CIVILIZATION VI

Retain the software manual and the instruction manual for future reference. Read this manual for small children and use safely.
請仔細閱讀本軟件的「遊戲說明書」以及 PlayStation®4 的使用說明書內記載的注意事項，以了解如何正確使用，同時並請妥善保管這本「說明書」與「使用說明書」。特別是幼童，請與家長及監護人一同閱讀以安全使用。

Health Precautions

⚠ **Warning   Seizures induced by light stimulation (Photosensitive Epilepsy)**
If you have an epileptic condition or have had seizures, consult your doctor prior to playing. Some individuals may experience eye soreness, altered vision, migraine, muscle twitching, convulsion, blackout, loss of awareness or disorientation when exposed to flashing or flickering lights or other light stimulation on a television screen or while playing video games. If you experience any of the above symptoms while playing, discontinue use immediately and consult your doctor.

⚠ **Caution   Stop playing immediately when you experience the following symptoms**
In addition to the above symptoms, whilst playing if you have a headache, dizziness, nausea, fatigue, similar symptoms to motion sickness, or if you feel a discomfort or pain in any body part, such as eyes, ears, hands, arms and feet discontinue use immediately. If the condition persists, seek medical attention.
Some people may experience discomfort when watching 3D video images or playing stereoscopic 3D games.
If you experience any discomfort, you should stop watching the 3D video images or playing stereoscopic 3D games until the discomfort ends; consult a doctor if you believe necessary.
Please refer to the support page under "https://asia.playstation.com/" for the latest information.
The vision of young children (especially those under six years old) is still under development. We recommend that you consult your doctor (such as a pediatrician or eye doctor) before allowing young children to watch 3D video images or play stereoscopic 3D games.
VR HEALTH WARNING
Some people may experience motion sickness, nausea, disorientation, blurred vision or other discomfort while viewing virtual reality content. If any of these symptoms are experienced, stop using immediately and remove the VR headset.
For the vibration function corresponded software's
If you have vibration sickness, please do not use vibration function.
Press PS button to display the menu, then you can switch on / off vibration function.
■Play in a well-lit room and keep a safe distance from the TV screen. ■Avoid use when tired or suffering from lack of sleep. ■When playing, to prevent injuries, take a 15 minute break every hour. ■Discontinue play immediately if you feel sick or otherwise uncomfortable.

健康注意事項

⚠ **警告   光線刺激引發的疾病（光敏感性癲癇）**
某些人可能會因受到電視螢幕中反覆閃爍的光線以及其他的光線刺激而偶爾出現眼睛疼痛、視覺異常、偏頭痛、痙攣或意識障礙（諸如昏迷）等症狀（光感受性發作）。曾出現此類症狀的人，請務必事前先接受醫生的診療。

⚠ **注意   此時要立即中止遊玩**
除上述症狀外，當您感到頭痛、眼花撩亂、噁心想嘔吐、疲勞或類似暈車症狀時，以及當眼睛、耳朵、手臂、手腕、雙腳等身體的某些部分感到不舒服或疼痛時，請立即中止遊玩。若在中止遊玩後，症狀仍沒有減緩，請接受醫生的診療。

關於 3 D 影像及 3 D 立體遊戲
由於每個人的影像適應力各有不同。若感覺到不舒服或無法看到立體影像時，請立刻停止使用3D機能。若欲了解最新情報請瀏覽以下網站。
https://asia.playstation.com/此外，由於兒童（尤其是6歲前的幼兒）的視覺尚處發育階段、當您的孩子在觀看3D影像或遊玩3D立體遊戲之前、請務必事前先接受小兒科或眼科醫生的診療。

VR健康警告
有些人在觀看虛擬實境內容時，可能會產生類似暈船的感覺，或感到噁心、暈眩、視線模糊或有其他不適的症狀。若出現該等症狀，請立即停止使用並脫下VR頭戴裝置。

遊玩支援控制器震動機能的軟件時
若您患有震動方面的疾病，請勿使用震動機能。按住PS按鈕並開啟選單時，即可啟用 / 停用震動機能。
■遊玩時，請盡量保持房間明亮，並和螢幕保持適當距離。   ■當您感覺疲勞或睡眠不足時，請盡量減少遊玩。
■為了健康著想，每次遊玩1小時，請約休息15分鐘。   ■若您在遊玩時感覺身體出現不適，請立即中止遊玩。

Use and handling precautions
● This disc is PlayStation®4 format software. ● Do not leave disc near heat source, in a car or other places subject to high heat and humidity. ● To clean the disc, wipe the surface gently with a soft cloth. ● Handle the disc with care to avoid scratching its surface. The scratch on disc may make it unusable. ● If PlayStation®4 is connected to a Plasma TV or projectionTV (except LCD screen types), you may have a burn-in image on the screen. Do not leave a still image on the TV screen for an extended period of time, as this may leave a faint image permanently on the screen. ● SIE will not be held liable for damage resulting from the misuse of discs.

使用時的注意事項
● 本軟件為 PlayStation®4 主機專用。● 請勿放置於靠近暖氣或室內等高溫 / 潮濕的場所。● 要清潔光碟時，請使用乾淨的軟布輕柔擦拭。● 為避免光碟出現損傷，請您小心保管。● PlayStation®4 主機若與電漿電視(Plasma TV)、液晶方式以外的投影電視機連接，可能會出現影像發生失真殘影現象。尤其當長時間放置，並不斷播放靜止畫面時，更容易遭遇此類異常現象。● 因用戶之錯誤操作而導致的損傷、破損等，本公司不負任何賠償責任，敬請見諒。

PlayStation®4 System Software Update
This disc contains update data for the PlayStation®4 system software, which is required to start the game. If a screen prompting you to update the system software is displayed when you start the game, you must update before playing.

PlayStation®4系統軟件更新
本光碟內含啟動遊戲所需的PlayStation®4系統軟件的更新資料。若在啟動遊戲時畫面出現需要更新系統軟件的訊息，即代表必須先執行更新，才可啟動遊戲。

Trademark Information / 商標資訊
"⊞", "PlayStation", "ＰＳ４" and "DUALSHOCK" are registered trademarks or trademarks of Sony Interactive Entertainment Inc.
"Blu-ray Disc™" and "Blu-ray™" are trademarks of the Blu-ray Disc Association.

GETTING STARTED

PlayStation®4 system

Starting a game: Before use, carefully read the instructions supplied with the PlayStation®4 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Press the power button on the PlayStation®4 system to turn the system on. The power indicator blinks blue, and then turns white. Insert the **CIVILIZATION VI** disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the software title in the PlayPtation®4 system home screen, and then press the O button. Refer to this manual for information on using the software.

Quitting a game: Press and hold the PS button, and then select [Close Application] on the screen that is displayed.

Returning to the home screen from a game: To return to the home screen without quitting a game, press the PS button. To resume playing the game, select it from the content area.

Removing a disc: Press the eject button after quitting the game.

🏆 **Trophies:** Earn, compare and share trophies by making specific in-game accomplishments. Trophies access requires a PlayStation™Network account.

TABLE OF CONTENTS

IN THE BEGINNING

INTRODUCTION

Welcome to *Sid Meier's Civilization VI!* In this game, you will take on the roles of the greatest leaders in world history in an unending battle of warfare, diplomacy, technology, culture, and economics. There are many paths to take in Civilization VI, and all of them without certainty. Can you lead your people to a military, cultural, religious, or technological victory, or will you be crushed beneath your enemies' chariot wheels, just another forgotten ruler of a vanquished people?

Great ruler, your people look to you for guidance! Can you lead them on to greatness and build an empire to stand the test of time?

Enjoy, and good luck!

ABOUT CIVILIZATION VI

Civilization VI is the sixth title of the classic game first released in the early 1990s. It is the longest-lived and best world history computer simulation ever published, renowned for its depth of play and uniquely addictive nature.

We trust that *Civilization VI* lives up to its predecessors, and offers new ways to engage with your world: Cities that physically expand across the map, technological and cultural research paths that unlock the true potential of your developing empire, and competing world leaders who will pursue their own agendas based on their historical traits

ABOUT THIS MANUAL

The manual will tell you everything you need to know to play *Civilization VI*. It is divided into three sections: "In the Beginning" (which you're now reading), "The Basics," which contains everything you need to start and enjoy a game of *Civilization VI* (at least through the Industrial Era), and "Advanced Rules," which contains information about air combat, nukes, multiplayer, credits, tech support, and the always-popular copyright info.

As always, we think that the best way to learn how to play *Civilization VI* is to check out the Tutorial which is accessible from the Main Menu, or to jump right in and play. Either way, refer to this manual or the in-game Civilopedia (see below) when you need any clarification or information. You can, of course, read this fine document from cover to cover, but you really don't need to do so to play, or even win.

THE CIVILOPEDIA

The Civilopedia is an in-game knowledge resource for *Civilization VI*. You can reach it by pressing the "?" icon located in the **RIGHT TRAY** menu that is accessed by pressing the **R1** button.

The Civilopedia is broken into main topics, each of which is listed down the left side of the screen. Select one of the topics to go to that section's entries, then find your specific topic.

The Concepts section of the Civilopedia contains a slightly condensed version of this manual, broken into smaller chunks.

THE TUTORIAL

The tutorial is a special game experience designed to help you learn how to play. After completing the tutorial, you will have learned the basics, but your knowledgeable advisor will still be around to help you out as you continue to play Civilization VI. You can control how often your advisor appears in game through the Options menu.

ACCESSING THE TUTORIAL

After you've installed the software, start a game (see next section). On the Main Menu, Select "Tutorial".

You'll see the following menu:

STARTING A GAME

Launch the game after it has been installed.

After you've enjoyed the opening animation sequence (or pressed **any button** to bypass it), use the left stick to navigate to and select the Single Player button on the Main Menu, then select "Play Now" to begin the game with our preset default play values. The game will start immediately.

If you'd like to personalize your experience, select "Create Game" to set the game's difficulty, map size, to pick a civilization to play, and so forth. Then select "Start Game" to start a game.

These steps will get you playing in a hurry. If you want to know more about your game options, read on.

THE MAIN MENU
The Main Menu appears after the opening animation. It provides the following options:

SINGLE PLAYER
Select this to play a single player game. (See below.)

MULTIPLAYER
Allows you to choose between Internet and Hot Seat multiplayer modes. See the section on Multiplayer Games in the "Advanced Rules".

GAME OPTIONS

Select this to adjust your gameplay options.

DOWNLOADABLE CONTENT

Select this to manage your installed DLC packs.

TUTORIAL

Select this to learn to play. We'll walk you through every aspect of the game.

CREDITS

Select this to view a list of those responsible for making *Sid Meier's Civilization VI*.

THE SINGLE PLAYER MENU

This screen is accessible from the Main Menu (see above) and provides the following options:

PLAY NOW

Select this to play with the current "default" settings.

SCENARIOS

This button brings you to the "Choose Scenario" screen, where you can choose a preset scenarios, leader, and game difficulty.

CREATE GAME

This button brings you to the "Create Game" screen, where you can choose a civilization, game difficulty, map size, etc. See below.

THE CREATE GAME SCREEN

This screen allows you to personalize your game according to your specific preferences.

CHOOSE CIVILIZATION
Scroll through the Civilization menu to choose a leader and their associated civilization. The Civilization menu displays all of the leaders/civilizations available. It also displays the leader's "trait" (special ability) and the civilization's unique units and buildings. Scroll through the list and pick the civilization you want to build and command. The "?" Icon at the begining of the list is the "Random Leader" button. Pick this to play a random leader.

Once you've made your choice, move on to the next menu to continue customizing your game.

CHOOSE GAME DIFFICULTY
This allows you to set the difficulty level of the game, from "Settler," the easiest, to "Deity," the most difficult. Difficulty controls a variety of factors, from the smartness of your opponents' artificial intelligence to the rewards from the tribal villages. See the section on "Difficulty Levels," page 16, for more details.

CHOOSE GAME SPEED
This determines the length of turns for various game tasks to be completed, such as constructing buildings, researching technologies, and so forth. The "Online" level is just that, and it makes for an extremely rapid and frenetic game. "Standard" is the default pace, and we encourage it for new players. "Epic" and "Marathon" extend the times it takes to do almost anything; we encourage that you check these out after you've played a few "Standard" Games.

CHOOSE MAP TYPE
Select this to choose a map type: you have several available, including a Random Map Type option. Below are a few examples of the map types available.

CONTINENTS
Feels like home. Choose this option to create an Earthlike world, featuring several large continents and some smaller islands.

FRACTAL
This an unpredictable world may feature many large or small landmasses.

INLAND SEA
Creates a world with one large ocean in the center of the map.

ISLAND PLATES
This world contains many large and medium islands, as well as some small islands.

PANGAEA
This a world generates one huge continent and possibly some smaller islands.

SHUFFLE
This a randomly generated world for those that like to be surprised!

CHOOSE MAP SIZE
Once you've chosen the type of world you want to play in, you can then change how large it spans. There are several map size options. The size of the map you choose also determines the number of civilizations and city-states appear in the game. "Duel" is the smallest size and "Huge" is the largest.

THE ADVANCED SETTINGS

The Advanced Setup Screen gives you additional customization options when setting up your game. Access this screen by selecting "Advanced Setup" at the bottom of the Create Game Screen.

From here you can add the exact amount of AI players you wish to play with, change the game pace, map size, victory types, and many other more minute details. Select "Start Game" when you're finished, or "Back" to return to the main Setup Game Screen.

START GAME
Press the OPTIONS button to begin a game with the settings you've chosen.

BACK
The O button takes you back to the previous "Single Player" screen.

LOAD CONFIGURATION
This will allow you to load any saved configurations you have made.

SAVE CONFIGURATION
Here you can save your favorite game configurations.

THE CIVILIZATION VI WEB SITE

The *Civilization* web site is a valuable resource for game features and tips, developers' blogs, community interaction. Check the website for the latest news, patches and information on the Civilization VI universe!

WWW.CIVILIZATION.COM

SAVING AND LOADING A GAME

You can save or load a *Civilization VI* game at any time during play.

SAVING A GAME
To save a game press the OPTIONS button to open the Game Menu and then select "Save Game" to create a new save game file.

THE SAVE GAME SCREEN

Select "Save Game" to save the game with the default name, or give it a new name. The game will be saved and you'll be returned to your game in progress.

LOADING A GAME
AT THE START OF A GAME
In the Main Menu, select "Single Player," then "Load Game." This will take you to the Load Game screen.

DURING PLAY
Click on the OPTIONS button, then select "Load Game."

THE LOAD GAME SCREEN

Once on this screen, select the name of the save file you wish to load, then press ✕ button. The game will load and you will resume play at the point you saved.

SPECIAL SAVES
AUTO-SAVE
The game automatically saves your progress every turn. (You can alter the frequency of these auto-saves in the Options screen.) To load an auto-save, bring up the Load Game screen, select the the "Auto-Save" button, then on the auto-saved game you want to play, and then select "Load Game." The auto-saved game will load and you'll resume play at the point of the auto-save.

QUICK SAVE
One other save/load option is available to you: "Quick Save," which is especially useful when you're in a hurry. To save a game press the OPTIONS button to open the Game Menu and then select "Quick Save". The game is then saved without requiring any further input from you. Only one game can be quick-saved at a time: any future quick saves will overwrite the current one.

GAME DIFFICULTY

The game difficulty determines a number of things, including the starting power of your AI opponents, the speed at which your civilization grows, and so forth.

DIFFICULTY LEVELS

These are Difficulty Levels in order from easiest to hardest:

SETTLER

CHIEFTAIN

WARLORD

PRINCE

KING

EMPEROR

IMMORTAL

DEITY

EFFECTS OF DIFFICULTY

"Prince" is the middle level. On that level neither you nor your AI opponents get any particular bonuses. For example, on levels below Prince you get bonuses in unit combat strength and experience level. Barbarians are less aggressive and not as smart on lower levels, as well.

On levels higher than Prince, the AIs receive increasing bonuses including bonuses in all yields, unit combat strength and technology. They may get additional starting units and techs and also play more aggressively than on lower levels.

THE GAME OPTIONS SCREEN

The Game Options Screen allows you to change a number of game parameters. Press the **L1** button and **R1** button to toggle the tabs and modify the options from that section.

GAME

The "Game Options" has the following entries:

Quick Combat: This will enable speedy combat animation.

Quick Movement: This will enable speedy unit movement animation.

Auto End Turn: This will cycle the game turn automatically when there are no actions left for the player to take.

City Ranged Attack Turn Blocking: This will enable/disable the turn blocking during a city ranged attack.

Advisor: This will enable/disable the advisor information in game.

Turns between autosaves: This will set how often you want the game to create a save for you.

Number of autosaves to keep: This sets a maximum number of saves to keep, automatically deleting the oldest as it creates new save.

Time of Day: This slider bar will adjust the Animated Time of Day.

Animated Time of Day: This will toggle Animated Time of Day off and on.

Camera Movement Friction: This slider bar will adjust the camera movement.

Zoom Speed: This slider bar will adjust the zoom speed.

AUDIO

This screen lets you set the volume of various audio streams in the game.

Master Volume: Sets the volume for the entire game.

Music Volume: Sets the volume of the background music.

Sound Effects Volume: Sets the volume of effects – explosions, war cries, etc.

Ambient Sound Volume: Sets the volume of the ambient noise – birds, waves, etc.

Speech Volume: Set the volume of the speech of advisors and other leaders.

INTERFACE

This screen lets you configure different interface modes and options.

Cinematic Subtitles: This check box will enable/disable subtitles.

Clock Format: This will toggle between a 12-hour and 24-hour time format.

Always Open Production Queue: When enabled, the Production menu will default to Queue mode when opened. Queue mode allows you to set multiple build orders for a city which then execute successively.

Show Intro Video: The Intro Video will play at launch of a new game when this is enabled.

Auto Unit Cycling: The next available unit will be selected automatically when this is enabled.

Unit Confirmations: Toggle between confirming all Unit movements, or only confirming Unit attacks.

Minimap Size: This slider will adjust the size of the minimap.

Tooltip Behavior: Change the way in which Tooltips are activated.

Colorblind Accessibility: This will enable/disable different colorblind accessibility modes.

INTRODUCTION

This section of the manual provides an overview of *Sid Meier's Civilization VI*, detailing all you need to get started. When you're ready, check out the Advanced Rules section for info on late game tactics, multiplayer, and more.

Don't forget to check the in-game Civilopedia, either. See page 8 for more details on the Civilopedia.

CIVILIZATION VI TURN STRUCTURE

OVERVIEW
Civilization VI can be played in two different turn formats. The standard single-player game is "turn-based," (see below), while multiplayer games are played in "simultaneous turns."

TURN-BASED GAMES
A solo game of *Civilization VI* is turn-based: you take your turn (move your units, conduct diplomacy, manage your cities, and so forth). Each of your opponents take their turns, and it's your turn again. This continues until someone wins.

SIMULTANEOUS TURN GAMES
A multiplayer game is a "simultaneous turn game." In this style of game, you and your opponents take their turns simultaneously. Each player moves their units, conducts diplomacy, maintains their cities, etc., all at the same time. When everyone is done inputting their orders, the turn ends and another begins. If you want, you can set up a Turn Timer, which limits how long players have to input their orders each turn.

Simultaneous Turn games can be a lot of fun, but they are not for everybody. We recommend that you practice turn-based games in *Civilization VI* before you jump into a simultaneous game.

CIVILIZATIONS AND LEADERS

Every civilization in *Civilization VI* is unique, each having their own "trait," fighting units, and infrastructure. A civilization's leader also has their own special trait—some traits appear early-on in a match, while others might only show up later.

All of a civilizations' and leaders' traits, unique units, and infrastructure are displayed during game setup when choosing a civilization. You can also check them out in the Civilizations section of the Civilopedia.

CIVILIZATION TRAITS

As described above, each civilization has a unique trait, which gives it a special advantage during a game. These bonuses are powerful and often help with a specific victory type. For example, France receives extra Tourism for their Wonders, which makes them powerful when targeting a Culture victory.

LEADER TRAITS

Every civilization has a leader. Some civilizations only have one choice for a leader, while others have multiple leaders from which to choose. Like civilizations, each leader has a unique trait. These traits are different from civilization traits and are specific to each leader even leaders from within the same civilization.

UNIQUE UNITS

Each civilization possesses one or more "unique units." These units have an array of different effects, from extra combat strength to additional abilities. These units are only available in specific eras, and some unique units replace the standard units available to other civilizations. Some leader traits give additional unique units on top of a civilization's units.

UNIQUE INFRASTRUCTURE

All civilizations have their own unique infrastructure. This can be in the form of a unique building, like the American Film Studio, a unique District, like the Brazilian Carnival, or even tile improvements, like the Egyptian Sphinx. Some of this unique infrastructure replaces the standard infrastructure in the game (The Carnival district, for example, replaces the Entertainment district), while other infrastructure is completely unique, like the Sphinx improvement.

THE ADVISOR

As the leader of a mighty civilization, you have an able Advisor at your side to provide guidance and advice. She will point out factors that she believes are important or that you might have forgotten.

CONTACTING THE ADVISOR

During play, the Advisor will appear in "popups" with advice, often providing links to other information that relates to the current topic. You can follow these links or dismiss the Advisor by pressing ✕ button.

CIVILIZATION VI
GAME OPTIONS

● BACK

| L1 | GAME | AUDIO | INTERFACE | MAP OPTIONS | R1 |

Quick Combat:	Disabled
Quick Movement:	Disabled
Auto End Turn:	Disabled
City Ranged Attack Turn Blocking:	Enabled
Advisor:	◄ New to Civilization ►
Turns between autosaves:	1
Number of autosaves to keep:	10
Time of Day: 10:38 am	
Animated Time of Day:	☐
Camera Movement Friction: High	
Zoom Speed: Medium	

Ⓐ Restore Defaults   ⬚ Confirm

TURNING OFF THE ADVISOR

You can determine how much assistance you get from the Advisor in the "Game Options" screen under the "Game" tab. You can set the advice level to "New to this platform", "New to Civilization", "New to Civilization VI" or "Disabled". "New to this platform" will give advice suited to a knowledgeable Civilization player who would like direction on how to play on PS4™. "New to Civilization" will give advice suited to a brand new player and explains all the basics of the game. With "New to Civilization VI", the Advisor assumes you have played a Civilization game before and tailors her advice to only highlight the new features that appear in this game. Choosing "Disabled" disables Advisor popups.

THE INTERFACE

THE MAIN SCREEN

The Main Screen is where you will spend the bulk of your time. Here you move your units, engage in combat, and build cities.

THE MAIN MAP

The Main Map displays the "known world": the places you have explored, your cities, the terrain, resources and improvements within them, your units, and all neutral and foreign lands that are "visible" to you.

NAVIGATING THE MAIN MAP

There are a number of ways that you can change your point of view on the Main Map:

PAN AND SELECT

Use the left stick to move the selection highlight. Use the right stick to pan around the main map. Press the right stick to bring the selection highlight to the area you are in.
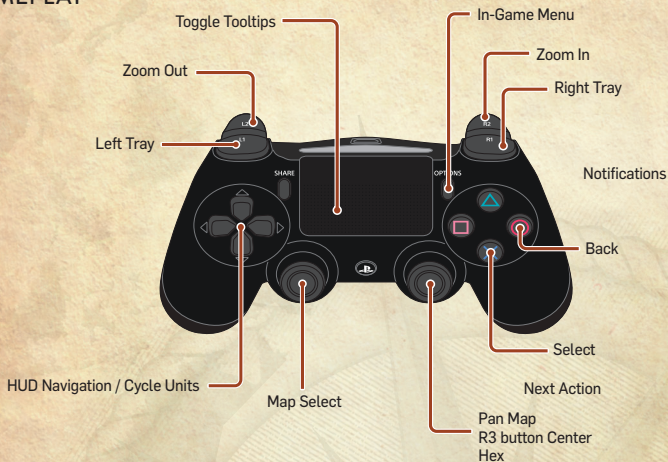
ZOOM IN AND OUT

Use your **L2** button and **R2** button to zoom in and out.
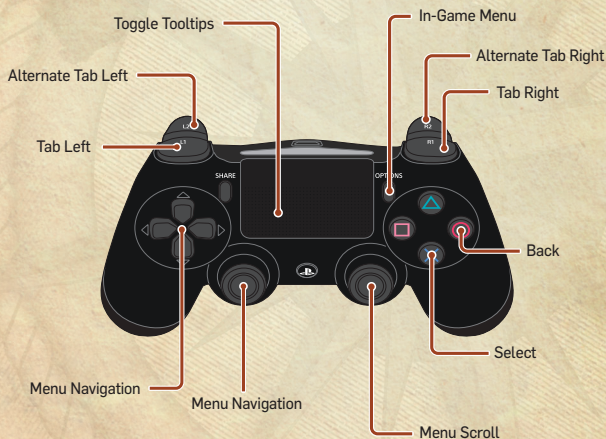
AUTO-CENTER UPON UNIT ACTIVATION

When a unit becomes "active" during your turn, the Main Map automatically centers upon that unit.

CONTROLS

GAMEPLAY

Toggle Tooltips

Zoom Out

Left Tray

In-Game Menu

Zoom In

Right Tray

Notifications

Back

HUD Navigation / Cycle Units

Map Select

Select

Next Action

Pan Map
R3 button Center
Hex

MENUS

Toggle Tooltips

Alternate Tab Left

Tab Left

In-Game Menu

Alternate Tab Right

Tab Right

Back

Menu Navigation

Menu Navigation

Select

Menu Scroll

CIVILIZATION VI

FOG OF WAR

In *Civilization VI*, until you explore the world, the map is hidden in the "fog of war."

The fog of war is represented by the blank parchment that covers much of the world at the start of the game. As you move units around, the fog of war will pull back, revealing more of the world. Once you have uncovered the fog of war from a tile, it does not come back.

THE THREE STATES OF KNOWLEDGE

VISIBLE
If a tile is currently visible to a unit or your territory, you can see its terrain, any improvements on it, if it is within any borders, whether it is part of a city, and any unit occupying that space. Subject to technology limitations, you will see the resources in visible tiles as well.

REVEALED
If you have uncovered the fog of war from a tile but cannot see it at the present moment, the tile will be in "mid-fog" and look like a hand-drawn map. You can still see the terrain in the tile and any other permanent features like cities or tile improvements that were there, but you will not see any units on those tiles. You will also not see anything added to the tile after you lose visibility on it, like new improvements or recently-constructed cities.

FOG OF WAR

Tiles under the blank parchment of the fog of war are totally unknown to you. You do not know what kind of terrain is there, who occupies that land, or anything else about the tiles.

WHAT IS SEEN

You can always see everything within your borders plus one tile away from your borders. Most units can see everything within 2 tiles. Terrain can affect visibility – units behind mountains and blocking tiles cannot see over them, while units on hills can see over blocked tiles. Certain promotions will extend a unit's sight by 1 tile, and a number of mid- to late-game naval units have extended sight as well.

OBSCURING TERRAIN

Mountains and Natural Wonders are impenetrable: they totally bar visibility of what is beyond them (except for flying units).

Forests, rainforests, and hills are all "blocking" terrain. Units can see into such tiles, but they cannot see past them – unless they occupy a hill. Units on hills can see over blocking terrain into the tiles beyond, unless the neighboring tile has both a forest or rainforest and a hill.

INDIRECT FIRE

Some ranged units are capable of "indirect fire," which means that they can shoot at targets they cannot see as long as another friendly unit can see them.

GAME INFO SCREENS

Civilization VI contains the following information screens that contain summaries and breakdowns of information about your civilization. The screens are accessible from buttons on the Left and Right Tray menus by pressing **L1** button and **R1** button.

We'll start at the top

INFORMATION BAR

The Information Bar is the blue stripe across the top of the game that contains important information like yields (Science, Culture, Faith, Gold, etc.), as well as information about Resources you currently possess, the turn number, date, and time.

TECHNOLOGY TREE BUTTON

Within the Left Tray Menu the first button on the top of the panel toggles the "Technology Tree" screen, which displays a "tree" of all of the "Techs" available throughout the game, as well as your current research project, and what other "Techs" this research will lead to. See the Technology section for more details.

CIVICS TREE BUTTON

Within the Left Tray Menu the second button from the top of the panel toggles the "Civics Tree" screen, which displays a "tree" of all of the Civics available throughout the game, as well as your current Civic research, and what other Civics this research will lead to. See the Civics section for more details.

GOVERNMENTS BUTTON

Within the Left Tray Menu the third button from the top of the panel once unlocked by the Code of Laws Civic, toggles the Governments screen. This screen allows you to view your current Government, assign policies to your Government, as well as choose a new, more advanced Government as they become available. See the Governments section for more details.

RELIGION BUTTON

Within the Left Tray Menu the fourth button from the top of the panel toggles the Religion screen. This screen allows you to view your current Pantheon and Religion progress, assign Beliefs to your Pantheon and Religion, and view the details of Religion already founded in the game. See the Religion section for more details.

GREAT PEOPLE BUTTON

Within the Left Tray Menu the fifth button from the top of the panel toggles the Great People screen. This screen allows you to view all the current Great People available in the game, as well as view the archieve of all the Great People that have been already been claimed. Once you accumulate enough Great People points in a specific class (Great Scientist points from the Campus district, for example), you will be able to come to this screen and "claim" that Great Person. See the Great People section for more details.

GREAT WORKS BUTTON

Within the Left Tray Menu the sixth and final button from the top of the panel toggles the Great Works screen. This screen allows you to view and manage all of the Great Works you've created (Great Works of Art, Music, and Writing, as well as Artifacts and Relics). You can move Great Works to different buildings to try and achieve theming bonuses based on how you match them up. This screen is very important to achieving a Culture Victory. See the Great Works section for more details.

DIPLOMACY MENU

Within the Right Tray Menu a panel contains portraits of yourself, as well as all the leaders you've met during the game. Selecting on these portraits will bring up that leader's information panel, which will allow you to view important information about that leader, as well as interaction options, like making deals, sending delegations, etc. See the Diplomacy section for more details.

WORLD RANKINGS BUTTON

This button on the top-right panel brings up the "Victory Progress" screen. This shows your current progress on the various paths to victory available in the game. See the section on Victory for details.

CITY-STATES BUTTON

This is the second button on the Right Tray Menu and allows you to view and manage all the city-states you've met in the game, as well as any bonuses you've earned from Envoys, and your Suzerain status (if you are allied with them). This is also where you go to declare war on a city-states. See city-state section for more details.

ESPIONAGE OVERVIEW BUTTON

This is the third button on the Right Tray Menu and allows you to view and manage all of your espionage activities, manage your spies, and their current status. See the Espionage section for more details.

TRADE OVERVIEW BUTTON

This is the fourth button on the Right Tray Menu and allows you to view all of your current Trade Routes, as well as the history of past Trade Routes. See the Trade Routes section for more details.

LIST OF REPORTS BUTTON

This is the fifth button on the Right Tray Menu and allows you to look at reports relating to your empire for Yields, Resources, City Status, and Gossip. It also allows you to see the Strategic and Luxury resources that other civlizations posses.

CIVILOPEDIA BUTTON

The sixth and final button on the Right Tray Menu opens the Civilopedia, which contains detailed descriptions of all aspects of the game.

TERRAIN

In *Civilization VI*, the world is made up of hexagonally-shaped "tiles" (also occasionally known as hexes and spaces). These tiles come in a variety of "terrain types" such as Desert or Grassland and that can include "features" such as Woods. A tile's terrain and features have important effects upon movement and the combat that occurs there.

RESOURCES
Resources appear in certain hexes and are the source of food, Production, or gold. Some can even provide special bonuses to a civilization. Some resources are visible at the start of the game, while others require the acquisition of specific technologies before you can see them. See the section on Resources for more details.

TERRAIN TYPES
There are nine basic terrain types in the game, though you might not see all nine in a given game.

EXPLANATION OF TERRAIN VALUES:

City Yield: This is how much food, gold, or productivity a nearby city can acquire from an unimproved tile of that type.

Movement Cost: The cost in movement points (MPs) to enter the tile type.

Combat Modifier: The change in attack or defense strength placed on a unit occupying that tile type.

COAST
Coast hexes are shallow ocean hexes directly adjacent to land and provide food and gold to a nearby city. Only naval units and "embarked" land units may enter coastal hexes.

Cannot build cities on coasts; only naval units or embarked units may enter this kind of tile.

DESERT

Desert hexes have multiple uses for a civilization. They may provide religious and yield benefits depending on the districts and wonders built by the owning civilization. Other features such as floodplains may also be present on Desert tiles which can increase their value.

GRASSLAND

Generally, grassland produces the most food of any terrain type. Cities constructed near grasslands will tend to grow faster than cities built elsewhere. This tile's major drawback is that there is no defensive bonus for unprepared units.

HILLS

Hills are, well, hilly. They're difficult to farm and hard to move through, but they provide good defensive bonuses and hold a variety of different resources. In addition, units atop hills can see over "blocking terrain."

Hills provide increased productivity to a nearby city, as well as important combat bonuses.

MOUNTAIN

Mountains are tall upthrusts of terrain that are impossible for non-flying units to move through. They may provide fresh water or other adjacency bonuses to districts and cities.

OCEAN

Oceans are only useful for Food and Gold once the nearby city has the proper technologies to access them.

PLAINS

Plains provide a combination of food and production to a nearby city. A city surrounded by plains will grow more slowly than one in grassland, but it will be far more productive.

SNOW

Snow is quite unproductive, offering no food or production benefits to a nearby city. Of course a snow hex might contain a useful resource, but otherwise they're just cold and barren.

TUNDRA

Tundra is partially frozen land found in the world's colder climates. It is less useful than plains or grassland, but slightly more useful than Snow. Nobody builds cities in the tundra unless they're desperate for resources – or if they have nowhere else to go. The exception for this, of course, is if the Civ you are playing benefits from Tundra, like Russia.
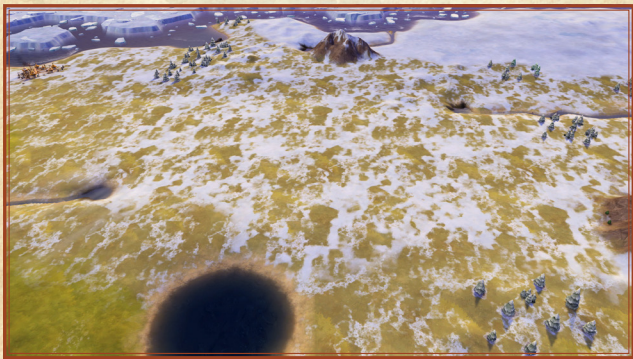
FEATURES

Features are elements of terrain or vegetation that may appear atop the hex's terrain. For example, a grassland hex might have forest or marsh on it. Features modify a hex's productivity and might also alter the amount of "movement points" (MP) a unit expends when entering the hex. Features may also provide defensive combat bonuses or penalties to a unit occupying the hex.

FEATURE VALUES

Like terrain, features also have values that determine city yield, movement, and combat.

CONTAMINATION

Contamination from nuclear fallout is a special "feature" (more of an anti-feature, really) that appears after the nukes have fallen. Fallout badly reduces the output of a tile until it is cleaned up by a Builder.

Fallout must be cleared by a Builder before any Repairs can be made, or Improvements can be built.

FLOOD PLAINS

Flood Plains are low-lying areas adjacent to rivers. Every year the river floods, providing natural irrigation and rich nutrients to the land, making Flood Plains incredibly fertile and the most productive farmland in the world. Ancient Egypt owed most of its wealth and power to the annual flood of the mighty Nile River.

Flood Plains are only found in Desert tiles bordering a river.

WOODS

For the early peoples, the Woods were a great source of bounty, providing wood for fire, tools and shelter, and many animals for sustenance and provisions. As a city grows there is a great temptation to cut down the Woods for farmland, but a wise leader will always leave some standing – for productivity, and to lift their people's spirits. Furthermore, military units stationed in the Woods receive a significant defensive bonus.

ICE

Ice is just that: ice. It's almost entirely useless to civilization. It is impassable and provides no yields. Stay away from ice.

RAINFOREST

Dark, forbidding, and deadly to the uninitiated, Rainforests are a rich source of food to those with the skill and knowledge to live within them. However, Rainforests do not provide much in the way of materials, and a growing civilization may be tempted to mine them or turn them into cropland. On the other hand, military units situated in Rainforests receive a significant defensive bonus. When chopped down, Rainforests tiles become Plains.

MARSH

Although rich in biodiversity, Marshes have little to offer a hungry, growing civilization. Marshes can be drained or farmed to increase their yield. Note that military units in Marshes receive a significant penalty when attacked.

OASIS

An oasis is an especially lush and verdant area within a desert, usually because it sits atop a source of clean and plentiful water. Oases are extremely valuable resources in an otherwise barren and lifeless desert, and countless battles have been fought between desert tribesmen desperate to possess them.

Oases may only be found on Desert tiles.

NATURAL WONDERS

Natural Wonders are the great and glorious creations of nature that awe and inspire us all. From Crater Lake to the Great Barrier Reef, Natural Wonders display the unmatched beauty of the natural world.

All natural wonders provide unique benefits to your civilization, and some even have additional special effects – for instance, fortifying adjacent to the Dead Sea will refill a unit's health instantly.

RIVERS

Traditionally, cities are built alongside rivers, and for good reason. Rivers provide irrigation, improve the farmlands around the city, add bonuses to Commercial districts. A river can be critical for the growth of a city, as it's a welcome supply of fresh water.

RIVER LOCATIONS

Unlike other features, rivers run along the sides of the tiles rather than inside them, so rivers provide their benefits to the tiles/units adjacent to them without taking up valuable room for production.

OFFENSIVE PENALTY

When attacking across a river, the attacking unit gets a -5 modifier to its combat strength.

MOVEMENT EFFECT

River crossing costs 3 movement points, and units can move again if they have points remaining. There is no additional cost for crossing a river once a medieval road passes over the river.

RESOURCES

Resources are sources of food, productivity, or culture, and they can provide special bonuses to a civilization. Your civilization's wealth and power will be determined by the number and kinds of resources you control to a large degree. To utilize a resource, it first must be within your civilization's borders, and then you must construct the appropriate "improvement" in that hex, or found a city on top of it. For example, you must construct the "plantation" improvement to get the benefit from a "banana" resource.

There are three different kinds of resources: Bonus, Strategic, and Luxury. All three provide yield benefits to nearby cities, but strategic and luxury resources have additional important benefits (see below).

While you may not have access to every kind of resource within your own borders, you can trade for some resources with other civilizations.

BONUS RESOURCES

Bonus resources increase the output of a hex. Bonus resources cannot be traded to other civilizations.

BANANAS

DEER

CATTLE

FISH

COPPER

RICE

CRABS

SHEEP

STONE

WHEAT

LUXURY RESOURCES

Luxury resources provide a small bonus to the hex's output and increase your civilization's happiness by providing them amenities when improved. Only one source of a specific luxury provides amenities, shared with the four neediest cities in your empire. For example, if you have 2 Citrus resources improved around your capital, only the first will be providing amenities to your empire. You can choose to trade the second Citrus with another civilization for something else you need, like Gold, or another resource.

CITRUS

COFFEE

COCOA

COTTON

DIAMONDS

INCENSE

DYES

IVORY

FURS

JADE

GYPSUM

MARBLE

MERCURY

SILVER

PEARLS

SPICES

SALT

SUGAR

SILK

TEA

TRUFFLES

WHALES

TOBACCO

WINE

STRATEGIC RESOURCES

Strategic resources are not always visible at the start of the game; they may require knowledge of a particular technology before they appear on a map. For example, researching the Bronze Working technology will reveal Iron on the map.

Strategic resources allow you to build certain units. When you construct an improvement on a strategic resource hex, it provides you with that resource.

To produce a strategic resource unit in a city, the player needs 2 of the resource. If the city has an appropriate military district (Encampment for land units, Harbor for sea units, Aerodrome for air units), the player only needs 1 of the resource. To purchase a strategic resource unit, the player needs 2 of the resource.

You can see how many units of each strategic resource you have available on the top of the main screen.

ALUMINUM

HORSES

COAL

IRON

NITER

URANIUM

OIL

UNITS

In *Civilization VI*, the term "unit" refers to anything that can move around the map. There are a number of types of units in play – land combat units, naval combat units, civilian units, support units, and the like. Land and naval combat units form the bulk of available units.

CONSTRUCTING UNITS

Units are built in cities. Each unit has a certain "Production Cost" which determines how many units of Production a city must expend to produce the unit. In addition, in order to construct a unit your civilization must have knowledge of the requisite technology – for example, you must know the "Archery" technology to construct Archer units. Some units also require that your civilization have access to certain resources to construct them (Swordsmen require Iron, for instance).

UNIT CHARACTERISTICS

All units have three basic statistics ("stats"): movement speed, combat strength, and promotions.

MOVEMENT SPEED

A unit's Movement Points (MPs) determines how many unhindered tiles a unit can move through. Most early units have 2 MPs. See the section on Movement for more details.

MELEE STRENGTH

A unit's Melee Strength (MS) determines how powerful it is in combat. A unit's combat strength determines how powerful it is in combat; combat strength is displayed as either melee strength or ranged strength. The Warrior, The earliest combat unit available, has a Melee Strength of 20. Non-combat units like Settlers and Builders do not have any combat strength, so they are defeated, captured or destroyed when attacked by any military unit.

PROMOTIONS

A military unit may earn "promotions" through advanced training or from hard-won experience gained through battle.

UNIT SPECIAL ABILITIES

Many units have special abilities granting that unit a unique perk – some do things that other units cannot do at all. For example, only Settler units can found new cities, and Archer units can deal "ranged" damage to attack enemies that are not adjacent to them. Check out a unit's Civilopedia entry to see its special abilities.

UNIQUE UNITS

Each civilization in *Civilization VI* has one or more special "unique units" that are in some way superior to the standard version of that unit. The American civilization, for example, has a P-51 Mustang and replaces the Fighter unit. The Greek civilization has the Hoplite unit, which replaces the Spearman unit.

See each civilization's Civilopedia entry to see its special unit.

UNIT MOVEMENT

Generally, units move from hex to hex, paying the "Movement Cost" required to enter the new hex. Units are required to have the full allotment of movement points (MP) for a tile before they can move into it, unless they have not moved yet for the turn; in this case a unit will always be able to move at least one hex.

Units are subject to "Stacking" limitations – two land combat units of the same class may not end their turn in the same hex, nor can two civilian units (Settlers, Builders, Great People, etc.). Most units are limited in where they can move – land units cannot enter mountain hexes, while naval units cannot enter land hexes. Road improvements speed a unit's movement through land hexes.

You can also link up different classes of units in formations on the same hex. For example, You can have a Warrior (land combat unit) occupy the same hex as a Builder (civilian unit), and a Battering Ram (support unit).

Check out the section on Movement for details.

UNIT COMBAT

Military units can engage in combat against other units or against cities. Most military units are "melee units," meaning that they can attack only enemies in hexes directly adjacent to them. Other military units are "ranged units," meaning that they can attack enemies one or more hexes away.

See the section on Combat for details.

UNIT PROMOTIONS

If a military unit survives combat, it may gain "Experience Points" (XPs), which can be used to purchase "promotions" for the unit. Promotions may improve a unit's combat ability in certain circumstances – say, when defending in Woods – or give it some other advantage in battle.

NON-COMBAT UNITS

There are multiple types of non-combat units: Settlers, Builders, Traders, Religious units, and Great People. Each is critically important to a civilization's success. As the name "civilian" would suggest, these units cannot fight. If attacked by an enemy unit while alone in a hex they are automatically captured, sent back to friendly territory or destroyed. Therefore, it usually makes sense to escort them with a military unit when sending them out past the city borders.

LAND COMBAT UNITS

Combat units are divided into several classes with distinct abilities and uses.

RECON UNITS

Recon units are used for exploration and reconnaissance. They tend to have an extended movement range, and their promotions will afford them terrain, sight, and stealth abilities. While these units can attack, they tend to be weaker in combat. Recon units include the Scout and Ranger.

MELEE UNITS

Melee units are land units which can attack enemies in adjacent land hexes. They cannot attack enemies at sea, nor can they attack enemies more than one hex away. Melee units include Warriors, Musketmen, Infantry, and more.

RANGED UNITS

Ranged units are units that can attack enemies in adjacent hexes, or in hexes one or more spaces away. The distance a unit can attack is determined by its "Range" statistic, while the strength of its ranged attack is determined by its "Ranged Combat" statistic.

Note that Ranged units always employ Ranged combat when attacking another unit, even if that unit is adjacent. The Ranged unit uses its Melee Strength only when it is defending against an attack by another unit.

SIEGE UNITS

These are "heavy" ranged units which have a distinct bonus when attacking cities and districts. Siege units include the Catapult, Bombard, Artillery, and more.

ANTI-CAVALRY UNITS

Anti-Cavalry units are the pike and spear wielding units, which always have a combat bonus versus both light and heavy cavalry units.

LIGHT CAVALRY UNITS

Units such as the Horseman and Cavalry are considered light cavalry units. These are mounted flanking units which always ignore zone of control and are the fastest land units in the game.

HEAVY CAVALRY UNITS

Like the light cavalry, these are fast land units that ignore zone of control. These units have more armor than the light cavalry, and include units such as the Knight and Heavy Chariot.

NAVAL UNITS

Naval units can move through water hexes and cannot enter land hexes. Depending upon its type and technological advancement, a naval unit may be limited to travel in Coastal waters, or it can enter deep water Ocean hexes. There are four types of naval units: Melee, Ranged, Raider, and Carrier.

NAVAL MELEE
These are basic naval units which can combat against Ranged and Carrier naval units, or may be used to capture cities. Units such as the Caravel and Galley fall into this class.

NAVAL RANGED
These ranged naval units have a combat bonus against district defenses and include units such as the Quadrireme and Battleship.

NAVAL RAIDER
With stealth capacity in later eras, and the ability to plunder gold from attacks, this is the perfect "hit-and-run" unit and includes the Privateer and Submarines.

NAVAL CARRIER
This is a special naval unit that acts as an ocean based mobile airstrip.

AIR UNITS

Air units are units which, unsurprisingly, travel through the air. They are critically important in late game matches, as control of the skies can often determine victory or defeat in modern warfare.

FIGHTER

This combat unit receives a bonus against bomber aircraft.

BOMBER

Acting as a siege unit, this class of aircraft receives a combat bonus against city and district defenses and can "pillage" improvements.

UNIT ACTION LIST

When a unit is active, it may have one or more "actions" available to it. Select the unit's action icon to order it to perform that action.

Create Escort Formation: Order 2 different unit types to "link" and move as one (military and civilian, military and support, etc.).

Move to: Order the current unit to move to the selected tile.

Sleep: Order the unit to remain inactive until the player provides it new orders. It will not become active again the next turn and must be manually selected.

Fortify: The Unit remains inactive until the player provides it new orders. The unit receives a defensive bonus.

Fortify Until Healed: The unit remains inactive until it heals back to full strength. The unit receives a defensive bonus and heals every turn.

WMD Strike-Nuclear Weapon: Launches a nuclear weapon at the chosen tile. The target and all surrounding tiles in the radius of the weapon will receive massive damage.

WMD Strike-Thermonuclear Weapon: Launches a thermonuclear weapon at the chosen tile. The target and all surrounding tiles in the radius of the weapon will receive massive damage.

Rebase: Order the air unit to rebase to a different city.

Range Attack: Perform a ranged attack on the selected tile.

Pillage: Order the unit to destroy the improvement on the current tile. The improvement, road, or building must be repaired before it can be used again.

Found City: Order a settler unit to found a new city in the current tile. The Settler is consumed in the process.

Activate Great Person: Activating certain Great People activates the Great Person's special ability which varies depending on the Great Person. This consumes the Great Person after one or more uses.

Automate Explore: Order the unit to explore uncharted regions of the map. This unit will continue to move every turn until you cancel its automation.

Cancel: Cancel the last order given to the unit. You may find this to be very useful if you accidentally queue up the wrong order or actions.

Wake: Wake up the sleeping unit.

Delete: Permanently delete the active unit.

Alert: The unit will fortify, but will alert the player when an opposing unit enters its line of sight.

Swap Units: When two or more units occupy the same tile, use this button to change the active selection. You can also use the Up and Down Directional buttons.

MOVEMENT

During a game of *Civilization VI*, much of your time will be spent moving units around the world. You'll be marching your military units off to discover the land or to fight with your neighbors. Your Builders will be moving to new tiles to improve terrain. Your Settlers will be moving to good locations on which build new cities.

The following are rules about moving land and naval units. Air units have their own special rules; since they don't occur until late in the game, they're in "Advanced Strategy."

HOW TO ORDER A UNIT TO MOVE
left stick & ✕ button
When a unit is selected and the "Move Mode" Action button is engaged using the left stick you can move a unit anywhere on the map by panning the selection highlight and pressing ✕ button.

LEGAL AND ILLEGAL MOVES
If the location is illegal for the unit, you will be unable to issue the order (for example, trying to move onto a Mountain hex).

If the location is legal, your unit will move to the target hex as long as the unit has movement points remaining. If the unit is out of movement points, the order will queue until the next turn, when it will move automatically.

MULTIPLE-TURN MOVE ORDERS
If the unit requires multiple turns to reach the location, it will pick the shortest route and proceed on its way. It will continue to move each turn until it gets to the assigned spot.

If it becomes impossible for the unit to reach its assigned location – say, because exploration reveals that the tile is across the ocean and the moving unit can't embark, or perhaps because another unit has sat down in the target location – the unit will stop and request new orders.

You can change a unit's orders at any time by selecting the unit and either giving it new orders, or by selecting the "Cancel Orders" action.

MOVEMENT POINTS

All mobile units have a certain number of "Movement Points" (MPs) that they can expend on movement every turn. Once they've expended those MPs, they can't move any more until the next turn (except for a few very special units that are carried by other units).

Most early land units have 2 MPs; cavalry and naval units have more.

EXPENDING MOVEMENT POINTS

Units expend MPs to enter tiles. The terrain of the tile a unit is entering determines the MP cost of the move. In other words, it doesn't cost anything to leave your current tile; the MP cost is determined by the tile you're entering.

See the terrain rules for details on MP costs, but generally, open terrain like Grassland and Plains costs 1 MP to enter, while Woods and Rainforest costs 2. It also expends 3 MP's to cross a river (unless a bridge is there).

Once the unit has expended all of its MPs, or the hex they're moving into requires more MPs than the unit has remaining, it must stop moving.

ROADS

Roads reduce or remove the movement penalty for a unit's movement cost in friendly, neutral, or enemy territory. If the unit moves from one tile containing a road into another tile containing a road, the unit will expend just a fraction of the normal cost to move. As long as the unit has any MPs left, it can continue to move along the road.

ILLEGAL MOVES

Certain tiles cannot be entered by certain units. A naval unit can't enter a non-city land tile, for example, and a land unit cannot enter a mountain or ocean tile. If a unit can't enter a tile, you won't be able to order it to move there. Sometimes a move is revealed as illegal during a unit's move. If that is the case, the unit will stop when it discovers the illegality and wait for new orders.

STACKING LIMITATIONS

Until the Industrial era, only one of each type of unit class (combat, support, civilian, and trade) can end its turn in a tile – though a single combat unit with a support unit, and a single civilian unit can end their turn "stacked" in the same tile.

A unit may pass through another unit as long as it has enough movement to complete the full move, and does not end up on top of another unit of the same type.

However, after researching the Nationalism civic, you will able to combine units. For more information, see the section on Corps and Armies.

MOVEMENT DURING COMBAT
ATTACK ORDERS
Generally, if you order a unit to move into a space occupied by an enemy unit, the unit will interpret that order as instructions to attack the enemy unit. If the moving unit is non-combat, the unit will stop and ask for new orders.

ZONES OF CONTROL
Combat units exert a "zone of control" (ZOC) over the tiles around them. When a unit moves into a tile within an enemy's ZOC it expends all of its MPs. Cavalry units are the exception, as they are quick enough to avoid getting locked into ZOC.

NAVAL MOVEMENT
Generally, naval units follow the same rules as land units, except that they move in the water rather than on land. Early naval units are often limited to coastal waters (those adjacent to land tiles) and coastal cities. Eventually, you'll produce naval units that can enter deep Ocean tiles, and thus explore across the seas. Naval units cannot enter ice tiles.

EMBARKING LAND UNITS

At the start of the game, your land units cannot enter any water tiles. However, once you've learned the Sailing technology, Builders will be able to move into coastal water tiles–after Shipbuilding, all units will be able to embark. To embark a unit, order the unit to move out into the water just as you would on land. It typically takes more movement points for a land unit to embark than it would for them to travel on normal terrain. (except when playing as Norway, or when embarking from a Coastal City or Harbor District).

In the water, the embarked unit is very slow and helpless. It is unable to fight, and any enemy naval vessel can easily destroy it. It's critical to accompany embarked land units with a strong naval defense.

When the unit is adjacent to a land tile, you can order it to move onto dry land.

COMBAT

Combat occurs between two political entities that are at war with each other. A civilization may be at war with another civilization or with a city-state. Barbarians are always at war with all civilizations and city-states.

There are four major forms of military combat: melee, ranged, naval, and air combat. The first two occur throughout most of the game, while air combat does not happen until somebody discovers flight.

Since it occurs so late in the game, you need not be concerned with how to conduct air combat when you begin play. Air combat is discussed in its own section in "Advanced Strategy" (see the Air Combat section).

DECLARING WAR

War against another civilization may be declared in a couple of different ways, or you may find yourself on the receiving end of an enemy's declaration.

DIPLOMATICALLY DECLARING WAR

You may declare war on a civilization through the Diplomacy panel (see that section). Declare war on a city-state by highlighting the city-state and press ✖ button, or selecting them from the city-state menu within the Right Tray Menu and select the "Declare War" button. There are two types of war declarations: A "Surprise War," and a "Formal War."

The Divine Wind will protect us and you will fall, like the others.

DECLARING A SURPRISE WAR

Declaring a "Surprise War" means you are giving no denouncement, and have no valid reason, you just really want to attack. Surprise Wars have a higher warmongering penalty than formal wars, because you're acting uncivilized. Surprise Wars in the later eras of the game will hurt you more diplomatically than wars earlier in the game.

DECLARING A FORMAL WAR

Declaring a formal war by denouncing another civilization first is considered more "civilized" in the eyes of your neighbors. While they may still consider you a warmonger, the penalty will not be as severe as a Surprise War.

You can further reduce warmonger diplomatic penalties by having a reason to go to war. For example, if you've been "wronged" by another civilization, you are considered to have a "Casus Belli," a justification for war. There are many triggers for this, some of which are having your cities converted by another's religion, coming to the defense of a city-state ally, or perhaps a friend of yours has had cities conquered.

ATTACKING ANOTHER UNIT

You can order one of your units to attack another civilization's units. If you are not currently at war with the civilization you are attacking, a pop-up will appear asking if you want to declare war on that civilization (or city-state); if you choose to do so, the attack occurs and war is declared. If you decline, the attack is aborted.

ENTERING A CIVILIZATION'S TERRITORY

Early in the game, units can move freely through a civilization's territory until they unlock the "Early Empire" Civic. After that, it's an act of war to enter a civilization's territory if you do not have an "Open Borders" agreement with that civilization. A pop-up will appear and ask you to confirm your move.

RECEIVING AN ENEMY DECLARATION OF WAR

At any time, another civilization or city-state may declare war on you. If so, you will be informed by a popup or notification, or by the other leader. See the Diplomacy section for details.

Barbarians are always at war with you, so you will never get a declaration of war from them.

ENDING A WAR

Wars end automatically when one side has been destroyed because it has lost its last city, or the combatants can agree to halt hostilities through diplomatic negotiations. You or your opponent may choose to initiate such discussions. See the section on Diplomacy for details.

Barbarians cannot be negotiated with. You will remain at war with them as long as they are around.

WHICH UNITS CAN FIGHT

Any military unit may attack an enemy unit. Civilian units such as Builders, Settlers, and Great People cannot initiate attacks. If Great People are attacked while on their own, they are sent back to their territory of origin. Builders and Settlers may be liberated by the original owner if they get captured. Support units, such as the Battering Ram or the Siege Tower cannot initiate attacks, but they help other units they are grouped with. If attacked while on their own, they are destroyed. A city may attack an enemy military unit that is within the city's Ranged Combat Range and a combat unit may in turn attack an enemy city.

A city may attack an enemy military unit that is within the city's Ranged Combat Range, and a combat unit may in turn attack an enemy city.

UNIT COMBAT STATISTICS

A military unit's combat abilities are determined by its combat statistics. There are five basic combat stats:

COMBAT STRENGTH

All military units have this stat. Melee units use their Melee strength when attacking or defending. Ranged units only use their Melee strength while defending.

HIT POINTS

A unit's health is measured in "Hit Points." When at full health, all combat units have 100 hit points. As it takes damage, it loses hit points. If a unit's hit points reach 0, it is destroyed. Health can be recovered outside of combat.

RANGED COMBAT STRENGTH

Only units able to engage in "Ranged Combat" have this stat. Ranged Combat strength is used while it is attacking.

RANGE

Only ranged combat units have this stat. It is the distance, in tiles, within which the ranged combat unit can attack the enemy, as long as their line of sight is not blocked.

BOMBARD

Only ranged siege units have this this stat. It is the unit's combat strength when it is attacking districts. This is different than Ranged Combat Strength.

MELEE COMBAT

Melee combat occurs when a melee unit (any military unit which does not have the ranged combat or bombard ability) attacks an enemy unit or city. It does not matter if the defender has ranged combat; as long as the attacker does not have ranged combat the resulting battle will be melee.

COMBAT STRENGTH

When two units engage in melee combat, the result is determined by relative strengths of the two units—e.g., if a powerful unit fights a weak one, the powerful unit is likely to do a lot more damage to its enemy, possibly destroying it altogether.

However, many different factors may affect a unit's strength in battle. Many units receive "defensive bonuses" that will increase their melee strength when they are attacked while occupying Woods or Hills tiles, or if they are Fortified. Some units get bonuses when fighting other specific unit types—Spearmen get bonuses when fighting mounted units, for example. Also, a unit's injuries may reduce its current combat strength. (See the section on Combat Bonuses for details).

The Combat Information Table (see below) will help you determine the relative strengths of two melee units during your turn.

MULTIPLE UNITS IN COMBAT

Units receive a "flanking" attack bonus for each allied unit adjacent to the enemy target unit. Some promotions and social policies give an attacking unit additional bonuses beyond the basic flanking bonus. These bonuses can be incredibly powerful when enough units are involved.

COMBAT PREVIEW

When one of your units is active, hover the cursor over an enemy unit to bring up the "Combat Preview" and learn of the probable outcome of any battle between the two units. This table shows your unit's modified combat strength on the right and your enemy's on the left. The box at the bottom of the screen tells you the likely outcome of the battle, and the bars in the center of the box tell you how much damage each side will take if combat occurs.

INITIATING MELEE COMBAT

The attacking unit initiates the melee by attempting to move into the enemy's hex. The attacker cannot engage in melee unless it can enter the defender's hex. For example, a Spearman cannot engage in melee combat against a Galley since it can't enter that space except when embarked.

To order an active unit to attack, move your unit on the target's hex. The active unit will initiate the combat.

MELEE COMBAT RESULTS

At the end of melee combat, one or both units may have sustained damage and lost "hit points." If a unit's Hit Points are reduced to 0, that unit is destroyed.

If the defending unit has been destroyed after melee combat and the attacker survives, the attacking unit moves into the defender's hex, capturing any non-military units in that hex. If the defending unit survives, it retains possession of its hex and any other units in the hex.

Most units use up all of their movement when attacking. Some, however, have the ability to move after combat if they survive the battle and have Movement Points left to expend.

Any surviving units involved in the combat will receive "Experience Points" (XP), which may be expended to give the unit promotions.

RANGED COMBAT

Some units, such as Archers, engage in ranged combat when attacking rather than melee combat. Such units have two distinct advantages over melee units: first, they can attack enemy units that are not adjacent to them, and second, they do not take damage when they attack. However, they are weak when attacked by adjacent melee units.

RANGED COMBAT STRENGTH
Any unit that can engage in ranged combat has a Ranged Combat Strength statistic. This number is compared with the target's Combat Strength to determine the results of the attack.

To see the potential effects of a ranged attack with the enemy unit, hover the cursor over the potential target. The "Combat Preview" will appear, showing you the losses (if any) the target will take from a ranged attack by the active unit.

RANGE
The unit's "Range" stat determines the distance at which a unit can launch a ranged attack. A range of "2" means that the target can be in an adjacent tile or one tile distant. A range of "1" would mean that the target has to be adjacent to attack.

LINE OF SIGHT

Generally, a ranged unit must be able to "see" its target in order to be able to fire at it. A unit cannot see a target if a blocking object is between the two units, such as a Mountain, Hill, or a Woods tile. A unit can always see into a tile, even if it contains blocking terrain, but it cannot see objects in tiles past the blocking terrain. Units on Hills can see over blocking terrain, unless the blocking terrain contains both Hills and Woods or Hills and Rainforest. Flying units can see over blocking terrain.

Most units have a line of sight of 2 tiles.

INITIATING RANGED COMBAT

When a ranged unit is active, highlight the target and press ✕ button to commence the attack. Alternatively, you can select the "Ranged Attack" button and then press ✕ button on the target to attack.

RANGED COMBAT RESULTS

At the end of ranged combat, the target unit may have sustained no damage, some damage, or it may have been destroyed. Remember that the attacking unit will never suffer any damage during ranged combat. If the target is destroyed, the attacking unit does not automatically enter the now-vacant tile, unlike during melee combat.

The attacking and defending units may receive "Experience Points" (XP) as a result of the combat. See the section on Promotions for details.

COMBAT BONUSES

Units receive a variety of benefits during combat, such as the terrain the unit is occupying, from fortified, or a variety of other special circumstances. Some bonuses apply only to an attacking unit, some only to a defending unit, and some might apply to both.

TERRAIN BONUSES

When engaging the enemy, consider the terrain. Defending units get important bonuses for occupying Woods, Rainforest, or Hills tiles. Attacking melee units are penalized if they attack an enemy across a river.

See the section on Terrain for more details.

FORTS

Once a civilization has acquired the Military Engineering technology, Military Engineers can construct the Fort tile improvement in friendly or neutral territory. Forts provide a hefty defensive bonus to units occupying them. Forts cannot be constructed in enemy territory.

FORTIFICATION

Many units have the ability to "fortify." This means that the unit creates temporary

defensives within its current location. The unit gains defensive bonuses, which increases every turn for 2 turns, making it much tougher to kill. However, fortification is strictly defensive—if the unit moves or attacks, the bonus goes away.

While fortified, a unit will not activate. It will remain inactive until you manually activate it by selecting the unit.

Which Units Can Fortify
Most melee and ranged units can fortify. Non-military, naval, cavalry, and air units cannot fortify. These latter units can instead "Sleep," which means that they will remain inactive until attacked or you manually activate them, but they do not receive the defensive bonus.

Fortification Bonuses

The amount of the bonus depends upon the length of time the unit has been fortified. The unit receives a smaller defensive bonus on the first turn it is fortified and a larger bonus during all subsequent turns.

NAVAL COMBAT
Like land units, there are military and non-military naval units. The military naval units also come in the melee and ranged varieties. Attacking with these types of naval units works the same way as attacking with land units.

There are certain late-era naval units that merit special attention: the Carrier, Missile Cruiser and the Submarines. Each of these have special abilities. For example, the Carrier can carry air units, and the submarine is invisible to non-adjacent units.

CITY COMBAT

Cities are big, important targets, and if fortified and defended by other units, can be quite difficult to capture. However, doing so can reap rich rewards – in fact, the only way to knock another civilization out of the game is to capture or destroy all of its cities. Do this to enough opponents and you can win a mighty domination victory (see the section on Victory).

CITY COMBAT STATS

Garrison Defense Strength

Cities have Combat Strength, just like units. The city's Combat Strength is based upon the city's size, its location (cities on hills receive extra bonuses), and whether its owner has constructed defensive works within the city, such as walls.

The city's Strength represents its Combat Strength and Ranged Combat Strength. During the combat, a city's hit points may decline due to enemy attacks, but its Combat and Ranged Combat strengths remain equal to its initial Strength no matter how much damage the city has taken.

City Health

A city at full health has 200 hit points. As it takes damage, the city's hit points are reduced. If a city's hit points reach 0, an enemy melee unit can capture the city by entering its tile. At this point, the player can choose to keep the city, or destroy it. Keep in mind that destroying a city will not be looked upon favorably by other civilizations

ATTACKING CITIES WITH RANGED UNITS

To target a city with a ranged unit, move the unit so that the city falls within the unit's range, then highlight the city and press ✕ button. Depending upon the power behind the attack, the city's hit points may be reduced by the attack. (The attacking ranged unit is not damaged, as they do not come in direct contact with the city.) Note that a ranged attack cannot drop a city below 1 HP the city must be captured by a melee unit.

ATTACKING CITIES WITH MELEE COMBAT

When a unit engages in melee combat with a city, the city may take damage to its hit points, and the melee unit may suffer damage as well. No matter how few hit points the city has remaining, it always defends itself at its full combat strength.

GARRISON UNITS IN CITIES

A city's owner may "garrison" a military unit inside the city to bolster its defenses. A portion of the garrisoned unit's combat strength is added to the city's strength. The garrisoned unit will take no damage when the city is attacked; however, if the city is captured, the garrisoned unit is destroyed.

A unit stationed in the city may attack surrounding enemy units, but if it does so the city loses its garrison bonus. If it's a melee attack, the unit may take damage during the combat as if it were normal combat.

CITIES FIRING AT ATTACKERS

Once a city has constructed Walls, it will gain a Ranged Combat Strength equal to its full Strength at the start of combat. It may attack any one enemy unit within that range. Note that the city's Ranged Combat Strength doesn't decline as the city takes damage; it remains equal to the city's initial Strength until the city is captured.

HEALING DAMAGE TO CITIES

A city heals a small amount every turn, even during combat, as long as it has a supply line. A supply line is any hex adjacent to the city that is not within an enemy unit's Zone of Control. If your city has a Wall, you can only repair it using the Production menu, and only after 3 turns of taking no damage.

CAPTURING CITIES

When a city's hit points reach "0", an enemy melee unit may enter the city regardless of any units already inside. When this occurs, the city is captured. The attacker usually has the option of destroying the city, or adding the city to his empire. Whichever option they choose to execute, the civilization which loses the city has taken a huge blow. The exception to this rule is the Capital City of any civilization. The Capital cannot be destroyed, only captured.

See the City section for more details.

SIEGE WEAPONS

Certain ranged weapons are classified as "siege weapons" – Catapults, Bombards, and so forth. These units get combat bonuses when attacking enemy cities. They are vulnerable to melee combat, and should be accompanied by melee units to fend off enemy assault.

Siege weapons are important – it's challenging to capture a well-defended city without them!

GREAT GENERALS

Great Generals are "Great People" skilled in the art of warfare. They provide combat bonuses - both offensive and defensive - to any friendly units within two tiles of their location. A Great General itself is a non-combat unit, so it may be stacked with a combat unit for protection. If an enemy unit ever enters the tile containing a Great General and attacks the unit, the General returns to the territory of their origin.

A Great General gives a +1 Movement bonus, and a +5 Combat Strength bonus to all friendly land combat units within 2 tiles of the General. They have an additional one-time "retire" ability that is unique to each Great General. For example, Sun Tzu creates a Great Work of Writing called "The Art of War". Once used, the Great General is expended and is removed from play.

Great Generals are earned by gaining Great General points. These points are primarily earned from building Encampment districts, but they can be earned other ways as well. See the section on "Great People" for more details.

GREAT ADMIRALS

Great Admirals are "Great People" skilled in the art of naval warfare. They provide combat bonuses – both offensive and defensive – to any friendly naval units within two tiles of their location. A Great Admiral itself is a non-combat unit, so it may be stacked with a combat unit for protection. If an enemy unit ever enters the tile containing a Great Admiral and attacks the unit, the General returns to the territory of their origin.

A Great Admiral gives a +1 Movement bonus, and a +5 Combat Strength bonus to all friendly naval combat units within 2 tiles of the Admiral. They have an additional one-time "retire" ability that is unique to each Great Admiral. For example, Themistocles creates a Quadrireme. Once used, the Great Admiral is expended and it removed from play.

Great Admirals are earned by gaining Great Admiral points. These points are primarily earned from building Harbors, but there are other ways to earn points as well. See the section on "Great People" for more details.

COMBAT DAMAGE

A unit at full health has 100 "hit points" (HPs). When a unit takes damage during combat it loses HPs, and if it reaches 0 HPs, it is destroyed.

A unit that has taken damage is weaker than a healthy unit, and it is closer to destruction. Wherever possible, it's a good idea to "rotate out" damaged units from battle to allow them to heal up before reentering the fray. This, of course, is not always possible.

EFFECTS OF DAMAGE

A damaged unit is less effective when attacking than a fully-healed unit. The more damaged the unit, the less its attack – melee or ranged – will damage an opponent.

HEALING DAMAGE

To heal damage, a unit must remain inactive for a turn. The amount of damage that a unit heals depends upon the unit's location.

In a City: A unit heals 20 HPs per turn.
In Friendly Territory: 15 HPs per turn.
In Neutral: 10 HP per turn.
Enemy Territory: 5 HP per turn.
Note that certain promotions will accelerate a unit's healing rate.

NAVAL UNITS HEALING DAMAGE

Naval units cannot heal unless in Friendly territory.

THE "FORTIFY UNTIL HEALED" BUTTON

If a unit is damaged, the "Fortify Until Healed" button appears in its Action buttons. If you select this button, the unit will fortify and remain in its present location until it is fully healed. See the section on Fortifications for details of the defensive benefits of fortification.

EXPERIENCE POINTS AND PROMOTIONS

A unit that survives combat will gain "experience points" (XP). Once the unit has acquired enough XP, you may expend them to acquire "Promotions" for that unit. There are a large variety of promotions in *Civilization VI*. Each gives a unit special advantages in battle.

ACQUIRING XP THROUGH COMBAT

A unit gains XP for surviving a round of combat. The unit doesn't have to win the combat or destroy the enemy to get the experience; it accrues each round that the unit lives through.

Generally, units receive XP for being involved in combat with another military unit, and will similarly receive XP for being involved in combat versus a city.

Barbarian Limitations: Once a unit has reached a certain XP level, it no longer gets any additional XP for fighting Barbarians.

OTHER METHODS OF GETTING XPS

A unit constructed in an Encampment district containing a Barracks (for regular units), Stables (for cavalry units), or other military buildings will earn bonus XP when they survive combat. The bonus depends upon the buildings constructed (Barracks, Stables, and Armories all provide their own bonuses). Also, certain governments, policies, and other special effects may also provide XP to units. Recon units receive XP from discovering natural wonders while exploring.

EXPENDING XPS

When a unit has acquired enough XP to purchase a promotion, the "Promote Unit" button on the unit panel will be active (as long as the unit still has movement points left). If you select that button, a list of the promotions available to the unit will display. Select a promotion to choose it for that unit. The XP are expended and the unit acquires the promotion immediately. This takes up a turn. After a unit is promoted twice, you will also be able to give it a custom name by selecting "Name Unit" on the unit panel.

PROMOTIONS LIST

There are dozens of promotions available in *Civilization VI*. Each class of unit (melee, cavalry, ranged, etc.), has their own promotion tree dedication them. Some promotions require that a unit have acquired other promotions before they become available.

If a promotion is available to a unit, it will be listed when you select "Promote Unit".

See the Civilopedia Section on Promotions for a full list of all promotions.

BARBARIANS & TRIBAL VILLAGES

During the early portion of the game – say, the first 25-50 turns – much of your energy should be involved in exploring the world. During your exploration you will be encountering tribal villages and barbarians. Tribal villages are good, barbarians are not.

TRIBAL VILLAGES

Tribal Villages are less civilized than other civilizations, but are friendly nonetheless. Visiting tribal villages provide a random benefit to the civilization when the unit first enters their tile. The village disappears after its gifts have been claimed.

VILLAGE BENEFITS

Survivors
The village provides you with a Builder or Trader in your nearest city, or increases the population of your nearest city.

Science
The village provides your civilization with a free technology (for example, Bronze Working or Masonry), a technology boost (50% of the needed research towards a technology), or even multiple technology boosts.

Military
If discovered by a wounded military unit, your unit receives a health bonus. This village may also provide a free scout or XP to the discovering unit.

Faith
Depending on your era, the village provides a small, medium, or large amount of faith.

Treasure
The village provides gold to your civilization!

Culture
The village provides a free relic, or one or two free civic boosts (50% of the needed culture towards a civic).

BARBARIANS
Barbarians are roving bands of villains who hate civilization and everything that goes with it. They attack your units and cities and pillage your improvements. They're just not very nice at all.

As your civilization grows, the barbarians become much less menacing, but early in the game they can be a huge problem.

BARBARIAN OUTPOSTS
Barbarians come from "outposts" that can appear randomly in any tile not seen by a unit. Each barbarian unit belongs to its own home camp; destroying that camp will stop the spawn of barbarians in that area.

There are three types of barbarian camps:

Naval
A camp on a coast that spawns naval units.

Cavalry
A inland camp near a Horse resource.

Melee
All other camps.

REWARDS FOR DESTROYING AN OUTPOST

A civilization will earn a gold reward for dispersing a barbarian camp. Additionally, clearing the outpost will help you work towards the "boost" for the Bronze Working technology, making it faster to research. There is also the additional benefit of stopping the spawn of more barbarian units, which is, of course, the primary reward.

NEW OUTPOST

Barbarian camps may spring up in any neutral space which cannot be seen by a civilization's city or unit. If you want to keep barbarian outpost from popping up around your civilization, expand your borders and place units on hills to keep as much terrain in sight as possible.

BARBARIAN UNITS

Barbarian outposts can create almost any kind of unit in the game – from Warriors and Spearmen to Cannon and Tanks. Barbarians are capable of building units equal to those of the most advanced civilizations.

Every outpost will first generate a scout that searches for targets. If you're spotted by a barbarian scout, it will return to its outpost and begin building units for an invasion or raid. Watch out, because you're going to be the next target! If you don't move fast, you'll soon see a party of barbarians at your borders, ready to destroy your improvements or conquer your city.

This is why it's important to periodically sweep the countryside around your civilization to destroy encampments before they become a threat.

BARBARIAN NAVAL UNITS

Barbarian encampments on the coastline can create naval units (again, equal to those that can be created by an advanced civilization). These units will menace your coastline, destroy naval improvements, attack hapless land units which stray too near the coastline, or even lay siege to your coastal cities. It's important to maintain a navy to keep them off your back, but the best way to stop these attacks is to destroy nearby coastal encampments.

Warning: If a barbarian ship comes across an embarked unit, it will destroy it!

CAPTURED CIVILIANS

If a barbarian unit comes upon a non-combat unit – Settler or Builder – the barbarians capture that unit. They will take it off to their nearest encampment, and the unit may be recovered by any player in the game. Should one of your civilians be captured in this manner, be sure to pursue and retrieve them before somebody else does!

THE END OF BARBARIANS

Barbarians can remain in the game right up until the end. However, as more territory is acquired, barbarians will have less land available for their barbarian encampments. If the entire world is civilized, the barbarians will disappear.

CITIES

Cities are vital to your civilization's success. They allow you to build units, districts, buildings, wonders, and projects, and are where your civilization will research new technologies and civics or gather wealth. You cannot win without powerful, well-situated cities.

HOW TO BUILD CITIES

Cities are constructed by Settler units. If the Settler is in a location where a city can be constructed, the "Found City" action button will appear. Select the button and the Settler will disappear, replaced by the new city.

WHERE TO CONSTRUCT CITIES

Cities should be constructed in locations with plenty of food and production, and with accessible resources. It's also critical early in the game to build a city on a hex with access to water, like a river or coastal hex, as sources of water are very important to a growing population. Without water, you doom your people to a harsh existence in a small city. Cities constructed on hills gain a defensive bonus, making it harder for enemies to capture them.

Later in the game, when city settlement locations near water become more scarce due to the number of cities on the map, you can provide water to a new city by building an Aqueduct district, provided there are mountains, rivers, or an oasis within 2 hexes of your new city. Choose your city locations wisely!

There is one main restriction, and that's that you cannot build a city within 3 hexes of another city.

THE CITY BANNER

The city banner appears on the Main Map. It provides a useful snapshot of the goings-on in the city. It displays information about the strength of the city, if it has walls, the amount of turns left until it grows, what the city is producing, as well as what religion it's following. If you press ✕ button while highlighting the city banner of another civilization, you will be taken to that civilization's diplomacy screen.

THE CITY SCREEN
Select a city's banner to reach the city screen. Here, you can "fine tune" your control over each city. The city screen contains the following elements:

CITY OPTIONS BUTTONS
The top of city panel features buttons for "Yields", "City Details", "Purchase Tile", "Manage Citizens", and "Change Production".

CITY DETAILS
This toggles an incredibly helpful panel providing the details for everything in your city, including Citizens and Growth, Amenities, Housing, Buildings, Districts, Wonder, and more.

CITIZEN GROWTH
This panel displays your population growth, how much food you've got coming in, and how much you're consuming. Always make sure your people are well fed. If you have more population than food, your population will start to decline.

AMENITIES

This panel displays how happy your population is, as well as a breakdown of any Amenities. Happiness measures the contentment of your people in a single city, and is measured by seeing if the Population of that city has as many Amenities as expected. 1 Amenity is required for each 2 Population, starting at a Population of 3. A content city will not have any modifier applied to it, but a happy city will have a 10% growth increase and a 5% yield increase. Furthermore, an Ecstatic city will have a 20% growth increase and 10% yield increase. Likewise, having too few Amenities will create displeasure among your Citizens, and the growth and yields will receive negative modifiers. At the level of unrest, your growth will stop and you may find rebel partisans in your city.

Amenities can come from a wide variety of sources. Each Luxury resource can contribute 1 Amenity to a city. The number of cities it provides this bonus to vary based on the era for the resource. The Arena, built in the Entertainment Complex, provides Amenities to its local city. The Zoo and Stadium also provide Amenities, but regionally. Some wonders also provide Amenities. Furthermore, there are a few Religious Beliefs and policies that provide Amenities.

HOUSING

This panel displays how much population your city can support. If your population is growing too close to your housing limit, growth can slow drastically. You can gain more Housing from many different sources, such as certain buildings, civics, and districts. Additionally, you can gain housing from farms, access to fresh water, and certain great people.

CITY BREAKDOWN

This panel displays all of the districts, buildings, wonders, and trading posts that are contained within the city and its surrounding territory.

RELIGION

This panel displays a detailed list of any religion that exists within your city, including your pantheon and religion, as well as any "intruding" religion.

PURCHASE TILE

The toggles the Purchase Tile lens, which allows you to buy a tile when you can afford it. Select this button and it will show you how much the next tile will cost. (Remember that the price goes up for each tile you purchase. The tiles available for purchase will have symbols, and the cursor will change to a "purchase tile" cursor. Select an available tile to purchase it.

MANAGE CITIZENS

This toggles the Manage Citizens lens, which allows you to reassign citizens to different tiles. See "Your Citizens at Work" below for more details.

PURCHASE AN ITEM WITH GOLD
If you have enough Gold, you can buy a unit or building outright.

CHANGE PRODUCTION
If you've changed your mind, or need to reprioritize production due to a change in your situation, you can do this by pressing ✕ button on the Production icon.

CITY YIELDS
This horizontal bar just below the City Options Buttons, shows how much food, production, faith, gold, science, and culture the city is producing. Each of these is a radial button that allow you to "focus" your citizens if you want to prioritize one yield over another. Scroll to a radial button by pressing the left stick and press ✕ button to prioritize, press it again to restrict it, and press it a third time to revert it to default.

CITY TITLE
The city title displays the city's name.

CITY STATISTICS
This shows the current statistics for number of Buildings, number of Religious Citizens, Amenities, and Housing Capacity.

THE PRODUCTION MENU
This shows the item (unit, building, Wonder, or project) currently under production, as well as its effects/stats and the number of turns required to complete construction. Select the Production icon to order the city to halt production on the current item and switch to another. From the Production Menu you can also use Gold or Faith to purchase applicable items. Note that the city isn't purchasing the item it is presently working on, and after the purchase, the city will continue to construct the item (unless unable to do so).

UNITS IN CITIES
COMBAT UNITS
Only one of each combat unit type may occupy a city at a time (naval, land, or support). That military unit is set to "Garrison" the city and adds a significant defensive bonus. Additional combat units may move through the city, but they cannot end their turn there. (So if you build a combat unit in a city with a garrison, you have to move one of the two units out before you end your turn.)

NON-COMBAT UNITS
Only one non-combat unit (Builder, Settler, unassigned Trader, or Great Person) may occupy a city at a time. Others can move through, but they cannot end their move in the city.

SUPPORT UNITS
Only one support unit (Battering Ram, Siege Tower, Anti-Air, etc.) may occupy a city at a time. Others can move through, but they cannot end their move in the city.

Thus, a city may have at most 3 units in it at the end of a turn: one combat unit, one support unit, and one non-combat unit.

CONSTRUCTION IN CITIES
You may construct buildings, wonders, or units in a city, but only one can be constructed at a time. When construction is complete the "CHOOSE PRODUCTION" alert message will appear; Select this to access the "City Build Menu" and choose the next item to construct.

THE CITY BUILD MENU
The City Build Menu displays all of the units, buildings, and wonders that you can construct in that city at that time. As your technology and civics progress, new items will be added to the list, while obsolete items will disappear. Each entry tells you how many turns it will take until construction is complete.

If an entry is grayed-out, then you are currently unable to construct the item. Highlight the entry to see what you're missing.

CHANGING CONSTRUCTION
If you wish to change what a city is constructing, you may do so on the City Screen, or by pressing ✕ button on the icon of the item on the right side of the city banner. The production already expended on the original item is not applied to the new item; however, it remains "on the books", so if you later order that city to resume construction on the original item, you will continue where you left off.

CONSTRUCTING UNITS

You can build any number of units in a city (as long as you have the required resources and the unit hasn't become obsolete). Since you can only have one combat, one support, and one non-combat unit inside a city at a time, you may have to move the newly-constructed unit out of the city immediately after it's built.

DISTRICTS AND BUILDINGS

In *Civilization VI*, buildings are no longer trapped in your city center, but may sprawl across your territory as part of Districts. The map is more important than ever as you are faced with important strategic placement decisions. Campuses and Holy Sites alike receive special yield boosts from placement near Mountains (Science for the Campus, and Faith for the Holy Site), but only the former also benefits from a nearby source of Rainforest.

CONSTRUCTING DISTRICTS

When a city is ready to construct a new item, the city's "Production Menu" will appear. If a district is available to be constructed, it will appear on this menu. Select the district to order the city to begin construction, opening the district placement lens. Here, you will be given an overview of the different yield outcomes available on the tiles surrounding your city center so you can better make a decision about where to place your new district. This lens will also show you which tiles are unavailable, as some districts have very specific build requirements (for example, the Encampment cannot be built adjacent to a city center). If you see a great location nearby, but do not yet own it, you can purchase the tile from within the lens, and then start construction of the district.

ADJACENCY BONUSES

As mentioned above, every district can receive adjacency bonuses based on where it is placed on the map.

Campus
Standard bonus for placement adjacent to mountains, and a minor bonus for placement next to rainforest.

Holy Site
Major bonus for placement adjacent to a natural wonder, a standard bonus for placement next to mountains, and a minor bonus for placement next to woods.

Commercial Hub
Major bonus for placement adjacent to a river or a harbor, and a minor bonus for placement next to other districts.

Theater Square
Standard bonus for placement adjacent to wonders, and a minor bonus for placement next to rainforest or to another district.

Harbor
Standard bonus for placement adjacent to sea resources, and a minor bonus for placement next to other districts.

Industrial Zone
Standard bonus for placement adjacent to mines and quarries, and a minor bonus for placement next to other districts.

Encampment
Cannot be built adjacent to the city center or another Encampment district.

Aqueduct
Must be placed in a single hex between the city center and a water source, which includes mountains, rivers, and lakes. The target water source may not touch the city center.

Aerodrome
Cannot be built on a hill.

Spaceport
Cannot be built on a hill.

BUILDINGS

After your District has been built, you can begin populating it with buildings. Buildings can be built through the "Production Menu" similarly to how you build your District. Some buildings have prerequisites, such as other buildings or technology or civic requirements; these buildings will not be visible in your Production menu.

You may notice that you have some buildings available to build before you place any Districts, such as the Monument. These buildings reside in the City Center.

WONDERS
Wonders are a special type of building that fills an entire hex and has a significant impact on gameplay.

THE PALACE
The palace is a special building. Part building, part wonder, the palace appears in the first city you build, which makes that city the capital of your empire. If your capital city is captured, your palace will be rebuilt in another city, making that city your new capital. If you subsequently retake your original capital, the palace will move back to its original location.

The palace provides a small amount of production, science, gold, and culture to your civilization, as well as a single Great Work slot.

MAINTENANCE

Most buildings have a per-turn maintenance cost to keep them in prime shape. You can review the different maintenance costs in the Buildings section of the Civilopedia, or within the tooltip of each building in the production menu. You can also review the maintenance costs of all your buildings by mousing over the gold icon at the very top of the screen.

WORKING THE LAND

Cities thrive based upon the land around them. Their citizens "work" the land, harvesting food, wealth, production, and science from the tiles. Citizens can work tiles that are within three tiles' distance from the city and that are within your civilization's borders. Only one city can work a single tile even if that tile is within three tiles' distance from more than one City.

ASSIGNING CITIZENS TO WORK THE LAND

As your city grows, it automatically assigns its citizens to work the lands around it. The city automatically seeks to provide a balanced amount of food, production, and wealth. You may order a city's citizens to work other tiles – for example, if you want a certain city to concentrate on generating wealth, or production. See the City Screen section, above.

IMPROVING THE LAND

While certain tiles naturally provide good amounts of food, wealth, and various factors, many can be "improved" to provide even more. You need to create "Builders" to improve the lands. Once you have a Builder unit, you can order it to construct improvement, such as farms, mines, or plantations, to make the land around your cities far more productive. Each Builder can perform 3 actions (like building an improvement). Some civilizations have special abilities that allow your Builders to do more. Builders created by China, for example, have 4 build actions, and can also contribute production directly to a wonder.

See the section on Builders for more details.

SPECIALISTS

When a city is first created, all of its citizens (population) will work the tiles around the city, generating food, production, gold, etc. Later on, you can construct districts and buildings which allow you to reassign some of the citizens to work in the districts as specialists.

For example, the Campus can hold 3 buildings, and you can assign one "Scientist" specialist for each building you have constructed in the Campus. So if you've constructed a Library and a University, you can assign 2 "Scientist" specialists. (Note that not all buildings create specialists; see the Buildings section in the Civilopedia.)

There are five different classes of specialists. The type of specialist a citizen becomes depends on the type of building they are assigned to

Artist
Artist specialists produce culture and are assigned to culture-related buildings like Museums.

Engineer
Engineer specialists produce production and are assigned to an Industrial Zone district that contains production related buildings like Workshops and Factories.

Merchant
Merchant specialists produce gold and are assigned to a Commercial Hub district that contains wealth-related buildings like Markets and Banks.

Scientist
Scientist specialists generate science and are assigned to a Campus district that contains science-related buildings like Libraries and Universities.

Priest
Priest Specialists generate faith and are assigned to a Holy Site district that contains faith-based buildings such as Shrines and Temples.

ASSIGNING SPECIALISTS

To assign a specialist, go to the City Screen and select "Manage Citizens".
Then, select the district Citizen icon to add a specialist. A citizen will be removed from working a tile and assigned to work in the district. If you select the slot again, the citizen will be removed from the building and reassigned to work in the fields.

See the City Screen section for more details on assigning citizens to work tiles and as specialists.

EFFECTS OF ASSIGNING SPECIALISTS UPON CITY OUTPUT

Remember that a citizen working in a tile is generating something for the city–whether it's food, production, gold, culture, or science. Once that citizen is assigned as a specialist, they are not working in the tile, and whatever they were producing will be lost. Therefore, it's a good idea to check your city's food, gold, and production generation after creating specialists to ensure that your city can afford the output lost.

UNEMPLOYED CITIZENS

If a Citizen is not assigned to work in the fields and is not a specialist, that Citizen is "unemployed." They still provide 1 gold to the city, but consume as much food as employed citizens.

CITY COMBAT

Cities can be attacked and captured by enemy units. Each city has a "Combat Strength" stat which is determined by the city's location, size, military units "garrisoned" inside the city, and defensive buildings such as walls. The higher the city's defensive value, the harder it is to capture the city. Unless the city is extremely weak or the attacking unit is extremely strong, it will take multiple units many turns to capture a city.

See the section on Combat for details on warfare in general.

ATTACKING A CITY

To attack an enemy city, order your melee unit to enter the city's hex, which will initiate combat between the unit and the city. Both the unit and the city may take damage. If your unit's hit points are reduced to zero, it is destroyed. If the city's hit points are reduced to zero, your unit captures the city.

ATTACKING WITH RANGED UNITS

Although you can attack a city and wear it down with ranged units, they cannot capture cities; you must move a melee unit into the city to take it. Similarly, water and air units cannot capture a city, though they can wear down its defenses to nothing.

See the sections on Air and Sea combat for more info.

DEFENDING A CITY

There are a number of things you can do to improve a city's defenses. You can "garrison" a strong military unit within the city. A melee unit will greatly increase the city's defensive strength, while a ranged unit will fire at nearby enemy units.

You may also construct Walls to improve the city's strength, and allow it to bombard enemy units. A city on a hill gets a defensive bonus as well.

No matter how powerful a city is, however, it is very important to have units outside the city. These units can support the city, attack the enemy units, and prevent those units from surrounding the city, cutting off your supply line, which will stop the city from healing.

See the section on Combat for more details.

CONQUERING A CITY

When your unit enters an enemy city, you have two choices: you can destroy the city, or annex it as part of your empire. Be aware that both have potential consequences when it comes to your relationship with other civs.

DESTROYING THE CITY

If you destroy the city, it's gone. For good. All of its buildings, wonders, and citizens are destroyed. Destroying a city, while it may make you feel good, can have dramatic diplomatic consequences. Your warmongering score is tripled with other civs if you raze a city.

Indestructible Cities

You can't destroy cities that you created. Also, capital cities cannot be destroyed by anyone.

ANNEXING THE CITY

If you annex the city, you make it a part of your empire. You have total control over the city, just as if you had constructed the city yourself. The one downside to annexation is that it increases your warmongering score with other civilizations. For example, in the Classical era, it only increases a little, as war was a part of life, but in the Industrial era, the increase is significant, because you're acting "uncivilized". The higher your warmongering score, the more the other civs will not trust you. If your score gets high enough, they may decide to denounce you, or even take military action against you, so weigh your decision carefully.

FOOD, WATER, AND GROWTH

Plentiful food and water is vital to the rise of human civilization. Early humans had to spend virtually every waking moment hunting and gathering food for themselves, their families or their tribe, leaving them little time or energy for other pursuits, such as making cave paintings, constructing a written language, or discovering muons. Once surplus food and water is available to a people, anything is possible.

CITIES AND FOOD

A city requires 2 food per citizen (another term for "population") per turn to avoid starvation. A city acquires food (as well as production and gold) by assigning its citizens to "work" the land around the city. The city can work any tile within three spaces of the city that is also within the civilization's borders as long as it is not being worked by another city. Left to its own devices, the city will assign as many citizens as needed to acquire its food. If not enough is available, the city will starve, and the city will begin to lose its population until the city can support itself once more.

MANUALLY ASSIGNING CITIZENS TO WORK THE LAND

You can manually assign a city's citizens to work specific tiles—for example, you can demand a city to concentrate its efforts on food to grow its population, or on production or gold instead. See the City Screen section for more details.

FOOD AND AMENITIES

While you can use Food to keep your population fed and growing, if you are not providing enough Amenities to keep your people happy, your growth will be slowed, regardless of the amount of food you're providing.

GETTING MORE FOOD

Certain tiles provide more food than others, and cities near to one or more of these tiles will grow faster. In addition, Builders can "improve" many tiles with farms, which increases their output of food.

BEST FOOD TILES

Bonus Resources

Tiles with "bonus" resources provide a lot of food once a Builder constructs the appropriate improvement on the resource. These include bananas, cattle, deer, fish, and wheat. See the sections on Builders and resources for more details.

Oasis Tiles

Oases provide a lot of food, especially when compared with the desert in which they're usually found.

Flood Plains
Flood plains provide a lot of food, as floods create fertile lands.

Grassland and Rainforests
These tiles also provide a good amount of food.

Improvements
Builders can construct farms on most available tiles, which improves their food output.

BUILDINGS, WONDERS AND SOCIAL POLICIES
Certain buildings, wonders and policies will affect the amount of food a city produces or how much it needs in its "City Growth Bucket" to increase (see below).

CITY GROWTH
Each turn, a city's citizens gather a certain amount of food from the surrounding land, or from the various sources described above. A city's citizens have first call on that food, and consume 2 food for each population point (so a city of population 7, it consumes 14 food each turn). Any food left over is put into the "City Growth Bucket."

THE CITY GROWTH "BUCKET"
The city growth bucket contains all excess food produced by a city each turn. When the quantity of food reaches a specific amount, the city's population (citizens) will increase by 1; the city growth bucket is then emptied, and the process begins all over again. The amount of food needed for population growth increases significantly as the city's population gets larger.

The City Details panel on the City Screen indicates how many turns are left until the city grows; and the "Food" entry in that box tells you how much food the city is currently producing each turn.

SETTLERS AND FOOD PRODUCTION
Settlers can only be constructed in cities of size 2 or larger. When completed, the city population is reduced by 1

TECHNOLOGY

Technology is one of the driving forces behind civilization. Technological advances in agriculture and fishing caused cities to grow and thrive. Technological advances in weaponry and masonry allowed cities to drive off jealous barbarians seeking to steal their food and plunder their wealth. And technological advances in medicine and sanitation fought off the other great threat to civilization – disease.

You acquire technology by accumulating "science," which represent the amount of science your civilization possesses. Every turn your civilization generates an amount of science that can be used for research. Each technology costs a certain amount of science to learn; the more science you generate each turn the shorter the amount of time it takes to research each technology.

TECHNOLOGY AND SCIENCE

In *Civilization VI*, each technology you acquire gives your civilization access to an advanced unit, building, resource, or wonder, as well as other tangible benefits, making your civilization that much more powerful.

You acquire technology by accumulating "science," which represent the amount of science your civilization possesses. Every turn your civilization adds a number of science to its science pool. Each technology costs a certain number of science to learn; when you've accumulated enough science, you acquire that technology. New tech depletes your science pool, so you must start accumulating science all over again to save up for the next tech.

WHERE DOES SCIENCE COME FROM?

Science comes from your citizens (the population of your cities). Each turn you get a base amount of Science equal to the combined population of all of your cities. The larger your cities, the more science you generate. In addition to the Science generated by your base population, you gain 2 Science from your Palace. You can earn additional Science by constructing specific buildings or wonders, or by adopting certain policies

INCREASING SCIENCE AND SPEEDING UP RESEARCH

Here are some ways you can speed up your research (or your acquisition of technology).

Tribal Villages

Some Tribal Villages will give you new technology. This is not guaranteed, but it's another good reason to search them out and claim them before anybody else does.

Trade

Trade routes can yield Science from Scientific city-states, or other civilizations' cities that contain Campus districts.

Districts and Buildings

You can construct a Campus district in each city with buildings that increase your acquisition of science. The Library, for example, gives you +2 science per turn, a great scientist point per turn, and allows a scientist specialists to be assigned (see the section on specialists for more information).

Wonders

A number of wonders will greatly enhance your civ's technology. The Great Library wonder will award +2 Science per turn, and you receive fee boosts to all Ancient and Classical era technologies. See the Wonder section of the Civilopedia for more details.

Great Scientist

A Great Scientist, when earned, can provide all sorts of science bonuses, depending which one you claim. For example, Albert Einstein triggers a boost for 1 random Modern or Atomic era technology, and also provides +4 science to all your Universities.

Policies

Various policies in the game will award additional Science when applies to your government. For example, the Military Research policy awards +1 Science to each Military Academy and Seaport.

CHOOSING A TECHNOLOGY TO STUDY

When you have constructed your first city, the "Choose Research" menu appears and you must select a technology to study. Eventually, you'll acquire enough Science to learn that tech, and the "Choose Research" menu will reappear. You'll have to decide on the next tech. There are over 65 techs to study, and if you get them all, you can begin researching "Future Techs" to increase your game score.

THE RESEARCH CHOOSER MENU

When you need to pick a new technology, the Research Chooser Icon appears in the lower right circle on the screen. Then you press □ button to open the Research Chooser Menu. At the top, it displays the technology you've just finished learning. Below that is the "Open Technology Tree" button (more about that later), and beneath that is a list of the technologies available to you at that time. Each technology displays the number of turns it will take you to get that tech, as well as icons representing the various buildings, improvements, wonders, etc. that the technology allows or "unlocks". You can press the touchpad button after you have selected an icon or technology to learn more info about it.

Select a tech to choose to research that tech. The Choose Research menu will disappear, and a large icon will appear in the upper left-hand corner of the screen, showing you which tech you are currently researching and how long until completion.

CHANGING RESEARCH

You can change which tech you are researching at any time. To do so, select the tech icon in the Left Tray Menu after opening the menu by pressing the **L1** button. The Choose Research menu will reappear, and you can choose any of the available techs on the list. You can then continue to research the original tech later at the point you stopped; the previous research, and subsequent turns spent on that research, is not lost.

WHICH TECHNOLOGIES ARE AVAILABLE

At the start of the game, there are only a few technologies available to research, such as Animal Husbandry, Astrology, Pottery, Mining, and Sailing. All other technologies have one or more prerequisite techs that must be learned before they can be studied. When you've learned the prerequisite techs, the newly-available tech will appear on the Choose Research menu.

For example, the techs of Irrigation and Writing require knowledge of Pottery before they can be learned. If you choose to study Pottery, that tech will be removed from the Choose Research menu (because you already know it) and Irrigation and Writing will be added.

There are some technologies that require knowledge of 2 or 3 prerequisite technologies to unlock. Those techs will not appear until you've learned all of the required techs.

THE MIGHTY TECHNOLOGY TREE

To see how all of this works in the game, check out the amazing Technology Tree. It displays all obtainable technologies and how they each intertwine. Select a tech to order your civilization to research it – if your civilization doesn't know the prerequisite techs, it will research them first. The Tech Tree will plot the quickest route to the requested tech, and you will research the necessary precursors in the order it displays.

The Tech Tree can be reached from the Choose Research menu or by opening the Left Tray Menu by pressing **L1** button, then pressing ✕ button to select the technology icon.

THE SCIENCE VICTORY

Once you have learned enough technology, you can construct a series of rockets that culminates in a colony on Mars. If you do this before any other civilization achieves any other kind of victory, you win a Science Victory.

See the section on Victory for more details about the various ways to achieve victory in *Civilization VI*.
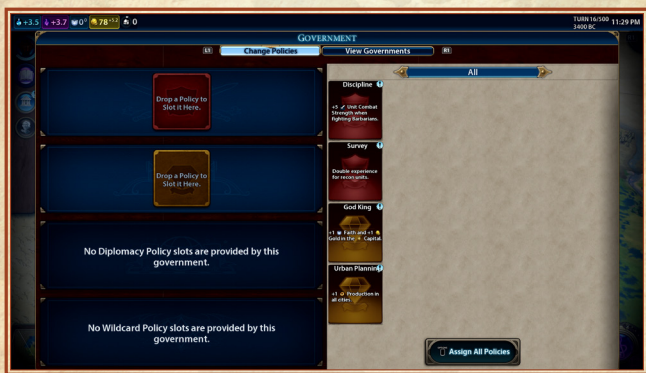
CULTURE

Culture is a measurement of your civilization's commitment to and appreciation of the arts and humanities – everything from cave paintings to Tiki heads. In this game, culture is the way that you advance through the Civics tree, which unlocks new policies and governments. It's also how you increase the size of your cities' territories. The more Culture you generate, the faster your borders will grow.

Most importantly, culture can be another path to victory.

CIVICS AND CULTURE

In *Civilization VI*, each Civic you acquire gives your civilization access to policies or governments, as well as certain buildings, districts, and diplomatic advancements.

Like the Tech Tree and Science, you acquire Civics by accumulating culture. Every turn your civilization adds some amount of culture to its pool. Each Civic costs a certain amount of culture to learn; when you've accumulated enough culture, you acquire the Civic. Once you earn the new Civic, your pool is depleted and you start accumulating all over again to save up for the next Civic.

WHERE DOES CULTURE COME FROM?

Much like other yields, culture comes from a variety of sources:

Buildings and Districts

Beginning with the palace and the monument, there are a variety of buildings and districts that increase a city's culture yield. The Theater Square district, for example, can hold multiple Culture generating buildings.

Wonders

A number of wonders will provide culture to your city.

Policies

Some policies will increase your culture income, such as the Trade Confederation.

Leader Abilities

Some leaders have special abilities that allow them to pull ahead in the culture game quicker than others, such as Peter the Great or Gorgo.

Natural Wonders

Several natural wonders provide a culture yield.

City-States

All Cultural City-States provide culture when sending them envoys.

Beliefs

Many beliefs provide boosts to earned culture.

Trade Routes

Trading with a civilization that has a theater square will provide culture.

CHOOSING A CIVIC TO STUDY

When you have reached enough culture in your pool to finish your first Civic, the "Choose Civic" Icon appears in the lower right hand side circle. After you press ☐ button the Choose Civic menu appears. You then must select which civic you wish to study next. Eventually you'll acquire enough culture to learn that civic, and the "Choose Civic" menu will reappear for you to choose your next Civic. There are many civics to study, and if you earn them all you can start on "Future Civic" to increase your game score.

THE CHOOSE CIVIC MENU

When you need to pick a new Civic, the Choose Civic menu appears on the left edge of the screen. At the top it displays the Civic you've just finished learning ("Code of Laws" is the first available Civic). Below that is the "Open Civics Tree" button (more about that later), and beneath that is a list of the Civics available to you at that time. Each Civic displays the number of turns it takes to acquire that Civic, as well as the icon representing the various governments, policies, buildings, etc. that the civic allows or "unlocks". You can press the Touchpad button after you have selected an icon or Civic to learn more about it.

Press ✕ button on a Civic to choose to research that civic. The Choose Civic menu will disappear, and a large icon will appear in the upper left-hand corner of the screen, showing you which Civic you are currently researching and how long until it's completed.

CHANGING RESEARCH

You can change which Civic you are researching at any time. To do so, select the tech icon in the Left Tray Menu after opening the menu with the **L1** button. The Choose Civic menu will reappear, and you can choose any of the available Civics on the list. You can later continue to research the original civic at the point you stopped; the previous research, and the subsequent turns spent, is not lost.

WHICH CIVICS ARE AVAILABLE

At the start of the game, there is only one Civic to research, Code of Laws. All other Civics in the game have one or more prerequisite Civics that must be learned before they can be studied. When you've learned the prerequisite Civic, the newly-available Civic appears on the Choose Civic menu.

For example, the Civics of Early Empire and Mysticism require knowledge of Foreign Trade before they can be learned. So if you study Foreign Trade, that Civic will be removed from the Choose Civic menu (since you already know it) and Early Empire and Mysticism are added.

Some Civics require knowledge of 2 or 3 prerequisite Civics, not just one. Those Civics do not appear until you've learned their required Civics.

THE MIGHTY CIVICS TREE

To see how all of this works in the game, check out the amazing Civics Tree. It displays all obtainable Civics and how they intertwine. Select a Civic to order your civilization to research it – if your civ doesn't know the prerequisite Civics, it will research those first. The Civics Tree will plot the quickest route to the requested Civic, researching the necessary precursors in the order it displays.

The Civics Tree can be reached from the Choose Civic menu or by opening the Left Tray Menu by pressing the **L1** button, then pressing ✖ button to select the civics icon.

THE CULTURE VICTORY

If you aim to be the cultural epicenter of the world, this is the victory for you. The first civilization to possess a total number of Visiting Tourists that exceeds the Domestic Tourists of each other civilization in the game wins the Culture Victory.

Tourism is generated by Trade Routes, shared (or conflicting) late game Governments, open borders, Great Works housed in your civilization, Relics housed in your civilization, Holy Sites, National Parks, Artifacts, and wonders.

See the section on Victory for more details about the various ways to achieve victory in *Civilization VI*.

BUILDERS AND IMPROVEMENTS

Builders represent the men and women who build your empire. They clear the Woods or Rainforests to build the farms that feed your cities. They dig the mines that provide you with precious gold or mighty iron. They may not be military units, but Builders are important.

A Builder's improvements can increase the production, gold, and food output of your tiles. They also provide access to special bonuses provided by certain resources. If you do not improve your land, your civilization will almost certainly be overwhelmed by more established civilizations.

CREATING BUILDERS

Builders are built in cities, just like other units.

BUILDERS IN COMBAT

Builders are non-military units. They are captured when an enemy unit enters their tile (they heal like other units, but they do not gain experience or promotions). Builders cannot attack or damage other units, so it's a really good idea to stack a military unit with a builder if they're in dangerous territory.

THE BUILDER ACTION PANEL

When an active Builder is in a location where it can do something – say, build an improvement, or clear land—the Builder Action Panel is visible. This panel displays all actions available to the builder at that location. Select an action by continuing to scroll with the left stick to the suggested actions and press ✕ button to order the Builder to start building. Builder actions are completed immediately, but builders only have a certain number of charges (shown on the Action Panel) before they retire.

CLEARING LAND

Once their civilization has learned the Mining technology, Builders can remove Woods from tiles. Once they have learned Bronze Working, they can remove Rainforest. And once they have learned Irrigation, Builders can drain Marshes.

Remember, while clearing away terrain to access the resources around a city can be a profitable tactic, there are some benefits to keeping some of the natural terrain around your city. See Terrain for more details.

BUILDING ROADS

Builders **cannot** construct roads. Roads are constructed by Traders to establish Trade Routes are sent between cities, or by Military Engineers later in the game. Roads can be built in any terrain and across any features, excluding mountains, Natural Wonders, ice, and water (Ocean, Lake, or Coast. Roads can be constructed in tiles with resources and/or improvements. Roads work in conjunction with existing improvements, wonders, etc.

See the section on Roads for more details.

CONSTRUCTING IMPROVEMENTS

Once a civilization has learned the appropriate technology, its Builders can construct improvements.

WHERE IMPROVEMENTS CAN BE CONSTRUCTED

Improvements can be built only in appropriate locations. For example, farms may not be built on ice, while mines cannot be built atop Cattle resources. The Builder Action Panel displays improvements that your civilization has the technology for and are appropriate for the tile the active Builder is currently occupying.

Airstrip

This modern improvement can be built on any tile without Hills after researching Flight. Only Military Engineers can build airstrips, which yield two aircraft slots.

Camp
The camp improvement requires Animal Husbandry; camps may be built on Deer, Furs, Ivory, or Truffles resources to increases the gold output of that tile.

Farm
The farm is the earliest and most commonly-constructed improvement. All civilizations begin knowing how to farm. Farm improvements can be constructed in Plains and Grassland, or atop Rice or Wheat tiles.

Fishing Boats
After researching Sailing, fishing boats may be built on Whales, Fish, Crabs, and Pearls.

Fort
The Fort is a special improvement that is constructed by Military Engineers or Roman legions and unlocked by Iron Working; they provide protection to military units when fighting from within the Fort. The fort may only be constructed in a friendly or neutral tile atop any resource or terrain, but constructing a fort atop another improvement will destroy the previous improvement. The fort is destroyed when a non-friendly unit enters the space, or if the space becomes owned by another civilization.

Lumber Mill
Lumber Mills increase a Woods tile's output by 1 production without destroying the Woods feature. Building a lumber mill next to a river will further increase the tile's yield by 1 production. This improvement is unlocked by Machinery.

Mine
The mine improvement is acquired when your civilization learns the Mining tech. It can be used to increase the production output of many tiles, and may be built on Hills or mineral Luxury and Strategic resources.

Oil Well & Offshore Platform
Oil wells and offshore platforms are modern improvements to oil tiles that increase the tile's output by 2 production.

Pasture
Unlocked by Animal Husbandry, this improvement can be built on Cattle, Horses, and Sheep to increase the tile output by 1 production.

Plantation
This improvement is unlocked by Irrigation and can be built on Bananas, Citrus, Cocoa, Coffee, Cotton, Dyes, Incense, Silk, Spices, Sugar, Tea, Tobacco, and Wine to increase the output by 1 Gold.

Quarry
After researching Mining, you can build a quarry on Gypsum, Marble, or Stone to increase the tile output by 1 production.

Seaside Resort
The Seaside Resort may be built on Grass, Plains, or Desert tiles without Hills after researching Radio. They must be a on the Coast and have an appeal of 4 or higher.. Resort tiles provide gold and tourism equal to appeal.

PILLAGING ROADS AND IMPROVEMENTS
Certain units can "pillage" roads, buildings, and improvements, rendering them temporarily useless – that means no resource, no movement bonus, and so forth. A unit may even pillage its own civilization's roads (typically to deny another civ from benefiting from them).

PLUNDER REWARDS
A unit that pillages an improvement may gain a "plunder" bonus based on what was pillaged. Rewards scale based on game speed and era.

REPAIRING ROADS AND IMPROVEMENTS
A builder may repair a pillaged road or improvement. This takes one turn, but does not consume a Builder "charge."

BUILDER ACTION LIST

Build Farm: Construct a Farm improvement on the current tile. Farms increase the Food production of the tile. Some resources, like Wheat, require Farms to be built on them before they can be accessed.

Build Mine: Construct a Mine improvement on the current tile to improve its production. Some resources, like Iron or Diamonds, require Mines before they can be accessed.

Build Lumber Mill: Build a Lumber Mill on a current tile with the terrain Woods. Lumber Mills provide extra Production.

Build Pasture: Construct a Pasture on the occupied tile for resources like Horses and Cattle.

Build Camp: Construct a Camp on the occupied tile to access resources like Furs and Deer.

Build Plantation: Construct a Plantation on the current tile. Plantations are needed in order to access many Luxury Resources.

Build Quarry: Construct a Quarry on the current tile. Marble resources require Quarries to be built on them in order to be accessed.

Build Oil Well: Construct an oil well on the current land tile to access the Oil resource there.

Remove Rainforest: Order the Builder to clear the occupied tile of its Rainforest Feature. This removes any benefits provided by the Rainforest.

Remove Woods: Order the Builder to clear the occupied tile of any Woods Feature. This removes any benefits provided by the Woods.

Remove Marsh: Order the Builder to clear the selected tile of any Marsh Feature.

Repair: Repair any damage caused by unit pillaging. The improvement and any resources on this tile cannot be utilized until it is repaired.

Delete: Permanently delete the active unit and receive a small amount of gold in return.

MILITARY ENGINEER ACTION LIST

Build Road: Build a road improvement on the current tile. Roads can be built on any passable land tile.

Build Airstrip: Construct an Airstrip improvement to provide Aircraft slots.

Build Fort: Construct a Fort improvement to provide combat defenses.

GOVERNMENTS

Governments let you customize your civilization to match your play style. They offer different combinations of slots that hold different types of Social Policies, as well as offer distinct bonuses. Military slots, for example, house military social policies, as well as economic and diplomatic slots. Finally, some governments offer wildcard slots, which can house wildcard policies or any other policy type.

Unlocked through the Civics Tree, the available governments will change as you progress through time. In the beginning, you will have a simple government with only a handful of slots. But as you reach later eras, more slots in different combinations will be unlocked. Additionally, Governments have their own special bonuses: for instance, while active, the Theocracy government allows you to purchase land units with accumulated Faith and offers a discount on Faith purchases.

Additionally, all Governments have Legacy bonuses that unlock when a Government type has been active within your empire for a number of turns. For example, though you may have moved past the Theocracy government long ago, you receive a Legacy bonus of Faith discounts based on how long that Government was active during your empire's history.

You may change governments at any time, but it is free on the turn where you have unlocked a civic. Any other turn, you will have to pay a gold cost. If you choose to revert to a government you had previously activated, your city will incur Anarchy, losing all yields and government bonuses for a number of turns.

The Government you establish changes the number of Social Policy slots available for you to set. Read below for more information.

SOCIAL POLICIES

Social Policies represent the way you choose to govern your people. Will you be an authoritarian ruler, sacrificing a little freedom for discipline and increased productivity? Will you organize your civilization to have a strong military, or will you concentrate your efforts on expanding culture and borders? Do you want to set up your civilization as a monarchy or democracy?

Social policies have concrete effects on gameplay. Some increase your cities' production, while others generate more wealth; still others establish a more effective military. There is no right or wrong policy in the game, and one policy may be better for a given circumstance or your personal playing style than another. Try them out and see what works.

There are 4 types of Policies, each of which may be slotted into a corresponding slot in a given Government. Slotting these individual policies will give you the benefits described, thus enhancing your game.

GAINING SOCIAL POLICIES

You can choose to adopt social policies once you have gained enough Culture to unlock your first Government. Social Policies will be unlocked as you progress through the Civics Tree, and changing your Government will allow you to slot different combinations of policies to better suit your play style.

Any time a new Government or Policy is unlocked from the Civics tree, you will have the opportunity to re-slot or change your Government for free. Otherwise, there will be a cost to make these changes.

SOCIAL POLICY TYPES

There are 4 different policy types to explore, each attributing to a different style of government. All types must be applied to an empty slot of the same type in the government, but a Wildcard slot can house any type of policy.

Military: These policies are best for players who want a strong military on land and sea.

Economic: These policies can increase all sorts of yields, whether through increasing district adjacency bonuses or reducing costs.

Diplomatic: These policies are best for players with a strong interest in building relationships, and can help strengthen the bonds with City-States or improve espionage operations.

Wildcard: These policies accelerate the rate of Great Person production and other bonuses.

RELIGION

Religion has returned to *Civilization VI*. Although similar to the Religion systems of past Civilization titles, there is now more riding on your religious choices than ever. With the introduction of the brand new Religious Victory and Theological Combat, you have new and exciting tools at your disposal to spread your beliefs to other cities and civilizations.

ACCUMULATING FAITH

Faith is the currency of Religion, and may be acquired in a number of different ways:

Civilization and Leader Abilities: Some Civilizations and Leaders have special abilities that allow you to earn Faith from sources that would not otherwise grant this yield.

Social Policies: Slotting certain policies can yield a passive income of Faith.

City-States: Partnering with religious City-States will allow you to accumulate Faith more quickly.

The World: Some Tribal Villages award lump Faith bonuses when investigated, and Natural Wonders can provide Faith yields.

Buildings: The Holy Site and religious buildings (such as Shrines or Temple) are natural choices to increase your Faith income.

PANTHEONS

Once you accumulate enough Faith, you'll be prompted to Found a Pantheon, a precursor to the full-blown Religions founded later. Choosing which Pantheon to found depends on your short- and long-term goals for your civilization. After earning a Pantheon, you are well on your way to establishing your Religion.

GREAT PROPHETS

In *Civilization VI*, you may found your Religion once you have earned (or purchased) a Great Prophet. Religious buildings will accumulate the Great Prophet Points necessary to bring this special unit to your civilization. After the Great Prophet has been earned, send the unit to your Holy Site, and then found your Religion. Great Prophets may also be earned from Stonehenge.

FOUNDING YOUR RELIGION

After founding your Religion, you will be prompted to choose a name and icon to represent your beliefs. You may choose a historical religion, or create one of your own!

A newly established religion will consist of two beliefs: a Follower belief, and one of three additional types of beliefs that can be tailored to your play style. Once your religion is founded, all of your cities with Holy Sites will automatically convert to the religion.

Any future Holy Sites built will immediately adopt your religion.

Note: A maximum of 7 religions can ever be created in any game. Try to get one early so you don't miss out!

RELIGIOUS UNITS

There are three types of religious "combat" units: Missionaries, Apostles, and Inquisitors. Religious units may be purchased through your city with Faith and will adopt the majority Religion of the city in which they are built.

Missionaries may be built in any city with a Shrine, and have the ability to spread your religion to any City Center in an adjacent hex.

Apostles may be built in any city with a Temple, and are stronger than Missionaries. In addition to being able to spread your religion to more cities (and remove some of another player's religion while doing so!). Apostles possess a special attribute that make them uniquely powerful in one specific area, such as having more charges to spread or having Medic abilities. Furthermore, Apostles may initiate Theological Combat against enemy Missionaries or Apostles. Theological Combat is the best way to defend against other religions trying to spread across the map.

Inquisitors are special units that are good for defending against other religions in your own territory. You may gain these units after choosing to launch an inquisition with an Apostle.

CITY-STATES

City-States are the smaller political entities in *Civilization VI*. They cannot win a game because they're not competing against you – but they can greatly assist or impede your progress towards victory. There are a few options to deal with these city-states. You can befriend them and gain a number of important benefits, you can ignore them and concentrate on bigger and more important foes, or you can conquer them and take their stuff. The choice is up to you.

TYPES OF CITY-STATES

There are six different "flavors" of city-states. Each can provide you with different benefits if you befriend or ally with them.

TRADE
A trade city-state can provide gold to your civilization.

RELIGIOUS
A religious city-state can provide faith to your civilization.

MILITARISTIC
A militaristic city-state can provide production to your army.

SCIENTIFIC
A scientific city-state can provide science to your civilization.

CULTURAL
A cultural city-state can help you improve your culture.

INDUSTRIAL
An industrial city-state can provide production to your civilization.

COMMUNICATING WITH CITY-STATES

In order to communicate with a city-state, you must find it first. When one of your units encounters a city-state, the city-state will tell you what type it is (see above), and it will often give you a gift as well. (This is another good reason to explore the world!)

Once you have met, the city-state may periodically offer you "Quests" (see below). If you want to get in touch with the city-state, you can select the city itself, or you can go through the Diplomacy Panel.

ENVOYS

The bonuses you earn from a city-state depend on how many Envoys you have sent to the city-state.

After earning Envoys, you will be able to choose which city-state to send them to. If you have multiple Envoys, you may divide them between city-state as you desire. You may even choose to send Envoys to a city-state you are at war with (unless you were the one that declared the war originally), potentially changing the city-state's allegiance in the middle of a war.

Declaring war directly on a city-state removes all Envoys you had there; otherwise, Envoys stay in the city-state permanently. Envoys at a city-state are visible to all players, and placing them may have diplomatic consequences.

The bonuses earned are based on how many Envoys you have present, regardless of who else has Envoys there. City-states of the same type share the same Type Bonuses. They are cumulative, so as a player places more and more Envoys in a city-state, they stack with the bonuses from before.

There are three ways to earn Envoys:

Civics
Some Civics, particularly ones that are not on the "main path" of the tree, award an Envoy as soon as they are finished. Later Civics will award multiple Envoys.

Quests
City-States can broadcast quests which allow you to earn free Envoys at the City-State. The number of Envoys rewarded depends on quest type and game progression. Quests are always assigned to individual players, and only to players that have at least one Envoy already in place. The type of City-State determines which quests are more likely to be given.

Governments

Governments, and some policies in a government, contribute "influence points" which award Envoys to spend once a threshold is reached.

INFLUENCE LEVELS

WAR

While at war with a City-State, your influence will remain negative and they certainly won't give you anything. However, a city-state will always accept a peace deal as long as the suzerain of the city-state is not at war with you.

NEUTRAL

The city-state doesn't especially like or hate you. You can do quests to receive and send Envoys, or you can go to war.

SUZERAIN

The civilization with the most tokens on a City-State (must be at least 3 tokens) is considered that City-State's Suzerain. There can be at most one Suzerain; ties are not allowed. If nobody has tokens on a City-State, there is no Suzerain. The Suzerain gets several significant benefits:

Unique City-State bonus. This is a powerful bonus which no other City-State will provide (ex. Jerusalem acts as a second Holy City for your religion.)

Diplomatic allegiance. The City-State will automatically follow its Suzerain into war and peace, matching the diplomatic state of the Suzerain.

Military levy. The Suzerain can pay the City-State a sum of gold to gain control of the City-State's military units on the map for a limited time.

City-States have limited autonomy. City-states have limited autonomy. They cannot declare war on a civilization, except indirectly by having a suzerain who does declare war.

WAR OF THE CITY-STATES

You can declare war on a City-State at any time. You can do so through the Diplomatic Panel or by ordering one of your units to attack a city-state's unit or city. You can offer peace to a city-state through the Diplomatic Panel or by pressing ✕ button on the city.

GREAT PEOPLE

Great People are the artists, merchants, engineers, scientists, or warriors who can singlehandedly change the course of a civilization. In *Civilization VI*, each Great Person is an individual with their own name and effect based on their historical influence.

There are many types of Great People, some examples are: Great Artists (or Writers or Musicians), Great Engineers, Great Merchants, Great Scientists, Great Prophets, Great Admirals, and Great Generals.

GENERATING GREAT PEOPLE

Great People can be earned by earning enough of the right type of points, and can only be earned by civilizations (not Barbarians or city-state). Unlike the *Civilization V* system, Great People are global: they are visible to all players, and they can be visibly competed over between all players.

Each type of Great Person has their own points that are tracked separately. Great Scientist Points cannot count as Great Artist Points, and so on.

The number of points needed to earn a particular Great Person depends on that Great Person's era. A Renaissance-era Great Scientist will cost much less Great Scientist Points than a Modern-era one. These points come from a variety of sources:

Districts
Each district, and the buildings within it, provide points towards its associated Great Person type. This is the slow, but steady source of points.

City Projects

This is an active approach for players to aim for a particular Great Person they want and overtake competing players. For each available Great Person type, any city with its associated district has access to a special project in its production queue. For example, when a Great Prophet is available, cities with Holy Site districts can choose "Holy Site Prayers – 5 Turns" in their production queue. Choosing one of these projects greatly increases the Great People points for that type once it is completed. These projects also provide yields when they are underway, and can be repeated multiple times.

Other Bonuses

Points can also be generated through government policies, Wonders, unique civilization abilities, etc.

USING GREAT PEOPLE

Each individual Great Person has a different effect inspired by history. Most effects are strongly linked to a particular era of play and are not optimal for use outside of that time. The effects fall into two broad categories:

Passive Effects

A Passive Effect happens as soon as the Great Person is spawned on the map and do not need to be activated. These are mostly used for Generals and Admirals (ex. +5 combat strength for units within 2 tiles of a General).

Action Effects

An Action Effect must be activated by the Great Person by using a "charge" at a certain location. The number of charges, the type of location needed, and the effect activated will vary based on the individual. Most individuals only have 1 charge and can only activate at a district matching its type (ex. most Great Scientists have 1 charge and must use it at a Campus). Like other charge-based units, the individual will disappear when all charges are depleted.

Note: The Prophets do not have a different effect, as they can only create a religion.

GREAT GENERALS AND ADMIRALS

The main effect of Great Generals and Admirals is to provide bonuses to military units near them on the battlefield. Generals and Admirals have this effect by default. Regardless of who the individual is, all Generals and Admirals provide +1 Movement and +5 Combat Strength for land or naval military units (respectively) within 2 tiles.

They also have an action which provides a bonus unique to the history of the individual.

Note: Great Generals' and Admirals' bonus unique ability is used by retiring the unit.

GREAT ARTISTS

Great Artists, Musicians and Writers are special people who produce Great Works – paintings or sculptures – that you can house in your civilization to attract tourists.

For more on Great Work storage and Tourism, see the Culture Victory section of the manual.

GREAT PROPHETS

Great Prophets are a special type of Great Person that are limited from the game's start, and are used to found a religion. Great Prophets do not have individualized effects.

Once you have earned a Great Prophet, send them to your Holy Site to found your religion. For more on this, see the Religion section of this manual.

Great Prophets are no longer available when starting the game in the Industrial Era or later.

GREAT ENGINEERS

Great Engineers are primarily about buildings, production, and especially Wonders. Many Engineers will assist in progressing construction of a Wonder much more quickly than otherwise possible, sometimes triggering a secondary effect as well. Other Engineers use charges to produce buildings in districts, sometimes above the current tech level.

GREAT MERCHANTS

Great Merchants have a variety of effects, but most are related to gold, trade routes, or City-States.

GREAT SCIENTISTS

Great Scientists have a variety of possible effects, but many are focused on the triggering of tech boosts or otherwise speeding scientific advancement. These tech boosts will not stack with the ones earned from normal play. This means, for example, that you cannot get one boost on a tech from a Great Scientist for 50% its cost and then boost it with its normally available game trigger to complete it.

MOVING GREAT PEOPLE

Great People can move about the board like any other units. They are non-combat units, which means that they cannot stack in a tile with other non-combat units (Builders, Settlers), but they can stack with one military unit. If an enemy unit enters a Great Person's tile, that Great Person is automatically sent back to the user's territory (the enemy cannot take a Great Person for their own).

GOLD

Ah, Gold! Gold is the lifeblood of civilizations. It may be true that "money can't buy you love," but it can purchase a submarine armed with nuclear missiles, and that's not bad.

WHERE TO GET GOLD
Gold comes from a variety of sources. You'll get most of your gold by working the tiles around your cities, but other sources are available as well.

TERRAIN TYPES
These tiles provide gold when your citizens work them:
• Coast Tiles
• Some Natural Wonders
• Oasis

IMPROVEMENTS
Some improvements provide gold when worked, such as:
• Camps
• Plantations
• Seaside Resorts

TRADING POSTS
Trading Posts are established in cities that have had a trade route with them completed. Aside from extending the range of Trade Routes, Trading Posts also provide gold for any Trade Routes that passes through them.

DISTRICTS AND BUILDINGS
Many districts and buildings increase a city's output of gold, especially the Commercial Hub and the buildings it houses.

WONDERS
Some Wonders provide or increase a city's output of gold, such as the Great Lighthouse or Big Ben.

TRADE ROUTES
Creating a Trade Route with any city will provide gold, and cities with Harbors and Commercial Hubs will provide even more.

BARBARIAN ENCAMPMENTS
You earn gold each time you disperse a Barbarian Encampment

TRIBAL VILLAGES
Some tribal villages offer a gift of gold when explored.

CITY-STATES

A city-state may give you gold later if you befriend it, depending on its type. (See the section on city-states for details.)

PILLAGE ENEMY IMPROVEMENTS

Pillaging certain enemy improvements and districts will give you a modest amount of gold.

DIPLOMACY

You can negotiate for gold – lump sum or an amount each turn for a number of turns – during negotiations with another civ.

EXPENDING GOLD

There are a lot of ways to earn gold. Likewise, there are plenty of places to spend it:

UNIT AND BUILDING MAINTENANCE

Units and buildings both have "maintenance costs" that must be paid every turn. See the individual entries on the units and buildings for specific amounts. (Note that these maintenance costs vary depending on the unit type.)

PURCHASE TILES

You can extend your civilization's territory by purchasing individual tiles. Go to a City Screen, and then select "Buy a Tile." The map will display all tiles available for purchase. Select the tile to expend the requisite gold and purchase the tile. When choosing where to place a district, you will also have the option to purchase a tile.

PURCHASING UNITS, BUILDINGS, OR WONDERS

You can spend gold to purchase units or buildings in a city. Select an item (if you can afford it!) and it will be immediately constructed in the city, with the amount deducted from your treasury.

UPGRADING OBSOLETE UNITS

Over time, you'll learn new technologies that allow you to create better military units than those you previously could. When this occurs, you'll have the option to "upgrade" the older units, turning them into the newer, more powerful models. (For example, once you learn Archery, you can upgrade any Slinger units you possess into Archers.) Each upgrade costs some gold – the more powerful the upgrade, the more expensive it will be.

A unit must be in your territory to be upgraded. When an upgrade is available for a unit, the "Upgrade" button will appear in the unit's Action list.

DIPLOMACY

You can exchange gold with other civilizations for any number of reasons – trading it for resources or to get the other civ to make peace with you. Gold is extremely useful in negotiations.

There are two different ways to exchange gold: flat fee and per turn.

Flat Fee

A "Flat Fee" exchange is just that. You give or receive a one-time lump sum of gold, and then you're done.

Per Turn

You can also negotiate an exchange that occurs over a number of turns (usually 30). For example, you might agree to pay the other civ 5 gold per turn for 30 turns. These agreements are rendered null and void if the two civilizations go to war.

LOSING A CITY

If a civilization or city-state captures one of your cities, they take some of your gold (as well as the city).

BANKRUPTCY

If your treasury is at zero and you're running a negative budget, you will begin to receive a -1 penalty to your Amenities per every 10 Gold you drop below 0. Additionally, at -10 Gold you will automatically disband a unit, at -20 Gold, two units will be disbanded, and so forth.

AMENITIES

Amenities are like a currency for happiness – the higher your amenities, the more content your citizens. Additionally, the more amenities you have, the more your citizens will grow and the better your yields will be. Of course, an unhappy city will not grow very much at all, and you'll see a negative impact on your yields.

Amenities are always tracked at a per-city level, and as your population grows you will need to ensure that your amenities do as well.

POSITIVE AMENITY SOURCES

Luxury Resources: Each Luxury resource can contribute up to 4 Amenities to your empire (1 per city) to the 4 cities that need them most. Distribution happens automatically, as long as the Luxury resource is improved (a Plantation improvement built on Spices, for example).

Entertainment: The first building in the entertainment complex district (arena) provides amenities to the local city. The next two buildings (zoo and stadium) provide amenities regionally to all city-centers within 6 tiles. Two wonders (Colosseum and Estadio do Maracena) provide amenities to all cities in a player's empire.

Religion: Some religious beliefs can increase amenities.

Civics: Some specific social policies will have a positive effect on your amenities when slotted in your government.

NEGATIVE AMENITY SOURCES

War Weariness: Fighting a lot of wars (especially in the later eras) will trigger war weariness. Losing units compounds this effect.

Bankruptcy: Not having enough Gold to cover your expenses in a turn will put negative amenities on all of your cities (as well as forcing some of your military units to disband).

WONDERS

Wonders are the spectacular buildings, inventions, and concepts that have stood the test of time and changed the world forever. Wonders require time, energy, and effort to complete, but once constructed, they provide your civilization with many benefits.

CONSTRUCTING WONDERS

Wonders are unique: only one of each can be constructed during a game. For example, whichever civilization completes the Great Lighthouse first is the only one who can build it. Wonders tend to be extremely powerful and expensive, as well.

EFFECTS OF WONDERS

A Wonder can have a huge variety of effects. One might greatly increase a city's productivity, while another might grant you free technology. A third might give your Builders additional charges, and a fourth might grant you a significant gold increase.

Check the Civilopedia's Wonder entries for more details.

CAPTURING WONDERS

If you capture a city, you will capture all of the World Wonders constructed in it.

PROJECTS

Projects are a special kind of construction akin to Wonders in that they perform special functions unlike other buildings. Some Projects may be constructed only once per civilization, like the Manhattan Project, or multiple times over the course of the game, such as the Campus Research Grants.

Unlike Wonders, which give your civ immediate bonuses upon completion, Projects help unlock other features or units in the game (like the ability to build nuclear weaponry), or are necessary components to complete a Victory. See the sections on the Culture and Science Victories for more information.

Also, unlike any other production item in a city, Projects cannot be purchased or hurried.

DIPLOMACY

Diplomacy is important in *Civilization VI*. The world is huge and filled with other civilizations whose leaders are just as cunning and determined as you are. Some are honest, others are liars. Some are warlike, others prefer peace. But they all want to win.

You can accomplish a lot through diplomacy, such as gaining allies or isolating your enemies. You can create defensive and offensive pacts or increase your technological advancements through cooperative research ventures. You can end wars that are going badly for you, bluff the credulous, or bully the timid.

It's a big, tough world out there, and you won't last long if you automatically attack everybody you meet. Sometimes it really is better to talk than to fight.

WHO CAN CONDUCT DIPLOMACY

You can speak to another civilization's leader at any time after you've established diplomatic relations with them. This happens automatically when one of your cities or units encounters one of their cities or units. (In fact, the desire to establish diplomatic relations is one of the driving forces behind world exploration.)

Note that another civ may attempt to open negotiations with you as well once you've established diplomatic relations.

INITIATING DIPLOMACY

Once you've met another civilization, to initiate diplomacy, select any leader portrait on the diplomacy ribbon in the right tray. The leader will appear, displaying possible diplomatic options, information about your current relationship, diplomatic visibility level, their agendas, gossip, and more. If you want to switch to a different leader, you can do so by selecting him in the diplomatic ribbon in the right tray.

If you want to speak with a city-state, you can do so by opening the city-states menu in the right tray, which will display a full list of all city-states you've met.

DIPLOMACY WITH CIVILIZATIONS

When you engage in diplomacy with civilizations, you will have a number of options available depending on your current relationship.

DECLARE WAR (SURPRISE WAR)

Select this button to declare war against the civilization. You can use this option to declare war without warning. This option will have the greatest negative impact on the opinion that others civs have of your civ (warmonger score).

DECLARE WAR (FORMAL WAR)

Select this button to declare a formal war. This option requires you to denounce another civ before declaring war. This option has less of an impact on your warmonger score with other civs. Additional circumstances can eliminate a negative score altogether, like defending an ally or targeting a civ who is trying to displace your religion in your own cities.

NEGOTIATE PEACE

If you're at war with the civ, you can discuss peace.

DEAL

You can negotiate a trade deal with the civilization. Selecting this button will bring up the Trade Screen. From here, you can trade, make a demand, or even give a gift.

DENOUNCE

If you are unhappy with another civ, or you are preparing to declare a formal war, you can denounce them by pressing ✗ button on "Denounce".

SEND DELEGATION

Select this button to send a delegation to another civ. If they accept, this will increase your diplomatic visibility (access level).

DECLARE FRIENDSHIP

Select this button to ask to make a declaration of friendship. If the other civ accepts, your relationship will improve, which is also the next step towards an alliance. Additionally, a positive relationship will give you better terms when negotiating deals.

PROPOSE ALLIANCE

Select this button to propose an alliance. Once an alliance is achieved, you will unlock the ability to propose Defensive Pacts.

PROPOSE DEFENSIVE PACT

Select this button to propose a defensive pact. If either side of the pact get attacked, it will trigger an automatic declaration of war against the aggressor. Requires an alliance.

PROPOSE JOINT WAR

Select this button to propose a joint war. If they accept, both the player and accepting civilization will declare war against a common enemy.

DISCUSS

This button allows you to open up dialog on possible disagreements between you and the leader. Depending upon circumstances you may do any of the following:

• Request that the leader stop spying on you.

• Request that the leader not convert your cities to their religion.

• Request that the leader not dig up artifacts on your land.

• Request that the leader not build any more new cities near you.

EXIT

Press this to exit diplomacy with the leader.

THE TRADE SCREEN

The Trade Screen allows you to trade items, or enter into other kinds of treaties. Many options require knowledge of certain technologies or civics before you use them. If you cannot trade something, it will not be included in the list of possible trade items.

The Trade Screen is divided into two sides. Your civ's reserves are on the left side, and the other civ's are on the right. To open your available trade resources press the **L1** button. To open the other civ's available trade resources press the **R1** button.

Select items on your side to offer them to your trading partner; select items from their side to indicate what you want in return. You might, for example, offer to them "Open Borders" (permission for his units to enter your territory) in return for "Open Borders" (permission for your units to enter his territory).

However, trades do not need to be equal: you can, for example, ask for "Open Borders" in return for gold, or nothing. If the other civ accepts, you will see a green "Accept Trade" button appear. If the other civ rejects it (the button does not appear), you can select "Make this deal more equitable" to ask what the leader wants. (Note: there are times when the AI will never give up a certain item, no matter how good your offer.)

Sometimes the other leader will make you an offer. You can accept the offer, make a counter-offer, or decline it altogether.

Select the **Nevermind** button to leave this screen.

OPEN BORDERS AGREEMENT

At the start of the game, all civs have Open Borders by default. Once you have unlocked the Early Empires civic, your borders will close, and you can enter into an Open Borders agreement with another civ. (City-States can't make Open Borders agreements.) While an Open Borders agreement is in effect, the other civ's units can enter your territory without automatically triggering war. If the agreement is mutual, either civ's units can enter the other's territory freely. However, it doesn't have to be mutual: one civ can grant another Open Borders without automatically receiving it in return.

An Open Borders agreement lasts for 30 turns. When 30 turns have passed, the agreement must be renegotiated or it lapses. Any foreign units in a territory when Open Borders expires are automatically expelled.

DEFENSIVE PACT

Once you have acquired the Mobilization civic, you may engage in a Defensive Pact. Defensive Pacts are always mutual. If a signatory to a Defensive Pact is attacked, the other partner is automatically at war with the attacker. There is no requirement for you to stay at war with the third party.

A Defensive pact lasts for 30 turns. When that time has elapsed, the pact lapses unless it is renegotiated. The defensive pact is nullified if one of the participants declares war on *anybody*.

RESEARCH AGREEMENTS

Once you have acquired the Scientific Theory tech, you may engage in a Research Agreement with another civ that also has the Scientific Theory tech. A research agreement costs each side gold (if you don't have the required gold, you can't be part of an agreement). For the duration of the Agreement, each civ gets a bonus to its research.

The Research Agreement lasts 30 turns. You must make a new Agreement (and pay additional gold) if you want to extend it for another 30.

TRADING CITIES

Sometimes, two civilizations can trade a city. Generally, civilizations will not trade cities unless in dire circumstances or in exchange for huge payouts. You cannot trade your capital city.

City trades are not permanent. After trading the city, the user is able to request it back in later trade deals.

OTHER PLAYERS

You can ask your trading partner to interact with other civs that you both know. You can also ask them to declare war with another player.

RESOURCES

Strategic and Luxury resources can be traded between civilizations. The receiving civ is given all of the benefits of that resource for the duration of the trade (30 turns).

NEGOTIATING WITH CITY-STATES

City-States negotiations are considerably less complicated than civilizations since there are fewer options. Generally, you can send them Envoys, Levy their Military (if you're their suzerain), declare war, or offer peace. Sometimes they will offer quests. See the section on City-States for more details.

DECLARING WAR

You can declare war on a city-state or another civilization through the Diplomacy Panel or the City-State panel, or by simply attacking one of their units. You can declare war on a civ by entering their territory without an Open Borders agreement, as well.

Remember, they can declare war on you in the same fashion.

WARMONGERING

Other Civs will consider a player a warmonger if they do not manage their wars carefully.

NEGOTIATING PEACE

While at war, you can offer to negotiate peace through the Diplomacy Panel. Your opponent may refuse to negotiate altogether, in which case the war continues.

If it's willing to negotiate at all, a city-state will always accept an offer of peace without pre-conditions.

If your opponent is a civilization who is willing to discuss peace, you may negotiate the price for peace on the Trade Table. Depending upon circumstances one side or the other may give the opponent gold, treaties, cities, and/or resources in exchange for peace.

Note that your opponent can also offer to negotiate peace. It's usually a good idea to at least see what they're offering before deciding upon your response.

Note: You cannot offer peace until 10 turns after a war was started. Also, once you make peace, you cannot declare war with the same Civ for an additional 10 turns.

VICTORY AND DEFEAT

There are multiple paths to victory in *Civilization VI*. You can win through scientific dominance by becoming the first civ to establish a colony on Mars. You can overwhelm the other civilizations through cultural superiority, or by spreading your religious beliefs to every single civilization until yours is the dominant religion on the planet. Or, you can employ the ever-popular "crush all of your enemies beneath the wheels of your chariot" tactic and win a mighty domination victory. Whichever civilization achieves a set of victory conditions first, wins.

It's important to keep an eye on your opponents' progress toward victory as you advance your own civilization. There's nothing quite as maddening as to be on the verge of capturing your last surviving enemy's final capital, only to watch helplessly as they complete their spaceship and win an upset scientific victory.

CITY-STATES AND VICTORY

City-States cannot win a game of *Civilization VI*. Only major civilizations can do so.

HOW TO LOSE

There are three paths to failure in *Civilization VI*:

LOSING YOUR LAST CITY

If you lose your last city, whether to another civilization or an angry city-state, then you lose immediately. This is quite embarrassing, so don't let it happen to you, but if it does, be comforted knowing you're not the first civilization to be wiped off the map and subsequently forgotten.

ANOTHER CIVILIZATION WINS

If another civilization achieves one of the victories explained below, game over: you lose. It doesn't matter if you were about to achieve your own victory, whoever wins first wins, and everybody else loses.

2050 ARRIVES

If the year 2050 arrives and nobody has won one of the victories below, the game ends automatically and the civilization with the highest score wins (see below).

HOW TO WIN

There are several paths to victory available to you in *Civilization VI*:

DOMINATION VICTORY

If you capture all other civs' capitals and hang onto your own, you've achieved victory.

If you've lost your original capital, but still possess other cities, you can still win another type of victory: culture, scientific, or religious. However, you cannot win a conquest victory until and unless you recapture your own original capital – this will also prevent another player from winning a Domination victory.

Destroying an Original Capital

Simply: can't be done. A capital cannot be destroyed by any means. It can be captured, but not destroyed. Dropping a nuke on the city will at worst reduce its population to 1, but the city will not be destroyed. Accept it and move on. (Remember that you can drive another civ out of the game by destroying or capturing all of its cities, so you can still wipe your foes off the map even if you can't erase their capital from the face of the earth…)

Current Capital vs. Original Capital

If your original capital has been captured, another of your cities will automatically be assigned as a replacement capital. This city functions in all ways like the original, except that it can be destroyed, and it does not count towards a Conquest victory.

If you ever retake your original capital, it will resume its leadership position in your civilization.

SCIENCE VICTORY

The Science Victory is achieved by the first player to establish a colony on the planet Mars. Once the Space Race is underway and someone has launched their first satellite, all players will know who is attempting this victory. Players receive bonuses for reaching each milestone along the way to Victory.

The following steps must be completed in order:

Launch a satellite into space
Reminiscent of Sputnik in 1957, you can build a satellite to launch into space after
researching Rocketry and building a Spaceport. After completing the Launch Satellite
project, your satellite will be launched: you will be awarded visibility of the entire map.

Land a human on the moon
Just like the Apollo 11 mission in 1969, you can send a human to the moon. This
is unlocked after researching the tech Satellites, and can be built in any city with a
Spaceport. Choose to produce the Launch Moon Landing project to begin this mission.
After the rocket has been launched, you will immediately be rewarded a lump sum of
culture.

Establish a colony on Mars
Science fiction for now, perhaps – but in this game, you can be the first to send your people
to Mars. After researching Robotics, Nuclear Fusion, and Nanotechnology, you may build
the Mars Reactor Module, Hydroponics Module, and Habitation Module projects in any
city with a Spaceport. Note that more than one Spaceport means parallel production!

Once every piece is launched, you have won the game!

CULTURAL VICTORY
If you aim to be the cultural epicenter of the world, this is the victory for you. The first
civilization to possess a total number of visiting tourists that exceeds the domestic tourists
of every other civilization in the game wins the culture victory.

Tourists and Domestic Tourists
Tourists are visiting people from other civilizations, however your own civilization also has
a pool of citizens called Domestic Tourists which may prefer to stay local rather than be
tourists in other civilizations.

Generating Tourism
Tourists may be drawn to your civilization in a number of ways:
• Trade Routes
• Shared (or conflicting) late game governments
• Open Borders
• Great Works housed in your civilization.
• Holy Cities and Relics housed in your civilization will draw tourists of your religion.
  Note that once civilizations reach the Enlightenment civic, their tourism towards relics
  and Holy Sites will drop.
• National Parks in your territory (the higher the appeal, the more tourism)
• Finding and housing Artifacts in your civilization.

- Tourism Boosters
  - Great Works of Writing double in Tourism once Printing is invented, and Great Works of Music triple in tourism if the Satellite Broadcasts social policy is active.
  - All tourism yields are doubled once the Computers tech has been researched.
  - The Themed Museums also give you a culture bonus.

RELIGIOUS VICTORY

In order to obtain a Religious Victory in *Civilization VI*, you must make your religion the predominant religion of every Civilization. While your religion will spread passively simply by settling near other players, it is your Missionaries, Apostles, and Inquisitors who offer the best chance at victory.

Through the strategic use of religious units and a strong accumulation of Faith, you will be well on your way to winning a game of *Civilization VI* with your religion!

THE END OF TIME

If no one has achieved victory, the game automatically ends on the last day of 2050. The Scores of all surviving civs will be tallied, and a victor announced. You may continue playing the game after this point, but victory will no longer be a factor.

YOUR SCORE

In many *Civilization VI* matches, one of the players will win the game by achieving one of the possible victories. However, if no one achieves one of these victories by the year 2050, the winner is determined by the surviving civilization's "score."

And if someone does win outright before 2050, their score will determine their place on the "Hall of Fame" screen. Here's how scores are calculated:

ELIMINATION

If you are eliminated from the game, your score is zero. (Sorry.)

TIME TO VICTORY

If you achieve victory before 2050, you receive a "score multiplier." The earlier the victory, the better.

MAP SIZE AND GAME DIFFICULTY

The size of the map that you play on will determine the Score each civ receives for tiles, number of cities, and population. The game difficulty you choose will determine the overall value of all points in the game: the higher the difficulty, the more everything's worth. (In other words, winning a crushing victory on the easiest level will probably be worth fewer points than eking out a marginal victory on the toughest level.)

YOUR CURRENT SCORE

You can see everybody's current score on the Diplomacy Panel. If you press the ☐ button, you'll see where your points are coming from.

Note that the Score is not permanent: they can come and go across the course of a game. If you construct a Wonder, you then get the points for it. But if somebody else captures the city it's in, they get those points.

SECTION 3:
ADVANCED RULES

AIR COMBAT

Air units have become essential components of every military force in the world, starting from their importance for reconnaissance in the early part of the 20th century, evolving all the way top strategic bombing and air superiority in the latter half of the century.

Likewise, air power is helpful to victory in *Civilization VI*.

AIR UNITS

There are three main types of air units in *Civilization VI* support reconnaissance, fighters, and strategic bombers. These can be produced in any city that has built an aerodrome and researched the prerequisite techs.

SUPPORT RECONNAISSANCE

In the early modern era, observation balloons become available after researching flight, allowing you to extend your sight radius and increase the effective range of your artillery. Any artillery units in the same hex as or adjacent to an Observation Balloon gain a +1 attack range. Attackers will want these observation balloons to be able to attack units and cities from a 'safe' distance, and defenders will want these units for the same reason. Observation balloons can only be destroyed by eliminating the unit with a melee attack or by using aircraft.

FIGHTERS

Fighters and Jet Fighters may intercept incoming attacks, and engage in dogfighting with other aircraft.

STRATEGIC BOMBERS

Bombers and Jet Bombers do not engage in dogfighting, but are responsible for air strikes, pillaging the ground beneath them.

AIR BASES

Air units do not move around the map like ground and naval units. They must be "based" somewhere. The city center can always hold one air unit, but building an aerodrome, airstrip, or naval carrier can increase your available slots. An aerodrome can have up to 8 slots and an airstrip 6. The carrier begins with 2, but can gain more through promotions.

COMBAT STATS

All air units have two stats: combat, ranged (Fighter), or bombard (Bomber).

COMBAT

Used in evaluating combat between two air units. Think of this as the 'dogfighting' stat.

RANGED

Used in evaluating combat between the air unit and a ground unit or district. Think of this as the 'ground strafing' stat. This stat suffers the same debuff vs. district defenses that land ranged units do.

BOMBARD

Used in evaluating combat between the air unit and a district or ground unit. Think of this as the 'carpet bombing' stat. This stat suffers the same debuff vs. land units that land bombard units do.

PATROLS

Fighter aircraft can be deployed to a valid hex within their movement range from a friendly air base. After it is deployed, the aircraft will begin flying an orbiting pattern around its effective intercept range (1 hex radius). This should make it clear to both the attacker and defender the status of the fighters in the patrol state.

The patrol state is continuous, somewhat like the 'Fortify' unit operation. Once an aircraft has been set to patrol it will do so until it is ordered otherwise or it is destroyed.

While patrolling, the aircraft will continue to intercept and defend against multiple attackers.

At any time during the player's turn, Fighter aircraft can 'Return to Base' (station at a friendly air base) in order to heal. Aircraft stationed at an air base do not intercept attacking aircraft.

Aircraft can only heal at the end of the game turn when stationed on a city center, aerodrome, airfield, or naval carrier if they have not been involved in combat (either offensive, or defensive). Healing is 'fastest' on an Aerodrome District, and less so on Airfields and Carriers. These values can be increased through promotions and/or policies.

AIR STRIKES

Heavy Bomber aircraft cannot deploy on patrols. They are instead considered 'stationed' at a friendly air base, and can carry out attacks from that base.

Unlike fighter aircraft, bombers do not engage in dogfighting; they can only head straight for their target and attack. However, if there are fighters or anti-air units defending the target, then combat must be resolved before the bomber reaches the target (in other words, the bomber must survive any defending fighters and anti-air units). After combat is resolved with air units and damage is applied, the bomber attack resumes against the district or unit in the target hex.

Bomber aircraft can 'pillage' district buildings and city improvements by attacking them directly. The effect is the same as a ground unit pillage action with one exception: the attacking air unit does not get any material reward resulting from the pillage action like a ground unit would. In order for a pillage to occur, the attacking air unit must be at 50% health or higher.

INTERCEPTIONS

Fighters and jet fighters can be set to "intercept" enemy air attacks (AA gun and mobile SAM automatically intercept; they don't need to be given a special mission). If an air unit tries an air strike against a target within the range of an intercepting unit, the interceptor will fire on the attacker and do damage to it. Unless the attacker is killed by the interceptor, the air strike proceeds.

Only one unit can intercept an air strike; once it does, it cannot intercept any more that turn (though certain promotions can increase this). So if you're expecting multiple air attacks on a target, you might want to pile multiple fighters and AA units on and around that target.

WMDS

WMDs (Nuclear or Thermonuclear) are one-shot weapons. They perform a single air strike mission against a target, and then, win or lose, they are destroyed.

NUKES

Nuclear Weapons are extremely powerful weapons. They blow a lot of stuff up and poison the land and sea. They should only be used as a last resort – or if you're absolutely sure that you're the only one who has them – because once they start flying, the whole world can quickly become an extremely unpleasant place to be.

As someone once said, "One nuclear bomb can ruin your whole day."

CONSTRUCTION AND DELIVERY

There are 2 categories of atomic weapons: the Nuclear Device and the Thermonuclear Device. Nuclear Devices can be created in any city as long as the prerequisite technology has been researched, Uranium is available, and the Manhattan Project or Operation Ivy is completed.

There is no limit on the number that a player can build, however Nuclear Devices are expensive to produce and have a very high maintenance cost. Once a Nuclear Device is created, it is added to the player's inventory and can then be used by any unit or improvement capable of deploying it on the map. This includes Bomber aircraft, Nuclear Submarine. For example, if you position a Nuclear Submarine off the coast of an enemy, you can launch as many Nuclear Missiles at your opponent (1 per turn) as you have Nuclear Devices in your inventory.

USAGE

When an atomic weapon is detonated, several things happen to all the hexes within the blast radius. Citizens "working" the affected tiles are eliminated, units occupying the affected tiles are destroyed, and all tile improvements are pillaged. Any districts and buildings in the affected tiles are also pillaged and must be repaired to be used again. All tiles affected are contaminated with radioactive fallout.

NUCLEAR DEVICES

The first nuclear weapon available in the game, a nuclear device is a very powerful unit that can quickly alter the world's balance of power. The damage radius for a nuclear device is 1 tile in every direction outside of the drop zone. Units caught in the blast will be damaged or destroyed, Wonders, improvements, and districts will be pillaged, and cities will lose population if hit.

Like ranged units, a nuclear device cannot totally destroy a city. No matter how many times a city is hit by nukes, it will not be destroyed.

Nuclear devices can be delivered by many different methods, as mentioned above.

THERMONUCLEAR DEVICES

The second nuclear weapon available in the game, a thermonuclear device is even more powerful than the older nuclear device. The damage radius for nuclear device is 2 tiles in every direction outside of the drop zone. Units caught in the blast will be damaged or destroyed, Wonders, improvements, and districts will be pillaged, and cities will lose population if hit.

Like ranged units, a thermonuclear device cannot totally destroy a city. No matter how many times a city is hit by nukes, it will not be destroyed.

Thermonuclear devices can be delivered by many different methods, as mentioned above.

CONTAMINATION

After a nuclear attack, fallout will contaminate every tile affected by the blast. Any units that end their turn in a contaminated tile take 50 damage each turn. Production cannot be applied to anything in tiles containing contamination, such as repairing buildings and districts. Tiles that are contaminated cannot be worked by the city until the contamination timer expires or until the tile is "cleaned."

Nuclear contamination can be "cleaned" from affected tiles by Builder units. Builder units that are able to clean contaminated hexes will take less damage if they end their turn in such a hex. Any city tiles not directly affected by the nuclear blast will still function normally and contribute to the city's yield.

CORPS AND ARMIES

If you play deep into the Civics tree, you will have some options that a technology-focused player will not have. Starting in the Industrial Era after completing the Nationalism civic, players will be able to unlock the ability to combine multiple military units of the same type into a single stronger unit. Two military units of the same type will be able to combine to create a Corps, giving them +10 to their base Combat Strength. After researching Mobilization, three units of the same type may be combined into an Army, giving +7 to their base Combat Strength.

Once a Corps or Army has been formed, the units may not be broken apart into individual units again. The experience and promotions of the highest experience unit is preserved when creating this type of formation, so it is beneficial to combine rookies with more experienced units. Naval units may also be combined into Fleets and Armadas.

MULTIPLAYER CIVILIZATION VI

Multiplayer games let you pit your skills directly against other players rather than against just computer-controlled AI. Multiplayer games can be accessed from the Main Menu, and can be enjoyed over the Internet or via Hot Seat mode with friends.

MULTIPLAYER MENU

From the Main Menu, select the "Multiplayer" button to navigate to the Multiplayer games options screen.

HOT SEAT GAMES

Select the Hot Seat game option to create a local Hot Seat game. Hot Seat games are played with one controller, which gets passed around to each player when it is their turn. When selected, you will immediately be brought to the Game Setup screen (more details below).

INTERNET GAMES

Select Internet to open the Internet Games menu. A list of available Internet games will populate the browser view; select any of these games to join. If you don't see any games you're interested in, you can select "Create Game" to host your own and be taken to the Game Setup screen (more details below). Select to "Refresh" to refresh the list of available games at any time.

GAME SETUP

When you choose to start a Hot Seat game, you'll immediately be brought to the Game Setup screen. From here you can set all of the options for your game, such as Map Type, Game Speed, number of City-States, enable/disable Victory Conditions, etc. You can also load a previously saved Multiplayer game (more on that later). Select "Confirm Settings" once you've finalized your selections.

From here you'll enter the Staging Room where you can see what leaders everyone has chosen and which players are ready. An AI player will be denoted with the name "Computer," whereas human players will be denoted using their chosen name.

Once all players have selected that they are Ready, the host may launch the game.

The game setup screen showing:

RESTORE DEFAULTS	**GAME SETUP**		**BACK**

LT | Map Options | Victory Conditions | Game Options | RT

Ruleset	Standard Rules	Rainfall	Standard
Game Name	My game	Sea Level	Standard
Turn Timer	No Turn Timer		
Start Era	Ancient Era		
City-States	6		
Game Speed	Online		
Map	Pangaea		
Map Size	Tiny		
Resources	Standard		
World Age	Standard		
Start Position	Balanced		
Temperature	Standard		

Downloadable Content | Load Game | Confirm Settings

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VIRTUAL CURRENCY & VIRTUAL GOODS: The Software may enable users to (i) use fictional virtual currency as a medium of exchange exclusively within the Software ("Virtual Currency" or "VC") and (ii) gain access to (and certain limited rights to use) virtual goods within the Software ("Virtual Goods" or "VG"). Regardless of the terminology used, VC and VG represent a limited license right governed by this Agreement. Subject to the terms of and compliance with this Agreement, Licensor hereby grants you the nonexclusive, non-transferable, non-sublicensable, limited right and license to use VC and VG obtained by you for your personal, non-commercial gameplay exclusively within the Software. Except as otherwise prohibited by applicable law, VC and VG obtained by you are licensed to you, and you hereby acknowledge that no title or ownership in or to VC and VG is being transferred or assigned hereunder. This Agreement should not be construed as a sale of any rights in VC and VG. VC and VG do not have an equivalent value in real currency and do not act as a substitute for real currency. You acknowledge and agree that Licensor may revise or take action that impacts the perceived value of or purchase price for any VC and/or VG at any time except as prohibited by applicable law. VC and VG do not incur fees for non-use; provided, however, that the license granted hereunder to VC and VG will terminate in accordance with the terms and conditions of this Agreement and the Software documentation, when Licensor ceases providing the Software, or this Agreement is otherwise terminated. Licensor, in its sole discretion, reserves the right to charge fees for the right to access or use VC or VG and/or may distribute VC or VG with or without charge.

EARNING & PURCHASING VIRTUAL CURRENCY & VIRTUAL GOODS: You may have the ability to purchase VC or to earn VC from Licensor for the completion of certain activities or accomplishments in the Software. For example, Licensor may provide VC or VG upon the completion of an in-game activity, such as attaining a new level, completing a task, or creating user content. Once obtained, VC and/or VG will be credited to your User Account. You may purchase VC and VG only within the Software, or through a platform, participating third-party online store, application store, or other store authorized by Licensor (all referred to herein as "Software Store"). Purchase and use of in-game items or currency through a Software Store are subject to the Software Store's governing documents, including but not limited to, the Terms of Service and User Agreement. This online service has been sublicensed to you by the Software Store. Licensor may offer discounts or promotions on the purchase of VC, and such discounts and promotions may be modified or discontinued by Licensor at any time without notice to you. Upon completing an authorized purchase of VC from an Application Store, the amount of purchased VC will be credited to your User Account. The Licensor shall establish a maximum amount you may spend to purchase VC per transaction and/or per day, which may vary depending on the associated Software. Licensor, in its sole discretion, may impose additional limits on the amount of VC you may purchase or use, how you may use VC, and the maximum balance of VC that may be credited to your User Account. You are solely responsible for all VC purchases made through your User Account regardless of whether or not authorized by you.

BALANCE CALCULATION: You can access and view your available VC and VG in your User Account when logged into your User Account. Licensor reserves the right, in its sole discretion, to make all calculations regarding the available VC and VG in your User Account. Licensor further reserves the right, in its sole discretion, to determine the amount of and manner in which VC is credited and debited from your User Account in connection with your purchase of VC or for other purposes. While Licensor strives to make all such calculations on a consistent and reasonable basis, you hereby acknowledge and agree that Licensor's determination of the available VC and VG in your User Account is final, unless you can provide documentation to Licensor that such calculation was or is intentionally incorrect.

USING VIRTUAL CURRENCY AND VIRTUAL GOODS: All purchased in-game Virtual Currency and/or Virtual Goods may be consumed or lost by players in the course of gameplay according to the game's rules applicable to currency and goods, which may vary depending on the associated Software. VC and VG may only be used within the Software, and Licensor, in its sole discretion, may limit use of VC and/or VG to a single game. VC and/or VG may never be used in connection with an agreement with other individuals to wager any money or other thing of value. The authorized uses and purposes of VC and VG may change at any time. Your available VC and/or VG as shown in your User Account will be reduced each time you use VC and/or VG within the Software. The use of any VC and/or VG constitutes a demand against and withdrawal from your available VC and/or VG in your User Account. You must have sufficient available VC and/or VG in your User Account in order to complete a transaction within the Software. VC and/or VG in your User Account may be reduced without notice upon the occurrence of certain events related to your use of the Software: For example, you may lose VC or VG upon the loss of a game or the death of your character. You are responsible for all uses of VC and/or VG made through your User Account, regardless of whether or not authorized by you. You must notify Licensor immediately upon discovering the unauthorized use of any VC and/or VG made through your User Account by submitting a support request at www.take2games.com/support.

NON-REDEEMABLE: VC and VG may only be redeemed for in-game goods and services. You may not sell, lease, license, or rent VC or VG, convert them into convertible VC. VC and VG may only be redeemed for in-game goods or services and are not redeemable for any sum of money or monetary value or other goods from Licensor or any other person or entity at any time, except as expressly provided herein or otherwise required by applicable law. VC and VG have no cash value, and neither Licensor nor any other person or entity has any obligation to exchange your VC or VG for anything of value, including, but not limited to, real currency.

NO REFUND: All purchases of VC and VG are final and under no circumstances will such purchases be refundable, transferable, or exchangeable. Except as prohibited by applicable law, Licensor has the absolute right to manage, regulate, control, modify, suspend, and/or eliminate such VC and/or VG as it sees fit in its sole discretion, and Licensor shall have no liability to you or anyone else for the exercise of such rights.

NO TRANSFERS: Any transferring, trading, selling, or exchanging of any VC or VG to anyone, other than in game play using the Software as expressly authorized by Licensor ("Unauthorized Transactions"), including, but not limited to, among other users of the Software, is not sanctioned by Licensor and is strictly forbidden. Licensor reserves the right, in its sole discretion, to terminate, suspend, or modify your User Account and your VC and VG and terminate this Agreement if you engage in, assist in, or request any Unauthorized Transactions. All users who participate in such activities do so at their own risk and hereby agree to be responsible and liable to Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees, and agents for all damages, losses and expenses arising directly or indirectly from such actions. You acknowledge that Licensor may request that the applicable Application Store stop, suspend, terminate, discontinue, or reverse any Unauthorized Transaction, regardless of when such Unauthorized Transaction occurred (or has yet to occur) when it suspects or has evidence of fraud, violations of this Agreement, violations of any applicable law or regulation, or any intentional act designed to interfere or that otherwise has the effect of or may have the effect of intervening in any way with the operation of the Software. If we believe or have any reason to suspect that you have engaged in an Unauthorized Transaction, you further agree that Licensor may, in its sole discretion, restrict your access to your available VC and VG in your User Account or terminate or suspend your User Account and your rights to any VC, VG, and other items associated with your User Account.

LOCATION: VC is only available to customers in certain locations. You may not purchase or use VC if you are not in an approved location.

SOFTWARE STORE TERMS

This Agreement and the provision of the Software through any Software Store (including the purchase of VC or VG) is subject to the additional terms and conditions set forth on or in or required by the applicable Software Store and all such applicable terms and conditions are incorporated herein by this reference. Licensor is not responsible or liable to you for any credit card or bank-related charges or other charges or fees related to your purchase transactions within the Software or through a Software Store. All such transactions are administered by the Software Store, not Licensor. Licensor expressly disclaims any liability for any such transactions, and you agree that your sole remedy regarding all transactions is from or through such Software Store.

This Agreement is solely between you and Licensor, and not with any Software Store. You acknowledge that the Software Store has no obligation to furnish any maintenance or support services to you in connection with the Software. Except for the foregoing, to the maximum extent permitted by applicable law, the Software Store will have no other warranty obligation whatsoever with respect to the Software. Any claim in connection with the Software related to product liability, a failure to conform to applicable legal or regulatory requirements, claims under consumer protection or similar legislation or intellectual property infringement are governed by this Agreement, and the Software Store is not responsible for such claims. You must comply with the Software Store Terms of Service and any other Software Store applicable rules or policies. The license to the Software is a non-transferable license to use the Software only on an applicable device that you own or control. You represent that you are not located in any U.S.-embargoed countries or other geographical areas or on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Department of Commerce Denied Person's list or Entity List. The Software Store is a third-party beneficiary to this Agreement and may enforce this Agreement against you.

INFORMATION COLLECTION & USAGE

By installing and using the Software, you consent to the information collection and usage terms set forth in this section and Licensor's Privacy Policy, including (where applicable) (i) the transfer of any personal information and other information to Licensor, its affiliates, vendors, and business partners, and to certain other third parties, such as governmental authorities, in the U.S. and other countries located outside Europe or your home country, including countries that may have lower standards of privacy protection; (ii) the public display of your data, such as identification of your user-created content or displaying your scores, ranking, achievements, and other gameplay data on websites and other platforms; (iii) the sharing of your gameplay data with hardware manufacturers, platform hosts, and Licensor's marketing partners; and (iv) other uses and disclosures of your personal information or other information as specified in the above-referenced Privacy Policy, as amended from

time to time. If you do not want your information used or shared in this manner, then you should not use the Software.

For the purposes all data privacy issues, including the collection, use, disclosure, and transfer of your personal information and other information, the Privacy Policy located at www.take2games.com/privacy, as amended from time to time, takes precedence over any other statement in this Agreement.

WARRANTY

LIMITED WARRANTY: Licensor warrants to you (if you are the initial and original purchaser of the Software but not if you obtain the pre-recorded Software and accompanying documentation as a transfer from the original purchaser) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. Licensor warrants to you that the Software is compatible with a personal computer meeting the minimum system requirements listed in the Software documentation or that it has been certified by the gaming unit producer as compatible with the gaming unit for which it has been published. However, due to variations in hardware, software, internet connections, and individual usage, Licensor does not warrant the performance of the Software on your specific computer or gaming unit. Licensor does not warrant against interference with your enjoyment of the Software; that the Software will meet your requirements; that operation of the Software will be uninterrupted or error-free; or that the Software will be compatible with third-party software or hardware or that any errors in the Software will be corrected. No oral or written statement or advice provided by Licensor or any authorized representative shall create a warranty. Because some jurisdictions do not allow the exclusion of or limitations on implied warranties or the limitations on the applicable statutory rights of a consumer, some or all of the above exclusions and limitations may not apply to you.

If for any reason you find a defect in the storage medium or Software during the warranty period, Licensor agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by Licensor. If the Software is no longer available, Licensor retains the right to substitute a similar piece of Software of equal or greater value. This warranty is limited to the storage medium and the Software as originally provided by Licensor and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, and provided that if you are a resident of an EU member state Licensor warrants that the Software will be fit for purpose and of satisfactory quality, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose, or non-infringement, and no other representations or warranties of any kind shall be binding on Licensor.

When returning the Software subject to the limited warranty above, please send the original Software only to Licensor address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

YOUR RESPONSIBILITY TO LICENSOR

To the fullest extent of applicable law, you agree to be responsible and liable to Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees, and agents in respect of all damages, losses, and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

TO THE FULLEST EXTENT OF APPLICABLE LAW, LICENSOR SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE SOFTWARE, INCLUDING, BUT NOT LIMITED TO, DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION, AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, PROPERTY DAMAGE, OR LOST PROFITS OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY, OR OTHERWISE, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. TO THE FULLEST EXTENT OF APPLICABLE LAW, LICENSOR'S LIABILITY FOR ALL DAMAGES SHALL NOT (EXCEPT AS REQUIRED BY APPLICABLE LAW) EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE.

IF YOU ARE A RESIDENT OF AN EU MEMBER STATE, NOTWITHSTANDING ANYTHING TO THE CONTRARY SET OUT ABOVE, LICENSOR IS RESPONSIBLE FOR LOSS OR DAMAGE YOU SUFFER THAT IS A REASONABLY FORESEEABLE RESULT OF LICENSOR'S BREACH OF THIS AGREEMENT OR ITS NEGLIGENCE, BUT IT IS NOT RESPONSIBLE FOR LOSS OR DAMAGE THAT IS NOT FORESEEABLE.

WE DO NOT AND CANNOT CONTROL THE FLOW OF DATA TO OR FROM OUR NETWORK AND OTHER PORTIONS OF THE INTERNET, WIRELESS NETWORKS, OR OTHER THIRD-PARTY NETWORKS. SUCH FLOW DEPENDS IN LARGE PART ON THE PERFORMANCE OF THE INTERNET AND WIRELESS SERVICES PROVIDED OR CONTROLLED BY THIRD PARTIES. AT TIMES, ACTIONS OR INACTIONS OF SUCH THIRD PARTIES MAY IMPAIR OR DISRUPT YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF. WE CANNOT GUARANTEE THAT SUCH EVENTS WILL NOT OCCUR. TO THE FULLEST EXTENT OF APPLICABLE LAW, WE DISCLAIM ANY AND ALL LIABILITY RESULTING FROM OR RELATED TO THIRD-PARTY ACTIONS OR INACTIONS THAT IMPAIR OR DISRUPT YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF OR THE USE OF THE SOFTWARE AND RELATED SERVICES AND PRODUCTS.

TERMINATION

This Agreement is effective until terminated by you or by the Licensor. This Agreement automatically terminates when Licensor ceases to operate the Software servers (for games exclusively operated online), if Licensor determines or believes your use of the Software involves or may involve fraud or money laundering or any other illicit activity, or upon your failure to comply with terms and conditions of this Agreement, including, but not limited to, the License Conditions above. You may terminate this Agreement at any time by (i) requesting Licensor to terminate and delete your User Account that is used to access or use the Software using the method set forth in the Terms of Service or (ii) destroying and/or deleting any and all copies of all Software in your possession, custody, or control. Deleting the Software from your Game Platform will not delete the information associated with your User Account, including any VC and VG associated with your User Account. If you reinstall the Software using the same User Account, then you may still have access to your prior User Account information, including any VC and VG associated with your User Account. However except as otherwise prohibited by applicable law, if your User Account is deleted upon termination of this Agreement for any reason, all VC and/or VG associated with your User Account will also be deleted, and you will no longer be available for use the Software or any VC or VG associated with your User Account. If this Agreement terminates due to your violation of this Agreement, Licensor may prohibit you from re-registering or re-accessing the Software. Upon any termination of this Agreement, you must destroy or return the physical copy of Software to Licensor, as well as permanently destroy all copies of the Software, accompanying documentation, associated materials, and all of its component parts in your possession or control, including from any client server, computer, gaming unit, or mobile device on which it has been installed. Upon termination of this Agreement, your rights to use the Software, including any VC or VG associated with your User Account, will terminate immediately, and you must cease all use of the Software. The termination of this Agreement will not affect our rights or your obligations arising under this Agreement.

U.S. GOVERNMENT RESTRICTED RIGHTS

The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication, or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Licensor at the location listed below.

EQUITABLE REMEDIES

You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect any of this Agreement, including temporary and permanent injunctive relief, in addition to any other available remedies.

TAXES AND EXPENSES

You shall be responsible and liable to Licensor and any and all of its affiliates, officers, directors, and employees for all taxes, duties, and levies of any kind imposed by any governmental entity with respect to the transactions contemplated under this Agreement, including interest and penalties thereon (exclusive of taxes on Licensor's net income), irrespective of whether included in any invoice sent to you at any time by Licensor. You shall provide copies of any and all exemption certificates to Licensor if you are entitled to any exemption. All expenses and costs incurred by you in connection with your activities hereunder, if any, are your sole responsibility. You are not entitled to reimbursement from Licensor for any expenses, and will hold Licensor harmless therefrom.

TERMS OF SERVICE

All access to and use of the Software is subject to this Agreement, the applicable Software documentation, Licensor's Terms of Service, and Licensor's Privacy Policy, and all terms and conditions of the Terms of Service are hereby incorporated into this Agreement by this reference. These agreements represent the complete agreement between you and Licensor relating to use of the Software and related services and products and supersede and replace any prior agreements between you and Licensor, whether written or oral. To the extent there is a conflict between this Agreement and the Terms of Service, this Agreement shall control.

MISCELLANEOUS

If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.

BINDING INDIVIDUAL ARBITRATION – PLEASE READ THIS SECTION CAREFULLY. IT MAY SIGNIFICANTLY ALTER YOUR RIGHTS, INCLUDING YOUR RIGHT TO FILE A LAWSUIT IN COURT.

1. This binding individual arbitration section will not apply to the extent prohibited by the laws of your country of residence.

2. You and the Company agree that should any dispute, claim, or controversy arise between us regarding any Company products or services (hereafter a "Dispute"), whether based in contract, statute, regulation, ordinance, tort (including fraud, misrepresentation, fraudulent inducement, or negligence), or any other legal or equitable theory, except for those matters listed in the Exclusions From Arbitration paragraph below, and expressly including the validity, enforceability, or scope of this 'BINDING INDIVIDUAL ARBITRATION' section (with the exception of the enforceability of the Class

Action Waiver clause below), shall be submitted to binding arbitration, as described below, rather than being resolved in court. The term "Dispute" is to be given the broadest possible meaning that will be enforced and includes, for example, all matters arising under this Agreement, the Privacy Policy, the Terms of Service, or any other agreement with the Company. You understand that there is no judge or jury in arbitration and that court review of an arbitration award is limited.

3. Exclusions From Arbitration. You and the Company agree that any claim filed by You or the Company in small claims court on an individual basis are not subject to the arbitration terms contained in this Section. In addition, the Company or You shall have the right to seek an injunction against you in court in order to preserve the status quo while an arbitration proceeds.

4. Class Action Waiver. THE ARBITRATION PROCEEDINGS DESCRIBED HEREIN WILL BE CONDUCTED ON AN INDIVIDUAL BASIS ONLY. Neither You nor the Company shall be entitled to join or consolidate disputes by or against other individuals or entities, or to arbitrate any dispute in a representative capacity, including, without limitation, as a representative member of a class or in a private attorney general capacity, in connection with any Dispute. Further, unless both You and the Company agree, the arbitrator may not consolidate more than one person's claim. The arbitrator may award any individual relief or individual remedies that are permitted by applicable law, but to the maximum extent permitted by applicable law, may not award relief against the Company respecting any person other than You.

5. Right to Opt Out of Binding Arbitration. IF YOU WISH TO OPT OUT OF THIS BINDING INDIVIDUAL ARBITRATION REQUIREMENT, YOU MUST NOTIFY US IN WRITING WITHIN 30 DAYS OF THE DATE THAT YOU ACCEPT THIS AGREEMENT BUT ARE OPTING OUT OF BINDING INDIVIDUAL ARBITRATION, UNLESS A LONGER PERIOD IS REQUIRED BY APPLICABLE LAW. Your written notification must be mailed to TAKE TWO INTERACTIVE SOFTWARE, LEGAL DEPARTMENT, ATTN: ARBITRATION OPT OUT, 110 West 44th Street, New York, New York, 10036. Your notice must include (1) your full name; (2) your mailing address; (3) your Social Club online ID, if you have one; and (4) a clear statement that you do not wish to resolve disputes with the Company through arbitration. You are responsible for ensuring the Company's receipt of your opt-out notice, and you therefore may wish to send a notice by means that provide a written receipt.

6. Notice of Dispute. If you have a Dispute with the Company, you must send written notice to TAKE TWO INTERACTIVE SOFTWARE, LEGAL DEPARTMENT, ATTN: ARBITRATION OF DISPUTE, 110 West 44th Street, New York, New York, 10036, in order to give the Company the opportunity to resolve the dispute informally through negotiation. Notice must be provided within two (2) years of the Dispute having arisen, but in no event after the date on which the initiation of legal proceedings would have been barred under the applicable statute of limitations. The failure to provide timely notice shall bar all claims. If the Company has a dispute with You, the Company will provide notice to the address it has on file for you, if possible. You and the Company agree to negotiate the Dispute in good faith for no less than 30 days after notice of the Dispute is provided. If the Dispute is not resolved within 30 days after receipt of notice of the Dispute, the Company or You may pursue the claim in arbitration as provided in this section.

7. Arbitration Rules and Procedures. Arbitration shall be subject to the U.S. Federal Arbitration Act and federal arbitration law, and shall be conducted by Judicial Arbitration Mediation Services, Inc. ("JAMS") pursuant to the JAMS Streamlined Arbitration Rules and Procedures effective July 1, 2014 (the "JAMS Rules"), as modified by this agreement to arbitrate. The JAMS Rules, including instructions for initiating an arbitration, are available on its website at http://www.jamsadr.com/rules-streamlined-arbitration. The Company will pay its arbitration costs as required by the JAMS Rules and, in the event that you are able to demonstrate that the costs of arbitration will be prohibitive as compared to the costs of litigation, the Company will pay as much of your arbitration filing and hearing fees as the arbitrator deems is necessary to prevent the arbitration from being cost-prohibitive as compared to the cost of litigation. Each side shall pay his, her, or its own attorneys' fees and costs unless the claim(s) at issue permit the prevailing party to be paid its fees and/or litigation costs, in which case the arbitrator shall award fees or costs as required by the applicable law.

8. Location of Arbitration. At Your option, if an in-person hearing is required under the JAMS Rules, the hearing will occur either in New York County, New York, or in the United States county in which You reside.

9. Decision of the Arbitrator. Any decision or award by the arbitrator shall be final and binding on the parties. Unless otherwise agreed, any decision or award shall set forth the factual and legal basis for the award. The arbitrator shall be permitted to award only those remedies in law or equity which are requested by the parties and which the arbitrator determines are supported by credible relevant evidence. Any decision or award may be enforced as a final judgment by any court of competent jurisdiction. If either party unsuccessfully challenges the validity of an award, the unsuccessful party shall pay the opposing party's costs and attorneys' fees associated with the challenge.

10. Continuation in Effect. This Binding Individual Arbitration section survives any termination of this Agreement or the provision of services to You by the Company.

11. Ability to Change Terms and Conditions Inapplicable. Although the Company may revise its End User License Agreement, Privacy Policy, Terms and Conditions, or other agreements at its discretion, the Company does not have the right to alter this agreement to arbitrate or the rules specified herein with respect to any Dispute once that Dispute has accrued.

12. Severability. If any part of this arbitration provision is deemed invalid, unenforceable, or illegal, than the balance of this arbitration provision shall remain in effect and be construed in accordance with its terms as if the invalid, unenforceable, or illegal provision had not been included. The sole exception to this is the class action waiver provision. If the prohibition on the arbitration proceeding on a class basis is found to be invalid, unenforceable, or illegal, then the entirety of this arbitration agreement shall be null and void and the Dispute shall proceed in court under applicable class action rules and procedures. If, for any reason, a claim proceeds in court rather than in arbitration, the dispute shall be exclusively brought in state or federal court in New York County, New York. Suits brought in state court may be removed to federal court by either party if permissible by law.

GOVERNING LAW

This Agreement is entered into in the State of New York and shall be governed by, and construed in accordance with, the laws of the State of New York, exclusive of its choice of law rules. For any disputes not subject to binding individual arbitration, you and the Company agree to submit to the exclusive jurisdiction of the state and federal courts in New York County, New York, and to waive any jurisdictional, venue, or inconvenient forum objections to such courts (but without affecting either party's rights to remove a case to federal court if permissible). This paragraph will be interpreted as broadly as applicable law permits. For example, , if you are a resident of a European Union member state, you will benefit from any mandatory provisions of consumer protection law in the member state in which you are resident, and you can bring legal proceedings in relation to this Agreement in the courts of the member state in which you are resident. You agree that any violation by You of this Agreement, the Privacy Policy, the Terms of Service, or any other agreement with the Company, shall constitute an affirmative defense (whether characterized as arising at law or equity) against any claim you might assert against the Company relating to its software or services. You and Licensor agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement. The Company has the right to prosecute civil claims against you for any violation of its End User License Agreement, the Terms of Service, the Privacy Policy, or any other governing terms and conditions related to its software and services, whether for breach of contract, violation of common law rights, or violation of any applicable state or federal statute.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS AGREEMENT, YOU MAY CONTACT US IN WRITING AT: TAKE-TWO INTERACTIVE SOFTWARE, INC., 110 W 44th Street, New York, NY 10036 UNITED STATES OF AMERICA.

All other terms and conditions of the EULA apply to your use of the Software.

TECH SUPPORT

Visit **HTTP://SUPPORT.2K.COM** for the latest on help and support for *Civilization VI*, including resolutions to common error messages, for information regarding my2K accounts, or to change your 2K account.

CIVILIZATION VI