated . . . . . . . . . . . . . . . . . . . . . . . . . . . . 44

APPENDIX 48
Keyboard Commands . . . . . . . . . . . . . . . . . . . . . . . . . . . 49
Credits . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 53
Warranty and License Agreement . . . . . . . . . . . . . . . . . . . . 59
Product Support . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 63
Register with Us! . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 63
Copyright Information . . . . . . . . . . . . . . . . . . . . . . . . . . . 66
Chapter 1

IN THE BEGINNING
INTRODUCTION

Welcome to Beyond the Sword!
Welcome to the Beyond the Sword expansion pack for Sid Meier’s Civilization IV! Beyond the Sword (BtS) expands the world of Civilization IV, adding new game concepts, new civilizations, new leaders, new buildings and new units, plus some exciting new scenarios. The BtS installation disk also includes all of the updates to the original Civilization IV game code through this product’s release date. Check the Civilization IV web site for any more recent updates (see below).

Important: Please note that you need to have Sid Meier’s Civilization IV installed on your computer to use this product. BtS cannot be played without Civilization IV. See later in this chapter for information on installing this expansion pack. You do not, however, need to have the previous Civilization IV expansion pack – Civilization IV Warlords – installed to play BtS. (Warlords is pretty cool, though; you might want to check it out.)

This Manual
This manual describes the material included in BtS. It is broken into four chapters and an appendix. You don’t need to read this manual before enjoying BtS: experienced Civilization IV players are encouraged to jump right in and start playing; you can refer to this manual if you run into something you don’t quite understand.

Note that the in-game “Civilopedia” contains in-depth information on all of the stuff provided in this product; you should check it out if you need more details on a particular subject than this manual provides. See below for details.

Chapter 1: IN THE BEGINNING
That is the introductory section you’re reading right now.

Chapter 2: NEW STUFF
This chapter describes the new civilizations, leaders, buildings and units included in BtS.
Chapter 3: NEW SCENARIOS
This chapter describes the new scenarios provided in BIS.

Chapter 4: MAIN GAME UPDATES
Chapter four details the new rules and rules changes made to Civilization IV in previous updates (patches) and in this package.

APPENDIX
This contains keyboard commands, followed by credits, warranty information, tech support contact numbers, and the fun copyright information.

The Civilopedia
When you install BIS, the Civilization IV Civilopedia will be updated to provide comprehensive information on the new stuff provided in this package. We urge you to check it out as necessary.

Note that each game scenario comes with its own Civilopedia describing all of the material provided in that scenario. If an item is scenario-specific and doesn’t appear in the main game, it will only be listed in the scenario’s Civilopedia, not in the main game’s Civilopedia.

You can get to the Civilopedia from the game’s main menu. Or, once in a game, click on the question mark (?) symbol in the upper right-hand corner of the map screen to open the Civilopedia.

SYSTEM REQUIREMENTS
The system requirements for BIS are identical to those for Sid Meier’s Civilization IV.

Sid Meier’s Civilization IV
You need a copy of Sid Meier’s Civilization IV installed on your computer to use BIS.

Minimum System Requirements
1.2GHz Intel Pentium 4 or AMD Athlon processor
or equivalent
256 MB RAM
64 MB video card with hardware T&L (GeForce 2, Radeon 7500 or better)
DirectX 7 compatible sound card
CD-ROM drive
1.7 GB of free hard drive space
DirectX 9.0c (included)

**Recommended System Requirements**
1.8GHz Intel Pentium 4 or AMD Athlon processor or equivalent (or better)
512 MB RAM
128 MB video card with DirectX 8 support (pixel and vertex shaders)
DirectX 7 compatible sound card
CD-ROM drive
1.7 GB of free hard drive space
DirectX 9.0c (included)

**Supported Operating Systems**
Windows 2000 (plus Service Pack 1 or higher), Windows XP Home or Professional (plus Service Pack 1 or higher), Windows Vista.

**INSTALLATION**
Insert the *Sid Meier's Civilization IV: Beyond the Sword* CD-ROM disc into your drive. On the setup screen, [click] “Express Install” for a default installation without further prompting. Advanced users can choose “Custom Install” to customize the installation path.

The expansion pack will not install unless the computer already contains a copy of *Sid Meier's Civilization IV.*
AN IMPORTANT NOTE REGARDING GRAPHICS AND SOUND AND HAVING THE BEST POSSIBLE EXPERIENCE

Sid Meier's Civilization IV: Beyond the Sword uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was developed and tested on NVIDIA® GeForce™ FX, 6 Series, 7 Series, and 8 Series graphics cards and the intended experience can be more fully realized on NVIDIA GeForce 8 Series graphics hardware. On a GeForce 8 series card you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game.

EAX® ADVANCED HD™ provides realistic sonic effects to accurately simulate the sound properties of different acoustic environments in Civilization IV: Beyond the Sword. The EAX® ADVANCED HD™ acoustic models are dynamically updated as you move around in the game experience. Only Sound Blaster® X-Fi™ series sound card would be able to deliver great audio experience with EAX® ADVANCED HD™.

STARTING A GAME

The process of starting a game remains unchanged from Civilization IV. However, a new option has been added to the Single Player Menu — "Beyond the Sword Content." Click on this if you want to play one of the scenarios provided in this product. See Chapter Three for more details on BtS scenarios.

THE CIVILIZATION IV WEB SITE WWW.CIVIV.COM

The Civilization IV web site contains news and information about Civilization IV and BtS. It also provides links to fansites and places where you can hook up with other players for online games of Civilization IV. The site is constantly updated and well worth a look.

You can find it at www.CivIV.com.
Chapter 2

NEW STUFF
INTRODUCTION

Beyond the Sword brings a lot of cool new stuff to Civilization IV. It also includes some new stuff added in the previously-released expansion pack Civilization IV: Warlords. The new additions are described briefly in this chapter; for a complete list of changes, see the “Beyond the Sword Concepts” section in the Civilopedia.

LEADER TRAITS

Some new traits were introduced in Warlords, and these have been included in this package as well. In addition, one existing trait has been changed to improve play-balance. A number of leaders’ traits have been altered to accommodate these changes; check the Civilopedia to see which traits each leader now possesses.

New Traits from Warlords

CHARISMATIC
Effect: +1 happiness per city; +1 happiness from Monuments and Broadcast Towers; and -25% xps required for Unit Promotions.

IMPERIALISTIC
Effect: Great Generals emerge twice as fast as usual; +50% production of Settlers.

PROTECTIVE
Effect: Free City Garrison I and Drill I promotions for Archery and Gunpowder units. Double production speed for walls and castles.
**Changed Trait**

**EXPANSIVE**

Effect: +2 health per city; 25% faster production of Workers; double production speed of Granary and Harbor

(In the Warlords package, the Expansive trait allowed players to produce Workers 50% faster.)

**THE GREAT GENERAL**

The Great General unit was introduced in Warlords. This unit appears when your units have accrued enough experience points through battle. (You can track your points on the Military Advisor screen [F5].) You may “attach” the Great General to a unit, giving that unit and others in the same tile 20 experience points split evenly between them. Or the Great General can join a city as a Great Military Instructor, or you may expend the General to construct the Military Academy. See the Civilopedia for details.

**ESPIONAGE**

This new system expands your ability to engage in potent “cloak and dagger” operations against your opponents. Through espionage you can destroy enemy improvements, incite rebellion in their cities, and even steal their cutting-edge technology. They can do the same to you, of course, so it may be a good idea for you to engage in counter-espionage operations, as well.

Espionage is powerful – but it’s also expensive. You’ll need to divert funds from your commerce income to pay for it, and that will limit the amount of money you can invest in technology research, cultural expansion, purchasing unit upgrades, and so forth. To be successful you’ll need to balance these competing interests so that they best serve your style of play.

The following sections describe the Espionage system. See the Civilopedia for more details.
Espionage becomes available once you have discovered Writing. At that point the “Espionage Slider” appears on the upper-left corner of the Main Screen, below the Research and Culture sliders. You may then adjust this slider to divert some of your income to espionage (this will reduce the amount available to spend on Research and Culture), which will give you “Espionage Points” each turn. Note that certain buildings and wonders will give you Espionage Points at no cost to your treasury.

**Espionage Points**

Espionage becomes available once you have discovered Writing. At that point the “Espionage Slider” appears on the upper-left corner of the Main Screen, below the Research and Culture sliders. You may then adjust this slider to divert some of your income to espionage (this will reduce the amount available to spend on Research and Culture), which will give you “Espionage Points” each turn. Note that certain buildings and wonders will give you Espionage Points at no cost to your treasury.
You expend these points on the “Espionage Screen.”

Espionage Screen

The Espionage Screen is divided into two main sections. The left-hand panel lets you apportion your Espionage points among the civilizations you encounter, while the right side shows the available missions and their cost (in Espionage Points).

Espionage Points Assignment Panel

At start, all of your Espionage Points are evenly divided among all of the civilizations you have encountered. You can adjust this on the left-hand side of the Espionage Screen (by clicking on the “+” or “−” symbols next to an opponent’s portrait). By increasing the “Weight” item next to an opponent’s portrait, you increase the portion of your Espionage Points income you would like to assign to that opponent. Increasing one opponent’s weight to “1” and leaving another’s at “0” will give all Espionage Points earned each turn to the first. Increasing one opponent’s weight to “2” while keeping two other opponents’ weight at “1” and another’s at “0” will give the first opponent twice as many points as the second and third, while the fourth will receive none. And so forth. (See the Civilopedia for more details.)

The “EP” number next to the weight assignment tells you how many points you already have invested in that opponent. Below that is a percentage number that shows the cost adjust-
ment to Espionage Missions you wish to carry out against this opponent. This number is the Espionage Point bonus or penalty you receive when performing missions against the selected opponent and is based on the number of points you have invested in that opponent over the course of the game. If the number is below 100% that means you have more Espionage Points invested in your opponent than he has in you, and your missions may be performed at a discount. If the number is greater than 100%, it means your opponent has more Espionage Points on you than you have on him, increasing the cost of your Espionage Missions directed towards that opponent.

The middle item on the list states exactly how many Espionage Points you earn per turn towards that opponent.

**Mission Assignment Panel**

On the right half of the screen is the list of all the Espionage Missions and their costs. Click on the portrait of the opponent who you wish to engage in espionage against, and a list of that opponent’s visible cities will appear. Click on a city to see the cost of performing missions against that city.

Mission costs vary according to a number of factors, including the size of the city, its distance from your civilization, religions present and current era. If the cost of a Mission is not shown, the Mission requires more information to determine the exact cost. (Generally, such missions require that a Spy be in the targeted square, and the Spy’s exact location determines the final cost.)

Espionage Mission costs increase as the game progresses.

**Spies**

Spies may be built by a civilization that has researched Writing. Spies are invisible except to other spies. Spies may enter unexplored territory and territory controlled by any civilization. Spies begin play with the “Commando” Promotion, allowing them to use enemy roads.

If in an appropriate space, a spy may perform one Espionage Mission (see below) per turn. The longer a spy remains sta-
tionary in a tile, the cheaper Espionage missions performed against that tile will be.

Spy units cannot be killed normally. Rather, when they are revealed by other spies, they can no longer perform Espionage Missions, effectively curtailing their use. Spies can also be killed using the "Kill Spy" Mission (see below). You can keep spies out of your territory by employing the "Spies Cannot Enter Our Borders" Passive Mission.

**Missions**

To perform an Espionage Mission, a Spy must begin its turn in the target city or tile. Click on the Spy’s "Espionage Mission" action button. The "Choose Mission" menu will appear displaying the Missions available in that location. Click on an entry to have the spy perform the desired Mission. The Spy is consumed after the mission.

The Espionage Missions are:

- **Sabotage Improvement**: Destroy an enemy improvement or route.
- **Sabotage Building**: Destroy a building within an enemy city.
- **Steal Treasury**: Steal a portion of your opponent’s treasury, between 10 and 100%.
- **Spread Culture**: Increase your culture in a city.
- **Poison Water**: Temporarily increase the amount of unhealthiness within an enemy city.
- **Foment Unhappiness**: Temporarily increase unhappiness within an enemy city.
- **Support City Revolt**: Send a city into revolt for one turn. This reduces enemy defenses, but not enemy borders.
- **Steal Technology**: Steal a technology from an opponent.
- **Influence Civics**: Switch an opponent’s civics to one that you have adopted.
- **Influence Religion**: Switch an opponent’s state religion to your state religion.
- **Perform Counterespionage**: Doubles cost of enemy espionage missions for ten turns.
Kill Spy: Kills all spies within your spy’s visibility. Can only be performed within your own borders.

**Passive Missions**

Passive Missions can be performed against an opponent by accumulating the requisite level of Espionage Points against them. The level of points needed to activate these missions increase as your enemies accrue more of their own Espionage Points, so check the Espionage Screen often to make sure you’re not lagging behind.

The Passive Missions are:

**Can See Demographics:** Allows you to see enemy demographics on the Info Screen [F9]

**Can See Research:** Allows you to see what your opponent is researching and how many turns they have until completion

**City Visibility:** Enemy cities are added to your visibility

**Investigate City:** You may view enemy city screens by double clicking on their cities

**Spies Cannot Enter Our Borders:** Spies from the Civilization against which you have gathered sufficient points cannot enter your borders
Spy Specialists
Spy specialists function like all other specialists and give a bonus to Espionage output and increase the chance of a Great Spy appearing in a city. The Courthouse, Jail, Intelligence Agency, Security Bureau, and Kremlin allow the assignment of Spy specialists in a city.

Great Spies
Great Spies are a new class of Great People. The chance of a Great Spy appearing depends upon the buildings in the city, as well as the number of Spy Specialists there.

Great Spies are invisible to all other units, including enemy spies and Great Spies. Great Spies can explore rival territory, and they will give you a massive Espionage Point bonus against a civilization if you expend the Spy in their city. Great Spies may also join a city as super specialists, increasing the city’s science and espionage output; or they may construct the Scotland Yard national wonder in a city, adding a significant bonus to that city’s Espionage production.

EVENTS
Random events have been introduced in Beyond the Sword. These may occur to anyone at any point in the game. Events may have beneficial effects or they may be catastrophic. Some are automatic; others allow you to choose how you wish to respond to them.

It is still possible to play a game of Civilization without random events. Check the “No Random Events” option available on the single player “Custom Game” screen or the multiplayer “Options” screen to turn off random events.

A list of your active quests can be found on the Log Screen [CTRL + TAB].
ADVANCED START

This new mechanism allows you to begin a game of Civilization IV with civilizations that are a bit further along than usual. If you choose this option you begin the game with a portion of the map visible, and a certain amount of gold to spend. You can use that gold to purchase cities and population and culture for your cities, as well as buildings, units, and improvements. You may also purchase technologies and increased visibility. Building and unit availability depend upon the era of the game you’re playing as well as the technologies and improvements you have purchased, while your starting gold depends upon game difficulty. You may alter the amount of gold you receive on the Custom Game menu.

Once the game begins, players will not be able to attack their opponent for ten turns but aside from this you can pretty much do as you like. Build one powerful metropolis or a bunch of lesser cities. Create a huge army or a minor militia. Just remember that once the game begins you’ll have to pay maintenance for all the cool stuff you’ve purchased.

To play an Advanced Start game, go to the “Custom Game” option under the Single Player game menu. The Advanced Start checkbox is listed under “Game Options.” It is also available in the Multi-Player game setup screen.
CORPORATIONS

Corporations are entities that produce a great deal of gold or a commodity for a city with access to the proper resources, but in return they incur a significant maintenance cost. When used correctly they can make your civilization wealthy beyond compare; but when used injudiciously they can cause you a great deal of trouble.

Founding a Corporation

There are a number of requirements that must be fulfilled before you can found a Corporation. All Corporations require the “Corporations” technology plus one additional tech (which varies from corporation to corporation). Once you have researched the prerequisite tech, you must then move a Great Person into a city that has access to one or more of the resources the Corporation requires. You can then expend the Great Person to found the Corporation’s “Corporate Headquarters.” The specific Great Person required also varies according to the Corporation.

Corporate Benefits and Hindrances

Once a Corporation is constructed, it incurs a maintenance cost, but in return it provides a bonus of some kind – additional culture, food, research, gold or production to all cities with that Corporation, perhaps, or access to a different resource (for example, Aluminum Co. requires coal and provides the aluminum resource).

In addition, the owner of the Corporate Headquarters receives a gold bonus for each city in which that Corporation is present (similar to the way that a Shrine provides a gold bonus for each city that has its religion).

Spreading a Corporation

Once a Corporation is constructed in a city, that city may produce Corporate Executives. Corporate Executives are similar to Missionaries. By building a Corporate Executive, you may
expand the influence of a Corporation to other cities. It costs a certain amount of gold for a Corporate Executive to spread a Corporation to a new city, and the price is higher if the target is a foreign city. You may only spread a Corporation to cities which have one or more of the resources the Corporation requires. In return for spreading a Corporation, you receive five gold per city with your corporation in it. In addition, the target city will receive all of the benefits/penalties of the corporation. The Corporate Executive is consumed when it spreads a corporation to a city.

**Competing Corporations**
While you are allowed to have multiple corporations in a city, you cannot have two corporations that consume the same resource in the same city. Placing the second corporation will remove the first. (Note that this significantly increases the placement cost.) A Corporation cannot be spread to a city with a competing Corporate Headquarters.

**Blocking Corporations**
You may block new foreign Corporations from entering your city by adopting the Mercantilism Civic. You can render all Corporations in your cities inoperative by adopting the State Property Civic – however, the corporations will return once you change civics again.

**Corporation List**

**ALUMINUM CO.**
Resource Required: Coal
Great Person Required: Great Scientist
Techs Required: Corporations and Advanced Flight
Benefit: Produces Aluminum resource, +2 Production per required resource available.

**CEREAL MILLS**
Resources Required: Wheat, Corn or Rice
Great Person Required: Great Merchant
Techs Required: Corporations and Refrigeration
Benefit: +.75 Food per required resource available.

CIVILIZED JEWELERS
Resources Required: Gold, Silver or Gems
Great Person Required: Great Artist
Techs Required: Corporations and Mass Media
Benefit: +1 Gold, +3 Culture per required resource available.

CREATIVE CONSTRUCTIONS
Resources Required: Iron, Copper, Marble, Aluminum or Stone
Great Person Required: Great Engineer
Techs Required: Corporations and Combustion
Benefit: +.5 Production per required resource available.

MINING INC.
Resources Required: Coal, Iron, Copper, Gold, Gems or Silver
Great Person Required: Great Engineer
Techs Required: Corporations and Railroad
Benefit: +1 Gold per required resource available.

SID'S SUSHI CO
Resources Required: Crab, Clam, Fish or Rice
Great Person Required: Great Merchant
Techs Required: Corporations and Medicine
Benefit: +.5 Food per required resource available.

STANDARD ETHANOL
Resources Required: Corn, Sugar or Rice
Great Person Required: Great Scientist
Techs Required: Corporations and Plastics
Benefit: Produces Oil resource; +2 Research per required resource available.
AIR COMBAT AND PROMOTIONS

Air units assigned to the “Interception” Mission will now defend against attacks from air units in the same manner as land-based units. When two units engage in air combat, the battle continues until one of the units is defeated or withdraws. Thus air combat has three possible outcomes: the attacker is destroyed, defender is destroyed, or both units are wounded and withdraw.

Further, like ground units, defending air units can now also protect against multiple attacks in the same round. Fighters and Jet Fighters make the finest defenders, as they both have a 100% interception rate while at full health.

Air Combat Promotions

The changes to air combat provide an opportunity for air units to gain experience and thus promotions. Air units can now get the Combat, Pinch, and Ambush promotions available to other units; additionally there are three new promotions available:

Interception: Increases the chance of intercepting enemy aircraft. SAM Infantry, Mobile SAM and Mechanized Infantry can also receive this promotion.

Range: Increase the unit’s range.

Ace: Increase the unit’s evasion chance.

OVERSEAS MAINTENANCE AND COLONIES

City maintenance now takes into account a fourth factor (beyond the number of cities in your civilization, corporations present, and their distance from the capital). This new “Overseas Maintenance” cost kicks in only for cities on overseas continents that do not contain your capital. When the number of cities on that distant continent reaches a certain level, their maintenance costs will begin to outweigh their production.
To deal with this expense, players may turn the cities on an overseas continent into a “Colony.” By granting those cities Colony status, they will immediately break off into their own, distinct civilization and become a vassal of the player. This of course has a number of important diplomatic, production and military consequences; see the Civilopedia entry (“Colonies” which is found under the Civilopedia main menu entry “Beyond the Sword Concepts”) for details.

**IMPROVED SIEGE COMBAT**

Siege Units have been tweaked significantly in *BtS* to aid play balance. Siege Units now have a “Maximum Damage” limit. When a Siege Unit attacks, it may cause damage up to its damage limit before withdrawing. No unit with health below a Siege Unit’s damage limit can be attacked by a Siege Unit. Defending Siege Units may still destroy attacking units.

In addition, some Mounted and Helicopter Units now receive a “Flank Attack” against Siege Units. When attacking a stack of units containing Siege Units, these special Mounted Units will damage any Siege Units in that stack so long as the Mounted Unit survives combat. This means that a Mounted Unit with the Flank Attack ability which retreats from combat will still damage Siege Units.

**NAVAL TRADE ROUTES**

You can now use your naval units to blockade and even plunder enemy trade routes. Doing so can have a major impact on your foe’s economy, so control of the seas is more vital than ever. See the Civilopedia for details.
River Trade Routes
The rules for tracing trade routes along rivers have been altered slightly. You must now know the Sailing technology to be able to trace trade routes along rivers.

NEW TECHNOLOGIES
Several new technologies have been added in this package. In addition, some existing technologies have been moved or altered slightly to accommodate these new techs (and to improve play-balance). Check the in-game Civlopedia and Tech Tree for specifics.

Advanced Flight
Aesthetics
Laser
Military Science
Stealth
Superconductors

NEW UNITS
The following units are accessible to all civilizations. (The new civs have their own unique new units as well; see below.)

Airship
Anti-Tank Infantry
Attack Submarine
Cuirassier
Great Spy
Guided Missile
Missile Cruiser
Mobile Artillery
Mobile SAM
Paratrooper

25
Privateer
Ship of the Line
Stealth Destroyer
Tactical Nuke

**Corporate Executives**
Each Corporation has its own “Executives” which can be used to spread that corporation to other cities (see above).

**NEW PROMOTIONS**
In *BtS* several new promotions have been created for air units; see above for details. In addition, one new ground-unit promotion has been added.

**Woodsman III**: + 2 First Strikes, + 50% Attack in Jungle, + 50% Attack in Forest

**NEW BUILDINGS**
*Beyond the Sword* has added a number of buildings that can be used by all civilizations:

- Customs House
- Industrial Park
- Intelligence Agency
- Levee
- Public Transportation
- Security Bureau
Civilization-Specific Buildings
This change, first introduced in Warlords, provides each civilization with its own unique building which replaces an existing building. Each unique building gives its civ a special advantage during play.

For example, the Persians build an “Apothecary” instead of a Grocer. The Apothecary provides an additional +2 health in the city in which it is constructed, while the Grocer doesn’t. The Apothecary can only be constructed by the Persians; others must content themselves with the less-potent Grocer.

You can find a civilization’s unique building in its Civilopedia entry.

NEW WONDERS
Here’s a list of the new Wonders in this package:

Apostolic Palace*
Cristo Redentor
Mausoleum of Maussollos
Moai Statues
National Park
Shwedagon Paya
The Statue of Zeus

*The Apostolic Palace Wonder: This is a Medieval-era wonder with abilities similar to those of the United Nations (but with voting power determined by one’s faith rather than one’s size). See the Civilopedia for detailed info on this unique new wonder.
Corporate Headquarters Wonders
Aluminum Co.
Cereal Mills
Civilized Jewelers
Creative Constructions
Mining Inc.
Sid’s Sushi Co.
Standard Ethanol

NEW IMPROVEMENT: FOREST PRESERVE

The Forest Preserve is a new late-game Improvement that can be used to help spread dwindling Forests and Jungles.

NEW LEADERS FOR EXISTING CIVILIZATIONS

In addition to the new leaders provided for the new civilizations, a number of leaders have been added for existing civs:

Abraham Lincoln of the United States of America
Boudica of the Celts
Charles de Gaulle of France
Darius I of Persia
Pericles of Greece
Suleiman the Magnificent of the Ottoman Empire

NEW CIVILIZATIONS

Including their leaders, units and buildings. See the Civilopedia for details.

BABYLONIAN EMPIRE
Leader: Hammurabi
Unique Unit: Bowman (replaces Archer)
Unique Building: Garden (replaces Colosseum)

BYZANTINE EMPIRE
Leader: Justinian I
Unique Unit: Cataphract (replaces Knight)
Unique Building: Hippodrome (replaces Theatre)

DUTCH EMPIRE
Leader: Willem van Oranje
Unique Unit: East Indiaman (replaces Galleon)
Unique Building: Dike (replaces Levee)

ETHIOPIAN EMPIRE
Leader: Zara Yaqob
Unique Unit: Oromo Warrior (replaces Musketman)
Unique Building: Stele (replaces Monument)

HOLY ROMAN EMPIRE
Leader: Charlemagne
Unique Unit: Landsknecht (replaces Pikeman)
Unique Building: Rathaus (replaces Courthouse)

KHMER EMPIRE
Leader: Suryavarman II
Unique Unit: Ballista Elephant (replaces War Elephant)
Unique Building: Baray (replaces Aqueduct)

MAYAN EMPIRE
Leader: Pacal II
Unique Unit: Holkan (replaces Spearman)
Unique Building: Ball Court (replaces Colosseum)
NATIVE AMERICAN EMPIRE  
Leader: Sitting Bull  
Unique Unit: Dog Soldier (replaces Axeman)  
Unique Building: Totem Pole (replaces Monument)  

PORTUGUESE EMPIRE  
Leader: Joao II  
Unique Unit: Carrack (replaces Caravel)  
Unique Building: Feitoria (replaces Market)  

SUMERIAN EMPIRE  
Leader: Gilgamesh  
Unique Unit: Vulture (replaces Axeman)  
Unique Building: Ziggurat (replaces Courthouse)
Chapter 3

NEW SCENARIOS AND MODS
INTRODUCTION

In Civilization IV, scenarios and mods challenge players to take on pre-set situations or play games with new rules, new units, techs, and so forth. Some of the scenarios/mods in BtS are “historical,” allowing you to recreate actual events from history; while others are “ahistorical” (or fantasy), in which you can explore interesting situations that never actually occurred.

Scenarios and mods often contain special rules, units, civilizations and so forth that do not appear in a regular game of Civilization IV. You can check out a scenario’s in-game Civilopedia (see below), or jump right in and let yourself be surprised.

Mods and Scenarios

A quick word about terminology: Scenarios and mods are two closely-related items, but they do differ in important ways. A “Mod” contains “modified” rules or units that alter the Civilization IV universe in some discernable way, allowing you to play a fantasy game where a special unit could paralyze other units or cause earthquakes, for example. Or, on a more prosaic level, a mod might provide every unit in the game with double its normal number of movement points, making for an ultra-fast game of lightning warfare. Many mods do not provide pre-set game-maps: you can play a mod on any game-map you like, including the standard random Civilization IV maps.

Scenarios, on the other hand, present you with a pre-set challenge that you must overcome. Every time that you play the game the situation is the same (though you can often play the same scenario from different viewpoints). For example, a scenario might recreate the battle for dominance of the Mediterranean between Rome and Carthage. Depending upon its design, the scenario might allow you to play just Rome, or just Carthage, or either, but each time the game begins on the same map with units and cities in their pre-assigned positions.
To further confuse things, many scenarios include modified rules as well. For example the “Charlemagne” scenario presents you with a pre-set situation in which a number of feudal kingdoms struggle for dominance of Western Europe. In addition, in this scenario the game rules have been modified and new units and technologies have been added to better reflect the reality of medieval warfare. Thus, “Charlemagne” is a scenario within a mod.

**Civilopedias for Scenarios/Mods**

Each scenario/mod’s Civilopedia lists the units, techs, civilizations, and so forth that appear in that game. If a new item has been added, it will be listed in the Civilopedia, and if an item doesn’t appear in the scenario (for instance, SAM Infantry cannot be found in the Charlemagne scenario) it isn’t listed in that scenario’s Civilopedia, either. If an existing item has been altered to better fit the scenario, the scenario’s Civilopedia will reflect the change.

**Create Your Own Scenario/Mod or Play Scenarios/Mods Created by Other Players!**

Check out the *Sid Meier’s Civilization IV* web site at www.CivIV.com to learn how to create your own scenarios and find scenarios created by other *Civilization IV* players.

**HOW TO LAUNCH THE SCENARIOS/MODS**

Start the game and click on “Single Player” on the Main Menu. Then click on “Beyond the Sword Content,” which brings up a list of the scenarios/mods provided with this expansion pack. Double-click on the scenario/mod you wish to play and the scenario or mod will start up. Depending upon the mod or scenario you’re playing, you may be immediately launched into play, or you may have to create the game-world and pick your civilization before play begins.
Launching a Multiplayer Game
To launch a Multiplayer Game of a Beyond the Sword Mod or Scenario, you must load the Mod/Scenario through the “Advanced” Menu on the Main Menu Screen.
Select “Advanced,” then “Load a Mod.” Select the Mod/Scenario you wish to play and wait for the game to load. Once it has loaded, select “Multiplayer.” From here, it is the same as any game of Civilization Multiplayer. Enter the lobby, find your friends (who also need to load the Mod/Scenario) and conquer and conspire your way to victory.

Saving and Loading Scenarios/Mods
This works like regular “Civilization IV” saves/loads. You access saved scenarios/mods by clicking “Single Player” on the Main Menu followed by “Load Game.” In-game hit [Esc] to save or load a game.

SCENARIOS OVERVIEW
There are eleven scenarios/mods in this package. Following are brief descriptions of each.

Firaxis Design
AFTERWORLD
By Tim McCracken
Type: Scenario
Players: 1
Overview
“Afterworld” is a squad-based tactical scenario where the player fights against zombies and the undead.
Scenario Description
In the far distant future humanity commands nature – no longer the clay, but now the sculptor. Technology such as “superluminal” travel through dark wave gates, manufactured stars, and artificial solar systems has given him near-perfect
control over his environment. Absolute harmony exists among all stars, overseen by the axial system, Augustine. No other sentient beings have been found anywhere in the galaxy. Humanity is at peace – but it is also alone.

In this future, the human brain has been mapped and the cerebral region where consciousness lies has been isolated, allowing for one's consciousness's safe removal and storage in an artificial device. Criminals, the unfortunate, and any others who must perform hard manual labor can unload their persona, replacing them with programmable artificial minds. Their bodies are then sent to a service system for decades of manual labor, while their consciousness remains in stasis (to be reunited with their bodies once their sentence is completed). The implanted device is called a Guided Labor Mechanism. These workers are referred to as Golems.

An unknown form of radiation has affected one of these service systems, somehow warping the inhabitants into violent and misshapen nightmares known as “Abberants.” A research team was dispatched to investigate these Aberrants and their environment. They failed to return and were only able to transmit a muffled warning: “They can see inside.”

The scenario begins as an elite military unit is sent to determine the fate of the research team and retrieve any research they may have completed. The mission is more dangerous and terrifying than expected – for these hostile Aberrants are merely glimpses of the horrors lurking within.

**BROKEN STAR**

By Jesse Crafts-Finch

**Type:** Scenario

**Players:** 1-8

**Overview**

“Broken Star” is a massive “king of the hill” style game of brutal warfare and cutthroat diplomacy.

**Scenario Description**

Russia is divided, and a civil war is upon us! To unite the Motherland you may purchase military units from the U.S. or
promotion upgrades from the Chinese black market; conscript the Russian people or bribe enemy forces; or even deploy the ultimate in doomsday weaponry, the nuclear bomb.

**CHARLEMAGNE**

By Paul Murphy

*Type: Scenario*

*Players: 1-5*

**Overview**

“Charlemagne” is a game of treachery and shifting alliances in which five kingdoms battle each other with classic medieval armies. To better reflect medieval warfare, units in enemy territory cannot heal on their own, so armies on campaign must be accompanied by vulnerable “supply trains” which allow healing in unfriendly terrain.

**Scenario Description**

In “Charlemagne,” five great kingdoms battle to dominate medieval Western Europe. To achieve victory, you must be a great warlord and a master diplomat. Keep your opponents squabbling with each other while you research and build a mighty army of knights, footmen, bowmen, siege equipment and supply trains. Earn the favor of His Holiness by conquering the heathens to the north, south, east and west, while you hold off the advances of the greedy Ottomans from Asia Minor. In this cutthroat game of treachery, betrayal and brutal warfare, can you conquer your many foes and match the feats of the great Charlemagne and become the “Holy Roman Emperor?”

**CIV DEFENSE**

By Ed Piper

*Type: Scenario*

*Players: 1*

**Overview**

“Civ Defense” takes *Civilization IV* to a place it’s never been
before – to the world of old-style arcade games. Essentially, you build a couple of cities and put down a bunch of units and then try to survive wave after wave of advancing enemies.

Scenario Description
Using a variant of the “Late Game Start” mechanics, place a city or two and some henchmen. Watch in increasing horror as dozens of lions advance on your location, followed shortly thereafter by war elephants, zombies, and who-knows-what else. Survive a wave and you get more gold with which to purchase more units, tech advances, and so forth. Not a lot of strategy, cultural advancement or diplomacy in this scenario – just a good old-fashioned slugfest.

CROSSROADS OF THE WORLD
By Liam Collins
Type: Scenario
Players: 1-5
Overview
“Crossroads of the World” is set in the 13th century Middle East, where the goods from three continents are bought and sold for huge profits. In a land with few natural resources, you must use BtS’s new “Corporations” feature to dominate the lucrative trade-routes and gain the wealth necessary to support your burgeoning empire.

Scenario Description
As European society opened its doors to the outside world in the 13th century, the Silk Roads, the overland trade routes tracing through Turkey, Africa and Central Asia, became hotly-contested sources of wealth. In “Crossroads of the World,” you take control of one of the great civilizations of the Middle East – the Ottomans, the Mamluks, the Timurids, the Ethiopians or the Rasulids – and carve your fortune from the wealth of the Silk Roads. You must decide who can trade with whom; you must expand the trade guilds within your cities or obliterate trade companies that offend your sentiments. Use your wealth to create a nation of warhawks or the Middle East’s next cultural superpower.
**FINAL FRONTIER**
By Jon Shafer
Type: Mod
Players: 1 - 8

**Overview**
“Final Frontier” is a game of space exploration and combat set in a dystopian future where Man’s spiritual aspirations have led him perilously close to his own extinction. You must take command of one of Earth’s colonies and explore, expand and exterminate your way across the galaxy to victory.

**Scenario Description**
“Communications with Earth have gone silent. Scheduled cargo ships have not arrived as expected, nor have any sent in the last two months returned. The People’s Democracy of Earth (PDE) starships previously stationed in this vicinity returned to search for the cause, but they too have not been heard from since their departure. At this point we have no answers.

“Production levels of food and supplies in the Colony remain stable and should this be a prolonged situation we appear to be in no danger. However, the political impact may be more profound. Agitation with the PDE’s firm grip over Colonial affairs has been on the rise. The current situation, coupled with increased local sentiment to break with the PDE, provides us the opportunity to free ourselves of their grasp.

“Further complicating the situation, the status of the other Colonies remains unknown due to the PDE monopoly over all communications and interstellar travel. We can only assume that something serious has occurred on Earth. It is up to you, commander, to determine how we should proceed.”

- Colonial Congress Briefing Report, January 8th, 2302 AD

**GODS OF OLD**
By Ed Piper
Type: Mod
Players: 1-16
Overview
“Gods of Old” plays like a standard game of Civilization IV, except that all of the current religions are removed and replaced by the Gods of Ancient Mesopotamia. And these gods are angry.

Scenario Description
You can build a civilization to stand the test of time – but how about one that will survive the wrath of the gods? “Gods of Old” is a game of competing religions and jealous deities. There are seven ancient Mesopotamian gods to choose from, and each has its own special ability. Pick a god and build temples and monuments to him or her. Create Inquisitors to purge enemy religions from your cities. Serve your deity well and he or she may smite your foes with a mighty disaster – earthquake, plague, blight or even a meteor strike. Then you can pound them into submission with your tanks, artillery and bombers.

Gimme that old-time religion...

NEXT WAR
By Paul Murphy
Type: Scenario or Mod
Players: 1-4 (scenario); 1-8 (epic)

Overview
“NextWar” is set in the near future, where great empires battle each other with mighty futuristic weapons including Cyborgs (cybernetic warriors), Dreadnoughts (huge megalans), and Assault Mechs (human-driven giant walking robots).

Scenario/Mod Description
“NextWar” may be played in two ways. You may play the scenario, in which you are faced with a pre-created situation in the near-future, where Earth is divided into five megalans locked in an escalating struggle for dwindling resources. Or you can play this as a mod, in effect playing a standard Civilization IV game where you can access the futur-
istic weapons of NextWar when you achieve the appropriate tech levels.

**Fan-Created Scenarios/Mods**

**FALL FROM HEAVEN**


**Players:** 1

**Type:** Mod

**Overview**

The premiere fantasy mod for Civilization IV, featuring a completely revamped tech tree, three new civilizations, and buildings and units like you’ve never seen in Civ before. Conquer a world of mysticism and magic, commanding upgradeable Hero Units, Mammoth Riders and Stone Ogres towards your ultimate victory - the forging of the Godslayer Blade and the destruction of the God of Winter.

**Mod Description**

Mulcarn, the God of Winter, has claimed dominion over Creation. If humanity is to survive, the Godslayer must be reforged, Mulcarn killed and this eternal winter ended.

Fight in a land ravaged by blizzards that change the terrain they pass over. Use spells and summon creatures to wage war for you. Control powerful heroes to battle ogres, golems, a dragon – and the God of Winter himself.
RHYE’S AND FALL OF CIVILIZATIONS
By Gabriele Trovato (widely known as “Rhye”)
Type: Mod
Players: 1
Overview
“Rhye’s and Fall of Civilizations” is an Earth map-based scenario that simulates the rise and fall of civilizations throughout the history of the Earth. It is the sequel to “Rhye’s of Civilization” – one of the most popular modpacks ever created for Sid Meier’s Civilization III.
Scenario Description
“Rhye’s and Fall of Civilizations” allows you to experience the ebb and flow of human growth and development. You can begin the game playing a very early civilization – Egypt, for instance – then, as the game advances and upstart civilizations arise, you can switch to one of the newer civs and proceed to conquer the decadent Egyptian civilization you just abandoned.
As time passes older civilizations will fall on their own, destroyed by civil wars, corrupt governments, and massive barbarian attacks. Each civilization in the game is heavily differentiated from the others, with its own unique abilities, unique victory conditions, and unique AI (artificial intelligence) objectives, allowing for endless replayability.
**WWII: THE ROAD TO WAR**

**Design:** Dale Kent  
**Art:** David Sobotka, Tony Kiehl, Civilization Fanatics unit modders  
**Type:** Scenario  
**Players:** 1 to 16

**Overview**
Battle as the Allies or Axis in this World War II-themed scenario.

**Scenario Description**
The year is 1936 and a new order has risen swiftly in Central Europe and Japan. Take the reigns of a nation in either Europe or the Pacific as Democracy, Communism and Fascism fight for dominance. Will you choose the path as written in history, or will you choose to forge your own destiny in open play? Build a mighty army to bombard your enemy’s units, cities and their coastlines. Use your bombers to subdue the defenses of cities or to destroy production, or simply use them to terrorize the populace by targeting civil buildings. Research technologies to unlock specialized military hardware and to increase the efficiency of your industries. Use your auxiliary units such as paratroopers, spies, missiles and nukes to put fear in your enemies’ hearts. And above all, prepare to defend yourself, or strike hard and fast at your enemies before they do the same to you!
Chapter 4
MAIN GAME UPDATES
INTRODUCTION

Since its release, we have made a number of fixes/adjustments to the game code in Civilization IV. While many of these are hidden to the player, addressing bug fixes, memory leaks, hardware compatibility issues and the like, we have also made some adjustments to gameplay, to address balance issues and to generally make things more fun. All of these changes have been periodically released as “patches,” available for download from the Web.

GETTING AND INSTALLING UPDATES

All updates (through the release date of this product) are included with the Beyond the Sword software. They are automatically installed when you install this expansion pack. Any future updates will be available at the Civilization IV web site (www.CivIV.com) when they are released. Each update includes installation instructions.

WHAT’S BEEN UPDATED

The full list of Civilization IV updates included in this package can be found in the “Readme.txt” file which is placed in the game’s folder when you install BtS. Any changes to units, techs, civs, concepts and so forth will be reflected in the Civilopedia. Especially check the entry “Beyond the Sword Rules Changes” which can be found under “Beyond the Sword Concepts” in the Civilopedia’s main menu.

However, following are several particularly important changes that you might want to know about.

Tech Tree

The new tech “Aesthetics” has been added. This early tech is required to access Drama and Literature and to construct a number of wonders.

Fiber Optics requires Laser or Computer.
Robotics no longer directly requires Plastics.
Computers requires Plastics.

**Building Changes**
Airports increase the number of Air Units allowed in a city from 4 to 8 and provide +3 XPs to all Air Units (see the section on Air Combat in Chapter 2).
The Courthouse, Castle, and Jail provide Espionage Points or Espionage Point Bonuses (see Espionage in Chapter 2).
Factories cause Unhealthiness with access to Coal or Oil.
Stables becomes obsolete with the discovery of Advanced Flight
Monuments and Obelisks become obsolete with Astronomy
Palaces provides +1 Espionage Point.
Laboratory now requires the Superconductor tech
Military Academy requires the Military Science tech

**Unit Changes**
Spies have been updated significantly (see Espionage in Chapter 2).
Siege Units now have maximum damage limits that they can inflict on target units when attacking a unit directly or through collateral damage. Mounted and Helicopter Units now receive flank attacks against select Siege Units. (See Improved Siege Unit Combat in Chapter 2.)
The Great General threshold has been increased (it now takes more combat experience to be awarded a Great General).
You may only have 4 Air Units in a city at a time. With the construction of an Airport, that number increases to 8.
Grenadier requires Military Science instead of Chemistry
Trireme requires Metal Casting
The Greek special Phalanx unit now replaces Axemen. They begin with the March promotion.
The Japanese special Samurai unit now starts with the Drill I promotion.
Cavalry now requires Rifling (along with Military Tradition)

**Promotions**

Air Units have their own Promotions.

**Improvements**

Railroads can now be built when you have access to Coal or Oil. Forts have been greatly updated in the expansion packs. They can now be built outside your borders, provide attack, defense and healing bonuses to friendly units and can house ships and aircraft.

**Wonders**

The Parthenon requires the new “Aesthetics” tech. The Scotland Yard wonder can only be constructed by a Great Spy (just like shrines require a Great Prophet). It provides an espionage bonus (see Espionage in Chapter 2).

Various wonders now provide Great Spy points (see Espionage).

All National wonders now provide +1 Great Person point instead of +2.

Stonehenge now becomes obsolete upon the discovery of Astronomy.

**The Space Race**

Players may now view their Spaceship as it is being constructed by accessing the Space Race “View” screen on the Victory Conditions Screen [F8]. Here the player may take a closer look at their Spaceship and customize their craft.

Various Spaceship parts have different tech requirements than in the original Civilization IV. Check the Civilopedia for specific changes.

You may launch a Spaceship with minimal parts, or you can construct redundant systems to improve its performance.

Spaceships now have a delayed arrival after launch. The length of the delay depends upon the number of components you’ve used in its construction.
Interface Changes
Enemy units entering your territory glow red.
Foreign and Military Advisor screens have been expanded.
Elapsed Turn and Current Era info is now displayed on the Main Screen.

Trait Changes
Leaders with the Expansive Trait produce Workers 25% faster (previously 50%).

Gameplay Changes
You must now research Sailing before you can trade along rivers. (See “Trade Functionality” in Chapter 2.)

Multiplayer Changes
Simultaneous Team Turns: Players on the same team in Multiplayer Team Games take their turns simultaneously.

Civics Changes
Slavery’s upkeep has been changed to Medium
Mercantilism causes Foreign Corporations to have no effect in your cities
State Property causes all Corporations to have no effect in your cities and no longer provides a bonus from Watermills or Workshops, but instead provides a +25% production bonus
Nationhood provides a +25% bonus to Espionage Points
Caste System receives a food bonus from Workshops
Environmentalism receives a food bonus from Forest Preserves, Windmills and Watermills
### Reference Charts

<table>
<thead>
<tr>
<th>Key</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Units</strong></td>
<td><strong>Number Keys</strong></td>
</tr>
<tr>
<td></td>
<td>Move unit</td>
</tr>
<tr>
<td>[B]</td>
<td>Bombard</td>
</tr>
<tr>
<td>[B]</td>
<td>Build city (with settler)</td>
</tr>
<tr>
<td>[C],</td>
<td>Mouse Button 3 Center on unit</td>
</tr>
<tr>
<td>[E]</td>
<td>Explore with unit (automated)</td>
</tr>
<tr>
<td>[F]</td>
<td>Fortify</td>
</tr>
<tr>
<td>[G]</td>
<td>Go-to mode</td>
</tr>
<tr>
<td>[L]</td>
<td>Load (onto ship)</td>
</tr>
<tr>
<td>[S]</td>
<td>Sentry</td>
</tr>
<tr>
<td>[Shift-U]</td>
<td>Unload (off ship)</td>
</tr>
<tr>
<td>[W]</td>
<td>Wait</td>
</tr>
<tr>
<td>[Alt-Click]</td>
<td>Group all units on a tile together</td>
</tr>
<tr>
<td>[Ctrl-# Key]</td>
<td>Bind selected unit or group to that number key</td>
</tr>
<tr>
<td>[Ctrl-Click]</td>
<td>Group all units of the same type on a tile together</td>
</tr>
<tr>
<td>[Delete]</td>
<td>Delete unit</td>
</tr>
<tr>
<td>[Shift-Click]</td>
<td>Tile context menu</td>
</tr>
<tr>
<td>[Spacebar]</td>
<td>Skip turn</td>
</tr>
<tr>
<td>[Ctrl - H]</td>
<td>Select all wounded units on a tile</td>
</tr>
</tbody>
</table>

### Worker Commands

<table>
<thead>
<tr>
<th>Key</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[A]</td>
<td>Build improvements (automated)</td>
</tr>
<tr>
<td>[H]</td>
<td>Build camp</td>
</tr>
<tr>
<td>[I]</td>
<td>Build farm</td>
</tr>
<tr>
<td>[K]</td>
<td>Build workshop</td>
</tr>
<tr>
<td>[L]</td>
<td>Build lumbermill</td>
</tr>
<tr>
<td>[M]</td>
<td>Build mine</td>
</tr>
<tr>
<td>[N]</td>
<td>Build trade network (automated)</td>
</tr>
<tr>
<td>Key</td>
<td>Action</td>
</tr>
<tr>
<td>-------</td>
<td>---------------------------------</td>
</tr>
<tr>
<td>Q</td>
<td>Build quarry</td>
</tr>
<tr>
<td>R</td>
<td>Build road/railroad</td>
</tr>
<tr>
<td>T</td>
<td>Build cottage</td>
</tr>
<tr>
<td>Alt-C</td>
<td>Remove forest or jungle</td>
</tr>
<tr>
<td>Alt-R</td>
<td>Road-to mode</td>
</tr>
<tr>
<td>Shift+Ctrl-C</td>
<td>Improve nearest city (automated)</td>
</tr>
<tr>
<td>Ctrl-F</td>
<td>Build fort</td>
</tr>
<tr>
<td>Shift-P</td>
<td>Build pasture, plantation</td>
</tr>
<tr>
<td>Shift-W</td>
<td>Build watermill (on river), windmill (on hill)</td>
</tr>
<tr>
<td>Shift-W</td>
<td>Build winery (on wine), well (on oil)</td>
</tr>
<tr>
<td>F</td>
<td>Preserve Forest</td>
</tr>
<tr>
<td>Work Boats</td>
<td></td>
</tr>
<tr>
<td>F</td>
<td>Build fishing nets</td>
</tr>
<tr>
<td>O</td>
<td>Build offshore platform</td>
</tr>
<tr>
<td>Shift-W</td>
<td>Build whaling boats</td>
</tr>
<tr>
<td>R</td>
<td>Build Trade Route</td>
</tr>
<tr>
<td>Air Units</td>
<td></td>
</tr>
<tr>
<td>B</td>
<td>Air bomb mode (enemy cities/tiles)</td>
</tr>
<tr>
<td>R</td>
<td>Recon mode</td>
</tr>
<tr>
<td>S</td>
<td>Air strike mode (enemy units)</td>
</tr>
<tr>
<td>Alt-R</td>
<td>Rebase mode</td>
</tr>
<tr>
<td>I</td>
<td>Intercept mode</td>
</tr>
<tr>
<td>Advisors</td>
<td></td>
</tr>
<tr>
<td>F1</td>
<td>Domestic advisor</td>
</tr>
<tr>
<td>F2</td>
<td>Financial advisor</td>
</tr>
<tr>
<td>F3</td>
<td>Civics advisor</td>
</tr>
<tr>
<td>F4</td>
<td>Foreign advisor</td>
</tr>
<tr>
<td>F5</td>
<td>Military advisor</td>
</tr>
<tr>
<td>F6</td>
<td>Technology advisor</td>
</tr>
<tr>
<td>F7</td>
<td>Religion advisor</td>
</tr>
</tbody>
</table>
[F8] Victory
[F9] Demographics
[F10] Capital City
[F11] Globe View
[F12] Civilopedia

**General**

[P] Ping the map

[Alt-I] Remove interface

[Alt-Q] Retire (give up)

[Ctrl-W] Access Worldbuilder

[Alt-D] Change Player Name/Civilization Name

[Ctrl-Number Key] Save a production queue (in city screen)

[Number Key] Use saved production queue (in city screen)

[Ctrl-B] Toggle bare map on/off

[Ctrl-I] Minimize interface

[Ctrl-L] Load game

[Ctrl-M] Turn music on/off

[Ctrl-O] Options menu

[Ctrl-R] Flag resources on/off

[Ctrl-S] Save game

[Ctrl-T] Turn grid on/off

[Ctrl-Y] Turn tile yields on/off

[Ctrl-Left Arrow] Lock camera angle 45 degrees clockwise

[Ctrl-Right Arrow] Lock camera angle 45 degrees counterclockwise

[Enter] Cycle units, advance to next turn

['] Cycle to previous selected unit

[Escape] Exit current screen, bring up menu

[,] Cycle to previous unit (same tile)

[,] Cycle to next unit (same tile)

[/] Cycle through active workers
[Home], [End] Cycle through cities
[Insert] Open nearest friendly city screen
[Left/Right Arrows] Jump to next city (in city screen)
[PageDown] Zoom camera out
[PageUp] Zoom camera in
[Pause] Pause game
[PrintScreen] Take screenshot
[Shift-Enter] Force turn to end
[Shift-Left Arrow] Rotate camera clockwise
[Shift-Right Arrow] Rotate camera counterclockwise
[Tab] Chat to team
[Shift-Tab] Chat to all
[Ctrl-Tab] Chat/Event Log
[Scroll Lock] Voice Chat to team
[Shift-Scroll Lock] Voice Chat to all
[Ctrl-Scroll Lock] Voice Chat in Diplo Screen
[Alt-S] Create Sign
[Alt-U] Toggle unit flags
[Ctrl+Alt-S] Group Save (No idea what this does)
[Shift-F5] Quick Save
[Shift-F8] Quick Load
[Alt+Shift-D] Admin tools
[Ctrl+Shift-H] Hall of Fame Screen
[Ctrl-E] Espionage Screen
[Alt-F1] Release Colony

Camera Controls
[Alt-O] Flatten camera view
[Ctrl-V] Cycle camera modes
[Ctrl+Alt-F] Toggle flying camera
[Alt+Shift-F] Toggle mouse-angled camera
[Alt-F] Toggle top-down view
CREDITS

Civilization Series Creator
Sid Meier

Civilization IV Designer
Soren Johnson

_Civ4: Beyond the Sword_

Development Team

Production Team
Jesse Smith, Producer
Clint McCaul,
Associate Producer
Scott Wittbecker,
Production Assistant
Liam Collins,
Production Assistant

Art Team
Dorian Newcomb, Lead Artist
Jerome Atherholt
Mike Bates
Kevin Bradley
Rob Cloutier
Nathan Gordon
Alex Kim
Steve Ogden
Nick Rusko-Berger
Tom Symonds

Design Team
Alex Mantzaris, Lead Designer
Jon Shafer, Lead Designer
Liam Collins
Jesse Crafts-Finch
Timothy McCracken
Paul Murphy
Ed Piper

Programming Team
Alex Mantzaris,
Lead Programmer
Jason Winokur, 3D Programmer
Sergey Tiraspolsky, Tools and
Automation

Writers
Paul Murphy, Manual and
Lead Writer
Liam Collins
Jesse Crafts-Finch
Jon Shafer

Audio Team
Michael Curran,
Lead Audio Designer
Mark Cromer, Sound Designer
Dean Ray Johnson
Roland Rizzo

Composers
Mark Cromer
Michael Curran
Roland Rizzo

Quality Assurance
Timothy McCracken,
QA Manager
Grant Frazier, QA Project Lead
Patrick Glascoe
Scott Wittbecker

Additional Functional Support

Production
Trevor Ruben
Sergey Tiraspolsky

Art
Brian Feldges
Seth Spaulding

Programming
Mike Breitkreutz
Jon Shafer

Music Composition
Dean Ray Johnson
Timothy McCracken

53
**Additional External Support**

*Art*
- Jack Snyder
- Matthew Skunzik
- Russell Vaccaro III

*Design Consultant*
- Robert “Sirian” Thomas
- Dale “Dale” Kent
- Derek “Kael” Paxton
- Gabriel “Rhye” Trovato

*Programming*
- Blake Walsh, AI Programmer

*Firaxis Games*

**President / CEO**
- Steve Martin

**Chief Creative Officer**
- Sid Meier

**Executive Producer**
- Barry Caudill

**Technology Leads**
- Ken Grey
- Jake Solomon
- Mustafa Thamer
- Don Wuenschell

**Art Director**
- Seth Spaulding

**Marketing Director**
- Kelley Gilmore

**IT Manager**
- Josh Scanlan

**Manager, Online Marketing**
- Dennis Shirk

**Human Resources Manager**
- Susan Meier

**Office Manager**
- Donna Rubb

**Voice Over Production & Post Production**
- Wave Generation
- Voice Over Production Directed By
  - David Lipes

**Recording Engineer**
- Samuel Garardini

**Voice Over Editor**
- Michel Marchant

**BTS Choir Recorded at Studio**
- Unknown

**Engineer**
- Kevin Hill

**Vocal Score Transcription**
- Geoff Knorr

**Singers**
- Jillian Goldin
- Paul Mulligan
- Britt Oken-Ecker
- James Parks
- Emily Sanchez
- Amanda Varmone
- Nicholas Werner
- Nathan Wyatt

**Fall From Heaven Team**
- Derek ‘Kael’ Paxton, Lead
- Michael ‘AlazkanAssassin’ Hall
- Chalid
- Jon ‘Corindale’ Duus
- Philippe ‘C. Roland’ Côté-Léger
- Eli ‘Loki’ Markham
- Randy ‘Niki’s-Knight’ Miller
- Martin ‘Pieperpengel’ Zutz
- Stephan ‘seZereth’ Weiß
- Ben ‘talchas’ Segall
- Ilia ‘White Rabbit’ Draznin
- William ‘Wilboman’ Nordan
- Tom ‘Woodelf’ Snyder

**Road to War Team**
- Dale Kent, Lead
- David Sobotka
- Tony Kiehl
Rhye’s and Fall Team
Gabriel ‘Rhye’ Trovato
Oscar ‘Elhoim’ Velzi
Josiah Adán ‘Whitefire’ Meyer
Alex ‘OzzyKP’ Koroknay-Palicz

Ethnically Diverse Units
Philippe ‘C.Roland’ Côté-Léger
Ilia ‘White Rabbit’ Draznin
Kenneth ‘Impaler’ Ferland
Michael ‘Alazkan Assassin’ Hall
Derek ‘Kael’ Paxton
Alexander ‘Alexander01’ Strub
Oscar ‘Elhoim’ Velzi
Stephan ‘seZereth’ Weiss
Martin ‘Ploeperpengel’ Zutz

Danthrax

Play Session Testers
Aaron ‘Zhenon’ Riel
Alex ‘OzzyKP’ Koroknay-Palicz
Alexander ‘Alexander01’ Strub
Andrei ‘ainwood’ Inwood
Andrew Johnson
Anthony ‘Dominae’ Petryk
Ben Sarsgard
Blake Walsh
Dale
Daniel ‘El Mariachi’ Pereira
Daniel ‘Zalder’ Cole
Daniels ‘Solver’ Umanovskis
danthrax
dave ‘Hexagonian’ Sobotka
David ‘DaveMcW’ McWilliams
DryReepher
Eli ‘Loki’ Markham
Eystein ‘Willburn’ Hansen
Frank Moore
Gabriele ‘Rhye’ Trovato
Gloria ‘Nolan’ Carson
Gogf
Henning ‘Pfeffersack’ Assfalg
Ilia ‘White Rabbit’ Draznin
Jeffrey ‘Atlas’ Ringhausen
Joe ‘Snoopy369’ Matise
Jon ‘CanuckSoldier’ Ryder
Kael

Kai ‘ColdFever’ Fiebach
Kelly ‘Yin’ McLaughlin
Kevin ‘Krill’ Rill
Kristian ‘KriFos’ Foshaug
Marcus ‘Aussie_Lurker’ Hicks
Mark ‘MookieNJ’ Swiss
Martins ‘Ploeperpengel’ Zutz
Michael ‘Alazkan Assassin’ Hall
Nicholas ‘Abyss’ Karl
Niilo ‘vorschlumpf’ Van Steinburg
Oscar ‘Elhoim’ Velzi
Peter ‘Gyathaar’ Pettersen
Peter ‘Maniac’ Steenbeke
Philippe ‘C.Roland’ Côté-Léger
Phlip ‘Cham’ Goetze
Radek ‘vondrack’ Vondracek
Randy ‘Nikis-Knight’ Miller
Rob Cheng
Robert ‘CyberShy’ Plomp
Scott ‘DeathtoALL’ Forehan
SeZereth
Sirian
Speaker
Stephan ‘seZereth’ Weiss
Tatu ‘provisor’ Lajunen
Viktor ‘Gramphos’ Griph
Whitefire
Wouter ‘Locutus’ Snijders

Scaleform Team
Brendan Iribe
Michael Antonov
Sven Dixon
David Cook
Andrew Reisse

Special Thanks
To the supportive members of
Frankenstein for all their help!!
Civ Fanatics and Apolyton!!
The Civ4 Community
All of our Loving and Understanding Families and Friends!!

55
2K Publishing
President
Christoph Hartmann
C.O.O.
David Ismailer
VP Product Development
Greg Gobbi
Development Manager
Jon Payne
Technical Director
Tim Perry
Associate Producer
Jason Bergman
VP Marketing
Sarah Anderson
Director of Marketing
Tom Bass
Senior Product Manager
Matt Kassan
Marketing Coordinator/Community Manager
Eric Monacelli
Senior Production Manager
Jack Scalici
Production Manager
Lydia Jenner
Director of Public Relations
Marcelyn Ditter
Art Director, Creative Services
Lesley Zinn
Web Manager
Gabe Abarcar
Web Designer
John Kauderer
Director of Operations
Dorian Rehfield

VP Sales & Licensing
Steve Glickstein
Strategic Sales and Licensing Manager
Paul Crockett
Media Specialist
Larry Stephens
Quality Assurance Director
Lawrence Durham
Standards Lead
Michael Greening
Standards Senior
Paul Diaz
Standards Team
Matt Newhouse
Michael Melody
Cory Bemhardt
Eric Lane
George Soluk
Andrew Garrett
Lead Tester
Michael Chang
Senior Tester
Tristan Clark
Jason Wilson
Quality Assurance Team
Chelsey Berry
Larry Bolden
Jon Bunch
Ian Clark
John Dickerson
Griffin Funk
Chris Gutierrez
Willie Hein
Tivan Intarathuch
Kevan Killion
Eugene Kim
Chris Lehmann
Karen McOscar
Mike Mercer
Sean Miller
Matt Mullen
Chalermchai Plianpho
Jeremy Ranzinger
Cash Russell
Dane Smith
Kevin Tuber
Justin Waller
Shawn Watson

QA Asset Coordinator
David Barksdale

2K International
General Manager
Neil Ralley

International Marketing Director
Matthias Wehner

International PR Director
Markus Wilding

International Product Manager
Ben Wyer-Roberts

International PR Manager
Karl Unterholzner

Licensing Director
Claire Roberts

International Marketing Assistant
Sam Woodward

2K International Product Development
International Producer
Sajjad Majid

Localisation Manager
Scott Morrow

Development Team
Daniel Baillie
Denby Grace
Matthew Seymour
Mark Ward

External Localisation Teams
Around The Word

Effective Media GmbH
Synthesis International Srl
Synthesis Iberia

2K International Quality Assurance
QA Manager
Chris Rowley

Functionality Supervisor
Domenic Giannone

Localisation Supervisor
Iain Willows

Mastering Engineer
Wayne Boyce

QA Technicians - Functionality
Alex Cox
Michael Bunning
Denver Cockell
Arsenio Fornoso
Natalie Holkham
Rob Jenkins
Russell Keawpanna
Steve Manners
Ian Moore
Sebastian Belton

Localisation Project Lead
Sebastian Frank

QA Technicians - Localisation
Nicolas Adam
Marco Angiuoni
Alessandro Clano
Adele Dalena
Terryll Garrison
Alessandro Gatti
Beatriz Gonzalez
Pauline Martyn
Didier Pruvot
Hugo Sieiro
Santiago Garcia
Joséguí Miñana
Design Team
James Crocker
James Quinlan
Tom Baker

Take Two
Publishing Team
Adrian Lawton
Andreas Traxler
Anja Wagner
Barbara Ruocco
Ben Seccombe
Cristiana Colombo
Fabio Gusmaroli
Federico Clonfero
Isabelle Jacober
James Ellingford
Jo Upton
Jochen Färber
Jochen Till
Jose Antonio Muñoz-Calero Fernandez
Leigh Harris
Magda Bona
Maikel van Dijk
Monica Puricelli
Nasko Fejza
Nguyen Doan
Nico Grupp
Nicole Mucubitsi
Olivier Troit
Raquel García Gonzalez
Rob Bartholomew
Rob Donald
Sandra Melero
Sarah Seaby
Serhad Korö
Warner Günter

Special Thanks
Marc Berman
Bob Blau
David Boutry
Alice Chuang
Scott DeFreitas
David Edwards
Dan Einzig
David Gershik
Paul Kim
Jenn Kolbe
Xenia Mul
Drew Smith
Take-Two Sales
Natalya Wilson
James Pacquing
David Perry
Elizabeth Tobey
LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE “AGREEMENT”) AND THE TERMS SET FORTH BELOW. THE “SOFTWARE” INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH [TAKE-TWO INTERACTIVE SOFTWARE, INC.] (“LICENSOR”).

LICENSE. Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single console. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by LICENSOR and, as applicable, its licensors.

OWNERSHIP. LICENSOR retains all right, title and interest to this Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United States copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from LICENSOR. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to $100,000 per violation. The Software contains certain licensed materials and LICENSOR’s licensors may protect their rights in the event of any violation of this Agreement.

LICENSE CONDITIONS

You agree not to:

(a) Commercially exploit the Software;
(b) Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR;
(c) Make copies of the Software or any part thereof;
(d) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one console at the same time;
(e) Copy the Software onto a hard drive or other storage device and must run the Software from the included CD-ROM or DVD-ROM (although the Software may automatically copy a portion of itself onto your console during installation in order to run more efficiently);
(f) use or copy the Software at a computer gaming center or any other location-based site;
provided, that LICENSOR may offer you a separate site license agreement to make the Software available for commercial use.

(g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part;

(h) Remove or modify any proprietary notices or labels contained on or within the Software; and

(i) transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

LIMITED WARRANTY: LICENSOR warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. If for any reason you find a defect in the storage medium during the warranty period, LICENSOR agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on LICENSOR.

When returning the Software subject to the limited warranty above, please send the original Software only to the LICENSOR address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR’S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Software and documentation have been developed entirely at private expense and are provided as “Commercial Computer Software” or
"restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is the LICENSOR at the location listed below.

EQUITABLE REMEDIES: You hereby agree that if the terms of this Agreement are not specifically enforced, LICENSOR will be irreparably damaged, and therefore you agree that LICENSOR shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY: You agree to indemnify, defend and hold LICENSOR, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under New York law as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in New York, New York.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING TAKE-TWO INTERACTIVE SOFTWARE, INC. 622 BROADWAY, NEW YORK, NY 10012.
WARRANTY

2K Games, a division of Take-Two Interactive Software, Inc., warrants to the purchaser only that the disc provided with this manual and the software program coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to 2K Games or its authorized dealer along with a dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost to return the disc) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

2K Games shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damage for personal injury, even if 2K Games has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law, which cannot be pre-empted. This warranty gives you specific legal rights and may also have other rights, which may vary from state to state.

You may not reproduce, prepare derivative work based on, distribute copies of, offer for sale, sell, transfer ownership of, rent, lease, or lend to others the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation; provided, however, that you may transfer the entire Program and accompanying documentation on a permanent basis as long as you retain no copies (including archival or backup copies) of the Program, accompanying documentation, or any portion or component of the Program accompanying documentation, and the receipt agrees to the terms of the agreement. Further you may not modify, reverse engineer, disassemble, decompile or translate the Program or accompanying documentation, nor may you make any copies of the Program modules for use with other programs. This program is intended for private use only.

2K, 622 BROADWAY, NEW YORK, NY 10012
PRODUCT SUPPORT

For U.S. Support
Phone: 1-866-219-9839
Email: usa@take2support.com

For Canadian Support:
Phone: 1-800-638-0127
Email: Canada@take2support.com
http://www.take2games.com/support

REGISTER WITH US!
Receive exclusive information on all our latest games, web content and more by going to www.2kgames.com/register

SIGN-UP FOR THE NEWSLETTER
For the latest news about upcoming games, developer interviews, contests and special offers, sign-up for the Official Firaxis Games Newsletter (OFGN) at www.Firaxis.com.
arm yourself

Put the power of Sound Blaster X-Fi® in your gaming arsenal

Motherboard audio just doesn’t measure up. Sound Blaster X-Fi® sound cards give you 3D positional audio and gameplay that is faster and smoother than ever before.

- Gain an instant edge with faster frame rates with hardware-accelerated audio
- Enjoy headphone surround that sounds like multichannel speakers
- Turn up the realism with EAX® ADVANCED HD™ 5.0 support

Check it out at
us.creative.com
Classical selections in the public domain courtesy of Naxos of America Inc.

John Adams publishers:
Boosey and Hawkes

John Adams masters:
Nonesuch Records

Music Sales West
EMI Classics

Associated Music Publishers
Naxos of America Inc.

Portions of this software are included under license. ©2005 Numerical Design, LTD. All rights reserved.


Portions of this software are included under license: ©2005 Scaleform Corporation. All rights reserved.

Orchestral samples included in this recording from the Vienna Symphonic Library

Main Menu Earth based on Earth Image Blue Marble: Reto Stöckli, NASA Earth Observatory Cinematics courtesy of Liquid Development, LLC and Brain Zoo Studios

Pen Tools Scripts courtesy of Paul Neale (www.paulneale.com)

Speex Codec © 2002-2003, Jean-Marc Valin/Xiph.Org Foundation

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

• Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

• Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

• Neither the name of the Xiph.org Foundation nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.