SID MEIER'S CIVILIZATION IV
WARLORDS

™

Mac

Universal

QUICK START MANUAL
Note: Full Manual Located on Game Disc

FIRAXIS
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CHAPTER 1
IN THE BEGINNING

INTRODUCTION

WELCOME TO WARLORDS!

Welcome to the *Civilization® IV Warlords* expansion pack for Sid Meier's *Civilization® IV! Warlords* expands the world of *Civilization IV*, adding new civilizations, new leaders, new buildings and new units, plus some exciting new scenarios. The *Warlords* installation disk also includes all of the updates/bug fixes 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. *Warlords* cannot be played without *Civilization IV*. See later in this chapter for information on installing this expansion pack.

THIS MANUAL

This manual describes the material included in *Warlords*. It is broken into four chapters and an appendix. You don't need to read this manual before enjoying *Warlords*: 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.

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 *Warlords*.

CHAPTER 3: NEW SCENARIOS

This chapter describes the six new scenarios provided in *Warlords*.

CHAPTER 4: RULES CHANGES

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

APPENDIX

This contains updated charts and tables, followed by credits, warranty information, tech support contact numbers, and the fun copyright information.

THE CIVILOPEDIA

When you install *Warlords*, the *Civilization IV* online 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.

SYSTEM REQUIREMENTS

The system requirements for Warlords are nearly identical to those for Sid Meier's Civilization IV - with Warlords requiring a CD-ROM and the additional support for nVidia 7300 and ATI Radeon X1900 video cards.

INSTALLATION

To install Sid Meier's Civilization IV-Warlords for Mac OS, double-click the installer on the CD and follow the onscreen instructions.

STARTING A GAME

To start Warlords double click on the Civilization IV-Warlords icon inside the Civilization IV folder. A new option has been added to the Main Menu -"Play a Warlords Scenario." See Chapter Three for more details on Warlords scenarios.

THE CIVILIZATION IV WEB SITE: WWW.CIVIV.COM

The *Civilization IV* web site contains news and information about *Civilization IV* and *Warlords*. 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

Warlords brings a lot of cool new stuff to *Civilization IV*, including the new Great General/Warlord unit, and a bunch of new civilizations, leaders, special buildings and units.

THE GREAT GENERAL UNIT

In *Warlords*, you get a new type of person: the Great General. Your civilization gains Great Generals by winning battles. Once generated, you can turn your Great General into a Warlord by joining him with another unit in the field. That action also distributes a one-time experience bonus to units in the same tile. Alternatively, you can use your Great General to construct a military academy, or you can turn him into a great military instructor specialist.

GETTING A GREAT GENERAL UNIT

Great Generals are generated as your units gain experience points (XPs). Your can monitor your XPs on the "Combat Experience Track" (which is found on the Military Advisor page [F5]). When you have acquired a certain number of XPs, a Great General unit will be placed in one of your cities. The Combat Experience Track is reset to zero, and further XPs will count toward generating the next Great General. Each Great General costs more points to generate than did the previous one.

Roll the cursor over the Combat Experience Track to see exactly how many XPs you currently possess and how many you need to get the next Great General.

MOVING YOUR GREAT GENERAL

Great Generals have a Movement Speed of 2. Like other great people they can move around the map alone, be carried on caravels and submarines, or be stacked with other units. Great Generals can also be assigned to "lead" a military unit as a Warlord (see below for details), in which case it moves with the unit it is leading.

LOSING A GREAT GENERAL

If a Great General is alone in a space and an enemy unit enters that space, the Great General is destroyed. The Great General is also destroyed if he is in a naval vessel that sinks or in a city that is captured or destroyed. When turned into a "Warlord," the Great General is lost if the unit it is "leading" (see below) is destroyed.

GREAT GENERAL SPECIAL ABILITIES

Great Generals have a number of special abilities. Like other Great People, Great Generals are expended when they use their abilities.

GREAT GENERAL SPECIAL ACTIONS

Great Military Instructor

The Great General can join a city as a great military instructor. New units constructed in that city receive +2 experience points.

Construct Military Academy

The Great General can construct a military academy in a city. The city receives a +25% production bonus when building military units.

LEAD UNIT AS A WARLORD

When you perform this action, the Great General becomes a Warlord and joins one of the units in the same space. He distributes 20 experience points evenly among all military units in the space.

Where The Great General Can Perform This Action

The Great General can perform this action anywhere, as long as there is at least one eligible unit in the space with the Great General.

How To Perform This Action

Once you have clicked on the Great General's "Lead Troops as a Warlord" action button, you'll do the following:

1. Choose Which Unit to Attach to: If there is only one eligible unit in the space, the Warlord is automatically attached to the eligible unit.

2. Assign Promotions to Units in the Space: The game automatically splits the Great General's 20 bonus experience between all units in the space. If this triggers promotions for one or more units, you pick which promotion(s) each of the units receives.

EFFECTS OF WARLORD ATTTACHMENT TO A UNIT

If a Warlord is attached to a unit, that unit receives two benefits:

1. Free Upgrades: If the unit becomes eligible for upgrades, they do not cost you any gold. In addition, the unit retains all of its experience after the upgrade.

2. Access to Special Promotions: The units also gain access to some special promotions not available to units without Warlords, such as Combat VI (+25% strength), Medic III (+15% healing rate to unit in the same and adjacent tiles), Tactics (+30% chance to withdraw from battle when losing), Leadership (+50% more experience gained from combat), and Morale (+1 movement range).

NEW DIPLOMATIC OPTIONS

VASSAL STATES

A vassal state is one that has sworn allegiance to another state, providing its master state with some benefits in exchange for the master's pledge to protect and promote the vassal's welfare.

BENEFITS OF VASSAL AGREEMENTS

A vassal agreement results in some extra happiness throughout the master's empire, as well as some unhappiness for the vassal.

Other benefits for the master include a right of passage through vassal territory, and visibility inside all vassal cities. In addition, the master's units heal as fast as they heal in his own territory, and can take full advantage of the vassal's fortifications.

The master has the right to demand access to any resource under vassal control, even if it is their only one. However, there is one catch. If the vassal refuses to pay this tribute, the agreement immediately ends and a state of war automatically results between the two parties. That is the only case where a

state of war can result between a master state and a vassal state. Normally, the two parties are prevented from attacking each other and in addition if the master goes to war against a third party, the vassal automatically enters the war on the side of the master. Vassal states do not have the power to declare war or make peace on their own.

COST OF VASSAL AGREEMENTS

When possessing vassals, the Master civilization incurs a higher maintenance cost for its own cities. This costs increases as the number of vassal cities under his control increases. (Note that the master doesn't pay maintenance for the vassal's cities - he just pays extra maintenance for his civ's cities.

TYPES OF VASSAL AGREEMENTS

During peace time, a civilization can offer to become a vassal of a more powerful civilization with knowledge of Feudalism. This is a temporary agreement that can be broken by the vassal (but not by the master) after 10 turns. For this type of peaceful vassalage, when the agreement is signed, any civilization at war with either of the two parties at is automatically at war with both parties.

During wartime, a vassal agreement results in capitulation.

CAPITULATION

Capitulation has the same effects as peaceful vassalage, but it cannot be broken by the vassal state even after 10 turns, unless the vassal state grows to more than half of the land area and population of the master state. Capitulation may also be annulled by the vassal if the vassal state loses half of its land area since the time the agreement was signed. Capitulation forces the vassal state to immediately adopt the master's war/peace state against third parties.

VICTORY CONDITIONS

In terms of victory conditions and score, the master state gets credit for half of the land and population of the vassal state and the vassal state gets credit for the other half. (Note, however, that acquiring vassals is not a necessarily a ticket to an easy

domination victory, because the higher maintenance cost for your own cities [see above] may drag your economy to a halt.)

NEW CIVILIZATIONS

Six new civilizations have been added to the game. These are:

Carthage

Celts

Korea

Ottomans

Vikings

Zulu

NEW LEADERS

Each of the new civilizations has a leader. Further, we have added some additional leaders to existing civilizations. See the "New Items List," below, for the leaders' traits.

NEW LEADERS FOR NEW CIVILIZATIONS

Carthage: Hannibal

Celts: Brennus

Korea: Wang Kon

Ottomans: Mehmed II

Vikings: Ragnar

Zulu: Shaka

NEW LEADERS FOR EXISTING CIVILIZATIONS

England: Winston Churchill

Rome: Augustus Caesar

Egypt: Ramesses II

Russia: Josef Stalin

NEW LEADER TRAITS

Warlords adds three new leader traits to the game: Imperialistic, Charismatic and Protective. See the New Items List, below, to learn about the new traits.

Note that existing leaders have been reassigned traits to better balance these new traits. Each leader's traits are listed below.

NEW UNITS

In addition to the Warlord unit discussed above, this package includes other new units for *Civilization IV*. Each of the six new civilizations receives its own unique unit, and we've added a number of new units that all civilizations can employ.

UNIQUE UNITS FOR NEW CIVILIZATIONS

See the New Items List and the Civilopedia for details on the new unique units.

Carthage: Numidian Cavalry (replaces Horse Archer)

Celts: Gallic Warrior (replaces Swordsman)

Korea: Hwacha (replaces Catapult)

Ottomans: Janissary (replaces Musketman)

Vikings: Berserker (replaces Axeman)

Zulu: Impi (replaces Spearman)

NEW UNITS ALL CIVILIZATIONS CAN USE

These new units can be used by any civilization (assuming they meet the technology and resource requirements, of course).

TREBUCHET

This is a medieval artillery unit. It is especially effective against units inside a city. See the New Items List for details.

TRIREME

This is a new early naval combat unit. It cannot carry military units, but it has an advantage when fighting standard Galleys.

SCENARIO-SPECIFIC UNITS

Many of the scenarios (see Chapter 3) contain new units; however, most of these units are scenario-specific and cannot be used outside of their scenario (because they would likely upset game-balance).

NEW BUILDINGS

UNIQUE BUILDINGS

In *Warlords* we have added the concept of "unique buildings" to *Civilization IV*. Now each civilization (new and existing) has a special building that only it possesses. Like unique units, each unique building replaces an existing building. See the New Items List to find out about the unique buildings.

NEW BUILDINGS ALL CIVILIZATIONS CAN USE

STABLE

This building provides experience for mounted units.

MONUMENT

This building replaces the obelisk, which has become the special building for the Egyptian Empire. It has all of the same functions and statistics as did the original obelisk in *Civilization IV*.

NEW WONDERS

Three new wonders have been added to the game: the Great Wall, the Temple of Artemis, and the University of Sankore. See the New Item List for details.

The Great Wall

A huge defensive work constructed by ancient China to make barbarian incursions more difficult.

The Temple of Artemis

A magnificent Greek-style temple constructed in Turkey.

The University of Sankore

An early Islamic university constructed in Timbuktu, Africa.

NEW ITEM LIST

For a complete list of new units sorted by civilization please see the full manual on the game disc.

CHAPTER 3
NEW SCENARIOS

INTRODUCTION

In *Civilization IV*, scenarios challenge players to take on preset situations. Most of the scenarios in *Warlords* are historical, allowing you to recreate actual events from history. As Pericles, can you win the Peloponnesian War and save Athens from destruction? As Hannibal of Carthage, can you lead your mighty elephants to victory against Imperial Rome? Can you lead the Mongol hordes against the West and wreak even more havoc than Genghis Khan? Some scenarios are ahistorical, in which you can explore interesting situations that never actually occurred.

Scenarios often contain special rules, units, civilizations and so forth that do not appear in a regular game of *Civilization IV*. You can check out the scenario descriptions, below, or jump right in and let yourself be surprised. (As always, we recommend the latter approach: try a scenario a couple of times and then, as necessary, read its description.)

SCENARIOS' CIVILOPEDIAS

Each scenario's Civilopedia lists the units, techs, civilizations, and so forth that appear in that scenario. If a new item has been added for the scenario, it will be listed in the Civilopedia, and if an item doesn't appear in the scenario (for instance, nukes cannot be found in the Genghis Khan 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 that difference as well.

CREATE YOUR OWN SCENARIO— OR PLAY SCENARIOS 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.

SCENARIOS OVERVIEW

HISTORICAL SCENARIOS

450 BC: Chinese Unification
1 to 7 Players

Seven feudal kingdoms seek to destroy their enemies and rule all of China! A game of alliances, treachery, and massive armies.

444 BC: The Peloponnesian War
1 or 2 Players

Greek and Athens, two very different civilizations, are locked in a life-and-death struggle for domination of Greece. Can Athens' wealth and sea-power stop the mighty Spartan armies?

336 BC: Alexander the Great
1 Player

Become Alexander and march your armies across three continents, destroying all who stand in your way. Can you match the exploits of perhaps the greatest military leader of all time?

300 BC: The Rise of Rome
1 to 5 Players

Five mighty civilizations—Rome, Carthage, Greece, Egypt, and the Celts—engage in a winner-take-all fight for domination of the Eastern Mediterranean. The victor will control the destiny of Western Civilization for the next millennia.

800 AD: The Age of the Vikings
1 Player

As the Viking King Ragnar Lodbrok, lead your mighty longboats in daring raids against the soft and corrupt civilizations to the south. You don't particularly want to conquer your foes: you just want their money. All of it. By any means necessary...

1206 AD: Genghis Khan
1 Player

As leader of the Mongol Horde, you seek nothing less than the conquest—or destruction—of every civilization unfortunate enough to find itself in your way. Leave a trail of burning cities from China to Italy and North Africa!

ALTERNATE HISTORY SCENARIOS

Barbarian Horde
1 Player

A chance to see how the other guy lives. The game creates a world, complete with competing civilizations. You enter the game controlling the Barbarians—can you destroy all of civilization before they get you? (You know you've always wanted to!)

Omens
1 or 2 Players

Britain and France struggle for dominance over the great prize of North America! Beware: this is a religious and cultural struggle as much as it is a military fight, and it's filled with strange portents and mystical occurrences!

HOW TO LAUNCH THE SCENARIOS

On the main menu, select "Single Player" and then choose "*Warlords* Scenarios" to access the scenarios.

SAVING AND LOADING SCENARIOS

This works like regular saves/loads. If the game must load a different mod it will automatically exit the game and then restart using the correct module.

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 most 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. These changes have been periodically released as "patches," available for download from the Web.

This chapter describes the "visible" changes we've made to the game (up to the publication of this manual). Check the README files on the *Warlords* disc to find out about any later changes, as well as to get info on the "hidden" fixes if you wish.

This chapter also describes the "PitBoss" feature that was included in *Warlords* and in the game patches. This multiplayer-only feature is described at the end of the chapter.

GETTING THE UPDATES

Check Aspyr's Support site, support.aspyr.com, for any future Warlords updates.

THE UPDATES

BASIC RULES

Airlift: You can't airlift units from foreign cities.

Border expansion: Border expansion occurs in a city when the city's culture is 10, 100, 500, 5000, and 50000. (This is at Normal game speed; the amounts differ at other game speeds.)

LEADERS

Leader traits updated and new traits added. See Chapter Two of this manual for details.

UNITS

Marines and SAM Infantry now upgrade to Mechanical Infantry.

Gunships now move faster along friendly rail lines.

Increased production cost for Praetorians.

Decreased production cost for Jaguars.

Spies no longer have a per turn maintenance cost.

The Quecha unit starts with the Combat I promotion.

Horse Archers receive a -10% penalty when attacking cities.

Cossacks are strength 15, +50% when facing mounted units.

Chariots receive a +50% strength bonus when attacking Axemen, but their withdrawal chance is reduced to 10%.

Horse Archers receive a 20% withdrawal chance.

New promotion: Guerilla III (requires Guerilla II) provides +25% bonus when attacking into hills.

Drill II gives 20% collateral damage protection.

Drill III gives an extra 20% collateral damage protection.

Drill IV gives an extra 20% collateral damage protection.

WORKERS AND SETTLERS

Production yield from Workers chopping down forest is reduced to 20.

When Workers chop down a forest or jungle, the nearest city gets fewer production points the farther the space is from the city.

TECHNOLOGY

We have altered some of the prices of the technologies to better reflect their relative powers.

Horseback Riding is now a classical tech.

Mathematics increases forest chop yields by +50%.

Calendar now centers the world map (instead of Astronomy).

Gunpowder is a requirement for the Pinch promotion.

WONDERS

Kremlin now gives -33% hurry production cost.

The cost of constructing the SDI wonder has increased.

SDI cannot be built until the Manhattan Project is completed.

Wonders continue to generate great person points even if they become obsolete.

West Point is available after you get a level 6 unit (was level 5).

Heroic Epic available after you get a level 5 unit (was level 4).

Spiral Minaret gives 2 gold per state religion building in your empire (was 1).

CIVICS

Free Trade: Medium upkeep

State Property: Low upkeep

Hereditary Rule: Low upkeep

Representation: Medium upkeep; it now provides +2 happiness in biggest cities.

Slavery: No upkeep

Emancipation: Low upkeep

Nationhood: No upkeep

Environmentalism: Medium upkeep. It is now made available by the Medicine tech.

Free Speech: Low upkeep

BUILDINGS

Castles give +1 trade route until Economics.

City Garrison and City Raider promotions provide defensive bonuses in forts (as well as in cities).

Forts provide defensive benefits only to units on the same team (or vassal) as the cultural owner of the plot.

Barracks are cheaper (50 instead of 60) but provide less experience (3 instead of 4).

TERRAIN

Forests now provide +0.5 health if within a city radius.

INTERFACE

The Military Advisor screen now displays visible Barbarian units.

[ESC] closes every screen.

Pillage hotkey is changed to [Shift-P].

Improve Nearest City (Automated) is now [Shift-Cmd-C].

Intercept hotkey is changed to [I].

Contact Civ Pop-up by pressing [Shift-D].

You can declare war by pressing [Option] and clicking on the name of the enemy leader in the score display.

To change a unit's name just click on that name on the bottom left side of the screen.

To activate Voice-over IP in multiplayer, press the [Scroll Lock] key.

MULTIPLAYER

Randomized processing order when multiple players try to move on the same turn slice.

Only the host can set the admin password.

Expanded subject for PitBoss e-mail.

Firepower is now average of curr and max strength.

Number keys perform leaderhead actions on Civilopedia leader screen.

THE PITBOSS

While the Pitboss server is not being supported on Macs, the Mac version of Warlords will continue to support connecting to a Pitboss server hosted off a PC.

APPENDIX

REFERENCE CHARTS

KEY	FUNCTION

Units

[B]	Bombard
[B]	Build city (with settler)
[C]	Center on unit
[E]	Explore with unit (automated)
[F]	Fortify/Sleep; wake from fortification/sleep
[G]	Go-to mode
[L]	Load (onto ship)
[S]	Sentry
[Shift-U]	Unload (off ship)
[W]	Wait
[Option-Click]	Group all units on a tile together
[Cmd-# Key]	Bind selected unit or group to that number key
[Cmd-Click]	Group all units of the same type on a tile together
[Delete]	Delete unit
[Shift-Click]	Tile context menu
[Spacebar]	Skip turn

Worker Commands

[A]	Build improvements (automated)
[H]	Build camp
[I]	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
[Option-C]	Remove forest or jungle

[Option-R]	Road-to mode
[Cmd-Shift-C]	Improve nearest city (automated)
[Cmd-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)

Work Boats

[F]	Build fishing nets
[O]	Build offshore platform
[Shift-W]	Build whaling boats

Air Units

[B]	Air bomb mode (enemy cities/tiles)
[R]	Recon mode
[S]	Air strike mode (enemy units)
[Alt-R]	Rebase mode

Advisors

[F1]	Domestic advisor
[F2]	Financial advisor
[F3]	Civics advisor
[F4]	Foreign advisor
[F5]	Military advisor
[F6]	Technology advisor
[F7]	Religion advisor
[F8]	Victory Conditions
[F9]	Info Screen
[F10]	Capital City
[F11]	Globe View
[F12]	Civilopedia

General

Key	Action
[P]	Ping the map
[Option-I]	Remove interface
[Option-Q]	Retire (give up)
[Cmd-W]	Access Worldbuilder
[Option-D]	Change Player Name/E-mail
[Ctrl-# Key]	Save a production queue (in city screen)
[Cmd-B]	Toggle bare map on/off
[Cmd-I]	Minimize interface
[Cmd-L]	Load game
[Cmd-M]	Turn music on/off
[Cmd-O]	Options menu
[Cmd-R]	Flag resources on/off
[Cmd-S]	Save game
[Cmd-T]	Turn grid on/off
[Cmd-Y]	Turn tile yields on/off
[Cmd-Left Arrow]	Lock camera angle 45 degrees clockwise
[Cmd-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
[Cmd-Tab]	Chat/Event Log
[Scroll Lock]	Voice Chat to team
[Shift-Scroll Lock]	Voice Chat to all
[Cmd-Scroll Lock]	Voice Chat in Diplo Screen

SID MEIER'S CIVILIZATION IV WARLORDS

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Andy Molloy

Macintosh Development
Macintosh programming by
Andy Molloy

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You can also contact Aspyr Technical Support by mail:

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