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SECTION 1: LAUNCH (GETTING STARTED)

INTRODUCTION

Welcome to *Civilization: Beyond Earth*. In this game you will face the greatest adventure of Mankind's future, the colonization of a new, alien world. Exploration, technology, culture, economics, diplomacy and war will all play a part in your success. There are many possible paths to victory in Beyond Earth; can you lead your colonists to a military victory, or pass beyond to make them more than human? Or will the alien lifeforms or competing colonies crush your hopes, leaving your people just a footnote in future history books? Good luck, and enjoy our vision of Mankind's destiny among the stars.

ABOUT CIVILIZATION: BEYOND EARTH

Civilization: Beyond Earth is a turn-based strategy game built on the award-winning Civilization system. Civilization, now in its fifth version, is the longest-lived and most popular historical grand strategy computer simulation ever published, famous for its historical detail and uniquely addictive play with near infinite replayability.

We trust that *Civilization: Beyond Earth* will live up to its heritage. It features systems and possibilities never available to date in the Civilization series: future technology, Affinities, Quests, an Orbital Layer, creative artwork and audio, and much more to engage the player. We hope you enjoy it.

ABOUT THE MANUAL

This manual will offer you everything you need to get started playing *Civilization: Beyond Earth*. It is divided into three sections: Launch (Getting Started), Planetfall (The Basics) and Colony (Advanced Rules). Following these, the manual includes sections for charts and tables, credits, tech support information, and the riveting copyright statement.

As with most of our games, we believe the best way to learn *Civilization: Beyond Earth* is through the "Guided Experience" (a tutorial-based game), which is accessible after starting a new game. Or you can just jump right in and play, using this manual and the in-game encyclopedia, the Civilopedia (see next), when you must for guidance or clarification. Experienced Civilization players should find much familiar ... but be warned, this is a new world and there are some surprises in store.

CIVILOPEDIA

The Civilopedia is the in-game reference for the game; it contains entries on Units, Buildings, Technology, etc. as well as a section on game concepts. You can access it by pressing F1 or by clicking on the "?" button in the upper right corner of the screen.

The Civilopedia is broken into major sections, each devoted to one aspect of the game. These are represented by tabs along the top edge when you open

the Civilopedia; simply click on the tab, and then find your specific topic in the left-hand navigation list.

The Game Concepts section is a somewhat condensed and simplified in-game version of this manual, organized by topic. This allows you to review rules and procedures without need to refer to the manual, which is subject to all sorts of accidents.

SYSTEM REQUIREMENTS

MINIMUM:

OS: Windows Vista SP2/ Windows 7

Processor: Intel Core 2 Duo 1.8 GHz or AMD Athlon X2 64 2.0 GHz

RAM: 2 GB RAM

Hard Drive: 8 GB or more

Video Card: 256 MB ATI Radeon HD 3650 or better, 256 MB nVidia 8800 GT or better, or Core i3 or better integrated graphics

Sound Card: DirectX 9.0c-compatible sound card

DirectX: DirectX version 11

RECOMMENDED:

OS: Windows Vista SP2/ Windows 7

Processor: 1.8 GHz Quad Core CPU

RAM: 4 GB RAM

Hard Drive: 8 GB or more

Video Card: ATI Radeon HD 5000 Series or better, 512 MB nVidia 9800 series or better (or ATI R9 series for Mantle support)

Sound Card: DirectX 9.0c-compatible sound card

DirectX: DirectX version 11

OTHER REQUIREMENTS:

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

INSTALLATION

Depending on how you purchased *Civilization: Beyond Earth*, there are two methods of installation available to you:

BOX INSTALL:

If you purchased a physical copy of *Civilization: Beyond Earth*, insert the DVD-ROM into your drive. You will be prompted to select your language, and then will have the option to install the game. You will be prompted during the installation process to install Steam if you do not yet have it installed, following which you will be asked to log into your Steam account. Follow the onscreen instructions to complete the installation. Please note that you must be connected to the Internet during this initial installation.

If prompted for your product code (for disc-based installation), please note it is located on the back of this manual.

STEAM INSTALL:

If you purchased *Civilization: Beyond Earth* through Steam's online storefront,

the game will automatically appear in your “Games” list. Click on the *Civilization: Beyond Earth* title to bring up the game page.

Click on the Install button at the top of the page to begin installation.

You can also choose to add a box copy of *Civilization: Beyond Earth* purchased through a store to your Steam account. From the Games tab, click on “Activate a Product on Steam ...” and agree to the terms of Service. Enter your product key in the provided space and click on “Next.” You can download and play your copy of *Civilization: Beyond Earth* as if you had purchased it directly from Steam.

INTERNET CONNECTION

The first time you play *Civilization: Beyond Earth*, an active Internet connection will be required. Thereafter, you will not need to have an active connection to the Internet, unless you wish to play a multiplayer game.

If you purchased the game through Steam, you’ll also need an Internet connection to download all the necessary game files. While not required to play, if you wish to purchase any official DLC or browse for mods, you will also need an Internet connection.

STEAM

Civilization: Beyond Earth is powered through Steam, an online game platform and distributor. Steam allows for automated updates, ease of access to downloadable content, and a quick method to join your friends for multiplayer games.

Steam is required to play Beyond Earth, and an Internet connection will be required only when you first run the game. See “Installation” above for more details, or visit <http://store.steampowered.com> for more information about this service.

INSTALLATION

See “Steam Install” above for information on installing *Civilization: Beyond Earth* through Steam.

GAME PAGE

You can access information about *Civilization: Beyond Earth* from within Steam by navigating to the Games tab and clicking on the *Civilization: Beyond Earth* entry from within your Games list. The *Civilization: Beyond Earth* Game Page will list information about the game and provide links to the forums and Steam Support (in case you encounter any issues). Your friends who also own the game will be displayed, along with any Achievements you have unlocked. Click on the Play button at the top of the page to start the game.

PATCHES, UPDATES, DLC

Steam will check for updates and automatically patch your game if one is found – no more searching the Internet for the latest update information. You can also purchase official DLC from within Steam. Make sure to check back often for the latest information on newly available maps, mods, scenarios and other new offerings.

OVERLAY

You can bring up the Steam Overlay when in game by pressing Shift+Tab.

ACHIEVEMENTS

During the game, you may unlock Achievements: unique rewards for performing a specific task. Some Achievements are easy to gain – like winning the game on the Sputnik difficulty level. Other Achievements will require multiple games, more planning and more skill – such as winning a game with each leader. You can view all available Achievements in the game from *Civilization: Beyond Earth*'s Steam Game Page.

If you are playing offline when you fulfill the requirements for an Achievement, the game will store this information and unlock the Achievement for you the next time you log onto Steam.

Check back often on Steam for additional Achievements – new ones will become available with some DLC packs.

STARTING A GAME

Once you have installed the game, double-click on the game shortcut, navigate to the Beyond Earth executable or run through Steam to launch the game.

After you have enjoyed the opening animation and story, click on the “Single Player” button on the Main Menu, then click on the “Play Now” button to begin a game with preset values.

Alternately, instead of clicking on “Play Now” you may click on “Setup Game” to select a sponsor to play, the loadout of your mission, map type and size, difficulty level, and so forth. Then click on “Start Game” to begin playing your customized game.

These few, simple steps will quickly get you playing *Civilization: Beyond Earth*. Upon starting a game you may select between “Advice Only” and “Full Guidance”, the latter of which will incorporate interstitial tutorials along with the standard contextualized advisor messages and quests which will help you master the intricacies of *Civilization: Beyond Earth*. If you wish to know more about Game Options, see below.

THE MAIN MENU

The Main Menu appears after the opening. It provides the following choices:

SINGLE PLAYER:

Click on this to set up and play or continue a single-player game. Please refer to the “Single Player Screen” entry on page 8 for details.

MULTIPLAYER:

Click on this to play or continue a multiplayer game. Please refer to “Multiplayer” entry on page 108 for details.

MODS:

Click on this to play a “mod” – a modified *Civilization: Beyond Earth* game

created by the official Beyond Earth design team or by other fans (perhaps even by yourself). Click here if you want to explore creating your own mod.

OPTIONS:

Click here to go to the Game Options screens. This allows you to modify or adjust select aspects of gameplay, as well as interface, video and audio settings. Please see the “Options Screen” on page 11 for details.

OTHER:

Click on “Other” to view the Civilopedia, the credits for *Civilization: Beyond Earth* and so on.

EXIT:

Pressing “Exit” will close the program. If you select this, you will be prompted to confirm you are exiting *Civilization: Beyond Earth*.

SINGLE PLAYER SCREEN

You open this screen from the Main Menu. This screen provides the following choices ...

PLAY NOW:

Click on this button to play a game with the current “default” settings. After you have played a game, pressing this button will start another game with whatever settings you selected in the previous one.

SETUP GAME:

Pressing this button will bring you to a sequence of screens in which you can select your sponsor, mission loadouts, map type and size, difficulty and other aspects of Beyond Earth you wish incorporated in your new game. Please see “Setup Game” below.

LOAD GAME:

This button will bring you to the Save/Load screen; here you may elect to load and continue playing a previously-saved game. Refer to “Saving and Loading a Game” on page 10 for details.

BACK:

Pressing this button will return you to the Main Menu.

SETUP GAME

This screen allows you a choice of options to custom-tailor your game for your enjoyment. It has five main sections; you will be prompted to move through the sections in sequence by pressing “Next.” Once a choice has been made for each, the “Next” button will change to “Start” and you may launch your game. You may also select the “Advanced Setup” button for many more specific options to customize your game.

DESIGNATE SPONSOR:

Click on the Sponsor button you wish to play. The chosen Sponsor of an expedition provides backstory, a specific character to serve as leader, and gameplay benefits.

CHOOSE COLONISTS:

Click on one of the types of Colonists. Each type offers a specific gameplay benefit for your cities.

CHOOSE SPACECRAFT:

Click on one of the types of Spacecraft. Each type offers a differing advantage during the course of the game.

CHOOSE CARGO:

Click on one of the types of Cargo. Each type offers a specific benefit at the start of the game.

CHOOSE PLANET:

Click on this to choose a Map type. Along with a “Random” option, there are several types available. Each planet type has a description which explains the type of terrain that will be encountered in the game.

START:

Once a choice has been made for each of these options, the “Next” button will change to read “Start.” Pressing this button now will begin the game.

ADVANCED SETUP:

The Advanced Setup screen, which opens when you press the Advanced Setup button in the upper right, gives you many more customizable options when creating your game. You can, for instance, add the exact number of AI players you wish, choose Map size, dominant terrain and climate, change Victory types allowed, and many, many other specific details. When complete to your satisfaction, click either “Start Game” to begin or the “X” button to return to the previous screen.

GUIDED EXPERIENCE

Civilization: Beyond Earth utilizes several systems to help players learn the game. While starting a new game, the player will have an option to start a Guided Experience game. This will automatically launch into a game of *Civilization: Beyond Earth* on a pre-built map using a pre-defined loadout (“Setup Game” is skipped). This will deliver interstitial tutorials with screenshots that match the map in the game. After the loading screen, the first interstitial tutorial will launch.

INTERSTITIAL TUTORIAL SCREENS:

Interstitial tutorials are focused on a particular topic of the game and walk you through it step by step. These appear as a window on the main game screen, which cannot be interacted with while the tutorial is open. Most tutorials take the form of a “screenshot walkthrough”: the window shows a picture of the game screen relevant to the system being taught, and text appears to explain different elements in the game mechanics. The player clicks a single button to advance to the next text explanation. You can choose to close this tutorial screen at any time, whereupon your game will continue.

ADVISOR MESSAGES:

Advisor messages are intended as an aid to all players new to Beyond Earth, both those who have no prior experience with Civilization and those who are already avid Civilization fans. Some advisor messages have buttons linked to a related interstitial tutorial, should you need additional help.

QUESTS

While the Quests are focused on play and not on instruction, many Quests will provide you an incentivized means of learning new systems. These serve as step-by-step introductions to the game systems for new players, and a familiar channel for rewards for experienced players. For example, early in the game, a Quest to build an Outpost is offered. This Quest provides step-by-step instructions, helping the new player understand the mechanics of the Outpost rules. Quests will help guide you through *Civilization: Beyond Earth* systems you may not be familiar with yet.

GAME DIFFICULTY

The Advanced Setup screen allows the player to, among many other options, select the Difficulty Level at which they wish to play a new game. The Difficulty determines a number of aspects, including but not limited to the starting power of your AI opponents, your Health, and so forth.

DIFFICULTY LEVELS:

Sputnik (easy)/Mercury/Vostok/Gemini (moderate)/Soyuz/Apollo (very hard)

EFFECTS OF DIFFICULTY:

“Gemini” is the moderately difficult setting. On that level, neither you nor your AI opponents will have any particular benefits. On levels below Gemini, you will receive benefits in terms of Health and maintenance costs.

On difficulty settings higher than Gemini, the AI opponents will receive increasing bonuses in city growth, production, and technological research. At the highest level, they may also gain additional starting Units and/or free Technologies.

SAVING AND LOADING A GAME

For your convenience, you may save or load a game of *Civilization: Beyond Earth* at any time.

SAVING A GAME:

To save a game, click on the “Menu” button in the upper right to open the Game Menu screen. Click on the “Save Game” button to create a new saved game file.

THE SAVE GAME SCREEN:

Click on “Save” to save your game with the default name. Alternately, you may give the saved game a unique name; simply delete the default name and give it a new one and then click Save. When you click Save, you will be prompted to confirm that you wish to overwrite the current save file. You will be returned to the Game Menu screen and can resume your game in progress.

SAVED GAME LOCATION:

The save game files are stored in your Windows’ My Documents/My Games folder. For example, if your user name on your computer is JohnDoe, your single-player save game files can be found in: JohnDoe\My Document\My Games\Sid Meier’s Civilization Beyond Earth\Saves\Single. You will not be able to default save your game in other directories.

LOADING A GAME

AT THE START:

On the Main Menu, select Single Player; then click on the “Load Game” button. This will take you to the Load Game screen.

DURING PLAY:

Go to the Game Menu screen and select “Load Game.” Instead, while in the game you may press CTRL-L and the Load Game screen will appear.

LOAD GAME SCREEN:

Once on the Load Game screen, select the name of the game you wish to load and then click “Load Game.” That game will load and you may resume play at the point you saved it.

You may delete any saved game by selecting it and then clicking “Delete.” The saved game file will be deleted and you may no longer load this save game.

SPECIAL SAVES

AUTOSAVES:

The program automatically saves the game in progress every ten turns. (You can alter the frequency of autosaves in the Options screen on the Interface tab.) To load an autosave game, in the Load Game screen click on the “AutoSaves” button, then select the autosave game you wish to play, and then click Load Game. The autosaved game will load and you may resume play at the point of the autosave.

QUICK SAVES:

Another save/load option available for *Civilization: Beyond Earth* is “Quick Save,” useful when you are in a hurry. Press F11 to Quick Save your current game. The game is automatically saved without any further input from you. Note that only one game can be Quick Saved at a time; any future Quick Save will overwrite the current one.

Press Ctrl-F11 to load the current Quick Save game.

THE OPTIONS SCREEN

The Options Screen, which allows you to change various game and presentation parameters, is divided into five parts. Clicking on one of these in the list at the top of the screen will allow you to modify settings of that part. To return to the default settings for a part, click “Defaults.” Once you have determined the options for a part, click “Accept” and these will be instituted in your game.

GAME OPTIONS:

Automated Workers Don't Replace Improvements: Automated Worker Units will not replace existing Improvements.

Automated Workers Don't Remove Features: Automated Worker Units will not remove Map features (such as forests or marsh) unless improving a resource site.

No Reward Popups: Click to disable reward popups for Technology, Resource Pods, and so forth. Experienced players often choose this option.

No Tile Recommendations: This disables the recommendations when Colonists or Workers are active.

Display Yields for Civilian Units: This displays yield information on the map when civilian Units are selected.

Quick Selection Advance: Unit selection will automatically advance to the next Unit as soon as a command is given to the current one and will not delay until animations are complete.

Disable Planetfall Visual Effect: Disable the effect that is played when the player first starts a game and when opponents appear on the map.

Map Info Delay: This determines the amount of time delay (in seconds) for tooltips when hovering over Map tiles.

Advisor Level: This sets the level and amount of help you will receive from in-game Advisors.

Reset Advisor Messages: Resets the Advisor system so all earlier messages reappear.

Hide Advisor Intro: Hide the advisor intro screen that appears at the beginning of the game.

Single Player Auto End Turn: This enables the automatic turn cycling when the user has no more actions to take.

Multiplayer Auto End Turn: This enables the automatic turn cycling when the user has no more actions to take.

Single Player Quick Combat: This enables quick resolution of combat without animation in Single Player games.

Single Player Quick Movement: This enables quick resolution of movement without animation in Single Player games.

Multiplayer Quick Combat: This enables quick resolution of combat without animation in Multiplayer games.

Multiplayer Quick Movement: This enables quick resolution of movement without animation in Multiplayer games.

INTERFACE OPTIONS:

Alternate Cursor Zoom Mode: When zooming out, the screen will pull straight back instead of remaining anchored to the cursor.

Auto Unit Cycle: Automatically selects the next Unit once orders have been issued to the current one.

Single Player Score List: Displays the simple score list in Single Player games.

Multiplayer Score List: Displays the simple score list in Multiplayer games.

Map Drag Speed: Incrementally accelerates/decelerates the speed of dragging the Map.

Turns Between Autosave: This allows you to set how frequently the game will automatically save your current game. See “Saving and Loading a Game” on page 10.

Max Autosaves Kept: This determines how many autosaved games the program will retain before overwriting the oldest.

Bind Mouse: Binds the mouse to the game window.

Enable Map Inertia: Institutes inertia when dragging the Map.

Skip Intro Video: Does not run the opening video when *Civilization: Beyond Earth* is next launched.

Spoken Language: Sets the spoken language heard in the game.

VIDEO OPTIONS:

Screen Resolution: This displays a list of available game resolutions for your monitor.

Anti-Aliasing: Turn this on to smooth the graphical edges in the game; improves quality with more powerful hardware.

Full Screen: This allows you to choose whether to play in full screen mode or in a window.

V-Sync: Turning this on prevents video “tearing” by locking the frame rate. (It is suggested that you leave this on unless you are an advanced user.)

Graphics Profile: Will set the following graphic quality aspects as a group; “Custom” allows the user to determine each individually.

Leader Scene Quality: Affects the quality (minimum to high) of the image of the leader scenes.

Overlay Detail: Affects the quality (low to high) of the overlays.

Shadow Quality: Affects the quality (off to high) of shadows of units, buildings and other non-terrain items.

Fog of War Quality: Affects the quality (low or high) of the Fog of War.

Terrain Detail Level: Determines the level (minimum to high) of texture detail of the terrain.

Terrain Tessellation Level: Determines the level (low to high) of mesh detail of the terrain.

Terrain Shadow Quality: Determines the quality (off to high) of shadows of terrain.

Water Quality: Determines the quality (low or high) of the water.

Effects Quality: Determines the quality (low or high) of the special effects in the game.

AUDIO OPTIONS:

Music Volume: How loud the background music will play.

Sound Effects Volume: Sets the loudness of the audio sound effects – explosions, cries, motors, etc.

Ambience Volume: Sets the loudness of the ambient noise – animal sounds, waves, terrain sounds, etc.

Speech Volume: How loud the speech of advisors and leaders will play.

MULTIPLAYER OPTIONS:

For an explanation of the Multiplayer options, please see the portion on Multiplayer in Section 3 of this manual (pg. 108).

THE CIVILIZATION WEBSITE

The Civilization Website is a valuable resource for *Civilization: Beyond Earth* features and tips, developers' blogs, community interaction, and modding. Check the website for the latest news, patches and information: www.civilization.com.

SECTION 2: PLANETFALL (THE BASICS)

INTRODUCTION

Welcome to *Civilization: Beyond Earth*. This section of the manual includes an overview of the game, providing you with everything you need to get started playing. When you are done, check out the Colony section for information on the more advanced systems, multiplayer, and modding. Don't forget about the in-game Civilopedia; it contains much of the information found below and is accessible while playing. See "Civilopedia" on page 4 for more details.

BEYOND EARTH TURN STRUCTURE

OVERVIEW:

Civilization: Beyond Earth is played with two different turn formats. The standard single-player game is turn-based, while multiplayer games are formatted for "simultaneous" turns.

TURN-BASED:

A single-player game of Beyond Earth is turn-based; you take your turn – move your Units, manage your cities and resources, conduct diplomacy, and such. Then each of your opponents will conduct their turns. When they are completed, you take your next turn ... and so forth until somebody wins.

SIMULTANEOUS:

A multiplayer game is a "simultaneous turns" game. In this mode, you and your opponents take their turns simultaneously. Every player gives orders, manages cities, initiates or conducts diplomacy all at the same time. When everyone has completed everything they wish to do during the turn, the turn ends and another begins immediately. You may wish to use a Turn Timer when playing in this format.

Simultaneous games can be quite challenging and a lot of fun, but are not to everybody's tastes. If you have not played *Civilization: Beyond Earth* before, we recommend that you gain a lot of experience playing turn-based single-player games before you descend into a simultaneous multiplayer game.

SEEDING

Rather than selecting a "Civilization" that has a predefined set of bonuses and special Units, as was the case in previous games in the Civilization series, the player will assemble their colony through a series of initial decisions when beginning a new game. These decisions include the colonial mission "Sponsor" and the "Loadout" options for their mission. Many combinations are possible, each with distinct advantages and challenges. These decisions together form the identity of the player, including what icon and set of colors will represent the player's colonial nation.

When the Sponsor is selected, a pre-determined leader is assigned as governor of your colony. The colonial leader will represent you; each has a distinct personality and specific backstory from Old Earth.

Mastering your combination of Sponsor traits and Loadout options and exploiting these advantages – and converting your opponents’ contrasting combinations into weaknesses – is one of the most challenging parts of *Civilization: Beyond Earth* and one of the most rewarding.

SPONSORS

Eight nations or organizations emerge as the primary powers on Old Earth sponsoring interstellar colonial missions. You will select one to play; each Sponsor contributes a distinctive bonus for you and determines the leader character that will represent you in the game:

KAVITHAN PROTECTORATE:

Leader: Kavitha Thakur

ARC:

Leader: Suzanne Fielding

AFRICAN UNION:

Leader: Samatar Jama Barre

FRANCO-IBERIA:

Leader: Élodie

POLYSTRALIA:

Leader: Hutama

PAN-ASIAN COOPERATIVE:

Leader: Daoming Sochua

SLAVIC FEDERATION:

Leader: Vadim Petrovic Kozlov

BRASILIA:

Leader: Rejinaldo Leonardo Pedro Bolivar de Alencar-Araripe

LOADOUTS

To distinguish your new colony further from others and shape its character, before starting the game you will select one option from each of three different “loadouts.” Each one offers an advantage at the start of the game, or a benefit throughout the game. For example, choosing a colony of Scientists will give you +2 Science in every city; selecting a spacecraft with Continental Surveyor reveals the coastlines on the map at the start of the game. Many combinations of benefits are possible.

COLONISTS:

The colonists of an expedition are a governing factor for your expedition’s strengths and weaknesses. They are the slice of human civilization that forms the core of your colony, passing on their culture and their characteristics for generations to come. Each type – Scientists, Refugees, Aristocrats, Engineers, or Artists – offers a distinct advantage for you if selected.

SPACECRAFT:

You must choose which spacefaring vessel will bear your colony. The ship’s characteristics will influence the journey of its passengers, as well as your

start on the alien world. Each type – Continental Surveyor, Retrograde Thrusters, Tectonic Scanner, Fusion Reactor, or Lifeform Sensor – will offer a singular benefit at the start of the game.

CARGO:

Room on an interstellar spacecraft is valuable, each kilogram requiring much fuel to lift it off Old Earth and towards an alien world. You must choose what limited cargo – Hydroponics, Laboratory, Raw Materials, Weapon Arsenal, or Machinery – to bring along to assist your new colony. Each type provides an exclusive advantage.

PLANET TYPE

The player may also choose which planet type they wish to settle. Each choice will define the sort of terrain the player will encounter when playing the game. Included with each planet type is a description of this terrain.

AFFINITIES

In addition to the Sponsor and Loadouts chosen at the beginning, an Affinity—a guiding philosophy towards the evolution of humanity—may be developed by the player during the course of the game to further distinguish the character of their colony. There are three Affinities. Each player will probably end the game with some combination of these. Some players may choose to focus heavily on one particular Affinity, while others may spread across all three.

A player progresses in each Affinity through an experience point system. As certain technologies are researched, experience points are added towards Affinities for your colony, and each Affinity will advance depending on the points. This progression gives gameplay benefits, primarily in the form of Unit upgrades and colony wide bonuses. The Affinity may open certain potential Victory Conditions. It also determines the aesthetics displayed for the player's leader, cities and Units.

An Affinity is strongly themed, both fictionally and aesthetically. Each Affinity will also have certain gameplay associations, but an Affinity is not a play style identity. For instance, it is equally valid to play the Harmony Affinity with a peaceful cultural approach, or with an aggressive expansionist one.

THE THREE AFFINITIES ARE:

HARMONY:

The Harmony Affinity is themed around an understanding and integration with the planet's alien ecology. Players who emphasize the Harmony path will transform their colonists via genetic manipulation to be more adapted to the planet's alien environment. Harmony Units and buildings feature organic components and naturally derived composite materials. Late-game Harmony colonies can produce their own genetically modified versions of the planet's native alien life, and adopt some of their aesthetics.

SUPREMACY:

Supremacy represents the most dramatic and transhumanist adaptation. Methods like cybernetics, nanotechnology, and advanced computing are employed to advance "mankind." As the Supremacy colonists shed their human characteristics, they adopt a more austere robotic appearance. Their

vehicles and military Units are sleek, efficient and often unrecognizable from their origins. Late-game Units under the Supremacy Affinity include the likes of combat robots, unmanned vehicles, and battle platforms.

PURITY:

If the Harmony and Supremacy Affinities represent an augmentation of human physiology to adapt to the new world, the Purity Affinity is a rejection of that adaptation. Purity is focused on the preservation and glorification of human history and physiology. Purity cities are characterized by their anachronistic classical appearance. Purity Units also harken back to the past, and commonly feature sigils, banners and other ornamentation not seen on other Units. Purity Units have no adaptations to the alien ecosystem and instead rely on sophisticated exosuits and vehicles.

AFFINITY PROGRESS:

Some technologies have an Affinity associated with them. Researching these is the primary method for progressing a player's Affinities. The more difficult the technology is to research, the greater the resulting Affinity progress. Thus, for instance, researching Genetic Mapping will move you a bit along the path towards Purity, while attaining Metamaterials gives you significant progress towards Harmony.

Progress is also possible through other means, such as Virtues and Expeditions.

MILITARY PROGRESSION:

Once enough progress is made in an Affinity, it will progress to a higher level. When an Affinity becomes dominant for a colony, its basic military Units will upgrade to an Affinity-related type. For instance, the basic Marine Unit will be replaced by a Brawler unit for a Harmony player, by a Sentinel unit for Purity, and by a Disciple unit for Supremacy. With higher Affinity levels come ever greater Unit upgrades.

Some unique Units are aligned with an Affinity type, and will only upgrade to their fullest strength by progression in that Affinity. In turn, only players with that Affinity will be able to build those Units; thus, only a player with Harmony may build or upgrade the Xeno Swarm unit, and the LEV Tank may only be built by a Purity player. Higher levels of Affinity require more effort to acquire, especially for an Affinity that is not already the player's dominant one.

ADVISOR

As the colonial governor, you have access to an advisor that is unaffected by emotion or desire: the Ship Computer. If you have elected on the Game Options menu to receive contextualized advisor messages, the Ship Computer will offer suggestions, guidance and advice. It points out things it believes are important, or that you might have forgotten about, based on your current situation and actions.

Many new players will want to jump right into a game of *Civilization: Beyond Earth* and skip the more detailed tutorials of the Guided Experience (please see page 9), so messages from the Ship Computer provide a less-intrusive form of assistance which are integrated with the full game. Some advisor messages have buttons linking to a related interstitial tutorial, should the

player desire additional information.

CONTACTING THE ADVISOR:

During the course of play, messages from the Ship Computer will appear in “pop-ups” when it has something you should know. Often, links will be provided to other information that relates to the situation. You can follow these links, or click “Thank You” at any time to end the Advisor’s message. You may also click “Don’t Remind Me Again” to avoid messages on this topic in the future.

TURNING OFF THE ADVISOR:

You can select how much assistance you wish to get from the Ship Computer on the “Game Options” screen at any time. If “No Advice” is chosen, the advisor will not contact you and messages won’t appear until another option is selected.

INTERFACE

THE MAIN SCREEN:

The Main Screen is where you will spend most of your time while playing *Civilization: Beyond Earth*; here you will move Units, build cities, improve terrain, engage in combat, and so forth.

THE MAIN MAP:

This is where the action takes place. The Main Map displays the world as known to you – the places you have explored, your cities, the terrain, resources and improvements of your territory, your Units, and all the other cities, units and lands that are “visible” to you. Areas unknown to you are hidden by the “Fog of War” (see below).

NAVIGATING THE MAIN MAP:

There are a number of methods by which you can change your point of view on the Main Map:

ZOOM IN/OUT:

Use your mouse wheel or press PageUp or PageDown to zoom in and out of the Main Map.

RE-CENTER:

Click on any space on the Main Map to center your screen on that spot.

AUTO-CENTER UPON UNIT ACTIVATION:

When a Unit becomes active during your turn, the Main Map automatically centers on that Unit.

MINI-MAP:

Click on any space on the mini-map to center the Main Map on that space.

CLICK AND DRAG:

Click and drag the cursor on any space on the Main Map to manually scroll the map view.

THE MINI-MAP:

The mini-map is a smaller representation of the world, lacking much of the terrain detail. As noted above, you can re-center the Main Map view by clicking on any location on the mini-map.

MAP OPTIONS:

Clicking on this icon will allow you to toggle various display options for the Main Map off or on: Hide (Tile) Recommendations, Resource Icons, Yield Icons, Hex Grid (Overlay), or (Show) Trade Routes.

THE ORBITAL VIEW:

Clicking on the “Orbital View” button opens the Orbital Layer map. The Orbital Layer map, though sitting above the ground layer map, has a hex grid that aligns exactly with the hex grid on the ground. This map is home to all Orbital Units.

ORBITAL LAYER:

This map is viewed with a dedicated mode called the Orbital View. In this, the ground map and ground Units will still be visible, because orbital Units’ role is to support and apply effects to what is on the ground. Compared to the orbital map and orbital Units, though, the ground elements are visually deemphasized (color desaturation).

In addition to showing the map and its Orbital Units, the Orbital Layer also shows additional information pertinent to orbital game mechanics. Please see “Orbital Mechanics” on page 93.

THE MOUSE:

Civilization: Beyond Earth is best played with a combination of keyboard and mouse. The mouse is used in two ways. You can left-click to open menus and accept menu choices, to “activate” Units, to re-center the map, and so forth. You can right-click on a map location to order active Units to move to the space you’ve clicked upon.

THE KEYBOARD:

There are a number of keyboard “shortcut” keys in *Civilization: Beyond Earth*. See page 112 for the Hot Key Reference Chart.

FOG OF WAR:

This distant world is a big place, and you don’t always know what’s going on everywhere. Until you send out explorers, unless you put out sentries, you might not know that an enemy is massing a huge army just outside of their own borders. In Beyond Earth, until you explore the map, it’s hidden in the “Fog of War.”

The Fog of War is represented by a black background overlaid with a faint hex grid that covers much of the world at the start of the game. As you move Units around, the Fog of War will pull back, revealing more of the world. Once you have cleared the Fog of War from a tile, it doesn’t come back. However, if a Unit moves and you can no longer see a tile, you won’t know what may be going on there.

THE THREE STATES OF SEEING

VISIBLE:

If a tile is currently visible to a Unit or your territory, you can see its terrain, any improvements on it, if it’s within any borders, whether it’s part of a city, any Unit which may occupy it, and so forth. Subject to technology limitations, you’ll see the resources in the tile as well.

REVEALED:

If you have uncovered the Fog of War from a tile but cannot see it at the present moment (because the exploring Unit has moved away, for instance), the tile is slightly darkened. You can still see the terrain in the tile, but you will not see any Units in the tile. You may not see any improvements, Units, and so forth. Additionally, your information about that tile may be well out of date.

FOG OF WAR:

Tiles that are blacked out are totally unknown to you. You have no idea of the terrain therein, what or who occupies them, or anything else. For all you know, each may be filled with gold or alien nests, or enemy Units. You should send someone out to reveal these tiles as quickly as possible.

WHAT CAN BE SEEN:

You can always see everything within your borders, as well as one tile away from your borders. Most Units can see everything within two tiles (except for tiles behind mountains and blocking terrain; see below). Units on hills can see over blocked tiles. Certain promotions will extend a Unit's sight by one tile, and a number of mid- to late-game naval Units have extended sight as well.

OBSCURING TERRAIN:

Forests, Mountains and Hills are all “blocking” terrain, limiting the line of sight from a Unit. Mountains are impenetrable; they block all visibility of what's beyond for everything (save aerial units). Units can see into such tiles, but they cannot see past them – unless they occupy a Hill. Units on Hills can see over blocking terrain (except Mountains) into the tiles beyond.

INDIRECT FIRE:

Some ranged units are capable of “indirect fire,” which means that they can shoot at targets they can't see, as long as another friendly Unit can see them. For example, a Siege Unit can shoot over a hill at a target it can't see if a friendly Unit is atop that hill.

GAME INFO SCREENS

Civilization: Beyond Earth has a number of information screens, accessible from the Main Map view. These offer information and data about how well you are doing and help you plan future actions.

RESEARCH INFO:

In the upper left of the Main Map is a display showing your current research project, how many turns remain for it to be completed, and what the research will “unlock” for you when completed. If you click on this display, the Technology Web window will open, showing all the technologies available, those you have completed and the one currently being researched. Please see “Technology” on page 61 for more details.

NOTIFICATION LOG:

This screen lists all notifications you have received over the course of the current game, and notes the turn you received each. It is recommended that you check it periodically to ensure that you have not missed any vital messages.

MILITARY OVERVIEW:

This screen displays all of your Units and their status, plus the state of supply and support for your Units. See “Units” on page 29 for more details on units.

ECONOMIC OVERVIEW:

This screen offers an in-depth analysis of your Energy economy, including income and expenses. It also lists all of your cities, showing their population and turns to growth, defensive strength, output of Food, Science, Energy, Culture, Production, and what is currently under construction there with turns until it is completed.

TRADE ROUTE OVERVIEW:

This screen shows all your current Trade Routes. Your city and the destination are shown, along with the details of trade and the number of turns remaining. See “Trade” on page 86 for more details.

DIPLOMACY:

The Diplomacy icon opens the Diplomacy window, whereby you can view your relationships, check your deals, and contact other leaders (click on their name to initiate dialogue). You can also toggle between Relationships and Deal History. See page 73 for more details on Diplomacy.

DIPLOMATIC RELATIONSHIPS:

The Relationships screen displays all other players you have contact with, their attitude towards you, current scores, details on their Affinities and Wonders, and other relevant information. By clicking on the name of another leader, you can contact him or her.

DIPLOMATIC DEAL HISTORY:

This is an itemized list of all deals that you have with others players, showing the terms of each.

VIRTUES:

This screen displays the Virtues you have acquired and those that will be available later. See “Virtues” on page 92 for details.

COVERT OPS:

This screen will list your agents, both those still at your Headquarters and those on assignment in a city undertaking various nefarious activities. Please see “Covert Ops” on page 98 for more details on recruiting, assigning and the missions an agent can undertake.

UPGRADE UNITS DISPLAY:

This screen will show your types of Units, along with experience and Affinity upgrades that you have chosen for each. For more on “Units,” please see page 29.

QUESTS AND VICTORIES:

Upon clicking this button, you may view either the Quest display or the Victories display, and may toggle between these.

QUEST LOG:

This will display a list of quests, both those you have completed (along with any benefits received) and those you may attempt to complete. For more on “Quests,” please see page 96.

VICTORIES:

This shows four types of victory, and the progress towards each one by each of the players in the game. Click on the name to obtain information on what is required to reach victory. For more, see page 81.

TERRAIN

In *Civilization: Beyond Earth*, the alien world is made up of hexagonally-shaped “tiles” (also occasionally referred to as hexes or spaces). These tiles come in a variety of “terrain types”: desert, plains, grassland, hills and so forth – and many include “features”, like forests. These help determine the tile’s usefulness to a nearby city as well as how easy or difficult it is to move through the tile. A tile’s terrain and features may have important effects upon any combat occurring there.

The tiles may also contain resources that offer benefits when “improvements” are constructed in the tile; resources are sources of food, productivity, energy or culture. Additionally, they may provide other special bonuses to a colony. Some are visible at the start of the game, while others require the acquisition of specific technologies before you can see them. See “Resources” on page 26 for more details.

TERRAIN TYPES:

There are ten basic terrain types in the game; in addition, groupings of one to ten hexes of water terrain are termed “lakes.” You may not see all ten types in a given game.

EXPLANATION OF TERRAIN VALUES:

City Yield: This is how much food, energy or productivity a nearby city will receive from an unimproved tile of that type.

Movement Cost: The cost, in movement points (MPs) to enter the tile type.

Combat Modifier: The change in attack or defense strength of a Unit occupying that tile type.

CANYON:

Canyons are deep chasms in the surface of this alien planet, impossible for non-flying units to move across. They’re not particularly helpful to a city, except as barriers to approach, although certain buildings may improve their yield.

Canyons are impassable except to air and hover units.

COAST:

Coast hexes are the ocean hexes directly adjacent to land. They provide food and energy to a nearby city. Only naval units, air and hover units, and “embarked” land units may enter coastal hexes.

Cannot build cities on coasts; only naval, air, hover or embarked units may enter this kind of tile.

DESERT:

In general, desert hexes are remarkably barren. They provide limited benefits to nearby cities (unless the desert contains a river or resource, of course).

GRASSLAND:

Generally, grassland produces the most Food of any terrain type. Cities constructed near grasslands will tend to grow faster than cities built elsewhere.

HILLS:

Hills are difficult to improve and hard to move through, but they provide good defensive bonuses and many different resources can be found there. In addition, Units atop Hills can see over “blocking terrain.” Hills provide increased productivity to a nearby city, as well as important combat bonuses.

LAKE:

A lake is any body of water ten tiles or smaller in size that is completely surrounded by land tiles. Lakes are sources of fresh water, allowing construction of Farms on adjacent terrain.

Only naval, air, hover or embarked Units may enter a lake tile.

MOUNTAIN/CRATER:

Mountains are upthrusts of terrain, impossible for non-flying units to move through. Craters are the result of meteor strikes on the surface of the planet. Neither is particularly helpful to your colony, save as a barrier to movement by enemy Units.

Mountains and craters are impassable except to air Units.

OCEAN:

Ocean hexes are deep-water hexes. They provide Food and Energy to a city.

Oceans are only useful for Food and Energy once the nearby city has the proper technologies to access them. Only naval, air, hover or embarked units may enter this kind of tile.

PLAINS:

Plains provide a mix of Food and Production to a nearby city. A city surrounded by plains will grow more slowly than one in grassland, but it will be more productive.

SNOW:

Like desert, snow is relatively unproductive, with no Food or Production benefit to a nearby city. Of course a snow hex might contain a useful resource, but otherwise it is just cold and barren.

TUNDRA:

Tundra is the semi-frozen land found in the planet’s colder climates. It is less useful than plains or grassland, but slightly better than desert and snow. Nobody will build cities in the tundra unless they’re desperate for resources – or they’ve got nowhere else to go.

FEATURES

Features are elements of terrain or vegetation that appear in a hex, atop the hex's terrain. (A grassland hex might, for instance have forest or marsh on it.) Features modify a hex's productivity and might also alter the amount of "Movement Points" (MPs) a unit expends when entering the hex. Features may also provide defensive combat bonuses or penalties to a Unit occupying the hex.

FEATURE VALUES

Like terrain, features also have values that determine yield, movement, and combat.

FLOOD PLAIN:

Flood plains are low-lying areas adjacent to rivers. Each year the river floods, thus providing natural irrigation and rich nutrients to the adjacent land. This makes flood plains fertile and the most productive farmland on the planet.

Flood Plains are only found in tiles bordering a river.

FOREST:

On Old Earth, forests were a great source of bounty, providing wood for fire, tools and shelter, and also home to many animals used for sustenance and clothing through the ages. While not as critical for survival on this planet, native forests still supply Food and raw materials for production. As your city grows there will be a temptation to cut down the forests for farmland, but a wise leader will always leave some standing — for productivity and to lift his people's spirits. Also, military Units stationed in forests receive a significant defensive bonus.

Tiles with forests covering them always yield additional food and production, regardless of the underlying terrain type.

ICE:

Ice is just ice. It's almost entirely useless to civilization. It is impassable (except to air and hover units) and provides no benefits. Stay away from ice unless you are just passing through the tile.

Ice tiles are impassable except to air and hover units.

MARSH:

Although rich in biodiversity, marshes have little to offer a growing colony. Marshes can be drained or farmed to increase their yield. They are difficult to move through. Note that military units in marshes receive a significant penalty when attacked.

MIASMA:

Miasma is a terrain feature that can co-exist with any other feature and on any type of terrain except snow and ocean. This is an "infestation" of the tile with virulent spores that are actively hazardous to humans and their machines until it is removed or certain technology is adopted.

Miasma is most likely to occur in forest and marsh, somewhat likely in grasslands, and fairly rare in plains, desert, and tundra. Miasma never occurs

on coastal tiles or within one hex of a water tile. Miasma never occurs on mountains, but can occur, rarely, on canyons.

Effects of Miasma: Any unit that ends its move on a tile with miasma suffers combat damage.

RIVERS:

Traditionally, cities have been built along rivers, and for good reason. Rivers provide irrigation, improving the farmland around the city, and they serve to protect a city, as it is difficult to mount an assault against a city across a river.

Location: Unlike other features, rivers run along the sides of the tiles rather than through them, so rivers provide their benefits to all tiles/Units adjacent to them.

City Yield Modifier: Rivers give an Energy to adjacent tiles.

Offensive Penalty: When attacking across a river, the attacking Unit gets a penalty to its combat strength.

Movement Effect: A Unit uses up all of its remaining movement points when crossing a river. There is, however, no additional cost for crossing a river if a road or magrail passes over the river.

RESOURCES

Resources are found on tiles on the map and provide specific benefits, either in their natural state or when improved. Some strategic resources are revealed only when a specific technology is researched. Any resource must be within your territory, free of enemy Units, and worked by a city to provide its benefit.

Resources are sources of food, energy, productivity, science or culture, or they provide other special bonuses. To a large degree your colony's wealth and power will be determined by the number and variety of resources you control. To utilize a resource, it must be within your colonial borders and you must construct the appropriate "improvement" in that hex. (For example, you must construct the "plantation" improvement to get the benefit from a "fiber" resource.)

There are two different kinds of resources in Beyond Earth: Basic and Strategic. Each provides yield benefits to nearby cities and strategic resources have additional important benefits.

While you may not have access to every kind of resource within your own borders, you can trade some of your resources with other leaders for ones you may not possess.

BASIC RESOURCES:

Basic Resources provide yield to the city that works them. Their main importance is to facilitate city specialization and improvement. In most cases, Basic Resources must be improved to provide a yield bonus, but a few will provide low yields even in their "raw" state.

ALGAE:

Improvement Needed to Access: Work Barge

BASALT:

Improvement Needed to Access: Quarry

CHITIN:

Improvement Needed to Access: Paddock

COPPER:

Improvement Needed to Access: Mine

CORAL:

Improvement Needed to Access: Work Barge

FIBER:

Improvement Needed to Access: Plantation

FRUIT:

Improvement Needed to Access: Plantation

FUNGUS:

Improvement Needed to Access: Plantation

GOLD:

Improvement Needed to Access: Mine

RESILIN:

Improvement Needed to Access: Paddock

SILICA:

Improvement Needed to Access: Mine

TUBERS:

Improvement Needed to Access: Plantation

STRATEGIC RESOURCES

Strategic Resources are also required to produce and supply certain Units, and are constrained by doing so. Their main role is in building and maintaining an advanced military. The number of specialized Units is limited by the quantity of the improved resource; thus, the number of Harmony Alien Units you can have is limited to the amount of Xenomass you have. Strategic Resources must always be improved to count towards the global supply of their type of resource.

Strategic Resources often require a technology to be able to improve them and some even require a technology to even be seen. Strategic Resources do not provide any bonus yield until they are improved.

FIRAXITE:

Technology Required to Reveal: None

Improvement Needed to Access: Firaxite Mine

Units Requiring Resource: Supremacy Units

FLOATSTONE:

Technology Required to Reveal: None

Improvement Needed to Access: Floatstone Quarry

Units Requiring Resource: Purity Units

GEO THERMAL ENERGY:

Technology Required to Reveal: Geophysics

Improvement Needed to Access: Geothermal Well

Units Requiring Resource: None

PETROLEUM:

Technology Required to Reveal: Chemistry

Improvement Needed to Access: Petroleum Well

Units Requiring Resource: Mechanical and Orbital Units

TITANIUM:

Technology Required to Reveal: Engineering

Improvement Needed to Access: Mine

Units Requiring Resource: Air and Orbital Units

XENOMASS:

Technology Required to Reveal: None

Improvement Needed to Access: Xenomass Well

Units Requiring Resource: Harmony Units

ARTIFACTS

This planet is littered with artifacts – the remains of earlier events that occurred before or since you arrived. Artifacts provide no benefit on their own, but allow an Explorer Unit to perform an Expedition, which uses the Artifact to provide a bonus. The Explorer loses an Expedition Module once the Expedition action is completed. If an Explorer has no Expedition Modules remaining they will no longer be able to perform Expeditions.

There are four types of artifacts: Derelict Settlement, Crashed Satellite, Alien Skeleton, and Progenitor Ruins. Each may provide one of several possible benefits, ranging from Alien Units placed under your control, to a one-time boost of Culture, Energy or Affinity points, to progress towards a specific technology.

ALIEN SKELETONS:

Alien skeletons are the remains of colossal aliens. Once an expedition is completed on a tile containing this, the player might receive a large Affinity increase or an alien unit under their control.

PROGENITOR RUINS:

Progenitor ruins are the remains of structures left behind by a nigh-mythical alien race. Once an expedition is completed on a tile containing this, the player will receive either an Affinity level increase or progress towards an advanced technology.

CRASHED SATELLITES:

Crashed satellites are the remains of orbitals that have deorbited and crashed

back to the planet. Once an expedition is completed on a tile containing this, the player might receive a large Science or Production increase.

DERELICT SETTLEMENTS:

Derelict settlements are the remains of earlier failed human colonies. Once an expedition is completed on a tile containing this, the player could receive a large Culture increase or gain extra population in their nearest city.

EXPEDITIONS:

Expeditions are multi-turn projects deployed on an Artifact tile that produce a special result upon completion.

The player moves the Explorer Unit to an Artifact site on the map. Once in place, the player activates the Expedition action for the Explorer Unit.

The Explorer transforms into an Expedition and begins “working” its plot. This expedition will continue automatically each turn until the work is complete, you give the Explorer another order, or the expedition is overtaken by a hostile military unit.

When the Expedition is complete, the site disappears and the Explorer Unit loses an Expedition Module. The player receives a gameplay bonus based on the type of artifact site.

RESOURCE PODS:

Resource Pods are locations on the map at game start which provide a bonus to the player who reaches them first and are then eliminated. There is only one type of Resource Pod, though it can have a variety of artistic representations on the map. In general, the effects for Resource Pods are limited in terms of boosts to energy, culture, science, and such and are targeted towards early game play.

UNITS

In *Civilization: Beyond Earth*, the term “Unit” refers to anything that can move around the map. There are a number of different types of Units in that could be in play – military units, Workers, Colonists, Trade Convoys, Orbital Units, etc.

CONSTRUCTING UNITS:

Units are built in cities. Each Unit has a certain “Production Cost” which determines how many points of Production the city must spend to produce the Unit. In addition, in order to construct a Unit you must have knowledge of the requisite technology (you must know the “Physics” technology, for example, to construct a “Ranger” Unit). Some Units also require that your colony have access to certain resources to construct them (for instance, to build a “LEV Tank” you will need Floatstone).

UNIT CHARACTERISTICS:

All military Units have three basic statistics (stats): movement speed, combat strength, and upgrades. Non-military Units (Colonists, Workers, Trade Convoys, and such) have only movement speed and a combat strength of zero. Orbital Units have neither, in that they are placed in orbit over a specific

hex, and do not engage in combat directly (although some permit orbital bombardment of targets on the surface).

MOVEMENT SPEED:

A surface Unit's Movement Points (MPs) determines how many clear tiles a Unit can move through. Most early units have 2 MPs. Please see "Movement" on page 37 for more details.

COMBAT STRENGTH:

A Unit's Combat Strength (CS) determines how powerful it is in combat. Non-combat Units generally have a CS of 0 (zero). These are defeated (captured or destroyed) when attacked by any military unit. Please see "Combat" on page 39 for more details.

UPGRADES:

Any type of military Unit may earn "upgrades" through advanced training or from hard-won experience gained through battle. See "Upgrades" on page 45 for more details.

VETERANCY:

By participating in combat, a Unit gains experience points. Once a certain number of points is reached, that Unit will "level up." When the Unit levels up, the player may choose whether to instantly heal part of that Unit's damage, or give that Unit a permanent boost to combat strength (either combat strength or ranged combat strength, depending on the Unit type). This process of awarding individual Units small benefits for combat experience is automatic, but the player must make a choice when notified.

UNIT SPECIAL ABILITIES:

Many Units have special abilities, allowing them to do some things better than other Units, or to do some things that other Units cannot do at all. Colonist Units can found outposts, for example, and no other Units can do so. A Ranger Unit can deal "ranged" damage, allowing it to attack an enemy that is not adjacent to it, while most combat Units cannot. Orbital Units have a range of distinct abilities. Check out a Unit's Civilopedia entry to see its special abilities.

AFFINITY UNITS:

Each Affinity has several special military units. These Units are unique to that Affinity, and they are in some way superior to comparable Units. These are alternative, specialized units that embody the theme of their tech branch: they have bonuses or special abilities that generic military units do not, and they tend to have higher stats (reflecting the fact that they are unlocked later in the game). However, they have fewer upgrade slots than the generic units, and their slots are more narrowly focused.

UNIT MOVEMENT:

In general, Units move from hex to hex, paying the "Movement Cost" required to enter that new hex. Units are subject to "Stacking" limitations – two military Units may not end their turn in the same hex, nor can two non-military Units, but one military and one non-military Unit may end their turn in the same hex. Most Units are limited in where they can move – land Units cannot enter mountain hexes and naval Units cannot enter land hexes (except for port

cities). Improvements like roads can speed a Unit's movement through land hexes. Check out the section on "Movement" on page 37 for more details.

UNIT COMBAT:

Military Units can engage in combat against other units or against outposts or cities. Most military units are "Melee Units," meaning that they can attack only enemies in hexes directly adjacent to them. Some military Units are "Ranged Units," meaning that they can indirectly attack enemies one or more hexes away. Please see "Combat" on page 39 for details.

UNIT TYPES

The Type of a Unit determines that Unit's gameplay attributes: Required Technology, Combat Power, Ranged Combat Power, Movement, and so forth. It also determines the basic aesthetics of that unit: whether it consists of personnel or vehicles, what kinds of weapons it uses, and such.

Each Unit Type has a unique Unit Upgrade Tree. As the player advances through the Upgrade Tree, the gameplay attributes and the aesthetics will change to reflect the progression, but both will still be based on the core definition of the Unit Type. These changes instantly apply to all present and future units of that type.

A Unit Type becomes available to build once its prerequisite technology is researched. Based on this, Unit Types can be roughly divided into two categories. Generic Units are unlocked by researching technologies that are found relatively early in the game. The technology and their upgrades are not closely tied to any particular tech Affinity. Affinity Units, on the other hand, are unlocked by later technologies. Both in their required technology and in the structure of their upgrades, they are strongly tied to one Affinity (or two, for hybrid types).

For more on military Unit Upgrades, please "Upgrades" on page 45.

UNIT CATEGORIES:

In addition to type, combat Units are further divided into several categories. These include "Melee Units," "Ranged Units," "Naval Units," "Air Units," and "Hover Units."

MELEE UNITS:

Melee Units are land Units which can attack enemies in adjacent land hexes. They cannot attack enemy Units at sea, nor can they attack an enemy Unit more than one hex away. Melee Units include Soldiers and Combat Rovers, and several unique Affinity Units.

RANGED UNITS:

Ranged Units are Units that can attack enemies in adjacent hexes and in hexes one or more spaces away by bombardment. The distance a Unit can attack is determined by its "Range" statistic. The strength of its ranged attack is determined by its "Ranged Combat" statistic. A Ranger Unit, for example, has a Combat Strength of 4, a Ranged Combat Strength of 6, and a Range of 2. It can attack enemy Units one or two hexes away with a Strength of 6. However, if an enemy Unit attacks it, it defends with its Combat Strength of 4.

Note that Ranged Units always employ ranged combat when attacking another Unit, even if that Unit is adjacent. The Ranged Unit uses its Combat Strength only when it is defending against an attack by another Unit.

NAVAL UNITS:

Naval Units are Units that can move in water hexes. They cannot enter land hexes, except for coastal cities. Depending upon its type, a Naval Unit may be limited to travel in coastal waters, or it may be able to enter deep water Ocean hexes. Naval Units are generally Ranged Combat Units (see above).

AIR UNITS:

Air Units are Units which, not surprisingly, travel through the air. These are able to pass over all types of terrain, and operate as Ranged Combat Units (see above).

HOVER UNITS:

Hover Units use “mag-lev” technology to “float” over the surface and can cross most types of terrain. They can operate as either Ranged or Melee Combat Units (see above).

NON-COMBAT UNITS:

There are four types of non-combat Units: Colonists, Workers, Trade Convoy, and Trade Vessels. Each is critically important to a civilization’s success. As the name “non-combat” would suggest, these Units cannot fight. If attacked by an enemy Unit while alone in a hex, they are automatically captured or destroyed. Therefore it often makes sense to escort them with a military unit when sending them into harm’s way (i.e., anyplace where they could possibly be attacked).

ORBITAL UNITS:

Orbital Units are powerful but temporary orbiting units, and provide offensive, defensive, and support capabilities to players willing to invest in them. Orbital Units generally don’t interact with one another. They instead support the activities, Units and tiles which exist on the ground layer below them. After a certain amount of time, they deorbit, and are automatically destroyed.

Each Orbital Unit has a different effect. These can be either passive effects or activated abilities. They can benefit military, economy, or science.

An orbital Unit’s effect is applied to an area below it, called the effect area or “skirt.” For passive effects (say, a Food increase for tiles), this skirt is the area which receives the effect. For activated abilities (for example, a ground bombardment), this is the range where the ability may be used. Orbital Units can have different skirt sizes. For instance, defensive military satellites may affect Units within a radius of four hexes. For more details and a list of orbital Units, please see “Orbital Mechanics” on page 93 in Section 3.

UNIT ACTION LIST:

When a Unit is active, it may have one or more “actions” available to it. Click on the Unit’s action icon to order that Unit to perform that action.

Move to: Order the current Unit to move to the selected tile. If beyond current movement allowance, the Unit will continue to move towards the selected tile until you change its order or it reaches its destination.

Sleep: Order the Unit to remain inactive until the player provides it with new orders. It will not become active again the next turn and must be manually selected.

Alert: Order the Unit to remain inactive in the current tile until an enemy Unit is visible. The Unit receives a defensive bonus.

Fortify: The Unit remains inactive until the player provides it new orders. The Unit receives a defensive bonus.

Embark: Loads this Unit onto a boat, allowing it to cross over water tiles. Embarking is only possible once specific technologies are known.

Disembark: Unload the Unit from the boat back onto a land tile.

Fortify Until Healed: The Unit remains inactive until it heals to full strength. The Unit receives a defensive bonus.

Set Up for Ranged Attack: The Unit deploys for Ranged Attack; required for this Unit before it can conduct a Ranged Attack.

Ranged Attack: Perform a ranged attack on the selected tile.

Attack: Order the Unit to melee attack a Unit in the selected tile.

Pillage: Order the Unit to destroy the improvement on the current tile. The improvement must be repaired before it can be used again.

Rebase: Order the air Unit to rebase to another city.

Air Strike: Order the air Unit to conduct a Ranged Attack against an enemy Unit in the selected tile.

Air Intercept: Order the unit to lie in wait and intercept enemy air units that attack within its range.

Air Sweep: Order the unit to sweep an area for interceptors, clearing the way for other air units.

Construct an Expedition: Order an Explorer to conduct an Expedition, unlocking the benefits of the Artifact in that hex. The Explorer loses an Expedition Module in the process.

Found Outpost: Order a Colonist Unit to establish an outpost (precursor to a city) in the current tile. The Colonist is consumed in the process.

Cancel: Cancel the last order given to the Unit . You may find this to be very useful if you accidentally give the wrong order in a previous turn or change your mind.

Explore (Automated): Order the Unit to explore uncharted regions of the map. This Unit will continue to move every turn until you give it another order.

Construct a Farm: Order a Worker to build a Farm improvement in the tile, improving food production there.

Construct an Academy: Order a Worker to build an Academy improvement in the tile, improving science production there.

Construct a Manufactory: Order a Worker to build a Manufactory improvement in the tile, improving production there.

Construct a Node: Order a Worker to build a Node improvement in the tile, improving energy production there.

Construct a Generator: Order a Worker to build a Generator improvement in the tile, improving energy production there.

Construct a Dome: Order a Worker to build a Dome improvement in the tile, increasing the nearest city's Hit Points.

Construct a Plantation: Order a Worker to build a Plantation improvement in the tile, improving resources there.

Construct a Mine: Order a Worker to build a Mine improvement in the tile, improving resources and/or production there.

Construct a Well: Order a Worker to build a Well improvement in the tile, improving resources there.

Construct a Quarry: Order a Worker to build a Quarry improvement in the tile, improving resources there.

Construct a Paddock: Order a Worker to build a Paddock improvement in the tile, improving resources there.

Construct a Road/Magrail: Order a Worker to build a road or magrail in the tile.

Route-to Mode: Order a Worker to build a road or magrail from the current tile to a selected tile. This Unit will continue to move and build every turn until you give it another order or the route is complete.

Build Improvement (Automated): Order the Worker Unit to build Improvements. This Unit will continue to move and build every turn until you give it another order.

Do Nothing: The Unit will perform no action during this turn.

Wake: Wake the Unit so that it may be given an order. Activating a Unit does not eliminate its fortification bonus.

Establish Trade Route: Order a Trade Convoy or Trade Vessel to establish a trade route to another city or to a station; the Unit will move automatically back and forth without further orders.

Delete: Permanently delete the active Unit and receive a small amount of energy in return, if it is within the colony's borders.

Chop Down a Forest: Order the Worker to remove the Forest from this tile, adding Production for the nearest city.

Clear Miasma: Upon acquiring the Alien Biology technology, your Worker units and the Miasmic Repulsor orbital unit can remove miasma from tiles. To remove miasma with a Worker unit, select the option to “Clear Miasma” from the available Actions. Upon completion, the miasma is immediately removed from the map.

Add Miasma: Upon acquiring the Alien Ecology technology, your Worker units and the Miasmic Condenser Orbital Unit can place Miasma in tiles. To place miasma with a Worker unit, it will have the option among its Actions to be ordered to “Add Miasma.” Upon completion, the miasma is immediately placed on the map.

Build Terrascape Improvement: Will place advanced agricultural improvement in this tile, producing high yield but requiring high Energy cost maintenance.

Launch Orbital Unit: Launch the Unit into orbit in the selected tile, establishing it as an immobile Orbital Unit that affects tiles within its skirt.

Units List: Note that all Production costs are for Standard Game Speed.

NON-COMBAT UNITS

COLONIST

WORKER

TRADE CONVOY

TRADE VESSEL

COMBAT UNITS

EXPLORER

Type: Recon

Affinity: None

SOLDIER

Type: Melee

Affinity: Any

RANGER

Type: Ranged

Affinity: Any

COMBAT ROVER

Type: Mounted

Affinity: Any

MISSILE ROVER

Type: Siege

Affinity: Any

TAC JET

Type: Fighter

Affinity: Any

GUNBOAT

Type: Naval Ranged
Affinity: Any

CARRIER

Type: Naval Carrier
Affinity: Any

XENO SWARM

Type: Melee
Affinity: Harmony

XENO CAVALRY

Type: Mounted
Affinity: Harmony

ROCKTOPUS

Type: Orbital
Affinity: Harmony

XENO TITAN

Type: Melee
Affinity: Harmony

BATTLESUIT

Type: Melee
Affinity: Purity

AEGIS

Type: Ranged
Affinity: Purity

LEV TANK

Type: Ranged
Affinity: Purity

LEV DESTROYER

Type: Ranged
Affinity: Purity

CNDR

Type: Melee
Affinity: Supremacy

CARVR

Type: Melee
Affinity: Supremacy

SABR

Type: Ranged
Affinity: Supremacy

ANGEL

Type: Melee
Affinity: Supremacy

MOVEMENT

During a game of *Civilization: Beyond Earth*, much of your time will be spent moving Units around the planet. You'll be marching your military Units off to discover things or to fight with your neighbors. Your workers will be moving to new tiles to improve resource and to construct Roads. Your Colonists will be moving to good locations on which to build new Outposts.

Following are rules for moving land Units and naval Units. Air and hover Units have their own special rules and will be treated separately below.

HOW TO ORDER A UNIT TO MOVE

RIGHT-CLICK:

When a Unit is active, you can right-click anywhere on the map to order the Unit to move there.

MOVE MODE:

You can also click on the “Move Mode” Action button, then left-click on a target space.

LEGAL AND ILLEGAL MOVES:

If the target location is illegal for the Unit, it will decline the order and wait for new instructions.

The movement cursor will turn red on attempted illegal moves. If the location is legal and the Unit can reach that location in one turn, it will do so. For more details on Illegal Moves, see below.

MULTIPLE-TURN MOVEMENT:

If the Unit requires multiple turns to reach the location, it will pick the shortest route and proceed on its way. It will continue to move each turn until it gets to the assigned location or until you give it another order.

If it becomes impossible for the Unit to reach its target location — say, because exploration reveals that the tile is across the ocean and the moving Unit can't embark, or perhaps because another Unit is occupying the target location — the Unit will stop and request new orders.

You can change a Unit's orders at any time by clicking on the Unit and then either giving it new orders or clicking on the “Cancel Orders” action.

MOVEMENT POINTS:

All mobile Units have a limited number of “Movement Points” (MPs) that they can expend on movement in every turn. Once they've expended those MPs, they can't move any more until the next turn. Most early land Units have 2 MPs; mounted and naval Units have more.

EXPENDING MOVEMENT POINTS:

Units expend MPs to enter tiles. The terrain of the tile a Unit is entering determines the MP cost of the move. It doesn't cost anything to leave your current tile; the MP cost is only calculated by the tile you're entering.

See “Terrain” on page 23 for details on MP costs; generally, open terrain like Grassland and Plains costs 1 MP to enter, while Forest and Hills costs 2. It

also expends all of a Unit's MPs to cross a river (unless a road or magrail is there; see below).

A Unit can always move one tile if it has any MPs left. It doesn't matter how high the movement costs of the tile being entered is; as long as the Unit has some MP left, it can enter. Once the Unit has expended all of its MPs, it must stop moving until the next turn.

ROADS:

Roads and magrails cut a Unit's movement cost in friendly or neutral territory. As long as the Unit moves from one tile containing a road into another tile containing a road, the Unit will expend just a fraction of the normal cost to move. So long as the Unit has any MPs left, it can continue to move along the Road.

RIVERS AND ROADS/MAGRAILS:

Your Units can move across rivers on roads/magrails without paying the standard penalty. Otherwise, the Unit must cease movement after it crosses a river, regardless of how much MP it may have left.

ILLEGAL MOVES:

Certain tiles cannot be entered by certain types of Units. A naval Unit can't enter a non-city land tile, for example, and a ground Unit cannot enter a mountain tile. If a Unit can't enter a tile, you will not be able to order it to move there. Sometimes a move is only revealed as illegal during a Unit's move. If that is the case, the Unit will stop when it discovers the illegality and await new orders.

STACKING LIMITATIONS:

Remember that only one combat Unit can end its turn in a tile, and only one non-combat Unit can end its move in a tile – though a single combat Unit and a single non-combat Unit can end their turn “stacked” in the same tile.

A Unit may pass through another Unit as long as it has enough movement to complete the full move, and does not end in the same hex as another Unit of the same type.

MOVEMENT INTO COMBAT

ATTACK ORDERS:

Generally, if you order a Unit to move into a space occupied by an enemy Unit, the unit will interpret that order as instructions to attack the enemy Unit. If the enemy Unit is eliminated, your Unit will move into the tile. If the moving Unit is a non-combat type, the Unit will stop and ask for new orders.

ZONES OF CONTROL:

Combat Units exert a “Zone of Control” (ZOC) over the tiles around them. When a Unit moves between two tiles within an enemy's ZOC it expends all of its MPs.

NAVAL MOVEMENT:

Generally, naval Units follow the same rules as land Units, except that they move on the water rather than on land. Most naval military and Embarked Units can enter deep ocean tiles, and thus explore the planet. Naval Units cannot enter ice tiles.

EMBARKING UNITS:

In general, your land Units cannot enter water tiles. However, once you've learned the Planetary Survey technology, a Unit can "Embark" and move into coastal water tiles. To Embark a Unit, move the Unit to a coastal tile and then click on the "Embark" Action. Once Embarked, the Unit must move into water.

In the water the Embarked Unit is slow and helpless. It is unable to fight, and any enemy Naval Unit can easily destroy it. It's important to accompany embarked land Units with a strong naval Unit if you anticipate any attack.

When the Unit is adjacent to a land tile, you can click on the "Disembark" action. The Unit will then be able to return to dry land. Alternatively you can right-click on an adjacent land tile and the Unit will disembark automatically.

HOVER MOVEMENT:

Hover Units move as land Units; however, these can pass over all terrain types except Mountains at an additional movement cost.

AIR MOVEMENT:

Tacjet Units do not have MP, and are limited in their movement orders to rebasing. Tacjets may be based in a city or aboard a Naval Carrier Unit. When rebasing or conducting an Air Strike, the player need only designate the new base or the target on the map; the Unit will move to there (and back if an Air Strike) automatically.

COMBAT

Combat occurs between two opposing units. A colony may be at war with another colony, leading to combat between the colonial units. In addition, you may always attack (and be attacked by) an alien unit, although doing so may have consequences (please see "Aliens" on page 46). There are two major forms of combat: melee and ranged.

WAR AND PEACE:

War against another colony may be declared in a couple of different ways, or you may find yourself on the receiving end of an enemy's declaration:

DIPLOMATIC DECLARATION:

You may declare war on a civilization through the Diplomacy panel (please see "Diplomacy" on page 73). Hostilities begin immediately, so it may be best to declare war diplomatically during your turn only.

ATTACKING ANOTHER UNIT:

You can simply order one of your Units to attack another colony's Unit. If you're not currently at war with the colony you're attacking, a pop-up message will appear asking if you want to declare war on that player; if you choose to do so, the attack occurs and a war is underway. If you decline, the attack is aborted and you remain at peace.

ENTERING A COLONY'S TERRITORY:

It is also an act of war to enter a colony's territory if you don't have an "Open Borders" agreement with that colony. A pop-up will appear and ask you to confirm your move. If you elect to continue the move, a war is underway.

RECEIVING AN ENEMY DECLARATION OF WAR:

At any time another colony may declare war on you. If so, you'll be informed by an unpleasant notification message. You may have an opportunity to try to negotiate a way out of the conflict, or you may have no choice but to fight. See "Diplomacy" on page 73 for details.

ENDING A WAR:

Wars end automatically when one side has been destroyed because it has lost its last city. Or the combatants may agree to halt hostilities short of this eventuality through diplomatic negotiations. You or your opponent may choose to initiate such discussions. Please see "Diplomacy" on page 73 for details. Aliens cannot be negotiated with; they may attack you at any time, although there are indicators of their attitude towards you. Which Units Can Attack:

Any military Unit may attack any enemy Unit. Non-military Units such as Workers, Colonists, and trade Convoys may not initiate attacks. If attacked while on their own, such Units are captured (Colonists are converted to Workers) or destroyed.

A city may attack an enemy Unit that is within the City's Ranged Combat Range (see "Ranged Combat" on page 42), and a Unit may attack an enemy City.

COMBAT VALUES

A military Unit's combat abilities are determined by its combat values. There are four basic combat stats:

RANGED COMBAT STRENGTH:

Only Units able to engage in "Ranged Combat" have this value. It is the ranged Unit's combat strength when it is attacking indirectly.

RANGE:

Only ranged combat Units have this value. It is the distance, in tiles, within which the ranged combat Unit can attack the enemy.

COMBAT STRENGTH:

All military Units have this value. Melee Units use their Combat Strength when attacking or defending. Ranged Units use their Combat Strength when defending.

HIT POINTS:

A Unit's health is measured in "Hit Points." When fully healthy, all combat Units have 100 hit points. As a Unit takes damage, it loses hit points. When a Unit's hit points reach 0, it is destroyed.

MELEE COMBAT:

Melee combat occurs when a melee Unit (any military Unit which doesn't have the Ranged Combat ability) attacks an enemy Unit or city. It does not matter if the defender has Ranged Combat; so long as the attacker doesn't have Ranged Combat, the resulting battle will be melee.

COMBAT STRENGTH:

When two Units engage in melee combat, the result is determined by the relative combat strengths of the two Units – e.g., if a powerful Unit fights

a weak one, the powerful Unit is likely to do more damage to its enemy, possibly destroying it altogether.

However, many different factors may affect a Unit's strength in battle. A Unit may receive "defensive bonuses" that will increase its melee strength when it is attacked while occupying forests or hills, or is fortified. Also, a Unit's damage may reduce its current combat strength. (Please see "Combat Bonuses" on page 43 for details.)

The Combat Information Table (see below) will help you determine the relative strengths of two melee Units during your turn.

MULTIPLE UNITS IN COMBAT:

Units receive a "flanking" attack bonus of 10% for each Unit adjacent to the target Unit. Some promotions and virtues may give an attacking Unit additional bonuses beyond the basic flanking bonus. These bonuses can be incredibly powerful when enough Units are involved. In general, the more of your Units that can "gang up" on the target Unit, the better the outcome for you.

COMBAT INFORMATION TABLE:

When one of your Units is active, place the cursor over an enemy Unit to bring up the "Combat Information Table" and learn the probable outcome of any battle between the two units. This table shows your Unit's modified combat strength on the left and your enemy's on the right. The box at the center top of the screen tells you the likely outcome of the battle, and the bars in the center of the box tell you how much damage each side will take if combat occurs.

INITIATING MELEE COMBAT:

The attacking Unit initiates the melee by attempting to move into the enemy's hex. The attacker cannot engage in melee unless it can enter the defender's hex. For example, a Soldier cannot engage in melee combat against a Gunboat since it can't enter that water space except when embarked.

To order an active Unit to attack, right-click on the target. The active Unit will initiate the combat.

MELEE COMBAT RESULTS:

At the end of melee combat, one or both Units may have sustained damage and lost "hit points." If a Unit's hit points are reduced to 0, the Unit is destroyed. If after melee combat the defending Unit has been destroyed and the attacker survives, the attacking Unit moves into the defender's hex, capturing or destroying any non-military Units in that hex. If the defending Unit survives, it retains possession of its hex and any other Units in the hex.

Most Units use up all of their movement when attacking in melee. Their turn ends upon launching the attack.

Any surviving Units involved in the combat will receive "experience points" (XPs), which may be expended to gain veterancy for the Unit (see "Veterancy" on page 46).

RANGED COMBAT:

Some Units such as Rangers, Missile Rovers and Gunboats engage in Ranged Combat (that is, they shoot various things at enemy Units) when attacking rather than engaging in melee combat. Such Units have two distinct advantages over melee Units: first, they can attack enemy Units that are not adjacent to them, and second, they cannot take damage when they attack.

RANGED COMBAT STRENGTH:

Any Unit that can engage in ranged combat has a Ranged Combat Strength value. This number is compared with the target's Combat Strength to determine the results of the attack.

To see the potential effects of a ranged attack, with the attacking Unit active hover the cursor over the potential target. The “Combat Information Table” will appear, showing you the losses (if any) the target will take from a ranged attack by your active Unit.

RANGE:

The Unit’s “Range” value determines the distance at which a Unit can launch a ranged attack. A range of “2” means that the target can be in an adjacent tile or one tile distant. A range of “1” would mean that the target has to be adjacent to the attacker.

LINE OF SIGHT:

Generally, a ranged Unit must be able to “see” its target in order to be able to fire at it. A Unit cannot see a target if a blocking terrain type of feature is between the two – a mountain or hill, for example, or a tile with a forest. A Unit can always see into a tile, even if it contains blocking terrain, but it cannot see objects in tiles past the blocking terrain. (Please see “Obscuring Terrain” on page 21 for more detail.)

INITIATING RANGED COMBAT:

With the ranged Unit active, select the ranged attack ability, and a red arrow will appear. Confirm the attack by clicking on the target.

RANGED COMBAT RESULTS:

At the end of ranged combat, the target Unit may have sustained no damage, some damage, or it may have been destroyed. Remember that the attacking Unit will never suffer any damage during ranged combat (except possibly for air units).

If the target is destroyed, the attacking Unit does not enter the now-vacant tile (as usually happens during melee combat), but you may send another Unit into the empty space if you've got one with the movement points available that has not yet moved.

In general, units use up all of their movement when attacking in melee. Their turn ends upon launching the attack. However, a few special units have the ability to launch a ranged attack and then move in the same turn.

Any surviving units involved in the combat will receive “experience points” (XPs), which may be expended to gain veterancy for the Unit (see “Veterancy” on page 46).

COMBAT BONUSES:

Units receive a variety of benefits during combat, some from the Unit's location, some from its defensive posture, and some from special circumstances. Some bonuses apply only to an attacking Unit, some only to a defending Unit, and some might apply to both. The most common bonuses come from the terrain the Unit occupies, and whether the defending Unit is "fortified."

TERRAIN BONUSES:

Defending Units get valuable bonuses for occupying forest or hill tiles. Attacking melee Units are penalized if they attack an enemy across a river. Please see "Terrain" on page 23 for more details.

FORTIFICATION:

Many Units have the ability to "fortify." This means that the Unit "digs in" and creates defensive works in its current location. This gives the Unit defensive bonuses, making it much tougher to kill. However, fortifications are strictly defensive: if the Unit moves or attacks, the fortifications are destroyed.

While fortified, a Unit will not activate. It will remain inactive until you manually activate it by clicking on the Unit.

WHICH UNITS CAN FORTIFY:

Most melee and ranged Units can fortify. Non-military, mounted, naval and air Units cannot fortify. These latter Units can "Sleep," which means that they will remain inactive until attacked or you manually activate them, but they do not receive the defensive bonus.

FORTIFICATION BONUSES:

The amount of the bonus depends upon the length of time the Unit has been fortified. The Unit receives a defensive bonus if it is fortified.

THE "ALERT" ORDER:

The "alert" order is similar to "fortify," except that the Unit will "wake up" when it sees a nearby enemy Unit. The wakened Unit retains the fortification bonus as long as it doesn't move or attack (so if you order it to go into alert mode again or to pass its turn it keeps the bonus).

NAVAL COMBAT:

Like land Units, there are military and non-military naval Units. Embarked Workers and any "Embarked" land units are non-military Units, and they are automatically destroyed when attacked by naval combat Units.

Military naval units can be either ranged or melee units. Naval combat is resolved like normal combat.

CITY COMBAT:

Cities are important targets, and if fortified and defended by other Units, can be quite difficult to capture. However, doing so can reap rich rewards – in fact, the only way to knock another colony out of the game is to capture or destroy all of its cities. Do this to enough opponents and you can win a mighty Domination Victory (please see Victories on page 81).

CITY COMBAT STRENGTH:

Cities have a Combat Strength, just like Units. The city's Combat Strength is based upon the city's size, its location (cities on hills are tougher), and whether its owner has constructed defensive works in or around the city.

The city's Strength represents its Combat Strength and Ranged Combat Strength. During combat the city's hit points may decline due to enemy attacks, but its Combat and Ranged Combat strengths remain equal to its initial strength — no matter how much damage the city has taken.

CITY HIT POINTS:

A fully-healthy city has 100 hit points. As it takes damage, the city's hit points are reduced. If a city's hit points reach 0, an enemy Unit can capture the city simply by entering its tile.

ATTACKING CITIES WITH RANGED UNITS:

To target a city with a ranged Unit, move the Unit so that the city falls within the unit's line of sight range and then right-click on the city. Depending upon the power behind the attack, the city's hit points may be reduced by the attack. Note that a ranged attack cannot drop a city below 1 HP: the city must be captured by a melee Unit.

ATTACKING CITIES WITH MELEE COMBAT:

When a Unit engages in melee combat with a city, the city may take damage to its hit points, and the melee Unit may suffer damage as well. No matter how few hit points the city has remaining, it always defends itself at its full strength.

GARRISON UNITS IN CITIES:

A city's owner may "garrison" a military Unit inside the city to bolster its defenses. A portion of the garrisoned Unit's combat strength is added to the city's strength. The garrisoned Unit will take no damage when the city is attacked; however, if the city is captured the garrisoned Unit is destroyed.

A Unit stationed in the city may attack surrounding enemy Units and, if it is a melee attack, the Unit may take damage during the combat as normal.

CITIES FIRING AT ATTACKERS:

A city has a Ranged Combat Strength equal to its full strength at the start of combat, and it has a range of 2. It may attack any one enemy Unit within line of sight and range. Note that the city's Ranged Combat Strength doesn't decline as the city takes damage; it remains equal to the city's initial Strength until the city is captured.

HEALING DAMAGE TO CITIES:

A city heals a certain amount of damage every turn, even during turns it is attacked. Therefore to capture a city the attacker must do more points of damage per turn than the city heals (and usually much more than that).

CAPTURING CITIES:

When a city's hit points reach "0," an enemy Unit may enter the city, regardless of any Units already inside. When this occurs, the city is captured. The attacker usually has the option of razing the city or adding the city to his colony, either as a puppet or directly through annexation. Whichever you choose to do, the colony which loses the city has taken a deadly blow.

ATTACKING OUTPOSTS:

Outposts have no ranged strike capabilities and a weak combat strength, and are destroyed rather than captured when they are overrun. Units may be garrisoned in them, and will conduct melee or ranged combat as usual.

COMBAT DAMAGE:

A fully healthy Unit has 100 “hit points” (HPs). When a Unit takes damage during combat it loses HPs, and if it reaches 0 HPs, it is destroyed. A Unit that has taken damage is weaker than a healthy Unit, and it is closer to destruction.

It is usually a good idea to “rotate out” (move away from enemy Units) damaged Units from battle to allow them to heal before reentering combat. This, of course, is not always possible or wise.

EFFECTS OF DAMAGE:

A damaged Unit is less effective when attacking than a fully-healed Unit. The more damaged the Unit, the less its attack – melee or ranged – will damage an opponent. The actual formula is more complex than this, but as a general rule a Unit’s damage output is reduced by half the percentage of HPs that it has lost. In other words, a Unit that has lost 50 HPs (50%) has the amount of damage it does reduced by 25%, and the damage a Unit that has lost 90 HPs (90%) inflicts, is reduced by 45%.

HEALING DAMAGE:

To heal damage, a Unit must remain inactive for one or more turns. The amount of damage that a Unit heals depends upon the Unit’s location.

NAVAL UNITS HEALING DAMAGE:

Naval Units cannot heal unless in friendly waters or a friendly city.

THE “FORTIFY UNTIL HEALED” ORDER:

If a Unit is damaged, the “Fortify Until Healed” button appears in its Action buttons. If you click on this button, the Unit will fortify and remain in its present location until it is fully healed. Please see “Fortification” on page 43 for details of the defensive benefits of fortification.

UPGRADES

Each Unit Type has a Unit Upgrade Tree associated with it. As the player progresses in different Affinities, upgrades in this tree will unlock. When the player selects one of these upgrades in the tree, their Unit’s combat strength is increased, and they pick one of two unique combat benefits. The Unit also changes appearance to reflect the new upgrade. Upgrades apply instantly to all current and future Units of the same type. A Unit upgrade’s gameplay effects are cumulative, working together with upgrades previously chosen.

Upgrades are organized in tiers. The player must choose an upgrade in a tier before being able to choose one in the next tier. Upgrades are only unlocked when their Affinity level requirements are met. Once a player selects an upgrade, they are asked to choose one of two unique combat Perks. Once chosen, the Unit’s appearance changes and it gets the perk for the remainder of the game. The player can only choose one upgrade per tier.

EXPERIENCE POINTS AND VETERANCY:

A Unit that survives combat will gain “experience points” (XPs). Once the Unit has acquired enough XPs, you may expend them to acquire “Veterancy” for that Unit, small benefits that apply only to that specific Unit.

VETERANCY:

By participating in combat, a Unit gains experience points. Once a certain number of points is reached, that Unit will “level up.” When the Unit levels up, the player may choose whether to instantly heal part of that Unit’s damage, or give that Unit a permanent boost to combat strength (either combat strength or ranged combat strength, depending on the Unit type). This process of awarding individual Units small benefits for combat experience is automatic, but the player must make a choice when notified.

ACQUIRING XPS THROUGH COMBAT:

A Unit gains XPs for surviving a round of combat. The Unit doesn’t have to win the combat or destroy the enemy to get the experience; it accrues each round that the Unit lives through.

The amount of XPs the Unit gets depends upon the circumstances of the combat. Generally, Units get more XPs for attacking than defending, and more for engaging in melee combat than for other types.

EXPENDING XPS:

For Veterancy, the “Promote Unit” button will flash every time the Unit is active. If you click on that button, a list of Veterancy benefits available to the Unit is displayed. Click on one to choose it. The XPs are expended and the Unit acquires the benefit immediately. Any available XP for Veterancy should be spent prior to ending the turn.

ALIENS

Upon arrival on planet, the player finds an environment teeming with strange creatures. These aliens are an adversary throughout the game. Their nests are built on the Xenomass strategic resource, which can be utilized during the mid- and late game in a variety of ways.

Most aliens spawn by their nests and roam the map, interfering with your activities and occasionally (or frequently) attacking your Units, outposts and cities. As your colony grows the aliens become less menacing, but early in the game they can be a significant challenge.

ALIEN UNITS:

Aliens are divided into two classifications: normal and colossal. Normal aliens are land-based military Units, both melee and ranged. They are spawned from nests and may be hostile to the player. Alien nests will spawn on tiles which have the Xenomass resource and which haven’t been improved.

Colossal aliens appear from beneath the earth or from the depths of the sea, and do not have nests. As their name suggests, they are very large (possibly the largest Units on the map) and are formidable opponents.

Normal aliens may or may not be hostile. Colossal aliens remain ambivalent to the player, though due to their size, Siege Worms pillage tiles they move on.

ALIEN HOSTILITY:

If players begin killing aliens, their appearance becomes more frequent and they become more aggressive. You need not be the one killing the aliens; the actions of other players will affect the level of hostility of all aliens towards all players.

The “attitude” of alien units is indicated by the color of their icon, ranging from green (neutral) to red (hostile). Aliens will only attack you when your units are near a alien nest, although they will move into your territory and may interfere with your plans by occupying tiles at inconvenient times. When aliens become hostile, they will actively seek out your Units and outposts and attack them.

SPECIES:

WOLF BEETLE

Type: Melee

RAPTOR BUG

Type: Mounted

MANTICORE

Type: Ranged

SEA DRAGON

Type: Naval Melee

DRONE

Type: Hover Melee

KRAKEN

Type: Colossal Naval Melee

SIEGE WORM

Type: Colossal Melee

NESTS:

Most aliens come from “nests.” Alien nests will spawn on tiles which have the Xenomass resource and which haven’t been improved. Every few turns the nest will create another alien Unit. The only way to stop this is to find the nest and destroy it. Nests are usually guarded by at least one alien Unit, so they’re not easy to capture.

REWARD FOR DESTROYING A NEST:

A colony will earn an energy reward for dispersing an alien nest—in addition to the benefit of stopping it from spawning more alien Units.

NEW NESTS:

Nests may spring up in any neutral space which contains a Xenomass resource. If you want to keep nests from popping up around your civilization, expand your borders to cover any potential nest locations.

EXPERIENCE POINTS LIMITATIONS:

When they fight alien Units, your Units will gain experience points. However, all Units have a limit to the experience they can gain.

THE END OF THE ALIENS:

Aliens can remain in the game right up until the end. However, as more land is acquired there will be less available for the nests to spawn in. If the entire world is occupied, the Aliens will be gone.

OUTPOSTS AND CITIES

Cities are vital to your civilization's success. They are the site to build Units, Buildings, and Wonders. They allow you to research new technologies and gather wealth, expanding your borders as they do so. You cannot win *Civilization: Beyond Earth* without secure, well-situated cities.

OUTPOSTS:

An outpost is a proto-city: a small installation that is built by the Colonist Unit and acquires territory like a city, but which does not yet have the advantages of a city. Outposts cannot produce buildings, military Units, or Wonders, and cannot bombard enemy Units. They begin relatively weak, but with cultivation they will grow into complete cities.

The sole exception to this rule is the player's Capital – the first city you build at the beginning of the game. The Capital city is founded already complete; all subsequent "founding" actions produce outposts.

FOUNDING AN OUTPOST:

Building an outpost is the sole creative action available to the Colonist Unit. Building an outpost consumes the Colonist.

There is a minimum distance enforced between legal founding sites. However, that distance is reduced to four tiles for Outposts. This allows Outposts to grow into cities free from competition by rival outposts, but close enough to partially encroach on the rival city's workable tiles.

Once established, the outpost starts with just one tile of claimed territory, selected from whichever unclaimed tiles adjacent to the outpost's location are judged most valuable. Once claimed, this tile is workable by the outpost, but the outpost territory does have limitations that make it different from a full city.

WHERE TO CONSTRUCT OUTPOSTS:

Outposts become cities (with luck), and thus you need to give some thought to where you will place them. Cities should be constructed in locations with plenty of food and production and with access to resources. It's often a good idea to build a city on a river or coastal hex. Additionally, cities constructed on hills gain a defensive bonus, making it harder for enemies to capture them.

OUTPOST TERRITORY:

Outpost territory has some restrictions beyond normal territory claimed by a city. These characteristics can be modified by diplomacy, but in unmodified states they operate as follows:

Outposts get exclusive rights to improve tiles within their territory, and to the yields those tile produce, but outpost territory does not restrict the movement

of enemy military Units. Neutral or enemy military Units may enter outpost territory at will, although doing so may incur diplomatic repercussions if the owner of the outpost chooses to take offense at the trespass.

Once an outpost becomes a city, its territory becomes fully-owned – untraversable by any military Unit from an opposing colony except those with an open borders agreement or during war.

GROWING AN OUTPOST INTO A CITY:

From its initial claimed tile, the outpost will gradually claim the other five tiles around it (assuming they are not already claimed). This process happens automatically at a minimum rate, similar to the way a city's culture output will expand its territory. However, outpost growth can be accelerated in a variety of ways:

Developing Virtues that improve the passive growth rate

Choosing an option during Seeding that improves the passive growth rate

Establishing a trade route between a friendly city and the Outpost

When an outpost is ready to claim a new tile, it will automatically select the most valuable tile to claim. After an outpost acquires its last neighboring tile, it immediately becomes a city, with all the abilities and advantages of the city system.

THE CITY SCREEN:

Once your outpost becomes a city, you will be able to manage and direct the affairs of the city through the City Screen. You can open the City Screen by clicking on the city banner on the Main Map. The city-screen allows you to “fine tune” your control over each city. It contains the following elements:

PUTTING YOUR CITIZENS AT WORK:

The center of the City Screen displays the map around your city. Your city's borders are displayed, and you can see which tiles your citizens are “working” (the tiles with the green citizen icons in them). Tiles that they could work are shown as black citizen icons, while tiles being worked by another city are shown by an icon with a double-arrow.

“LOCKING” A CITIZEN TO A TILE:

You can order a citizen to work a specific (unworked) tile by clicking on that tile. If an unemployed citizen is available, that citizen will go to work that tile. If not, the city will choose a citizen from another tile to work the tile. The icon will have a lock symbol on it. This notes that the city will always work that tile, until you order it to cease by clicking on it again.

REMOVING A CITIZEN FROM WORK:

If you click on a tile that is being worked (it has a green icon, either displaying a citizen or a lock), the citizen will cease to work that tile and become “Unemployed,” as shown in red under the “Citizen Management” heading. You can click on an unemployed citizen in the list and he will return to work a tile on the map (if one is available to be worked).

CITY MANAGEMENT:

This shows how much food, production, energy, science and culture the city

is producing. Hover your cursor over an entry to get more details about it. You can also use these to focus the city's efforts on one of these by clicking on the icon; or choose to use the balanced default settings for the city by clicking on the "Reset" button.

This space also shows the current population of the city and number of turns until a population growth increase based on the current rate of food intake.

CITY BANNER:

The city banner displays the city's name; the city's Combat Strength is displayed above the name. Below the city's name is shown the number of turns until border growth based on the city's current rate of culture.

Note the arrows on the left and right edges of the banner. Click on these to close this city's City Screen and move to another. You can rotate through all of your cities in the game using these arrows.

PRODUCTION MANAGEMENT:

This shows the item (Unit, Building, Wonder, or Project) currently under production as well as the number of turns required to complete construction. Click on "Change Production" to order the city to halt production on the current item and switch to another. The Build Menu will appear and you may select a new project.

Click on "Purchase" to order the city to purchase an item. The Purchase Menu will appear; click on an item to purchase it. Note that the city isn't purchasing the item it is presently working on; after the purchase the city will continue to construct the item (unless unable to do so).

CITY BUILDINGS AND WONDERS:

Click on "Show" in the lower left of the City Screen to open a window displaying all the Wonders and Buildings the city has completed. Hover the cursor over a Wonder or Building entry in this display to learn its effects.

PRODUCTION QUEUE:

Click on "Activate" in the lower right of the City Screen to open the Production Queue window showing the item currently be constructed in the city, and any future ones in the order you have selected them.

To add to the queue, with "Activate" clicked, click on the button in the Production Management space (which now reads "Add to Queue") and select the next item you wish to construct in this city. You may select up to six items, but they will be added in the order you select each.

PURCHASE A TILE:

The City Screen shows all hexes around your city that you can purchase, along with the price. This allows you to buy a tile when you can afford it. Simply click on the icon, and the tile will be added to your city's territory and the cost automatically deducted from your total.

RETURN TO MAP:

This button closes the City Screen and returns you to the Main Map.

UNITS IN CITIES

COMBAT UNITS:

Only one combat Unit may occupy a city at a time. That military Unit is said to “Garrison” the city, and it adds a defensive bonus to the city. Additional combat Units may move through the city, but they cannot end their turn there. (So if you build a combat Unit in a city with a garrison, you have to move one of the two Units out before you end your turn.)

You may have one of each type of combat Unit – ground and naval – in a city at the end of a turn. Note: Air Units, unless based on a naval carrier, must be based in a city and therefore there can be more than one air Unit in a city.

NON-COMBAT UNITS:

Only one non-combat Unit (Worker or Colonist) may occupy a city at a time. Others can move through, but they cannot end their move in the city. Thus, a city may have at most three ground units in it at the end of a turn: one ground, one naval and one non-combat Unit. This does not apply to trade Units.

CONSTRUCTION IN CITIES

You may construct Buildings, Wonders, or Units in a city. Only one can be constructed at a time. When construction is complete, the “Choose Production” alert message will appear; click on this to access the “City Build Menu” and choose the next item to construct.

THE CITY BUILD MENU:

The City Build Menu displays all of the Units, Buildings and Wonders that you can construct in that city at that time. Each entry tells you how many turns it will take until construction is complete. If an entry is grayed-out, then you are currently unable to construct the item. Roll your cursor over the entry to see what you’re missing.

CHANGING CONSTRUCTION:

If you wish to change what a city is constructing, you may do so on the City Screen (see above). The production already expended on the original item is not applied to the new item; however, it remains “on the books” for a while and if you later order that city to resume construction on the original item, it may get the benefit of some or all of the earlier production. The longer the delay, the more production is lost.

CONSTRUCTING UNITS:

You can build any number of units in a city (as long as you have the required resources). Since you can only have four types of units in a city, you may have to move the newly-constructed unit out of the city immediately after it is built.

Please see “Units” on page 29 for more details.

CONSTRUCTING BUILDINGS:

Only one building of each kind may be constructed in a city: you cannot have duplicate buildings in the same city. Once you’ve constructed a building, that building will disappear from that city’s City Build Menu. (You can still build the same building in another city, of course.)

Please see “Buildings” on page 54 for more details.

CONSTRUCTING WONDERS:

There are two types of Wonders in Beyond Earth: Great Wonders and Projects. Only one of each Great Wonder may be constructed anywhere in the world: once one colony has constructed one, no other player may do so. Wonders will disappear from the City Build Menu once you can no longer construct them.

If another colony completes construction of a Great Wonder while you are building it, you will receive an energy bonus as compensation, and you'll have to begin construction on something else.

See “Wonders” on page 88 for more details.

WORKING THE LAND

Cities thrive based on the land around them. Their citizens “work” the land, harvesting food, energy, production and science from the tiles. Citizens can work tiles that are within three tiles’ distance from the city and that are within your colony’s borders. Only one city can work a single tile even if it’s within two tiles’ distance from more than one city.

ASSIGNING CITIZENS TO WORK THE LAND:

As your city grows, it automatically assigns its citizens to work the lands around it. It seeks to provide a balanced amount of food, production and wealth. You may order a city’s citizens to work other tiles – for example, if you want a certain city to concentrate on generating food or production. Please refer to the “The City Screen” on page 49 for more details.

IMPROVING THE LAND:

While certain tiles naturally provide good amounts of food, energy, and so forth, many can be “improved” to provide even more, thus increasing a city’s growth, culture, productivity, or science. You need to build “Workers” to improve the lands. Once you have a Worker, you can order it to construct improvements – such as farms, mines, nodes, generators and so forth – that will make the land around your cities more productive. See “Workers and Improvements” on page 64 for more details.

CITY COMBAT

Cities may be attacked and captured by enemy units. Each city has a “Combat Strength” which is determined by the city’s location, its size, whether any military units are “garrisoned” in that city, and whether defensive buildings such as a Defense Perimeter have been constructed in the city. The higher the city’s defensive value, the harder it is to capture the city. Unless the city is extremely weak or the attacking unit is extremely strong, it will probably take multiple units multiple turns to capture a city.

Please see “Combat” on page 39 for details on combat in general.

ATTACKING A CITY:

To attack an enemy city, order your melee unit to enter the city’s hex. A round of combat will ensue, and both the unit and the city may take damage. If your unit’s hit points are reduced to zero, it is destroyed. If the city’s hit points are reduced to zero, your unit captures the city.

ATTACKING WITH RANGED UNITS:

Although you can attack a city and wear it down with ranged Units, you cannot capture the city with a ranged unit; you must move a melee unit into the city to take it. Similarly, ranged water and air units cannot capture a city, though they can wear its defenses down to zero.

DEFENDING A CITY:

There are a number of things you can do to improve a city's defenses. You may "garrison" a strong unit in the city. A melee unit will greatly increase the city's defensive strength, while a ranged unit will fire at nearby enemy units.

You may also construct buildings (such as a Rocket Battery) or improvements (such as a Dome) that will improve the city's defenses. A city on a hill gets a defensive bonus as well.

No matter how powerful a city is, however, it is important to have units outside the city supporting it, to injure the attacking units and to stop them from surrounding the city and getting flanking bonuses against it.

CONQUERING A CITY:

When your unit enters an enemy city, you have three choices: you can raze the city, you can annex it and make it part of your colony, or you can make it into a puppet city. Each has its own benefits and costs.

RAZING THE CITY:

If you raze the city, it's gone. Forever. All of its Buildings, Wonders, and citizens are no more. While there are some valid reasons for razing a city, mostly to do with your population's health, this extreme behavior does have significant diplomatic consequences – i.e., other colonies may be less likely to ally with you if they think you're a bloodthirsty conqueror. You can raze the city immediately upon capturing it or at any point after that. Note you cannot raze a station or another colony's capital city.

ANNEXING THE CITY:

If you annex the city, you make it a part of your lands. You have control over the city, just as if you had constructed the city yourself. The downside to annexation is that doing so makes your citizens very unhappy, and you will be required to construct health-related buildings (e.g. Pharmalab) or Wonders (e.g., Promethean) or connect to basic resources to counteract their displeasure. Annexing too many cities too rapidly can bring about problems.

See "Health" on page 71 for more details.

MAKING THE CITY A PUPPET:

If you make the conquered city a puppet, you gain the benefit of the city's research and its output of energy, while taking a much smaller hit to your colony's health. However, you do not control the city's production. It makes the buildings it chooses and it creates no new units at all. Thus you'll have to provide the military force for its defense, and if you want to make the city more efficient, you'll have to order your colony's Workers to improve its land.

You can annex a puppet city at any time. To do so, simply click on the city's banner and select "Annex the City".

MARTIAL LAW:

Martial Law occurs immediately after conquest, regardless of whether the player chooses to puppet or annex the city. While in Martial Law, the city has drastically reduced or wholly ineffectual yield output, cannot build or buy tiles, and cannot range strike.

Martial Law remains in effect for a set number of turns – the exact number is based on a minimum value plus the city's population.

RESISTANCE:

Resistance occurs only after the player chooses to annex a conquered city. While in Resistance, the city contributes a significant amount of extra Unhealth to the colony.

As with Martial Law, Resistance is in effect for a set number of turns, but based only on the city's population.

Resistance can be in effect at the same time as Martial Law if the player conquers a city and chooses to annex either immediately or on any subsequent turn before the Martial Law effect expires.

BUILDINGS

A city is more than a bundle of homes. It contains facilities and clinics, laboratories and depots, reactors and Wonders. Buildings represent the improvements that you make to a city. They can increase the city's rate of growth, can speed production, can increase the science of a city, can improve its defenses, and can do lots of other important things as well. See "Building List" on page 55 or the Civilopedia "Building" section for more details.

A city that has no buildings is weak and primitive and will probably remain fairly small, while a city with a lot of buildings can grow to dominate the region ... and maybe the entire planet.

HOW TO CONSTRUCT BUILDINGS:

When a city is ready to construct something, the city's "Production Menu" will appear. If a building is available to be constructed, it will appear on this menu. Click on the building to order the city to begin construction.

CHANGING CONSTRUCTION AND PURCHASING BUILDINGS:

You can change a city's construction orders on the City Screen. You can also expend energy to purchase a building on this screen as well. See "The City Screen" on page 49 for details.

BUILDING PREREQUISITES:

In most cases (the only exceptions being the Clinic and Old Earth Relic, as you already have what you need) you will need knowledge of a specific technology to construct a building. For example, you must learn Defense Grid before you can build a Defense Perimeter.

Some buildings have resource prerequisites as well; for instance a city must have an improved source of Xenomass to construct the Xenonursery, or an improved source of Petroleum nearby to construct a Petrochemical Plant.

BUILDING MAINTENANCE:

The most significant downside to buildings: most of them cost energy to maintain. If a building has maintenance, it will cost 1 Energy to maintain. The sum total is deducted from your treasury each turn. Please see “Energy” on page 69 for more details on maintenance.

HEADQUARTERS:

Your Headquarters is a special building. Part building, part Wonder, the Headquarters automatically appears in the first city you build, which makes that city the capital of your colony. If your capital city is captured, your Headquarters will automatically be rebuilt in another city, making that city your new capital. If you subsequently retake your original capital, the Headquarters will move back to its original location.

The Headquarters provides a small amount of production, science, energy, and culture to your civilization, and contributes to the city’s defense as well.

If you connect other cities to the capital by road, you will create City Connections which generate additional income.

BUILDINGS IN CAPTURED CITIES:

If a city is captured, its buildings are captured as well, although these may not remain. The city’s culture and military buildings (Defense Perimeter, Alien Preserve, and so forth) are always destroyed when the city is taken. All other buildings have a 66% chance of being captured intact and remaining in play under your control.

BUILDINGS LIST

OLD EARTH RELIC

Technology: Habitation

CLINIC

Technology: Habitation

TRADE DEPOT

Technology: Pioneering

RECYCLER

Technology: Chemistry

LABORATORY

Technology: Chemistry

VIVARIUM

Technology: Ecology

CYTOSURGERY

Technology: Genetics

REPAIR FACILITY

Technology: Engineering

PHARMALAB

Technology: Genetics

OBSERVATORY
Technology: Physics

THORIUM REACTOR
Technology: Engineering

ULTRASONIC FENCE
Technology: Ecology

ALIEN PRESERVE
Technology: Alien Lifeforms

ROCKET BATTERY
Technology: Ballistics

LAUNCH COMPLEX
Technology: Physics

WATER REFINERY
Technology: Biochemistry

DEFENSE PERIMETER
Technology: Defense Grid

PETROCHEMICAL PLANT
Technology: Biochemistry

XENONURSERY
Technology: Alien Sciences

NETWORK
Technology: Computing

FEEDSITE HUB
Technology: Communications

XENOFUEL PLANT
Technology: Alien Sciences

GENE GARDEN
Technology: Genetic Design

CLONING PLANT
Technology: Genetic Design

AUTOPLANT
Technology: Robotics

BIOFUEL PLANT
Technology: Biology

HOLOSUITE
Technology: Cognition

MASS DIGESTER
Technology: Organics

NEUROLAB
Technology: Cognition

GAIAN WELL
Technology: Terraforming

BIONICS LAB
Technology: Bionics

GROWLAB
Technology: Biology

BIOFACTORY
Technology: Organics

XENO SANCTUARY
Technology: Alien Ethics

COMMAND CENTER
Technology: Communications

CEL CRADLE
Technology: Artificial Intelligence

ALLOY FOUNDRY
Technology: Fabrication

INSTITUTE
Technology: Bionics

GENE SMELTER
Technology: Transgenics

OPTICAL SURGERY
Technology: Mechatronics

LEV PLANT
Technology: Mechatronics

NODE BANK
Technology: Cybernetics

ORGAN PRINTER
Technology: Synergetics

TERRA VAULT
Technology: Social Dynamic

MOLECULAR FORGE
Technology: Bioengineering

SOMA DISTILLERY
Technology: Social Dynamics

NANOPASTURE
Technology: Nanotechnology

PROGENITOR GARDEN
Technology: Artificial Evolution

MICROBIAL MINE
Technology: Synergetics

CIVIL CRECHE
Technology: Social Dynamics

MANTLE
Technology: Field Theory

HYPERCORE
Technology: Hypercomputing

SKYCRANE
Technology: Astrodynamics

BIOGLASS FURNACE
Technology: Bioengineering

BOREHOLE
Technology: Planetary Engineering

FIELD REACTOR
Technology: Field Theory

NEOPLANETARIUM
Technology: Astrodynamics

AUGMENTERY
Technology: Augmentation

MIND STEM
Technology: Alien Ethics

FOOD

Plentiful Food is the single most important factor determining the success and survival of any colony, past or future. Once surplus Food is available, all else is possible.

CITIES AND FOOD:

A city requires two Food per citizen (another term for “population”) per turn to avoid starvation.

A city acquires Food (as well as Production and Energy) by assigning its citizens to “work” the tiles around the city. The city can work a tile within three spaces of the city that is also within the colony’s borders, provided as well that it is not being worked by another city.

Left to its own devices, the city will assign as many citizens as needed to acquire its Food. If not enough is available, the city will starve, losing citizens until it can support itself.

MANUALLY ASSIGNING CITIZENS TO WORK THE LAND:

You can manually assign a city's citizens to work specific tiles, for example, demanding that the city concentrate its efforts on growth or on production or energy. Please see "The City Screen" on page 49 for more details.

GETTING MORE FOOD:

Certain tiles provide more Food than others, and Cities near to one or more of these tiles will grow faster. In addition, Workers can "improve" many tiles with Farms, increasing their output of Food.

BONUS RESOURCES:

Some tiles with "basic" resources provide extra Food once a Worker constructs the appropriate improvement on the resource, such as Fruit and Algae. Please see "Workers and Improvements" on page 64 and "Resources" on page 26 for more details.

BUILDINGS, WONDERS AND VIRTUES:

Certain Buildings, Wonders and Virtues will affect the amount of Food a city produces or how much it needs in its "bucket" to grow (see below) in size.

CITY GROWTH:

Each turn, a city's citizens gather a certain amount of food from the land around it and from various other sources as described above. The city's citizens have first call on that Food, and they consume two Food for each population point (so a city of population 7 consumes 14 food each turn). Any food left over is put into the city's "Growth Bucket."

THE GROWTH BUCKET:

The city Growth Bucket contains all of the excess Food produced by a city each turn. When the quantity of Food reaches a specific amount, the city's population (citizens) will increase by 1; then the city Growth Bucket is emptied and the process begins again. The amount of Food needed for population growth increases significantly as the city gets bigger.

The City Info Box in the City Screen tells you how many turns until the city grows; and the "Food" entry in that screen tells you how much Food the city is currently producing each turn.

Hover your cursor over the "Food" entry to see exactly how much food you need to fill the city Growth Bucket.

COLONISTS AND FOOD PRODUCTION:

Colonists can only be constructed in cities of size 2 or larger. During construction, Colonists consume the city's excess Food intake. As long as the Colonist is in production, the city will not grow nor add Food to its Growth Bucket. (Note that Colonists don't subtract Food from the bucket; they merely consume all excess food being produced, stopping any food from going into that bucket that turn.)

CULTURE

Culture is a measurement of your colony's commitment to and appreciation of the arts and humanities, as well as the memories of Old Earth. More than one colony in history has had a richness of resources but a dearth of the finer things.

In *Civilization: Beyond Earth*, culture has two main effects: it increases the size of your cities' territories (and therefore your overall borders) and it allows you to purchase new "Virtues."

GAINING CULTURE:

Your civilization acquires culture in a variety of ways:

Your Headquarters: Your Headquarters (created when you build your first city) produces 1 Culture point per turn.

Artifacts and Resource Pods: Some Artifacts and Resource Pods might give you a dose of Culture.

Buildings: Certain buildings provide culture. The Old Earth Relic is the primary early example.

Wonders: Some Wonders churn out Culture. The Xenodrome is the best example of these.

Virtues: Certain Virtues will increase your Culture output. The "Knowledge" branch has a number of Virtues targeted at Culture.

Stations: Some stations might give you Culture if a Trade Route is established.

EXPANDING TERRITORY:

As a city gains Culture, it will acquire additional tiles in the surrounding unclaimed territory. The faster it gains Culture, the faster its territory will grow. Each city acquires territory depending upon its own cultural output. When it reaches a certain level, it will "claim" a new tile (if any are available).

Check out the City Screen to see how much Culture a city is producing each turn and how long until the city gains another tile. The amount of Culture required to get a new tile increases as the city's territory grows.

Note that you can also expend Energy to "purchase" tiles; this is entirely independent of the city's own acquisition pace based upon its Culture.

ACQUIRING VIRTUES:

You acquire Virtues based upon the total amount of culture produced by all of your cities cumulative. Check the Status Bar at the top of the Main Screen to see how much total culture your colony has accumulated, how much culture the colony is producing each turn, and how much is required before you can select a new Virtue.

When you have accumulated enough culture, you must go to the Virtues Screen and buy a new Virtue. (See "Virtues" on page 92 for details.) Each

time you purchase a new virtue the price of the next one increases. When you have enough culture amassed to purchase a new Virtue, you will be prompted to do, and cannot end the turn until you do so.

TECHNOLOGY

Technology is one of the primary driving forces behind our civilization. It was advances in the technologies of agriculture and fishing that allowed cities to grow and thrive in the beginning. It was advances in weaponry and masonry that allowed some cities to drive off the jealous barbarians who sought to steal their food and plunder their wealth or to conquer other cities to build nations. It was advances in medicine and sanitation that lessened the other great threat to civilization – disease.

No doubt, the future will rely on technology to reach and settle new planets. Advancing technology makes any colony stronger, bigger, smarter, and a much tougher opponent than the natives and competing colonies. It is critically important for a colony to keep up technologically with its neighbors.

Everything else being more or less equal, in *Beyond Earth* it is possible for a colony to overcome a more scientifically advanced neighbor, but it's difficult to think of many examples having occurred in Earth's history. Rather, the opposite is usually the case.

RESEARCH AND BEAKERS:

In *Civilization: Beyond Earth*, each technology you acquire gives your colony access to some advanced Unit, Building, resource or Wonder, or some other tangible benefit. Each new “tech” makes your civilization that much more powerful.

You conduct research into new techs by accumulating “beakers,” which represent the amount of science your colony generates. Every turn your civilization gets a number of beakers added to its science pool. Each technology costs a certain number of beakers to learn; when you've accumulated enough beakers, you acquire the technology. When you get the new tech your beaker pool is depleted and you start accumulating all over again, saving up for the next tech.

GAINING BEAKERS:

Beakers come from your citizens (the population of your cities). Each turn you get a base number of beakers equal to the combined population of all of your cities. The larger your cities, the more beakers you generate.

In addition to the beakers generated by your base population, you get 2 beakers from your Headquarters. Thus, once you have built your first city you'll generate three beakers each turn: one from your single citizen and two from the Headquarters. You can earn additional beakers by constructing certain Buildings or Wonders, researching certain Technologies, and by adopting certain Virtues.

SPEEDING RESEARCH:

Here are some ways you can speed up your research (or your acquisition of technology).

ARTIFACTS:

Some artifacts will give you an advantage in researching a new technology. Though this is not guaranteed, it may be advantageous to search them out and “work” them with an expedition before anybody else does.

TRADE:

You may trade for Science with other colonies in exchange for Strategic resources, Energy, or any other trade option.

BUILDINGS:

You can construct a number of buildings which will increase your acquisition of beakers. The Laboratory, for instance, increases a city’s output of beakers by two. Please see the Building section of the Civilopedia and “Building List” on page 55 for details on Science-producing buildings.

WONDERS:

A number of Wonders will greatly enhance your colony’s technology. The Stellar Codex gives three extra beakers each turn upon completion. See the Wonder section of the Civilopedia for more details.

VIRTUES:

The Knowledge branch is full of virtues which can increase your research. However, a number of virtues in other branches also give beakers; for instance, under Might, the second allows you to earn beakers for each alien killed and nest destroyed. See “Virtues” on page 92 for more details.

THE TECHNOLOGY WEB

Technology in this game represents progressing not along a trajectory from primitive to advanced, but outward into an uncertain future – a future where knowledge is advanced, but in different ways. Players will face a great variety of choice in their momentary and long-term technology decisions, and be empowered to change direction quickly and fluidly as they react to the changing circumstances in their game. By the time a game concludes, the technology decisions a player has made will be a much more thorough and natural expression of their play style and the circumstances of their game – a collection unique to that game, offering a more potent opportunity for replayability.

THE LEAF PATTERN:

The structure of the tech web in *Civilization: Beyond Earth* is organized around a combination of “major” and “minor” techs that are organized in a specific structure that interconnects and diversifies the choices and decisions a player will encounter. These different types of techs are called branches and leaves, and the overall paradigm is referred to as the Leaf Pattern.

BRANCHES:

Branch techs form the backbone of the web. They are heavily themed along around the technology threads (see below) and guide the player through the web to find those advantages that they are most interested in acquiring. Intentionally conceptual and general, branch techs do not themselves provide many advantages to the player, but instead lead to leaf techs (see below) that carry most of the catalog of new Units, Buildings, Wonders and such in the web. Branch techs form about third of the total number of techs in the web.

LEAVES:

Leaf techs occur in much greater quantities – a ratio of approximately 3:1 of leaf techs to branch techs. Leaves are clustered in groups around a branch tech and connect exclusively to that branch. Each leaf represents a specialization of the branch tech's theme, unlocking specific items (Buildings, Units, Wonders, actions) that relate to that specialization.

The leaf pattern changes the progression of technology from a linear, prerequisite-based traversal to an exploration of themes in general-to-specific direction. Players research the branches that express their interests or play style, then research the leaves that give them the specific items they want or need.

In addition to providing the majority of the items, leaf techs are also the primary vector for awarding Affinity progression. Thus, when a player chooses to research a particular leaf instead of another, they are pursuing both that leaf tech's items and the Affinity progress associated with it. This allows players to freely traverse the web along any branch without sacrificing the ability to pursue their preferred Affinity.

THREADS:

The branch technologies in the web are organized around threads, which can be thought of as concepts or disciplines that are all part of a common “idea family.” Each of these threads connects laterally with related threads to form the web, allowing players to move sideways among similar threads to explore the technologies they find most compelling without necessarily needing to backtrack and fill in unrelated prerequisites.

Threads are required to be general. As described above, they are not the main vector of item unlocks for the player. They serve as thematic anchors for specialized leaf techs to connect to.

MAJOR TECHNOLOGY THREADS INCLUDE:

Genetics

Applied Sciences (Chemistry, Biology, Geology, etc.)

Engineering, Construction and Production

Computing

Cybernetics and Bionics

Robotics and Nanotechnology

Human Augmentation

Cognitive and Information Sciences

Alien Lifeforms and Ecosystems

Planetary Studies and Terraforming

Social Evolution and Future Societies

Space Flight

CHOOSING A TECHNOLOGY TO RESEARCH:

When you have constructed your first city, the “Choose Research” menu appears and you must select which technology you wish to study. Eventually you’ll acquire enough beakers and you’ll learn that tech, and the “Choose Research” menu will reappear and you’ll have to decide on the next tech.

Unlike other Civilization games, the tech tree in Beyond Earth is non-linear and radiates out from a central point. Rather than having tech prerequisites, any technology can be researched if you have unlocked any technology connected to it. Traversal is bi-directional.

THE CHOOSE RESEARCH MENU:

When you acquire a new technology, a message screen will open announcing that fact. You will now need to pick a new technology to research. The technology you’ve just finished learning is displayed in the upper left corner of the Main Map screen. For example, it shows “Habitation” on turn 0.

You can access the tech web by clicking on the “Choose Research” message, the action icon, or the technology just completed. In the tech web, each technology displays the number of turns it will take you to get that tech, as well as icons representing the various Buildings, improvements, Wonders and so forth that the technology allows (or “unlocks”). You can hover your mouse over an icon or technology to learn more information about it.

Click on a tech to choose to research that tech. Techs you can research are shown with a purple border, while those you have completed research for are displayed with a white border. When you select a tech to research, it will be shown with a blue border on the tech web until completed.

In the upper right of the tech web window is a mini-display of the entire web, showing the major branches, color-coded as described above.

Click on “Return To Map” in the upper right corner of the screen to close the tech web window and return to the previous screen.

CHANGING RESEARCH:

You can change which tech you are researching at any time. To do so, click on the tech icon in the upper left hand corner of the screen. The Choose Research menu will reappear, and you can choose any of the techs it lists as available. You can resume researching the original tech you choose later at the point you stopped; the previous research beakers for it is not lost.

WORKERS AND IMPROVEMENTS

Workers represent the men and women who build your colony. They clear the forests and build the farms which feed your cities. They dig the mines that provide you with minerals, Titanium and Firaxite. They lay the roads and magrails which connect your cities. Although they are not military units, workers are crucial to your victory. Improvements increase the production, energy, and/or food output of tiles. They also provide access to the special bonuses provided by certain resources. If you do not improve your land, your colony will almost certainly be overwhelmed.

CREATING WORKERS:

Workers are built in cities, just like other units. Please see above.

WORKERS IN COMBAT:

Workers are non-combat units. They are captured when an enemy unit enters their tile, and they can be damaged by ranged attacks as well (they heal like other units, but they do not gain experience or receive veterancy). Alien units will destroy workers, rather than capture them, when they attack. Workers cannot attack or damage any other unit.

It's often a good idea to stack a military unit with a worker if it's in dangerous territory.

THE WORKER ACTION PANEL:

When an active worker is in a location where it can do something – such as construct a road, build an improvement, or clear land – the Worker Action Panel is visible. This panel displays all actions available to that worker at that location (please refer to the list of unit actions on page 32 for a complete list). Click on an action to order the worker to start building. Worker actions take time; hover the cursor over the action to see how long it will take the worker to complete that action.

CLEARING LAND:

Workers can remove forests and marshes from tiles.

BUILDING ROADS/MAGRAIL:

Roads/magrails can be constructed in tiles with resources and/or improvements. They may also be built in any terrain and across any features except for mountains, canyons, ice, coasts, lakes, or oceans. See "Road" on page 38 for more details.

TIME TO CONSTRUCT A ROAD OR MAGRAIL:

It takes a Worker three turns to construct a road in any tile. It takes a Worker seven turns to construct a magrail in a tile.

ROADS/MAGRAILS AND CITY CONNECTIONS:

If there is a road or magrail between your capital and another of your cities, those cities have a "City Connection." City Connections give your civilization energy each turn, the amount depending upon the size of the cities involved.

CONSTRUCTING IMPROVEMENTS

Once a civilization has learned the appropriate technology, its workers can construct a number of different improvements, each with a distinct benefit.

WHERE IMPROVEMENTS CAN BE CONSTRUCTED:

Improvements can be built only in appropriate locations. (Farms may not be built on Ice, for example, and mines can't be built on non-mineral resources.) The Worker Action Panel will only display improvements that are appropriate for the tile the active worker occupies.

Generally, Farms can be constructed in any tile that doesn't contain a resource. If the tile does contain a resource, only the appropriate improvement can be constructed.

DURATION TO CONSTRUCT:

Each improvement type takes a certain amount of time.

HOW MUCH TIME IS LEFT:

Hover your cursor over a worker to see how much time is remaining on the current construction job.

LEAVING AND RESUMING AN IMPROVEMENT PROJECT:

If you leave a construction project in the middle and then resume the same project later on, the time already spent will be subtracted from the amount of time it takes to complete the project. If you change projects, however, all progress from the previous project will be lost.

IMPROVEMENTS LIST

FARM:

The Farm is the most commonly-constructed improvement. Farm improvements can be constructed in most tiles, and atop a number of resources.

Buildable: Grassland, Plains, Desert

GENERATOR:

This is a cheap, early-game improvement to make Energy – buildable anywhere and easy to get. These will eventually be replaced by more effective city buildings, so they have a makeshift appearance.

Buildable: Any Basic Terrain

MINE:

The Mine can be used to increase the production output of many tiles, and it also unlocks a variety of resources. The mine is as important as farming to your cities.

Buildable: Hills, Gold (Resource), Copper (Resource), Silica (Resource), Titanium (Strategic Resource), Firaxite (Strategic Resource)

QUARRY:

A Quarry is an open pit where heavy ores and rock are pried from the land; it is used to unlock a couple of resources for your use.

Buildable: Basalt (Resource), Float Stone (Strategic Resource)

PLANTATION:

A Plantation is a specialized farm, devoted to the growth and harvest of a specific, valuable crop. Plantations unlock four valuable resources for your use.

Buildable: Fiber (Resource), Fruit (Resource), Fungus (Resource), Tubers (Resource)

WELL:

A Well is used to bring a number of valuable resources to the surface. Each such resource can prove vital to your progress.

Buildable: Petroleum (Strategic Resource), Geothermal (Strategic Resource), Xenomass (Strategic Resource)

WORK BARGE:

The Work Barge is the common improvement for coastal resources. These floating work platforms are built in coastal cities and towed into place to harvest valuable resources for your use.

Buildable: Coral (Resource), Algae (Resource)

PADDOCK:

A more modern expression of the camp and pasture, this is an enclosure with a fence (either traditional, or such as sonic barriers or force fields) and a few outbuildings. Once constructed, these offer valuable resources from local fauna for your use.

Buildable: Chitin (Resource), Resilin (Resource)

ADVANCED IMPROVEMENTS

These are unlocked by certain technologies, and have much more specialized use.

ACADEMY:

This is a school for specialized, advanced studies. It offers a Science bonus when worked.

Buildable: Any non-resource, traversable tile

MANUFACTORY:

This is a specialized factory for production, often devoted to the manufacturing of dangerous or delicate materials. It offers a Production bonus when worked.

Buildable: Any non-resource, traversable tile

ARRAY:

This is a satellite dish/antenna array for extending and improving orbital coverage and orbital units. It offers a Science bonus as well when worked.

Buildable: Any non-resource, flatland tile

NODE:

This is a massive computer complex or building-sized server. It links thematically with the Supremacy emphasis on AI and computational power. It offers an Energy bonus when worked and a combat bonus to nearby units.

Buildable: Any non-resource, traversable tile

DOME:

This is a domed enclosure that extends the habitable limit of the city for the elite and wealthy – a space-suburb, beautiful and luxurious. It links thematically with the Purity emphasis on human dominance of the planet. It offers a Culture bonus when worked and increases the city's hitpoints.

Buildable: Any non-resource, traversable flatland tile

BIOWELL:

This improvement provides food and health. It is a bio-engineered integrated environment thematically linked to Harmony with its emphasis on integration into the alien biosphere.

Buildable: Any non-resource, traversable tile

TERRASCAPE:

This is a high-efficiency, optimized farming environment, combining the whole spectrum of crop types, biomes, and habitats from Old Earth supported by an artificial system built on sophisticated terraforming technology. This improvement produces high yield but has a high Energy maintenance cost.

Buildable: Any traversable tile

PILLAGING ROADS AND IMPROVEMENTS:

Enemy units can “pillage” roads/magrail and Improvements, rendering them temporarily useless – no resource, no movement bonus, and so forth. It is as if the worker never built the Road or Improvement.

A unit that pillages an improvement may gain an Energy bonus.

REPAIRING ROADS/MAGRAIL AND IMPROVEMENTS:

A worker may repair a pillaged road/magrail or Improvement as an action; if on a pillaged tile, an icon will appear in the worker’s Action Panel indicating this option. It takes a Worker two turns to repair any road or improvement.

STATIONS:

In *Civilization: Beyond Earth*, Stations are laboratories, organizations, or complexes established by entities independent from any colony or Affinity. They exist to pursue one or more activities (themed to the major systems of the game), and are exploitable by colonies. They do not own territory on the map and are not “cities” capable of creating Buildings, Workers, or tile improvements. They are represented as landmarks on the map and do not participate in Diplomacy; they embody one particular role or interaction they can offer the player.

Examples include a research lab that give the player science or a paramilitary base that builds units to augment a player’s army. While an individual station will be devoted to its flavor, the range of station types is broad; there are many different types of stations, each with its own style of interaction.

Stations have the capability to begin on turn 0 with the players, or to appear later in the game. Their frequency and type designation will be determined by game options, an AI subsystem making choices based on game state, and some random chance.

The primary role of Stations is to serve as proxies for colonial competition. Conflict over the activities of Stations can serve as alternative battlegrounds for colonies to dominate or subjugate each other.

STATION REWARDS:

Each Station is capable of a set of rewards or effects that it provides to a player via a trade route. Multiple successive Trade Routes will increase a Station’s benefit, offering incentives for players to maintain long-term trading partnerships with them and to protect them with their military units.

In addition to their trade interactions, all Stations provide a reward if conquered. When a Station is captured, it is cleared from the map in the same manner as a nest, and grants the conquering player a one-time effect based on the Station’s type, level, and status.

COMMON STATION TYPES

Although each Station is unique, many of them adhere to common patterns:

YIELD STATIONS:

Yield Stations, as the name suggests, provide one or more bonuses to the city that establishes a trade route with them. Higher levels of Stations provide greater yields or more varieties of yields.

STATION TIERS:

Stations have different levels – referred to as “Tiers” – that increase in response to active trade with players. While each Station’s level conditions and level cap may be increased, the default behavior is as follows:

The Station will level up each time a player trade route successfully completes.

Higher tiers produce the same reward as lower tiers, but in greater quantity.

Stations max out at Tier 3.

The Station will inform the player what Tier the station is and what conditions must be met for it to advance to the next Tier (or if the station is at its maximum). It will also describe what reward the station will provide at the next Tier.

STATION WITHDRAWAL:

If a Station receives no trade from any player, it will eventually withdraw from the planet, vacating its position on the map and returning to a pool to potentially respawn in a new location later in the game.

STATION COMBAT:

Stations can be attacked in a manner similar to Outposts: they have no ranged strike capabilities and weak combat strength, and are destroyed rather than captured when they are overrun.

Players can attack Stations at any point, but on their first attempt they will receive a message asking them to confirm the declaration of hostility. If they confirm, they will be set as “Openly Hostile” to the station. Once hostile, all future attacks made against the station will be permitted automatically in the manner of open war with another colony. However, the station will never again support trade with the player, and other trading partners with the station may adjust their diplomatic opinion based on the aggression.

Each Station is treated as an independent entity for purposes of hostility; attacking one will not affect the opinions of any others.

ENERGY

As anyone can tell you, having Energy is wonderful. In *Civilization: Beyond Earth*, you can use it to build an army, to pay for a road/magrail network, to purchase Buildings and Units, to trade and make friends.

WHERE TO GET ENERGY:

Energy comes from a variety of sources. You’ll get most of your Energy by working the tiles around your cities, but other sources are available as well.

TERRAIN TYPES:

Most water (coast, ocean, lake) tiles provide Energy when your citizens work them. Tiles bordered by a river also provide Energy.

RESOURCES:

Some resources (such as Copper) provide Energy when worked.

IMPROVEMENTS:

Some improvements (a Generator or Node for example) can be built in a tile to increase its Energy output.

BUILDINGS:

Many buildings – such as the Thorium Reactor or Biofuel Plant – increase a city's output of energy.

WONDERS:

Some Wonders provide or increase a city's output of Energy. Check out Xenomalleum or the Ansible. If you're constructing a Wonder and another colony finishes it before you do, you get an Energy bonus (the size of the bonus depends upon how much progress you've made on the unfinished Wonder).

TRADE ROUTES:

If a city is connected by a road/magrail to your capital city, that city has a "Trade Route" with the capital. Each Trade Route is worth a certain amount of Energy each turn, the amount determined by the population of the connected city.

BLOCKADE:

An enemy naval unit within 2 tiles of a coastal city will "blockade" that city, rendering its Trade Route inoperative until the enemy unit is driven off or destroyed.

ALIEN NEST:

You'll earn Energy each time you disperse a nest.

ARTIFACTS AND RESOURCE PODS:

Artifacts may provide Energy when an expedition is completed in its tile; Resource Pods may occasionally provide Energy when explored.

PILLAGE ENEMY IMPROVEMENTS:

Pillaging enemy improvements will grant you a modest amount of Energy.

CAPTURING CITIES, OUTPOSTS AND STATIONS:

You may gain a lot of Energy when you capture a city; you gain a modest amount for taking a Station or Outpost.

DIPLOMACY:

You may gain Energy – lump sum or an amount each turn for 30 turns – through negotiations with another colony.

EXPENDING ENERGY

There's lots of stuff to spend Energy on in Beyond Earth...

UNIT AND BUILDING MAINTENANCE:

Units and Buildings both have "maintenance costs" that must be paid in energy every turn. See the individual entries on the Units and Buildings for specific amounts. (Note that these maintenance costs are dependent upon the difficulty level at which you're playing.)

ROAD/MAGRAIL MAINTENANCE:

You spend Energy for each road or magrail tile that you construct. If you absorb another colony's roads or magrails into your territory, you pay for their maintenance as well.

PURCHASE TILES:

You can extend your city's territory by purchasing individual tiles. Go to a City Screen, and then click on the tile to buy it and add it to your lands. The map will display all tiles available for purchase. Click on the tile to expend the requisite Energy and purchase the tile.

PURCHASING UNITS OR BUILDINGS:

You can spend Energy to purchase Units or Buildings in a city. Click on "Purchase" and then click on an item (if you can afford it, the Energy cost is shown) and it will be immediately constructed in the city, and the amount deducted from your treasury.

DIPLOMACY:

You can exchange Energy with other colonies for any number of reasons – trading it for resources, to get the other colony to make peace with you, or to bribe the colony to attack a third. Energy is extremely useful in negotiations.

There are two different ways to exchange Energy in Diplomacy: flat fee and per turn.

FLAT FEE:

A "Flat Fee" exchange is just that. You give or receive a one-time lump sum of Energy, and then you're done.

PER TURN:

You can also negotiate an exchange that occurs over a number of turns. For example, you might agree to pay the other colony 5 Energy per turn for 30 turns. These agreements are rendered null and void if the two colonies go to war.

TRADE ROUTES:

You may elect to trade with a Station.

LOSING A CITY:

If a colony you are at war with captures one of your cities, they take some of your Energy (as well as the city).

RUNNING OUT OF ENERGY:

If your treasury is at zero and you're running a negative budget, the difference is deducted from your Science. Beware: this can seriously slow down your acquisition of new technology, which can leave you extremely vulnerable to attack by more advanced neighbors. Get your Energy budget in order as quickly as possible!

HEALTH:

Health is a measure of your citizens' contentment. As a rule, the larger your total population, the less healthy everybody gets. A population with negative

health doesn't grow very rapidly, and an extreme negative value for health will affect the fighting quality of your armies as well.

Your colony's health is displayed on the Status Bar of the Main Screen (across the top of the Main Map screen). Watch it carefully. If it reaches zero, your population is getting unhealthy.

If it starts to dip into negative numbers, you're in trouble. (Incidentally, you can get an excellent report of your population's health by hovering your cursor over this number.)

STARTING HEALTH:

The amount of health that your civilization begins with is determined by the game's difficulty setting. The moment you construct your first city, that number will begin to decline.

WHAT CAUSES NEGATIVE HEALTH

THE FOLLOWING CAUSE NEGATIVE HEALTH:

Raw Population: As your civ grows, the people get increasingly less healthy and demand more stuff to improve their lot.

Number of Cities: As the number of cities in your colony grows, so does your negative health. In other words, a colony with two cities each of population 1 is less healthy than a colony with one city of population 2, even though you have the same total population.

Annexed Cities: If you capture and annex foreign cities, your population doesn't like it.

WHAT CAUSES HEALTH

THE FOLLOWING CAN INCREASE YOUR POPULATION'S HEALTH:

Buildings: Certain Buildings increase your population's Health. These include the Clinic (able to be constructed from the beginning), the Pharmalab, the Cytonursery, the Gene Garden and others. Each Building constructed anywhere in your colony increases your overall Health (so two Clinics produce twice as much health as one).

Wonders: Certain Wonders like the Precog Project and Xenonova can give you a boost in Health.

Virtues: Some Virtues provide a boost to Health, notably in the Prosperity path. Note that other Virtues provide bonuses only if the colony is Healthy.

Technologies: Technologies themselves don't provide Health, but they do unlock the Buildings and Wonders that do.

LEVELS OF HEALTH

There are multiple levels of Health. Strive to keep your colony Healthy, as a decrease in Health brings some challenges:

POSITIVE HEALTH:

When a colony's health is positive they will receive several benefits, including increased production and growth as well as decreased city intrigue.

NEGATIVE HEALTH:

When your Health is negative, your population is adversely affected. The more unhealthy a population is the more negative effects they will attain; starting with penalties to Science and Culture, then penalties to Production and military strength, and finally slowed growth.

EXTREMELY NEGATIVE HEALTH:

When your Health is extremely negative, you face a serious problem. If your population suffers extremely negative health, your cities' growth slows significantly and your military Units face a nasty combat penalty.

Remember that negative health is not permanent. You can always increase your citizens' Health – no matter how sick they may be – through the methods outlined above.

DIPLOMACY

Diplomacy is as important on this new planet as it was on Old Earth. This world is vast and filled with other colonies whose leaders are just as cunning and determined as you are. Some are honest; others are liars. Some are warlike and others prefer peace. But all want to win.

While playing *Civilization: Beyond Earth*, you can accomplish a lot through Diplomacy. You can gain allies and isolate your enemies. You can create defensive and offensive pacts. You can increase your technology through cooperative research ventures. You can end wars that are going badly for you. You can bluff the credulous and bully the timid.

Sometimes it really is better to talk than to fight – at least until their back is turned and you're ready to launch the knife. But, be warned, everything you do will have repercussions in your future dealings ... not just with your victim but with all the other leaders as well.

DIPLOMATIC STATES:

There are many actions that an AI opponent will register as relevant to their Opinion/Approach values towards your colony. Their opinion, in addition to your actions (for instance, should you declare war on them), will determine the diplomatic state between your colonies. This list describes the various states any two major colonies can be in at any one time, in ascending order from hostile to friendly.

OPEN WAR:

Free combat and territory travel.

PEACE:

This is the suspension of Open War to take on a Neutral state for an enforced period of time, after which either party may again start a war.

NEUTRAL:

Default state for all colonies at game start. No combat or territory travel allowed (unless Open Borders have been agreed to).

COOPERATION AGREEMENT:

In game terms, this is functionally similar to neutral but necessary as a prerequisite for higher friendship states. It must be explicitly abandoned before an AI player will declare war.

It has the following benefits: increased trade yield between cities of the two colonies; shared Covert Ops visibility in third-party colonies (please see Covert Ops on page 98 for more details).

ALLIANCE:

This is the highest friendly state. Alliance benefits are cumulative with the benefits of Cooperation Agreements, adding the following: automatic declaration of war if either party enters war for any reason; Open Borders; shared Covert Ops information including Intelligence Reports; shared Orbital Coverage

NON-EXCLUSIVE DIPLOMATIC STATES:

These are states that can be entered into in conjunction with certain other states, but are not required as a prerequisite for any diplomatic state:

OPEN BORDERS:

This allows open travel across the other player's territory. This agreement may accompany the diplomatic states of Neutral, Cooperation Agreement or Alliance (automatically included).

CONDEMNATION:

One of the other colonial leaders is irritated with you, and makes a public announcement condemning your action(s). Condemnations can often be a prelude to war, but different condemnations will drive different leader personalities to war at different rates. Players can also condemn other colony leaders. See Diplomatic Activities below for notes on what activities can provoke condemnations. Condemnation may accompany the states of Peace, Neutral, Cooperation Agreement or Alliance.

OPINION:

The following activities have an impact on diplomatic relationships, most commonly as an adjustment to an AI player's Opinion/Approach values, but occasionally as a vector to affect an immediate change in diplomatic state.

POSITIVE ACTIVITIES

These activities will improve the relationship between the two colonies. While they cannot automatically produce a change in diplomatic state, they establish the Opinion/Approach levels necessary to do so.

AFFINITY ALIGNMENT:

The strongest positive influence is to share Affinity devotion. This only applies after both players have established a dominant Affinity (i.e. one Affinity at or above Level 7). As long as the two maintain that dominance, there is a steady positive influence to their relationship.

GIVE GIFT:

A player spontaneously gives another a gift. Options include: Energy, Military or Orbital Units, or Cities. Cities may be from either the player's holdings, or liberated after a third colony has captured it.

MAKE PROMISE:

A player agrees to requests or demands from another player to do or not do certain things. Making the promise produces a small improvement in relations. See the portion on "Promises" (page 80) below for more information on when and what a player can promise.

FULFILL PROMISE:

As with making the promise initially, actually completing the promise has a strong positive impact on relations.

ESTABLISH TRADE:

The two colonies operate continuous trade between one another's cities. This works for convoys from either side.

COMMON APPROACH TO ALIENS:

The two players share the same demonstrated attitude towards the aliens. This can be either of the following:

Anti-alien: The player takes a hostile, extermination-based approach to the aliens, targeting their Units with military force and clearing their nests. Also includes clearing miasma in unclaimed land.

Pro-alien: The player avoids combat with the aliens, employs passive defenses like building Ultrasonic Fence buildings, and/or is actively engaged in spreading Miasma. (These are all universally associated with a Harmony build, incidentally.)

Each leader personality will modify his/her own range of sensitivity to alien approach activity.

LIBERATE HOLDINGS:

If a player liberates another's cities or civilian Units during wartime, there is a positive shift in opinion. When capturing a Unit or City, the victor has the option to return it to the original owner's control.

IMPROVE RELATIONSHIP WITH FRIENDLY THIRD-PARTY:

If a player has a Cooperation Agreement or Alliance with another leader, and a third player establishes either of those with the second, an improvement in the attitude of the third towards the first will result. (In simpler terms, "the friend of my friend is my friend.") The range of improvement is proportional both to the strength of the friendship between the first two and between the second two.

DEGRADE RELATIONSHIP WITH A HOSTILE THIRD-PARTY:

If a player is hostile to (though not necessarily at war with) another, and a third party takes action to degrade their own relationship with the second, an improvement in the attitude of the third towards the first will result. (In other words, "the enemy of my enemy is my friend.") As with the above, this

is proportional to the strength of hostility the second party has with both the others.

NEGATIVE ACTIVITIES

These activities will degrade the relationship between the two colonies. Unlike the positive activities, these will impact relations whether they are intentional or accidental, and they can and will automatically produce a change in state, up to and including a declaration of war.

AFFINITY COLLISION:

A mismatch in dominant Affinity will be a permanent negative influence on relations, proportional to the strength of the devotion on both sides. However, unlike the positive counterpart, Affinity collision does not produce a persistent negative force on its own. Instead, it amplifies the downward force of any other negative action.

MAKE OR REFUSE A DEMAND:

An AI player will be upset if you make a demand of them, or if he/she makes a demand of you that you refuse.

BREAK PROMISE:

This happens if you made a promise to another player but failed to fulfill it.

AGGRESSIVE EXPEDITION ACTIVITY:

If you dig up Expedition sites in or near another's territory, it may damage the relations between the two colonies. Each leader personality can modify his/her range of sensitivity to expedition activity. This activity can provoke a condemnation.

AGGRESSIVE MILITARY DEPLOYMENT:

If you mass or "station" (fortifies for 5+ turns) troops on or inside another colony's borders, or if you deploy satellites in positions that overlap another colony's territory, the relationship between your colonies will degrade. This activity can provoke a condemnation.

AGGRESSIVE EXPANSION:

If you establish outposts in positions that encroach on another's territory, your relationship will degrade. By default, an aggressive outpost is one whose working area (after city conversion) would touch the other colony's borders. Each leader's personality can modify their range of sensitivity to expansion activity. This activity can provoke a condemnation.

AGGRESSIVE COVERT OPERATIONS:

If you are caught engaging in harmful covert operations in another colony's city, your relations will degrade. The degradation is proportional to the severity of the operation, whether or not it succeeded, and whether the other colony has a track record of covert aggression against any colony (not just you). This activity can provoke a condemnation. (For more information on Covert Ops, see page 98.)

OPPOSING APPROACH TO ALIENS:

The two colonies are demonstrating opposing approaches to the aliens. Each leader personality can modify his/her range of sensitivity to alien approach activity. This activity can provoke a condemnation.

AGGRESSION TOWARDS STATIONS:

If you attack or destroy a Station that another colony was trading with, it will hurt the relations with that colony. The degradation strength is proportional to the Station's level and the length of the trading history between the station and the other colony. This activity can provoke a condemnation.

IMPROVE RELATIONSHIP WITH A HOSTILE THIRD-PARTY:

If you are Neutral or in Open War with another colony and a third establishes a friendly diplomatic state with your enemy, your relationship with the third will degrade. The range of improvement is proportional both to the strength of the hostility between you and your enemy and the strength of the new friendliness between the other two.

DEGRADE RELATIONSHIP WITH A FRIENDLY THIRD-PARTY:

If a colony leader has a friendly diplomatic state with and/or opinion of you and a third party takes action to degrade their own relationship with that leader's colony, your relationship with that third party will also degrade. As with Improving Relationship with Hostile Third-Party, this is proportional to the strength of friendship/degradation, respectively.

GENERAL AGGRESSION (“WARMONGERING”):

If you are frequently fighting wars and maintaining an overactive military and/or Covert Ops force, your relations with all the other colonies may suffer. This activity can provoke a condemnation.

CONDUCT DIPLOMACY

You can speak to another colony's leader at any time after you've found them, though they may not have much to say if they don't like you.

Note that another colony may attempt to open negotiations with you, as well, after you've established diplomatic relations.

INITIATING DIPLOMACY:

To initiate diplomacy, click on the Diplomacy button on the Main Map screen. The Diplomacy Panel will appear, displaying all known colonial leaders in the game. Click on an entry to speak with that leader. Alternatively, you can click on a colonial city banner to open communications with them.

DIPLOMATIC OPTIONS:

When you engage in diplomacy with civilizations, you have the following options:

DECLARE WAR:

Click on this button to declare war against that colony.

NEGOTIATE PEACE:

If you're at war with the civ, you can discuss peace terms.

TRADE:

You can negotiate a trade deal with the colony. Clicking on this button will bring up the Trade Screen (please see below).

DEMAND:

You can demand stuff from the other colonies. Clicking this button will open the screen for you to make your demand known. The other colony may comply if you're a lot bigger than it or if it otherwise feels it's appropriate. Or it may declare war on you. You never know.

DISCUSS:

This button allows you to open dialog on a variety of topics. Depending upon circumstances you may do any of the following; The leader's response will depend upon his or her relations with you and their own self-interest:

Ask the leader to make a joint Cooperation Agreement.

Condemn the leader.

Ask the leader to go to war against another colony.

Request that the leader not build any more new outposts near you.

Goodbye (Press this to exit diplomacy with the leader.)

THE TRADE SCREEN

The Trade Screen allows you to trade items, make research agreements, and enter into other kinds of treaties. If you cannot trade something, it is greyed out. Hover your cursor over a line to learn more about it.

The Trade Screen is divided into two sides. Your colony's offer is on the right side, and the other colony's is on the left.

Click items on your side to offer them to your trading partner; click items on the other leader's side to indicate what you want in return. You might for example offer "Open Borders" (permission for their Units to enter your territory) in return for "Open Borders" (permission for your Units to enter their territory).

However, trades do not need to be equal: you can, for example, ask for "Open Borders" in return for some amount of energy, or nothing at all. Once you've set up the trade you want, click on the "Propose" button to present it to the other civ. If the other leader accepts the offer it goes into effect immediately.

If the other leader rejects it (note his/her response in the dialog box upper right), you can click on "What would make this deal work?" to ask what the leader wants. (Note: there are times when the AI leader will never give up certain items, no matter how beneficial your offer.)

Sometimes the other leader will make you an offer. You can accept the offer or make a counter-offer or decline it altogether. Click on the "Back" button to leave this screen.

Trade agreements, unless immediately resolved, last 30 turns. You may, of course, then renegotiate the agreement.

OPEN BORDERS AGREEMENT:

You can enter into an Open Borders agreement with another colony. While an Open Borders agreement is in effect, the other colony's Units can enter your territory without automatically triggering war. If the agreement is mutual, either colony's Units can enter the other's territory freely; however it doesn't have to be mutual: one colony can grant another Open Borders without automatically receiving it in return.

ALLIANCE:

You may engage in an Alliance. Alliances are always mutual. If a signatory to a Alliance is attacked, the other partner is automatically at war with the attacker.

The Alliance is nullified if one of the participants declares war on the other.

TRADING CITIES:

You can transfer ownership of cities with other colonies. Generally, colonies will not trade cities unless in dire circumstances or in exchange for huge payouts. You cannot trade your capital city.

City trades are permanent.

OTHER PLAYERS:

You can ask your trading partner to interact with other colonies that you both know. In general, this amounts to asking the other to declare war or make peace with a third colony.

RESOURCES:

You can trade Strategic resources with another colony. The recipient colony gets all of the benefits of the resource for the duration of the trade.

REQUESTS, DEMANDS, AND PROMISES

Players can make demands or requests of one another either as a means to acquire valuable concessions or insult one another in order to set up a degradation of the diplomacy state with an aim towards Open War.

REQUESTS:

Requests are neutral-to-friendly actions taken to acquire valuable resources in times of need. There are several considerations to keep in mind for requests.

A colony will only make a request if they need something badly, due to war (or imminent war), domestic shortage, or some other misfortune.

If the requestor's relationship to the other is Cooperative or better, they will be comfortable making any type of request.

If the requestor's relationship to the other is Neutral, they will only make requests if they are in desperate need.

DEMANDS:

Demands are neutral-to-hostile actions whose real aim is to worsen relations, not to actually acquire anything useful. There are several considerations for demands.

A colony will only make a demand of another if they have a hostile opinion and approach, and wish to degrade their relationship as a precursor to declaring war.

The size or scope of the demand is proportional to the extent of the hostile opinion/approach the demander holds towards the other.

If the demander's relationship to the other is Cooperative or better, they will not make demands.

PROMISES:

Promises are an agreement by one colony to a request or demand from another that the AI will track. If you fulfill or break your promise, your relationship will be affected either for good or ill. Promises are displayed to the player in the Diplomatic UI to remind you of them. The default term for a promise is 50 turns.

ELIGIBLE ITEMS FOR REQUESTS, DEMANDS, AND PROMISES:

These items are eligible for requests/demands but don't require a promise to fulfill:

Energy: either Units per turn or a One-time lump sum

Science: Units per turn

Strategic resources

Cities

THESE ITEMS ARE REQUESTS OR DEMANDS THAT DO ENFORCE A PROMISE:

Stop aggressive outpost founding

Stop aggressive expedition activity

Stop aggressive ground forces deployment

Stop aggressive orbital deployment

Stop covert operations

Stop antagonizing the Aliens

Stop removing/spreading Miasma

VICTORY

There are multiple paths to victory in *Civilization: Beyond Earth*. Two are “universal,” meaning any player can achieve them in any game. Three are “Affinity specialization” victories, each relating to a different Affinity. Thus, in any game, you have three methods of achieving victory: Contact, Domination, and your specific Affinity victory.

DOMINATION:

If you are the last player in possession of your own original Capital you win. So if you capture all other colonial Capitals and hang onto your own, you've achieved victory. However, this can be tricky. Suppose you're in a five-player game and you capture three of your opponents' original capitals, but the fifth player sneaks in and captures your capital while you're not paying attention – then he would win immediately. In other words, it doesn't matter who captures what: it's the last player holding onto his original Capital who gets the victory.

If you've lost your original Capital, but still possess other cities, you can still win another type of victory. However, you cannot win a Domination victory until and unless you recapture your own original Capital.

DESTROYING AN ORIGINAL CAPITAL:

A capital cannot be destroyed by any means. It can be captured, but not destroyed. Remember that you can drive another colony out of the game by destroying or capturing all of its cities, so you can still wipe your foes off the map even if you can't erase their Capital from the face of the planet.

CURRENT CAPITAL VS. ORIGINAL CAPITAL:

If your original Capital has been captured, another of your cities will automatically be assigned as a replacement Capital. Your Headquarters will be transferred automatically and this city functions in all ways like the original, except that it can be destroyed, and it does not count towards a Domination victory.

If you retake your original Capital, it will resume its leadership position in your colony.

CONTACT VICTORY

This is a universal victory condition in which the player makes contact with a benevolent, advanced alien race and fundamentally alters the meaning of human existence through this. This victory is geared toward the economy-focused player, and can be accomplished with any Affinity.

STEPS TO CONTACT:

Discover “The Signal.”

At some point in the game, a player will discover the Signal, a strange alien transmission. There are several ways to discover the Signal:

Complete the Transcendental Equation city project.

Launch a Deep Space Telescope Orbital Unit. This will reveal the Signal within a random number of turns.

Investigate a Progenitor Ruins site on the map. The percent chance of revealing the signal this way is very low.

DECODE THE SIGNAL:

Decoding the signal is accomplished by completing the Decode Signal city project.

BUILD THE BEACON:

The Beacon is a Project (please see “Wonders” on page 88). After the signal is decoded, the Beacon project will be unlocked and is buildable in any city.

ACTIVATE THE BEACON:

After the Beacon is built, the player may activate it. While the Beacon is running, it completely consumes the player’s global Energy surplus. The player can deactivate the Beacon at any time without loss of progress towards victory.

CONTACT:

The Beacon requires a set amount of energy to complete the victory. Each turn, it contributes the player’s energy surplus to this total. When the total is reached, the victory is achieved.

PROMISED LAND VICTORY

This is the Affinity specialization victory for Purity. In this victory, the player constructs a Warp Gate and brings the population of the dying Earth through to the planet to settle it as their new home – their promised land.

STEPS:

Contact Earth: There are several ways to re-establish contact with Earth:

Launch a Lasercom Satellite orbital Unit.

Research Nanotechnology

After Earth is contacted, the player may build the Exodus Gate in any city.

THE EXODUS

This refers to the denizens of Earth leaving their ailing planet to join their brethren on the new world. It is represented by a score counting the number of Earth citizens safely brought through the gate and re-homed on the planet.

Once the Exodus Gate Wonder is complete, it will begin to produce Earthling Settler Units. These are special civilian Units that represent citizens of Earth that need to be relocated on the planet. The player does this by settling them into Earthling Settlements, special structures that function similarly to Outposts, but with several special rules (see below).

Earthling Settlers can be used to found new Earthling settlements or increase the population of an existing Earthling settlement, but cannot be used to increase the population of an existing player city.

Shelter the Exodus: Earthling Settlements function as tile improvements and can also be established anywhere on the planet’s surface, regardless of which colony controls the territory.

If the settlement is captured, the Earthling citizens are lost. The settlement is counted as razed with the conquering player gleaning resources for the destruction.

Completing the Victory: To complete the victory, the player must safely settle a number of Earthlings. If the Exodus Gate is destroyed, they do not lose progress towards the victory but must construct another Exodus Gate to continue. Similarly, if Earthling settlements are destroyed after they convert to normal cities, the player does not lose progress towards the victory.

EMANCIPATION VICTORY

This is the Affinity specialization victory for Supremacy. In this victory, the player constructs a Emancipation Gate and sends a “liberation army” back to Old Earth to emancipate the denizens from their primitive existence and elevate them into the new, supreme human existence.

STEPS:

Construct the Emancipation Gate: The Emancipation Gate is a Project (see “Wonders” on page 88). The player may build the Emancipation Gate in any city after unlocking the project from a late-game technology.

Establish Order: After the Emancipation Gate is constructed, the Supremacy player uses it to establish control of Earth. They do this by committing military Units of sufficient strength to the Gate – sending them through to Old Earth to be used as a “peacekeeping force.”

To commit a Unit to the effort, the player moves the Unit onto the Emancipation Gate site and activates the Emancipation Gate’s transport ability. The Unit is removed from play after being committed.

Completing the Victory: The combat strength value of each committed Unit is added to the victory progress score. The victory is achieved by reaching a set amount of combat power committed.

The player does not lose progress if the Emancipation Gate is destroyed, but they cannot continue with an Emancipation victory until they construct a new Emancipation Gate.

TRANSCENDENCE VICTORY

This is the Affinity specialization victory for Harmony. In this victory, the Harmony player triggers the merging of the consciousness of all living things with the latent sentience of the planet itself, resulting in a mass enlightenment and the end of all autonomous, individual identity. All beings are united in “planetary nirvana” to live forever in perfect harmony.

STEPS:

Make Contact with the Planet’s Consciousness: The first step for the Harmony player is to establish communication with the integrated consciousness of the planet. This is achieved by unlocking a series of technologies that lead to the Mind Flower Wonder.

Create a Mind Flower: The Mind Flower is a Project (please see “Wonders” on page 88) unlocked by a series late-game technologies. It is buildable in any of the player’s cities.

Merge Consciousness: Once a Mind Flower has been constructed, it will immediately begin a consciousness merge between the planet and the life forms that inhabit it. This takes some number of turns during which the planet itself reacts to the process in dramatic, sometimes destructive ways.

The speed with which the Mind Flower can accomplish the victory can be enhanced by building Mind Stem buildings in other cities. Each mind stem building adds to the Mind Flower’s completion rate.

Completing the Victory: As long as the player can protect the Mind Flower until the process is complete, the victory will be achieved.

If the Mind Flower is destroyed during the merging, the victory attempt fails. The player must construct another Mind Flower and restart the process to complete the victory.

THE END OF TIME

If no one has achieved victory by Turn 500, the game ends automatically. The scores of all surviving colonies will be tallied and a victor announced. You may continue playing the game after this point, but victory will no longer be a factor.

YOUR SCORE

In most *Civilization: Beyond Earth* games, one of the players will win the game by achieving one of the six possible victories. However, if no one achieves one of these victories, the winner is determined by the surviving colony’s “score.”

If someone does win, their score will determine their place on the “Hall of Fame” screen. Here’s how scores are calculated.

ELIMINATION:

If you are eliminated from the game, your score is zero. (So, try again ...)

SCORES:

You earn points for:

The number of tiles in your borders (this is the least important factor in victory)

The number of cities in your colony

Your population

The number of techs you possess

The number of Virtues adopted

The number of Wonders you have constructed (this is the most important factor in determining victory)

MAP SIZE AND GAME DIFFICULTY:

The size of the map that you play on will determine the Score each colony receives for tiles, number of cities, and population.

The game difficulty you choose will determine the overall value of all points in the game: the higher the difficulty, the more everything's worth. (In other words, winning a crushing victory on the easiest level will probably be worth fewer points than eking out a marginal victory on the toughest level.)

YOUR CURRENT SCORE:

You can see the current score for each surviving player on the Diplomacy Panel. If you hover the cursor over your score, you'll see where your points are coming from.

Note that scores are not permanent: they can vary across the course of a game. If you construct a Wonder, you then get the points for it. But if somebody else captures the city it's in, they get those points.

Whichever Victory you strive for, good luck ...

SECTION 3: COLONY (ADVANCED RULES)

INTRODUCTION

Welcome to an even richer *Civilization: Beyond Earth*. This section of the manual includes details on a number of game systems that advance your play beyond the basics of movement and combat, building and researching. Herein you'll find how to utilize specialists, establish trade, conduct covert operations, engage in quests, build Wonders, and other activities. Think of these as optional; they are not required to enjoy the game but enrich the experience.

If interested, please check out the portions on multiplayer and modding for information on those possibilities for further enlivening your experience. Don't forget about the Civilopedia; it contains much of the information found below and is accessible while playing.

SPECIALISTS

When a city is first created, all of its citizens (population) will work the tiles around the city, generating Food, Production, Energy, etc. Later, you can construct certain buildings which allow you to reassign some of the citizens to work in each as specialists.

For example, the Thorium Reactor has 2 "slots" for "trader" specialists. Once you've constructed a Thorium Reactor in a city, you can assign 1 or 2 citizens to work in that building as traders, each granting additional Energy.

TYPES OF SPECIALISTS

There are six different classes of specialists. The type a citizen becomes depends upon the type of building he/she is assigned to work. Note that not all buildings create specialists.

ARTIST:

An artist specialist produces Culture by being assigned to culture-related buildings like Holosuites and CEL Cradles. Each artist specialist yields 2 extra Culture.

ENGINEER:

An engineer specialist produces Production by being assigned to production-related buildings like Autoplants and Alloy Foundries. Each engineer specialist yields 2 extra Production.

TRADER:

A trader specialist produces Energy by being assigned to energy-related buildings like Thorium Reactors and Petrochemical Plants. Each trader specialist yields 2 extra Energy.

SCIENTIST:

A scientist specialist generates Science by being assigned to science-related buildings like Xenonurseries and Institutes. Each scientist specialist yields 3 extra Science.

GROWER:

A grower specialist generates Food by being assigned to food-related buildings like Cloning Plants and Mass Digesters. Each grower specialist yields 2 extra Food.

UNEMPLOYED CITIZEN:

Unlike the other specialists, an unemployed citizen automatically generates Production but is not assigned to a specific building. Thus, if a citizen is neither working a tile nor another type of specialist he/she is considered part of the general labor pool of the colony. Each unemployed citizen yields 1 extra Production.

ASSIGNING SPECIALISTS

To assign a specialist, go to the City Screen. Click on the “specialist slot” in the building where you want to assign the specialist. A citizen will be removed from working a tile and assigned to work in the building. If you click on the slot again, the citizen will be removed from the building and reassigned to work in the fields.

EFFECTS ON CITY OUTPUT:

Remember that a citizen working in a tile is generating something for the city – it may be food, production, energy, culture, and/or science. Once that citizen is assigned as a specialist, he/she will not be working the tile, and whatever he/she was producing will be lost. Therefore it's a good idea to check your city's food, energy and production generation after creating specialists to ensure no sudden shortage in something vital.

TRADE

For most of Mankind's history, trade – both internal and external – has driven the economy; for most overseas colonies on Old Earth, trade was vital. Although you can earn energy in many ways, trade routes can be established between your city and cities in a different colony, bringing even more energy.

Additionally, in *Civilization: Beyond Earth* science can spread along a trade route, the number of beakers being based upon the respective technologies the two trading colonies have.

TRADE ROUTES:

There are two types of trade routes: land-based and sea-based. A city is limited in the total number of trade routes it can establish and trade routes have a limited range. Researching certain technologies or constructing certain buildings can increase the number, range, and income generated by trade routes.

TRADE CONVOYS AND TRADE VESSELS:

Trade Convoys are used to establish land-based trade routes, subject to terrain and other obstacles. Trade Vessels are used to establish sea-based trade routes. Sea-based trade routes earn twice as much energy as land-based trade routes. Neither unit counts against stacking limits, nor do they move normally, instead following a path that is automatically created once you select the destination city or station. Trade units cannot move through terrain obstacles like mountains, canyons, and ice. Convoys cannot move through Miasma.

ESTABLISHING A TRADE ROUTE:

With the trade convoy or trade vessel unit selected, click on its “Establish Trade Route” Action. The Establish Trade Route screen will open, listing all cities and stations within the trade unit’s range. Each destination shows the benefits to both parties. Select the destination you wish to trade with and the route will be automatically established. Trade routes ignore ownership of tiles when established.

For details about your existing trade routes, view your Trade Overview screen by clicking on the button in the Establish Trade Route screen. You can also access the Trade Overview screen by pressing F10.

TRADE WITH STATIONS:

Stations can provide two types of benefits. They can generate one or more yields for the city that establishes the trade route with them, which are added every turn. Higher levels of stations provide greater amounts or more varieties of yields. They can also provide units or technologies, which are granted at the city that establishes the trade route with them once the trade convoy or vessel unit has completed its route. For more information on “Stations,” please see page 68.

TRADE WITH CITIES:

Cities that belong to other colonies generate energy and science for the city that establishes the trade route with them. The amount of each yield generated is based on the overall income of each city. A smaller amount of both energy and science is also given to the destination city.

INTERNAL TRADE ROUTES:

Trade routes can be established between two cities within the same colony. Such internal trade routes generate food and production for both cities, but these routes count against the total number of routes you have available.

DURATION:

Trade routes have a limited duration. Unless pillaged, once the number of turns has passed, you are free to select a new “home city” for your convoy or trade vessel, elect to continue to trade with the previous city or station, or create a trade route with a new destination.

WAR AND PILLAGING:

While trade routes offer many advantages, they are also vulnerable to many threats.

All trade routes with another colony’s cities are immediately broken upon declaration of war between the two colonies.

You can pillage trade routes, but doing so brings a declaration of war against the owner of the trade route and may negatively impact the diplomatic state of the other colony involved towards you.

WONDERS

Wonders are the spectacular buildings, inventions, and concepts that you will build and will change humanity forever. Wonders require much time and effort to complete, but once constructed they provide your colony with many benefits ... in some cases, winning the game (see “Victory” on page 81).

There are two types of Wonders: Projects and Great Wonders.

GREAT WONDERS:

Great Wonders are unique; only one of each can be constructed during a game. (For example, the Gene Vault is a Great Wonder; whichever civilization completes it first is the only one who can have it.) Great Wonders are built in cities in the same manner as buildings. Great Wonders tend to be extremely powerful but extremely expensive to construct.

LOSING THE CONSTRUCTION RACE:

If another civilization completes a Great Wonder while you are in the process of building it, your construction ceases and a certain amount of your production efforts are converted into Energy.

LIST OF GREAT WONDERS

GENE VAULT:

A catalog of the genetic code for every organism on Old Earth. Used to accelerate agriculture and genetic engineering.

Required Technology: Genetic Mapping

STELLAR CODEX:

A map of the new “stellar neighborhood” around the new planet.

Required Technology: Ballistics

MASTER CONTROL:

A central coordination supercomputer. Used to accelerate domestic improvements.

Required Technology: Autonomous Systems

PANOPTICON:

An early defensive structure, used to assist military units.

Required Technology: Defense Grid

ECTOGENESIS POD:

A lab for growing genetically-engineered species on demand. Used to accelerate agriculture and further genetic manipulation.

Required Technology: Genetic Design

PRECOG PROJECT:

An organization set up to predict outcomes of controlled situations, most notably combat and military tactics. Used to improve domestic combat strength.

Required Technology: Collaborative Thought

DRONE SPHERE:

A self-reinforcing fleet of autonomous utility drones deployed around the city. Used to promote science, and to conduct surveillance and assist military unit supply lines.

Required Technology: Robotics

XENODROME:

An area where alien species are cultivated, revered, and displayed for public benefit – a mega-zoo for xeno-species. Used primarily for culture.

Required Technology: Alien Ethics

HUMAN HIVE:

A domestic network of policies and facilities designed to achieve social utopia through rigid behavioral control. Used to promote production and resist infiltration from spies.

Required Technology: Euthenics

MASS DRIVER:

An electromagnetic catapult, or “city-sized railgun.”

Required Technology: Ballistic LEV

HOLON CHAMBER:

An experimental laboratory designed to probe deeper into the nature of matter and energy. Used to produce lots of Science.

Required Technology: Hyperconductors

QUANTUM COMPUTER:

A supercomputer based on quantum theory. Used to produce lots of Science.

Required Technology: Field Theory

ARCHIMEDES LEVER:

A device that produces geological displacement to upheave the ground underneath enemy forces. Used for city defense.

Required Technology: Seismic Induction

TECTONIC ANVIL:

An elaborate network of specialized machines capable of using the geological energy and pressure of the planet crust as a forge. Extremely powerful production effects, made stronger by the presence of canyons.

Required Technology: Metamaterials

CRAWLER:

An enormous construction derrick capable of undertaking mammoth construction projects. Used to help build other Wonders.

Required Technology: Mechatronics

CYNOSURE:

The first truly sentient AI, a massive supercomputer. Produces a powerful Science yield and allows advanced military progression.

Required Technology: Synthetic Thought

DEEP MEMORY:

The ultimate archive of all human knowledge, past and present. Very powerful Culture effects.

Required Technology: Human Conservation

BYTEGEIST:

A collective machine consciousness capable of emotional and psychological growth. Produces a mixture of culture and science.

Required Technology: Swarm Intelligence

ANSIBLE:

A superluminal communication device. Produces a good mixture of science and energy.

Required Technology: Exotic Matter

DAEDALUS LADDER:

A transhumanist device that significantly lengthens the body's lifespan while lessening dependence on food. Used to produce Health and some Food.

Required Technology: Augmentation

RESURRECTION DEVICE:

A device allowing continuous regeneration of specialized tissue in the body without degradation ... theoretically extending the lifespan indefinitely. Used to produce a lot of Health.

Required Technology: Artificial Evolution

PROJECTS:

Projects are exceptionally large, powerful, and expensive Wonders – a step beyond the Great Wonders. Very few of them exist, and these are necessary components in one or more victory conditions (please see “Victory” on page 81).

BUILDING PROJECTS:

In addition to increased production costs to build, Projects occupy a plot within the home city's radius. Selecting this plot is a secondary step of choosing the Wonder as a production project.

THE STEPS TO BUILD A PROJECT ARE AS FOLLOWS:

The Player selects the Wonder project from the Production menu in the City Screen.

The City Screen transitions to an overlay mode similar to the “Buy Plot” action. The player then selects one of the plots within the workable area of

the city as the site for the Wonder. Any improvements built on the chosen tile will be lost.

Once the plot is chosen, the project is confirmed and the city begins construction. The tile is stripped of all landmarks and improvements and a “Wonder Under Construction” improvement is displayed. This will remain until the city completes the project.

While under construction, the Wonder tile cannot be worked by the city. It retains its terrain, feature, and resource information, however, in case the project is cancelled (see below).

When the project is finished, any improvement is replaced by the full Wonder artwork.

If the player decides to cancel a Project before it is complete, the construction improvement is cleared and the tile reverts to a basic, unimproved state (see below).

MOVEMENT:

Project sites are accessible to units while under construction, but become impassable to all units when complete.

COMBAT:

While under construction, Projects are non-combat entities like tile improvements. A friendly combat unit can fortify in the same hex, and combat can occur there.

Enemy combat units that pillage a Project construction site will destroy it, cancelling the Wonder project and sacrificing the production spent to build it. The city can immediately begin the project again, however, in any of its tiles not occupied by an enemy unit.

Once complete, Projects act as combat sites like Outposts. They have a small amount of defensive strength that must be reduced before the Wonder may be destroyed.

Although impassable, Projects can be attacked by both melee and ranged units. In the event a melee unit deals the “killing blow” to a Project, the Wonder will be removed during combat resolution, allowing the melee unit to occupy the tile as normal.

TILE EFFECTS:

Building a Project removes any pre-existing improvement from its site. These are lost immediately upon commencement of the Wonder project, and are not automatically recovered if the project is cancelled or the Wonder is destroyed.

Although they lose their improvements when a Project project is started, Wonder sites do retain their terrain, feature, and resource information until the project is complete. Once the Wonder is fully constructed, the plot is stripped of all terrain information except its base terrain type. If the Wonder is subsequently destroyed and removed from the plot, only this basic terrain will remain.

Project sites are not workable by any city so long as the Wonder construction or the Wonder itself occupies the site. If the project is

cancelled or pillaged, or if the Wonder is destroyed, the site is cleared and can be worked or improved again.

Although Project sites are accessible to units while under construction, they are not eligible for any type of improvement by a worker or the settlement of a new outpost. Once the Wonder is complete, the plot is impassable and inaccessible to Workers or Colonists.

LIST OF PROJECTS

WARP GATE:

This is a device/installation for transporting units to and from another gate, located on Old Earth. There are two versions of this Wonder, used to accomplish the Promised Land and Emancipation victories: the Exodus Gate and the Emancipation Gate, respectively. While the cost is identical, the type available to the player will depend on the colony's Affinity.

BEACON:

This Wonder is used to accomplish the Contact victory. It is a huge communication device, a massive antenna capable of searching and homing in on a signal from deep space.

MIND FLOWER:

This Wonder is used to accomplish the Transcendence victory, in conjunction with the Mind Stem city building. This should look like an enormous, living structure. It is a semi-sentient organism that is awakening a larger, planet-wide consciousness network.

EFFECTS OF WONDERS

A Wonder can have a wide variety of effects. One might greatly increase a city's productivity, while another might increase your civilization's Health. In addition to any other benefits, Projects are a step towards a specific type of Victory (please see "Victory" on page 81 for details). Check the Civilopedia's entries for more information on the effects of specific wonders.

CAPTURING WONDERS:

If you capture a city, all Great Wonders and projects constructed in it are destroyed.

VIRTUES

Virtues are an orthogonal system to complement and augment your technology choices and play style. Whereas a player's technology path may be a series of adaptive choices to the environment and circumstances, Virtues represent the player's long term choices about style and flavor which are more removed from immediate circumstances.

A Virtue category is a collection of gameplay bonuses with a common theme. Virtues are not specific to gameplay systems. Rather, they represent more general areas of emphasis, with effects that touch a wide variety of game systems.

CULTURE AND VIRTUES:

Virtues are acquired by the accumulation of Culture. How much culture

is needed depends on how many cities the nation has, and increases exponentially with each Virtue taken.

Virtues, and Culture more generally, represent education of citizens and priorities of government. A player “develops” a Virtue and the implication is that this is done through educational programs and/or government restructuring. Whereas technologies are “researched” or “discovered,” Virtues evolve. Virtues are a national affair that reach from the leadership down to each citizen of a colony.

STRUCTURE OF THE VIRTUE TREE:

There are four Virtue categories, each with three levels of depth. These categories are Might, Prosperity, Knowledge and Industry. The levels are Moderate, Devoted and Extreme.

Structurally, each category is a series of choices stacked on each other to form a column. Each level contains bonuses that are roughly equivalent in benefit.

The topmost Virtues, the Moderate level, have benefits that are more generally useful, albeit weaker. Virtues deeper in the sequence, by contrast, have more specific or conditional effects which are much stronger. This structure is intended to give players the choice of spreading across categories for versatility and an array of passive benefits, or progressing deep into one or two categories to enjoy benefits specific to their play style.

RANK AND FILE:

Each category (file) and each depth (rank) has certain “bonus” Virtues which are automatically acquired once a certain threshold number of Virtues in that file or rank is reached. For example, after developing five Virtues in the Might category “file,” the player receives a certain bonus Virtue for free. Similarly, after developing eight Virtues in the Moderate “rank” the player receives a different bonus Virtue.

SELECTING A VIRTUE:

You can choose to adopt and unlock a Virtue once you have gained enough culture points, based upon the difficulty level of your game. During play, the cost of each Virtue increases the more ones you adopt. To see how much culture you currently have and when the next Virtue becomes available, hover your cursor over the Culture icon on the Status Bar.

Once you have enough culture, a notification will alert you on your turn. Click on either the notification message or the Virtue icon to bring up the Virtues window.

Now you can choose to adopt a new branch or unlock a new Virtue within an unlocked branch. Those you already have will be highlighted; those as yet unselected will be greyed out. Hovering your cursor over a Virtue will provide information on its effects.

ORBITAL MECHANICS

Inevitably, colonies on alien worlds will launch satellites to aid in their survival, surveying, communications and many other tasks. In Beyond Earth, several

systems combine to create orbital mechanics, including the Orbital Layer which is populated by Orbital Units

ORBITAL LAYER:

Clicking on the “Orbital View” button opens the Orbital Layer map. The Orbital Layer map, though sitting above the ground layer map, has a hex grid that aligns exactly with the hex grid on the ground. This map is home to all orbital units.

ORBITAL UNITS:

Orbital units are powerful but temporary orbiting units, and provide offensive, defensive, and support capabilities to players willing to invest in them. Orbital units generally don’t interact with one another. They instead support the activities, units, and tiles which exist on the ground layer below them. After a certain amount of time, they deorbit, and are automatically destroyed.

Each orbital unit has a different effect. For more details and a list of satellite types, please see “Orbital Units” on page 95.

CONSTRUCTION:

Like regular units, orbital units are unlocked by technologies and constructed in cities. Some orbital units require the use of strategic resources.

LAUNCH:

An orbital unit must be launched from a city tile to a tile that has launch coverage. Once launched, orbital units are placed in the orbital layer map. These can be launched to a tile that already has a ground or naval unit, but not another orbital unit.

Launch coverage is provided for the player over certain areas automatically, such as the areas surrounding his/her cities. Other additions to launch coverage can be earned through technologies, Wonders, Virtues, Buildings, and so forth.

ORBIT:

Orbital units cannot occupy the same tile in the orbital layer. In other words, orbital units obey the one unit per tile rule with other orbital units. Additionally, the skirts of orbital units cannot overlap. The player may only launch their orbital unit to a location where its skirt will not overlap with the skirt of any other orbital unit.

Once launched, the orbital unit is immobile. Orbital units, and their effects, are fixed in place until they deorbit.

COMBAT:

Cities and certain ground-based units can launch attacks at orbital units. This works in the same manner as ranged units or city bombardment: the player chooses the city or unit, chooses its orbital attack ability, and selects the orbital unit as the target.

Certain military orbital units can launch attacks at ground units. This works in the same manner as above.

Orbital units cannot attack other orbital units.

DEORBITING:

Every orbital unit has a fixed number of turns, called the “duration,” which it can stay in orbit. After the duration expires, the orbital unit deorbits, removing its skirt of effects and destroying it automatically. This clears the tile in the Orbital Layer it used to occupy for a new orbital unit to potentially take its place.

After deorbiting, the orbital unit may leave behind a crash site on the ground layer. An Explorer unit can use this crash site for a variety of purposes, such as producing yields for a nearby city.

ORBITAL UNITS

MIASMIC REPULSOR:

Type: Scientific

Effect: Removes miasma from affected tiles beginning with center

TACNET HUB:

Type: Military

Effect: Increased combat strength and healing for friendly units

SOLAR COLLECTOR:

Type: Economic

Effect: Additional Energy for each owned tile; Additional Energy for each city in range

LASERCOM SATELLITE:

Type: Scientific

Effect: Additional Science for city; Establishes contact with Old Earth

MIASMIC CONDENSER:

Type: Scientific

Effect: Places miasma in tiles beginning with center

ORBITAL LASER:

Type: Military

Effect: Orbital attack

PHASAL TRANSPORTER:

Type: Military

Effect: Allows units to transport from the city to an area

WEATHER CONTROLLER:

Type: Economic

Effect: Additional Food for each owned tile; Chance to spawn Basic Resource

ORBITAL FABRICATOR:

Type: Economic

Effect: Additional Production for each owned tile; Chance to spawn Strategic Resource

HOLOMATRIX:

Type: Economic

Effect: Additional Culture for each owned tile; less Intrigue increase for Covert Ops in city

DEEP SPACE TELESCOPE:

Type: Scientific

Effect: Additional Science for city; Chance to discover the Signal

ALL-SEER:

Type: Scientific

Effect: Reduces Intrigue to zero; Prevents Intrigue increase;
Removes agents from city

PLANET CARVER:

Type: Military

Effect: Orbital attack

QUESTS

The Quest system of *Civilization: Beyond Earth* is intended to both enrich and inform the player. The player receives quests from a variety of sources, and completes them for rewards. Quests serve several important functions:

Teach the player how to play the game; the tutorial takes the form of an extended quest.

Delivers a narrative.

Provide the player with interesting things to do, and rewards you when you have.

Define a clear path to victory. All victory types other than Domination take the form of quests.

Provide interesting ways to experience game systems you might not otherwise, such as exploring the map and interacting with Stations.

QUEST NARRATIVE:

Quests are completed by reaching one or more objectives, and may entail one or more choices. Each quest has its own unique narrative. There are many quests in Beyond Earth. An example:

“THE CLOCKWORK WARRIOR”:

“A survey team has uncovered what appears to be a giant robotic creature half buried in a nearby complex of alien ruins. Excavation is now under way. If a suitable power source can be found, perhaps the creature can be reactivated.”

You must find the Robot power source in another ruin.

Then you must choose:

“Reactivate robot. Reward: Unique Robot Unit”

You receive the following text: “The final power cell was inserted and the creature shuddered. Ancient gears engaged with such violent protest that I feared the massive internal machinery we'd spent so many months reconstructing would tear itself apart. Transfixed, I watched as the giant slowly righted itself. Several of my colleagues ran in fear. All I could do was

stand there and wonder if we had made a terrible mistake.”

or

“Disassemble robot and study it. Reward: 200 science”

You receive the following text message: “The power source was the key to the puzzle. It’s unfortunate that in order to fully understand how it worked, we had to destroy it. My disappointment is tempered by this terrible machine’s manifest purpose. I hope we have found the only one.”

CHOICES:

As in the above example, quests may involve the player making a choice. Choices can branch the quest narrative or provide alternate rewards. When a player is presented with a choice, it must be resolved before the turn is complete. In the case of a multiplayer game where the player fails to make the choice before the turn timer expires, the player is presented with the choice on the next turn.

QUEST CATEGORIES

Quests are broken down into several general categories. When a new quest is presented to the player, its category is illustrated with an icon to help the player prioritize which quests they want to do first based on the elements of the game they are interested in. The categories are:

GROWTH:

Growth quests encourage the player to grow their colony, and serve as longer-term goals for the early and middle game.

TRADE:

Trade quests center on interactions with the trade system as it applies to both stations and to other colonies.

DIPLOMACY:

Diplomacy quests all have the player interacting with other colonies in some manner.

MILITARY:

Fighting ... obviously.

COVERT OPERATIONS:

Covert Ops quests entail undertaking some nefarious activity in a city in another colony.

EXPLORATION:

Exploration quests involve expanding your visibility, exploring ruins, and probing unknown features of the map.

VICTORY:

Several quests involve some aspect of Victory, usually thematically linked to one of the Affinity victory conditions.

CUSTOM:

Custom quests are designed to provide players with narrative flavor for their domestic activities: territory expansion, city growth, Buildings,

Wonders, and improvements. Each is intended to be fairly straightforward with one or two choices that allow the player to express a preference or a perspective on their recent activities and guide the development of their homeland in thematic and substantive ways, typically along Affinity lines.

AFFINITY:

Affinity quests are multi-stage, complex quests entailing multiple choices. Upon completion, the quests will award points in an Affinity ... which is determined by the choices you make.

AFFINITY INVESTMENT:

Affinity Investment quests are each keyed to a specific Affinity, offering benefits to the player if they have taken up that Affinity.

COVERT OPS

The Covert Ops System allows players to conduct covert actions against opponents. Players who emphasize Covert Ops can gain advantages in technology, visibility of another colony's cities and units, and even gain control of units and cities.

AGENTS:

The player affects clandestine activities by using covert agents. Agents are not units on the map, and are recruited and managed through the covert operations screen. An agent is either "at Headquarters" or is assigned to a city. Once assigned to a city, the agent can perform covert operations.

RECRUITING AGENTS:

In order to recruit agents, the player must first construct the Spy Agency (similar to the Headquarters, each colony can build this but each colony may only have one Spy Agency), which takes 200 production. This provides the player with three agents at Headquarters. These agents can be deployed to other players' cities to perform covert operations or to your own cities to protect against other players' covert activities.

ASSIGNING AGENTS:

When an agent is unassigned to a city, he is said to be "at Headquarters." Agents at Headquarters are inactive. You can assign an agent who is at Headquarters to any city which currently doesn't have one of your agents assigned to it (one agent per player per city).

Once assigned, it takes a few turns for the agent to arrive and become active. Once an agent has arrived in a city, the plots around the city become visible to the player (or player's team) and the agent can begin performing operations.

If an agent is moved to a city belonging to the owning player, that agent is performing counter-intelligence. Agents conducting counter-intelligence cannot perform operations, but make it harder for other agents to do so. A city's intrigue level also decreases faster when there is a counter-intelligence agent present.

NATIONAL SECURITY PROJECTS:

When the player gets Agents for the first time, he or she is asked to select a National Security Project. National Security Projects provide a passive

global benefit to the player which scales depending on the number of Agents that are at Headquarters (the more Agents at Headquarters, the better the yield from the Project).

National Security Projects never “complete,” but are ongoing and continuously beneficial. The player can change the current National Security Project at any time, but there are a number of turns before the National Security Project will become active, during which time no National Security Project is active.

COVERT OPERATIONS:

Once placed in an enemy city, an agent can perform covert operations. An operation can only be performed if the city's intrigue level is at or higher than the operation's required intrigue level. Operations take a variable amount of time and range in difficulty.

Operations have a difficulty value from 0 to 100 which is computed based on the operation type and rank of the agent performing it. The difficulty represents how likely it is the operation will fail.

Once begun, an operation succeeds, fails or is aborted by the player.

OUTCOME

The status of the agent once an operation concludes is more varied. After an operation, an agent can be:

Undetected: The defending player is not notified that anything has happened.

Detected: The defending player is notified that a covert operation took place, but not who perpetrated it.

Identified: The defending player is notified that a covert operation took place and who perpetrated it. The agent is returned to Headquarters (escapes).

Killed: The defending player is notified that a covert operation took place and who perpetrated it. The agent is killed.

MISSIONS

Agents may conduct one (at a time) of several covert missions once in an enemy city. Note that some of these missions are restricted to performance by a player with a specific Affinity.

Establish Network: Very Easy. Gathers various pieces of information about the target city and player, and displays the information in a window adjacent to the city while in covert operations view. The amount and detail of the information increases with the performing agent's level.

Siphon Energy: Easy difficulty. Diverts energy resources from the target city to the player.

Steal Science: Easy difficulty. Diverts science resources from the target city to the player.

Steal Technology: Moderate difficulty. Steals a technology from the target player. This doesn't necessarily match a tech that the target player has. One is automatically selected that is an appropriate reward.

Hack Satellites: Moderate difficulty. Deorbits a random satellite.

Call Worm Strike: Hard difficulty. Draws hostile aliens to the target city. This operation is allowed only by the Harmony Affinity level.

Dirty Bomb: Hard difficulty. Decreases the target city's population substantially. This operation is allowed only by Purity Affinity level.

Sabotage: Hard difficulty. Pillages nearby improvements. This operation is allowed only by Supremacy Affinity level.

Recruit Defectors: Moderate difficulty. Gives the player a set of random military units at their capital.

Coup D'état: Moderate difficulty. Transfers control of the target city to the performing player.

AGENT RANK

Agents start with a rank of Recruit, and as they complete covert operations, work their way up to Agent and finally Special Agent. A higher ranked agent has a better chance of going undetected while performing operations, and can better defend against other agents when doing counter-intelligence.

KILLED IN ACTION:

If an agent is killed after performing a covert operation, that agent's slot is vacated and another is recruited (as a Recruit) automatically after a certain number of turns.

CULPER LODGE:

The Culper Lodge, an ancient order devoted to espionage, is built by a colony only upon completion of a Quest. It allows new recruited agents to begin at a higher level (Special Agent) than usual. Only one is allowed per colony, a la the Spy Agency.

CITY INTRIGUE LEVEL:

Each city has an "intrigue level" which reflects how much clandestine activity is going on there. Each time a covert operation is performed, the intrigue level increases. The intrigue level starts at 0 and maxes out at 5.

As the intrigue level of a city increases, so does the risk to agents performing operations. More destabilizing operations become available as a city's intrigue increases. As a rule of thumb, covert operations that can adversely affect the target player are generally reserved for levels 4 and 5, while operations which simply benefit the performing player but which would otherwise be harmless to the target player are unlocked at lower intrigue levels.

Intrigue can be both a benefit and a liability to the player.

MONITORING AGENTS:

In *Civilization: Beyond Earth*, you can monitor your Covert Ops.

Click on the Covert Ops button in the lower right of the Main Map screen. This opens the Covert Ops screen, which lists your agents both at Headquarters and on assignment. You can assign agents by clicking on the “Assign” button and specifying the city to which they will move. If on a mission, you can use the “Abort” button to stop an agent from completing a mission.

With the Covert Ops screen open, you can scroll around the Main Map. You can also jump to a city in which you have placed an agent by clicking on that agent’s name while “On Assignment.” The city banner of each city on the Main Map screen will display the city’s intrigue level, as well as details about any agent of yours in place there.

You may also use the city banner to open the “Intel Report” for that city if you have an agent in place there. The report is an abbreviated account of events in the city of varying detail and accuracy. Beware, the report may be outdated.

COLONY SPONSORS AND LEADERS

PEOPLE’S AFRICAN UNION

The chartering of the People’s African Union was the culmination of what has been called the sub-Saharan Renaissance. A new generation of political thinkers and cultural organizers used the chaos of the years following the Great Mistake to build pockets of good governance and stability, then gradually expanded and combined, focusing on continental self-reliance, traditional values of communalism, and a newly-developed sense of shared destiny. These states were able to create strong stewardship of Africa’s ample mineral and biological resources and counter the ecological damage within their borders. The People’s African Union was one of the earliest backers of the Seeding, and has profited greatly by its equatorial positioning in serving as a launch base for many expeditions.

SAMATAR JAMA BARRE:

Avuncular, genial, affable, affecting an air of bonhomie, Samatar Jama Barre wished to be addressed as Kubwa Mjomba (“great uncle” in Swahili) by those he both commanded and protected. Despite his seeming benevolence and absent-minded demeanor, he was nonetheless an efficient and effective administrator, an able diplomat, and ruthless when necessary. Barre was amused and likely pleased when detractors likened him to the traditional African village chieftains of the past, claiming him to be a throwback and out-of-step with the new world in the wake of the Great Mistake. But the Peoples’ African Union made a wise choice when he was selected as one of their colony governors.

Rising from the poverty and violence of the inundated streets of Hargeisa, Samatar joined the African Union’s resurgent military forces, eventually rising to the rank of Major. For three decades he served in a variety of increasingly important posts, military and civilian, rising steadily in both ability and influence. He was able to overcome lingering tribal tensions, dealing with the polyglot cultures of Africa with both reverence and common sense. Barre displayed those same diplomatic skills when negotiating with those

outside the African Union, and brought to culmination several international agreements that helped propel the Union's colonization effort before he was selected to command one of those colonies.

Barre proved to be just as efficient against any perceived threat to the well-being and safety of those under his protection. In dealing with nascent warlords, religious fanatics, and local dictators, he either brought about an equitable peace, or bludgeoned them into submission. Although never known as a military genius, his troops were extremely loyal to their "great uncle" and fought with abandon for his approval. Samatar Barre never lost a battle, although he took no credit for his victories and viewed them as lamentable necessities.

Though not religious himself, he was tolerant and accepting, of others' religious traditions. In the end, it was this tolerance, coupled with his intellect and personality that would shape the African Union's colony on the new planet.

PAN-ASIAN COOPERATIVE

Although badly affected by the Great Mistake and the upheaval that followed, the Pan-Asian Cooperative emerged as a strong, transnational entity. Centered on the old People's Republic of China, the Cooperative spans Asia from the Mongolian steppe to the megalopolis of Bangkok, with even former regional rivals South Korea and Japan laying aside their differences to work in the framework of the PAC. It is a powerhouse of industry, home to world-class R&D and high-tech corporations, and boasts a skilled population living in Earth's most populous cities. Although relatively new to spaceflight and space colonization, the PAC has quickly caught up to or passed the old Space Bloc as it embraces the Seeding.

DAOMING SOCHUA:

Born to a Chinese mother and Cambodian father, Daoming Sochua was raised in the traditions of both cultures. She tested at genius levels at a very young age and progressed rapidly through the state-sponsored school systems for gifted children. She quickly surpassed her parents – who were both university professors in the sciences— and her bright siblings in her studies. Entering university in her early teens, she proved focused and motivated to dominate her olderpeers.

By the age of thirty, she held four PhDs in electrical engineering, nanoelectronics, nuclear physics, and bubble fusion. Pioneering ground-breaking methods for extracting energy from sources heretofore thought exhausted, as well as deep-sea and off-world resources, Daoming Sochua was presented with numerous international awards before joining the Pan-Asian Cooperative's Bureau of Scientific Revolution. She was specifically recruited by the Cooperative Space Agency for her experience with energy research and unconventional power systems. Daoming was brilliant, driven, and single-minded in her roles, whether as a researcher or administrator.

When she was appointed to head a number of innovative (and perhaps dangerous) projects undertaken by the Cooperative, she revealed a talent for administration. Motivated by the Seeding, she volunteered to head one of the missions to colonize other planets for Pan-Asia. At the time, she was in charge of research studies aimed at overcoming the Inflection Point,

knowledge that would serve her in good stead in her new role. Throwing herself into her role as mission leader, Sochua brought her characteristic single-mindedness to decisions on the outfitting and launch of “her” colony, driving her crew and staff unrelentingly. Although not beloved by the colonists on the one-way trip, she was highly respected – which was all that Daoming Sochua expected or demanded.

KAVITHIAN PROTECTORATE

After its population was displaced by the Great Mistake and rising sea levels, many commentators were quick to dismiss the Indian Protectorate – to their great loss. Where other countries might have been content to wallow in despair, the Indian Protectorate underwent one of the greatest cultural transformations that a civilization has undertaken, becoming culturally dynamic, indomitably optimistic, and cleverly resourceful. With one-sixth of Old Earth’s population within its borders, and under the charismatic, enlightened guidance of syncretic religious mystic and prophet Raj Thakur, the Protectorate has launched a space program that is the pride of its people, celebrated in song and movie, with every boy and girl from Punjab to Tamil aspiring to work on “our Prophet’s Dream.” Now Raj Thakur’s only child, Kavitha, has assumed her father’s mantle. Work continues on the Prophet’s Dream and life on new worlds.

KAVITHA THAKUR:

Although western scholars are almost uniformly incredulous, the followers of Kavitha Thakur hold fast to the claim that she was born on the first day of June, 17 years before the events of the Great Mistake, making her well over 200 years old. More reliable estimates concede she may be considerably older than the average life expectancy.

As the daughter of revered northern mystic Raj Thakur, Kavitha had a strong spiritual connection at a young age. She often experienced near-catatonic states of “disembodied concentration,” during which she was said to have had visions of the far future. To the devotees of her father, this only served to solidify their belief that she would one day supplant him in his role, as he himself had declared upon her birth.

Nearly 80 years after Raj Thakur’s journey to the Kush, Kavitha’s followers numbered in the hundreds of millions as the stories of her and her father become legend among desperate and forgotten peoples. Despite a number of political and military candidates tailored for the position, when it came time to elect a leader for the now geographically diverse region under their control, none saw a means to overcome Kavitha’s popularity. Swept up in a nearly uncontested vote and thrust into a position of political authority she neither desired nor prepared for, Kavitha focused her early efforts on what she knew best – humanitarian campaigns. She focused her vast resources on repairing the damage done by her predecessors to the people of the Indian subcontinent.

FRANCO-IBERIA

When the Eurozone collapsed after the Great Mistake, Franco-Iberia emerged to fill the gap the European Union left behind. Now this transnational spans much of the area around the Mediterranean, and sees itself as the cultural guardian of the best of Western Civilization. Its prosperity made it a beacon

for refugees, and its sagacious social policies meant that it continued to grow and develop while other nations struggled to regain what they had once held. Now home to many of the great minds of the age, Franco-Iberia sees the Seeding as the next logical step in the process of leading the world by example. The Rock of Gibraltar, it is said, is the border of the solar system; Franco-Iberia is ready to continue beyond the end of this Old Earth.

ÉLODIE:

Long wealthy, Élodie's lineage traces back to the nobility and privileged elite of France and Italy a millennia before the Great Mistake. Her family's prestige and influence was not, however, based on its peerage, but rather on the immense fortune it had amassed over the previous two centuries from its holdings in agriculture, food processing, pharmaceuticals and textiles. Opportunities since the Great Mistake have made it even richer; for instance, from its pharmaceutical operations during the "super-bug" pandemic after the Great Mistake and its farms, orchards and vineyards in Portugal, France, Sicily and Greece which remained relatively untouched by the fallout.

Born in Europe's foremost fertility and maternity clinic in Braga, Élodie was her parents' only child. Raised in luxury along the Côte d'Azur and the Costa del Sol, Élodie became a media darling as a teen, although not always portrayed in a flattering light. Reaching maturity, she parlayed that exposure and her experience with the press into a platform for her politics and cultural cachet. Although raised in the Catholic traditions of the New Papacy, Élodie professed to follow no specific religion. She was, however, a staunch monotheist and brought her faith into all her dealings.

Accused by her detractors as an isolationist, and a European elitist, Élodie certainly possessed a famously acerbic tongue and quick wit. A **strong** believer in the value of the Western cultural tradition, she believed that it was up to the educated European elite to guide the masses for their betterment, ensuring the survival of high culture. The best way to do this on Earth was the independence and sustainability of the new Union. More vital, in Élodie's view, was to insure that the Franco-Iberian Union plant colonies off-world.

When Franco-Iberia announced its plans to launch a "Seeding," Élodie used her considerable influence and family connections to get her name on the short list for command. Using her media savvy, she managed to get the mass media's backing, making her a popular choice among the citizenry of the Union despite her age. Beyond the operational matters (and Élodie had a knack for choosing able lieutenants), she also personally oversaw the construction of the Canon, the definitive collection of Western art, letters, and music, which became the template for inclusion in the cultural banks of other Seeding projects. Hence, when the colony ship set out, it not only carried people and technology from Franco-Iberia, but some of old Europe's great artworks and schematics for duplicating many of Europe's great architectural wonders. Élodie's new colony was not only to prosper, but look good doing so.

SLAVIC FEDERATION

Polyglot, multi-ethnic, and spanning Eurasia and Eastern Europe, the new Slavic Federation covers territory beyond what the czars could ever have dreamed. Although rich in resources, much of its land was barely developed until the time of the Seeding, and the Slavic Federation has grown wealthy with providing the materials for many space programs around the

world. Politically fractious, but united around its signature massive space engineering projects, the Federation sees itself as the keepers of the last true national space program. It continues to rise from the wreckage of the Great Mistake ... one rocket, one space station, and one starship at a time.

VADIM PETROVICH KOZLOV:

The most celebrated cosmonaut since Yuri Gagarin, Vadim Kozlov came from a working-class family but rose to heroic stature in the years before the Seeding. Eldest son of parents who labored as itinerant steelworkers and welders, Vadim acquired his limited formal education in industrial cities scattered across the Federation: Krakow, Bydgoszcz, Lublin, Minsk, Vitebsk, Donetsk, and Dnipropetrovsk. Vadim answered the call for construction volunteers issued by Roscosmos, the resurgent Federation space agency. Minimally trained in zero-G construction methods, Kozlov was sent to work on building the second Federation Earth-orbit station. He was soon promoted to foreman of his shift due to his aptitude for weightless labor combined with practical experience in heavy construction.

Inducted into the armed forces and immediately given the rank of Colonel, Vadim took advantage of part-time educational programs to gain a comp-diploma in aerospace engineering. Over the next decade, he became the public face of the Federation efforts to exploit the vast resources of space. Vadim Kozlov was the first citizen of the Federation to set foot on Mars. For this, he was made a "Hero of the People" and promoted to General in Roscosmos. Six years later, he led the mission to map Sol's asteroid belt in preparation for mining operations; for this success, Kozlov was awarded a second Hero's medal and promoted again.

Incredibly popular among the working class, a devoted family man, and fiercely loyal to the Slavic state that had rewarded his hard work, Kozlov eschewed offers to enter politics or move into the civilian realm. At the age of 35, he was overseeing Roscosmos construction projects on Earth, Mars, and in space. He was not reticent in pitching in personally to do manual labor during inspections of construction sites on Earth, elevating his reputation even more as a self-effacing, self-made, successful servant of the people. Both professionally and personally, Vadim Kozlov appeared content.

Yet Vadim made no effort to disguise his desire to return to space. In his early 40s, when the Slavic colonization effort was launched, Kozlov volunteered to head one of the missions. He was promptly accepted, and threw himself into the role of mission commander with the vigor and consummate professionalism for which he was famed. It has been surmised that he was urged to volunteer by his beloved wife, who hoped to give their children opportunities on a new world not available in the overcrowded and calcifying Slavic Federation. Whatever the truth of such rumors, in the colony mission, Kozlov was able to combine all the loves of his life: space travel, exploration, engineering, family, and Federation.

POLYSTRALIA

When they realized the rising seas were creating a common threat, Australia, the Pacific archipelagos, New Zealand and the major South Asia nations united to form the Commonwealth of the Pacific, better known as Polystralia. Together these nations tried to safeguard and preserve their coasts and the unique biodiversity of the Pacific and South Indian oceans and became a

world leader in climate engineering. Long a crossroads for trade, Polystralia's economic power stems from its unique relationship with the great oceans. Its port cities bustle with freight cranes and train shipments, as well as new ideas and technologies. Resilient and rich, Polystralia's relatively small Seeding program is one of the best financed and most focused.

HUTAMA:

Hutama came to public notice first as a 20-year-old college student at the Universitas Sumatera Utara in Medan, Indonesia, heading a grass-roots movement protesting differential resources assigned to reclamation projects across the Commonwealth. But what differentiated Hutama was his incredible charm, media savvy, and drive. Ubiquitous on social networks and broadcast, Hutama's cheerful face, trilingualism, and informal quips endeared him to audiences across the Commonwealth. From Perth to Vanuatu, Hutama was instantly recognizable, parlaying this into a career in politics.

Elected to the Commonwealth Parliament before his 30th birthday as a junior member of the opposition, he famously launched the Platypus Inquiry, which ended up splitting the majority coalition, toppling that government and ushering in a new government with Hutama as Interior Minister. Once in high office, he continued his work against corruption, crony contracts, and waste, all while retaining his famous irreverent, informal sense of humor. His weekly Internet broadcast "Question, Minister" mixed populism, no small amount of flashy production, and occasionally serious politics. Hutama is credited with delivering the popular vote needed on a referendum on funding Polystralia's merchant fleet, on being an early backer of the Tahiti2 Island Project, and on universal access to fresh water.

Hutama's "spread the wealth" populist politics were key to his success, but it would be wrong to assume that these were cynical ploys. His sharpest criticisms were always reserved to people exploiting the public well-being, and his own personal charities were devoted to alleviating suffering throughout the Commonwealth. Gadfly he might be on the screen, but this was motivated by a strong sense of public justice.

Notably, Hutama seems to have misread public attitudes about the Seeding. After publicly calling into question the Commission Report on the Inflection Point, he resisted Polystralia's efforts to strengthen its space program and start Seeding construction. After a series of sharp political defeats (and a decline in his weekly show ratings) Hutama reversed his position, although his support carried something of a satirical edge. But when the time came to nominate leaders, Hutama's loyalists across the Commonwealth put his name forward - even after Hutama devoted an entire program to reasons why he would be a bad expedition leader.

BRASILIA

Its development checked briefly by the Great Mistake, Brasilia roared back as the preeminent South American economic entity and a world-class military power. Brasilia's military was the backbone of many peacekeeping forces deployed to restore order, and the nation was able to establish itself as a major trading partner with the rest of the world. With the wealth of the Andean highlands and the Amazon acting as a highway to the continent's interior, Brasilia experienced tremendous growth and development as order returned to the world. An early adopter of the Inflection Point theory, Brasilia's

aerospace industry and veteran air forces allowed them to launch the very first Seeding expedition.

REJINALDO LEONARDO PEDRO BOLIVAR DE ALENCAR-ARARIPE:

Said to be the finest soldier ever produced by the Western Hemisphere, Rejinaldo Leonardo Pedro Bolivar de Alencar-Araripe began his celebrated career at the age of 16 by enlisting in Brasilia's Corpo de Fuzileiros Navais, lying about his age in the finest military tradition. His first assignment as a Marine was in support of a Security Council operation in northern Myanmar, where he saved his platoon, called in air support, and coordinated evacuation after their transport was shot down. His ascent after that was meteoric - rising quickly to sargento, then attending the prestigious Academia Militar das Agulhas Negras to become an officer. Commissioned as an Aspirante at the outbreak of the Peshawar Crisis, he was part of a continent hastily sent to Asia to help quell the crisis and deliver humanitarian supplies. Again, his heroism was proven at the Battle of Route Blue, as he stepped into command after the first, second, and third commanders of the forces protecting the refugee camp were killed in battle.

A complete listing of his military accomplishments would exceed the scope of this article, but there were few battlefield commanders held in as broad regard as Bolivar. Resisting staff duty until it became impossible to do so and still serve his nation, Bolivar has been in no less than nine combat tours, seven of them as a commander on the front lines. His talent for planning and improvisation with limited resources are legendary, and when not serving in combat he has been a fixture at Agulhas Negras, training the next generation of military minds.

Somehow, in this illustrious military career, he has found time to write the seminal volume of military sciences in the post-Mistake world: The three-volume Principles of Modern Warfare, and the slimmer On the Training and Conduct of Soldiers (for enlisted soldiers and military cadets). A proponent of special forces, total victory, aerospatial power projection, and professional NCOs, these volumes have served as the blueprint for infantry doctrine around the world, its pithy maxims backed up examples from history and Bolivar's own career. In anyone else, these books would be grandiose; in Bolivar's case they are statement of fact.

National hero for Brasilia, his name came quickly to the top of the list for commanders of the first Seeding projects. Despite a career "in the mud," Bolivar was endorsed by the Brasilian Air Force and the Space Department. Never one to decline a chance to serve his country, Bolivar honed the first Seeding to leave Earth's orbit into the professional, dedicated, force that was the hallmark of his military career.

AMERICAN RECLAMATION CORPORATION

The third-largest economy in the world is the American Reclamation Corporation: Old Earth's first and most powerful megacorporation. Beginning as a geo-engineering firm specializing in environmental risk mitigation, ARC is credited with designing and carrying out the recovery plan that saved North America from dissolving after the Great Mistake. Although rumors abound about ARC's methods and corporate shenanigans, there is no doubt that it

has become a power unto itself, receiving grudging respect even from those who denounce it. Now ARC is involved in almost every nation's Seeding project and recovery plan. From crop science to tidal power generation to security contracting, ARC has a project or product for every problem. Unique among Seeding projects in that ARC's colonial ventures are entirely private, many other Seeding programs rely on ARC financing and products.

SUZANNE MARJORIE FIELDING:

Suzanne Fielding was the eldest of three siblings, all daughters, born on the Texas Gulf Coast to a Mexican-born mother and an African-American father. Her father was the owner of three hardware stores in the region; Suzanne joined her father in running the business as a teenager. Accepting a scholarship to Louisiana State University, she graduated with honors and a double-major in economics and accounting. Driven by a desire to help reclaim coastal lands lost to the rising sea level in her home states, she was hired by the relatively new American Reclamation Corporation (ARC) to an entry-level position. Both meticulous and daring, and surprisingly adept at corporate politics, Fielding rose steadily through the ARC accounting division until, within 15 years, she was heading several operations simultaneously as operations manager.

When ARC CEO Michael Modersky signed the Trans-Mississippi Recovery Initiative, he personally asked Fielding to oversee the governmental resource coordination, to which she turned her considerable acumen. It was Fielding who caught the accounting chicanery which led to the FBI's Operation Riverboat and subsequent political fallout. Guiding the government to continue funding during the roiling controversy that followed, Fielding also kept the Initiative on track and on time, such that when Modersky stepped down as CEO, Fielding (who had since been elevated to CFO) was the logical choice for CEO. Sidestepping the Board of Directors, Fielding's appeal to the shareholders enabled her to hold both the CEO and CFO positions for ARC, making her the most powerful woman in the most powerful corporation in the world.

With Fielding at the helm, ARC turned from retail and manufacturing to financial and other services. She used the balance sheet and financial weight of ARC as a massive lever, engineering a series of shifts on Old Wall Street to unseat banks and exchanges. As ARC's capital reserves blossomed, many wondered what Fielding would do next. Few expected that she would announce ARC pursuing its own private Seeding venture, drawing on its vast engineering and manufacturing resources, and gaining a waiver from the government to conduct private space operations. The biggest surprise was when Fielding announced she would personally lead the first such expedition. With enough money to buy the world, the woman who led ARC found more meaning in starting over with a new planet.

MULTIPLAYER

Multiplayer games of *Civilization: Beyond Earth* let you match your skills directly against those of other players, rather than against just the computer-controlled AI. Multiplayer games can be accessed from the Main Menu, and may be enjoyed over a LAN (Local Area Network) with friends or with players all the way across the globe.

MULTIPLAYER MENU:

From the main menu, select the “Multiplayer” button to navigate to the Multiplayer games options screen.

LOCAL GAMES:

From the Multiplayer screen, click on the Local Network game option to browse for available LAN (Local Area Network) games. A list of available local games will populate the browser view: click on any of these games to join. If you don’t see any games (or none you’re interested in) you can click the “Host Game” button to create your own. Click the “Refresh” button to refresh the list of available games at any time.

When you choose to Host a game, you’ll be taken to the Setup Multiplayer Game screen. From here you can set the map type and size and select your game parameters. You can also load a previously saved Multiplayer game (more on that later), or return to the Browser to see the list of available games again. Click on “Start Game” once you’ve finalized your selections.

From here you’ll enter the Staging Room where you can see what leaders everyone has chosen, and whether all the players are ready to begin or not. An AI player will be denoted with the name “AI” whereas a human player will be denoted using his or her alias.

Note that if two or more players attempt to select the same colony Sponsor, the game will change the duplicated leader’s team color to a new one, so as to avoid any possible confusion.

Once all players have clicked “Ready,” the Host may click the button “Launch Game” to start the game.

INTERNET/STEAM GAMES:

Internet Multiplayer games are hosted on Steam through the account the player used during the game’s installation.

BROWSING FOR GAMES:

You can choose to enter the Internet game browser or Host your own game, following the same steps as for a LAN game.

FRIENDS LIST:

Your Steam friends list is available to you when hosting a Multiplayer Internet game. While in the Staging Room, you can select a friend from the drop down list and invite them directly to any game you’re hosting. They’ll receive a notification via Steam’s Overlay.

CHAT:

You can chat with other players both during the setup process and while in the game. In the Staging Room screen, you can type to all players using the chat window at the bottom of the screen.

During play, you can choose to either chat with all the players or only with a specific one at a time, allowing for private conversations, trades, and alliances to occur. To bring up the chat panel in-game, click on the “Open Chat” button in the right hand corner of the HUD. You can click on the “Close Chat” button once you’re done to hide the pane from view.

Voice-Over-IP (VOIP) is provided through Steam's Overlay feature, allowing you to talk directly to other players using a microphone.

HOSTING, SAVING, AND LOADING GAMES:

When hosting a game, you can save your game's progress and load it at a later date, especially useful for long-running games which can span longer than a day. From within the Setup Multiplayer Game Screen, click the "Load Game" button to browse your list of saved games.

If for any reason you become disconnected while playing a Multiplayer game, the system will try to reconnect you automatically.

If the host of a game leaves (for whatever reason), the game will attempt to migrate the host controls to a different player.

MAP SIZES AND PLAYERS:

The number of player slots available for a Multiplayer game is limited, by default, by the chosen map size.

For a two-player game, select "Duel." A "Dwarf" map allows for four players; "Small" allows six; "Standard," eight; and "Massive," eight.

If all the available player slots are not filled for a given map, AI players will take over the missing roles when the game begins. New players that wish to join after the game has begun may select one of these AI colonies to play.

MODS

Civilization: Beyond Earth has been designed with the modders in mind, and it is the easiest and most accessible title in the series yet to mod. Even if you aren't interested in making a mod (yet), you can quickly and easily find mods other players have created, and download and install them all from within the game. Playing and creating mods has never been better.

From the Main Menu, you select the "Mods" button to navigate to the Mods Screen (be sure to accept the EULA on the way). From here you can choose to begin a game using pre-downloaded and installed mods or browse new available mods.

BROWSING, DOWNLOADING, AND RATING:

Clicking on "Mods" in the main menu will bring up the Mods Browser. This will list all the mods you have previously downloaded and installed, and whether that mod is currently active. Click on the checkbox to the right of an entry to enable or disable a downloaded mod. You can have more than one mod at a time active.

Click on the "Get Mods" button to bring up Steam Workshop, showing all available mods for download. From here, you can filter available mods by category, search by keyword, or filter by date of upload, number of downloads, or player ranking.

Click on a mod to bring up more detailed information, view screenshots, or choose to download.

After playing a mod, you can choose to rate it through Steam Workshop so that others may be more aware of its qualities.

XML:

The easiest way to get into modding is available to anyone with access to a text editor. If you can type, you can mod. The game's XML (Extensive Markup Language) files hold all the game's details, like all of a leader's dialogue or exactly how far a Tacjet unit can move in one turn.

Any of the game's XML files can be easily changed and updated from within any text editor, allowing you to make customizations ranging from how much damage a Siege Worm can deal to creating whole new civilizations and leaders.

MODBUDDY AND THE WORLD BUILDER SDK:

You may download ModBuddy and the World Builder SDK, the official modding tools for Civilization through Steam. This package will allow you to make custom maps and scenarios, change the behavior of the game's AI, and package your custom mods so that others can download and enjoy them too. Visit Beyond Earth's official web page or the Steam game page for more information and updates.

ModBuddy and the World Builder SDK will be available for download through Steam. Navigate to the Tools section of the Game tab to download.

TUTORIALS AND EXAMPLES:

If you're new to modding (or just want some extra help), check out the SDK's folders for extensive tutorials and examples on how to use the powerful new system. Learn from the developers themselves on how best to utilize this new system.

UPLOADING A MOD:

When you've finished a mod and want to share it with other fans, simply use ModBuddy to upload your mod to the official server. Follow the on-screen instructions on how to package and name your mod.

To upload a mod, you must have a Steam account. ModBuddy will prompt you for preexisting account information, or walk you through the steps required if you need to make one. Steam accounts are free.

MODS IN SINGLE PLAYER:

Click on the "Single Player" button on the Mods menu to bring up the available options for playing a modded game. You can either play a specific custom map, load a saved game, or create a new custom game using mods.

AUTOMATIC MOD UPDATES:

The game will automatically check for updates to any mods you have installed which are available through the Mod Browser system. These updates will automatically be downloaded and applied if you have an active Internet connection.

HOT KEY REFERENCE

ACTION	HOTKEY
GENERAL HOTKEYS	
Civilopedia	F1
Economic Overview	F2
Military Overview	F3
Diplomacy Overview	F4
Virtues Screen	F5
Tech Web	F6
Notification Log	F7
Victory Progress	F8
Quest Overview	F9
Trade Overview	F10
Quick Save	F11
Quick Load	Ctrl-F11
Hex Grid	Shift-G
Menu	Esc
End Turn	Enter
Next Unit	Period
Previous Unit	Comma
City View	Insert
Select Capital	Home
Next City]
Previous City	[
Zoom in	Page Up
Zoom out	Page Down
Show resource icons	Shift-R
Yield icons	Shift-Y
Orbital View	Shift-O

ACTION	HOTKEY
Save	Ctrl-S
Load	Ctrl-L
End Turn	Ctrl Space, Enter
GENERAL UNITS	
Move Mode	M
Explore (Automated)	E
Sleep	F
Alert	A
Do Nothing	Spacebar
Delete the Unit	Delete
Attack	Ctrl-A
Ranged Attack	B
Set Up Artillery	S
Fortify until healed	H
AIR UNITS	
Rebase Mode	Alt-R
Air Strike Mode	S
Air Sweep	Alt-S
Intercept	I
CIVILIAN UNITS	
Found City	B
Build Improvements (Automated)	A
Construct a Road	R
Construct a Magrail	E
Route to Mode	Shift-Ctrl-R
Clear a Marsh/Forest	Alt-I
Clear Miasma	S
Add Miasma	S
Construct a Farm	L

ACTION	HOTKEY
Construct a Generator	G
Improve Resource	I
Build Academy	Q
Build Array	D
Build Biowell	Y
Build Dome	U
Build Manufactory	W
Build Node	O
Repair	P
Embark/Disembark	K
Launch Orbital Unit	S
Orbital Attack	N
Cancel Last Mission	Backspace
Construct an Expedition	I

PRODUCT SUPPORT

You can find the latest technical support information and up to date FAQs at the following website:

General Support and FAQs: support.2k.com

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