

# **Beginners Guide to Com2uS' Mobile Civilization 3**

## **1.1 History**

## **1.2 The Setting**

## **1.3 The Game**

## **2.1 Basics of Play**

## **2.2 Advances**

## **2.3 City Improvements**

## **2.4 Wonders**

## **2.5 Military Units**

## **3.1 Difficulty Level**

## **3.2 Map Size**

## **3.3 Civ. Opponents**

## **3.4 City Workers**

## **3.5 Terrain Types**

## **4.1 Walkthrough**

## **1.1 History**

Civilization has always been about playability and addictiveness, which is why for the mobile phone we brought it back to basics in choosing the first of the Civilization series.

## **1.2 The Setting**

It's 4000 B.C., the dawn of Civilization. 5 civilizations are spread across the world. Each has humble beginnings, but they will all battle for world supremacy. You command 1 of the 5, building up an empire from a single settler. Over the course of history, you will command armies to war, while learning to balance your national economy, maintaining civil order, and keeping a nation fed.

## **1.3 The Game**

Civilization is a turn-based strategy game played on 2 main screens, the game screen and the city overview.

The game screen is where you can select your units, view the known world and access your cities. It is in the game screen you will move and command units (see in-game control instructions).

The city overview with its 4 tabs is where all of the big decisions are made. Units, like settlers and militia, are built as are city improvements like

marketplaces and temples, as well as the wonders of the world which can affect your entire civilization (the Pyramids, the Great Wall, etc).

## **2.1 Basics of Play**

Select 1 of 5 difficulties, 3 to 5 computer players and either a small or a large world. Then you begin.

One settler, one unexplored world, and one technology choice. The first thing you'll notice is the black that surrounds you. This is the world yet to be discovered. By moving units close to a black edge, you will be able to uncover more of the world.

But first!

You will build your city with your starting settler. From this new city you will build new units and buildings. Buildings improve a city, new settlers can build more cities and develop your land, while military units defend, explore and conquer.

When you explore, you may come across the huts of Minor Tribes, which give you gold, but eventually you will come across another civilization. Hopefully before they come across you!

Whether you play to win by getting better technology quickly, expand and spread thin, or amass a small but powerful structure, everything is affected by the decisions you make. This includes your choice of buildings, units, advances, wonders, and even the terrain you move and build on!

## **2.2 Advances**

One feature of Civilization are the "advances" you can research. As ruler, you choose what advance you wish your people to learn, and as you can see from the technology tree, each has its own benefits, and more importantly leads on to bigger and better advances.

You begin the game selecting your initial research, and when completed you will be asked to choose another. The speed in-between advances can be boosted by building libraries and universities, which will improve the science output from the cities you own.

## **2.3 City Improvements**

Inside a city, you have your city production. There are buildings, wonders, and units available to make depending on your technology level, or you could just halt production and hoard money instead.

The city improvements are buildings that have a localized effect in the city you're producing it in. You build these to improve the city in some way.

All are self explanatory, like granaries improve food production; barracks improve the troops you make. Temples keep the people happy. The list continues, but for a full list be sure to see the City Improvements chart.

## **2.4 Wonders**

Wonders are the most time consuming and rewarding production to be made by a city. Unlike city improvements, these are on a much larger scale and some can affect your whole nation! See the Wonders of the World table and the detailed reference manual to get full details.

But, if another civilization makes a specific Wonder before you, then you can no longer produce that Wonder.

## **2.5 Military Units**

The Units table describes the detail of these forces. Military units include everything from your Militia (your village folk then armed with pitchforks), to Knights that attack fiercely, or cannons that can siege an entire city. It is a balance getting what is best for your own personal game and what works well for some, will not for others.

## **3.1 Difficulty Level**

The harder the level the tougher the opposing Civilizations will be. They will attack more and expand quicker the higher the level

## **3.2 Map Size**

This will relate to how long you want the game to last. Expect on the larger map to add 40% game time to a smaller map

## **3.3 Civ. Opponents**

The number of Civ. opponents you choose affects the type of game you will play. If you pick more, you have more to defeat and the overall land is taken up more quickly, but choosing fewer Civilization's to play against allows them to become a much larger as neighbouring territory remains unclaimed for longer.

## **3.4 City Workers**

Surrounding your city are the terrain squares. As your city grows, you get a number of workers equal to the city size. Each worker may work on one of the squares.

You get the choice for growth, production or happiness here depending on what you choose them to work on (select "Work." at the bottom left of the

screen, select worker, and then move around). Food (grain) is for growth, raw resources (shields) is for production, and then there is trade (two diagonal arrows), and luxuries (gems) for happiness.

### 3.5 Terrain Types

The type of terrain determines the resources available to a city. Terrain is an important strategic decision when setting up a new city or planning defensive posts/attacking. It also plays a factor in deciding the best route between places.

The Terrain Types table shows in depth how terrain affects you.

### 4.1 Walkthrough

*Step by step guide to starting your first game (BREW-handset users should check in-game instructions for controls).*

Select a new game from the title screen. From here you proceed to select your difficulty, where it is recommended you start with Chieftain, the easiest level. Next select to play with 3 civilizations and a small map.

Start with your settler. He will create a city for you and this will be your capital. Press the centre button on him and this will bring up different options for him. If you scroll along you will see the different options available (pressing down will reveal a 2<sup>nd</sup> row of options for settler units). "Build city" is the last option on the top row, or you can press 0.

Tip: Different units have different options.

Your city is created; press the centre button to go inside. The first screen is the MFG. (MFG = Manufacturing) screen. Here you can make units and buildings. The units have 3 numbers after them: attack/defence/movement points. The higher the number the better. But the better the unit, the more expensive and longer it takes to produce.

Buildings will improve the city in particular ways, but don't worry just yet about that yet. In this tutorial, we want you exploring early.

Select Militia. You start the game with 50 in gold, so you can buy this unit straight away. After selecting to "Make" the unit, you must wait a number of turns for the unit to be produced. However, selecting "Buy" on the unit in production (here the Militia) will rush production (a rush job costs you gold). This is a good way for you to scout the world map early on.

While still in the MFG. screen, press left and here you will see the CITY screen. Under "Resource," you will see a number of icons. The top icon is wheat and represents food. You'll also see wheat symbols under "Storage." This is your food storage box. When both the bars fill up in the food production box, your city gains 1 in size, providing an extra worker for the City screen. Select "Work." (short for "worker") to move the cursor around to

choose workers and move them to other squares on the screen, which will vary the resources you bring in (certain squares produce more food than shields, for example). Note the “capital” square cannot be moved, as it represents the city itself.

The shield icon is the next most important. This is your production. The more of these, the quicker you produce units and buildings. Ignore the rest for now.

If you press right, you will move to the unit screen, which shows the military units the city supports: Stationed units are in the city, while supported units are outside. Pressing right again will take you to the buildings screen (BLDG.), where you can see the buildings of your city. Buildings can also be sold from here.

Choose Close (or #) to return to the game screen. Select Done to end the turn.

You will be asked to choose a technology to learn. All have their benefits and lead to building new units and buildings. What you choose when learning the game will not have a big impact at first, so feel free to experiment. It only comes into itself on harder levels where planning has to be implemented early to keep on top.

When your first unit is produced, you are prompted to go into your city. Do this and change production to Settler. (One thing to remember is when you make a Settler, it will reduce the city size by 1.)

It will take a while to build (as you have no gold to rush the production) but will get you expanding quickly.

Exit the city by selecting Close (#). Select your new unit, and then use the directional keypad controls to move (note that moving diagonally will uncover more squares).

If you see a hut, walk into it for 50 in gold.

These are the basics. Explore, Expand, and Conquer!

Copyright notice:

© 2005 Atari Interactive, Inc. All Rights Reserved. All trademarks are the property of their respective owners. Sid Meier's Civilization 3®, Civ 3® and Civilization 3® are U.S. registered trademarks. Firaxis Games is a trademark of Firaxis Games, Inc. Software

© 2005 Com2uS Corp. All Rights Reserved