Also Available

Online Interactions
Not Rated by the ESRB

TABLE OF CONTENTS

CHAPTER 1: IN THE BEGINNING

An investment in knowledge always pays the best interest.
 – Benjamin Franklin

INTRODUCTION

Welcome to *Sid Meier's Civilization IV: Colonization® Colonization* is a game of discovery, conquest and revolution. It chronicles the European colonization of the New World (North and South America) during the fifteenth through late eighteenth centuries. *Colonization* is based upon the award-winning *Sid Meier's Civilization IV,* but you do not need to own that game to play this one.

As leader of a European colony, you will guide your people as they discover and explore the uncharted New World, seeking a suitable place to settle, far from the religious intolerance and interminable wars that plague Europe. As the game progresses you'll encounter native people and other colonists: some you'll ally with, and others you'll fight.

You'll gain wealth by trading raw materials and goods with the Mother Country and with other colonists. However, your Beloved King will tax your transactions, as time passes taking an ever-larger cut of your profits – in return for nothing.

The objective of the game is to expand your colony until it is powerful enough to declare and win its independence from the Mother Country.

TO PLAYERS OF CIVILIZATION IV

Much of *Colonization* will be familiar to those who have previously played *Sid Meier's Civilization IV* and its earlier expansion packs. However, there are some substantial differences between *Colonization* and *Civ IV.* Some of these differences are obvious – the goods trading system and the lack of technological advancement for example – but some are less so. You may want to pay particular attention to city growth and management, for instance, for the *Colonization* system is quite different from that of *Civ IV.*

THE CIVILOPEDIA

The "Civilopedia" is an incredibly helpful in-game resource. It contains much of the information found in this manual, organized for easy reference. The Civilopedia contains entries on virtually every item and concept in the game, and each entry contains hyperlinks to other related entries, which allows you to quickly navigate to the precise info you're looking for.

The Civilopedia is accessible from the Main Menu and in-game from the Main Screen. Use it early and often – it will quickly make you a *Colonization* master!

SYSTEM REQUIREMENTS
MINIMUM SYSTEM REQUIREMENTS

Operating System: Windows® 2000/XP/Vista

Processor: 1.2 GHz Intel Pentium 4 or AMD Athlon processor or equivalent

Memory: 256 MB RAM (Windows 2000) / 512 MB RAM (Windows XP)

Hard Disk Space: 1.7 GB Free

CD-ROM Drive: 4X Speed

Video: DirectX 9.0c-compatible 64 MB video card with Shader 1.1 Support or better

Sound: DirectX 9.0c-compatible sound card

DirectX® : Sid Meier's Civilization IV: Colonization DirectX® version (included on game disc)

RECOMMENDED SYSTEM REQUIREMENTS

Operating System: Windows® 2000/XP/Vista

Processor: 1.8 GHz Intel Pentium 4 or AMD Athlon processor or equivalent

Memory: 512 MB RAM

Hard Disk Space: 1.7 GB Free

CD-ROM Drive: 4X Speed

Video: 128 MB Video Card w/ DirectX 9 support (pixel & vertex shaders)

Sound: DirectX 9.0c-compatible sound card

DirectX® : Sid Meier's Civilization IV: Colonization DirectX® version (included on game disc)

SUPPORTED OPERATING SYSTEMS

Windows 2000: Service Pack 1 or higher WITH Internet Explorer 6.0 or higher

Windows XP: Home or Professional w/ Service Pack 1 or higher

Windows Vista: All Versions

INSTALLATION
PRIOR TO INSTALLING THE GAME

Before attempting to install *Sid Meier's Civilization IV: Colonization,* please verify that your computer meets the minimum requirements listed above.

We also recommend that you prepare your hard drive for installation by running ScanDisk and Disk Defragmenter prior to installation. These utilities are part of Windows® and can identify and resolve problems with your disk drive which could hinder installation and/or playing of the game.

To launch these programs and optimize your hard disk drive:

1. Open "My Computer."

2. Right-click the disk drive you wish to install the game onto (usually C:).

3. Click on "Properties."

4. Select the "Tools" tab.

5. Click "Check Now" to launch ScanDisk.

When ScanDisk has completed, follow steps 1-3 and click "Defragment Now" to launch Disk Defragmenter.

Note the Disk Defragmenter can take a long time so it's a good idea to start Disk Defragmenter and let it run overnight.

INSTALLING THE GAME

To install *Civilization IV: Colonization:*

1. Insert the *Sid Meier's Civilization IV: Colonization* disc into your CD-ROM Drive.

2. If Autoplay is enabled on your system, a window will appear, giving you the option to Install the game. If nothing happens when you insert the CD into the drive, you will need to open "My Computer," double-click your CD-ROM drive letter, then double-click Setup.exe.

3. Once the setup process begins, follow the on-screen prompts to install the game.

RUNNING THE GAME

After the installation process completes, select "Play" from the autoplay menu. The *Colonization* disc must be in the drive in order to play the game.

USER PERMISSION

You *must have* administrative privileges on your computer to install *Civilization IV: Colonization.*

DIRECT-X® DETECTION/INSTALLATION

During the installation of *Civilization IV: Colonization,* your system will be scanned to determine whether you have installed the DirectX® version contained on the *Sid Meier's Civilization IV: Colonization* disk. If you have not, the installation will automatically update your version of DirectX®.

THE TUTORIAL

The tutorial is designed to teach the novice player how to play *Colonization.* We seriously suggest that you check it out, especially if you're new to the world of *Civilization.*

The tutorial begins automatically when you start a game. When the first tutorial screen appears, you'll be given the option to disable the tutorial if you wish. Otherwise you can manually disable/enable the tutorial from the "Options" screen (press ESC).

FAMILY SETTINGS

Family Settings in Games for Windows – LIVE complement Windows Vista® parental controls. Manage your child's access and experience with easy and flexible tools. For more information, go to **www.gamesforwindows.com/live/familysettings**.

STARTING A GAME

To play *Sid Meier's Civilization IV Colonization* you must first install the game on your computer's hard drive. See above for installation instructions. Once *Colonization* is installed, you are ready to play.

To begin a game, insert the *Colonization* CD into your computer's CD-ROM drive. Then double-click on the *Colonization* icon on your desktop, or navigate to the folder where you installed the game and double-click on the program's "executable," which is titled "Colonization.exe." The game should begin immediately.

THE MAIN MENU

Once the opening sequence is complete, you will be at the Main Menu screen. This screen gives you the following options:

Single Player: Click on this button to begin a standard "solo" game of *Colonization* – just you against the computer. Click here also to resume a saved single-player game. Upon clicking here you are taken to the "Single Player Game Menu" (see below).

Multiplayer: Click on this button to begin a "multiplayer" game of *Colonization.* See the "Multiplayer Games" section of this manual for details.

View Hall of Fame: Takes you to the *Colonization* Hall of Fame. Soon your own exploits will be recorded here!

Civilopedia: Takes you to the in-game "Civilopedia."

Advanced: Takes you to the "Advanced Menu."

Exit Game: Click here to exit the program and return to your desktop.

THE SINGLE PLAYER GAME MENU

You come to this screen when you click on the "Single Player" button on the "Main Menu." This screen contains the following buttons:

Play Now!: Click on this to begin a new single player game. Once you do so you will begin the "Game Options" sequence, where you will design the world in which you will play.

Play a Scenario: Click this button to play a *Colonization* scenario.

Load Game: Click this button to load a previously-saved game of *Colonization.* See "Saving and Loading a Game" for details.

Custom Game: Click here to "customize" your game.

Custom Scenario: Click here to load a custom scenario.

Go Back: Click on this to return to the Main Menu.

GAME OPTIONS

After clicking "Play Now!" (see above), you'll need to make several decisions about the kind of game you wish to play.

Select a Nation and Leader

On this page you can select a nation to play (or you can choose "Random" and play with a random nation and leader). Each nation has its own special strengths and weaknesses; check out the in-game Civilopedia for details.

Once you've chosen a nation, that nation's leaders will appear on the screen. Leaders have specific "traits" that provide bonuses during play (see the Civilopedia for descriptions of each trait). Click on a leader's portrait to choose that leader.

Once you've chosen your leader (or picked "Random" for your civilization), click "OK" to proceed.

Select a Map

You have two map styles to choose from: "A New World," and "Caribbean." The first creates a large continent stretching from the north to the south pole of the world, while the second creates a world of islands, with perhaps one or two dominating landmasses. (You can also choose from a variety of pre-made maps by selecting the "Play a Scenario" option on the Main Menu.)

Once you've made your choice, click "OK" to continue.

World Size, Difficulty and Game Speed

This screen allows you to set the size of the game-world, from "Tiny" to "Huge". You can also set the difficulty of the game, with "Pilgrim" being the easiest, and "Revolutionary" being the most difficult. We recommend that you play your first few games at the easier levels.

Finally, you can set the game speed on this page. This setting determines how many game-turns it takes to construct buildings and units, how much cargo units can transport, how fast you accrue wealth, and so forth. We urge you to leave this at "Normal" for your first games; after that, experiment and see what speed you like best. Click "OK" to move on.

Your Details

This screen allows you to change the name of your leader and your civilization. (We trust you'll use this feature for good and not for evil.) Click "OK" to start the game.

THE CIVILIZATION IV WEB SITE

WHERE TO FIND IT

www.Civilization.com

WHAT IT OFFERS

The *Civilization* website is a valuable resource for detailed game features and tips, information on the various civilizations in the game, developer blogs, community details and much more. The *Civilization* web site also contains a section specifically dedicated to *Colonization*.

The website also serves as a central destination for the most popular mods and scenarios available for you to download, opening up the world of *Civilization* beyond the box. Also check the website for the latest news, patches and information about future Civilization products.

SAVING AND LOADING A GAME

SAVING A GAME

To save a game, hit [Ctrl-S]. This will bring up the "Save Game" screen. (Alternatively, hit [Esc] and then click on "Save Game.")

Save Game Screen

Press [OK] to save the game in the default location with the default name. You can rename the save by simply typing in the new name.

LOADING A GAME

At the Start of the Game

Click "Load Game" rather than "Play Now" during the game creation sequence. This will bring up the "Load Game" screen.

During Play

To load a game during play, type [Ctrl-L]. (Alternatively, hit [Esc] and then click on "Load Game.") This will bring up the "Load Game" screen.

Load Game Screen

Once on the Load Game screen, click on the name of the game you wish to load and then click [OK].

Saved Game Locations

Games are saved in two locations: single games are saved in "My Documents\My Games\Sid Meiers Civilization 4 – Colonization\Saves\single;" multiplayer games are saved in "My Documents\My Games\Sid Meiers Civilization 4 - Colonization\Saves\multi." The "single" and "multi" folders will contain sub-folders holding the special "auto" and "quick" saves.

SPECIAL SAVES

Auto-Save

The program automatically saves the game every four turns. To load an auto-saved game, bring up the "Load Game" screen and then open the appropriate "auto" folder. Once you're in the correct folder, click on the name of the game you want to load, and then click [OK].

Quick Save

Press [Shift-F5] to "Quick Save" your game. The game will be automatically saved without requiring further input from you. Only one game can be quick-saved at a time: a future quick-save will overwrite the current one.

Press [Shift-F8] to load the quick-saved game.

CHAPTER 2: THE GAME

God will not let us fall…
For … our work is good,
We hope to plant a nation,
Where none before hath stood.
– Richard Rich

COLONIZATION TURN STRUCTURE

A solo game of *Colonization* is "turn based:" you take your turn – move your units, conduct diplomacy, build and manage your cities, and so forth – then each of your opponents take their turns, then you take another turn, and so on until somebody wins. You can take as long as you want to complete your turn.

Multiplayer games can be played in a variety of fashions. See the Advanced section of the manual for details.

THE INTERFACE

Diplomacy
Event Log
Open Main Menu
Civilopedia
Turn Number/Date

Info Screen
Victory Conditions
Continental Congress
Founding Fathers
Military Advisor
Foreign Advisor
Revolution Advisor
Europe
Domestic Advisor
Active Unit
Unit Illustration
Unit Status Box

Mini Map

Treasury

End Turn

Unit Action Buttons

THE MAIN SCREEN

During a game of *Colonization,* you will spend most of your time on the Main Screen. It is here that you move your units, build cities and improvements, launch attacks against your neighbors, and so forth.

The Main Screen has the following elements:

Main Map

This is where the action takes place. The Main Map displays all of your "Known World" – therein you can see your cities, terrain, improvements, resources and units, and all settlements that are "visible" to you.

NAVIGATING THE MAIN MAP

There are a number of ways that you can change your point of view on the Main Map:

Zoom In and Zoom Out: Use your mouse wheel or press [PageUp] and [PageDown] to zoom in and out on the Main Map.

Scroll: Move your cursor to the edge of the screen to scroll the Main Map in that direction. You can also scroll using the arrow keys.

Re-Center: Click on a space on the Main Map to center the Main Map on that space.

Change Viewing Angle: Press [Crtl-Left Arrow] and [Ctrl-Right Arrow] to change your viewing angle by 45 degrees.

Auto-Center Upon Unit Activation: When a unit becomes "active" during your turn the Main Map automatically centers upon that unit.

Manually Center Upon Active Unit: Press [C] or the middle mouse button to center on the current active unit (sometimes necessary after scrolling around during your turn).

Mini Map: Click on a space on the Mini Map to center the Main Map's view on that space.

Toggle Scores Display
Toggle Yield Display
Globe View
Toggle Show All Resources Display
Toggle Bare Map
Toggle Show Tiles
Toggle Enemy Units Display
Gold

Mini Map

The Mini-Map is a much smaller representation of the world. As described above, you can re-center the Main Map by clicking on a location in the Mini Map.

BUTTONS SURROUNDING THE MINI-MAP

There are a number of buttons along the Mini Map; these allow you to manipulate what is displayed on the Main Map. These buttons "toggle" – click once to turn on a display, click again to turn it off.

Scores Display: This hides/reveals the scores display of all of the known colonies and natives.

Yields Display: This displays the goods "yields" of each tile. Goods include Food, Lumber, Ore, Sugar, Tobacco, Cotton, etc.

Globe View: This provides a "high-level" view of the known world. While in Globe View, this area displays buttons which allow you to see all known resources on the map, show the cultural power of the settlements and villages, and display enemy units. The "Lines and Signs" buttons allows you to mark the map with info that fellow team-members can see (multiplayer game only).

Resource Display: This highlights all "resources" on the Main Map.

Bare Map: This hides all units on the Main Map.

Show Tiles: This places a visible grid atop the tiles on the Main Map.

Enemy Unit Display: This highlights all visible enemy units on the map.

Gold: This shows how much gold is in your treasury.

End Turn Button

Click on this button to end your current turn.

Unit Order Box

When a unit is "active," this displays its available "action icons." Roll your cursor over an action icon to learn more about the action. Click on an icon to order the unit to perform the action.

Unit Status Box

The "Status Box" displays information about the currently active unit.

TOP ROW BUTTONS

Enter Diplomacy

Click on this to enter diplomacy.

Event Log

This keeps track of various occurrences in the game. See the section of the manual on the Event Log for details.

Open Main Menu

Click on this to open the Main Menu, which allows you to save and load

games, change game settings, quit the game, and so forth.

Civilopedia
Click on this to open the in-game Civilopedia.

Turn and Date
This shows the current game turn and date.

Domestic Advisor
Click to get an overview of your various settlements – their population, what they are constructing, and so forth.

Europe
Click to go to Europe to load/unload goods from your ships and to recruit new citizens for your young colony.

Revolution Advisor
This screen shows revolution-related info: the size of your military and the Mother Country's military, your people's willingness to revolt, and so forth. It's on this screen that you'll eventually trigger the revolution to bring about the final climactic battle for independence.

Foreign Advisor
Click to open the Foreign Advisor screen and learn about your relations with other world leaders.

Military Advisor
Click to check the status of your colony's military, and to check up on your opponents' militaries, as well.

Founding Fathers
Click to open the Founding Fathers screen. See later in the manual for details about these critically important people.

Continental Congress
This screen shows the Founding Fathers that have decided to join your side.

Victory
This screen displays the victory requirements for the game. You can also click a button on this screen to display the current game settings (difficulty level, map specs, etc.).

Info Screen
Click to see some useful info on your progress.

LEADER LIST
This list shows all leaders currently known to you. Click on a name to open diplomatic discussions (or declare war) with that leader. (This list is "off" by default. Click on "Toggle Scores Display" by the Mini-Map to make it visible.)

King of England
Logan
[Firaxington]

THE KEYBOARD
The keyboard contains a number of "shortcut keys" which allow you to perform various functions at the stroke of a button (or buttons). If your keyboard is equipped with a number pad, even better. The number pad controls unit movement, among other things. Shortcut keys are listed throughout the manual.

THE MOUSE
Colonization plays best when you use a combination of keystrokes and mouse-clicks to control the game. We highly recommend that you use a mouse with two buttons and a scrolling wheel when playing.

TERRAIN

Being thus arrived in a good harbor, and brought safe to land, they fell upon their knees and blessed the God of Heaven, who had brought them over the vast and furious ocean, and delivered them from all the perils and miseries thereof, again to set their feet on the firm and stable earth, their proper element.

– William Bradford

OVERVIEW

In *Colonization,* the world is made up of land and sea "tiles" (also known as "squares"). Press the "Show Tiles" button on the Mini Map to make this clearer. Each square has a number of classifications, including height, terrain type, features, resources, and bordering. Thus you might have a jungle square atop a hill adjacent to a river with the tobacco resource, or a simple grassland square, or anything in-between.

These elements help determine the usefulness of the square as a place to build a settlement, as well as how easy or difficult it is to move through the square. And a square's terrain may have important effects on any combat taking place there.

[Rollover] a square to see what kind it is: info about that square will appear in the "Unit Status" box.

LAND OR SEA

All squares are either land or sea squares. Sea units cannot enter land spaces (except for coastal cities), and land units cannot enter sea squares, unless they are carried aboard "transport vessels" (see page 26).

TERRAIN CHARACTERISTICS

Each square has a number of characteristics:

Movement Point (mp) Cost: This determines how quickly units can move in that square. A square may cost 1, 2 or more spaces to enter, and some are impassable. (Note to *Civ IV* players: mountains are NOT impassable to land units!)

Defensive Bonus: These are combat bonuses many units receive when they are attacked while in a space.

Productivity: Productivity determines how useful a space is to a settlement built on or near to that space. Depending upon its characteristics, each space can provide a variety of commodities to a settlement built on or next to that space. The exact type and number of commodity provided is determined by the terrain type, the colonist "working" the space, and the buildings that have been constructed in the settlement.

PEAKS

Peaks are tall mountains. You cannot form a settlement on a peak. (Note: Unlike in *Civilization IV,* units *can* enter and work peak spaces.)

RIVERS

Rivers run alongside land squares, not in them. Rivers increase the defender's combat strength when the target is on the other side of the river. Rivers improve adjacent squares' commodity production, and also negate the movement bonus from roads.

SEA SQUARES

It is critical that at least one of your settlements be constructed adjacent to a sea square; otherwise it will be impossible for you to ship goods back to Europe for sale. Once you've built Docks, sea squares are also excellent sources of food for coastal settlements. Unsurprisingly, land units cannot enter sea squares (unless they are being transported by ships).

RESOURCES

The land and sea are filled with various "resources" which represent locations where a particular good is especially abundant. During a game, you will want to build your cities on or near to resources so that they can take advantage of the bounty. See the Civilopedia for details.

UNITS

If I were an American, as I am an Englishman, while a foreign troop was landed in my country, I never would lay down my arms – never – never – never! You cannot conquer America.

– William Pitt, Earl of Chatham

In the typical game of *Colonization* you can expect to interact with dozens of units. Units come in a variety of types, each with different functions in the game.

Unit Types

Units have a variety of different functions and abilities based on their type.

Colonists

Colonists are the basic unit used to create and populate settlements in the New World. The colonist category includes the Free Colonist, Indentured Servant, Petty Criminal and Converted Native. When outside of a colony these units can defend themselves, but at a low chance of success. When inside of a colony, they can take up any profession: they can harvest raw materials, create manufactured goods, and even take up arms to defend their settlement. Converted Natives cannot be converted to the Soldier profession.

Specialists

Certain Colonists are also "Specialists." Specialist units are those whose names start with "Expert" or "Master" (the Elder Statesman, Hardy Pioneer, Firebrand Preacher, Jesuit Missionary, Seasoned Scout and Veteran Soldier also fall into this category). Specialists function in exactly the same manner as Colonists, with one added exception – when assigned to the profession at which they excel, they will provide a significant bonus. An Expert Ore Miner, for example, when assigned to the Ore Miner profession, creates double the amount of ore that any non-expert would in the same circumstances.

When assigned to the Soldier or Dragoon professions, a Veteran Soldier earns double the normal experience points.

When assigned to any job other than the one at which they excel, they perform at the same rate as a Free Colonist.

Combat Units

Combat units are divided into two types – citizen units and inanimate units. Any colonist or specialist can be assigned to be a Soldier, Dragoon, or Scout (though Veteran Soldiers and Seasoned Scouts are particularly adept at these professions). The base combat strength of the units depends upon the quality and experience of the colonist/soldier.

Inanimate combat units include the Cannon and ships such as the Ship of the Line, the Frigate and the Man-o-War. These powerful combat units must always remain on the main game map, can never change professions, and always have the same base combat strength.

Great General

The "Great General" unit appears when you have won a number of victories with your units. A Great General will appear in one of your settlements and can be attached to lead one of your units, giving that unit special upgrades, and granting all the units in a single stack a massive experience upgrade.

Transport Units

These include "Wagon Trains," which can transport goods overland, and certain naval vessels which are able to carry goods on water. (Some naval transports are also combat units, by the way.)

Unit Statistics

All units in the game have two primary statistics: movement speed and combat strength.

Movement Speed

A unit's movement speed determines how quickly the unit can move around the map. Moving across tiles with the road improvement costs fewer movement points, while crossing tiles with forests, hills or rivers cost added movement points.

Combat Strength

All units that are outside of a settlement are able to engage in combat, but a colonial unit's combat strength is determined by its "profession."

Citizen units – Colonists, Experts, Masters, etc. which normally have a combat strength of two – all have their combat strength increased if they are assigned to the "Soldier" or "Dragoon" profession (if you have the necessary weapons and horses available).

Inanimate units – cannons, ships and wagon trains – are not assigned to professions: they always have their original base combat strength ("3" for cannon and "0" for wagon trains, for example).

Acquiring Units

Generally, you will acquire the bulk of your units from Europe, either randomly from immigration (which is free), or by recruiting them (which costs you gold). You may also gain units from missions you've established in native settlements (or by attacking and razing native settlements). Finally, you may construct a few "inanimate" units in your settlements. This is an important difference between *Colonization* and other *Civ* games, where you get the vast bulk of your forces by building them in your cities.

Game Start

At the start of the game, you will receive a free ship, a colonist and a Soldier. If you lost these starting units before you've constructed a Settlement and acquired some gold, your king will generously offer to give you new ones – in exchange for a tax increase.

Immigration

You can attract immigrants to your colony by getting your settlements to generate "crosses" (these basically represent a colony's religious fervor). Each colony automatically generates a minimum number of crosses; you can increase this by constructing religious buildings and by employing preachers in those buildings.

The number of crosses required to generate an immigrant increases over time. You can see how many crosses your colony is generating and how long until the next arrives on the "Europe" screen (see the section on "Europe" for details).

New immigrants arrive on the docks in Europe; all you need to do is send a vessel to Europe to pick them up. The specific kind of immigrant you receive is determined at random.

You needn't immediately transport all of the immigrants who seek a fresh start in the New World: they'll wait patiently on the docks for as long as it takes for you to get to them.

Hurrying Immigration: You may also "hurry" an immigrant's arrival by expending gold. See the Europe section for details.

Food

When you accumulate 200 food (at Standard game speed) in a settlement, the food will disappear and a new "Free Colonist" will appear in its place. Note that you don't need a warehouse to accumulate over 100 food, though you *do* need a warehouse to store over 100 of any other commodity.

Buying Units from Europe

Units can also be purchased from the Europe Screen. Press the "Purchase" button to see a menu containing all of the available units, as well as how much they cost. The price of units increases as you purchase them. You'll need to provide ships to transport land units back to the New World, but ships can make the journey on their own. See the Europe Screen for details.

Converted Natives

You can establish a "Mission" in a native settlement by sending a Missionary to the village and pressing the "Establish Mission" button. You cannot establish a mission in a village if another colony from the same nation has already done so (only occurs during multiplayer games). Note that if the natives of the village go to war with you, your mission is destroyed (though you can reestablish it there once you've made peace with the natives).

Once established, the Mission will from time to time create "Converted Native" units in the village, which are yours to do with as you please.

Converted Natives receive a bonus when assigned to generate raw materials or horses, and a penalty when creating manufactured goods.

Capturing Units

When you attack an enemy European settlement, you'll need to fight all of the combat units outside of the settlement, plus one or more of the units inside the settlement. If you succeed, you'll capture all surviving non-combat units in the space. You can also capture native units in a similar fashion when you attack native villages.

You may capture enemy units outside of a settlement, but only if there

are more than one of them. At least one unit will fight you and if you win you'll capture any other non-combat units in the space.

The only exceptions are the wagon train and the treasure unit, which have zero combat strength. When you attack these units, you automatically capture them.

Constructing Units in Settlements

The only units that can be constructed in settlements are ships and cannon, which require significant infrastructure before you can hope to create them at a reasonable pace, and wagon trains, which can be built as soon as you construct your colony.

To build ships, first you must construct a Drydock or Shipyard. You will also need a source of lumber – hopefully a Lumberjack – and a unit assigned to the Carpenter profession. Cannon require that you construct an Armory (or better), and that you have a certain number of Tools in your settlement.

More info on settlements and constructing units in them can be found in the "Settlement" section of the manual and Civilopedia.

SELECTING UNITS

A unit must be "selected" to do anything A selected unit is indicated by a moving circle at the its base. During your turn, the computer will select each unit one by one, until you have given all of your units orders. However, the computer will not select units that are "fortified," "asleep," are being transported by other units or are in the middle of carrying out previous orders – such as "explore," "heal," or "go to." See below for descriptions of these and other orders. Once a unit has used up all of its movement points it can do nothing else during that turn.

You can select any unit by clicking on it, even if that unit is in the middle of carrying out other orders.

MOVING YOUR UNITS

Each unit in the game has a certain number of "movement points" it may expend each turn to move about on the map. Most land units have one or two points, while naval units may have up to four points.

Depending upon the terrain in the space the unit wishes to move into,

the unit will expend one or more points to enter an adjacent space. A unit can always move one space if it has any movement points left.

Roads

Roads are created by Pioneers. They reduce the movement costs of all terrain; all spaces cost ½ mp to enter. This benefit occurs only when a unit is moving from one road square to another, and only when the square is not within a hostile colony's borders.

Rivers negate the effects of roads.

Where You Can Move Your Units

Your land units can move onto any land space. You can move your naval units into any sea spaces and any coastal cities. Naval units can also sail to Europe from any "To Europe" sea space.

How to Move Your Units

To move a unit you must make sure that it is "selected" (see above) and it cannot have used up all of its movement points that turn. You can move an active unit with your mouse or your keyboard.

MOVING A UNIT WITH YOUR MOUSE

[Right-Click] on the space that you want the active unit to move to. If the unit will require more than one turn to reach its objective, the unit will go into "GoTo" mode, and it will continue to move each turn until it reaches its objective, it finds its path blocked, or it encounters a hostile unit.
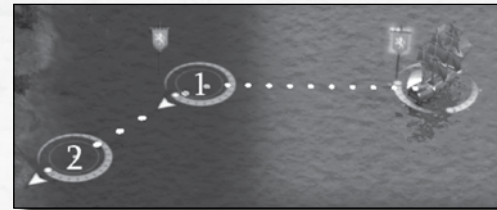
This naval unit has been given a "goto" command. It will take the unit 2 turns to reach the coast.

MOVING A UNIT WITH YOUR KEYBOARD

You can direct an active unit's movement with the keyboard. The number pad is pre-configured to move units. You can only move a unit one space at a time with the keyboard.

Cultural Borders and Movement

When colonies construct settlements (see below), they gain control of the areas surrounding the settlements. The bigger and more cultured the

settlement, the larger area it dominates. Land under a civ's domination is said to be within its "cultural borders." The size of a settlement's cultural borders is determined by its "Liberty Bell" output; see page 40 for details.

A Colonial unit cannot cross another colony's cultural borders unless the two colonies have the "Open Borders" diplomatic agreement (see page 56). Otherwise, such movement is an act of war.

Note that native settlements *do not* have cultural borders; your units may move about them freely. In turn, native units can enter your cultural borders freely, without an Open Borders agreement.

UNIT ORDERS

Most of the time, you'll be ordering a unit to move or attack. Both are accomplished in the same fashion: you right-click on the location you want the unit to move to (or attack), or you use the number pad to order the movement/attack. However, sometimes various special "orders" will be available to a unit. These might include "fortify," "construct a road here," "unload your cargo here," "stay at this location until you heal," and so forth.

When a unit is selected, the orders available to it at that moment are displayed in the unit's "order box" (see the section on the Main Screen, above). To give a unit an order, click on the appropriate icon in the order box (many orders have keyboard shortcuts, as well).

Check on a unit's Civilopedia entry to find out what a unit can do.

Order Box

Following is a list of common unit orders.

Delete the Unit: Remove the unit from play.

Go To Mode: Order the unit to move to a square.

All Units Go To: Order all units in the square to move to a square.

All Units of the Same Type Go To: Order all units of the same type in the square to move to a square.

Explore: Order the unit to explore unexplored portions of the map. The unit will stop exploring when it can no longer reach any unexplored spaces.

Skip Turn: Order the unit to do nothing for the remainder of the turn.

Fortify: The unit "digs in" to better resist attack. The unit gains a 5% defensive bonus per turn, to a maximum bonus of 25%. The unit will remain fortified until you give it new orders.

Sleep: The unit goes inactive. It remains where it is until you activate it. This action is used by units that are ineligible for the "fortify" action.

Sentry: The unit remains inactive until an enemy unit enters an adjacent square.

Pillage: The unit destroys an improvement in the space it occupies. If there is more than one improvement in the space, the unit will destroy the most valuable. In other words it would take two actions to destroy both a farm and a road in a space.

Promotions: If a unit has earned a promotion, , a "Promote Unit" icon will appear in the unit's orders display. Clicking this will allow you to select a promotion for your unit. See "Promotions" for more details.

Fortify/Sleep Until Healed: An injured unit will fortify until it has regained all of its combat strength; then it will reactivate.

Join Settlement/Found Settlement: The unit will either join an existing settlement, or if not in a settlement, the unit will create a new settlement at that location.

Multiple Units
Selecting Multiple Units

You can select two or more units and give them both orders simultaneously. All of the units must be in the same space on the map. To do so, click on one unit, then shift-click on the other(s).

Moving Multiple Units

If two or more units are selected and you give them orders to move, they will do so in a group, at the speed of the SLOWEST unit. **Note**: it is often smart to move your unarmed colonists with a military unit simultaneously to make sure that the colonist doesn't get destroyed by angry natives or enemy colonials.

Multiple Unit Combat

If you have the "stack attack" option enabled and you order two or more military units to attack an enemy unit, the most powerful unit against the defender will attack that unit. If that unit's attack is unsuccessful, the attack won't continue automatically; if you want to attack with another unit, you'll have to give that unit new orders. However, if you hold down the [ALT] key when ordering an attack with multiple units selected, the units will perform a stack attack with combat resolving immediately.

Multiple Unit Improvements

If you have two or more "Pioneers" (see later in the manual) selected, you can order them both to work on improvements. The Pioneers' combined efforts will speed up completion considerably.

Transport Units

Transportation is at the heart of *Colonization.* In the early portion of the game at least, much of your energy will be spent in producing/constructing goods to ship back to Europe for sale. While in Europe you will be picking up immigrants and recruits and sailing them to the colonies, where you can put 'em to work creating more goods to sell back to Europe, and so forth. As the game progresses, you'll have opportunities to trade with other colonies, as well.

On land, "wagon trains" can transport goods between inland settlements and coastal settlements. A variety of naval vessels are available to transport goods and citizens between coastal settlements and Europe.

Wagon Trains

Wagon trains can carry goods (but not citizens) between settlements. A wagon train has space for two items, each consisting of up to 100 goods. Thus a wagon train could carry 200 bales of tobacco, or 100 food and 100 weapons, and so forth. The tonnage listed is for games at "Standard" speed. Changing the game-speed will change the tonnage trains and vessels can carry.

When a wagon train is in a settlement which possesses goods the train can carry, the "Load Goods" order will be visible. Click on "Load Goods" and a list of the available cargo will appear. Click on the cargo you wish to load, and up to 100 units of that good will be loaded onto the train. Click on "Load Goods" again to load another 100 units of a good onto the train. Once the wagon train is loaded, you can move it to another settlement.

Once it has reached its target, press "Unload" to unload all of its cargo into the settlement. Alternatively you can click on a cargo icon to unload just that one good in the settlement.

Note that wagon trains are unarmed. They are automatically captured or destroyed if attacked by hostile forces.

The "Unload Goods/Units" button.

The "Load Goods" button.

Transport Vessels

Transport vessels can carry goods and units between coastal cities and between coastal cities and Europe. There are several different types of transport vessels in the game; each can carry a specific amount of cargo and moves at a different speed. Some transport vessels are also passable warships – Galleons, for example – while others are more or less sitting ducks when facing a military naval vessel. See the Civilopedia for a complete list of naval vessels and their cargo capacities.

When a naval vessel is in a settlement that possesses cargo it can carry, the "Load" button is visible. Pressing that button will bring up a menu displaying all of the settlement's cargo. Press on a good to put up to 100 units onto the vessel.

In addition to cargo, transport vessels can carry units as well. To load citizens onto your ship, you may move the unit directly into the tile the ship occupies or, when both ship and unit are in the same tile, select the unit you wish to load and click the "Load" order. See the section on "Europe" for details on loading and unloading goods and citizens in Europe.

Loading Goods from the Settlement Screen

The above sections describe loading/unloading goods from the Main Screen; you can load or unload goods while on the Settlement Screen as well. On this screen you can manually drag the goods to or from the transport. If you hold the [Shift] key down while dragging, you can specify the exact number of goods you're loading or unloading.

Automating Transport Units

It's possible to assign transport units (wagon trains or vessels) to automatically carry goods from one settlement to another. See the section on "Goods and Trade" for more details.

COMBAT

My men, yonder are the Hessians. They were bought for seven pounds and ten pence a man. Are you worth more? Prove it. Tonight, the American flag floats from yonder hill or Molly Stark sleeps a widow!
– John Stark

While battle is important – even critical – to achieving victory in *Colonization,* it's important to remember that the object of the game is to throw off the shackles of the Mother Country and achieve independence, not to pummel the natives or competing colonies into paste. There may be important tactical or strategic reasons for going to war with one's neighbors, but in the end you'll still need to defeat the Mother Country to win. In other words, don't needlessly squander your military in petty squabbles – you'll *really* need it one day.

Combat occurs whenever a unit attempts to enter a space occupied by a hostile unit (unless the hostile unit is unable to fight, in which case it is captured). If the defending unit wins, the attacker is destroyed. If the attacking unit wins, the defending unit is destroyed and the attacker may enter the space if it is now empty of other hostile combat units.

HOSTILE UNITS

Units are considered "hostile" if their two nations are at war with each other. Otherwise, the units are neutral, and can occupy the same space without combat.

HOW TO ATTACK

To attack another unit, order one of your units to enter its space. If that unit is hostile, combat will ensue immediately. If that unit is neutral, the program asks if you want to attack the unit or move peacefully into its space.

Land units cannot attack naval units; however, certain naval units can "bombard" units in coastal settlements (see the "Naval Combat" section of the manual, below).

COMBAT STRENGTH

A unit's "combat strength" represents its ability to attack enemy units and to defend against enemy attacks. Some units have combat strengths of "0"; they are unable to attack other units and are automatically captured if attacked by hostile combat units.

DETERMINING THE ODDS

Basically, if an attacker and defender have the same (modified) combat strength at the start of a battle, each has an equal chance of winning the combat. If one unit is more powerful, it has an increased chance of victory. The greater the disparity, the greater the odds in favor of the mightier unit.

However, a variety of things can modify a unit's strength during a combat. These include injuries sustained in previous combats and a unit's "promotions," as well as the terrain the defender occupies. See the sections on Promotions and Terrain for details

MULTIPLE UNIT COMBAT

If a unit is attacking a space containing more than one defender, the computer figures out which defending unit has the best odds of defeating the attacker, and then those two units fight it out.

COMBAT RESULTS

Generally, the two units battle it out until one or the other is destroyed (but see "Mounted Unit Withdrawal," following). If the attacking unit is destroyed, the defender maintains possession of the space. Other units belonging to the attacker may then attack that space in turn.

If the defending unit is destroyed and the space is now vacant of military units (soldiers, dragoons, or cannon), the victorious attacking unit will move into the captured space. However if other hostile military units remain in the target space, they must be destroyed before the attacker can occupy the space.

MOUNTED UNIT WITHDRAWAL

Mounted units – Dragoons and Mounted Braves – have a special withdrawal ability. If the mounted unit is losing the battle and is about to be destroyed, it has a small chance to "withdraw" from the unsuccessful battle, stopping the fight before it is destroyed. Note that horsemen can withdraw only when *attacking:* they cannot withdraw when defending.

COMBAT INJURIES

A unit which survives combat may have sustained "injuries" which temporarily lower the unit's combat strength. The unit's strength remains lowered until the unit "heals" the damage.

Recovering from Injuries

If an injured unit doesn't move during a turn, it will heal a certain portion

of the damage it has sustained. If a unit stays still long enough, it will eventually return to full strength.

The "Heal" Order
If you give an injured unit the "heal" order, the unit will fortify (or sleep) and remain where it is until it is fully healed. You can give the heal order by clicking on the action icon, or by typing [H] on the keyboard.

Recovery Speed
Units heal fastest when they are inside their cultural borders. The healing process is slowed somewhat if the unit is in neutral lands, and it is slowed even more if the unit occupies enemy territory.

Medic Promotions
Units who have received the "Medic" promotion heal 10% faster, as do other friendly units occupying the same space. The more advanced "Medic II" promotion extends this benefit to units in adjacent spaces.

PROMOTIONS
Units gain "experience points" for winning battles. When it gains a certain number of points it becomes eligible for a "promotion," which may improve the unit's combat strength or give it some special ability.

When your unit is eligible for a promotion, a "Promote Unit" upgrade will appear in among the unit's order display. By selecting that and clicking on the appropriate icon, your unit will acquire that promotion. See "Promotions" in the Civilopedia for details.

NAVAL COMBAT
For the main part, naval combat is similar to land combat – it occurs when a naval unit is ordered into a space containing a hostile naval unit, and the two fight it out until one or the other unit is defeated. There are some special cases, however.

Cargo Vessel "Evasion"
If a Merchantman or Caravel is defeated in a naval combat – and if the owner has a settlement with a drydock or shipyard nearby – there's a chance that the Merchantman or Caravel may escape destruction, instead immediately moving to the nearby settlement.

Privateers
When a privateer defeats a cargo vessel, it captures a portion of the defeated vessel's cargo.

Vessels Carrying Units
If a vessel that is carrying units is destroyed, all units aboard that vessel are lost. It's always a good idea to *protect your troop transports!*

The Privateer
The Privateer is a special kind of naval unit designed to allow one to harass foreign shipping without necessarily going to war with the foreign nation. Privateers move, carry cargo and fight like other naval units; however, Privateers are issued "Letters of Marque and Reprisal" and do not fly under a national flag: therefore they can attack foreign shipping without triggering war.

In other words, you can purchase or build a Privateer and send it off to attack your opponents and they won't know who's behind it. Note, however, that all navies consider Privateers hostile, and they'll attack 'em on sight. Remember that Privateers can capture cargo from defeated cargo vessels too; see above.

Settlement Bombardment
Military vessels – the Frigate, Man o' War and Ship of the Line – are able to "bombard" coastal settlements. This is a special kind of attack that does not kill or injure any units in or defending the settlement; however, the attack does degrade and, if unstopped, eventually destroy a settlement's fortifications, leaving the defending units increasingly vulnerable to attack from other forces.

After suffering bombardment, a settlement's fortifications will automatically repair over time (assuming that the settlement is not captured or destroyed).

Note that ground units cannot attack naval units at all while the naval units are at sea (though they can destroy naval units in a settlement if they capture that settlement).

SETTLEMENTS

Whoever desires to found a state and give it laws, must start with assuming that all men are bad and ever ready to display their vicious nature, whenever they may find occasion for it.

– Niccolo Machiavelli

Settlements are vital to your success. They are the building-blocks of your colony. Settlements are similar to cities in *Civ IV,* but as you will see there are some quite important differences.

BUILDING SETTLEMENTS

Settlements may be built by any colonist unit (in other words, by pretty much any unit except for cannon, wagon trains, and ships). If the colonist is in a location where a settlement can be built (see next), the "build settlement" action will appear in the colonist's action box. Simply click on the action button and new settlement will appear.

The colonial unit becomes the new settlement's first citizen, and he or she can be immediately put to work. See below for more details on colonists working in cities.

WHERE TO BUILD SETTLEMENTS

In general, you should construct your settlements in places where there's a variety of terrain and resources, with access to plenty of food. It's useful to be on a river, as well. See the "Settlement" concept entry in the Civilopedia for more suggestions.

Important: It is *critical* that your first settlement be on the coast, so that you can use your ships to transport goods and personnel to and from Europe! Later settlements can be inland, but at least one *must* be on the coast until your colony is self-sufficient!

CAPTURING SETTLEMENTS

You can capture settlements belonging to colonies you are at war with. To do so you must enter the settlement with a military unit; this usually involves destroying the enemy units defending the settlement. When you capture an enemy settlement you have the option of destroying it or installing a new governor. If you choose to destroy the settlement, it and everything it contains is done away with. If you choose to install a new governor, the settlement becomes yours.

The colonists inside the captured settlement are yours to command, but their "Rebel Sentiment" (see later) is extremely low. It will rise over time, however, as the new citizens become fully assimilated.

Note that you cannot capture native villages; they are automatically destroyed when a hostile colonial unit enters them. See "The Natives" later for more details.
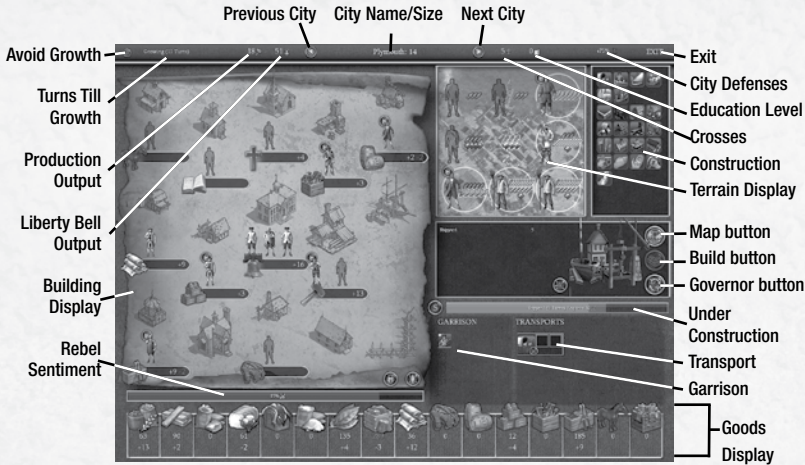
SETTLEMENT DEFENSES

You can construct forts and fortresses to enhance a settlement's security; such buildings greatly increase the defensive strength of all units inside. And a unit's strength is increased by its "Rebel Sentiment" as well (see page 63).

THE SETTLEMENT SCREEN

To get to a settlement's settlement screen, double-click on the settlement on the Main Map. The settlement screen is the most important screen in the game, as it is from here that you manage your settlement's goods production.

The settlement screen contains the following areas:

Labels around the screen:
- Previous City
- City Name/Size
- Next City
- Avoid Growth
- Turns Till Growth
- Production Output
- Liberty Bell Output
- Building Display
- Rebel Sentiment
- Exit
- City Defenses
- Education Level
- Crosses
- Construction
- Terrain Display
- Map button
- Build button
- Governor button
- Under Construction
- Transport
- Garrison
- Goods Display

The colonist is generating 3 Tools per turn at the Blacksmith's House.

Building Display

The upper-left section of the Settlement Screen is the Building Display. Here you can see all the buildings your settlement currently contains as well as which of your citizens are working within them and how much of a specific good they are generating.

When a settlement is first constructed, it is supplied with a Town Hall and a set of basic production facilities – Blacksmith's House, Weaver's House, Carpenter's Shop, and so forth. Up to three colonists can be assigned to the Town Hall, while the other entry-level buildings can have one colonist working there. Many of these buildings can be upgraded, becoming more effective at producing goods and allowing more colonists to work in them (the Town Hall cannot be upgraded, however).

This settlement is producing a goodly amount of food each turn, plus valuable silver and fur pelts!

Terrain Window

In the upper-right of the settlement screen is the Terrain Window. Here your settlement and the eight tiles surrounding your settlement can be seen. You can assign units to work the eight surrounding tiles by dragging and dropping them on the desired tile.

Remember that you do not have to assign a unit to work the settlement's tile itself (in fact you can't do so): the settlement gets that tile's output automatically.
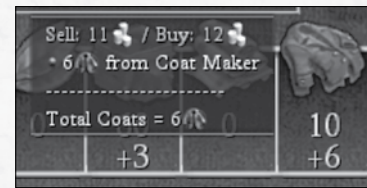
This settlement has 10 coats on hand at present. It is manufacturing 6 each turn. Coats are selling in Europe for 11 gold each; they can be purchased there for 12 gold.

Assigning Colonists to Jobs

When a colonist is added to a settlement, the program automatically assigns that colonist to a job – either in the Terrain Window, producing goods, or inside the Building Display, working in one of the settlement's buildings. As circumstances change, the program will move those citizens as it deems best.

You can change a colonist's job by dragging him or her to a different

space in the Terrain Window or Building Display. When you do so, a popup might appear if several different jobs are available at a location. Alternatively, you can double-click on a colonist, bringing up a popup menu showing available jobs in that colony.

Once you have moved a colonist to a new job, that colonist is "locked in" to that job, and the program will not reassign that colonist thereafter. It's a good idea to check your settlements occasionally to ensure that all of the workers are being productive; you don't want to have a colonist "locked" into a job manufacturing cigars in a city that's no longer got any tobacco, for example. When a specialist is added to a city, the city will automatically place the specialist in the plot/building where he can best utilize his specialty – unless a non-specialist is locked into that slot...

The "Turn off Citizen Automation" button locks all colonists in the city into their current roles; the "Turn on Citizen Automation" button unlocks all citizens, allowing the program to reassign the colonists as it sees best.

Assigning Colonists to Jobs Outside of the Settlement

In addition to assigning a colonist to a job inside the settlement (in a building or in the Terrain Window), you can also assign the colonist to a job outside of the settlement – as a soldier, or missionary, or pioneer, for example. To do so, drag that citizen to the "Garrison" area of the Settlement Screen. A menu will appear displaying all available exterior professions; just pick the one you wish to assign that colonist to. The colonist will appear in the Settlement's space on the map, awaiting your orders.

Note that some professions require that the settlement possess a certain number of goods – you need both guns and horses in a settlement to create a dragoon, for example. If you lack the necessary goods, that profession is not available. You can also move a colonist to an outside job by double-clicking on the colonist and choosing the appropriate profession from the popup screen.

Goods Display

Tucked under the Building Display is the Goods Display. This bar displays how many of each good are in the selected settlement. This area also displays how many of each good the settlement is gaining or consuming each turn. If you place your cursor on an item, a box will appear displaying how much that item can be purchased for and sold for in Europe.

Settlement Controls

Tucked directly below the Terrain Window are three Settlement Control buttons. These items let you fine tune the workings of your settlement. The control buttons are the Map, Build, and Governor buttons.

Map

By clicking this Control button, you can bring up the mini-map and get a sense of where this settlement fits into your colony and the world. This also brings up a list of your other settlements; click on a name to jump to that settlement.

Build

By clicking the Construction Menu, you can select a building, ship, or wagon train for your colony to produce. While your settlement will automatically generate a small amount of production, to get your projects done in a timely manner you will need to assign a colonist to the Carpenter profession and ensure they have a continual supply of lumber (see the Civilopedia).

Governor

The Governor button lets you begin the process of setting up trade routes to or from your settlement. Visit the Trade Route section for further details on these time-saving thruways.

This button also brings up the "Emphasize" panel, allowing you to order the settlement to concentrate upon producing specific goods. You can also "de-emphasize" various goods ensuring that the colony will only produce such items if it has nothing else to produce.

Rebel Sentiment

The bar between the Building and Goods Displays is your settlement's Liberty Bell percentage – also known as Rebel Sentiment. This very important number provides your colony with bonuses to your settlement's production, defense and determines if you can start a revolution. If over 50% of your colonists are ready to revolt, you can declare independence from Europe and begin your final ascent towards victory.

CONSTRUCTING UNITS AND BUILDINGS IN A SETTLEMENT

When you first build a settlement, the "Build" menu appears on the screen. This menu displays all of the buildings and units that this settlement can produce at this moment in time. Each entry is followed by a number in parentheses; this number tells you how many turns the unit or building will take to produce. The computer may "recommend" one or two units or buildings it thinks might be useful at this time. Click on the entry you want the city to build and it will start production. You can [Rollover] the selection to see hints on what they do.

If you click on the "Examine Settlement" button, that settlement's "Settlement Screen" will open up. You can click on the "Change Building" button to alter a settlement's construction orders.

Material Requirements

Some items require that the settlement possess a certain number of goods – usually Tools or Weapons – in order to complete construction. If the goods are not available when construction is finished, the item will remain uncompleted until the settlement acquires the items.

Completing Construction

Once your settlement has completed construction, the Settlement Build menu will appear again, asking you what the settlement should construct next.

The "Hurry Construction" Button

Hurrying Construction

Press on the "Hurry Construction" button to pay gold to immediately complete construction of the current building or unit. (This includes the cost of any tools or lumber it may need to purchase to complete production.) Place your cursor over the button to see how much it would cost to hurry the item. If the button is greyed-out, you can't afford to hurry its construction.

SETTLEMENT WORK AREA (RADIUS)

A settlement's population can work only the eight tiles directly adjacent to the settlement's tile. This work area will never increase, even if the settlement's cultural borders expand. Note that this is a difference between this game and *Civilization IV*.

FOREIGN BORDERS AND SETTLEMENT WORK AREAS

A nearby civilization's borders may extend into the squares that would normally be part of your settlement's work area (radius). Spaces under foreign control cannot be worked.

CULTURAL BORDERS

Oh for a lodge in some vast wilderness,
Some boundless contiguity of shade,
Where rumor of oppression and deceit,
Of unsuccessful or successful war,
Might never reach me more.

– William Cowper

Your colony's cultural borders will appear once you have created your first settlement. Within these borders lies the territory dominated by your settlements. As your cultural power increases, your borders will grow.

Cultural Strength

The size of a colony's cultural borders is determined by the "Liberty Bells" each of its settlements produces. To increase your colony's cultural strength, you can construct Printing Presses and Newspapers. You can also assign colonists to the settlements' Town Halls. The Elder Statesmen are especially proficient at producing Liberty Bells when assigned to work a Town Hall.

Crossing Borders

European units cannot cross another colony's border without having an "Open Borders" diplomatic agreement with that civ – or they must declare war against that civilization to enter.

Remember that only European settlements have borders that other

European civs must recognize. European units can wander around native villages without having a treaty with the natives, and the native units will ignore European borders as well.

Settlement Construction

No one but you can build a settlement on land inside your borders.

Improvements

Your Pioneers build improvements only on squares inside your cultural borders (except for roads, which they can build anywhere).

CLASH OF BORDERS

When you have a settlement that is near another European colony's settlement, the two will compete for "cultural control" over the squares between them. Generally, if the square is equidistant from both cities, the settlement with the highest culture value will have control over it.

CAPTURED CITY BORDERS

When you capture an enemy settlement, that settlement loses all of its previously-earned culture and must begin producing culture from square one. It is not unusual for newly-captured settlements to have control of very few tiles until the conqueror begins producing culture in them. (However, if you recapture a previously owned settlement from an enemy, the settlement will return to its previous cultural level.)

GOODS AND TRADE

Tobacco, divine, rare, superexcellent tobacco, which goes far beyond all the panaceas, potable gold, and philosopher's stones, a sovereign remedy to all diseases … but as it is commonly abused by most men, which take it as tinkers do ale, 'tis a plague, a mischief, a violent purger of goods, lands, health, hellish, devilish and damned tobacco, the ruin and overthrow of body and soul.

– Robert Burton

OVERVIEW

At the most basic level, *Colonization* is a trade game. You create settlements which generate goods, which you then transport for sale to Europe. You use the profits of these sales to expand and improve your settlements, increasing their output of goods for export.

However, as your wealth grows, so too does the greed of your king, who will relentlessly tax your profits to fill his coffers. Eventually your monarch's greed will reach such excessive bounds that trade itself will become almost profitless, at which point it will become necessary for you to declare your colony's independence, triggering the inevitable showdown (and end-game). Until then, your job is to make as much money as possible.

The Life-Cycle of a Good

"Raw" goods are harvested by colonists in settlements from land and sea spaces – the square the settlement occupies and the eight surrounding spaces. The settlement automatically harvests raw goods from the space it occupies, but colonists need to "work" the adjacent spaces to get goods from them.

The settlement may consume some of the raw goods it harvests – a certain amount of food is required to feed the colonists in the settlement, for example, and it can expend wood to construct buildings. The settlement may ship other raw goods directly to Europe for sale. However, it may also "process" raw materials into "manufactured" goods, which can be sold for much higher prices.

To process goods, the settlement must possess the required building, and a colonist assigned to work at that building. For example, a colonist assigned to work at a "Weaver's House" can transform cotton into bolts of cloth, which may then be shipped off to the Mother Country for sale. A processed good may sell for twice as much as the raw material required

to manufacture the good.

Note that while any colonist may be assigned to harvest or manufacture any good, there are specialists at certain tasks, and they are far more efficient than anyone else at their tasks. Also note that the settlement may need to construct the facility needed to process a raw good, and it may be able to construct an advanced facility that does a much better job at it. Finally, remember that a pioneer may "improve" a piece of land, increasing the space's output of certain raw materials. All of this is discussed in more detail below.

ASSIGNING COLONISTS TO HARVEST AND PROCESS MATERIALS

The mechanics of this process is explained in the "Settlement" section.

Harvesting Raw Materials

You can assign a colonist to harvest raw materials from one of the spaces surrounding the settlement. Generally, each space is capable of producing multiple raw materials; you choose which material the colonist will harvest each turn by assigning a profession to the colonist. You can change which materials are harvested from the space as often as you like.

The amount of materials harvested depends on the amount the space can produce (see the Civilopedia) and the skill of the worker. See below for more details on skilled labor.

Manufacturing Processed Goods from Raw Materials

To process raw material, you need to assign one or more colonists to work in one of the associated processing buildings – to process cotton you need to assign a colonist to work in a Weaver's House, Shop, or Textile Mill, for example (see the Civilopedia). Many of the most basic processing buildings are created when the colony is founded, while some must be constructed – and all of the more advanced and efficient buildings must be constructed.

The amount of goods processed depends upon the number and skill of the colonists assigned to process the goods and the type of processing building available.

Skilled Colonists

As discussed elsewhere, you may acquire colonists skilled in certain professions. Such skilled professionals may emigrate or be recruited from Europe, while others can be trained at native settlements, and yet

others you may train yourself at settlements with schools or universities. Assigning skilled colonists to the appropriate task will greatly increase their output.

Converted natives are very skilled at producing raw materials (from land or sea). However they are dramatically unsuited at all processing jobs, and will produce less processed material than another unskilled colonist.

Convict colonists are unskilled and surly, and they'll produce less when harvesting or processing anything. They make fine soldiers, however. And they may be "educated" in Schoolhouses, Colleges and Universities (see the Civilopedia for details).

STORING GOODS

When constructed, a settlement can store up to 100 units (at Standard game speed) of each type of good – raw and processed. Constructing a warehouse will increase this to 200 of each good type, and a warehouse expansion will further increase the storage capacity of the settlement to 300 units of each type. (Note that a settlement can store any amount of food, even without a warehouse. The previous limits apply to all goods except food.)

Goods in excess of the settlement's capacity are lost. (Note that you cannot swap storage spaces – if you have too much cotton you cannot store the excess in another good's space.)

TRANSPORTING GOODS

Goods can be transported on land via the wagon train; they can be transported on sea in a variety of transport vessels. See "Transport Units," page 26 for details.

SETTING UP AUTOMATIC TRADE ROUTES

To increase the ease of commerce around your colony, you can create "trade routes" and assign transport units to them. To create a trade route, open the Settlement Screen of the settlement you'd like to ship goods from. Then click on the "Governor" Tab, followed by "Export," and then the good you'd like moved. Then go to the receiving settlement's Governor's Tab and click "Import" and the same good. This will create the route.

You may then select the "Automate Transport" order on any of your transport ships or wagon trains and assign them to that route.

Setting up a Trade Route Between Fort Orange and New Amsterdam

Fort Orange is producing furs and tobacco. We want to order a wagon train to automatically ship the furs and tobacco from Fort Orange to New Amsterdam (where they'll be processed and shipped to Europe).

Step One: Order Fort Orange to export furs and tobacco.
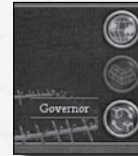
Go to the Fort Orange settlement screen and click on the Governor button.

Click on "Exports" to open the Import/Export menu.

Click on the "Export" boxes next to tobacco and fur.
Click "OK" at the bottom of the menu.
Fort Orange is now ready to export tobacco and fur.

Step 2: Order New Amsterdam to Import Tobacco and Fur.

Following the above process, click on the boxes ordering New Amsterdam to import Tobacco and Fur.

Step Three: Assign a Wagon Train to the Trade Route.

When the wagon train is active, click on the "Assign Trade Routes" unit action button.

This will bring up a menu of all available trade routes. Click on the routes you wish to assign to this wagon train. You can assign more than one route to a single wagon train.

The wagon train will automatically transport fur and tobacco from Fort Orange to New Amsterdam until it is given new orders.

BUYING AND SELLING GOODS

In Europe
See the next section for details on buying and selling goods in Europe.

From Other Colonies or Native Villages
You can trade goods with other colonies or native villages by moving a transport into one of their settlements and clicking the "trade" button. This brings up the "Trade Screen," where you can buy or sell available items at the stated prices. Note that the availability of goods and the prices will vary significantly from settlement to settlement. Further, natives and colonies may simply run out of money from time to time (while "Europe" never does).

THE INFORMATION SCREENS
There are a number of screens to help you keep track of your growing colony and the world around you. They can be accessed from buttons on the Main Screen, or via shortcut key.

The Events Log – [CTRL + TAB]
This screen keeps track of the events that occur during your game. It also records the results of any combat you've engaged in. It also tracks Tutorial text. In multiplayer games, the Events Log also logs the chat between players.

The Domestic Advisor – [F1]
The Domestic Advisor provides a list of your settlements and details of each, including: the settlement's current population, its food, production, Liberty Bell, and Cross output, its defensive bonus and a whole lot more. You can click on a settlement's icon to go directly to that settlement's Settlement Screen.

Europe – [F2]
The Europe Screen is where you conduct business with and recruit settlers from the Old World. See the next section for details on this very important screen.

Revolution Advisor – [F3]
This screen displays the size of your military and the amount of weapons and horses you possess and the size of the King's Expeditionary force. It also lists your current overall revolutionary fervor. Once your colony's overall fervor reaches 50%, you can click on "Start Revolution" to declare your independence from the repressive Old Country.

The Foreign Advisor – [F4]
This screen shows the current diplomatic state of the world. It shows you who is at war with whom, the treaties you have with other civilizations, and so forth. You can click on a leader on this screen to open diplomacy with that leader.

The Military Advisor – [F5]
This screen allows you to examine all of the visible military units of one civilization (including your own). Click on the icon of the leader of the civ whose military units you want to examine and the visible units will appear in the list on the left and the map on the right. Click on the drop-down

"Sort" menu on the upper-left edge of the screen to change how the units are displayed.

The Founding Fathers – [F6]

This screen displays all of the Founding Fathers in the game. It shows what benefits the Father provides, how many points are needed to recruit that father, and so forth. See the section on the Founding Fathers for more details.

Continental Congress – F7

This screen displays the founding fathers that you have recruited into your "Continental Congress."

Victory Conditions – [F8]

This screen describes the victory conditions of the game. Click on the "Settings" button to check out the game settings and options for the current game – game difficulty, map type, special rules, and so forth.

Info Screen – [F9]

This provides a bunch of cool information in graphical form about the present game – demographics, game statistics, scores and so forth. The graph shows how the various statistics have changed over the course of the game. You can alter the scale to show more detail or a greater period of time.

The Civilopedia – [F12]

The in-game Civilopedia provides in-depth info on all aspects of play, including rules, unit lists and stats, terrain details, game concepts, and so forth. Check it out.

EUROPE

Not a place upon earth might be so happy as America. Her situation is remote from all the wrangling world, and she has nothing to do but to trade with them.

– Thomas Paine

The Europe Screen is an important location, particularly in the early portions of the game. On this screen you will conduct trade with the Mother Country, pick up immigrants, and recruit (purchase) special colonists, military and naval units.
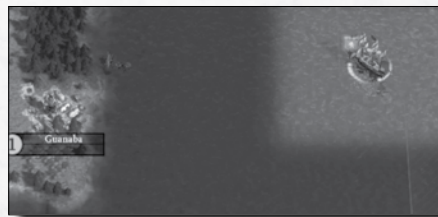
The vessel is in a "To Europe" space.

GETTING TO EUROPE

Along the eastern and western edges of the map may be found special "To Europe" sea spaces. When a vessel enters these spaces a popup will appear, asking if you want the vessel to sail to Europe. If so, the vessel immediately disappears from the map, showing up in the "Inbound" portion of the Europe screen. In addition, whenever a vessel is active, a "Sail to Europe" button appears in its action buttons. If you click on this the vessel will take the shortest route to the nearest "To Europe" sea space and thence sail off to Europe.

You can reach the Europe screen at any time by clicking on the "Europe" button at the top of the main screen or by pressing [F2].

THE EUROPE SCREEN

Current Tax Rate

Vessels Approaching Europe

Leave Port

Vessels Approaching the New World

Vessels in Europe

Sell All Goods

Purchase New Units

Immigrants Available for "Hurrying"

Immigrants Awaiting Transport to the New World

Transactions Record

Goods Display

Current Treasury

Immigrant Arrival Bar
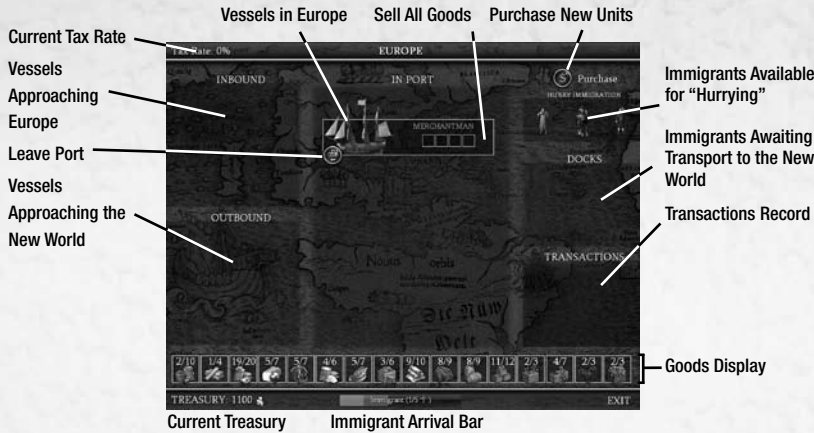
The Current Tax Rate

This displays the current rate at which His Majesty is Most Pleased to Extort Money From You on every sale of goods you make in Europe. For instance, if the current tax rate is 5% and you sell goods for 100 gold, 5 of that gold will be sucked into the Royal Treasury. The more you sell, the quicker your tax rate will rise. There is no limit on the possible tax rate.

Actually, there is.

It's 99%.

It's *good* to be king!

Vessels Approaching Europe

This box displays the vessels currently *en route* to Europe and the number of turns before they arrive. Generally, a voyage to Europe takes two turns (at Standard game speed), though certain Founding Fathers can decrease the transit time to one turn.

Vessels Approaching the New World

This box displays the vessels currently *en route* from Europe to the New World, and the number of turns until they get there.

Vessels in Europe

This central box shows which vessels are currently in Europe. Such vessels may have arrived from the New World, or they may have just been recruited.

Selling Goods

You can sell all of the goods aboard a vessel by clicking on the "Sell All" button on the right-hand side of the vessel. Alternatively, you can drag-click a specific cargo to the Goods Display to sell just that unit of cargo, leaving any other cargo aboard the vessel. Upon completing the transaction, the money is added to your treasury (less His Majesty's Tax, of course), and the goods removed from the active vessel's cargo hold.

See the "Goods Display" section to determine how much the goods will sell for.

Purchasing Goods

Goods can only be purchased if the vessel has room in its cargo hold (and you can afford 'em). See the "Goods Display" section below for details on prices for buying and selling goods.

To purchase goods, drag-click the item from the Goods Display to your ship. 100 units (when playing Standard game speed) of that good will be placed in your ship's hold, the cost subtracted from your treasury. (If you can't afford 100, you can't buy any.)

Loading/Unloading Recruits and Immigrants

Recruits and Immigrants awaiting transport to the New World may be found in "The Docks." To load a recruit or immigrant, drag-click the colonist to the desired vessel. Remember that colonists take up the same amount of cargo space as 100 units of goods; so if a Caravel (which can carry 2 units) is carrying 100 units of Weapons, it can transport just 1 colonist as well.

To unload a colonist from a vessel, drag-click the colonist from the vessel back to the Docks.

Leaving Port

You can send a vessel off on the voyage to the New World by clicking on the "Leave Port" button. Alternatively you can drag the unit into the "Outbound" box.

The "Hurry Immigration" Box

This displays three potential immigrants to the New World. When it is time for a new immigrant, one of these immigrants will be transferred to the Docks, where he or she can be loaded aboard ship and carried to the colony. You can also pay a certain amount of gold to "hurry" one of the immigrants (put your cursor over the immigrant to see the current price). The price required will drop as the time approaches for a new immigrant

to move to the docks.

Click on an immigrant to hurry him or her. The cost will be deducted from your treasury and the immigrant will appear in the Docks.

The Purchase Menu

The Purchase New Units Button

Click on the button to open the "Purchase Menu." This menu displays the various colonists, military units and vessels available for purchase from Europe. Click on an entry to purchase the unit; the cost will be deducted from your treasury and the unit will appear at the "Docks," or if a vessel in the "In Port" box.

Note that the purchase price may change over the course of the game. Certain Founding Fathers can greatly diminish the cost of purchasing units from Europe.

The Docks

The Docks contain all land units – Immigrants and Recruits – awaiting transport to the New World. Units in the Docks may be dragged aboard transport vessels to be carried to the New World.

The Goods Display

The "Goods Display" lists all of the goods in the game. Each good shows two numbers, separated by a slash. The first number shows how much money you'll get for selling the good in Europe, the second shows how much you'll be charged for purchasing the good in Europe.

For example, if the numbers under Tools say, "5/7," you'll earn five gold per Tool you sell in Europe (less taxes). If you wish to purchase Tools, on the other hand, you'll pay 7 per Tool purchased.

To make the purchase, drag-click the item from the Goods Display to the transport vessel.

Your Treasury

This number displays your current treasury.

The Immigrants Bar

This bar shows how long it will take until the next Immigrant appears in "The Docks" seeking a new life in the New World. Each new Immigrant takes longer than the previous. You can accelerate their appearance by increasing your colony's output of "Crosses" (see page 20).

LEAVING EUROPE

When a ship's business is completed, click on the vessel's "Leave Port" button to move the vessel to the "Outbound" box. In several turns it will appear on the Main Map, usually on the space where it came from.

You exit the Europe screen by clicking "Exit" on the bottom of the screen.

PIONEERS

We must march my darlings, we must bear the brunt of danger,
We the youthful sinewy races, all the rest on us depend,
Pioneers! O pioneers!

– Walt Whitman

OVERVIEW

Pioneers have two main functions: they can construct roads, greatly accelerating land movement and they can "improve" land tiles, making them far more productive.

CREATING PIONEERS

Pioneers are created in settlements from colonists. Any type of colonist can be turned into a pioneer. The settlement must have 50 tools (in Standard game speed) on hand. To create a pioneer, double-click on a colonist in a settlement, then click on "Pioneer" on the colonist's "Choose a Profession" menu. Fifty tools will be deducted from the settlement's coffers, and the new pioneer will exit the settlement, awaiting orders.

You can also purchase a "Hardy Pioneer" from Europe. Although expensive, Hardy Pioneers are faster than other pioneers.

ROADS

Pioneers can build roads, which speed up your units' movement. It's critically important to connect your settlements with roads as soon as possible to allow you to rapidly move units to defend threatened settlements.

Also, roads allow your wagon trains to more quickly move trade goods from inland to coastal settlements for shipment to Europe.

Locations of Roads

Pioneers can create roads on any land squares (exception: they can build roads on peaks only if the peak is adjacent to a non-peak space). Pioneers can build roads even in neutral and foreign territory.

The "Build Road" Order

Click on the "build road" action icon or press the shortcut key [R] to order an active pioneer to build a road in its current square. Click on the "Route To" action icon (or press [Alt - R]) to order your pioneer to build a road to a location, and then click on the space you want the pioneer to build the road to.

IMPROVING LAND

Pioneers can "improve" land tiles, increasing the tiles'output of certain goods. Three improvements are available: farms, lodges, and mines.

Where Improvements Can Be Built

Improvements can be built only in spaces inside your civilization's "cultural radius." Within that limitation, improvements can be built in any appropriate space. Pioneers will not construct improvements where they won't do any good – they'll not build a mine, for instance, unless they're on a hill or peak.

Improvement Types

There are three improvement types which can be constructed: farms, mines and lodges.

Farms: Farms can be constructed to improve an appropriate tile's output of food, cotton, or tobacco.

Mines: Mines can improve a tile's output of silver or ore.

Lodges: Lodges can improve a tile's output of furs or lumber.

JOINING SETTLEMENTS

When a pioneer joins a settlement, it becomes a colonist, and 50 tools (at Standard game speed) are added to the settlement's coffers.

DIPLOMACY

There can be no greater error than to expect or calculate upon real favors from nation to nation.

– George Washington

As *Colonization* progresses and your units explore the world, you will meet the leaders of the other civilizations around you. Each leader is different: some are warlike; others, peaceful. Some are backstabbing liars; others are (usually) honest.

You can accomplish a lot through diplomacy. You can trade maps and gold. You can declare war; you can negotiate peace settlements.

LEADER ATTITUDES

During the game, each leader will form an opinion of you: how great a threat you are to their civilization, whether you have fought them in the past, whether you have allied with their enemies, how much you can be trusted to keep your word, etc. You can check your relations with any leader with whom you have contact by [Rolling Over] that leader's name on the Main Screen's "score box." This will display the leader's attitude and the reasons why they feel that way.

Refusing to Talk

Sometimes a particularly angry leader won't speak to you at all. This occurs most often when your civilizations are at war. Check back again in several turns – by then he or she may have cooled off enough to be willing to speak, especially if the military situation has changed.
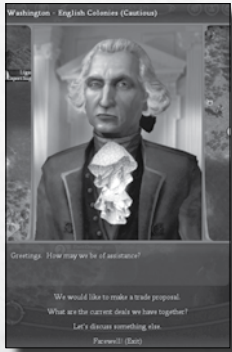
OPENING DIPLOMACY

You can open diplomacy from the Foreign Advisor screen [F4], or by clicking on the leader's name in the "score box" on the main screen. Occasionally, a leader might open negotiations with you – you can agree or refuse to see the other leader as you like. When diplomacy begins, the Diplomacy Screen appears.

DIPLOMATIC OPTIONS

When diplomacy opens, you (and the other leaders) usually have several choices available:

Declare War

The polite way to open hostilities.

Offer Peace

Available only if you're at war.

Trade

Try to trade stuff with the other civilization. You need to have a transport in one of the settlements/native villages in order to trade goods.

Review Ongoing Deals

Some "annual" deals continue over time. This option lets you review any such deals you have in place with the leader.

Exit

End the diplomatic session.

THE FOUNDING FATHERS

The lights of stars that were extinguished ages ago still reaches us. So it is with great men who died centuries ago, but still reach us with the radiations of their personalities.

– Kahlil Gibran

Founding Fathers are history's master orators, thinkers, merchants and artists. By accruing Founding Father points, you can attract these great minds of history to your side, reaping the benefits of their stunning accomplishments. You can view your Founding Fathers on the Continental Congress screen [F7].

Founding Father Types

There are five types of Founding Fathers, which are divided up based on the types of "Founding Father points" you must earn to acquire them. While all Founding Fathers require "Liberty Bells" (Rebel Sentiment) to be drawn to your side, most types also require more specific point types that can be earned through the performance of tasks related to the Founding Father's area of expertise.

Earning Founding Father Points

Each type of Founding Father has a special set of points associated with it. You earn these points for performing specific related actions – e.g., Trade points by trading goods, Exploration points by exploring the world, and so forth. See the Civilopedia for more details.

You can view your point totals on the Founding Father screen [F6].

Political

Requires only Liberty Bells to be earned.

Religious

Requires Liberty Bells and Religious points to be earned.

Exploration

Requires Liberty Bells and Exploration points to be earned.

Trade

Requires Liberty Bells and Trade points to be earned.

Military

Requires Liberty Bells and Military points to be earned.

Acquiring Founding Fathers

Once you have earned the necessary Founding Father points, a Founding Father will offer to join your side. If you accept, you immediately receive the bonus provided by the Founding Father, and your Founding Father points are reduced by the Father's cost.

You can refuse a Founding Father if you would like to pursue a later one, leaving your points intact. If you do so, that Father will never offer to join you again. Note that a Founding Father will join the first civ who accepts him – other colonies are out of luck.

Founding Father Effects

Every Founding Father has a unique effect, typically related to the Founding Father's type. Some Founding Fathers will provide you with a one time, immediate bonus. Others will permanently modify your colony's production outputs. See the Founding Fathers screen [F6] or the Civilopedia for more information.

REBEL SENTIMENT

Is life so dear or peace so sweet as to be purchased at the price of chains and slavery! Forbid it, Almighty God. I know not what course others may take, but as for me, give me liberty or give me death!

– Patrick Henry

Rebel sentiment represents the willingness of the people in your colony to risk their life and treasure and rebel against the Mother Country. People with a high Rebel Sentiment are highly-motivated: they fight better and they are more productive.

And of course you need to maximize your citizens' Rebel Sentiment score before you can Declare Independence and attempt to win the game.

Tracking Rebel Sentiment

Each of your settlements has an individual Rebel Sentiment value, representing the number of citizens in that settlement willing to throw in with the Cause of Liberty. The values may differ greatly from one settlement to another. A settlement's Rebel Sentiment is displayed on the Main Map, next to the Lightning Bolt [[placeholder symbol]] symbol above the settlement's name. The Sentiment is also displayed on the Settlement Screen.

Generating Rebel Sentiment

There are a number of ways to generate Rebel Sentiment/Liberty Bells in your settlements.

Assign Statesmen

You can assign one or more colonists to be Statesmen (that is, to work in the Town Hall Building). Each will generate a certain number of Liberty Bells per turn. The Elder Statesman specialist is especially effective in this capacity.

Construct Buildings

Constructing Printing Presses and Newspapers will increase the Rebel Sentiment in a settlement.

Recruit Founding Fathers

Certain Founding Fathers will increase the Rebel Sentiment in all of your settlements.

Benefits of Rebel Sentiment

Production Bonus

The amount of goods a colonist produces may be increased by heightened Rebel Sentiment. The amount of increase is equal to half of the current Rebel Sentiment.

Declaring Independence

Your colony must have an overall Rebel Sentiment of 50% or higher in order to issue a Declaration of Independence and start the final battle for Freedom. Note that your Rebel Sentiment value will also affect your units' combat strength during the Revolution. See the next section for details.

REVOLUTION AND VICTORY

"Sire, the people are revolting!"

"You can say that again!"

– Unknown

In order to win a game of *Colonization,* you will eventually have to break the Chains of Tyranny that bind your colony to the Oppressive and Rapacious Ruler of an Outmoded, Corrupt, and Decadent land. In other words, you must revolt against the Mother Country and declare independence!

Time Limit

At Standard game speed, a game of *Colonization* can last a maximum of 300 turns, ending in the year 1792. If you have not declared independence and defeated His Majesty's forces by then, you automatically lose.

Requirements

You must have an overall Rebel Sentiment of 50% or higher to declare independence. You can see your colony's current Rebel Sentiment on the Revolution Advisor screen [F3]. See the previous section for details.

Starting the Revolution

You can access the Revolution Advisor screen by pressing [F3] or clicking the button on the Main Screen. This screen displays the Rebel Sentiment of your settlements. If your overall Sentiment is 50% or greater then you can click the "Start Revolution!" button to begin the final phase of the game.

The Royal Expeditionary Force

Note that the Revolution Advisor screen also shows the size of the Royal Expeditionary Force which will be deployed to crush the revolution and hang the ringleaders from the nearest tree. You may want to study this carefully when considering the big step.

The Final Battle

When you declare the revolution, the King will deploy the Royal Expeditionary Force to attack your settlements. To achieve victory, you must destroy every last ground unit of this force. If you do so, you win. (You don't have to destroy all of the King's naval forces to win – though of course it may be tactically helpful to do so.)

However, if the King's soldiers capture all of your settlements or if the game ends and Royal ground units still survive, the Revolution is crushed and you lose. Tyranny will triumph and Liberty will Perish from the Land.

Effects of Rebel Sentiment

During the Revolution, your units receive a bonus to their combat strengths equal to the Rebel Sentiment minus 50. So, if the Rebel Sentiment is 100%, then your combat units receive a 50% bonus to their combat strengths.

The Constitution

Once you start your Revolution, you will be given the option to write a Constitution. In this document you can choose what freedoms your new country will provide - or take away from - your citizens. You will be able to choose a variety of other rules to govern your new society as well – Slavery, Separation of Church and State, and so forth.

Each choice you make will have in-game ramifications, possibly affecting your colony's military power or economic output. Some may increase your colonists' Rebel Sentiment, but at the cost of decreasing your settlements' productivity. Others may provide additional troops, but drain your treasury. To be successful you must balance your desire to create the best and freest society against the need to provide for your colony's survival.

IMPORTANT: The Other Colonies

Note that unless you've wiped them all out, there are other colonies in the New World and they want to win as much as you do, so at some point they may declare independence from their evil King. If they defeat the Expeditionary Forces sent out to crush them before you've achieved independence, they win.

CHAPTER 3:
MULTIPLAYER COLONIZATION

We have no eternal allies and we have no perpetual enemies. Our interests are eternal and perpetual, and these interests it is our duty to follow.
– Henry John Temple, Viscount Palmerston

Multiplayer games allow you to test your skills against other human players in a variety of formats. These include via LAN, Internet, email, or "Hot Seat" (all on the same PC). For LAN you have the choice of traditional turns or simultaneous movement.

THE MULTIPLAYER MENU

On the Colonization Main Menu, click on "Multiplayer" to open this menu. Here you will find the following entries:

LAN Games

This option allows you to play on a Local Area Network (aka, "LAN"). When you reach the setup screen, you can either use the buttons on the left to start a new game or scenario or to load a game in progress. If you are trying to join a game, the list to the right will display all visible games on your network. Click on the game you would like to join to highlight it and then click the "Join Game" button to proceed. Click on "Refresh List" to update the game list.

Internet Games

Click on this option to play a game on the Internet via GameSpy. The first time you choose this option you will be asked to log in to GameSpy. You may either use an existing account or you may choose to sign up for a new one. When you reach the setup screen, you can either use the buttons on the left to start a new game or scenario, or to load a game in progress. If you are trying to join a game, the list to the right will display all visible games. Click on the game you would like to join to highlight it, then click on "Join Game" to proceed. Click on "Refresh List" to update the game list. The bottom left of the screen will display chat from people in the lobby and the display on the right will show you who is currently in the lobby. There is also a tab to keep track of your buddies.

Direct IP Connection

Click on this option to play on the Internet bypassing the GameSpy lobby screens. The next screen will provide you the opportunity to either host a new game or load a previous game. To join a game, players will have to know the IP address of the host's computer and enter it in the text box on the right.

Hot Seat

Click on this option to play a game where everybody takes turns on the same computer. At the end of a turn, the active player will get up from the "hot seat" and allow the next player to take their turn.

Play by Email

Click on this option to play a Hot Seat style game where everybody is on different computers in different locations. Upon completion of a turn, the game state is sent to the next player who makes his move and then sends it onto the next.

GAME SETTINGS

After the initial screen(s) are navigated, players will be able to adjust game settings on a screen just like the "Custom Game" screen on a solo game.

CREDITS

DEVELOPED BY FIRAXIS GAMES

SID MEIER'S CIVILIZATION 4: COLONIZATION

Civilization Series Creator
Sid Meier
Firaxis Games Development Team

Production Team
Jesse Smith - Sr. Producer
Liam Collins - Associate Producer

Lead Designer
H. Edward Piper

Programming Team
Alex Mantzaris - Lead Programmer
Jason Winokur - Graphics
Kenneth Ferland - Interface
Sergey Tiraspolsky - Tools

Art Team
Mike Bates - Lead Artist
Jerome Atherholt
Kevin Bradley
Rob Cloutier
Greg Cunningham
Steve Egrie
Ryan Murray
Steve Ogden
Nick Rusko-Berger
Arne Schmidt
Seth Spaulding
Jason Winokur

Writers
Liam Collins
Paul Murphy - Manual
Ed Piper

Audio Team
Mark Cromer - Department Manager

Michael Curran - Lead Audio Designer
Ian Smith
Roland Rizzo

Composers
Mark Cromer
Michael Curran
Roland Rizzo
Ian Smith

Quality Assurance
Scott Wittbecker - QA Manager
Patrick Glascoe - QA Project Lead
Grant Frazier

Original Prototype
Jon Shafer

Additional External Support

Art
Jack Snyder

Programming
Blake Walsh - AI Programmer

FIRAXIS GAMES

Studio Head / President
Steve Martin

Chief Creative Officer
Sid Meier

Executive Producer
Barry Caudill

Technology Director
Steve Meyer

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

Additional

Introduction Movies
Janimation

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

The White Oak Singers
Wayne Howard - Mandan-Hidatsa, Arikara
Clayton Old Elk - Crow
Will Reeves - Mandan-Hidatsa

Pete Neconie - Kiowa, Pawnee, Otoe
Dan Addi - Western Cherokee
Marty Good Bear - Mandan-Hidatsa
George Good Bear - Mandan-Hidatsa

Native American Flutes
Ron Warren - Echota Cherokee
Janice Torres - Tiano

Violin
Irene Sazer

Frankenstein Team
Henning 'Pfeffersack' Assfalg
David 'Davy' Jones
Adam 'Peachrocks' Ferguson
Anthony 'Ztaesek' Seekatz
Emilien 'Skidbladnir' Gasc
Chris 'cgonzo30' Gonzales
Peter 'psbirch' Birch
Neil 'nfradkin' Fradkin
Dale Kent
Derek 'Kael' Paxton
Justin 'Cornhog' Hornkohl
Daniel 'Dannyboy' Shannon
Dan 'DanQ' Quick
Kelly 'yin26' McLaughlin
Paul 'Vehem' Brechany
Edwin 'attackdrone' Rosa
Aaron 'Nodrownboy' Brandt
Ross 'Unconquered Sun' Cholakov
Bill 'WastinTime' Hamshire
Mike 'AlazkanAssassin' Hall
Daniel 'Frosty' Knowles
Andy 'Atomation' Norgren
Dean 'magnus333' Leveille
Edwin 'Shilohen' Harris
Chris 'ChrisInDC' Hornbostel
Daniels 'Solver' Umanovskis
Maarten 'Matrix' Lensink
Jordan 'jbujtas' Bujtas
Joshua 'Soduka' Gauff
Ross 'Haggi68' Hageman

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

2K PUBLISHING

President
Christoph Hartmann

C.O.O.
David Ismailer

PD
VP Product Development
Greg Gobbi

Director of PD Operations
Kate Kellogg

Producer
Jason Bergman

Game Analyst
Neal Chung-Yee

Marketing
SVP Marketing
Sarah Anderson

VP Marketing
Matt Gorman

Director of Marketing
Tom Bass

Associate Product Manager/ Video Editor
Eric Monacelli

Director of Production
Jack Scalici

Production Manager
Lydia Jenner

Director of Public Relations
April M. Jones

PR Manager
Charlie Sinhaseni

Art Director, Creative Services
Lesley Zinn

Web Director
Gabe Abarcar

Community Manager
Elizabeth Tobey

Senior Marketing Project Manager
Jackie Truong

Media Supervisor
Larry Stephens

Marketing Coordinator
Dawn Burnell

Director of Operations
Dorian Rehfield

VP Sales & Licensing
Steve Glickstein

Strategic Sales and Licensing Manager
Paul Crockett

VP Business Development
Kristine Severson

Senior Manager Partner Marketing
Scott DeFreitas

Special Thanks
Bob Blau
David Boutry
Ryan Dixon
David Edwards
Daniel Einzig
Amber Falkowski
Christopher Fiumano
Sharon Hunter
Paul Kim
Serhad Koro
Jennifer Kolbe
Joseph Paymar
Jon Payne
Kate Ryan
Xenia Mul
Brian Murphy
Drew Smith
Peter Welch
Access Communications
KD&E
RDA
Rokkan
Take-Two Sales Crew
Siobhan Boes
Nicole Nicoletti

2K Quality Assurance
Vice President of Quality Assurance
Alex Plachowski

Test Manager
David Arnspiger

Lead Quality Assurance Tester
Griffin Funk
Angel Gonzalez

Senior Quality Assurance Tester
Chelsy Berry (Acting)

Quality Assurance Team
Joe Bailey
Javier Felix

Mike Harmon
Jonathan Keiser
Dinari Lee
Tony Salame
John Scott
Jennella Schwarz-Tanaka
Scott Trono

Compliance Lead
Alexis Ladd

Compliance Senior Testers
Ruben Gonzalez

Mastering Lab Administrator
Jay Ruiz

Mastering Lab Technician
Shawn Watson

2K INTERNATIONAL

General Manager
Neil Ralley

VP International Marketing
Matthias Wehner

International Marketing Manager
Lia Tsele

International Product Manager
Warner Guinée

Junior International Product Manager
Sam Woodward

International PR Director
Markus Wilding

International PR Manager
Emily Britt

Global Events Manager
Karl Unterholzner

Licensing Director
Claire Roberts

Web Content Manager
Martin Moore

International Marketing & PR Assistant
Tom East

2K International Product Development

International Producer
Sajjad Majid

Localisation Manager
Scott Morrow

LIMITED SOFTWARE WARRANTY; LICENSE AGREEMENT AND PRIVACY DISCLOSURE

any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

Privacy Disclosure

INFORMATION COLLECTION. If you connect to the Internet when using the Software, through any other method, Licensor may receive information from hardware manufacturers or platform hosts (such as Microsoft) and may automatically collect certain information from your console, handheld, computer, or other gaming platform. This information may include, but is not limited to, user IDs (such as gamer tags and screen names), game scores, game achievements, game performance, locations visited, buddylists, hardware MAC address, internet protocol address, and your usage of various game features. All information collected by Licensor is intended to be anonymous information that does not disclose your identity or constitute personal information, however, if you include personal information (such as your real name) in your user ID, then such personal information will automatically be transmitted to Licensor and used as described below.

INFORMATION USAGE. The information collected by Licensor may be posted by Licensor on publicly-accessible web sites, shared with hardware manufacturers, shared with platform hosts, shared with Licensor's marketing partners or used by Licensor for any other lawful purpose. If you do not want your information shared in this manner, then you should not use the Software.

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 Software 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 Date 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 sate 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

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

If the Software is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to Take Two 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.

Take Two 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 Take Two 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 Software or accompanying documentation, or any portion or component of the Software or accompanying documentation; provided, however, that you may transfer the entire Software and accompanying documentation on a permanent basis as long as you retain no copies (including archival or backup copies) of the Software, accompanying documentation, or any portion or component of the Software accompanying documentation, and the receipt agrees to the terms of the agreement. Further you may not modify, reverse engineer, disassemble, decompile or translate the Software or accompanying documentation, or any portion or component of the Software or accompanying documentation, nor may you make any copies of the Software modules for use with other Softwares. The Software is intended for private use only.

PRODUCT SUPPORT