XBOX 360

LIVE

SID MEIER'S

CIVILIZATION REVOLUTION

EVERYONE 10+

E 10+

CONTENT RATED BY ESRB

THE WAY NVIDIA. IT'S MEANT TO BE PLAYED

BINK VIDEO

FIRAXIS GAMES

2K GAMES

WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see **www.xbox.com/support** or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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INTRODUCTION

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

HOW TO LEARN TO PLAY

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

To enter the tutorial, select "Single Player" from the main menu. When you reach the difficulty screen, select "Chieftain" mode. This mode is chock full of helpful tutorial text to aid the inexperienced *CivRev* player.

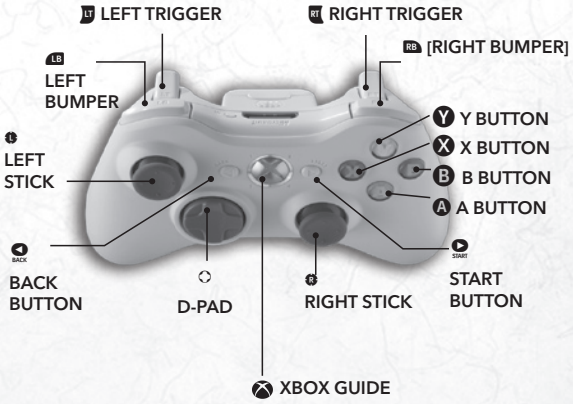
The In-Game Civilopedia

CivRev comes complete with an in-game "Civilopedia" which contains detailed information about almost everything in the game. This is an extremely valuable resource and you'll certainly want to check it out early and often during your first couple of games.

Generally, you can access the Civilopedia entry on any "active" unit or object by pressing Y. You can also access the Civilopedia by pressing the **Back button** and then using the **D-pad** to highlight the Civilopedia entry on the menu and then pressing A. Finally, you can access the Civilopedia from outside a game by going to the "Extras" menu from the main menu.

THE BASICS

USING THE XBOX 360 CONTROLLER



HOW TO WIN

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

See the section on **Victory** for more details.

THE TURN STRUCTURE

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

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

SETTING UP THE GAME

Turn on your Xbox 360® video game and entertainment system and insert the *CivRev* disc in the drive. Once the program begins, press the **Start button** to go to the Main Menu.

The Main Menu

The Main Menu contains the following entries:

Play Now

This will start a new game using the same difficulty settings as the last game you played. It skips directly to the "Select Your Civilization" menu.

Single Player

This starts a solo game.

Multiplayer

This begins a multiplayer game. See later in the manual for details.

Extras

This section provides links to the Civilopedia, Hall of Glory screen, the Leaderboards, and the Game Credits.

Options

This allows you to change audio and controller settings.

Single Player Menu

When you press the "Single Player" menu, you have the following options:

New Game

Press this to begin a new game of *CivRev*.

Load Game

Press this to resume a previously saved game.

Game of the Week

This feature is available only through Xbox LIVE®.

Play Scenario

Scenarios allow you to change up a game of Civilization Revolution by adding new rules or victory conditions.

Game Difficulty

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

The Tutorial

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

Select Civilization Screen

This screen lets you pick a civilization and leader to play. Each civilization has its own special abilities, strengths and weaknesses; see the in-game Civilopedia for details about each civ. Once you have selected your civilization, the game begins!

LOADING AND SAVING GAMES

Loading a Game

From the Main Menu, pick "Single Player." On that screen, pick "Load Game." Pick the storage device the game is saved on. On the Load Game screen, use the **left stick** to highlight the game you want to play, then press Ⓐ.

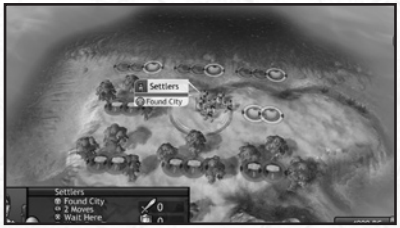
To load a saved game during play, press the **Start button**. Use the **left stick** to highlight "Load a Saved Game," and press Ⓐ. Then follow the above instructions. The current game is abandoned and the saved game resumes.

Saving a Game

To save a game in progress, press the **Start button**, then use the **left stick** to highlight "Save the Game" and press Ⓐ. Pick the storage device where you want to save the game.

Several game slots are available to save games. Use the **left stick** to highlight the slot where you want to save the game, then press Ⓐ.

YOUR FIRST MOVES



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

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

Whenever a settler is "active," the spaces surrounding that settler display symbols showing the productivity of the land (or sea space), and thus its desirability as a place to settle. Hammers represent raw goods, used to produce units and buildings. Apples represent food-producing spaces, and arrows represent trade (science and wealth). Press Ⓨ to build your city at the settler's starting location. (This is usually a pretty good spot to do so.) If you want to move your settler to another location, use the **left stick** to indicate where the settler is to move, then press Ⓐ.

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

THE MAIN SCREEN

Use the **right stick** to scroll around the Main Screen. When a unit is "active" (see the "Units" section), click the **right stick** to center the screen on the active unit. Pull and hold the **left trigger** to slightly zoom out on the map.

The Magnifying Glass

When using the **right stick**, you enter "Magnifying Glass" mode, in general the best way to gather information about the world around you. In this mode, you may rapidly zoom across the map. The Glass also provides info on the resources it passes over.

Place the Magnifying Glass cursor on an enemy unit to learn the unit's attack and defense strength, as well as its upgrades. (If you place it on a stack of enemy units, the most powerful defensive unit is displayed.)

Finally, you can initiate diplomacy by pressing Ⓐ while the Magnifying Glass cursor is atop a foreign unit or city.

The Progress Panel

Pull the **right trigger** to bring up the "Progress Panel." This screen tracks your civ's progress in three categories: when research on your next technology will be complete, how much culture you need before the next "great person" appears, and how much gold you must accumulate before receiving your next economic victory milestone reward.

UNITS

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

Combat Units

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

Combat Unit Stats

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

- **Movement:** How many spaces a unit can move in a turn.
- **Attack Strength:** A unit's power when it attacks another unit.
- **Defense Strength:** A unit's power when it is being attacked.

Special Units

Great People

Great People represent the great artists, scientists, merchants, generals and spiritual leaders that inspire a civilization to greatness. See the Advanced Rules section for details.

Spies

Spies are sneaky units that you can use in a variety of underhanded ways to attack and annoy your foes. See the Advanced Rules section for details.

Caravans

Caravans carry trade goods between cities of different civs. When a caravan enters a city, the owner of the caravan gets a bunch of gold, while the owner of the target city gets a smaller amount. The amount of gold depends upon the distance traveled. Unlike other units, caravans can enter another civs' territory without triggering war.

You can construct caravans once you learn the Currency technology. You can also capture caravans from other civs; this of course is a hostile act which will immediately cause the other civ to declare war on you. Note that you can move caravans manually just like other units, or you can press Ⓨ to bring up the "Route to City" menu to pick a target destination for your caravan from a list of cities that your civilization has encountered. Press Ⓐ to select a destination. Caravans can be loaded onto naval vessels like other units.

Settlers

Although unarmed, settlers are arguably the most important units in the game, as they are the only units able to construct cities. You can build settlers in a city once that city reaches a population level of 3. When a city constructs a settler, it loses 2 population (but see "Republic" in the "Government" section).

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

In addition to creating new cities, you can also use settlers to increase the population of an existing city. Move the settler into the city, and, when the settler is active, press Ⓨ to increase the city's population by one.

Unit Activation

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

Inactive Units

Certain units will not become active unless you manually "activate" them. To manually activate a unit, use the **right stick** to move the Magnifying Glass over the inactive unit and press Ⓐ. The unit will immediately activate if possible, or if not, it will activate the next turn.

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

- Units aboard ships
- Units given the "Defend" order (see following page).
- Units with "Go To" orders (see following page).

Moving a Unit

To move an active unit, use the **left stick** to indicate the place where you want to move the unit, then press Ⓐ.

Moving into Foreign Territory

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

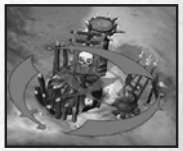
Note: Spies and caravans can move through foreign territory without triggering a war.

The "Go To" Order

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

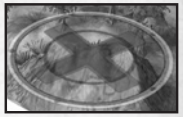
If you wish to change a unit's orders while it is in "go to" mode, use the **right stick** to highlight the unit, then press Ⓐ.

Initiating an Attack



To attack a unit, simply order your unit to move into the target unit's space. Combat is discussed in much greater detail later in this manual.

Impossible Moves



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

The Defend Order

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

Fortifications

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

Unit "Stacks"

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

Unit Selection While In a Stack

While your cursor is over a group of units, you can "cycle through" the units in the stack by pushing **the D-pad** up and down.

Armies

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

Naval Units

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

Creating Naval Units

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

Activating and Moving Naval Units

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

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

Transporting Land Units

Land units can move aboard naval units (except for submarines), who can then transport these units across the seas to distant lands. A naval unit can carry an unlimited number of land units. Some naval units automatically start out with a crew unit on board. These units can be used to help you speedily explore surrounding territory and collect any goodies you may find.

Loading and Unloading Land Units

To load a land unit onto a naval unit, simply move the active land unit into the naval unit. (The blue shields next to a vessel tell how many units it is carrying.)

To simultaneously unload all land units aboard a naval unit, order the naval unit to move onto an adjacent land space. To unload a single land unit, use the **right stick** to highlight the space the naval unit occupies, then use the **D-pad** to activate the unit. You can then order the unit off the boat and onto an adjacent land space.

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

Sinking Naval Units Carrying Land Units

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

Naval Support

With the exception of the submarine and the galley, all naval units have the ability to "support" land attacks against spaces that they are adjacent to. When adjacent to a space under attack, the naval unit adds 50% of its attack strength to that attack. If multiple naval units are available to provide naval support, the strongest unit will provide the support.

Success or failure, the supporting naval unit is unaffected by the results of the combat. Naval units do not provide support to sea battles.

Unit List

See the in-game Civilopedia for a list of all units in the game.

TERRAIN

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

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

Terrain Types

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

The terrains are: desert, forest, grassland, hills, icecap, mountains, plains, sea (coastal), and sea (deep). See the Civilopedia for descriptions and game effects.

Resources

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

Even if the civ knows the necessary tech, the civ's ability to fully exploit a resource is limited by the civ's overall advancement. See the "Game Eras" section for more information regarding these advancements.

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

Resource List

There are almost two dozen resources that you can use to bolster your growing civilization. See the Civilopedia for details on each resource.

Rivers

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

Roads

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

CITIES

Building Cities

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

Valid City Locations

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

Finding Good City Sites

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

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

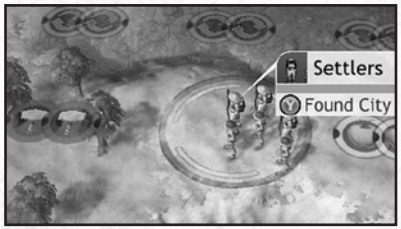
Important: Note that the specific square the city itself occupies is unimportant: it's the ring of spaces around the city that determine its productivity.

Building the City

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

The City Screen

The city screen is where you manage your cities. When a city needs instructions on production, the city screen will open automatically. Otherwise, press the **left bumper** to open the city screen nearest to the cursor's location. Once on the city screen, press the **left bumper** and the **right bumper** to move between your cities. Press B to exit the city screen.



Actions on the City Screen

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

Construction of Buildings, Wonders and Units

Depending upon your current level of technology, your city may be able to construct a variety of units, buildings, and wonders. Use the **D-pad** or the **left stick** to move between the "Build Unit," "Build Building," or "Build Wonder" menus. Press Ⓐ to select the item you would like to build. Highlight the item you wish to construct, then press Ⓐ. The city will begin construction.

AVAILABILITY OF ITEMS TO CONSTRUCT

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

A complete list of the buildings and wonders appears in the in-game Civilopedia.

DURATION OF CONSTRUCTION

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

CHANGING CONSTRUCTION

You can order the city to change construction at any time. Production created in previous turns is immediately applied to the new orders.

COMPLETING CONSTRUCTION

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

Rushing Production

You can expend gold to rush construction of any object. If you have enough gold in your treasury, the cost of rushing the item will appear on the city screen. Simply press Ⓧ and the item will be built and the money subtracted. If no rush amount is shown on the city screen, it means that you can't afford it.

Changing the City's Focus

Each turn the city gathers in a certain amount of "trade" (represented by the "arrows" icon). This trade can be assigned to research (also known as "science" and necessary to learn new technology) or to wealth (necessary to generate shiny, shiny gold). You can press Ⓨ to switch a city's focus between research and wealth.

EFFECTS OF CITY FOCUS

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

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

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

Constructing Roads

You can, for a fee, construct roads between any two cities on the same continent. To initiate construction, use the **D-pad** to highlight "Build Road" and then press Ⓐ. Use the **D-pad** to highlight the target city and press Ⓐ. The cost will be deducted from your treasury and the road constructed immediately.

Managing Workers

A city "works" the available spaces around it to produce food, hammers, and trade. In order to work a space, that space must be within the civ's borders, not occupied by a foreign unit, and not being worked by another city. The city can work as many available spaces as it has population up to 8. To work more than 8 tiles, a city must build a Courthouse building.

Generally, the city's "governor" automatically assigns workers to produce a fairly equal amount of food, hammers and trade. You can manually adjust this from the city screen. To do so, use the **D-pad** to highlight "Manage Workers," then press Ⓐ. The "Manage Workers" menu appears.

Use the **D-pad** to highlight your choice, then press Ⓐ. Note that the last item in this menu, "Custom," allows you to order workers to work specific spaces surrounding the city.

City Culture

A city's cultural strength greatly determines its success or failure. A city with a high cultural output will extend a civ's borders, expanding its empire. If an uncultured city is near to a culturally superior foreign city, the uncultured city might even "flip" – abandon its current civ and join the foreign city's dominating civ. Further, you can achieve a cultural victory once your cities have generated enough culture.

Generating Culture

Some buildings, such as temples and cathedrals, generate culture. Some great people will increase a city's cultural output, as will certain wonders. See the Civilopedia for details.

Culture Flipping

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

If your city is in danger of flipping, a flag bearing the symbol of the potential "flipper" will appear over your city. If the flag with your opponent's symbol is flashing, your city is in great danger of flipping and you need to do something quick! There are a number of things you can do to stop a flip.

AVOIDING CULTURE FLIPPING

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

EFFECTS OF CULTURE FLIPPING

If a city culture flips, the city and all buildings (except temples, walls and cathedrals) and non-combat units (great people, caravans, spies) in the city immediately switch sides. As well, the single best defensive unit will join the new owner of the city, while all other combat units are lost. Remember that culture-flipping a city also brings the civilization one step closer to a cultural victory.

Capturing Cities

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

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

City Flags

As your city grows, you may notice a variety of flags popping up across the city. These flags represent cultural influence tradesmen and settled great people.

Cultural Influence Flags

Flags bearing a civilization's symbol are culture flags. These appear whenever two civilizations both have a significant cultural influence over a city. The larger flag represents the civ with the greater influence.

Great People Flags

These flags show that a great person is in residence in the city.

Tradesmen Flags

Visible only on the city screen, flags bearing a hammer and trade symbol represent "Tradesmen." See the Civilopedia "Concepts" entry on "Cities, Terrain and Workers" for further details.

The City Report Screen

The City Report Screen is accessed by pressing the **BACK button** and selecting "View Cities Report." This screen displays a bunch of useful information about the cities in your empire, including their population, current production of Food, Hammers, Science, Gold and Culture, great people in residence, how many buildings are in the city and what each city is currently producing. Cities with a star next to their names are capitals. Cities with the symbol of a foreign civ have been captured (or flipped) from that civ.

Use the **D-pad** to highlight a specific city, then press ⓧ to go directly to a highlighted city's City Screen.

COMBAT

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

Declaration of War

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

There are some circumstances under which you cannot declare war – and hence, attack – another civ. In such cases your advisors will tell you why you can't declare war.

The Odds

The potential success or failure of an attack is based upon the (modified) attack strength of the attacking unit and the (modified) defensive strength of the unit under attack. Each unit has a basic attack and defense strength. During combat, these strengths may be altered by a variety of factors.

Injuries

If a unit has been injured in a previous combat, it will be weakened until it heals, reducing its attack/defense strength.

Upgrades

Successful units earn upgrades that increase their attack and/or defense strengths or provide them with special abilities.

Terrain

Certain terrains provide bonuses to attack or defense strengths.

Great Generals

A unit may get a benefit if a great general is in its space.

Naval Bombardment

If certain friendly naval units are adjacent to the space being attacked, the attacker gets a naval bombardment bonus.

City Benefits

If in a city, a unit may get a defensive bonus if the city has walls or other defensive works.

During Combat

Once combat has begun, you will see the units start to duke it out. You'll be able to judge the general success or failure of the attack as the soldiers on each side are killed.

Retreating from Combat

If you are the attacker, you may press Ⓑ to call off an attack if it appears that your side is losing. The combat will immediately end. Defending units immediately gain 3 experience points when an attacker retreats.

Victory in Battle

Whichever unit wins gains experience points. If the attacker is victorious, the defender is destroyed. If that unit was the only military unit in the space, the attacker may "follow up" and move in to occupy that space. If the defender wins, the attacker is destroyed.

Siege Units

Certain units – catapults, cannon, and artillery – are classified as "siege" units. These units get no penalty when attacking across a river. Also, these units do not "follow up" – they do not automatically advance into a non-city space following a successful attack. However, they do follow up if attacking a city.

Ranged Units

Certain units – archers, riflemen and modern infantry – are classified as "ranged" units. These units are similar to siege units in that they don't follow up a successful attack unless attacking a city. However, these units do get the attacking penalty when attacking across a river.

Attacking Stacks

When a unit attacks a stack, it battles the enemy unit with the highest (modified) defense strength. All defenders must be destroyed before an attacking unit can occupy that space.

Battle Damage

A unit may be damaged (or "wounded") during a battle. A wounded unit has a reduced attack and defense strength.

Healing from Damage

To recover (or "heal"), a unit must remain immobile in neutral or home territory. The severity of the damage determines whether the unit will need to spend one or two turns fully healing from its injuries. Press Ⓑ to heal a damaged unit.

Note that a unit cannot heal in enemy territory unless that unit has the "Medic" upgrade (see below).

Upgrades

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

Gaining Experience

A unit can gain experience in a number of ways:

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

Spending Experience Points

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

The "Veteran" Upgrade

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

Upgrades List

See the in-game Civilopedia for a complete list of upgrades.

TECHNOLOGY

The importance of technology in *CivRev* cannot be overstated. Get too far behind your neighbors and your civilization is almost certainly doomed. And of course technology provides one of the paths to ultimate victory as well – the first civ to successfully send a colonization ship to Alpha Centauri wins the game. Check out the in-game Civilopedia for a complete list of techs and their various powers.

How to Generate Research

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

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

Choosing a Technology to Research

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

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

It is possible to research a new technology as soon as you have researched at least one of its prerequisite techs. Researching a tech before you know all of its prerequisite techs increases the new tech's research time, however.

Changing Research

You can change your current research at any time without penalty: all beakers you've thus far accumulated remain with the tech. You can return to that tech at a later point and take up where you left off. To change research, press the **Back button** and use the **D-pad** to highlight "Change Research."

The Tech Planner Screen

You can access this useful screen by pressing the **Back button** and then choosing "Change Research," followed by "Consult the Tech Planner." On the Tech Planner screen, the whole of the Tech Tree is displayed. You can use the **right stick** to scroll around the Tree, and the **left stick** to highlight individual techs.

A highlighted tech displays all of the earlier technologies required to research that tech, as well as those that are unlocked once you learn it. In addition, each tech's entry displays icons of any units, buildings, wonders and so forth the tech unlocks. You can press Y at any time to go to a tech's Civilopedia entry.

The color of each entry can tell you quite a bit about it. Blue entries are ones that you can research immediately. Gray technologies are currently unavailable: you must research earlier techs before you can learn these technologies. Finally, technologies in green are ones you have already researched.

Certain technologies may also have a #1 icon on them. These are technologies you could be the first to research. Often if you are the first to research a tech, you will receive a special bonus!

GOVERNMENTS

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

Civil Disorder

You can change governments as often as you like. However, when you change your government, your civ suffers one turn of anarchy (a.k.a., "civil disorder"). During that turn your civ produces no food, production or trade. Production resumes as normal the following turn.

Government Forms

Communism

Tech Requirement: Communism

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

Democracy

Tech Requirement: Democracy

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

Despotism

Tech Requirement: None

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

Fundamentalism

Tech Requirement: Religion

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

Monarchy

Tech Requirement: Monarchy

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

Republic

Tech Requirement: Code of Laws

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

WONDERS

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

Constructing Wonders

Wonders are constructed in cities, like buildings and military units. Once a wonder is completed, nobody else can ever build it.

Effects of Wonders

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

Cultural Output

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

Obsolescence

The special effects of some wonders expire when any civilization discovers a certain technology.

Wonders and Victory

Wonders count towards a cultural victory. See the section on Victory for details.

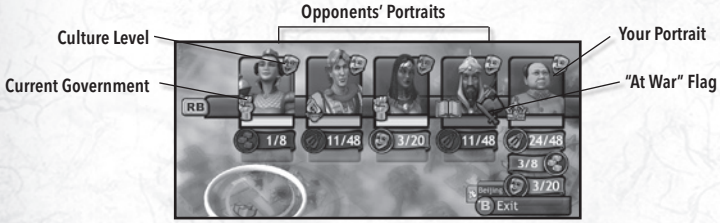
Wonder List

See the in-game Civilopedia for a complete list of wonders.

DIPLOMACY

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

In short – in *CivRev*, cunning diplomacy can be as powerful a tool as the mightiest of armies in assuring your ultimate victory.



The Diplomacy Panel

Press the **right bumper** to open the Diplomacy Panel. Press the **right bumper** again to close the panel.

The Diplomacy Panel provides you with a wealth of information about your foes. Every civilization you have encountered in the game is displayed as a portrait on this panel. Those you have not yet encountered appear in silhouette.

Every portrait has next to it an icon representing that civilization's government type and a small culture symbol (represented by a mask). The fuller the cultural symbol, the more powerful that civilization is culturally.

A variety of medals can appear below each portrait. Gold medals display the current leader in each of the four victory types and while red medals display the runner-up (or your current position if you are trailing behind).

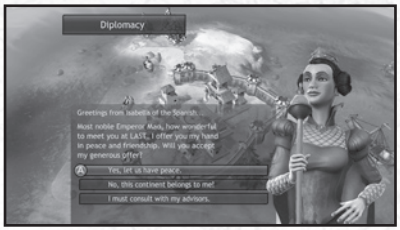
You can also see your current war and peace status here. A red flag over an enemy portrait means you are at war with that civilization. A dove with a number over a foe's portrait represents a treaty between you and that civilization and the number of turns before the treaty expires.

A variety of icons appear on this panel during Multiplayer games, as well, including the connection status of a player, whether you can or are speaking to a player, and who are your teammates.

Starting Diplomacy

With the Diplomacy Panel open, use the **D-pad** to highlight a leader, then press Ⓐ. Diplomacy will begin. Note that other leaders may initiate diplomacy with you, as well.

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



Conversing with Leaders

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

Consulting with Your Advisors

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

Diplomatic Extortion and Peace Treaties

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

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

number of turns, and you agree to not attack them for the same period. Such agreements are binding. The Diplomacy Panel displays the remaining time that any active peace treaties are in force.

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

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

Ending a War

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

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

Buying or Selling Technology

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

Exchanging Information

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

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

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

GAME ERAS

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

Eras

- **Ancient:** A civ must know 5 techs to advance out of this era.
- **Medieval:** A civ must know 14 techs to advance out of this era.
- **Industrial:** A civ must know 24 techs to advance out of this era.
- **Modern:** The last era.

Era Bonuses

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

See the Civilopedia for each civ's era bonuses.

ARTIFACTS

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

Discovering an Artifact

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

Artifact List

- **Angkor Wat:** The civ that discovers Angkor Wat will instantly have a Wonder constructed in one of their cities.
- **Ark of the Covenant:** The discovery of the Ark immediately causes temples to be constructed in all of your cities. If a city already possesses a temple, the city gains a cathedral instead.
- **Knights Templar:** The discoverer of the Knights Templar will gain an immensely powerful military unit.
- **Lost City of Atlantis:** Discovering the site of the lost city of Atlantis immediately grants a civ knowledge of several new technologies.
- **School of Confucius:** Within the School of Confucius can be found several great people awaiting discovery.
- **Seven Cities of Gold:** This relic provides an immediate and hefty boost to the discoverer's treasury.

VICTORY

As discussed earlier, several different paths to victory are available in *CivRev*. The civ who achieves any one of the various victory-types wins – you may be on the verge of wiping somebody off of the map, but if that's civ's space ship reaches Alpha Centauri before you do so, that civ wins. You can see which civ is farthest along in each victory type on the Diplomacy Panel.

Victory Types

- **Cultural Victory:** A civ wins a cultural victory by amassing 20 of the following – great people, wonders, and/or culturally-flipped cities – and then constructing the United Nations wonder, which becomes available to the civ at that point.
- **Domination Victory:** The civ which captures all enemy capitals wins a domination victory.

- **Economic Victory:** A civ wins an economic victory by amassing 20,000 gold in its treasury and then constructing the World Bank wonder, which becomes available to the civ at that point.
- **Technology Victory:** A civ wins a technology victory by learning all of the techs necessary to construct and launch a space ship. Victory is achieved once the space ship reaches Alpha Centauri.

The Hall of Glory

Your victory is recorded in the in-game Hall of Glory. If you're connected to Xbox LIVE, you may visit the Leaderboards to compare your prowess against other *CivRev* players from around the globe! Both are available from the game's main menu.

ADVANCED RULES

GREAT PEOPLE

Great people can be settled in a city, where they provide a steady bonus of some kind to that city, or they can be expended to get an immediate and powerful bonus. There are six different types of great people; each type provides a different benefit to your civilization. You cannot settle two great people of the same type in the same city.

Great People Types

Great Artists/Thinkers

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

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

Great Builder

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

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

Great Explorer/Industrialist

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

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

Great General

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

Great Humanitarian

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

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

Great Leader

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

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

Great Scientist

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

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

SPIES

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

Spy Movement

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

Spies vs. Military Units

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

Spy vs. Spy

The only defense against a spy attack on a city is another spy on guard in the city. If a spy meets another spy, the two fight it out – if the defending spy wins, the attacker is destroyed. If the attacker wins and the city no longer has any spies in it, the infiltrating spy can enter the city and perform an espionage mission. Spy vs. spy combat does not trigger a state of war.

Spy Missions

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

Spy missions do not automatically cause a state of war.

Disrupt Defensive Units

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

Sabotage Production

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

Demolish a Building

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

Steal Some Gold

The spy steals a portion of gold.

Kidnap a Great Person

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

Leave Quietly

The spy exits the city without performing a mission

AIR UNITS

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

Air Unit Refueling

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

Air Unit vs. Ground Units

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

An air unit can attack units in cities, but it cannot capture cities.

Air Units vs. Other Air Units

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

Air Unit Types

There are two air unit types in the game:

Bomber

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

Fighter

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

MULTIPLAYER GAMES

In a multiplayer game, you're playing against other humans as well as against artificial intelligences (AIs). You can play games over a LAN (local area network), or over the Internet, via Xbox LIVE.

Xbox LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to **www.xbox.com/familysettings**.

Starting a Multiplayer Game

To initiate a multiplayer game, pick "Multiplayer" from the *CivRev* Main Menu. The "Match Type" menu gives you three options:

Player Match – Choose this to play a standard "unranked" game through Xbox LIVE over the Internet.
Ranked Match – Choose this to play a "ranked" game through Xbox LIVE over the Internet.
System Link – Choose this to play a game over a LAN (local area network). This takes you to a lobby where you can create a new game or join a game created by another player.

The Xbox LIVE Lobby

When you reach the Xbox Lobby, you're asked to choose the type of game you want to play. When playing a Ranked game or a Custom Quick match (in which the system chooses the best opponents in terms of your skill and network latency) you have to choose a Multiplayer Mode (see below). For other games you have to choose a Multiplayer Mode and a Turn Timer Setting.

Once you've picked a match type, you're taken to the Xbox LIVE lobby, where you can see a list of games matching your preferences. There you can create a new game, or join a game created by other players. When creating a game, the host can allow any and all players to participate, or the host can make the game "invitation only" by creating a Private Match.

Multiplayer Modes

You can play a multiplayer game in three modes:

- Head-to-Head (2 opposing humans, 3 random AIs)
- Teams (2 teams of 2 humans, 1 random AI)
- Free-for-all (4 opposing humans, 1 random AI).

Note that you can play multiplayer games with fewer than the maximum number of human players allowed. For instance, you could play a Team game with only two players: on the same team or on opposing teams, each allied with an AI. You must have the requisite number of humans when playing a Ranked game, though.

Turn Timer Setting

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

Ranked Games

The results of ranked games are posted on the Xbox LIVE Leaderboards. Your rank within a game is determined by how many turns you survived the game. If you leave a ranked game before you have been eliminated, you officially "surrender" on that turn, and you are ranked accordingly. The results of all your ranked games are used to calculate a player Rating. You are then ranked on the Leaderboard according to this rating.

The Game of the Week

A game of the week will be posted on Xbox LIVE each Sunday. All who play the game of the week will play the exact same game – the map will be identical, the same civs will appear, each with the same starting position, and so forth. The best scores/quickest victories will be posted online, broken down by difficulty level. You can play the game of the week as often as you like to try and achieve your highest score. Note that to prevent cheating and ensure an identical experience for all users, the ability to save your game is disabled while playing the game of the week.

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