

Civilization 3 for Mobile - Online Manual

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This manual gives detailed explanations on Civilization 3 for mobile. Please make sure you first take a look at our Civilization 3 101 guide. Civilization 3 charts are also available on www.com2us.com in the Civilization 3 Help Page.

1. Game Introduction

1.1) Intro

In Civilization 3, choose from 1 of 5 civilizations and then rule that civilization as best you can through the ages. You will make decisions on political, social, and economical facets of your civilization from 4000 BC to the medieval era (split into 2 broad epochs: Antiquity and Medieval).

Your position as ruler challenges you to make decisions as soon as the game begins. The primary strategic question initially is where to build your first city. As your civilization grows, the scope of decision-making will broaden. For example, whether you will focus on building military might over industrial development, how close you will build your cities, and much more.

As your civilization grows, opportunities will open up for industrial development, scientific advances, and, of course, war. Internally, you must consider how will you govern, when to change political systems, and how to pursue scientific development.

You can tune strategies to suit your personal whim, but the most important skill as ruler is to create a civilization that is flexible and can meet the changes of the world. The standing of your civilization is influenced by the development of technology for your soldiers and you will have to adjust government policies for optimum technological development.

Cast an eye over the history of mankind and you will see even the civilizations led by the greatest leaders like Alexander the Great, Napoleon, and Genghis Khan fell in time. The challenge laid at your feet is to build a civilization that will stand. Found your cities on the right terrain, balance technological development with military strength, and defense with threat.

1.2) Cities and Civilization

In Civilization, cities are the source of all production. A high number of cities and large population in those cities equals substantial resources, so you can build your civilization quicker, accelerate development, build up military might, and construct Wonders of the World.

1.3) Running Your Civilization

A. Treasury: In Civilization, you can invest in scientific research, luxuries, and levy taxes from the **Budget** screen. You must find the optimal balance of these for each stage of your civilization.

B. City Management: This is done through the City Overview screen, which consists of 4 tabs

City tab: Adjust production, adjust manpower

Production (manufacturing) tab: Unit production, improvements construction

Unit tab: Shows stationed units and support units

Improvements (buildings) tab: See and sell own buildings

C. Attitude (happiness) Management: The population of cities will be happy, content, or unhappy depending on the political system, military power, state of the city, and other factors. More happy people mean increased production through the “We Love the King Day (this festival raises productivity),” while more unhappy citizens can lead to revolt and a halt in all production. You can raise the level of happiness by increasing the ratio of luxuries and converting workers to entertainers.

D. Gold Management: If gold is short, you can raise taxes or change workers into taxmen. You can also sell off buildings you don’t need and look for gold stashes as you explore.

E. Technological Development Management: The ratio of scientific research you invest in will determine the speed of technology advances. The fastest technological advances are completed in one turn.

1.4) Game Options

A. Number of civilizations in game

You can select 3 to 5 civilizations to appear in the game.

1.5) Game Play

A. Turns

Civilization is a turn-based game. This means you make your decisions and then pass the turn onto the computer. Once the computer civilizations carry out their turns, the turn is passed back to you. Once a turn is complete, the flow of time resumes and your orders (and those of the computer) are carried out. The flow of time can vary slightly depending on the era. Some commands and consequent work can take several turns to complete.

B. City Production

Cities are where you make units, improvements (buildings), and Wonders of the World.

C. City Growth

The population of each city works in a limited area around the city bringing in a number of resources. Building a granary in a city with plenty of food to harvest speeds up population growth.

D. Civil Disorder

a) Cause

When there are more unhappy than happy people. (There are three categories of attitude in your population: Happy, Content, and Unhappy. Content people do not contribute to civil disorder.)

b) Effects

All city production halts. Depending on the political system, revolution may occur (see political systems section).

c) Solutions

- Construct building: temple, cathedral, Colosseum, bank, Michelangelo's Chapel, or Bach's Cathedral.
 - When soldiers are stationed in the city (Despotism, Monarchy): Luxuries increase by 2 points for each soldier unit (luxuries increase happiness).
- When no soldiers are in the city (Democracy, Republic): Luxuries decrease by 2 points.
Entertainers: 2 luxury points added per entertainer

E. Maintenance

If your treasury cannot support the maintenance of an improvement (building), one will be sold at random to make up for the shortfall.

F. Scientific Research

The amount of scientific research is shown by the number of light bulbs you have produced.

G. Movement and Combat

Battle begins if a unit moves onto a space already occupied by a unit or a city of another civilization. The spaces you can move decreases during combat.

1.6) Aim of the Game

Your ultimate goal in Civilization is to become the dominant world leader. A game finishes when you conquer the world, develop all technology advances, survive until AD 2000, or choose to retire. Your leader points are then calculated.

A. Conquer the world

Conquer all civilizations.

B. Technology Mastery

Complete all technological improvements.

C. Survival

Keep your civilization going until AD 2000.

D. Retire

Retire from the game.

2. Basic Instructions

BREW-handset users, please refer to in-game controls scheme for controls.

2.1) Phone Interface

A: Game Screen

Move cursor or unit, fight: *Keypad*.

Order: *5, or corresponding hotkey*.

Menu: *#* - policy change & status reports

Mini-map: *0*

Next unit: *D-pad left/right*

Prev./next city: *D-pad up/down*

Back: *#*

B: City Overview

City Overview: *Select city*.

Change tab: *D-pad left/right*

C: Workers, specialists

Access workforce map: *Press * in City tab*

Remove/place worker: *5, Centre key*

Specialists menu : 0

Pause: Press the right soft key or # key..

Map (Press 0 from game screen):

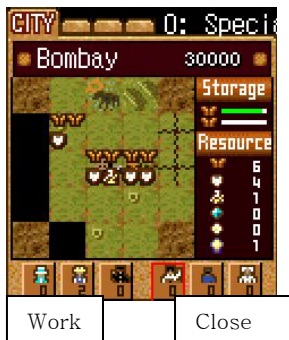
Keypad/navigational keys to navigate map

2.2) Guide to Main Control Menus

City Overview (Press Centre/5 key on a city)

The City Overview consists of 4 tabs: City, Mfg. (manufacturing/production), Unit, and Bldg. (improvements).

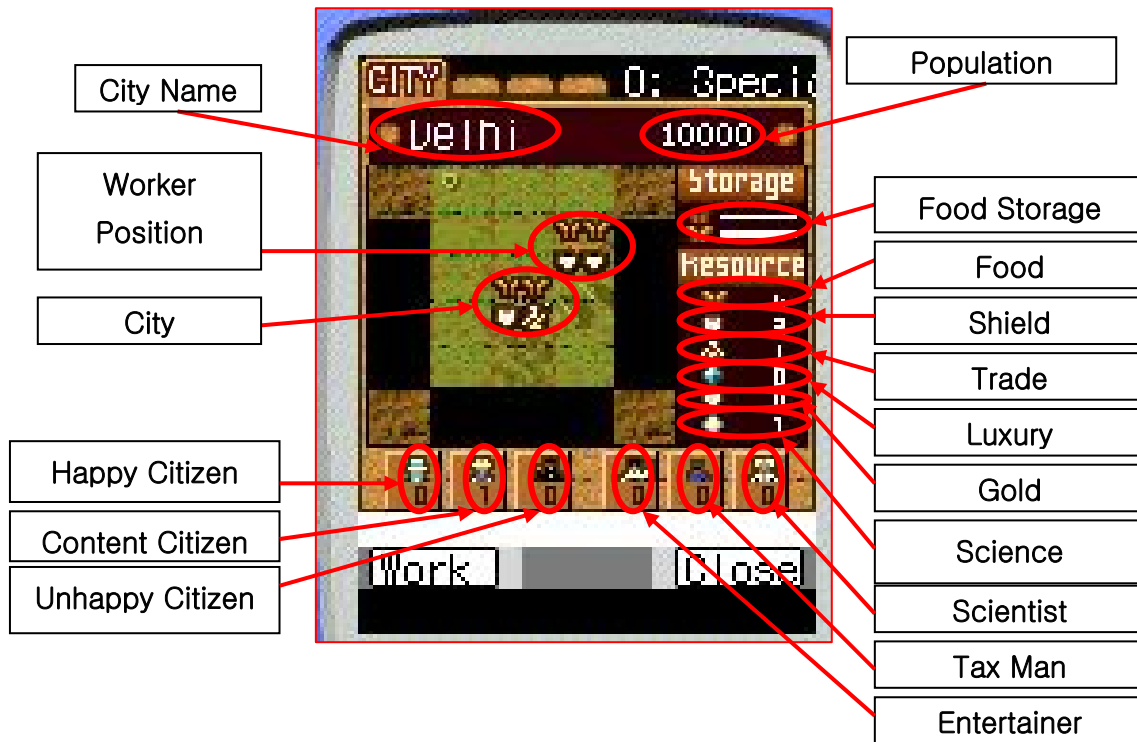
a-1) City Tab



The City tab is crammed with information about the selected city (here, Bombay).

This shows your city and the area around it. Your citizens will work this area for resources. You can shift the area your citizens around are working in by selecting Worker (abbreviated to Work.) at the bottom left of the screen. See next page.

a-2) City Tab Key

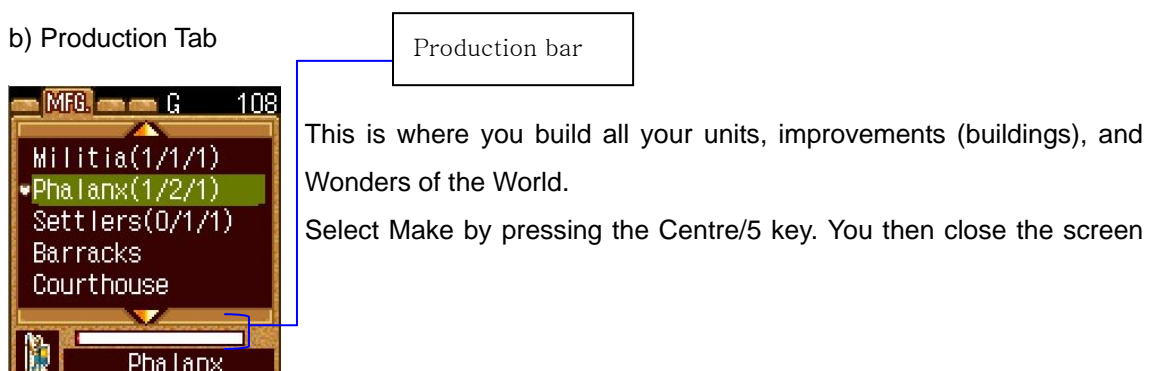


Allocating Workers on the City tab

The City tab shows the city map. This is where citizens of the city will work. While workers are automatically assigned to work the land, you can change worker location to change the resources the worker is bringing in.

Select Work. (worker), then choose a worker (represented by a square filled with resources). The selected worker will disappear from the map and back into the city. You can either reallocate to a different square on the city map (which may produce a different ratio of resources or leave the person in the city, where the citizen will become a specialist (this is default). For more details, see [City Map & Workers](#) and [Specialists](#).

b) Production Tab



This is where you build all your units, improvements (buildings), and Wonders of the World.

Select Make by pressing the Centre/5 key. You then close the screen

or you can rush production by selecting Buy (which costs more).

For the units, each has 3 numbers next to it. **Militia(1/1/1)**

This represents from the left that unit's attack, defensive, and movement points. So the Militia unit below has an attack power of 1, a defensive power of 1, and movement points of 1 a turn. More information can be found on the charts on Com2uS' Civilization Help Page (www.com2us.com).

c) Unit Tab



The unit tab shows the units produced by a city. Stationed units show units in the city, while Supported units represent all the units produced by the city (whether inside or outside of the city). If a unit changes its home city with the "Hometown" command, then it is removed from the Supported list of its previous city.

d) Improvements (Buildings) Tab



This shows the improvements you have built for a city. Selecting an improvement will give you the option to sell it.

Unit Menus

General commands

Go to – when this command appears at the bottom left of the screen, you can select any place on the map, and the unit will automatically head to that location each turn. A unit under the "go to" order is marked by the letter G.

Next: Skips over a unit until the next turn (unless you select back).

Settler

A settler has 10 possible options to select from. Toggle between the top and bottom line of options with the up and down button.



Line 1

- 1) Build road – an N will appear on your settler during construction.
- 3) Build railroad – can only be built on terrain with a road already built. An R will appear during construction.
- 7) Construct Irrigation – Improves land. Appears during construction.
- 9) Build mine – M appears during construction.
- 0) Build new city – Settler builds new city and then becomes the 1st citizen, thus disappearing from the map.



Line 2

- 1) Build Fortress – raises defense of units on the fortress square.
- 3) Pillage – Destroy land improvements (e.g. mine). Also reduces a city level by 1 per pillage command.
- 7) Hometown – Unit changes hometown.
- 9) Disband – Unit disappears. Useful if you want to get rid of a weak unit that is stopping production of a new unit due to resource limits.
- 0) Add to - Adds settler unit to the population roster of city (only for cities below level 10).

Note: For effects of roads, railroads, & irrigation, please see the terrain types chart on the Civilization Help Page.

Military



- 1) Fortify – an F shows the unit is Fortified (increased defense, but the unit cannot move until Fortified status is removed).
- 3) Pillage – Destroy land improvements (e.g. mine).
- 7) Hometown – Unit changes hometown.
- 9) Disband – Unit disappears. Useful if you want to get rid of a weak unit that is stopping production of a new unit due to resource limits.

Status Reports Menu (Menu → Status)

Select the status report for City, Military, Attitude, Trade, or Science.

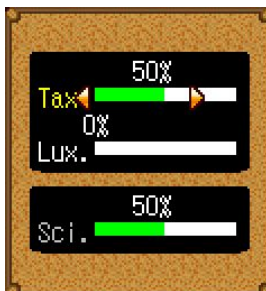
See [Status Reports](#) section for further details on each status report.

Policy (Menu → Policy)

Set the ratio of taxes, luxuries, and scientific research in Budget and change government through Revolution.



Budget



Here you balance your budget among taxes, luxuries, and scientific research. Use the directional keys to select and adjust each one.

Taxes: Puts more money in your treasury (essential for upkeep of buildings).

Luxuries (Lux.): Increases the happiness of citizens.

Scientific Research (Sci.): Determines the speed advances are researched.

Revolution (change government)



Here you can select a new form of government. You start with Despotism, but once you develop a new system of government, such as Monarchy, then you can select it from this menu.

When you select a new form of government, you go through a short period of Anarchy. See the [political systems](#) section below

Note: Developing a new system of government is the same as developing any other new advance. See the advances chart on the

Civilization Help Page on www.com2us.com.

2.3) Abbreviations

Settlers: The following letters appear when a Settler is carrying out a command.

R – Building road

R – Building railroad.

M – Building mines

I – Constructing Irrigation

G – Go to

Military Unit

F – Fortified. A unit in a fortified state

2.4) Terrain Chart

See Civilization Help Page for terrain chart.

3. Menus

3.1) Maps

A. Mini-Map

Open: Press 0 from the game screen.

Move: Use navigational keys to select position, then press the OK/5 key.

Back key: 0 key

B. Move

1/3 of movement point used on road.

No movement points used on railways.

If there are movement points left, press the OK/5 key to issue another order.

C. Minor Tribes (hut image)

Here you can find hidden gold.

3.2) Game Menu

Save, Policy, Status, Help, Retire, Quit.

A. Save

Save game. Overwrites existing saved file.

B. Policy

- Budget

Divided into taxes on trade revenue, science, and

Taxes: Raises gold store.

Luxuries: Raises happiness.

Science: Accelerates technological development.

- Revolution

Changes existing government system to a new one.

C. Retire

Retire from game and have game points calculated.

D. Other

Settings: Change sound settings.

Help: Basic controls.



luxuries.

3.3) City Overview

City Tab: Control resources and manpower (CITY)

Production Tab: Units and buildings production control (MFG,)

Unit Tab: Shows stationed and supported units (UNIT)

Improvements Tab: See constructed buildings for a city and also sell

3.4) Units

* **Special Units** (see also [section 2.2](#) above)

A. Settlers

New City: Build new city.

Add to: Adding a settler unit to a city under level 10 raises it by a level. A city drops a level when

a settler is made (in a city under level 10).

Build Fortress: Build defensive fortress.

C. Military Units

a) Unit List

Listed below are the units available in the game. Next to each unit is its attack power, defensive power, available movement points (e.g. 1-2-1 for the Phalanx), and the necessary technology and resources. Please refer to the units section of the charts on the Civilization Help Page on the Com2uS website.

- i) Militia 1-1-1 (-) [10]
- ii) Phalanx 1-2-1 (Bronze working) [20]
- iii) Cavalry 2-1-2 (Horse riding) [20]
- iv) Legion 3-1-1 (Iron working) [20]
- v) Chariot 4-1-2 (Wheel) [40]
- vi) Knight 4-2-2 (Chivalry) [40]
- vii) Catapult 6-1-1 (Mathematics) [40]
- viii) Musketeers 2-3-1 (Gunpowder) [30]
- xi) Cannon 8-1-1 (Metallurgy) [40]

b) Unit Orders

i) Movement Orders

You can move a certain distance depending on available movement points.

iii) Next (Unit)

Allows you to finish or pass giving orders to a unit and move onto to the next unit.

iv) Manually Selecting Fortified Units

You must manually select fortified units to give them new orders, which is done by selecting the unit and then pressing the 5/Centre key (a Fortified unit is represented by F).

E. Other Commands

a) Move

Select a point and your unit will move there.

b) Change Home City

Change the city supporting the units.

c) Disband

Disband unit.

d) Pillage

Pillage area (a pillage command on top of a city may destroy it).

F. War

a) Veteran (unit produced when a city has barracks)

Increases attack and defensive power by 50%.

Units made in barracks and units that have been victorious in war automatically become veterans.

b) Terrain

Defense depends on terrain.

c) Fortified Units

Defense increases by 50%.

d) Fortress

Doubles defensive strength of units on the Fortress square.

e) Attack City

Defense of city increases 3 times with a City Wall. There is no population loss when a defensive unit is destroyed.

3.5) Status Reports

City Status: City level (size), food, resources, trade

Attitude: City's happiness level

Military Status: Number of units, units in production

Trade Status: Income, consumption, luxuries, gold, scientific research

Science Status: Technology advance in progress.

Civilization offers you a range of information as the game unfolds from advisers. This information is displayed in the form of reports from your advisers and is accessible by selecting Status from the main menu (select Menu from the game screen).

Status Reports: City, Military, Attitude, Trade, Science (Access by selecting Menu → Status → desired status report as shown here).



a) City Report:

| City | LV | Food | Shield | Trade |
|--------|----|------|--------|-------|
| Delhi | 1 | 2 | 1 | 1 |
| Bombay | 2 | 6 | 4 | 1 |
| Madras | 2 | 6 | 4 | 2 |



This report displays all of your cities and production from those cities. You can check each city's level, size, food supplies, resources, and trade.

b) Military Report

| Unit | Made | Mfg. |
|----------|------|------|
| Militia | 2 | 0 |
| Phalanx | 2 | 1 |
| Settlers | 1 | 1 |

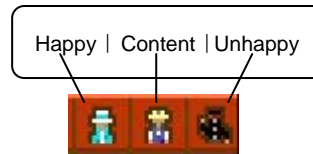
Shows how many military units you have and military units in production.

Made: Shows the number of units you have produced.

Mfg.: Shows the number of units you are manufacturing.

c) Attitude Report:

| City | Happy | Content | Unhappy |
|--------|-------|---------|---------|
| Delhi | 0 | 0 | 0 |
| Bombay | 0 | 2 | 0 |
| Madras | 0 | 2 | 0 |



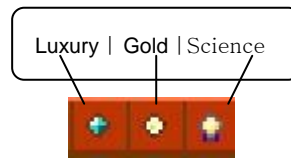
This report shows you a happiness index of the people. On the Attitude tab starting from the left are the number of Happy people, Content people, and then Unhappy people.

Through this report, you can see the numbers of happy, content, and unhappy people in each city. The ratio of luxuries and state of the government hold sway on the happiness index. This information will help you prevent civil disorder by knowing in which cities to take action and alter your policies.

d) Trade Report:



| City | Luxury | Gold | Science |
|--------|--------|------|---------|
| Delhi | 2 | 0 | 1 |
| Bombay | 0 | 0 | 1 |
| Madras | 0 | 1 | 1 |



This report shows you the division of trade between luxuries, taxes, and scientific research. The luxuries, tax, and scientific research appear next to the city's name. The statistics above the city's name represents the total amount of income and expenses for that city. You can look at income from taxes and maintenance costs to decide what policies to adapt for your budget.

e) Science Report:



At the top of the report, you can see the progress your scientists are making in a new technological advance and how many turns remain until its completion. The more you invest in scientific research, the fewer the turns a city will require making the relevant advance.

3.6) Political Systems

a) Government

5 forms of government are possible in Civilization, although the type of government available to you depends on the level of technological development. Anarchy arises only in particular situations.

You start the game with a Despotism government system. You can then change your government system after acquiring certain technology (you must also acquire new forms of government too as a technological advance – see the technology tree chart on the Civilization Help Page).

Each system of government has its own idiosyncrasies. Certain government forms guarantee individual economic freedom, which boosts development of trade, science, and the economy, while other forms are more useful for building large armies.

You can change your system of government by selecting revolution.

b) Form of Government

4 forms of government exist in Civilization, as well as an interim period of Anarchy

when changing governments (Anarchy affects the game as a form of government would, so it is included here).

Despotic

Anarchy

Monarchy

Republic

Democracy

i. Despotism: You rule as an all-powerful king with no tolerance of opposition to your decisions as ruler. Productivity is poorest under Despotism because of severe restrictions on economical and individual freedoms. Conversely, initiating war under Despotism is easy.

Also, under Despotism, productivity drops by 1 unit for every 3 resources in a region. For example, if you have a mine producing 3 resources, then only 2 will be produced for use under Despotism.

ii. Anarchy: This is a temporary state where no system of government can be imposed. It is useful when you want to change to another form of government (although you must have already *developed* the form of government you want). All important production ceases until some form of order is restored. You can continue to give orders to units, however.

With a few exceptions, Anarchy has a similar effect to the system of Despotism. However, under Anarchism, there are no tax collection and maintenance expenses, and scientific research ceases. Anarchy occurs during revolutions, which will usually be initiated by you to change government.

iii. Monarchy: Under Monarchy, you share your power with a select few, in particular the upper aristocracy. Greater economic freedom under the elite aristocracy leads to a rise in resources, food, and trade. Irrigation and constructing mines raises the population limit ceiling.

iv. Republic: You rule over the city-states that make up your civilization. Although each city is autonomous, you have ultimate command as the leader of the Republic. Trade rises vastly with the guarantee of individual and economic freedoms. Productivity on grasslands, rivers and hills is the same as under Monarchy, but trade increases. For each military unit away from its home city, one person in a city becomes unhappy. You cannot continue with the war if the senate calls for a truce.

v. Democracy: You are elected to be leader by the people. People feel satisfied because they have chosen their own leader. Productivity is at its maximum because of the freedom enjoyed under Democracy. However, how much of the economic benefits go into improving the quality of life is closely reflected in the opinion of the people.

Democracy and Republic political systems are similar. Also, revolutions can occur if one or more cities are in civil disorder for 2 or more turns. Under Democracy, 2 citizens become unhappy for each military unit not in its home city.

c) Revolution

Calling for revolution allows you to change your system of government.

You can select "Revolution" from the game menu. After going through a period of Anarchy for several turns, a menu will appear allowing you to select a new system of government, which will form as soon as it has been selected.

If you have the Pyramids, you skip the period of Anarchy and go straight to the new government selection menu.

3.7) Civilization Scoring

This score measures how well you have developed your civilization. Points are calculated until the game ends. Points are awarded as follows:

20 points: For each happy citizen.

10 points: For each content citizen.

200 points: For each Wonder of the World possessed.

30 points: For each turn where war is not in progress.

-10 points: For each unhappy citizen.

-40 points: For each riot in a city.

50 points: For each advance completed

Bonus/penalty points:

Conquest bonus: Additional 20% to game points.

Retire: 10% deducted from game points.

4. Cities

4.1) Cities

The economic and industrial heart of your civilization is in your cities. This is where your populace lives, the centre of tax collection, and where scientific research and industrial production occur. Each city brings development to its surrounding landscape, including agriculture, resource production (represented by shields) and trade, which in turn generates food, resources, and gold.

One yardstick of success in Civilization is how many cities you have and their size. In cities, you can raise taxes, embark on scientific research, and produce units quickly. Civilizations with smaller and few cities risk conquest from larger civilizations. If you fall behind in the arms race qualitatively or quantitatively, your Civilization will quickly disappear from the annals of history.

A. New Cities

You can create new cities for your civilization in 3 ways: Build it from scratch, absorb from minor tribes, or seize the city of another civilization.

a) Construct New City: First, move a settler unit to a desired location on the map and then select the "New City" command from the settler command menu (this appears at the bottom of the screen when you select a settler). Once the City Overview screen appears, you can adjust production and economic development. A new city will appear on the map once the City Overview has been closed, while the settler will become the first citizen of the city and disappear from the map.

b) Invasion: Usually, you'll find enemy civilizations guarded by soldier units. However, if you destroy all defenses and move one of your army units into the city, you will conquer that city. You manage conquered cities in the same way as you manage other cities. When invading a city, buildings may be destroyed and the population will fall by 1. Invading a city with a population of 1 razes it completely.

B. City Location

You must carefully consider when choosing where to build your city, as your city's worth is determined by its location and surrounding area. Considerations include the economic value of the area you are building in, distance from other cities, and strategic value. The ideal location would offer a balanced share of food supplies, resources, and trade. Terrain with unique resources is even better.

a) City Square (The City Square/Radius are shown on the City tab): The space a city occupies is important as there is always production within this area. Building a city in a barren region is disadvantageous to food production and city growth. You will usually want to build cities on

grasslands or by rivers, as these are conducive to higher food production, trade, and faster population growth.

b) City Radius: A city's influence extends out 2 spaces in every direction. Production is possible anywhere within this radius and you can move workers around (see [City tab & Workers](#) section). When choosing a location for a new city, consider the surrounding area from a long-term perspective.

You must secure plenty of farmland for the growth of a city. A city with both food supplies and resources is a valuable city, a city where you can quickly create army units and construct a Wonders of the World. Forests and Hills are also a good source of resources.

Locating a city next to a river means more trade (and so more tax revenue). For a city not next to a river, you should construct a road to the river to create more trade.

Surrounding region: When surveying land for city construction, consideration of the surrounding region is important. On Hill and Mountain regions, you can make mines to increase resource production. On Grasslands and by Rivers, you can boost food supplies by developing these areas. You can change Swamps and Jungles into Grasslands and Forests, while Forests can be changed into Plains. If you are short on resources, Plains, and Grasslands can be reverted back to Forests. While Jungles and Swamps may appear useless at first glance, both terrain types have development potential.

Plains, grasslands, and deserts produce trade when a road is constructed on these areas. A railroad will raise trade in all regions. You can also refer to the terrain type chart on the Civilization Help Page for more details on terrain improvements.

c) Cities Proximity: Another consideration when planning construction of a city is the distance from existing and potential future cities. Try to minimize overlaps between the economical radiuses of cities as it will cannibalize overall progress. Start exploring and planning the locations of cities from the beginning and remember a few strong cities are better than a lot of weak cities.

d) Strategic Value: The last consideration in planning the construction of a city is its strategic value. The strength of defensive units varies depending on the local terrain, which can place impetus on defensive strength over economic value. However, good defensive terrain does not yield high food production, which makes growth difficult initially. Still, it is easier to defend against attack from a city than outside a city. Erecting a city wall boosts your defensive strength 3 times. In certain circumstances, especially in the border regions of enemy cities, defense can take precedence over economic worth.

C. City Management

City management is key to ensuring stability and avoiding riots, as well as maximizing economic production (food, resources, trade), earning tax income, initiating technological research, and producing both units and improvements.

a) **Stability:** This plays a crucial role in the smooth everyday operations of cities. An unbalanced mix of more unhappy people than happy leads to civil disorder. Cities in disorder do not yield tax revenues or food surpluses and technology research and industrial development halt.

b) **Population Growth:** The bigger the population, the better you can build your civilization. Each new worker unit means increased production, so bigger populations increase your economic strength and make your civilization strong. The exact size of your population is an important factor in your overall civilization score.

c) **Resource Development:** The people of the city work in the surrounding city area and exploit its economic resources. These resources turn into higher populations, industrial output, money, and technology research. You can reallocate workers depending on your needs.

d) **Tax Income:** Most buildings (known as improvements) in a city require a maintenance fee. The amount of tax you levy must be higher than the cost of maintaining improvements (gold found in exploration can also contribute significantly to paying for the improvement upkeep costs). While tax revenues don't have to exceed the maintenance in cost in every single city, the combined tax revenue must cover the total upkeep.

e) **Scientific Research:** The more invested into technology research in each city, the faster the development of a civilization advance. You can adjust the ratio of your budget invested in research through the Budget screen (Menu→Policy). A city's research ability is influenced by trade, scientists, and certain improvements. Libraries and universities are two improvements that boost scientific research.

f) **Industrial Production:** All cities can produce units and improvements and the city with the highest productivity is your most valuable city. In such a city, you can quickly produce expensive military units and construct Wonders of the World. Periodically, check the production of your cities to ensure you are producing the desired units.

You have 4 methods at your disposal for city management: change worker location, convert workers to specialists, build improvements, and construct Wonders of the World.

1. Reallocate the location of workers (see City Map & Workers just below).
2. Create specialists to increase luxuries (entertainers), tax (taxmen), or technology production (scientists).
3. Build improvements: For example, order the construction of a granary to make 1 unhappy person content and accelerate population growth, or a library, which increases research ability. You can use this guide and a chart available on the

Civilization Help guide to find more details on each improvement.

4. Build Wonders of the World: These bestow not only glory on your civilization (calculated as game points), but also a number of other beneficial effects (see chart or the Wonders section below). However, remember only one of each Wonder of the World can exist in the world, so you are always competing against rival civilizations.

D. City Defense

City defense should play an instrumental part in your planning of a city. Much of the defense will focus on your borders with units that intercept enemy units before they get near your cities.

However, no matter how strong your defensive line, you must fortify your cities against inevitable breaches of this line. One army unit is the minimum (with high defensive power) to fortify your city. Fortified units are strong in defense. Also, adding a unit with strong attack capabilities is a good idea, as it can preempt enemy attacks on a city itself.

Building city walls increases defense by 3 times. However, City Walls don't defend the city from artillery. **The 3-times increase in defense occurs after the veteran effect is applied.** City walls prevent population loss when defensive units are lost.

Technology advances allow you to produce new units with strong defense to replace older units. Since an enemy's offensive capabilities also improve as its civilization advances, you must continue to develop your defensive units.

Constructing roads and railroads between your cities means you can move units quickly between regions, which is particularly useful to allow units to move to threats anywhere within your empire with ease.

E. We Love the King Day

When enough citizens in a city are happy, they declare a "We Love the King Day" in honour of your just and prosperous rule. This festival has a number of benefits depending on your government system.

For a "We Love the King Day" to take place, you need at least 3 in population for a city, no unhappy people, and more happy people than content people. Specialists count as content people. For example, a city with 5 happy, 4 content, and no unhappy people will hold the festival, while a city with 10 happy people, 3 content people, and 1 content person will not.

a) Anarchy: No benefits from a "We Love the King Day."

b) Despotism: A city with the festival will act as under Monarchy, which means higher food and resource production.

c) Monarchy: Behaves like a democracy, where trade increases.

d) Republic/Democracy: Population increases by 1 person per turn and the city grows very quickly.

4.2 City Overview

You give orders to your cities through the city display menu. On this screen, you can send workers to farmland, mines, fisheries, and forests. You must also decide what to produce in cities. This screen provides important information about the status of your cities, how much food, resources, and trade are produced, what units are being made and how long until their completion, and what improvements are being built. Access this display by selecting a city on the main game screen.

The city display includes city, production (mfg.), units and improvements (buildings) tabs,

A. City Map (tab) & Workers

The City tab shows the area around the city that can be developed by its citizens. The maximum squares available for development equals the city's population plus 1. This additional square refers to the square occupied by the city itself, which is in the centre of the map and cannot be moved (since it doesn't represent a worker). It is possible to have a larger population than there are places for them to work.

The work people do depends on the terrain: food is represented by a granary image, resources by a shield, and trade by an arrow symbol. Most squares generate a mixture. To adjust the production ratio, move citizens to another square (see section [2.2\) Guide to Main Control Menus](#) above).

People taken off the map (not working) become specialists on the population roster. Moving these specialists back onto the map turns them into ordinary citizens again. Resource production will vary as you switch citizens and specialists around (see [specialists](#) section below).

As the population grows, new members of the population are automatically assigned as workers to a particular area. You can check (and change) their deployment on the City tab.



1) Select "Work."
& then a worker
(selected by
pressing OK on
the white square.

2) Press OK &
worker is removed
from map.
Automatically
becomes a
specialist

3) Select square you
wish to move worker
to. If you don't
select, the removed
worker will remain a
specialist.

***Resources**

The resource screen shows the city's produced food, resources, trade, luxuries, tax, and scientific research. All these commodities are the basic fabric of your civilization and become new population, units, improvements, Wonders of the World, gold, and scientific research.

Food, resources, and trade are gathered from a city's surrounding region each turn. Certain improvements and Wonders of the World can boost this output. For example, a factory will raise resource production by 50%.

Trade is divided into luxuries, gold, and scientific research, which can be adjusted from the Budget section of the Policy screen on the main menu.

a) Food: Each population unit needs 2 units of food per turn. A surplus is shown in the food storage box (see below). Surplus food is stored and can be used in times of food shortage as an emergency food supply. If there is no food stored, the population of the city will decrease by 1. A settler unit requires 1 or 2 food units depending on the system of government.

b) Resources: The shield symbol stands for a city's raw materials and industrial capacity. A portion of this capacity may be needed to maintain units depending on the form of government.

c) Trade: You can generate trade by constructing roads in plains, desert, or grassland areas. Trade also appears in regions with rivers and on the coast, as well as in squares with gold and gem mines. Trade is split into trade, tax, and scientific research in proportion to each other, so raising or decreasing one in the Budget screen will affect another. Trade increases with the Colossus (a Wonder of the World) and on "We Love the King Day."

d) Luxuries: Luxuries are represented by diamonds. Each time your diamond count rises by 2, 1 person is made happy. This is the most effective way to raise the number of happy people, especially in big cities with large populations.

Increase luxuries by making a specialist an entertainer (default). You can, of course, raise luxuries by increasing its proportion in trade. Marketplace and bank improvements also increase luxuries in a city.

e) Tax Income: This is shown as gold and is used as upkeep for building improvements. Surplus tax revenue is collected in the treasury and can be spent later. Turn a specialist into a tax collector, or build a marketplace or bank to increase tax revenue.

f) Science: Knowledge from scientific research is represented by a light bulb. Each new

technology advance requires a certain amount of research. You acquire new technology when you have enough light bulbs. A library, university, or specific Wonder of the World raise a city's research level. You can also boost this level by making a specialist a scientist.

B. Population Roster

A city's population is shown in detail at the bottom of the City tab. 1 person equals 1 population unit. Citizens are divided into workers, who are in turn categorized by their level of contentment, and 3 types of specialist.

The population roster shows whether workers are happy, content, or unhappy. To keep your population happy, you must manage improvements, Wonders, and luxuries (directly in the Budget screen and by creating entertainers). If the number of unhappy people outnumber happy people (content people don't count in this case), civil disorder erupts.

You can see the attitudes of each population for a city by going to the Attitude Report in the Status menu ([see 3.5 above](#)).

C. Specialists

Citizens who are not in the regular workforce become specialists. Specialists can raise luxuries, collect tax, and carry out scientific research. If you have plenty of food, you can change workers into specialists. Specialists have the same food requirement as other people (2 food per person).

The 3 types of specialist are entertainers, taxmen, and scientists. Entertainers increase luxuries and make people in a city happy. Taxmen improve tax collection and so boost tax revenue. Scientists contribute to developing new technology.



Entertainer | Taxman | Scientist

a) Entertainers: Anyone not on the workforce becomes an entertainer. One entertainer equals 2 additional luxuries.

The trade bonus from entertainers is applied before the effects of a marketplace and bank. Adding entertainers increases luxuries and makes more people happy.

b) Taxmen: You can change an entertainer into a tax collector in a city of level 5 and above. Each tax collector increases trade in the form of higher tax revenues. Turning an entertainer into a taxman loses you that entertainer's effect on luxuries. The tax benefits do not apply during civil disorder since no tax is collected.

c) Scientists: Taxmen can be changed into scientists in a city of level 5 and above. A scientist raises the accumulation of knowledge (represented by an increase in light bulb production). As with taxmen, benefits from this specialist do not apply during times of civil disorder. Taxmen can be changed back into Entertainers.

D. Food Storage

Surplus food (if any) is stored in a food storage box each turn and accumulates. You can see the two bars representing this box below. First the top bar fills (represented by green) and then the bottom bar fills. Once both bars are full, that city's population will grow by 1.



The population growth empties the box, which will start to fill again from the next turn.

When not enough food is being produced, there will be no food shortage so long as food remains in the food storage box (it will gradually decrease in such a situation). If the food box is completely empty when food production is insufficient, your population will decrease by 1.

Building a Granary speeds up population growth, as you only need to fill half the food storage box to increase the population by 1. Once a Granary is built, you will automatically start each time after the population has grown with one of the food storage box bars already full. The Granary also prevents starvation during famine.

E. Production (Mfg.) – changing production & rush jobs

a) Production change: You can see the possible units and city improvements you can make on the Production tab (MFG.), which you can then select. The number of turns needed to produce the item varies according to the amount of resources you need. The item is available once the production gauge is full.

If you are producing an item that can no longer be made (i.e. a Wonder that has been built by another civilization), you need to select another item to produce from the production menu.

b) Rush Job: You can use money to speed up production of an item by pressing the Buy button. A pop-up menu appears displaying how much money is needed – select whether to go ahead or not. The cost of rushing a job is 2 gold for each unit resource still needed. If the production bar is empty, it will cost you twice as much to execute a rush job on that item.

Units or buildings made in rush jobs are available for use the next turn, so there is no point in paying for a rush job for an item that will be completed the next turn anyway.

F. Buildings/Improvements Tab (BLDG)

This lists the improvements and Wonders of the World a city has built. Each building improvement appears along with an icon, name, and sell option.

Further details of these improvements and Wonders can be found below and on the improvements and Wonders charts on the Civilization Help Page.

Whenever a building is built, it is added to this list and vice versa when the building is sold. You can sell an improvement by selecting it to raise gold.

G. Unit Tab (UNIT)

The upper box – Stationed - shows units in the city, known as Stationed units. A maximum of 10 units can be in a city. The lower box – Supported – shows all units produced by that city, whether inside or outside the city. Units can be moved to other cities. If a unit leaves its home city (by selecting Hometown from the unit menu) for another, the unit will be removed from the original city's population roster and added to the roster of the new city for the unit.

Under Republic and Democracy, one citizen will become unhappy for each unit sent outside the city.

4.3) City Improvements

A. Improvements Introduction

A city's improvements of industrial, bureaucratic, educational, and public works are what make your city a growing and successful metropolis, without which growth will always be limited.

Improvements are central to city growth and importance. Each one has a special function or helps run the city more efficiently.

When your civilization begins, you can only build barracks. More improvements open to you as you acquire more technology. Only one type of each improvement can be built in each city. The improvements in a city are shown on the improvements tab on the Command Menu. Improvements (except Wonders) can be destroyed by invasion or sold.

a) Capture: An enemy civilization invasion into a city can destroy buildings in the city, with all, some, or none destroyed depending on the circumstances. All improvements are wiped out if the city is completely annihilated.

b) Sell Improvements: Next to each improvement on the improvements roster is a sell button. Clicking on this button will sell you how much you can sell the building, with 1g for each resource unit. If you decide to sell, the improvement will disappear from the roster and you will receive gold as payment.

Selling an improvement can be a wise move when you are short on funds and must deal with the possible random selling of an improvement. And selling of property when you are under attack and won't be able to defend or recover the city may also be beneficial. You can sell a 1 building per turn.

Following is a list in alphabetical order of the improvements with their effects and the technology required to build them.

You can view the technology needed to build improvements on the technology tree on the Civilization Help Page.

B. Improvements (Buildings)

a) Aqueducts: A city can support a population of only 10 without any aqueducts. Aqueducts cost 120 resources and 2G for maintenance per turn.

b) Banks: A bank increases a city's luxuries and taxes by 50% and can be built after learning the Bank improvement. You can only build a bank in a city with a marketplace. The effect of a bank is added to the effect of a marketplace, then all other considerations, including trade routes are taken into account before the bonus is applied. It costs 120 in resources and 3G in upkeep.

c) Barracks: Produces veteran units, which have 50% higher attack and defensive power. No particular improvements are necessary to build barracks and its effectiveness disappears after you have learnt Explosives. There is no maintenance cost.

d) Cathedral: A cathedral makes 4 people unhappy people content, and so is useful in preventing riots in large cities. A cathedral can be built after acquiring Religion, and costs 160 resources and 3G for maintenance. Michelangelo's Chapel (medieval Wonder of the World) boosts the effectiveness of cathedrals.

e) City Walls: Increases defense against attacking units by 3 times, with the exception of artillery (catapults and cannons). The triple strength utilizes the effects of terrain and veteran units. City walls stop population loss when a defense unit is destroyed. City walls also stay floods. Acquire Masonry to be able to build city walls. City walls cost 120 resources and 2G for upkeep.

f) Colosseum: A massive stadium for athletic games and events. A Colosseum in a city makes 3 unhappy people content. This can be built after you learn Architecture. It costs 100 resources to build and 4G to maintain.

g) Courthouse: A courthouse makes 1 unhappy person content. You can build these after acquiring Law and cost 80 resources and 1G for maintenance.

h) Factory: A factory increases a city's resource production (represented as shields) by 50%. Building a manufacturing plant in the same city makes a factory obsolete.

i) Granary: A city with a granary means the city grows by 1 each time the food storage box

(see Food Storage Box section above) fills by just 50%. Granaries can also stop famine. You can build a granary after acquiring Pottery. It costs 60 in resources to build and 1G maintenance fee.

j) Library: A library increase's a city's light bulb production (i.e. knowledge) by 50%. A library can be built after learning Writing and costs 80 resources and 1G for maintenance. Building the Newtonian Library (a Wonder of the World) boosts the effects of a library.

k) Marketplace: This improvement increases luxuries and tax by 50%. You can build a marketplace after learning Currency. It costs 80 resources and 1G for maintenance.

l) Palace: The centre of your civilization, building a palace in a city will remove the palace from your original city. A new palace will appear in another city if the existing palace is destroyed. You can build a palace after learning Masonry and costs 200 resources. There is no maintenance fee.

m) Temple: This improvement is available after learning Burial Ceremony. A temple makes 1 unhappy person content, but this rises to 2 people after acquiring Mysticism. A temple costs 40 resources and 1G for maintenance. Building the Oracle (Wonder of the World) doubles the effectiveness of a temple.

n) University: Raises light bulb production (i.e. knowledge) in a city by 50%. You can only build a library in a city with a university. A university's effectiveness adds to the effectiveness of libraries. You can build a university after learning the University improvement. It costs 160 resources and 3G for maintenance. Newtonian University (Medieval Wonder of the World) increases the effectiveness of a university.

4.4) The Wonders of the World

A. Wonders of the World

As your civilization advances, it will learn new technologies that make building of Wonders of the World a possibility. 7 Wonders of the World are available for each age – Antiquity and the Medieval. Only one of Wonder of the World can exist in the world.

A Wonder of the World displays the glory of a civilization and also usually has one or two unique benefits to the civilization that built it. For example, a civilization with the Oracle will see the effects of its temples double.

If a built Wonder is not lost when the city it is in is conquered, the effect of the Wonder will be enjoyed by the conquering civilization.

B. Construction

You select to build a Wonder of the World from the Production tab (MFG.) on the City

Overview screen.

Building a Wonder requires your civilization first acquire certain advances. For example, you must learn Bronze Working in order to be able to build the Colossus (only Wonders you have the technology to build will appear on the production tab). You can check out more details on the tech tree on the Civilization Help Page.

Furthermore, you can only build a Wonder that doesn't already exist (it won't appear in on the production tab). Should a rival civilization finish a Wonder that you are also constructing before you do, then you must select a different item to produce.

Wonders are not lost when the city it is located is conquered, but will be if the city is destroyed and cannot be rebuilt.

Wonders of the World can be built in any city and several can be built in the same city, as well.

a) Antiquity

i) The Colossus:

A mighty bronze statue bestriding the gates of a city. The huge figure draws tourists from around the world increasing trade. Trade increases by 1 per tile in the city it stands. The Colossus requires you learn Bronze Working and costs 200 in resources.

ii) The Great Library:

This library's origin was as the personal library of a ruler, but now exists as the largest storehouse of knowledge in the world. The civilization with The Great Library automatically acquires any knowledge that is jointly known by two or more other civilizations. The effect disappears after the university advance is made. The Great Library requires the civilization first acquire Writing and costs 300 in resources.

iii) Great Wall:

The Great Wall was built to keep out the barbarians, or at least stop the barbarians escaping with too much loot. The Great Wall strengthens all city walls by 50%. You must learn Masonry first. It costs 300 in resources.

iv) Hanging Gardens:

The Hanging Gardens are a marvel of man and nature. A civilization with this Wonder will see an additional happy person in each city. The Hanging Gardens loses its effect when you develop Invention, as the tools of master gardening become available to all. The Wonder requires the Pottery advance and costs 300 in resources to build.

v) Lighthouse:

This massive lighthouse was a guide to the navigators of old. In Civilization for mobile, it is an inexpensive Wonder to build and like all other Wonders awards you with 200 points. You

must first learn Mapmaking and it costs 200 in resources to build.

vi) Oracle:

The Oracle in Civilization exerts a unifying religious fervor through the temples of your cities. It doubles the effects of temples. To create the Oracle, you must first acquire Mysticism. It costs 300 in resources to build. The effects disappear after the development of Religion.

vii) Pyramids:

The Pyramids are the oldest and grandest of the Wonders of the World. Pyramids allow you to change government without having to pass through the usual obligatory period of Anarchy. Furthermore, you can choose any government system, even if you don't have the correct advances developed. For example, you can change to Democracy long before it would usually be available. Construction of the Pyramids requires Masonry technology and costs 300 in resources.

b) Medieval

i) Copernicus' Observatory:

Copernicus was a Polish priest who discovered that the sun was the centre of the solar system. This Wonder doubles the knowledge output of the city it is located in: It doubles the effect of a city's knowledge after adding the effects of library, university, and scientist. You must acquire the Astronomy advance first. It costs 300 in resources.

ii) Darwin's Voyage:

Darwin's voyage on the Beagle, which passed through the Galapagos Islands, was a key part in the foundation upon which Charles Darwin would build his theory of evolution. The civilization with this Wonder will automatically acquire two civilization advances. It requires the Railroads advance and costs 300 in resources.

iii) Isaac Newton's College:

Newton is one of history's supreme scientists. He developed the theory of gravity to explain the movement of the stars, planets, and of objects on Earth. Newton's College raises the effect of all libraries and universities. You must first acquire the Theory of Gravity advance. It costs 400 in resources.

iv) J.S. Bach's Cathedral:

Johann Sebastian Bach was one of the Western world's greatest composers. Much of his music was composed for the organ and dedicated to God. J.S. Bach's Cathedral decreases the number of unhappy people in each city by 2. You must first acquire Religion to build this advance and it costs 400 in resources. The effect of this Wonder doesn't disappear.

v) Magellan's Expedition:

Ferdinand Magellan was the Portuguese navigator in charge of the expedition that

circumnavigated the globe in a search for a westward route to the Moluccas spice islands. This Wonder, which costs 400 in resources, awards your 300 game points, although has no specific effects on your civilization.

vi) Michelangelo's Chapel: Michelangelo was the most famous of the renaissance painters and is well known for his work on the Sistine Chapel. You can build Michelangelo's Chapel after achieving the Religion advance and it costs 300 in resources.

vii) Shakespeare's Theatre:

A theatre by the famous English playwright and poet. All citizens in a city with this Wonder become happy. You must first acquire the Medicine advance to construct Shakespeare's Theatre and it costs 400 in resources.

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