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Chapter 1 IN THE BEGINNING

INTRODUCTION

Welcome to Beyond the Sword!

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

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

This Manual

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

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

Chapter 1: IN THE BEGINNING

That is the introductory section you're reading right now.

Chapter 2: NEW STUFF

This chapter describes the new civilizations, leaders, buildings and units included in *BtS*.

Chapter 3: NEW SCENARIOS

This chapter describes the new scenarios provided in BtS.

Chapter 4: MAIN GAME UPDATES

Chapter four details the new rules and rules changes made to *Civilization IV* in previous updates (patches) and in this package.

APPENDIX

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

The Civilopedia

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

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

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

SYSTEM REQUIREMENTS

The system requirements for *BtS* are identical to those for *Sid Meier's Civilization IV*.

Sid Meier's Civilization IV

You need a copy of *Sid Meier's Civilization IV* installed on your computer to use *BtS*.

Minimum System Requirements

1.2GHz Intel Pentium 4 or AMD Athlon processor

or equivalent

256 MB RAM

64 MB video card with hardware T&L (GeForce 2, Radeon 7500 or better)

DirectX 7 compatible sound card

CD-ROM drive

1.7 GB of free hard drive space

DirectX 9.0c (included)

Recommended System Requirements

1.8GHz Intel Pentium 4 or AMD Athlon processor or equivalent (or better)

512 MB RAM

128 MB video card with DirectX 8 support (pixel and vertex shaders)

DirectX 7 compatible sound card

CD-ROM drive

1.7 GB of free hard drive space

DirectX 9.0c (included)

Supported Operating Systems

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

INSTALLATION

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

The expansion pack will not install unless the computer already contains a copy of *Sid Meier's Civilization IV*.

AN IMPORTANT NOTE REGARDING GRAPHICS AND SOUND AND HAVING THE BEST POSSIBLE EXPERIENCE

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

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

STARTING A GAME

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

THE CIVILIZATION IV WEB SITE WWW.CIVIV.COM

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

You can find it at www.CivIV.com.

Chapter 2 NEW STUFF

INTRODUCTION

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

LEADER TRAITS

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

New Traits from Warlords CHARISMATIC

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

IMPERIALISTIC

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

PROTECTIVE

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

Changed Trait

EXPANSIVE

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

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

THE GREAT GENERAL

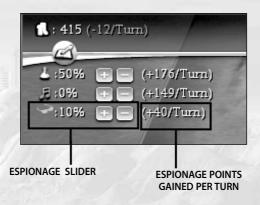
The Great General unit was introduced in Warlords. This unit appears when your units have accrued enough experience points through battle. (You can track your points on the Military Advisor screen [F5].) You may "attach" the Great General to a unit, giving that unit and others in the same tile 20 experience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

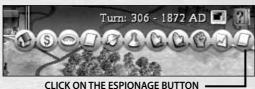
ESPIONAGE

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

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

The following sections describe the Espionage system. See the Civilopedia for more details.





TO GO TO THE ESPIONAGE BUTTON

Espionage Points

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

You expend these points on the "Espionage Screen."



Espionage Screen

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

Espionage Points Assignment Panel

At start, all of your Espionage Points are evenly divided among all of the civilizations you have encountered. You can adjust this on the left-hand side of the Espionage Screen (by clicking on the "+" or "-" symbols next to an opponent's portrait.).

By increasing the "Weight" item next to an opponent's portrait, you increase the portion of your Espionage Points income you would like to assign to that opponent. Increasing one opponent's weight to "1" and leaving another's at "0" will give all Espionage Points earned each turn to the first. Increasing one opponent's weight to "2" while keeping two other opponents' weight at "1" and another's at "0" will give the first opponent twice as many points as the second and third, while the fourth will receive none. And so forth. (See the Civilopedia for more details.)

The "EP" number next to the weight assignment tells you how many points you already have invested in that opponent. Below that is a percentage number that shows the cost adjust-

ment to Espionage Missions you wish to carry out against this opponent. This number is the Espionage Point bonus or penalty you receive when performing missions against the selected opponent and is based on the number of points you have invested in that opponent over the course of the game. If the number is below 100% that means you have more Espionage Points invested in your opponent than he has in you, and your missions may be performed at a discount. If the number is greater than 100%, it means your opponent has more Espionage Points on you than you have on him, increasing the cost of your Espionage Missions directed towards that opponent.

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

Mission Assignment Panel

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

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

Espionage Mission costs increase as the game progresses.

Spies

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

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

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

Missions

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

The Espionage Missions are:

Sabotage Improvement: Destroy an enemy improvement or route.

Sabotage Building: Destroy a building within an enemy city.

Steal Treasury: Steal a portion of your opponent's treasury, between 10 and 100%.

Spread Culture: Increase your culture in a city.

Poison Water: Temporarily increase the amount of unhealthiness within an enemy city.

Foment Unhappiness: Temporarily increase unhappiness within an enemy city.

Support City Revolt: Send a city into revolt for one turn. This reduces enemy defenses, but not enemy borders.

Steal Technology: Steal a technology from an opponent.

Influence Civics: Switch an opponent's civics to one that you have adopted.

Influence Religion: Switch an opponent's state eligion to your state religion.

Perform Counterespionage: Doubles cost of enemy espionage missions for ten turns.

Kill Spy: Kills all spies within your spy's visibility. Can only be performed within your own borders.

Passive Missions

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

The Passive Missions are:

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

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

City Visibility: Enemy cities are added to your visibility

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

Spies Cannot Enter Our Borders: Spies from the Civilization against which you have gathered sufficient points cannot enter your borders



PERFORM MISSION ACTION BUTTON

Spy Specialists

Spy specialists function like all other specialists and give a bonus to Espionage output and increase the chance of a Great Spy appearing in a city. The Courthouse, Jail, Intelligence Agency, Security Bureau, and Kremlin allow the assignment of Spy specialists in a city.

Great Spies

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

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

EVENTS

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

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

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



ADVANCED START

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

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

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

CORPORATIONS

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

Founding a Corporation

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

Corporate Benefits and Hindrances

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

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

Spreading a Corporation

Once a Corporation is constructed in a city, that city may produce Corporate Executives. Corporate Executives are similar to Missionaries. By building a Corporate Executive, you may

expand the influence of a Corporation to other cities.

It costs a certain amount of gold for a Corporate Executive to spread a Corporation to a new city, and the price is higher if the target is a foreign city. You may only spread a Corporation to cities which have one or more of the resources the Corporation requires. In return for spreading a Corporation, you receive five gold per city with your corporation in it. In addition, the target city will receive all of the benefits/penalties of the corporation.

The Corporate Executive is consumed when it spreads a corporation to a city.

Competing Corporations

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

Blocking Corporations

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

Corporation List ALUMINUM CO.

Resource Required: Coal

Great Person Required: Great Scientist

Techs Required: Corporations and Advanced Flight

Benefit: Produces Aluminum resource, +2 Production per required resource available.

CEREAL MILLS

Resources Required: Wheat, Corn or Rice

Great Person Required: Great Merchant

Techs Required: Corporations and Refrigeration

Benefit: +.75 Food per required resource available.

CIVILIZED JEWELERS

Resources Required: Gold, Silver or Gems

Great Person Required: Great Artist

Techs Required: Corporations and Mass Media

Benefit: +1 Gold, +3 Culture per required resource available.

CREATIVE CONSTRUCTIONS

Resources Required: Iron, Copper, Marble, Aluminum

or Stone

Great Person Required: Great Engineer

Techs Required: Corporations and Combustion

Benefit: +.5 Production per required resource available.

MINING INC.

Resources Required: Coal, Iron, Copper, Gold, Gems or Silver

Great Person Required: Great Engineer **Techs Required:** Corporations and Railroad

Benefit: +1 Gold per required resource available.

SID'S SUSHI CO

Resources Required: Crab, Clam, Fish or Rice

Great Person Required: Great Merchant

Techs Required: Corporations and Medicine

Benefit: +.5 Food per required resource available.

STANDARD ETHANOL

Resources Required: Corn, Sugar or Rice

Great Person Required: Great Scientist

Techs Required: Corporations and Plastics

Benefit: Produces Oil resource; +2 Research per required

resource available.

AIR COMBAT AND PROMOTIONS

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

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

Air Combat Promotions

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

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

Range: Increase the unit's range.

Ace: Increase the unit's evasion chance.

OVERSEAS MAINTENANCE AND COLONIES

City maintenance now takes into account a fourth factor (beyond the number of cities in your civilization, corporations present, and their distance from the capital). This new "Overseas Maintenance" cost kicks in only for cities on overseas continents that do not contain your capital. When the number of cities on that distant continent reaches a certain level, their maintenance costs will begin to outweigh their production.

To deal with this expense, players may turn the cities on an overseas continent into a "Colony." By granting those cities Colony status, they will immediately break off into their own, distinct civilization and become a vassal of the player. This of course has a number of important diplomatic, production and military consequences; see the Civilopedia entry ("Colonies" which is found under the Civilopedia main menu entry "Beyond the Sword Concepts") for details.

IMPROVED SIEGE COMBAT

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

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

NAVAL TRADE ROUTES

You can now use your naval units to blockade and even plunder enemy trade routes. Doing so can have a major impact on your foe's economy, so control of the seas is more vital than ever. See the Civilopedia for details.

River Trade Routes

The rules for tracing trade routes along rivers have been altered slightly. You must now know the Sailing technology to be able to trace trade routes along rivers.

NEW TECHNOLOGIES

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

Advanced Flight

Aesthetics

Laser

Military Science

Stealth

Superconductors

NEW UNITS

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

Airship

Anti-Tank Infantry

Attack Submarine

Cuirassier

Great Spy

Guided Missile

Missile Cruiser

Mobile Artillery

Mobile SAM

Paratrooper

Privateer
Ship of the Line
Stealth Destroyer
Tactical Nuke

Corporate Executives

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

NEW PROMOTIONS

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

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

NEW BUILDINGS

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

Customs House
Industrial Park
Intelligence Agency
Levee
Public Transportation
Security Bureau

Civilization-Specific Buildings

This change, first introduced in Warlords, provides each civilization with its own unique building which replaces an existing building. Each unique building gives its civ a special advantage during play.

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

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

NEW WONDERS

Here's a list of the new Wonders in this package:

Apostolic Palace*

Cristo Redentor

Mausoleum of Maussollos

Moai Statues

National Park

Shwedagon Paya

The Statue of Zeus

*The Apostolic Palace Wonder: This is a Medieval-era wonder with abilities similar to those of the United Nations (but with voting power determined by one's faith rather than one's size). See the Civilopedia for detailed info on this unique new wonder.

Corporate Headquarters Wonders

Aluminum Co.

Cereal Mills

Civilized Jewelers

Creative Constructions

Mining Inc.

Sid's Sushi Co.

Standard Ethanol

NEW IMPROVEMENT: FOREST PRESERVE

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

NEW LEADERS FOR EXISTING CIVILIZATIONS

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

Abraham Lincoln of the United States of America

Boudica of the Celts

Charles de Gaulle of France

Darius I of Persia

Pericles of Greece

Suleiman the Magnificent of the Ottoman Empire

NEW CIVILIZATIONS

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

BABYLONIAN EMPIRE

Leader: Hammurabi

Unique Unit: Bowman (replaces Archer)

Unique Building: Garden (replaces Colosseum)

BYZANTINE EMPIRE

Leader: Justinian I

Unique Unit: Cataphract (replaces Knight)

Unique Building: Hippodrome (replaces Theatre)

DUTCH EMPIRE

Leader: Willem van Oranje

Unique Unit: East Indiaman (replaces Galleon)

Unique Building: Dike (replaces Levee)

ETHIOPIAN EMPIRE

Leader: Zara Yaqob

Unique Unit: Oromo Warrior (replaces Musketman)

Unique Building: Stele (replaces Monument)

HOLY ROMAN EMPIRE

Leader: Charlemagne

Unique Unit: Landsknecht (replaces Pikeman)Unique Building: Rathaus (replaces Courthouse)

KHMER EMPIRE

Leader: Suryavarman II

Unique Unit: Ballista Elephant (replaces War Elephant)

Unique Building: Baray (replaces Aqueduct)

MAYAN EMPIRE

Leader: Pacal II

Unique Unit: Holkan (replaces Spearman)

Unique Building: Ball Court (replaces Colosseum)

NATIVE AMERICAN EMPIRE

Leader: Sitting Bull

Unique Unit: Dog Soldier (replaces Axeman)

Unique Building: Totem Pole (replaces Monument)

PORTUGUESE EMPIRE

Leader: Joao II

Unique Unit: Carrack (replaces Caravel)Unique Building: Feitoria (replaces Market)

SUMERIAN EMPIRE

Leader: Gilgamesh

Unique Unit: Vulture (replaces Axeman)

Unique Building: Ziggurat (replaces Courthouse)

Chapter 3 NEW SCENARIOS AND MODS

INTRODUCTION

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

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

Mods and Scenarios

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

Scenarios, on the other hand, present you with a pre-set challenge that you must overcome. Every time that you play the game the situation is the same (though you can often play the same scenario from different viewpoints). For example, a scenario might recreate the battle for dominance of the Mediterranean between Rome and Carthage. Depending upon its design, the scenario might allow you to play just Rome, or just Carthage, or either, but each time the game begins on the same map with units and cities in their pre-assigned positions.

To further confuse things, many scenarios include modified rules as well. For example the "Charlemagne" scenario presents you with a pre-set situation in which a number of feudal kingdoms struggle for dominance of Western Europe. In addition, in this scenario the game rules have been modified and new units and technologies have been added to better reflect the reality of medieval warfare. Thus, "Charlemagne" is a scenario within a mod.

Civilopedias for Scenarios/Mods

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

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

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

HOW TO LAUNCH THE SCENARIOS/MODS

Start the game and click on "Single Player" on the Main Menu. Then click on "Beyond the Sword Content," which brings up a list of the scenarios/mods provided with this expansion pack.

Double-click on the scenario/mod you wish to play and the scenario or mod will start up. Depending upon the mod or scenario you're playing, you may be immediately launched into play, or you may have to create the game-world and/or pick your civilization before play begins.

Launching a Multiplayer Game

To launch a Multiplayer Game of a Beyond the Sword Mod or Scenario, you must load the Mod/Scenario through the "Advanced" Menu on the Main Menu Screen.

Select "Advanced, then "Load a Mod." Select the Mod/Scenario you wish to play and wait for the game to load. Once it has loaded, select "Multiplayer." From here, it is the same as any game of Civilization Multiplayer. Enter the lobby, find your friends (who also need to load the Mod/Scenario) and conquer and conspire your way to victory.

Saving and Loading Scenarios/Mods

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

SCENARIOS OVERVIEW

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

Firaxis Design AFTERWORLD

By Tim McCracken

Type: Scenario

Players: 1

Overview

"Afterworld" is a squad-based tactical scenario where the player fights against zombies and the undead.

Scenario Description

In the far distant future humanity commands nature – no longer the clay, but now the sculptor. Technology such as "superluminal" travel through *dark wave gates, manufactured stars,* and *artificial solar systems* has given him near-perfect

control over his environment. Absolute harmony exists among all stars, overseen by the axial system, Augustine. No other sentient beings have been found anywhere in the galaxy. Humanity is at peace – but it is also alone.

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

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

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

BROKEN STAR

By Jesse Crafts-Finch

Type: Scenario

Players: 1-8

Overview

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

Scenario Description

Russia is divided, and a civil war is upon us! To unite the Motherland you may purchase military units from the U.S. or

promotion upgrades from the Chinese black market; conscript the Russian people or bribe enemy forces; or even deploy the ultimate in doomsday weaponry, the nuclear bomb.

CHARLEMAGNE

By Paul Murphy **Type:** Scenario

Players: 1-5

Overview

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

Scenario Description

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

CIV DEFENSE

By Ed Piper

Type: Scenario

Players: 1 Overview

"Civ Defense" takes Civilization IV to a place it's never been

before – to the world of old-style arcade games. Essentially, you build a couple of cities and put down a bunch of units and then try to survive wave after wave of advancing enemies.

Scenario Description

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

CROSSROADS OF THE WORLD

By Liam Collins

Type: Scenario

Players: 1-5

Overview

"Crossroads of the World" is set in the 13th century Middle East, where the goods from three continents are bought and sold for huge profits. In a land with few natural resources, you must use BtS's new "Corporations" feature to dominate the lucrative trade-routes and gain the wealth necessary to support your burgeoning empire.

Scenario Description

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

FINAL FRONTIER

By Jon Shafer **Type:** Mod

Players: 1 - 8

Overview

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

Scenario Description

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

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

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

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

GODS OF OLD

By Ed Piper **Type:** Mod

Players: 1-16

Overview

"Gods of Old" plays like a standard game of *Civilization IV*, except that all of the current religions are removed and replaced by the Gods of Ancient Mesopotamia. And these gods are angry.

Scenario Description

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

Gimme that old-time religion...

NEXT WAR

By Paul Murphy

Type: Scenario or Mod

Players: 1-4 (scenario); 1-8 (epic)

Overview

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

Scenario/Mod Description

"NextWar" may be played in two ways. You may play the scenario, in which you are faced with a pre-created situation in the near-future, where Earth is divided into five megaempires locked in an escalating struggle for dwindling resources. Or you can play this as a mod, in effect playing a standard *Civilization IV* game where you can access the futur-

istic weapons of NextWar when you achieve the appropriate tech levels.

Fan-Created Scenarios/Mods FALL FROM HEAVEN

By Derek "Kael" Paxton, Michael "AlazkanAssassin" Hall Chalid, Jon "Corlindale" Duus, Philippe "C.Roland" Côté-Léger, Eli "Loki" Markham, Randy "Niki's-Knight" Miller, Martin "Ploeperpengel" Zutz, Stephan "seZereth" Weiß, Ben "Talchas" Segall, Ilia "White Rabbit" Draznin, William "Wilboman" Nordan, Tom "Woodelf" Snyder

Players: 1
Type: Mod
Overview

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

Mod Description

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

Fight in a land ravaged by blizzards that change the terrain they pass over. Use spells and summon creatures to wage war for you. Control powerful heroes to battle ogres, golems, a dragon – and the God of Winter himself.

RHYE'S AND FALL OF CIVILIZATIONS

By Gabriele Trovato (widely known as "Rhye")

Type: Mod Players: 1 Overview

"Rhye's and Fall of Civilizations" is an Earth map-based scenario that simulates the rise and fall of civilizations throughout the history of the Earth. It is the sequel to "Rhye's of Civilization" – one of the most popular modpacks ever created for *Sid Meier's Civilization III*.

Scenario Description

"Rhye's and Fall of Civilizations" allows you to experience the ebb and flow of human growth and development. You can begin the game playing a very early civilization – Egypt, for instance – then, as the game advances and upstart civilizations arise, you can switch to one of the newer civs and proceed to conquer the decadent Egyptian civilization you just abandoned.

As time passes older civilizations will fall on their own, destroyed by civil wars, corrupt governments, and massive barbarian attacks. Each civilization in the game is heavily differentiated from the others, with its own unique abilities, unique victory conditions, and unique AI (artificial intelligence) objectives, allowing for endless replayability.

WWII: THE ROAD TO WAR

Design: Dale Kent

Art: David Sobotka, Tony Kiehl, Civilization Fanatics unit

modders

Type: Scenario **Players:** 1 to 16

Overview

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

Scenario Description

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

Chapter 4 MAIN GAME UPDATES

INTRODUCTION

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

GETTING AND INSTALLING UPDATES

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

WHAT'S BEEN UPDATED

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

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

Tech Tree

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

Fiber Optics requires Laser or Computer.

Robotics no longer directly requires Plastics.

Computers requires Plastics.

Building Changes

Airports increase the number of Air Units allowed in a city from 4 to 8 and provide +3 XPs to all Air Units (see the section on Air Combat in Chapter 2).

The Courthouse, Castle, and Jail provide Espionage Points or Espionage Point Bonuses (see Espionage in Chapter 2).

Factories cause Unhealthiness with access to Coal or Oil.

Stables becomes obsolete with the discovery of Advanced Flight

Monuments and Obelisks become obsolete with Astronomy Palaces provides +1 Espionage Point.

Laboratory now requires the Superconductor tech Military Academy requires the Military Science tech

Unit Changes

Spies have been updated significantly (see Espionage in Chapter 2).

Siege Units now have maximum damage limits that they can inflict on target units when attacking a unit directly or through collateral damage. Mounted and Helicopter Units now receive flank attacks against select Siege Units. (See Improved Siege Unit Combat in Chapter 2.)

The Great General threshold has been increased (it now takes more combat experience to be awarded a Great General).

You may only have 4 Air Units in a city at a time. With the construction of an Airport, that number increases to 8.

Grenadier requires Military Science instead of Chemistry

Trireme requires Metal Casting

The Greek special Phalanx unit now replaces Axemen. They begin with the March promotion.

The Japanese special Samurai unit now starts with the Drill I promotion.

Cavalry now requires Rifling (along with Military Tradition)

Promotions

Air Units have their own Promotions.

Improvements

Railroads can now be built when you have access to Coal or Oil.

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

Wonders

The Parthenon requires the new "Aesthetics" tech.

The Scotland Yard wonder can only be constructed by a Great Spy (just like shrines require a Great Prophet). It provides an espionage bonus (see Espionage in Chapter 2).

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

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

Stonehenge now becomes obsolete upon the discovery of Astronomy.

The Space Race

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

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

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

Spaceships now have a delayed arrival after launch. The length of the delay depends upon the number of components you've used in its construction.

Interface Changes

Enemy units entering your territory glow red.

Foreign and Military Advisor screens have been expanded.

Elapsed Turn and Current Era info is now displayed on the Main Screen.

Trait Changes

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

Gameplay Changes

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

Multiplayer Changes

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

Civics Changes

Slavery's upkeep has been changed to Medium

Mercantilism causes Foreign Corporations to have no effect in your cities

State Property causes all Corporations to have no effect in your cities and no longer provides a bonus from Watermills or Workshops, but instead provides a +25% production bonus

Nationhood provides a +25% bonus to Espionage Points

Caste System receives a food bonus from Workshops

Environmentalism receives a food bonus from Forest Preserves, Windmills and Watermills

APPENDIX

REFERENCE CHARTS

Key	Function
Units	
Number Keys	Move unit
[B]	Bombard
[B]	Build city (with settler)
[C], Mouse Butto	on 3 Center on unit
[E]	Explore with unit (automated)
[F]	Fortify
[G]	Go-to mode
[L]	Load (onto ship)
[S]	Sentry
[Shift-U]	Unload (off ship)
[W]	Wait
[Alt-Click]	Group all units on a tile together
[Ctrl-# Key]	Bind selected unit or group to that number key
[Ctrl-Click]	Group all units of the same type on a tile together
[Delete]	Delete unit
[Shift-Click]	Tile context menu
[Spacebar]	Skip turn
[Ctrl - H] Select	all wounded units on a tile
Worker Coi	nmands
[A]	Build improvements (automated)
[H]	Build camp
	Build farm
[K]	Build workshop
[L]	Build lumbermill
[M]	Build mine
[N]	Build trade network (automated)

[Q]	Build quarry
[R]	Build road/railroad
[T]	Build cottage
[Alt-C]	Remove forest or jungle
[Alt-R]	Road-to mode
[Shift+Ctrl-C]	Improve nearest city (automated)
[Ctrl-F]	Build fort
[Shift-P]	Build pasture, plantation
[Shift-W]	Build watermill (on river), windmill (on hill)
[Shift-W]	Build winery (on wine), well (on oil)
[F]	Preserve Forest
Work Boats	
[F]	Build fishing nets
[0]	Build offshore platform
[Shift-W]	Build whaling boats
[R]	Build Trade Route
Air Units	
[B]	Air bomb mode (enemy cities/tiles)
[R]	Recon mode
[S]	Air strike mode (enemy units)
[Alt-R]	Rebase mode
[I]	Intercept mode
Advisors	
[F1]	Domestic advisor
[F2]	Financial advisor
[F3]	Civics advisor
[F4]	Foreign advisor
[F5]	Military advisor
[F6]	Technology advisor
[F7]	Religion advisor
AND THE RESERVE AND ADDRESS OF THE PARTY OF	

[F8]	Victory
[F9]	Demographics
[F10]	Capital City
[F11]	Globe View
[F12]	Civilopedia
General	
[P]	Ping the map
[Alt-I]	Remove interface
[Alt-Q]	Retire (give up)
[Ctrl-W]	Access Worldbuilder
[Alt-D] Name	Change Player Name/Civilization
[Ctrl-Number Key]	Save a production queue (in city screen)
[Number Key]	Use saved production queue (in city screen)
[Ctrl-B]	Toggle bare map on/off
[Ctrl-I]	Minimize interface
[Ctrl-L]	Load game
[Ctrl-M]	Turn music on/off
[Ctrl-O]	Options menu
[Ctrl-R]	Flag resources on/off
[Ctrl-S]	Save game
[Ctrl-T]	Turn grid on/off
[Ctrl-Y]	Turn tile yields on/off
[Ctrl-Left Arrow]	Lock camera angle 45 degrees clockwise
[Ctrl-Right Arrow]	Lock camera angle 45 degrees counterclockwise
[Enter]	Cycle units, advance to next turn
[\]	Cycle to previous selected unit
[Escape]	Exit current screen/bring up menu
[,]	Cycle to previous unit (same tile)
[.]	Cycle to next unit (same tile)
[/]	Cycle through active workers

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

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Special Thanks

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

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