

SID MEIER'S
CIVILIZATION
REVOLUTION



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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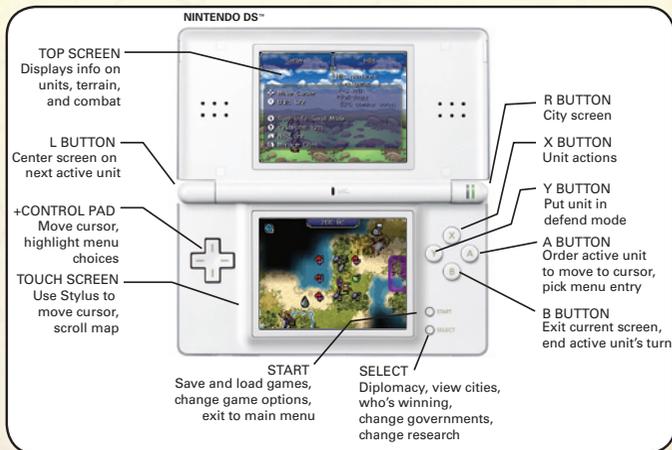
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CONTROLS

You can play *Sid Meier's Civilization Revolution (CivRev)* using the stylus alone, or in combination with the face buttons.



INTRODUCTION

Welcome to Sid Meier's Civilization Revolution for the Nintendo DS! In this game you match wits with the great leaders of human history in a struggle of warfare, diplomacy, commerce and technology. If you fail your civilization will be destroyed, your empire just a pathetic and sad footnote in the annals of history. But if you succeed your glory will live forever!

HOW TO WIN

There are a number of different paths to victory in CivRev. You can win through military conquest, of course, but you can also win by achieving financial, cultural, or technological dominance. Each victory type has a specific goal: a military victory requires the capture of a specific number of enemy capitals, while a financial goal requires a specific amount of wealth in your treasury, and so forth. The first civ to achieve any of the various victory conditions wins.

See the [Victory section](#) for more details.

THE TURN STRUCTURE

CivRev is played in "turns," like Risk or Monopoly. During your turn you can move some, none, or all of your military units. You can attack enemy units, and you can conduct diplomacy with one or more of the other leaders in the game. You can construct cities, and you can manage the cities you've already constructed. You are the only one who can move during your turn, and you can take as long as you wish to make your move.

Once you've completed your turn, each of the other civilizations will take its turn. You can't do anything while another civ is moving (except respond if that civ initiates diplomacy with you). Once each civ has completed their move, it's your turn again. Play continues this way until one civ achieves victory.

STARTING THE GAME

Make sure your Nintendo DS is off, then insert the CivRev game card into the DS game card slot until it clicks into place. Then turn on the DS. After you've read the warning info, tap the Touch Screen to access the DS Menu Screen. Tap the Sid Meier's Civilization Revolution box to start the game. The [Main Menu](#) will appear.

Note: If your DS Start-Up Mode is set to "Auto," the Menu Screen will not appear. See your Nintendo DS Instructions for details.

Note: The first time you start Civilization Revolution, the game will need to initialize the backup memory. This may take a little time.

HOW TO LEARN TO PLAY

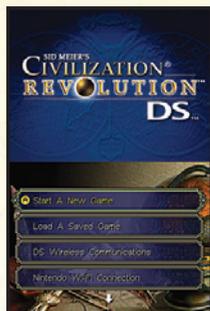
We recommend that you play through your first games in tutorial mode. In this mode the program offers you loads of tips and hints to help you get started. Once you have a better grasp on how to play you can then exit the tutorial and tackle a harder difficulty level.

To enter the tutorial, select "Start a New Game" from the main menu and then choose "Random Map." Finally, choose "Chieftain" as your difficulty. This will put you into "Tutorial" mode.

USING THE STYLUS ON MENUS

In all menus, tapping an option will select that option. If the option is already selected, tapping it again will accept that option.

THE MAIN MENU



On the Main Menus, use the **+Control Pad** to highlight your choice, then press the **A Button**. (Or you can tap on your choice twice with the Stylus.)

The Main Menu contains the following entries:

START A NEW GAME

Select this to start a new game.

LOAD A SAVED GAME

Select this to continue playing a game in progress.

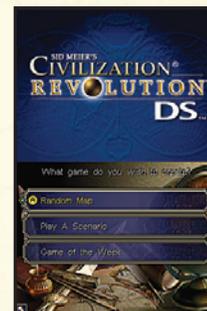
DS WIRELESS COMMUNICATIONS

Select this to play a “local” multiplayer game (see the [Multiplayer Games section](#) for details).

NINTENDO WIFI CONNECTION

Select this to play online (see the [Multiplayer Games section](#) for details).

START NEW GAME MENU



The “Start New Game” menu provides the following options:

RANDOM MAP

This begins a standard game of CivRev. It takes you to the “Choose a Difficulty” screen (see below).

PLAY SCENARIO

See the [Scenarios section](#) for more information on scenarios.

GAME OF THE WEEK

This feature allows you to use your Nintendo WiFi connection to download and play the CivRev “Game of the Week,” testing your skills against players across the world. See the [Scenarios section](#) for details.

CHOOSE A DIFFICULTY SCREEN

The game difficulty determines the craftiness and aggressiveness of the opposing civilizations. “Chieftain” is the easiest level, while “Deity” is insanely difficult.

THE TUTORIAL

“Chieftain” difficulty also puts the game into “Tutorial Mode,” meaning that the program will offer you hints and tips and generally help you get started.

SELECT CIVILIZATION SCREEN



This screen lets you pick a civilization and leader to play. Each civilization has its own special abilities, strengths and weaknesses; each civ also gets certain "Era Bonuses" which are displayed on the Top Screen. (For example, the Chinese get extra population in their cities in the "Ancient" era. See the [Era Bonuses chart](#) for details about each civ.)

Use the **L Button** and **R Button** or the **+Control Pad** to scroll between civs, and then press the **A Button** when you've made your decision.

You can also tap the previous and next civilization with the stylus to scroll to that civ. Tapping the civilization that is in the center of the screen will allow you to play with that civ.

Once you have selected your civilization, the game begins!

LOADING AND SAVING GAMES



Up to five games may be saved in CivRev. Each game is saved in a "slot." On the Save and Load Game screens the Touch Screen lists the games saved and the Top Screen provides details about the currently-highlighted save game slot.

LOADING A GAME

From the Main Menu, pick "Load a Saved Game." Use the **+Control Pad** to highlight a saved game slot, then press the **A Button**.

SAVING A GAME

To save a game in progress, press **START**, then select "Save the Game." Highlight the slot where you want to save the game and press the **A Button**. If a game is already present in a slot, the new saved game will overwrite the old and the previous save will be lost.

DELETING A GAME

Press the **X Button** to delete a saved game from a slot.

YOUR FIRST MOVES



When the game begins, you'll see a screen that looks something like the above illustration. The unit in the center of the map is a "settler;" at present it's the only unit you have in the game. Settlers are able to create new cities.

You'll want to settle yours – convert it to a city – as quickly as possible. Settlers cannot defend themselves at all; they're totally helpless if attacked – and if that settler is destroyed, you lose.

Whenever a settler is "active," the spaces surrounding that settler display symbols showing the productivity of the land (or sea space), and thus its desirability as a place to settle. Hammers represent "production," which is used to create new units and buildings. Apples represent food-producing spaces, which allow your cities to grow and arrows represent trade, which can be put towards researching new technologies or turned into wealth. Press the **X Button** to build your city at the settler's present location. (This is usually a pretty good spot to do so.)

If you want to move your settler to another location, tap the unit and slide to the location where the settler is to move. Once you lift the Stylus, the settler will move to the indicated space. Alternatively, you can use the **+Control Pad** to indicate a location, then press the **A Button** to order your unit to move to the location.

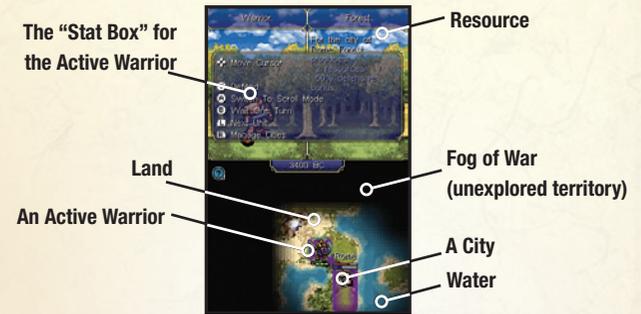
After you create your first city, several game turns will pass in quick succession. Eventually your new "warrior" unit will emerge, and play can begin in earnest!

USING THE STYLUS TO PLAY THE GAME

To perform all unit actions with the Stylus, tap a unit to select it. Once the unit is selected, tap the unit again to bring up the unit menu. This menu will surround the unit and will have the options for all the control buttons other than the **START** and **SELECT**. You can perform nearly all unit actions within this menu. With the unit menu active, you can tap the unit again to hide the unit menu.

THE MAIN SCREEN

The CivRev Main Screen is where you'll spend most of your time.



NAVIGATING THE MAIN SCREEN

Use the **+Control Pad** to scroll around the game-world, or place the Stylus on the edge of the Touch Screen to scroll in that direction.

THE TOP SCREEN

The left side of the Top Screen shows the options available to an "active" unit. Info about the terrain at your cursor's location is displayed on the right. This screen's display changes when your units are in combat or when you're examining a city.

THE HELP MODE BUTTON

The question mark (?) in the upper left-hand corner of the Touch Screen is the "Help Mode" button. Touch this button with your stylus to shift between three Help Modes:

Full Help Mode: The Top Screen displays all actions available to an Active unit. You'll probably want to keep it in this mode for at least your first few games.

Minimal Help Mode: The Top Screen displays only the unit's "unique" actions ("Build a City" for settler units, "Defend" for military units, etc.).

No Help Mode: The Top Screen doesn't display any unit actions.

UNITS

Units in CivRev can be divided into two broad categories: combat units and special units.

COMBAT UNITS

Over the course of a game, a wide variety of combat units will become available to you – from knights and archers, to riflemen, tanks, bombers, and submarines. At the start of the game, however, you're pretty much limited to the lowly and weak Warrior and Galley units.

COMBAT UNIT STATS

Combat units have three basic "stats" (statistics) which describe each unit's effectiveness in battle and how fast it moves:

Movement: The movement stat describes how many spaces a unit can move in a turn.

Attack Strength: The attack strength stat describes how powerful a unit is when it attacks another unit.

Defense Strength: The defense strength stat describes how powerful a unit is when it is being attacked by another unit.

SPECIAL UNITS

There are four different types of special units in CivRev: Great People, Spies, Caravans, and Settlers. Using these units wisely is critical to achieving victory in the game.

SETTLERS

Although unarmed, settlers are arguably the most important units in the game, as they are the only units able to construct cities. You can build settlers in a city once that city reaches a population level of three. When a city constructs a settler, it loses 2 population (but see "Republic" in the [Government section](#)).

Once you have built a settler, you need to send it off to a good location and order it to build a city there (press the **X Button**). The settler disappears and is replaced by the new metropolis.

In addition to creating new cities, you can also use settlers to increase the population of an already-existing city. Move the settler into the city, and, when the settler is active, press the **X Button** to increase the city's population by one. The settler is consumed in the process.

CARAVANS

Caravans carry loads of trade goods between the cities of different civs. When a caravan enters a city of a different civ, the owner of the caravan gets a bunch of gold, while the owner of the target city gets a smaller amount. The amount of gold each receives depends upon the distance traveled.

Unlike other units, caravans can enter another civ's territory without triggering war. Caravans can be loaded onto naval vessels like other units.

You can construct caravans once you learn the Currency technology. You can also capture caravans from other civs; this of course is a hostile act which will immediately cause the other civ to declare war on you.

GREAT PEOPLE

Great People represent the great artists, scientists, merchants, generals and spiritual leaders that inspire a civilization to greatness. See the [Great People section](#) for more information about when a great person appears.

SPIES

Spies are sneaky beings that can be used in a variety of underhanded ways to attack and annoy your foes. Spies become available when you learn the Writing technology. See the [Spies section](#) for details.

UNIT ACTIVATION

An "active" unit is one that is ready for new orders. During your turn, each of your units will become active in order, allowing you to give that unit new instructions. Once you have given a unit instructions, it will be inactive until the next turn.

SOME UNITS DO NOT AUTO-ACTIVATE

Certain units will not become active unless you manually "activate" them. To manually activate a unit, use your **+Control Pad** or Stylus to move your cursor over the inactive unit and press the **A Button**. The unit will immediately activate if possible, or if not, it will activate the next turn.

The following units will remain inactive until you manually activate them:

- Units aboard ships
- Units given the "Defend" order (see [The Defend Order](#))
- Units with "Go To" orders (see [The "Go To" Order](#))

MOVING A UNIT

To move an active unit, use the **+Control Pad** to indicate the place where you want to move the unit, then press the **A Button**. Or place your Stylus on the unit and drag to the target space.



THE "GO TO" ORDER

If the unit cannot reach the destination in one turn, it will move as far as possible and then continue toward its destination in following turns. Such a unit is in "go to" mode. Once the unit reaches the destination (or finds its path blocked) it will activate and ask for new orders.

If you wish to change a unit's orders while it is in "go to" mode, use the **+Control Pad** to highlight the unit, then press the **A Button**.

IMPOSSIBLE MOVES



When a unit is active, a red slash in a circle will appear if you are ordering the unit to move to a location it cannot get to.

MOVING INTO FOREIGN TERRITORY

A unit cannot enter foreign territory unless you are at war with that civilization. When you attempt to move into foreign territory, your advisor will ask you if you wish to declare war against that civ. If you say "yes," the move occurs and you're at war. If you say "no," the move is canceled and you can give that unit other orders.

Note: Spies and caravans can move through foreign territory without triggering a war.

INITIATING AN ATTACK



To attack a unit, simply order your unit to move into the enemy unit's space. You must be at war with a civ to attack one of its units; if not, your advisors will ask if you want to declare war. You can attack spies without declaring war, and you can always attack barbarian units too.

See the [Combat section](#) for more details.

THE DEFEND ORDER

Press the **Y Button** to order an active unit to go into "Defend" mode. In this mode, the unit will "dig in" its present location. The defend order has no defensive bonus during the turn in which it is given, but the unit's defensive strength is doubled during all subsequent turns until that unit moves.

FORTIFICATIONS

While in defend mode, "defensive" units (units whose defensive strengths are higher than their attack strengths) will construct "fortifications." Fortifications provide an additional +100% defense strength bonus to all units inside. Fortifications disappear if the space is vacated by all friendly units.

UNIT “STACKS”

When more than one unit occupies the same space, those units are said to be “stacked” together. As many units of the same nationality can stack together as the owner wishes.

UNIT SELECTION WHILE IN A STACK

While your cursor is over a group of units, you can “cycle through” the units in the stack by repeatedly pressing the **A Button** or using the stylus to scroll through the unit stack that appears on the left side of the Touch Screen and tapping on the unit that you wish to select.

ARMIES

When three units of the same type are in the same space, you have the option of combining the units into one more powerful unit. Combined land units are known as an “army;” naval units are combined into “fleets,” and air units are combined into “wings.” Once combined, the army (or fleet or wing) cannot be split into its component units: it acts in all ways as a single unit. The new unit has the same number of attacks and movement points as the original unit type it is composed of; however, its combat and defensive strengths are triple those of an individual unit.

You need armies. Lots of them!

Press the **X Button** to create armies.

Note: Any upgrades that an individual unit has will automatically be added to the army.

NAVAL UNITS

Naval units explore the world and protect you from your neighbors’ vessels. Naval units can also transport land units, allowing you to colonize and conquer far-away lands. In addition, naval units can lend some of their firepower to attacks against coastal cities.

CREATING NAVAL UNITS

Naval units are constructed in coastal cities. Once constructed, the unit will appear in a sea space next to the constructing city.

ACTIVATING AND MOVING NAVAL UNITS

Naval units are activated and moved like any other unit. However, naval units cannot enter any land space, including city spaces.

The galley unit (the earliest naval unit) is limited to coastal sea spaces – that is, spaces adjacent to land spaces – only; it cannot enter deep sea spaces at all. All other naval vessels can enter any sea spaces.

TRANSPORTING LAND UNITS

Land units can move aboard naval units (except for submarines), who can then transport these units across the seas to distant lands. A naval unit can carry an unlimited number of land units.

Loading and Unloading Land Units

To load a land unit onto a naval unit, simply move the active land unit into the naval unit’s space. (The small squares next to a vessel show how many units it is carrying.)

To simultaneously unload all land units aboard a naval unit, order the naval unit to move onto an adjacent land space. To unload a single land unit, use the **+Control Pad** to highlight the space the naval unit occupies, then use it again to activate the unit. You can then order the unit off the boat and onto an adjacent land space.

Units can attack coastal spaces from aboard a ship, but they get a 50% penalty to their attack strength.

SINKING NAVAL UNITS CARRYING LAND UNITS

If a naval unit carrying land units is destroyed, so are all of the land units it was carrying. Oops.

NAVAL SUPPORT

With the exception of the submarine and the galley, all naval units have the ability to “support” land attacks against spaces that they are adjacent to. When adjacent to a space under attack, the naval unit adds 50% of its attack strength to that attack. If multiple naval units are available to provide naval support, the strongest unit will provide the support (be sure to keep in mind that a “fleet” – a naval army – is considered to be one unit when planning your naval support).

Success or failure, the supporting naval unit is unaffected by the results of the combat.

Naval units do not provide support to sea battles.

MILITIA

Militia are especially weak units that automatically appear in undefended cities when the cities are menaced by barbarians. Militia cannot initiate attacks and have a defensive strength of 1. They have a movement speed of 1.

While militia provide some small defense against barbarians, it's risky to trust your city's survival to such weak units, especially since militia will not appear when a city is menaced by other civs, only when barbarians approach.

In addition, when constructed all naval units have a militia unit aboard. These units are primarily useful for land exploration and claiming Artifacts and friendly native villages.

UNIT LIST

See the [Units chart](#) for a list of all units in the game.

THE "BUTTON WIDGET"



For those who prefer to play using just the Stylus, tap an already active unit to display versions of the DS buttons on the screen. You can tap these buttons to control the unit almost entirely without almost ever having to use the DS buttons.

TERRAIN

At the start of the game you can see only a small area surrounding your settler. That's all you know of the world.

Your first move is to construct a city and build a warrior unit. You will then send this unit to explore the brave new world. It's also a good idea to construct a galley unit as quickly as possible to explore the oceans as well.

TERRAIN TYPES

There are eight different terrain types in CivRev. Some terrains are especially useful to neighboring cities, while others provide military bonuses to units occupying them.

Note that certain buildings will significantly increase a space's output. A Trading Post, for example, will increase a desert's trade output from 1 to 3. See the [Buildings chart](#) for more details.

The terrains are: desert, forest, grassland, hills, icecap, mountains, plains, sea (coastal), and sea (deep). See the [Terrain chart](#) for details on each.

RESOURCES

In addition to terrain, some spaces also contain "resources" that can be particularly valuable to a civ that has the knowledge to properly exploit them. However, if the civ lacks the necessary technology the resource is useless to it.

For example, say that a city is constructed next to a hills space containing aluminum. For many centuries that resource provides no benefit for the city; however, once the civilization learns the Mass Production tech, the aluminum will provide a maximum +4 production bonus to the city!

However, even if the civ knows the necessary tech, the civ's ability to fully exploit a resource is limited by the civ's overall advancement.

- An "Ancient" civ can get a maximum bonus of +2 from a resource
- A "Medieval" civ can get a maximum bonus of +3 from a resource
- An "Industrial" or "Modern" civ can get up to +4 from a resource

See the [Game Eras section](#) for more information regarding these advancements.

RESOURCE LIST

The resources in the game are: aluminum, cattle, coal, dye, fish, game, gems, gold, incense, iron, marble, oak, oil, oxen, rubber, silk, spice sulfur, uranium, whale, wheat, and wine. See the [Resources chart](#) for details on each resource.

RIVERS

Units attacking targets on the other side of rivers get a -50% penalty to their attack strength. Note that this penalty does not apply to artillery units (catapults, cannon, and artillery) or air units.

ROADS

Civilizations can construct roads between cities (see the [Cities section](#)). It costs one movement point to move any distance along a road to a city. Note that units from any nationality can use a road, not just units from the civ that constructed it.

CITIES

Cities form the heart of your civilization. You need cities to create armies to crush your foes. You need them to generate wealth and create culture. You need them a whole lot. In almost all circumstances a civilization with a large number of cities will have a significant advantage over a civilization with fewer cities.

BUILDING CITIES

Cities are built by settler units. You begin the game with one settler; you can construct additional settlers later on in any city of size three or greater.

VALID CITY LOCATIONS

Cities can be constructed on any land space except for icecaps and mountains. Cities cannot be constructed adjacent to other cities.

FINDING GOOD CITY SITES

A city's wealth, culture and productivity are largely dependent upon the terrain surrounding it. Each type of terrain supplies a specific amount of trade, food, or productivity to a nearby city. When a settler unit is active, it displays the surrounding spaces' productivity.

Remember that resources provide additional bonuses to trade, food, or productivity, once you learn the technology necessary to access the resource.



Important: Note that the specific square the city itself occupies is unimportant: it's the ring (or "donut," as it is often called) of spaces around the city that determine its productivity.

BUILDING THE CITY

Once the settler has reached the desired location, press the **X Button** to build the city. The settler is consumed and the city appears.

THE CITY SCREEN

The city screen is where you manage your cities.

REACHING THE CITY SCREEN

When a city needs instructions on production, the city screen will open automatically. Otherwise, press the **R Button** to open the city screen nearest to the cursor's location.

Once on the city screen, press the **L Button** and **R Button** to move between your city screens.

Press the **B Button** to exit the city screen.

- City Focus
- City Growth
- City Production
- Tradesman Info
- Cycle City Screen
- Build Unit
- Build Building or Wonder
- Build Road
- Rush Construction
- List Buildings in City
- List Wonders in City



Your Civilization's Wealth
Gold, Science and Culture Production Per Turn

City Name (Population)
Cycle City Screens
Set City Focus to Balanced
Set Focus to Gold
Set Focus to Food
Set Focus to Production
Set Focus to Science
Customize City Focus

ACTIONS ON THE CITY SCREEN

There are four things that you can do while on the city screen: pick what the city will produce, rush production (for a fee), construct roads, and determine the city's "focus."

CONSTRUCTION OF BUILDINGS, WONDERS AND UNITS

Depending upon your current level of technology, your city may be able to construct a variety of units, buildings, and wonders. Use the **+Control Pad** to move to the category you wish to examine, then press the **A Button**. A menu of available items will appear. Highlight the item you wish to construct, then press the **A Button**. The city will begin construction.

Availability of Items to Construct

With the exception of the most primitive of units (warriors, galleys), most items require knowledge of specific technologies to construct. Once you've learned the necessary tech, the building, unit or wonder will appear in the appropriate construction list. Note that only one copy of each wonder can be constructed in a game. Once somebody's built a wonder, nobody else can build that wonder. (Other wonders can still be constructed, however.)

The earliest available units are the warrior and the galley. The earliest available buildings include barracks (improve your military units' fighting skill), temples (generate culture), granaries (speed up city growth), and walls (improve your city's defenses against attack). The earliest wonders include the Pyramids, Stonehenge, and the Hanging Gardens of Babylon. Each provides its builder with a significant advantage. Complete lists of the [units](#), [buildings](#) and [wonders](#) appear at the end of this manual.

Duration of Construction

Each item requires a specific number of production (hammers) to complete. The duration of construction depends upon the city's total hammer intake per turn. Certain buildings, wonders, and great people can greatly speed up construction of various items.

Changing Construction

You can order the city to change construction at any time. Hammers gathered in previous turns are immediately applied to the new orders.

Completing Construction

Once the city has completed construction of a building or wonder, the city menu opens and you are asked for further instructions.

RUSHING PRODUCTION

"Rushing" means to complete production in one turn. You can expend gold to rush construction of any object. If you have enough gold in your treasury, the cost of rushing the item will appear on the city screen. Use the **+Control Pad** to highlight the Rush Production button, then press the **A Button** and the item will be built and the money subtracted. If the Rush Production button is grey, you can't afford to rush production on the item being constructed.

RESOURCES AND THE CITY'S FOCUS

Each turn the city deploys workers to gather resources from the surrounding spaces. The number of workers available is equal to the city's population – a city with a population of three can work three of the surrounding spaces.

In order to be worked, a space must be within a civ's borders, free of foreign workers, and not being worked by another city's workers. Cities can only work the eight spaces directly adjacent to the city until they construct the Courthouse building, which allows them to work the spaces adjacent to these eight spaces as well.

Left to its own devices, the city will attempt to balance its workers, with the first worker being placed on a space that produces food, the second a space that produces hammers (production), the third a space that produces trade, the fourth a space that produces food again, and so forth, until it runs out of workers (or available spaces). This is a "balanced" focus.

Changing Focus

You can order the city to change its focus to produce more food or production. To do so, use the **+Control Pad** to highlight the food (apple icon) or production (hammer icon) button, and then press the **A Button**. The city will move its workers accordingly. You can shift a city's focus between production, food, or balanced at any time you like.

Manually Shifting Workers

You can also manually shift a city's workers to specific spaces. To do so, highlight the "Customize city focus" button and then press the **A Button**. You can then use the Stylus to drag workers from space to space, or into the city itself to become tradesmen (see [Manually Shifting Workers](#)).

TRADE INTO GOLD OR SCIENCE

Each turn the city gathers in a certain amount of "trade" (represented by the circular arrows icon). The amount of trade you generate is determined by the spaces the city works, plus the effects of any buildings, wonders, great people,

and civilization bonuses. This trade can be assigned to research (necessary to learn new technology) or to wealth (necessary to generate shiny, shiny gold).

When first created, a city's trade will be automatically assigned to generate either wealth or research. You can manually assign a city's trade to either gold or science: use the **+Control Pad** to highlight the Gold or Science button and then press the **A Button**.

Effects of Trade Assignment

When a city's trade is assigned to research, all of its trade is turned into research (beakers). Libraries, universities and the like will greatly increase the beakers the city produces. Financial buildings like markets and banks will produce very little gold (markets produce only 2 gold and banks only 5). In short, a city will produce a lot of science but little or no wealth while its trade is assigned to research.

When a city's trade is assigned to gold, all of its trade is turned into wealth (gold bars). Markets, banks and the like will greatly increase the amount of gold the city produces. Research buildings like libraries and universities will produce little research (libraries produce only 2 beakers and universities only 5). In short, a city will produce a lot of gold but little or no research while its trade is assigned to wealth.

You can change a city's trade assignment as often as you want.

TRADESMEN

When a city has more workers than spaces available for them to work, the excess workers stay in the city itself and become "Tradesmen." (Further, you can manually assign workers to become Tradesmen; see [Manually Shifting Workers](#).) The productivity of each Tradesman is determined by the size of the city and by the number of Tradesmen in the city.

City Size	Tradesman Type	Productivity
1-6	Laborers	+1 production
7-12	Vendors	+1 production, +1 trade
13-18	Traders	+1 production, +2 trade
19-24	Merchants	+1 production, +3 trade
25-30	Importers	+1 production, +4 trade
31+	Exporters	+1 production, +5 trade

The first six tradesmen in a city will be of the highest type available to a city of that size. The next six will be one step lower, and the following six one step lower than those, and so forth.

For example, say New York is a city of size 26 and has 13 Tradesmen working in that city. Six of the Tradesmen will be Importers (the best type for a size 26 city), six will be Merchants, and one will be a Trader. These Tradesmen will provide New York with a total of 13 hammers and 44 trade per turn.

CONSTRUCTING ROADS

You can for a fee construct roads between any two cities on the same continent. To initiate construction, use the **+Control Pad** to highlight "Build Road" and then press the **A Button**. A menu will appear, listing all of the cities that city can connect to. Use the **+Control Pad** to highlight the target city and press the **A Button** once more. The cost will be deducted from your treasury and the road constructed immediately.

CITY GROWTH

Each turn, your city's workers will generate a certain amount of food for the city's coffers. Once enough food has accumulated, the city will increase in size. The amount required for growth increases as the city's size increases. Certain buildings, wonders, and great people will greatly accelerate a city's growth. Since each population in a city means one more worker is available to generate resources, the larger the city, the more powerful it becomes.

NO STARVATION

Cities do not ever starve. If a city is generating no food, that city will not grow – but it won't decrease in size, either. The only way a city will decrease in size is if the owner constructs settlers in the city.

CITY CULTURE

A city's cultural strength greatly determines its success or failure. A city with a high cultural output will extend a civ's borders, expanding its empire. If an uncultured city is near to a culturally superior foreign city, the uncultured city might even "flip" – abandon its current civ and join the foreign city's dominating civ.

Further, you can achieve a cultural victory once your cities have generated enough culture.

GENERATING CULTURE

Buildings like temples and cathedrals generate culture, as do wonders. Some great people will increase a city's cultural output.

CULTURE FLIPPING



When cities from different civs are near to one-another, the city with the higher cultural output will control the spaces between the cities. If a city has a significantly higher cultural output, the nearby foreign city may even abandon its allegiance and switch sides.

Your advisors will inform you if any of your cities are in danger of flipping.

Avoiding Culture Flipping

A city with a wall will never culture flip (unless the opponent has constructed the Hollywood wonder). Alternatively you can increase a city's cultural output – making it tougher to flip – by constructing temples, cathedrals, and wonders, and by settling appropriate great people in the city.

Effects of Culture Flipping

If a city culture flips, the city immediately switches sides. The city retains all of its buildings and wonders, except for temples and cathedrals, which are lost. The new owner gains all of the non-combat units in the city as well. Finally, the best defensive unit in the city defects with the city, becoming the property of the new civ. All other combat units in the city are destroyed and lost to both sides. City flipping does not automatically cause a declaration of war.

Remember that culture-flipping a city also brings the civilization one step closer to a cultural victory.

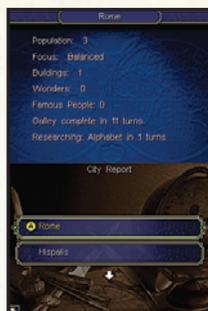
CAPTURING CITIES

You can capture a city by marching a military unit into the city. Once you capture a city, you get all of the city's buildings (except temples and cathedrals), wonders and great people along with it. You may also get a portion of gold and perhaps a new technology as well.

Capturing a civ's capital does not automatically destroy that civ, but it does bring you one step closer to a Domination Victory (see the [Victory section](#)). If you capture a civ's last city, that civ is destroyed and out of the game.

Note that cities cannot be destroyed, except by barbarians and nuclear weapons.

THE CITY REPORT SCREEN



To access the City Report Screen, press **SELECT** to bring up the "Game Special Commands" menu. On this menu use the **+Control Pad** to highlight "City Report," and then press the **A Button**.

The City Report Screen lists the cities in your civ on the Touch Screen. Use the **+Control Pad** to highlight a city; that city's info is displayed on the top panel. This screen displays a bunch of useful information about the cities in your empire: their population, focus, great people, wonders and buildings, as well as what each city is producing.

Press the **A Button** to go directly from this screen to the highlighted city's City Screen.

COMBAT

Combat occurs whenever a military unit of one nationality enters a space occupied by a military unit of another nationality. The two units fight it out until the attacker or defender is destroyed or the attacking unit retreats.

DECLARATION OF WAR

You can only attack another civ's unit if you're at war with that civ. If you attempt to attack a civ while not at war, an advisor will ask you if you want to declare war. If so, the attack can occur. If not, the attack is canceled.

There are some circumstances under which you cannot declare war – and hence, attack – another civ. In such cases your advisors will tell you why you can't declare war. You're always at war the barbarians. (They think diplomacy is for weaklings!)

THE ODDS



When you are in the process of moving a unit into an enemy unit's space, the battling units' modified strengths are displayed on the top panel.

The potential success or failure of an attack is based upon the relative modified strengths of the two units involved in the combat. A unit with an attack strength of 10 versus a unit with a defense strength of 2 has a high probability of success, while a unit with an attack strength of 4 versus another with a defense strength of 4 has about a 50-50 chance of success.

ICBMS

This weapon becomes available to the civ that creates the Manhattan Project wonder. Only 1 ICBM is available per game. The ICBM destroys all units and buildings in the targeted space, and cities and units in surrounding spaces have their numbers cut in half. (An ICBM will not totally destroy a capital city, however.)

Deploying a nuke will reduce your cultural level, shrinking your borders (unless you're using the Despot form of government).

The SDI building fully defends a city and the surrounding spaces. If a nuke targets a space defended by the SDI, the nuke is lost.

UPGRADES

As a unit gains combat experience, it may become eligible for special promotions or "upgrades" which increase its strength, movement, or give it special abilities. A unit's combat experience is measured in "experience points" (or "XPs"). Generally, each time the unit gains three XPs it becomes eligible for a new upgrade.

GAINING EXPERIENCE

A unit can gain experience in a number of ways:

- A unit that is constructed in a city with a barracks or Great Leader in it begins with three "experience points."
- A unit that wins a battle gets an experience point, more if it wins against a stronger opponent.
- If an attacker retreats from a combat, the defending unit gets three experience points.

SPENDING EXPERIENCE POINTS

A unit can expend its experience points to purchase upgrades whenever it's active. It can hold on to them until a later turn, if you wish, but there's usually no good reason to do so.

THE "VETERAN" UPGRADE

This is the first upgrade. It occurs automatically whenever a unit gets its first three experience points. A "veteran" unit's attack and defense strengths are increased by 50% in all future combat. The player gets to choose which future upgrades a unit gets.

UPGRADES LIST

See the [Upgrades chart](#) for a complete list of upgrades.

TECHNOLOGY

The importance of technology in CivRev cannot be overstated. Get too far behind your neighbors and your civilization is almost certainly doomed. And of course technology provides one of the paths to ultimate victory as well – the first civ to successfully send a colonization ship to Alpha Centauri wins the game.

Check out the [Technologies chart](#) for a complete list of techs and their various powers.

HOW TO GENERATE RESEARCH

Each city produces "Trade" from surrounding ocean and desert regions. The city can use this trade to generate wealth, or it can use it to generate research (or "beakers"). See the [Cities section](#) for more details.

A city can increase its research by constructing libraries and universities. Certain wonders and great people will further increase the city's research output as well (but only as long as the city is focused on generating research rather than wealth).

CHOOSING A TECHNOLOGY TO RESEARCH

When your civilization begins to generate research, your advisor will ask you to choose a technology to research. At first your choices are limited to fairly primitive technologies; however, each technology in turn "unlocks" more advanced techs, opening up paths for further research.

Each technology requires a specific amount of research before it can be discovered. Once your cities have generated enough beakers, you'll learn the technology you're working on. Your advisors will then provide you with a list of new techs to research, including any that have been unlocked by the tech you've just mastered.

Each tech has one or more "prerequisite techs" required before it can be learned. It is possible to research a new technology as soon as you have researched at least one of its prerequisite techs. Researching a tech before you know all of its prerequisite techs increases the new tech's research time, however.

FIRST TO LEARN BONUSES

Certain techs provide special bonuses to the first civ who learns them. These bonuses range from free units to great people to production bonuses for all your cities. They can be extremely powerful and greatly reward the technologically advanced. See the [Technologies chart](#) for details.

CHANGING RESEARCH

You can change your current research at any time without penalty: all beakers you've thus far accumulated remain with the tech. You can return to that tech at a later point and take up where you left off. To change research, press **SELECT**, then use your **+Control Pad** to highlight "Change Research" and then press the **A Button**.

THE TECH PLANNER SCREEN



You can access this useful screen by pressing Select, and then choosing "Change Research," followed by "Consult the Tech Planner." On the Tech Planner screen, the whole of the Tech Tree is displayed. You can use the **+Control Pad** or Stylus to scroll around the Tree and to highlight individual techs.

When a tech is highlighted, the Top Screen tells you all of the units, buildings and wonders that the tech unlocks. The bottom panel shows you which techs are the prerequisite for the highlighted tech and in turn what techs the highlighted tech unlocks.

GOVERNMENTS

At the start of the game you're a despot, ruling your civilization with an iron fist. As your civilization progresses, you'll learn about new forms of government - Monarchy, Republic, Communism, and so forth.

CHANGING GOVERNMENTS

When you first unlock a new form of government, your advisor will ask you if you wish to switch to that form of government immediately. If you choose to do so, the switch is immediate, and there is no penalty.

You can switch governments at any other time as well, but doing so causes you to experience one turn of "civil disorder" before your new form of government takes hold. To switch governments, press **SELECT**, then highlight "Change Governments" and press the **A Button**.

CIVIL DISORDER

During civil disorder, your civ produces no food, production or trade. Civil disorder lasts one turn. Production resumes as normal the following turn.

GOVERNMENT FORMS

COMMUNISM

Tech Requirement: Communism

Effect: The civ's production is increased. However, the civ's temples and cathedrals stop boosting the city's cultural output.

DEMOCRACY

Tech Requirement: Democracy

Effect: Civs under democracy have increased trade output, but they cannot initiate any wars and must accept any peace offers made to them by their opponent.

DESPOTISM

Tech Requirement: None

Effect: The default government. Despots may fire nuclear weapons without any loss to their culture.

FUNDAMENTALISM

Tech Requirement: Religion

Effect: All of the civ's ground units receive a +1 to their attack strength. However, libraries and universities cease to provide any boost to science.

MONARCHY

Tech Requirement: Monarchy

Effect: A monarchy doubles the palace's cultural output.

REPUBLIC

Tech Requirement: Code of Laws

Effect: When constructing a settler, a city under Republic loses only one population rather than two.

WONDERS

Wonders represent the great monuments, events and cultural endeavors that make a civilization mighty.

CONSTRUCTING WONDERS

Wonders are constructed in cities, like buildings and military units. Like other buildings, wonders have tech requirements that must be met before you can construct them. Once you've met the tech requirements, the wonder will appear in your wonder list.

To build a wonder, open the city screen, highlight "Build Building" and press the **A Button**. Then highlight "Build a Wonder of the World" and press the **A Button**. All available wonders will be listed; highlight the one you wish to construct and press the **A Button**.

WONDERS ARE UNIQUE

Unlike buildings, which can be constructed in each city on the planet if the owners so desire, wonders of the world are unique - only one of each wonder may be constructed in a game. Once a wonder has been constructed, no other city can build that wonder.

EFFECTS OF WONDERS

Wonders have a variety of effects. Some increase a city's cultural output; some improve a civ's military; some generate loads of gold. Every wonder is different: see the [Wonders chart](#) for details.

CULTURAL OUTPUT

In addition to their special effects, all wonders produce 3 culture points per turn.

OBSOLESCENCE

The special effects of some wonders expire when any civilization discovers a certain technology. The wonders continue to produce 3 culture points per turn, however.

WONDERS AND VICTORY

Wonders count towards a cultural victory. See the [Victory section](#) for details.

WONDER LIST

See the [Wonders chart](#) for a complete list of CivRev wonders.

DIPLOMACY

Diplomacy is extremely powerful in CivRev. Through diplomacy you can exchange technology and gold. You can blackmail another civ into giving you stuff for free, and you can bribe another civ to keep them from attacking you. If you have enough cash you can even pay a civ to attack a third civ.

In short - in CivRev, cunning diplomacy can be as powerful a tool as the mightiest of armies. Don't neglect it!

THE DIPLOMACY SCREEN



Press **SELECT** then choose "Diplomacy Screen" to open the Diplomacy Screen. This screen shows you info on all civilizations that you have met; if you haven't yet met a civilization in the game, it will not appear on this screen.

The Diplomacy Screen is divided into two panels. The Touch Screen displays an illustration of the selected leader, while the Top Screen displays what your advisors know about that civilization. You can use the Stylus or **L Button** and **R Button** to scroll between leaders. Press the **B Button** to exit this screen.

INITIATING DIPLOMACY

With the Diplomacy Panel open, highlight a leader, then press the **A Button**, and diplomacy will begin. (Note that other leaders may initiate diplomacy with you, as well.)

You can speak with a leader as often as you like during a game.

CONVERSING WITH LEADERS



Depending upon your current relations with the other leader, you may be able to declare war, ask for peace, request technology, demand tribute, offer bribes, and so forth. Use the **+Control Pad** to highlight your choice, and then press the **A Button**. The leader will respond, you'll have other conversational options, and diplomacy will continue until one of you breaks it off.

CONSULTING WITH YOUR ADVISORS

During a diplomatic conversation with a foreign leader your advisors often have useful information about the other civ – whether it's weaker or stronger militarily, how powerful its culture is, what kind of technology it possesses, and so forth. Consult with them as needed.

DIPLOMATIC EXTORTION AND PEACE TREATIES

At various points during a game, a leader might demand a technology or money from you in exchange for not declaring war on your civ. You usually have the options of giving them what they want, offering them something less, or defying them.

If you give the civ what they want, they'll agree not to attack you for a stated

number of turns, and you agree to not attack them for the same period. Such agreements are binding, and neither side can declare war for the stated period.

You can also offer the civ less than what they demanded. If the civ agrees to your offer, a peace treaty comes into effect as above. If the civ declines your offer, your two civs are immediately at war.

Finally, you can totally refuse the other leader's demands. The leader may declare war on your civ, or he or she may not. In either case no peace treaty is in effect.

ENDING A WAR

During a war, either side may open negotiations to end the war at any time. If one side gives the other technology or gold to end the conflict, then a peace treaty is in effect between the two civs for the stated number of turns.

If no knowledge or gold is exchanged, then no peace treaty is in effect. Either side can declare war again whenever they so choose.

BUYING OR SELLING TECHNOLOGY



You may have the opportunity to purchase technology from another civ or to sell technology to another civ. If you agree, the purchasing civ will immediately learn the new tech, and the gold will be shifted from that civ's treasury to the seller.

EXCHANGING INFORMATION



If you're on relatively good terms with another leader, that leader may be willing to discuss his or her civ's relations with other civs in the game.

Occasionally, a leader may offer to attack another civ – usually for a hefty fee. If you agree to pay, the money is immediately transferred from your treasury to the other civ's, and that civ declares war on the agreed-upon target.

The civ will remain at war for a minimum of five turns.

GAME ERAS

Depending upon its technology, a civilization can be in any one of four game eras. All civs begin in the Ancient era.

ERAS

Ancient: A civ must know 5 techs to advance out of this era.

Medieval: A civ must know 14 techs to advance out of this era.

Industrial: A civ must know 24 techs to advance out of this era.

Modern: The last era.

ERA BONUSES

Each civ has a special game bonus that kicks in once a civ achieves the associated era. Bonuses are cumulative: for instance a civ in the Industrial era gets the bonuses for the Ancient, Medieval, and Industrial eras.

See the [Era Bonuses chart](#) for a list of each civ's era bonuses.

ARTIFACTS

Artifacts are great antiquities, marvelous buildings, ruins, and other objects from lost civilizations of the past. The civ that discovers an artifact will reap a huge reward.

DISCOVERING AN ARTIFACT

A civ "discovers" an artifact when it moves a unit into the artifact's space.

ARTIFACT LIST

ANGKOR WAT

The civ that discovers Angkor Wat will instantly have a Wonder constructed in one of their cities.

ARK OF THE COVENANT

The discovery of the Ark immediately causes temples to be constructed in all of your cities. If a city already possesses a temple, the city gains a cathedral instead.

KNIGHTS TEMPLAR

The discoverer of the Knights Templar will gain an immensely powerful military unit.

LOST CITY OF ATLANTIS

Discovering the site of the lost city of Atlantis immediately grants a civ knowledge of several new technologies.

SCHOOL OF CONFUCIUS

Within the School of Confucius can be found several great people awaiting discovery.

SEVEN CITIES OF GOLD

This relic provides an immediate and hefty boost to the discoverer's treasury.

GREAT PEOPLE

As your cities' culture grows, "Great People" will appear and offer to join your civilization. Great people can be settled in a city, where they provide a steady bonus of some kind to that city, or they can be expended to get an immediate and powerful bonus. There are six different types of great people; each type provides a different benefit to your civilization.

You cannot settle two great people of the same type in the same city.

GREAT PEOPLE TYPES

GREAT ARTISTS/THINKERS

Special Ability: Expend a great artist to convert a nearby city to your civilization! (The city must be visible and cannot be hidden by "fog of war.")

Settlement Ability: Settle a great artist in a city to increase that city's cultural output by 50%.

GREAT BUILDER

Special Ability: Expend a great builder to complete any unit, building or wonder under construction in that city.

Settlement Ability: Production costs of all future buildings in the city are cut in half.

GREAT EXPLORER/INDUSTRIALIST

Special Ability: Expend a great explorer to gain an immediate large chunk of gold in your treasury.

Settlement Ability: Receive a permanent boost to that city's gold output.

GREAT GENERAL

Special Ability: Great generals appear after one of your units has won an exceptional victory on the battlefield. The great general immediately "attaches" to the successful unit; it provides a 50% attack and defense bonus to all units in that space.

GREAT HUMANITARIAN

Special Ability: Expend a great humanitarian to increase the population of every city in your civ by 1.

Settlement Ability: Provides a 50% boost to the city's population growth rate.

GREAT LEADER

Special Ability: Expend a great leader to immediately give all of your units the veteran upgrade.

Settlement Ability: Units constructed in a city with a great leader settled in it are automatically veterans.

GREAT SCIENTIST

Special Ability: Expend a great scientist to immediately complete research on the tech you're currently studying.

Settlement Ability: Increase the city's research output by 50%.

SPIES

Once you have learned the Writing technology, you can build the sneaky spy unit.

SPY MOVEMENT

Spies have 2 movement points and can enter foreign territory without triggering a war.

SPIES VS. MILITARY UNITS

If a foreign military unit enters a space containing a spy, the spy is captured. Such a move does not trigger a war.

SPY VS. SPY

The only defense against a spy attack on a city is another spy on guard in the city. If a spy meets another spy, the two fight it out - if the defending spy wins, the attacker is destroyed. If the attacker wins and the city no longer has any spies in it, the infiltrating spy can enter the city the in the following turn and perform an espionage mission.

Spy vs. spy combat does not trigger a state of war.

SPY MISSIONS

The following spy missions are available once a spy reaches a foreign city. Note that a spy is destroyed when it performs any mission.

Spy missions do not automatically cause a state of war.

DISRUPT DEFENSIVE UNITS

The spy removes the defensive benefits that units in the city receive for being fortified. (Units still get other defensive benefits such as city walls, however.) The effect lasts for 1 turn.

SABOTAGE PRODUCTION

The spy destroys all hammers that have been generated toward the production of the city's current project.

DEMOLISH A BUILDING

The spy destroys a building that has already been built in this city.

STEAL SOME GOLD

The spy steals a portion of gold.

KIDNAP A GREAT PERSON

The spy removes a great person from the city. The great person appears outside of the city under your control.

LEAVE QUIETLY

The spy exits the city without performing a mission. (The spy isn't destroyed by this mission.)

AIR UNITS

There are two air unit types in the game: bombers and fighters. Bombers can only attack targets on the ground or at sea; fighters can attack ground/sea targets and other air units.

AIR UNIT REFUELING

Unlike other units, air units can move on all spaces – land, sea, mountain, and icecap. However, unlike other units, air units must periodically stop in a city to "refuel" – fighters every two turns, and bombers every four. If an air unit doesn't refuel in time, it's destroyed.

AIR UNIT VS. GROUND UNITS

A ground unit cannot initiate combat against an air unit. If the air unit attacks a ground unit the combat occurs normally, and either side can be damaged or destroyed.

AIR UNITS VS. OTHER AIR UNITS

Only a fighter air unit can initiate an attack against an enemy fighter or bomber. Otherwise, air-to-air combat is the same as any other type of combat.

AIR UNIT TYPES

There are two air unit types in the game:

BOMBER

Tech Requirement: Advanced Flight

Cost: 60

Attack Strength: 18

Defense Strength: 3

Movement: 6

Refueling Range: 4 turns

Bombers can only attack non-air units. They must end their turn in a city (refuel) within 4 turns or they crash and burn.

FIGHTER

Tech Requirement: Flight

Cost: 30

Attack Strength: 6

Defense Strength: 4

Movement: 8

Refueling Range: 2 turns

Fighters can attack air, land and naval units. Fighters must end their turn in a city (refuel) within 2 turns or they crash and burn.

VICTORY

Several different paths to victory are available in CivRev. The civ who achieves any one of the various victory-types wins – you may be on the verge of wiping somebody off of the map, but if that's civ's space ship reaches Alpha Centauri before you do so, that civ wins.

You can see which civ is farthest along in each victory type by pressing **SELECT**, then highlighting "Who's Winning?" You can then use the **+Control Pad** to highlight each victory type and find out where the known civilizations are.

VICTORY TYPES

CULTURAL VICTORY

A civ wins a cultural victory by amassing 20 of the following – great people, wonders, and/or culturally-flipped cities – and then constructing the United Nations wonder, which becomes available to the civ at that point.

DOMINATION VICTORY

The civ which captures all enemy capitals wins a domination victory.

ECONOMIC VICTORY

A civ wins an economic victory by amassing 20,000 gold in its treasury and then constructing the World Bank wonder, which becomes available to the civ at that point.

TECHNOLOGY VICTORY

A civ wins a technology victory by learning all of the techs necessary to construct and launch a space ship. Victory is achieved once the space ship reaches Alpha Centauri.

MULTIPLAYER GAMES

In a multiplayer game, you're playing against other humans as well as against artificial intelligences (AIs). You can play games through DS Wireless Communications or over the Internet, via Nintendo Wi-Fi Connection.

STARTING A MULTIPLAYER GAME

To initiate a multiplayer game, pick either "DS Wireless Communications" or "Nintendo Wi-Fi Connection" from the CivRev Main Menu.

When playing a DS Wireless game, the player who starts the game will be given three options: Number of Players, Turn Timer setting and AI Handicap. Once set, the player will start the game and other players can search for that game.

When playing a Nintendo Wi-Fi game, all players will be given the three options. After they set their respective values, the game will search for other Wi-Fi players who are also actively looking for a Wi-Fi game. The players whose settings most closely match will be joined into a game.

PLAYERS SETTING

The Players setting determines the number of human players that will be joined into a multiplayer game.

TURN TIMER SETTING

The Turn Timer setting determines how long each player has to complete his or her turn. If a player runs out of time, his or her turn ends immediately. In a tight game, you're well-advised to do the important stuff first...

AI HANDICAP SETTING

The AI Handicap setting determines how much handicap the non-human players are given. The higher the handicap, the less buildings and units cost to build.

NINTENDO WI-FI CONNECTION

Nintendo Wi-Fi Connection allows multiple Nintendo DS owners to play together over the internet—even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.

- To complete the Nintendo Wi-Fi Connection setup you will also need access to a wireless network device (such as a wireless router) and an active broadband or DSL account.
- Wireless router or Nintendo Wi-Fi USB connector and broadband access required for online play.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms.

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.

THE GAME OF THE WEEK

A game of the week will be posted on the Nintendo Wi-Fi Connection on Sunday. Select "Start a New Game" and then "Game of the Week" to grab the latest single player map.

All who play the game of the week will play the exact same game - the map will be identical, the same civs will appear, each with the same starting position, and so forth.

SCENARIOS

There are 10 scenarios in CivRev DS. Each provides a different play experience - in some scenarios the world is overrun with barbarians and you must win a conquest victory, while in others no combat is allowed at all, and so forth.

PLAYING A SCENARIO

To begin a scenario, tap on "Start A New Game" on the Main Menu. Then tap on "Play A Scenario" to bring up the scenario list. Press the **+Control Pad UP / DOWN** to scroll through the list, then either press the **A Button** on the selected scenario or tap on the scenario to select the game you want to play then once more to enter the scenario. Once begun, scenarios may be saved and loaded like other games.

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CHARTS AND TABLES

CIVILIZATIONS – ERA BONUSES

Civilization	At Start	Ancient	Medieval	Industrial	Modern
American	Begin game with Great Person	2% interest on treasury	Rush units 1/2 price	+1 food from Plains	Factories triple production
Arab	Knowledge of Religion tech	+50% Gold from Caravans	Knowledge of Mathematics	+1 Horseman/Knight attack	2% interest on treasury
Aztec	25 Gold	Units heal automatically after winning combat	Temples produce 3 science	Build roads 1/2 price	+50% Gold production
Chinese	Knowledge of Writing	+1 population for new cities	Knowledge of Literacy	Build Libraries 1/2 price	No Anarchy
Egyptian	Begin with Ancient Wonder	+1 food from Desert regions	Knowledge of Irrigation	+1 Rifleman movement	+50% Gold from Caravans
English	Knowledge of Monarchy	+1 Longbowman defense strength	+1 Naval combat	+1 production from Hills	Naval support doubled
French	Begin with Cathedral	Knowledge of Pottery	Build roads 1/2 price	+2 Cannon attack	+1 Rifleman movement
German	Automatic upgrades for elite units	Warriors begin as veterans	+1 production from Forests	Build Barracks 1/2 price	2% interest on treasury
Greek	Begin with Courthouse	Knowledge of Democracy	Additional Great People	Build Libraries 1/2 price	+1 food from Sea regions
Indian	Access to all resources	No Anarchy	Knowledge of Religion	Build Settlers 1/2 price	Build Courthouse 1/2 price
Japanese	Knowledge of Ceremonial Burial	+1 food from Sea regions	+1 Samurai Knight attack	No Anarchy	New def. units receive Loyalty promotion
Mongol	+50% trade from captured cities	Barbarians convert to Settlers	+1 Cavalry speed	+2 production from Mountains	Knowledge of Communism

Civilization	At Start	Ancient	Medieval	Industrial	Modern
Roman	Begin with Knowledge of Code of Laws and Republic	Build roads 1/2 price	Build Wonders 1/2 price	Additional Great People	+1 population for new cities
Russian	Large section of map visible	+1 food from Plains	New def. units receive Loyalty promotion	Build Rifleman 1/2 price	Build Spies 1/2 price
Spanish	Knowledge of Navigation	Exploration rewards doubled	+1 Naval combat	+50% Gold production	+1 production from Hills
Zulu	Overrun combat benefit	+1 Warrior movement	Rapid city growth	+50% Gold production	Build Rifleman 1/2 price

TERRAIN

Terrain	Output	Special
Desert	1 Trade	—
Forest	2 Production	50% defensive bonus
Grassland	2 Food	—
Hills	1 Production	50% bonus to attack and defense
Icecap	—	Impassable
Mountain	1 Production	Impassable
Plains	1 Food	—
Sea	2 Trade	Deep sea impassable to Galleys

RESOURCES

Resource	Tech Required	Bonus
Aluminum	Mass Production	+4 production
Cattle	Code of Laws	+3 food
Coal	Steam Power	+3 production
Dye	Monarchy	+3 trade
Fish	Bronze Working	+2 food
Game	Feudalism	+3 food
Gems	None	+2 gold

Resource	Tech Required	Bonus
Gold	Currency	+3 gold
Incense	Ceremonial Burial	+2 culture
Iron	Iron Working	+2 production
Marble	Masonry	+2 production
Oak	Construction	+3 production
Oil	Combustion	+4 production
Oxen	Horseback Riding	+2 production
Rubber	The Automobile	+4 production
Silk	Literacy	+3 culture
Spice	None	+2 trade
Sulfur	Gunpowder	+3 production
Uranium	Nuclear Power	+4 production
Whale	Navigation	+4 food
Wheat	Irrigation	+2 food
Wine	Pottery	+2 trade

BUILDINGS

Building Type	Cost	Tech Requirement	Effect
Aqueduct	120	Engineering	Speed city growth 25%
Bank	120	Banking	Replaces Market. City Gold output x4 (when city Trade focused on Gold)
Barracks	40	Bronze Working	New units begin as Veterans
Cathedral	160	Religion	Replaces Temple. Provides 2 pts culture per population
Courthouse	80	Literacy	Allows city to work tiles 1 space from city
Factory	200	Industrialization	Doubles city production output
Granary	40	Pottery	+2 food output from Plains
Harbor	100	Navigation	Sea tiles produce 1 food
Iron Mine	80	Railroad	5x production from Mountains
Library	40	Alphabet	Doubles science output of city (when trade is focused on science)
Market	60	Currency	Doubles gold output of city (when trade is focused on gold)

Building Type	Cost	Tech Requirement	Effect
Palace	200	—	Palaces automatically appear in civ's first city. Provides 50% bonus to defending units. Provides cultural bonus. Part of Domination victory.
SDI	200	Superconductor	Defends city from nuclear attack
Spaceship Fuel	80	Space Flight	Part of a Technological victory
Spaceship Habitation	400	Space Flight	Part of a Technological victory
Spaceship Life Support	120	Space Flight	Part of a Technological victory
Spaceship Propulsion	200	Space Flight	Part of a Technological victory
Temple	40	Ceremonial Burial	Provides 1 pt culture per population
Trading Post	60	Code of Laws	+2 trade from Desert spaces
University	160	University	Replaces Library. Quadruples science output of city (when trade is focused on science)
Walls	80	Masonry	Prevents city from culture-flipping; 100% defensive bonus to units in city
Workshop	60	Construction	+2 production from Hill spaces

WONDERS

Wonder	Cost	Tech Requirement	Expires	Effect
Apollo Program	750	Space Flight	—	Learn ALL technologies in game
Colossus of Rhodes	100	Bronze Working	Invention	x2 all trade income in city
East India Company	200	Navigation	Flight	+1 trade from all sea squares (for all cities in civ)
Great Library of Alexandria	150	Writing	University	Learn technologies known by 2 or more other civs.
Great Pyramid	150	Ceremonial Burial	Monarchy	Gain access to all forms of government
Great Wall of China	150	Masonry	Engineering	All civs must offer peace when they communicate with you.

Wonder	Cost	Tech Requirement	Expires	Effect
Hanging Gardens of Babylon	100	Pottery	—	Increase population of constructing city by 50%
Himeji Samurai Castle	150	Monarchy	Communism	+1 to all units' attack strength
Hollywood	600	Mass Media	—	Walls no longer defend against culture flipping
Internet	750	Networking	—	x2 gold production in all cities
Leonardo's Workshop	200	Invention	—	Immediately upgrade to all antiquated units (within owner's tech limits)
Magna Carta	150	Democracy	—	Courthouses produce culture
Manhattan Project	750	Atomic Theory	—	Provides user with nuclear missile (only one in game)
Military-Industrial Complex	500	The Corporation	—	Reduces cost of all military units
Oracle of Delphi	125	Alphabet	Religion	Tells owner the outcome of any upcoming attacks (owner may then choose to not make the attack)
Oxford University	150	University	—	Learn one advanced technology
Shakespeare's Theatre	150	Literacy	Mass Media	Doubles cultural output of city where constructed
Stonehenge	50	—	Literacy	Increases cultural output of temples by 50%
Trade Fair of Troyes	250	Currency	Globalization	Doubles gold output of home city
United Nations	500	—	—	Builder wins cultural victory
World Bank	600	—	—	Builder wins economic victory

TECHNOLOGIES

Technology	Science Cost	Prerequisite Techs	Allows	First Discovery Bonus	Additional Effects
Advanced Flight	2150	Flight, Industrialization	Bombers	—	—
Alphabet	20	—	Library, Oracle of Delphi	—	—
Atomic Theory	1270	University, Invention, Electricity	Manhattan Project	+2 Science bonus in all cities	—
Automobile	1780	Combustion, Steel	Artillery	Free Artillery	Access to Rubber; obsoletes Cannon
Banking	190	Currency, Code of Laws, Literacy	Bank	100 Gold	—
Bronze Working	20	—	Archer, Barracks, Colossus of Rhodes	Free Archer	—
Ceremonial Burial	30	Pottery	Temple, Great Pyramid	—	Access to Incense
Code of Laws	60	Writing, Alphabet	Trading Post	Free Trading Post in a city	Access to Cattle
Combustion	1050	Steam Power, Gunpowder, Metallurgy	Tank	Free Tank	Obsoletes Knight
Communism	770	Industrialization, University	—	—	Allows Communism government; obsoletes Samurai Castle
Construction	60	Masonry, Iron Working	Workshop	Free Workshop in a city	Access to Oak
Corporation	720	Banking, Industrialization	Military-Industrial Complex	+5 Gold in all cities	—

Technology	Science Cost	Prerequisite Techs	Allows	First Discovery Bonus	Additional Effects
Currency	80	Bronze Working, Code of Laws	Caravan, Marketplace, Trade Fair of Troyes	Free Caravan; free Marketplace in a city	Access to Gold
Democracy	120	Literacy, Code of Laws	Pikeman, Magna Carta	Free Pikeman	Allows Democracy government; obsoletes Archer
Electricity	850	Metallurgy, Engineering, Steam Power	Submarine	Free Submarine	—
Electronics	1570	Electricity, Corporation	—	+2 Trade bonus to all cities	—
Engineering	130	Construction, Mathematics	Aqueduct	+1 Production bonus in all cities	Obsoletes Great Wall
Feudalism	140	Horseback Riding, Monarchy	Knight	Free Knight	Access to Game, obsoletes Legion and Horseman
Flight	1620	Combustion, Metallurgy, Invention	Fighter	Free Fighter	East India Company
Future Tech	12280	Superconductor, Globalization, Advanced Flight	—	—	Increase production, food and/or trade each time it is researched
Globalization	3400	Mass Media, Networking	—	500 Gold	Obsoletes Trade Fair of Troyes
Gunpowder	330	Invention, Feudalism	Rifleman,	Free Rifleman	Access to Sulfur; obsoletes Pikeman
Horseback Riding	20	—	Horseman	Free Horseman	Access to Oxen

Technology	Science Cost	Prerequisite Techs	Allows	First Discovery Bonus	Additional Effects
Industrialization	530	Steam Power, Banking	Factory	+5 Gold in all cities	—
Invention	190	Literacy, Engineering	Leonardo's Workshop	Great Person	—
Iron Working	30	Bronze Working	Legion	Free Legion	Obsoletes Warrior
Irrigation	50	Pottery, Masonry	—	+1 population growth in all cities	Access to Wheat
Literacy	60	Alphabet, Writing	Courthouse, Shakespeare's Theatre	+1 Science bonus in all cities	Access to Silk
Masonry	30	Pottery	Walls, The Great Wall	Free Wall around one city	Access to Marble
Mass Media	880	Printing Press, Corporation	Hollywood	+1 population growth in all cities	Obsoletes Shakespeare's Theatre
Mass Production	880	Railroad, Industrialization	Modern Infantry	Free Modern Infantry unit	Access to Aluminum; obsoletes Riflemen
Mathematics	70	Writing, Masonry	Catapult	Free Catapult	—
Metallurgy	390	Engineering, Iron Working, University	Cannon	Free Cannon	Obsoletes Catapult
Monarchy	120	Code of Laws, Writing, Ceremonial Burial	Himeji Samurai Castle	Great Person	Obsoletes Great Pyramid
Navigation	110	Writing, Mathematics	Galleon, Harbor, East India Company	Free Galleon	Access to Whales, obsoletes Galley
Networking	2290	Electronics, Corporation	Internet	50% reduction in cost of Universities	—

Technology	Science Cost	Prerequisite Techs	Allows	First Discovery Bonus	Additional Effects
Nuclear Power	2150	Atomic Theory, Mass Production	—	+2 Production bonus in all cities	Access to Uranium
Pottery	20	—	Granary, Hanging Gardens of Babylon	—	Access to Wine
Printing Press	390	University, Religion	—	+1 Culture bonus in all cities	—
Railroad	350	Steam Power	Iron Mine	+2 Production bonus in all cities	—
Religion	150	Ceremonial Burial, Monarchy	Cathedral	+1 Culture bonus in all cities	Obsoletes Oracle
Space Flight	5860	Advanced Flight, Electronics, Nuclear Power	Spaceship Parts, Apollo Program	Entire world is revealed	—
Steam Power	340	Iron Working, Invention, Engineering	Cruiser	Free Cruiser	Access to Coal
Steel	730	Metallurgy, Steam Power	Battleship	Free Battleship	—
Superconductor	6740	Mass Production, Flight	SDI	Free SDI building	—
University	240	Literacy, Mathematics, Democracy	University, Oxford University	+1 Science in all cities	Obsoletes Great Library
Writing	30	Alphabet	Spy, Great Library of Alexandria	Free Spy	—

UNITS

Unit	Tech Required	Cost	Attack	Defense	Move	Special Effects
Archer	Bronze Working	10	1	2	1	Ranged unit
Artillery	Automobile	40	12	2	2	Seige unit
Battleship	Steel	100	18	12	4	Provides naval support (str. 9); transports land units
Bomber	Adv. Flight	60	18	3	6	Must refuel after 4 turns; can't attack air units
Cannon	Metallurgy	30	6	2	1	Siege unit
Caravan	Currency	30	0	0	2	Earn gold by moving to foreign cities
Catapult	Mathematics	20	4	1	1	Siege unit
Cruiser	Steam Power	40	6	6	5	Provides naval support (str. 3); transports land units
Fighter	Flight	30	6	4	8	Must refuel after 2 turns; can attack air units as well as other units
Galleon	Navigation	30	2	2	3	Provides naval support (str. 1); transports land units
Galley	None	30	1	1	2	No naval support; transports land units
Great General	None	n/a	—	—	2	Attaches to unit after successful combat; provides 50% combat bonus
Horseman	Horseback Riding	20	2	1	2	—
ICBM	None	n/a	n/a	n/a	40	See the ICBM section
Knight	Feudalism	25	4	2	2	—
Legion	Iron Working	10	2	1	1	—
Militia	None	n/a	0	1	1	Militia appear in undefended cities when menaced by barbarians; they also come with all ships

Unit	Tech Required	Cost	Attack	Defense	Move	Special Effects
Modern Infantry	Mass Production	30	4	8	1	—
Pikeman	Democracy	15	1	3	1	—
Rifleman	Gunpowder	20	3	5	1	—
Settlers	None	20	0	0	2	Can construct new cities
Spy	Writing	25	0	0	2	Can conduct espionage missions in foreign cities
Submarine	Electricity	25	8	1	2	No naval support; can't transport land troops
Tank	Combustion	50	16	6	3	—
Warrior	None	10	1	1	1	—

PROMOTIONS

Promotion	Units	Effect
Veteran	All	50% bonus to attack and defense strength; first promotion for all units
March	All	+1 movement rate
Medic	All	Can heal in enemy territory
Scout	All	Can see enemy units inside cities
Blitz	Offense*	Extra move after attack
Guerilla	Offense	100% bonus to attack strength when unit is in home territory
Infiltration	Offense	100% bonus when attacking enemy city
Engineer	Defense**	100% bonus to defense strength when defending city
Leadership	Defense	100% bonus to attack and defense strength when stacked with other units
Loyalty	Defense	50% bonus to defense strength when unit is in home territory

* **Offensive Units:** Units with attack strength equal to or higher than their defense strength.

** **Defensive Units:** Units with defense strength higher than their attack strength.

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