

;; CIVILIZATION CIVILOPEDIA TEXT; Copyright (c) 1995 by MicroProse Software;; Altering the contents of this file may cause the; game to malfunction.;

@PEDIAPICKCIV@width=540@columns=3@listbox@title=Civilopedia: Civilization Advances@PEDIACIV@width=480@title=Civilization Advance^^%STRING0^@PEDIACIVFACTS^Allows government form of same name.^Allows settlers to build fortresses.^Allows settlers to build airbases.^Allows settlers to build railroads.^Allows settlers to improve farmland.^Increases the effect of temples.^Increases the effect of colosseums.^Worth bonus points in Civilization score.^Increases ship movement rates by one.^Improves Spaceship thrust by 25%.^Free civ. advance for first civ. to discover.^Decreases the effect of Cathedrals.^Cancels the effect of

@PEDIAPICKUNIT@width=540@columns=3@listbox@title=Civilopedia: Unit Types@PEDIAUNIT@width=480@title=Unit Type^^%STRING0^@PEDIAUNITFACTS^Can see units two spaces away.^Ignores enemy Zones of Control.^Can make amphibious landings.^Invisible to most enemy ships.^Can attack aircraft in flight.^May be lost out of sight of land.^Ignores City Walls.^Can carry friendly air units.^Can make paradrops.^Treats all squares as road squares.^Defense +50% versus units with a movement factor of 2.^Only Commonwealth governments can build.^Destroyed after attacking.^Defense +100% versus air and missile units.^Can spot enemy submarines in adjacent

squares.@PEDIAPICKGOVT@width=480@listbox@title=Civilopedia: Governments@PEDIAPICKIMPROVE@width=540@columns=3@listbox@title=Civilopedia: City Improvements@PEDIAIMPROVE@width=480@title=City Improvement^^%STRING0^@;Palace@PEDIAIMPROVE1Eliminates corruption and waste in the city,and decreases it in all nearby cities.@;Barracks@PEDIAIMPROVE2City produces Veteran ground units. Ground units canbe completely repaired in a single

turn.@;Granary@PEDIAIMPROVE3Only half of city's food store is depleted whencity increases in size.@;Temple@PEDIAIMPROVE4Up to two discontented citizens are made content.@;Marketplace@PEDIAIMPROVE5Increases tax and luxury output by 50%%.@;Library@PEDIAIMPROVE6Increases science output by 50%%.@;Courthouse@PEDIAIMPROVE7Decreases corruption by 50%%. Makes city more resistantto bribery by enemy diplomats and spies. Under Democracy,one content citizen becomes happy.@;City

Walls@PEDIAIMPROVE8Units in city are tripled on defense versus ground attacks.@;Aqueduct@PEDIAIMPROVE9Allows city to increase beyond size 8.@;Bank@PEDIAIMPROVE10Increases tax and luxury output by anadditional 50%% (cumulative w/ Marketplace).@;Cathedral@PEDIAIMPROVE11Makes four unhappy citizens content (Three after

Communism).@;University@PEDIAIMPROVE12Increases science output by an additional50%% (cumulative w/ Library).@;Mass

Transit@PEDIAIMPROVE13Eliminates pollution caused by population.@;Colosseum@PEDIAIMPROVE14Three unhappy citizens are made content(four w/ Electronics).@;Factory@PEDIAIMPROVE15Increases resource production in city by 50%%.@;Mfg. Plant@PEDIAIMPROVE16Increases

resource production by an additional 50%%(cumulative w/ Factory).@;SDI Defense@PEDIAIMPROVE17Protects everything within three spaces of the city from nuclear attack.@;Recycling Center@PEDIAIMPROVE18Decreases the pollution caused by factories.@;Power Plant@PEDIAIMPROVE19Increases factory output by 50%%.@;Hydro Plant@PEDIAIMPROVE20Increases factory output by 50%%. Cleaner than Power Plant, and generally safer than Nuclear Plant.@;Nuclear Plant@PEDIAIMPROVE21Increases factory output by 50%%. Cleaner than Power Plant (same as Hydro Plant), but there is a risk of Nuclear Meltdown unless civilization has discovered Fusion.@;Stock Exchange@PEDIAIMPROVE22Increases tax & luxuries output by an additional 50%% (cumulative with Marketplace & Bank for a grand total of 150%%).@;Sewer System@PEDIAIMPROVE23Allows city to grow beyond size 12.@;Supermarket@PEDIAIMPROVE24Allows squares in the city's radius with the "farmland" improvement (irrigated twice) to produce 50%% more food.@;Superhighways@PEDIAIMPROVE25All squares in the city's radius with roads (or railroads) produce 50%% more trade.@;Research Lab@PEDIAIMPROVE26Increases science output by an additional 50%% (cumulative with Library and University for a grand total of 150%%).@;SAM Missile Battery@PEDIAIMPROVE27Units in city are doubled on defense against air units and non-nuclear missile units.@;Coastal Fortress@PEDIAIMPROVE28Units in city are doubled on defense against shore bombardment by enemy ships.@;Solar Plant@PEDIAIMPROVE29Increases factory output by 50%%. Cleaner than all other forms of power.@;Harbor@PEDIAIMPROVE30All ocean squares in the city's radius produce one extra unit of food.@;Offshore Platform@PEDIAIMPROVE31All ocean squares in the city's radius produce one shield.@;Airport@PEDIAIMPROVE32City produces veteran air units. Any air unit spending its entire turn in the city is completely repaired.@;Police Station@PEDIAIMPROVE33Decreases unhappiness caused by troops away from city by 1.@;Port Facility@PEDIAIMPROVE34City produces veteran naval units. Any ship spending its entire turn in the city is completely repaired.@;SS Structural@PEDIAIMPROVE35@;SS Component@PEDIAIMPROVE36@;SS Module@PEDIAIMPROVE37@;Capitalization@PEDIAIMPROVE38Converts production into trade.@;Pyramids@PEDIAIMPROVE39Counts as a Granary in every one of your cities.@;Hanging Gardens@PEDIAIMPROVE40One extra happy citizen in every city.@;Colossus@PEDIAIMPROVE41City produces one extra trade arrow in each square that already produces one.@;Lighthouse@PEDIAIMPROVE42Triremes can move across oceans w/o danger, and all other types of ship have their movement rate increased by one. Also, all new ships you produce receive veteran status.@;Great Library@PEDIAIMPROVE43Civilization receives any civilization advance already discovered by two other civilizations.@;Oracle@PEDIAIMPROVE44Doubles the effect of all of your temples.@;Great Wall@PEDIAIMPROVE45Enemy civilizations must offer cease-fire/peace in negotiations. Combat strength doubled against barbarians.@;Sun Tzu's War Academy@PEDIAIMPROVE46All new ground units produced gain Veteran status. Any unit which wins a combat gains

Veteran status. @; King Richard's Crusade @PEDIAIMPROVE47 Every square in the city's radius produces an extra resource "shield". @; Marco Polo's Embassy @PEDIAIMPROVE48 You receive a free embassy with every rival Civilization (so your intelligence report will always be complete and you will receive updates when other civilizations discover technologies). @; Michelangelo's Chapel @PEDIAIMPROVE49 Counts as a Cathedral in each of your cities. @; Copernicus' Observatory @PEDIAIMPROVE50 Increases science output of city by 50%. @; Magellan's Expedition @PEDIAIMPROVE51 Movement rate of all ships is increased by two. @; Shakespeare's Theatre @PEDIAIMPROVE52 All unhappy citizens in city are content. @; Da Vinci's Workshop @PEDIAIMPROVE53 Whenever one of your units becomes obsolete because of a new technology you have discovered, it is immediately replaced by an equivalent modern unit. @; J.S. Bach's Cathedral @PEDIAIMPROVE54 Decreases unhappy citizens on same continent by 2 per city. @; Isaac Newton's College @PEDIAIMPROVE55 Doubles science output of city. @; Adam Smith's Trading Co. @PEDIAIMPROVE56 Pays the maintenance for all city improvements which ordinarily cost 1 gold per turn. City improvements requiring more than 1 gold per turn maintenance are not affected. @; Darwin's Voyage @PEDIAIMPROVE57 Two free civilization advances. @; The Statue of Liberty @PEDIAIMPROVE58 Eliminates the period of unrest between governments. Also allows any form of government to be chosen, even if the proper advance has not been discovered. @; The Eiffel Tower @PEDIAIMPROVE59 When you first obtain control of the Eiffel Tower, Every civilization's attitude toward you is immediately shifted 25 points in your favor (on a hundred point scale). Attitudes continue to improve gradually over time. Other civilizations are also quicker to forget your past transgressions. @; Hoover Dam @PEDIAIMPROVE61 Provides Hydro power to every city on every continent. @; Women's Suffrage @PEDIAIMPROVE60 Counts as a Police Station in every one of your cities. (Decreases unhappiness caused by troops away from city by 1). @; Manhattan Project @PEDIAIMPROVE62 Allows nuclear weapons to be built. @; United Nations @PEDIAIMPROVE63 ^* Free embassy with every other civilization ^* Enemy civ's cannot refuse your peace treaties. ^* As a democracy, you can declare war 50%% of the time ^ (peacekeeping missions). @; Apollo Program @PEDIAIMPROVE64 Allows construction of spaceship improvements. @; SETI Program @PEDIAIMPROVE65 Counts as a research lab in every one of your cities; effectively doubles your science output. @; Cure for Cancer @PEDIAIMPROVE66 One extra happy citizen in each city. @PEDIAGOV @width=600 @title=Civilization: Governments The form of government you choose for your civilization will affect the way resources are distributed in your cities, the rate at which your citizens can produce and sustain new units and city improvements, and the extent to which your citizens have a say in the way you govern them. ^ Some forms of government, such as Despotism, Monarchy, and later Communism, allow you to expand rapidly, to produce and sustain large numbers of military units, and to control your affairs

completely. Democracy and the Republic, on the other hand, give your citizens the freedom to produce vast amounts of trade, which increases your wealth and knowledge rapidly. On the other hand, your citizens may grow unhappy when you send military units out of your cities; also, your Senate may try to interfere in your conduct of foreign affairs. Commonwealth is a mid-ground government, allowing for control of military actions while adding significant trade bonuses. To change your civilization's government, you must have a Revolution--select "Revolution" from the Kingdom Menu. This will entail a brief period of

Anarchy. @PEDIAGOVT0@width=600@title=Civilization Government:

Anarchy Anarchy represents not so much a government type as the lack of any stable government. Anarchy occurs when your civilization's government falls, or when you decide to have a Revolution. After a few turns of Anarchy, you will be able to reconstitute your government. Anarchy is similar to Despotism, except that the corruption rate is VERY HIGH (see entry for Despotism). However, no taxes are collected during a period of Anarchy, and no scientific research is conducted. @PEDIAGOVT1@width=600@title=Civilization Government:

Despotism UNIT SUPPORT Each unit above the city size costs one shield per turn. Settlers eat one food per turn. HAPPINESS Up to three military units in each city will institute "martial law", converting an unhappy citizen into a content citizen. CORRUPTION AND WASTE Despotism has a HIGH rate of corruption and waste. The level of corruption in a particular city is based on its distance from your capital. SPECIAL Under a Despotism, none of the science/tax/luxury rates may be set higher than 60%. ALSO, ANY SQUARE WHICH WOULD ORDINARILY PRODUCE THREE OR MORE OF A RESOURCE (FOOD, SHIELDS, TRADE) PRODUCES ONE LESS. HINTS Because of Despotism's high rate of corruption, it is almost always an inferior form of government. Try to switch to a Monarchy as soon as

possible. @PEDIAGOVT2@width=600@title=Civilization Government:

Monarchy UNIT SUPPORT Each unit beyond the third costs one shield per turn. Settlers eat one food per turn. HAPPINESS Up to three military units in each city will institute "martial law", converting an unhappy citizen into a content citizen. CORRUPTION AND WASTE Monarchy has a MODERATE rate of corruption and waste. The level of corruption in a particular city is based on its distance from your capital. SPECIAL Under a Monarchy, none of the science/tax/luxury rates may be set higher than 70%. HINTS Monarchy is an excellent form of government for a

young civilization. @PEDIAGOVT3@width=600@title=Civilization Government:

Communism UNIT SUPPORT Each unit beyond the third costs one shield per turn. Settlers eat one food per turn. HAPPINESS Up to three military units in each city will institute "martial law", converting *TWO* unhappy citizens into content citizens (so a total of SIX unhappy citizens can be suppressed). CORRUPTION AND WASTE Under Communism, state control of the economy eliminates organized crime. Your cities, therefore, experience no corruption. SPECIAL All SPY units produced under Communist governments are given VETERAN status. Under Communism, none of the science/tax/luxury rates may be set higher than 80%. HINTS Communism is best for large, far-

flung empires which need to maintain a large military. Use your powerful spies to steal technology from the capitalist pigs.

@PEDIAGOV4@width=600@title=Civilization Government: Commonwealth
UNIT SUPPORT Can support up to FIVE units for free; additional units cost one shield each. Settlers eat one food per turn. ONLY Commonwealths may produce COMMONWEALTH GOODS and FREIGHTERS units.
HAPPINESS Under Commonwealth, NO CITIZEN IS EVER UNHAPPY!
CORRUPTION AND WASTE Commonwealth has a LOW rate of corruption.
SPECIAL Improvements which convert unhappy citizens to content citizens (Temples, etc.) produce "Civil Religion" equal to the number of citizens they would otherwise convert. They also require no maintenance. The diplomatic penalties for "terrorist acts" committed by your Diplomats and Spies are reduced. Under Commonwealth, none of the science/tax/luxury rates may be set higher than 80%.
HINTS Commonwealth eliminates all happiness problems and provides an excellent revenue.

@PEDIAGOV5@width=600@title=Civilization Government: Republic
UNIT SUPPORT Each unit costs one shield per turn. Settlers eat TWO food per turn.
HAPPINESS Each military unit AFTER THE FIRST which is not in a friendly city (or a fortress within 3 spaces of a friendly city) causes one citizen in its home city to become unhappy.
CORRUPTION AND WASTE The Republic has a LOW rate of corruption and waste. The level of corruption in a particular city is based on its distance from your capital.
SPECIAL Under a Republic, each square which ordinarily produces at least one unit of trade produces an extra unit. None of the science/tax/luxury rates may be set higher than 80%.
HINTS Switching to a Republic can give an astounding boost to your science and tax revenues, although you'll probably have to divert some of your trade to luxuries. It becomes more difficult (and expensive) to keep an army in the field, but building the Womens Suffrage wonder can help with this problem.

@PEDIAGOV6@width=600@title=Civilization Government: Democracy
UNIT SUPPORT Each unit costs one shield per turn. Settlers eat TWO food per turn.
HAPPINESS Each unit which is not in a friendly city (or a fortress within 3 spaces of a friendly city) causes TWO citizens in its home city to become unhappy.
CORRUPTION AND WASTE Democracies experience NO corruption or waste.
SPECIAL Under a Democracy, each square which ordinarily produces at least one unit of trade produces an extra unit. The units and cities of a Democracy are immune to BRIBERY of all forms. The science/tax/luxury rates may be set to any level desired.
HINTS Democracies can produce spectacular amounts of revenue and scientific research. However, because of the severe happiness restrictions on military units, this form of government tends to be viable only for large, advanced civilizations. Increasing your luxuries rate and building Wonders can help alleviate this problem.

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m UNIT SUPPORT Each unit beyond the third costs one shield per turn

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