

SID MEIER'S
CIVILIZATION
CONQUESTS III

EXPANSION PACK: REQUIRES CIVILIZATION® III TO PLAY



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Getting Started

Using this Manual

This manual describes the new features and enhancements in *Civilization® III: Conquests*. It is not meant to teach you how to play *Civilization III*. The manual assumes that you are familiar with the basic gameplay and concepts of *Civilization III*.

If you are new to *Civilization III*, we recommend that you consult the *Civilization III* game manual for complete gameplay instructions and a step-by-step walkthrough of the basic game concepts.

The ReadMe File

The *Civilization III: Conquests* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® II 400 MHz
Memory:	128 MB RAM
Hard Disk Space:	650 MB free (in addition to the 600 MB required by <i>Civilization III</i>)
CD-ROM Drive:	4X speed or Faster
Video:	Windows® 98/Me/2000/XP-compatible video card*
Sound:	Windows® 98/Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 9.0b (included) or higher
Multiplayer:	LAN or Internet connection required for some multiplayer modes Broadband connection recommended for games with 5 or more players
Microphone:	Required for voice chat

* Indicates device should be compatible with DirectX® version 9.0b or higher.

Installation

1. Start Windows® 98/Me/2000/XP.
2. With *Civilization III* installed, insert the *Civilization III: Conquests* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the on-screen instructions to finish installing *Civilization III: Conquests*.
5. When installation is complete, double-click on the *Civilization III: Conquests* game icon to start the game.

Note: In order to play the expansion, *Civilization III* must be installed on your computer and the *Civilization III: Conquests* disc must be in your CD-ROM drive.

Installing DirectX®

Civilization III: Conquests requires DirectX® 9.0b or higher in order to run. If you do not have DirectX® 9.0b or higher installed on your computer, click “Yes” to accept the DirectX® 9.0b License Agreement. This will then launch DirectX® 9.0b Install.

Saving and Loading

Saving and loading a single-player game in *Civilization III: Conquests* is identical to saving and loading a game in *Civilization III*. See page 21 of the *Civilization III* manual for more details.

Saving a multiplayer game is identical to saving a single-player game.

To load a multiplayer game, you must first host a game (see page 53 of this manual), and then choose Load Game from the Game Mode drop-down menu. **Note:** If you load a multiplayer game from the Main Menu or from within a single-player game, it will load and play as a single-player game.

Welcome to CIVILIZATION® III:

CONQUESTS

Civilization III: Conquests includes the *Civilization III: Play the World* multiplayer expansion pack. The manual assumes that you are installing over the original *Civilization III* game.

Welcome to Sid Meier's *Civilization III: Conquests!* As a ruler, you will be challenged with redefining some of the most critical moments in human history. Pit your strategic wits against handcrafted and tailored Conquests to see if you can lead your tribe to greatness. You will take the reins of power and decide whether or not Rome falls in a day, America is discovered by the Dutch or if Napoleon is destroyed immediately. These experiences and many more await you in *Conquests!*

What's New?

Listed below are just some of the new features, changes, and additions that you will encounter when playing *Civilization III: Conquests*. Be sure to carefully read each Conquest's Tech Tree and Civlopedia, because many of the game rules you are familiar with could be very different.

- **9 Conquests in history**, each with a new and unique Civ® III-style gaming experience. Be sure to carefully read the Tech Tree and Civlopedia, because many of the game rules you are familiar with could be very different.
- **15 new tribes**, each with its own unique unit, for a total of 31 tribes.
- **The Epic Game** has been updated to take into account the vast number of design and gameplay additions that have been made since *Civilization III* was released.
- **Multiplayer!** Challenge your friends in Internet, local area network (LAN), Hot Seat, and Play by E-Mail games.
- **Seafaring and Agricultural Civ Traits** and a rebalancing of all 31 tribes.
- **Demi-God and Sid difficulty levels**, along with **Adjustable AI Aggressiveness**.

- **Feudalism and Fascism** government types, and rebalancing of all governments.
- **Civil Engineer and Policemen** city specialists and boosts to the effectiveness of Tax Collectors and Scientists. Don't forget to use them!
- **New Wonders:** Statue of Zeus, Temple of Artemis, Mausoleum of Mausollos, Knights Templar and the Internet — not to mention the Wonders designed specifically for the Conquests.
- **New City Improvements:** Civil Defense, Commercial Docks, and Stock Exchange.
- **New Victory Conditions:** Regicides, Elimination, Era-Wonder, Coalition, Reverse Capture the Flag and adjustable Game Limits.
- **The Updated Editor** allows you to create your own Conquests.

How to Play

1. Make sure that the *Civilization III: Conquests* disc (not your original *Civilization III* disc) is in your CD-ROM drive.

Most of the setup options in *Conquests* are the same as those in *Civilization III*. The following sections describe the differences between the original menus and those in the expansion.

Main Menu



Conquests

Click on this option to enter the Conquests Menu. There are three Introductory Conquests designed to familiarize you with new gameplay elements in *Civilization III: Conquests*. The Introductory Conquests appear first on the list and

have a 0 at the start of their name. These feature new tribes, along with Locked Alliances, Reverse Capture the Flag, new Tech Trees and more. We highly recommend that you play these first!

Listed below the Introductory Conquests are **9** fully featured *Civ*-style gameplay experiences that will push your skills to their limits. Each Conquest was specially crafted to provide a new and interesting *Civilization* experience. Please read the Civlopedia and Tech Tree information to become acquainted with the Conquest. You should ignore standard *Civ III* rules, unit settings and wonder effects for each Conquest, as we specially designed each to provide the maximum amount of gameplay and experience without limiting ourselves to the previous rules.

Clicking on a Conquest's name will provide key information regarding the victory conditions, map, playable tribes, and various other items to assist you in choosing the tribe you wish to play.

To start a Conquest, double-click its name or highlight its name and click on Load.

Civ-Content

Choose this option to play different variations of the *Civilization* game. Each has been designed to expand on the *Civilization* experience and to allow the player some customization with how the game is played. Variants also include playing specific parts of the game to hone your skills with the later Eras.

You can also access Fan-Created Content through this menu.

Preferences



The new Preferences screen has been reorganized so that the options are easier to find. All of the options remain the same as those in *Civilization III*, with the following exceptions:

- **Show Advanced Unit Action Buttons:** You can now activate many of the unit actions available only through keyboard commands in *Civilization III* using on-screen Unit Action buttons. Select this option to display these advanced Unit Action buttons. (See “Mouse Controls for Advanced Unit Actions” on page 32 for details.)
- **Audio Preferences:** Audio Preferences, which were located on a separate screen in *Civilization III*, are now incorporated into the main Preferences screen.
- **Map Scroll Speed:** Select the speed at which the map scrolls (Fast, Normal or Slow).
- **Show Fewer Multiplayer Popups:** This option disables most pop-ups when playing multiplayer. This helps ensure the pace of the game is not broken by having to accept actions such as Creating a City or Loading Units onto a Transport.
- **Do Not Auto-Select Units in Multiplayer:** Use this option to turn OFF automatic unit cycling. Instead use the Wait [W] hotkey to switch between units or just click on the unit you want to activate.

Multiplayer

This option allows you to host or join a multiplayer game. See page 47 for complete information on joining and setting up multiplayer games.

Choose Your World

- **Barbarians:** You now have the option to play the game without the interference of those pesky Barbarians. To turn the Barbarians OFF but leave goody huts, click on the Sedentary option. To turn OFF Barbarians and the goody huts, click on the No Barbarians option.

Player Setup

The Your Civilization section of the Player Setup screen contains fifteen new tribes. See “New Tribes” on page 18 for more information.

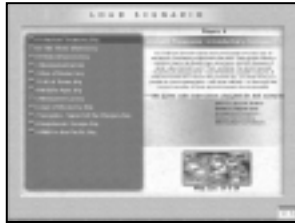
The Rules section of the Player Setup screen includes a number of new options:

- **Culturally Linked Start Locations:** When this option is checked, all civilizations start the game grouped on the map according to their culture groups — American, Asian, European, Mediterranean, and Mid East. In other words, all American civilizations start the game close to one another, all of the Asian civilizations start the game close to one another, and so on.
 - **Respawn AI Players:** When this option is checked, computer-controlled civilizations that are eliminated early in the game are “reborn” as new civilizations. If you don’t want AI civilizations to reappear after you defeat them, un-check this option.
 - **Preserve Random Seed:** When this option is checked, the state of the current game’s random number generator is locked when you save a game, so that saving and loading have no effect on random events in the game. For example, right after you save your game, one of your units is attacked and destroyed by an enemy unit. You can reload your last save and allow the combat to occur again. If the Preserve Random Seed option is not checked, a new random number is generated when the game is reloaded, and the results of the combat might be different. If the Preserve Random Seed option is checked, the result of the combat is always the same because the original random number that governed the combat is preserved in each save.
- **Accelerated Production:** When this option is checked, the number of food, shields, and commerce generated by cities each turn is doubled. Accelerated production speeds up the game by increasing the rate of population growth and scientific research and decreasing production time.
 - **Elimination:** This is a new victory condition. (See “Victory Conditions” on page 45.)
 - **Regicide:** This is a new victory condition. (See “Victory Conditions” on page 45.)
 - **Mass Regicide:** This is a new victory condition. (See “Victory Conditions” on page 45.)
 - **Victory Point Scoring:** This option allows you to score points by occupying designated Victory Point Locations, killing enemy units or barbarians, capturing enemy cities, building Wonders, researching or capturing princesses.
 - **Capture the Princess:** This option enables a new capture-the-flag game mode.
 - **Allow Cultural Conversions:** When enabled, culturally weak cities adjacent to culturally strong ones might defect and join their culturally superior neighbor. Default is ON.
 - **Reverse Capture the Flag:** This is not an option that can be selected. Certain Conquests and player-made scenarios will have this victory condition enabled. If it’s enabled you will see it highlighted. For example, the “Three Sisters Introductory Conquest” has this option enabled to allow you to return the artifact to the volcano.
 - **Game Limits:** Click on this to be given the opportunity to customize your victory conditions to meet your needs. Turn # can be reduced and many limits (indicators that the game is over) can be adjusted in this menu.
 - **Adjustable AI Aggressiveness:** Before starting the game, click how aggressive you want the AI players to be. Normal means that the AI acts based on the tribe’s default aggressiveness setting.

Previewing and Loading Scenarios

Click on Civ Content in the Main Menu to access, preview, and manage *Civilization III* scenarios. The Civ Content screen is divided into two regions:

- **Scenario Files:** This scrolling menu lists all of the scenario files that are currently stored in your *Civilization III* and *Civilization III: Conquests* Scenario folders.
- **Scenario Preview:** This section shows the title and description of the selected scenario; the scenario version icon (whether it was created with *Civilization III* or *Civilization III: Conquests*); the number of players allowed; the Victory Conditions; and a notification of whether there are custom rules in effect. If the scenario uses a custom map, a preview image of the map is displayed.



To preview a scenario, click on the scenario name in the Scenario Files menu. To load a scenario, click on the scenario name and then click on the O.

Civ Content provides you variations of the *Civilization* experiences to allow you to customize your gaming experience more to your liking. Some of the options include: Vanilla Civ3, *Play the World*, No Disasters, No Plague, No Unique Units, No Civ Traits, No Volcanos, and Locked Alliance.

Hall of Fame

The Hall of Fame Screen has changed. When you first enter this screen you will be shown your progress in the Conquests Campaign. Each Conquest is listed with the details of the game that you scored highest on. The difficulty level that you beat it on is also indicated. Once you win all of the Conquests you are awarded with a victory video!

Click the Next button in the Campaign Menu to launch your next uncompleted Conquest. Beat all of them and get your reward!

Click on the O at the bottom right to continue on to the original *Civilization III* Hall of Fame. The civilization-specific sorting controls that were located around the outside of the screen are now available from text buttons at the top of the screen. In addition, you can now sort the scores by the column subject heading.

To re-sort the scores, click any column header. The scores will re-sort in ascending order based on the information in the column you select. Click on a column header again to change the sort order from ascending to descending order.

Editor

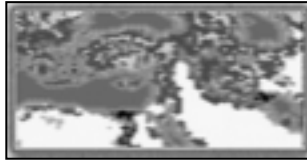
Civilization III: Conquests includes a full-featured editor that allows you to create new maps and edit existing maps. The editor also allows you to control and edit every aspect of the game necessary to design and create customized scenarios.

The editor is automatically installed when you install the game, and is located in the "Civ3Conquests" folder. To run the editor, navigate to the Civ3Conquests folder and double-click Civ3ConquestsEdit.exe.

The editor in *Civilization III: Conquests* is similar to the editor included with the original game, but it includes many new features. For a list of these features and complete instructions on how to use the editor, see the Editor Help file. To run the Editor Help file, navigate to the Civ3Conquests folder and click the CIV3CONQUESTSEDT help file. You can also access all of the help topics from the Help menu while running the editor.

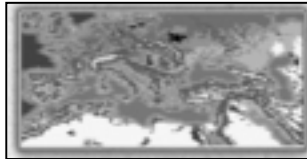
The Conquests

Mesopotamia



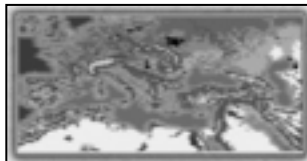
Mesopotamia is the “cradle of civilization” and was home to all seven of the “Great Wonders of the Ancient World.” The map stretches from the mountains of Greece east to the hills of Persia and south to the Nile river. The game ends as soon as all seven great wonders have been built, or when a side amasses 5,500 Victory Points, or after 160 turns — whichever happens first. Victory points awarded for completing wonders are doubled in this scenario.

Rise of Rome



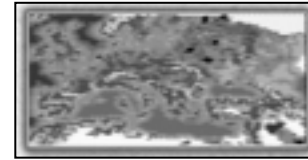
It is more than 2,300 years ago, and the Mediterranean Sea is in turmoil. To the east, Macedon and Persia are locked in a deadly war to decide the dominant power in Asia Minor. Farther west, the young city of Rome is beginning to challenge mighty Carthage for control of the central Mediterranean. Are you prepared to grasp the reins of power, and lead your people to the heights of glory and wealth — at the point of a sword and the tip of a spear?

Fall of Rome



Emperor Constantine has divided the Roman Empire into two. The Western half, with its capital at Rome, is beset with barbarians on all borders. The Eastern portion of the Empire, hard at work building their new capital of Constantinople, faces danger as well, from both barbarians and the strengthening Sassanid Persians. How long can the once great empire survive? Corruption is rampant already, and if either half of the empire loses eight cities, it will surely collapse.

Middle Ages



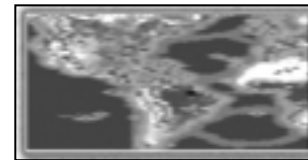
In 843, the great empire of Charlemagne is divided into three parts. The Christian leaders of these kingdoms of English, Franks, Germans and Burgundians each have a holy relic that needs to be returned to Jerusalem (to earn 10,000 bonus Victory Points). A fourth relic resides with Alfred the Great in his fledgling English nation to the north. Play as either one of these four Christian civilizations, one of four Viking powers, one of four Arab powers, or as the Byzantines. Who can rule the greatest kingdom of the Middle Ages by the year 1453?

Mesoamerica



The Mesoamerican cultures of the Pre-Columbian era have captured the imagination of anthropologists and historians alike. From the industrious Inca and their imperial road system, to the magnificent temples of Mayan Tikal, and on into central Mexico where the mighty Aztecs paid blood homage to the god-king Quetzalcoatl, these cultures stood as a testament to the ingenuity and glory of ancient man. Can you, as either the Aztecs, the Maya, or the Inca, lead your people to victory, and forge an empire to withstand the coming of the Conquistadors?

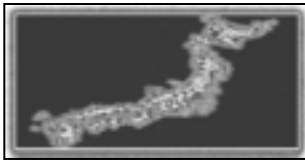
Age of Discovery



Play as one of five European powers (England, France, Spain, Portugal or the real underdog ... the Dutch) as you explore the New World and Africa. Set up plantations and mines in these new lands to exploit their wealth. Then bring these treasures back avoiding privateers to score Victory Points and add gold to your treasury.

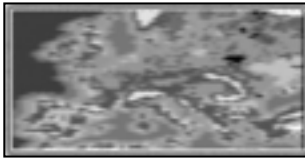
Alternatively (and even harder than the Dutch), play as the Aztecs, Incas or Mayans, trying to stem the tide of European domination long enough to win a one-city cultural victory.

Sengoku



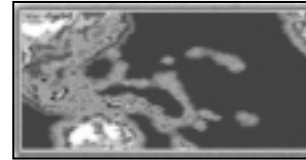
The Sengoku period in Japan spans the Onin war in 1467, the emergence of Oda Nobunaga into Kyoto in 1568, and the establishment of the Tokugawa shogunate in 1603. It was in this period that battles, large and small, raged throughout Japan as warlords fought for the title of Shogun. War tactics changed drastically following the introduction of gunpowder and firearms by the Portuguese in 1543. Will you be able to battle and scheme your way into to the position of Shogun?

Napoleonic Europe



The age of Napoleon has arrived! Nationalism is sweeping through the lands. Strong infantry and cavalry forces of a newly rejuvenated France, under the direction of several great military leaders, stand ready to bring “reforms” to the other nations of Europe. Across the channel, England is in a locked alliance with Portugal, the Netherlands and the Kingdom of Naples. Other countries are unaligned — but not uninterested in the future shape of Europe. Can Napoleon conquer all, or will the other nations work together to contain his imperialistic motives?

World War II in the Pacific



War has been declared! It is December, 1941 and the “peaceful” Pacific Ocean is about to witness the full fury of air, naval and land warfare during World War II. A military-rich but resource-poor Japan has dangerous assault forces poised to attack complacent Allied bases in Malaya and the Philippines. Far to the northeast, near Hawaii, a powerful Japanese naval-air strike force is within range of the “unsuspecting” U.S. fleet stationed near Honolulu.

New Tribes

Arabs

Originating in central Arabia, the Arabs are the most dominant Middle Eastern culture. At certain times during their history, the Arab empire spread from India in the east to as far as Spain in the west.

- **Leader:** Caliph Abu Bakr
- **Culture Group:** Mid Eastern
- **Aggression Level:** 4 (High)
- **Build Preferences:** Growth and Culture
- **Preferred Government:** Republic
- **Shunned Government:** Despotism
- **Civilization Characteristics:** Expansionist, Religious
- **Unique Unit:** Ansar Warrior



Byzantines

Also known as the Eastern Roman Empire the Byzantine Empire was initiated by Constantine's move of the capital from Rome to Constantinople.

- **Leader:** Empress Theodora
- **Culture Group:** Mediterranean
- **Aggression Level:** 3 (Moderate)
- **Build Preferences:** Defensive Land, Naval, Trade, Happiness, Culture
- **Preferred Government:** Monarchy
- **Shunned Government:** Feudalism
- **Civilization Characteristics:** Seafaring, Scientific
- **Unique Unit:** Dromon



Carthaginians

With a center of power in the north African city of Carthage, the Carthaginians controlled a small but powerful empire in the Mediterranean starting in the 6th century BC.

- **Leader:** General Hannibal
- **Culture Group:** Mediterranean
- **Aggression Level:** 2 (Low)
- **Build Preferences:** Naval Units and Trade
- **Preferred Government:** Republic
- **Shunned Government:** Communism
- **Civilization Characteristics:** Seafaring, Industrious
- **Unique Unit:** Numidian Mercenary



Celts

The Celts, who originated in central Europe, formed a culture whose influence spread to the British Isles, Western Europe, and south to the Mediterranean prior to the rise of the Roman Empire.

- **Leader:** King Brennus
- **Culture Group:** European
- **Aggression Level:** 4 (High)
- **Build Preferences:** Offensive Land Units, Trade, and Culture
- **Preferred Government:** Despotism
- **Shunned Government:** Republic
- **Civilization Characteristics:** Agricultural, Religious
- **Unique Unit:** Gallic Swordsman



Hittites

The Hittites were the first to use Iron in warfare. Very aggressive, they played an integral part in the dynamics that formed the Fertile Crescent.

- **Leader:** King Mursilis
- **Culture Group:** Mid Eastern
- **Aggression Level:** 4 (High)
- **Build Preferences:** Offensive Land, Trade
- **Preferred Government:** Fascism
- **Shunned Government:** Despotism
- **Civilization Characteristics:** Commercial, Expansionist
- **Unique Unit:** 3-Man Chariot



Incans

The Incans dominated South America throughout the 15th century with one of the most powerful and well-organized armies ever to be seen in the Americas.

- **Leader:** Sapa-Inca Pachacuti
- **Culture Group:** American
- **Aggression Level:** 3 (Moderate)
- **Build Preferences:** Offensive Land, Culture, Wealth
- **Preferred Government:** Communism
- **Shunned Government:** Republic
- **Civilization Characteristics:** Agricultural, Expansionist
- **Unique Unit:** Chasqui Scout



Koreans

The people of the ancient Koryo dynasty (from which the western word "Korea" was derived) established themselves as a unique Asian culture through its advanced efforts in agriculture and trade, as well as its practical approach to philosophy.

- **Leader:** King Wang Kon
- **Culture Group:** Asian
- **Aggression Level:** 2 (Low)
- **Build Preferences:** Artillery Land Units
- **Preferred Government:** Monarchy
- **Shunned Government:** Republic
- **Civilization Characteristics:** Commercial, Scientific
- **Unique Unit:** Hwach'a



Mayans

While Europe was slumbered in the Dark Ages, these innovative people had charted the heavens, evolved the only true writing system native to the Americas and were masters of mathematics and calendrics. Deep within the jungles of the Yucatan peninsula you can still go visit the cities that are nothing short of architectural masterpieces.

- **Leader:** Great Instigator Smoke-Jaguar
- **Culture Group:** American
- **Aggression Level:** 3 (Moderate)
- **Build Preferences:** Defensive Land, Production, Culture, Workers
- **Preferred Government:** Feudalism
- **Shunned Government:** Democracy
- **Civilization Characteristics:** Agricultural, Industrious
- **Unique Unit:** Javelin Thrower (with Enslavement)



Mongols

The ancient Mongol Empire covered an area from the Black Sea in the west to the South China Sea in the east. It included the present-day countries of Iraq and Iran, as well as parts of Russia and China.

- **Leader:** Ghenghis Khan Temujin
- **Culture Group:** Asian
- **Aggression Level:** 5 (Very High)
- **Build Preferences:** Offensive Land Units and Production
- **Preferred Government:** Despotism
- **Shunned Government:** Democracy
- **Civilization Characteristics:** Expansionist, Militaristic
- **Unique Unit:** Keshik



Netherlands

The Dutch colonized much of Southeast Asia (“Dutch East Indies”) and played a major role in the Age of Discovery as European nations searched for an Eastern route to tap into the riches of India and Asia.

- **Leader:** King William
- **Culture Group:** European
- **Aggression Level:** 2 (Low)
- **Build Preferences:** Naval, Defensive Land, Production
- **Preferred Government:** Monarchy
- **Shunned Government:** Despotism
- **Civilization Characteristics:** Seafaring, Agricultural
- **Unique Unit:** Swiss Mercenary



Ottomans

At the height of their power, the Ottomans controlled lands in southwest Asia, north-east Africa, and southern Europe. Founded in the 13th century AD, the Ottoman Empire’s conquests included the Mamluks of Africa and the Christian kingdoms of Europe.

- **Leader:** Sultan Osman
- **Culture Group:** Mid Eastern
- **Aggression Level:** 3 (Moderate)
- **Build Preferences:** Artillery Units and Happiness
- **Preferred Government:** Republic
- **Shunned Government:** Despotism
- **Civilization Characteristics:** Industrious, Scientific
- **Unique Unit:** Sipahi



Portugal

The Portuguese dominated exploration and were the first civilization to map out the continent of Africa. With the discovery of the New World the Portuguese Empire rivaled Spain.

- **Leader:** Prince Henry
- **Culture Group:** European
- **Aggression Level:** 3 (Moderate)
- **Build Preferences:** Naval, Wealth, Trade, Explore
- **Preferred Government:** Democracy
- **Shunned Government:** Fascism
- **Civilization Characteristics:** Seafaring, Expansionist
- **Unique Unit:** Carrack



Scandinavians

The Scandinavians were actually made up of numerous Scandinavian tribes originating primarily from Denmark, Norway, and Sweden. This seafaring group is known primarily for its affinity for expansion and plunder.

- **Leader:** King Ragnar Lodbrok
- **Culture Group:** European
- **Aggression Level:** 4 (High)
- **Build Preferences:** Naval Units and Offensive Land Units
- **Preferred Government:** Monarchy
- **Shunned Government:** Republic
- **Civilization Characteristics:** Seafaring, Militaristic
- **Unique Unit:** Berserk



Spanish

Although the ancient kingdoms that eventually formed Spain were largely Mediterranean powers, Spain went on to become a significant power in Europe in the Middle Ages.

- **Leader:** Queen Isabella
- **Culture Group:** European
- **Aggression Level:** 3 (Moderate)
- **Build Preferences:** Naval Units, Trade, Explore, Culture
- **Preferred Government:** Monarchy
- **Shunned Government:** Despotism
- **Civilization Characteristics:** Seafaring, Religious
- **Unique Unit:** Conquistador



Sumeria

The Sumerian civilization was one of the first groups of man to form the basic principles of Civilization. They laid a foundation for all of the people of Mesopotamia to follow.

- **Leader:** King Gilgamesh
- **Culture Group:** Mid Eastern
- **Aggression Level:** 2 (Low)
- **Build Preferences:** Defensive Land, Science, Trade
- **Preferred Government:** Monarchy
- **Shunned Government:** Republic
- **Civilization Characteristics:** Agricultural, Scientific
- **Unique Unit:** Enkidu Warrior



New Civilization Traits

Agricultural

This civilization type is for the tribes that built their foundation on agricultural methods and used food to ensure their growth and prosperity.

- **Starting Techs:** Pottery (or Masonry if paired with Expansionist characteristic)
- **Bonuses:** Base city squares produce 1 additional food. Irrigated deserts produce extra food. Cheaper city improvement costs on Aqueducts, Recycling Plant, and Solar Plants.

Seafaring

This civilization type is for the tribes that used the power of the sea to forge their empires.

- **Starting Techs:** Alphabet (or Pottery if paired with Commercial characteristic)
- **Bonuses:** Typically, the start location is near the ocean. Cities built on coast receive a bonus commerce in the base city square. Seafaring Civs have less of a chance of sinking out at sea prior to researching Astronomy. Cheaper “water based” city improvements include Coastal Fortress, Harbor, Offshore Platform, and Commercial Docks. Ships move faster and have a reduced chance of sinking in the sea or ocean.

CIVILIZATION III: CONQUESTS Characteristics

Adjustments

Changes were made to the characteristics of the following tribes:

- Carthage to Seafaring, Industrial
- Spain to Seafaring, Religious
- England to Seafaring, Commercial
- Scandinavia to Seafaring, Militaristic
- Celts to Agricultural, Religious
- Iroquois to Agricultural, Commercial
- Aztecs to Agricultural, Militaristic

New Governments

Fascism

Fascist states appeal to strong feelings of national identity and the promise of a glorious future (or the return to an idealized past). Nations ruled with this form of government view themselves as entitled to anything they can take from weaker civilizations, so war weariness is not an issue, and nationalist fervor for public works means that your Workers do their jobs faster. However, the

brutal methods and suspicious attitude towards business and enterprise mean they must force labor to rush improvements.

Feudalism

As a feudal kingdom you are dependent on the vassals for support and bound to respect their wishes. Corruption is lessened due to a decentralized administrative system, but your vassals are wary of continual warfare so war weariness can be a slight problem to public happiness. Production problems associated with despotism are avoided. Maintenance costs for units is increased, but city improvements have no maintenance costs.

Tech Tree Changes

Civilization III: Conquests contains the following additions and changes to the Tech Tree:

General

- **Incan Chasqui Scouts** available from start
- **Sumerian Enkidu Warriors** available from start
- **Scientific Great Leaders** now spawn when techs are researched

Ancient Times

- **Mayan Javelin Thrower** is available with Warrior Code
- **Worker Action Build Outpost** is available with Masonry
- **Curragh** is available with Alphabet
- **Hittite Three-man Chariot** is available with The Wheel
- **Statue of Zeus** *Great Wonder* is available with Mathematics
- **Byzantine Dromon** is available with Map Making
- **Mausoleum of Mausollos** *Great Wonder* is available with Philosophy
- **Worker Action Build Barricade** is available with Construction
- **Temple of Artemis** *Great Wonder* is available with Polytheism

Middle Ages

- **Feudalism** *Government* is now available with Feudalism
- **Knights Templar** *Great Wonder* is available with Chivalry
- **Trebuchet** is available with Engineering
- **Netherlands Swiss Mercenary** is available with Feudalism
- **Portuguese Carrack** is available with Astronomy
- **Explorers** are now available with Astronomy
- **Spanish Conquistadors** are now available with Astronomy
- **Ability Trading World Maps** now requires Navigation
- **Ability Enables Communication Trading** now requires Printing Press

Industrial Age

- **Fascist Government** is available through an optional tech off Nationalism
- **Policeman City Specialist** is available with Nationalism
- **Ironclads** is now an optional tech available from Steam Power
- **Secret Police HQ** Communism *Small Wonder* is available with Espionage
- **City Improvement Stock Exchange** is available with The Corporation
- **City Improvement Commercial Docks** is available with Mass Production
- **Civil Engineer City Specialist** is available with Replaceable Parts
- **Cruiser** is available with Combustion
- **Flak Cannon** is available with Flight
- **Worker Action Build Airfield** is available with Flight
- **City Improvement Civil Defense** is available with Radio
- **Worker Action Build Radar Tower** is available with Radio

Modern Times

- **TOW Infantry** is available with Rocketry
- **Mobile SAM** is available with Rocketry
- **The Internet** *Great Wonder* is available with Miniaturization
- **Satellites** now clear any remaining unexplored areas from the World Map
- **Modern Paratrooper** is available with Synthetic Fibers
- **SS Stasis Chamber** is available with Robotics & requires Uranium

Be sure to check the ReadMe file for the full list of final changes!

New Game Features

Civilization III: Conquests includes a number of new interface elements and features that simplify and enhance gameplay.

Access the City Governor


A new control has been added to the City screen that allows you to access the City Governor screen. You can still access the City Governor screen using the keyboard shortcut [G]. New toggles were added that allow you to quickly cycle all of the Production and General tab settings from This City, Continental Cities, and All Cities.

Cycle Cities, Stack Movement and Cycle Units

Above the Info Box on the main screen are four new controls that allow you to easily access your cities and units, and to move units together as a group.



Cycle Cities

 Click on the left and right arrows to cycle through your cities. As you cycle through cities, the map automatically centers on the selected city. Click on the icon between the arrows to toggle between cycling through all cities and cycling through only the cities that are currently experiencing Civil Disorder.



Move Units in Stack (Hotkey: X or J)

Click on this button to give a GoTo order to all of the units that occupy the same square as the currently selected unit. Units on transports must be unloaded before you can give them a stack GoTo order. Order a transport to GoTo a shore tile and select Unload All. **Note:** Stacked units move at the movement rate of the slowest unit in the stack.



Move Units of Same Type in Stack (Hotkey: Ctrl-X or Ctrl-J)

Click on this button to give a GoTo order to all units of the same type as the currently selected unit in that unit's square. For example, if the selected unit is an Archer, all Archers in the same square follow the GoTo order but non-Archer units do not. **Note:** Stacked air units given a GoTo order automatically re-base to the destination location if possible.



Cycle Units (Hotkeys:], [or Shift-], Shift-[)

Click on the left and right arrows to cycle through your active units. As you cycle through units, the map automatically centers on the selected unit. Units that are automated, fortified, or otherwise not awaiting orders are skipped. Click on the icon between the arrows to switch between cycling through all active units and only units of the currently selected type. (For example, if you have a Spearman selected and you set this control to Toggle Units By Type, clicking on the arrows cycles only through Spearman units.)

Rename Units



You can now change the names of individual units. To change a unit's name, select the unit and press [Shift]-[N] or click on the Rename Unit action button (provided that Advanced Unit Action buttons are enabled in the preferences panel). Type the new name for the unit in the dialog box, and then press Enter.

Note: Doing this changes only the name of the selected unit — not the names of every unit of that type.

Setting Rally (City & Continental) Points

Once you set a rally point for a city, all units produced in that city automatically move to that rally point after they are built. Each city can have only one rally point. **Note:** Changing your city production to anything other than a unit will clear the rally point. You can also set Continental Rally points by right clicking on a city and choosing Set Continental Rally Point.

- **To set a city's/continental rally point:** Right-click on the city and select Set Rally Point from the menu. Move the cursor to the square you want to set as the rally point and left-click.
- **To clear a city's rally point:** Right-click on the city and select Clear Rally Point from the menu.

Automated Bombard, Bombing, and Precision Bombing

These new commands allow you to order units to bombard, bomb, or precision bomb a single target repeatedly without having to issue a new order every turn.

The keyboard shortcuts for these actions are always available (see "Keyboard Shortcuts" on page 68). You must turn on Advanced Unit Action buttons in the Preferences screen if you want the following buttons for these commands to be displayed on screen when you select a unit.



Auto Bombing: Press [Ctrl]-[U] or the Wait [W] hotkey to quickly activate the bombardment for the turn or to cycle through your units to manually activate.



Auto Precision Bombing: Only targets city improvements.

Sacrificing Units



Some units, as found in the Mesoamerica Conquest, have the ability to capture other units. When you are playing a scenario with the Enslavement option enabled, you can capture a unit and bring it back to one of your cities, then sacrifice that unit to gain culture points.

Mouse Controls for Advanced Unit Actions

In *Civilization III*, there were a number of advanced unit actions that you could only initiate using keyboard commands. You can now initiate these actions using Advanced Unit Action Buttons, which you can turn ON or OFF in the Preferences screen.



Automate Worker (Clear Forests Only)



Automate Worker (Clear Wetlands Only)



Automate Worker (Colony-To)



Automate Worker (Irrigate Nearest City)



Automate Worker (Damage Only)



Automate Worker (Railroad-To)



Automate Worker (Road-To)



Automate Worker (This City Only)



Automate Worker (This City Only Without Altering Existing Terrain Improvements)



Automate Worker (Trade Network)



Automate Worker (Without Altering Existing Terrain Improvements)



Go To City



Sentry Unit (Enemy Unit Activates)

The Espionage Screen

The Espionage screen lets you manage and direct all of your diplomatic activities and clandestine operations from one convenient location. After the discovery of Writing, you can open the Espionage screen by clicking on the E button on the side of the Info Box.



The Espionage screen is divided into five sections:

Opponents

The left portion of the Espionage screen shows all of your opponents. The names and leader portraits of the civilizations you have contact with are shown. Civilizations you have not yet encountered are labeled "Unmet."

Click on a civilization's name or leader portrait to initiate an action against that civilization in the Espionage screen. Beside each civilization's name, one or more icons might be displayed:



Indicates that you have established an embassy in that civilization's capital.

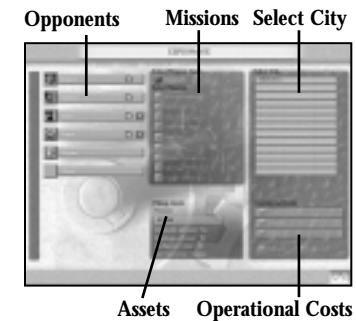


Indicates that you have a spy planted within that civilization.

Mission

These controls allow you to select the diplomatic or espionage mission you want to undertake. First, select an opponent and then select the proposed mission. You will not be able to select missions that you cannot afford or cannot perform at your current level of technology.

The details and implications of each mission type are discussed in the *Civilization III* manual and in the in-game Civlopedia.



Assets

This provides a summary of your current monetary and technological assets, including the amount of gold in your treasury, your technological achievements that apply to espionage, and your level of spy experience.

Select City

These are the cities that belong to the currently selected civilization. Click on a city to select it.

Operational Costs

Click on one of these choices to set the level of risk you are willing to undertake with regard to the current mission. (Levels of diplomatic and espionage risk are discussed in the *Civilization III* manual.) Choose a risk level and then select Execute or Cancel.

Launching a Diplomatic or Spy Mission

Some diplomatic missions are available after you discover Writing, and others become available as your level of technology increases. Spy missions become available after you research Espionage. To launch a diplomatic or spy mission:

- Select the target civilization in the Opponents area.
- Select a mission type (Diplomatic or Spy).
- Select a mission.
- Select the target city for the mission (if appropriate).
- Select an option in the Operational Costs area.
- Click Execute to launch the mission.

If you decide not to execute the mission, click Cancel or exit the Espionage screen.

Cities

Civilization III: Conquests adds a number of new city improvements, wonders of the world, city specialists, and worker actions. The following sections provide an overview of these new features and their function in the game.

City Specialists

In addition to the Entertainer, Tax Collector, and Scientist the player can gain access to the Civil Engineer and Policemen city specialists.

Civil Engineer

Available with Replaceable Parts and they provide production bonuses to the creation of buildings only.

Policemen

Available with Nationalism and they provide a reduction to corruption.

City Improvements



Civil Defense

Civil defense helps protect units within the city by providing a defensive bonus against attack and bombardment.



Commercial Dock

Commercial Docks increase trade in every water square within the city's radius. They can be built only in cities bordering water squares.



Stock Exchange

The Stock Exchange boosts the tax output of the city in which it is built. This new improvement is a prerequisite for the Wall Street small wonder. **Note:** The prerequisite for the Wall Street small wonder is now five Stock Exchanges instead of five Banks.

Wonders of the World



The Internet

The Internet is a great boon to scientific discovery, providing the equivalent of a Research Lab in every friendly city on the continent where it is built. The Internet triggers a Golden Age for the civilization that builds it — if they haven't had one already.



The Statue of Zeus

Produces an Ancient Cavalry unit every five turns for free and is available with Mathematics. Requires Ivory and is rendered obsolete by Metallurgy. This wonder can become a tourist attraction.



The Temple of Artemis

The Temple of Artemis is available with Polytheism and gives the player 4 Culture Points and adds a temple to every city on the continent. It is rendered obsolete by Education. This wonder can become a tourist attraction.



The Mausoleum of Mausollos

Available with Philosophy and gives you 2 Culture Points and 3 happy faces in the city in which it's built. This wonder can become a tourist attraction.



Knights Templar

The city that houses the Knights Templar produces a free Crusader unit every five turns. Knights Templar provides 2 Culture Points. It is available with Chivalry and is rendered obsolete by Steam Power.

Small Wonders of the World

Secret Police HQ acts as a second Forbidden Palace, but you can only build it, and it is only in effect when you are using Communism as your government type.

Worker Actions

In addition to the new improvements and wonders that you can build in your cities, *Civilization III: Conquests* adds several new Worker actions. These new actions allow your Workers to build structures outside your cities (in the same way that they could build Fortresses and Colonies in *Civilization III*).

The unit action buttons and keyboard shortcuts for these actions are always available (provided that you have researched the requisite technology).



Airfield

After you discover Flight, your Workers can construct Airfields. You can build Airfields anywhere inside your territory or in neutral territory. An Airfield can be the target of a Re-Base action for air units, and can be used as a base of operations for any air unit actions. If the Airfield falls into the territory of another civilization, that civilization takes control of the Airfield — unless the civilization in question has not discovered Flight, in which case the Airfield is destroyed. When a Worker builds an Airfield, the Worker is lost.



Outpost

Outposts help eliminate fog of war by revealing sections of the map surrounding them. After you discover Masonry, you can order Workers to build an Outpost anywhere inside your territory or in neutral territory. Outposts have a sight range of two on flat land, three on hills, and four on mountains. If an Outpost falls into the territory of another civilization, the Outpost is destroyed. When a Worker builds an Outpost, the Worker is lost.



Radar Tower

Radar Towers become available after you discover Radio, and can be built in any land tile within your territory. Any of your units within two squares of a friendly Radar Tower receive an offensive and defensive combat bonus. If your Radar Tower falls into the territory of another civilization, the Radar Tower is destroyed. When a Worker builds a Radar Tower, the Worker is lost.



Barricades

Extensions to existing fortifications that create a Zone of Control. Barricades double the defensive bonuses of Fortresses and also stop any unit from being able to move past the barricades until the next turn. You must have a fortification in place to build a barricade.



Clear Wetlands

Pressing [Shift]-[C] or clicking on this Advanced Unit button will clear marshland terrain. You must research Tech to have this ability. Pressing [Shift]-[W] will automate a unit to clear wetlands.



Clear Damage

Pressing [Shift]-[C] or clicking on this Advanced Unit button will set your worker to the task of cleaning up damaged terrain tiles. Damage occurs when volcanoes erupt or when factories wastes become excessive. Bombardment of terrain can also cause craters that can be cleaned with this command. Pressing [Shift]-[D] will automate a unit to clear damage.

Tourist Attractions

Great Wonders of the World can become tourist attractions, which generate additional commerce for the city in which they were built. Great Wonders do not begin to draw in tourists until the Wonders are at least 1,000 years old.

Units

Civilization III: Conquests adds seven new units that are available to all civilizations in the game – Scientific Great Leaders, Guerilla, Medieval Infantry, Curragh, Trebuchet, Spies, and Cruisers. Various other unit adjustments are also listed below.

Units Available to All Cultures



Scientific Great Leaders

Scientific Great Leaders can be awarded when you have shown your skill at competing in the tech race. Anytime you are the first tribe to research a tech, the opportunity for receiving a Scientific Great Leader is increased. You can use them to boost science in a city for 20 turns or to Hurry City Production.



Guerilla

Guerilla units are equally effective at both offense and defense. This Industrial Age unit becomes available after the discovery of Replaceable Parts.



Medieval Infantry

Medieval Infantry were the standard foot soldiers of the Middle Ages. These powerful attack units become available after the discovery of Feudalism. **Note:** The Swordsman now upgrades to Medieval Infantry.



TOW Infantry

TOW Infantry use portable rocket artillery to fight tanks. They become available with Rocketry and do not require any resources to build.



Ancient Cavalry

These cavalry units represent highly trained mounted men that are swift to charge into danger and can quickly ride out of harm's way. Created by the Statue of Zeus wonder.



Crusader

Crusaders are a unit created by the Knights Templar wonder.



Modern Paratroopers

Modern Paratroopers are prepared to do battle deep behind the enemy lines! They become available with Synthetic Fiber.



Curragh

The Curragh was the first boat used by man for traveling the seas. These units can be built by coastal cities after the discovery of Alphabet.



Trebuchet

The Trebuchet is an upgraded version of the Catapult that packs quite a punch when used effectively. This unit becomes available with Engineering and can be upgraded to a Cannon.



Cruisers

Cruisers become available with the development of Combustion. These pre-AEGIS style cruisers are the little brother of the Cruiser family. Cruisers have more firepower than the Destroyer and are faster than the Battleship.



Flak Cannon

These anti-aircraft weapons are vital for defense against bombing air units and will be the key to a solid defense or offense in the Late Industrial & Modern Eras. Since they are also portable you should try to remember to bring some along as an escort. These become available with the discovery of Flight.



Mobile SAM

These mobile missile-based anti-aircraft units become available with Rocketry and will pause any air-based offensive. These units do not do well against stealth aircraft, so if your opponents are going airborne, be sure to adjust by creating your own superior air force — or protection from one!

Tribe-Specific Units

There is also one new tribe-specific unit for each of the 15 new tribes.



Ansar Warrior

The Ansar Warrior takes the place of the Knight for the Arabs. They sacrifice some of the Knight's defensive capabilities in favor of increased movement and decreased cost.



Berserk

Instead of Longbowmen, the Scandinavians deploy Berserk units. Although more expensive than Longbowmen, Berserk units are more powerful both offensively and defensively and have Amphibious Attack ability.



Carrack

The Carrack replaces the Caravel for the Portuguese. They receive a boost to attack strength and do not sink during ocean voyages.



Chasqui Scout

The Chasqui Scout replaces Scouts for the Incas. They receive no movement penalties when trekking across hills and mountains and have the ability to attack and defend.



Conquistador

Conquistadors replace Explorers for the Spanish. While not the equal to Middle Ages cavalry in direct combat, these military scouts are extremely mobile. Conquistadors treat all terrain as roads.



Dromon

The Dromon replaces the Galley for the Byzantines. Their use of Greek Fire gives Dromon a small offensive advantage over the Galley.



Enkidu Warrior

The Enkidu Warrior replaces the Warrior for the Sumerians. The unit costs the same as a Warrior but has an extra hit point, which helps to ensure survival during the early Ancient battles.



Gallic Swordsman

The Gallic Swordsman replaces the Swordsman for the Celts. The additional movement speed of this unit gives the Celts an offensive edge in Ancient Times.



Three Man Chariot

The Three Man Chariot replaces the Chariot for the Hittites. Though slightly more expensive than the Chariot, these killers of the Ancient era receive a boost in both attack and defense.



Hwach'a

This powerful bombardment unit of the Koreans is even more powerful than the Cannon. This unit gives the Koreans an offensive edge, as it requires fewer strategic resources to build than the Cannon.



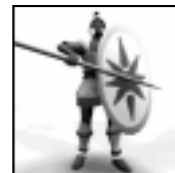
Javelin Thrower

The Javelin Thrower replaces the Archer for the Mayans. When victorious in battle, there is a chance that the Javelin Thrower will enslave the defeated unit and create a Worker.



Keshik

The Keshik takes the place of the Knight for the Mongols. This mounted unit lacks the Knight's defensive strength, but requires fewer strategic resources and costs less. The Keshik ignores all movement penalties when crossing mountain terrain.



Numidian Mercenary

The Numidian Mercenary is the unique Carthaginian unit used in place of the Spearman. This unit is versatile on offense and defense, though slightly more expensive than the Spearman.



Sipahi

The Ottoman Sipahi takes the place of Cavalry in their strategic forces. This unit's powerful attack strength gives the Ottomans mounted superiority in the Middle Ages.



Swiss Mercenary

The Swiss Mercenary replaces the Pikeman for the Netherlands. This unit is the ultimate solution for Middle Age City defense.

New Unit Abilities

Stealth Attack

Stealth Attack allows you to pick your target regardless of how many units are in the stack that you are attacking. Use this ability to ensure that the Elite Spearman who keeps healing every turn doesn't get the chance.

Enslavement

Enslavement gives you the opportunity to capture a defeated unit and convert it into a worker or other unit (determined by the unit with the Enslavement ability). The Mayan Javelin Thrower, English Man-O-War, and Privateer all have the ability to enslave units.

Victory Conditions

Civilization III: Conquests includes a number of new victory conditions designed to provide specific goals and allow for shorter games.

You can enable the new victory conditions during game setup on the Player Setup screen (in a single-player game) or the Multiplayer Setup screen. As with all victory conditions, you can also use the game editor to set victory conditions when building or editing a scenario.

Elimination

When this victory condition is enabled, victory can be swift indeed. Under this rule, when you lose a city — any city — your entire civilization is eliminated from the game. The last civilization remaining wins the game.

Regicide



When Regicide is selected as a victory condition, every civilization starts the game with a "king" unit. Each civilization's king is its great leader — for example, the American's king is Abraham Lincoln. Kings can move and have minimal offensive and defensive strength.

When your king is killed, your civilization is eliminated from the game. The last civilization standing wins.

Mass Regicide

This victory option is similar to Regicide, but every civilization starts the game with multiple king units. Your civilization is eliminated when all of your king units are killed. The last remaining civilization is the winner.

Victory Points



In addition to the pre-set victory conditions, you can determine the winner of a game using victory points. You can view your score (and those of all other civilizations in the game) on the Histogram screen.

Victory points are scored based on two options that you can set along with the other game rules on the Player Setup screen and the Multiplayer Setup screen.

Victory Point Scoring

When this option is selected, the starting squares for each civilization are tagged with victory location icons. You score victory points by capturing and holding victory locations. To control a victory, one of your military units must occupy the square at the

end of all players' turns on a given turn. You get 25 victory points for every turn you control a victory location. You will also score points by killing enemy units or barbarians, capturing enemy cities, building Wonders and researching technologies.

Note: You can set additional victory locations on a map using the editor.

Capture the Princess



This option is a sort of capture-the-flag game — only, in this case, the “flag” is a princess. At the start of the game, each civilization has one princess unit. Unlike the king units in the Regicide and the Mass Regicide games, princess units cannot move, attack, or defend themselves — they are stuck on the square where you start the game.

When this option is enabled, you score victory points by capturing your opponents' princesses and returning them to your capital city. Princesses are captured by moving into the square they occupy and using the Capture unit action. If other units are defending the princess you must defeat those units in order to capture the princess. If the princess is inside a city, you must capture or destroy the city in order to capture the princess.

After a princess is captured, she moves along with the capturing unit. You must take the captured princess to your capital city. If you are successful, you score 10,000 victory points. The princess then disappears from your capital and is returned to her original owner's capital city. If there is no place for the princess to return to—for example, the princess' civilization has been eliminated—the princess remains in your capital city and you score an additional 10,000 victory points.

Reverse Capture the Flag

Return the “flag” to a Victory Point Location for points. To see an example of how this victory condition works, refer to “The Three Sisters” scenario.

Multiplayer

You've already proven your leadership prowess against worthy computer opponents, but how will you fare against the most unpredictable and diabolical of all adversaries — other, human *Civilization III* players? *Civilization III: Conquests* gives you the opportunity to match wits and warfare with players both locally and around the world.

Getting Connected

Most multiplayer games require a connection to another computer — via an Internet service provider (ISP) or a local area network (LAN). Internet games are played via GameSpy, a free Internet game portal.

Play by E-mail games do not require a direct connection — you and your opponents must have valid e-mail accounts to play an e-mail game.

Hot Seat games are played on a single computer and, thus, do not require an outside connection of any kind.

Important Info — Please Read!

Connecting Through a Firewall

In order to join or host a multiplayer game through a connection to the Internet that is protected by a firewall you will be required to open ports in your firewall. Opening these ports will allow the game to communicate to other computers without the firewall interfering. *Please consult your firewall documentation for assistance in opening the ports.*

Note: Only one player who is behind a firewall can be in a game.

In order to connect to a direct connection game or a LAN game the following ports are required to be open:

Action	Port
Initial UPD Connection	6073 Outbound
Subsequent UPD Inbound and Outbound	2302-2400

In order to host a direct connection or a LAN game the following ports are required to be open:

Action	Port
Initial UPD Connection	6073
Inbound Subsequent UPD Inbound and Outbound	2302-2400

In order to join a game on the Internet through the built in GameSpy software, the following ports must be opened:

Action	Port
IRC	6667
Voice Chat Port	3783
Master Server UDP Heartbeat	27900
Master Server List Request	28900
GP Connection Manager	29900
GP Search Manager	29901
Custom UDP Pings	13139
Query Port	6500
DirectPlay	2302
Initial UPD Connection	6073 Outbound
Subsequent UPD Inbound and Outbound	2302-2400

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Custom UDP Pings	13139
Query Port	6500
DirectPlay	2302
Initial UPD Connection	6073 Inbound
Subsequent UPD Inbound and Outbound	2302-2400

If problems occur after opening these ports, you will want to make sure that UPnP services are enabled on your router and that the ISP you are using allows you to host on these ports. If problems persist you may also disable your firewall or place the computer in the DMZ of your firewall. **Using DMZ or disabling your firewall is simpler, but more dangerous, since your computer is now fully exposed to the Internet at large.**

Enhanced Multiplayer — Conquests Style!

For previous players of Civilization III Multiplayer here is an update

on the changes that have been made with Conquests:

- DirectX® 9.0b greatly improves the performance of multiplayer and connectivity.
- Tournament Game Type is now available for those competitive *Civ III* players who want to be sure no one has modified the rules.
- Combat is now resolved with a single animation for much faster gameplay. Stack combat is also resolved *much* faster!
- Game Mode now defaults to Simultaneous.
- Use the new Preference to turn off automatic unit toggling to have more control over the battlefield.

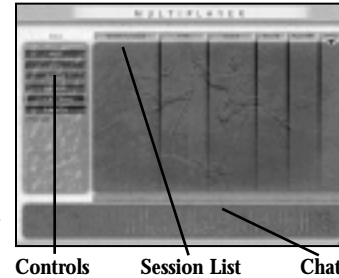
Simultaneous Play Updates:

- Fortifying and Healing of Stacked units in cities with a barracks mid-combat is no longer possible.
- Bombardment of tiles that are engaged in combat is no longer possible.
- With timers, Turn 1 no longer has a time limit. Feel free to take your time to get connected and situated.

Be sure to check out the Conquests in Multiplayer and see if your skills can hold up against human players. The Civ-Content variations are also a great way to customize multiplayer to be the way you want it.

Starting a Multiplayer Game

Click Multiplayer on the Main Menu to open the Multiplayer Mode menu. This is a small pop-up window that allows you to choose which Multiplayer Connection you wish to use.



- **Internet:** Connect to the *Civilization III: Conquests* GameSpy Multiplayer Lobby and compete with other fans across the world.
- **LAN:** Use this option to play against friends on your home network.
- **Hotseat:** Select this to battle it out against yourself or friends in the comfort of your home.
- **Play by E-Mail:** Use this option to start a turn-based game without time constraints.

The Multiplayer Lobby includes a number of basic multiplayer setup controls and displays and is divided into three sections:

Controls

- **Name:** Your player name appears in the upper left corner. To change your name, click on the displayed name and enter a new one at the prompt.
- **Host:** Click on this button to host a game. As the game's host, you set all of the game options.
- **Join:** To join a game, first click on the name of the game you want to join on the Session List, then click on the Join button.
- **Refresh/Cancel Refresh:** Click on this button to refresh the list of games displayed on the Session List. During the refresh process, the button text changes to Cancel Refresh. Click Cancel Refresh to abort the refresh process.

- **Location:** Click on this button to toggle the games displayed on the Session List between Local (those on the LAN to which you are connected) and Internet games.
- **Filter Out:** Click on this to set the parameters for the games that you do not want displayed on the Session List. Doing so opens the Filters screen.

Filters Screen

The Filters screen allows you to filter out games that fall below a certain performance level (Ping). Select the maximum Ping level from the drop-down menu.

All other filter options are check boxes. Check the player and game characteristics you want to block by clicking on the box beside the desired option. Games that match one or more of the characteristics checked on the Filters screen will not be displayed on the Session List on the Multiplayer Lobby screen.

Session List

The Session List displays all of the games being hosted at the selected location (LAN or Internet), as well as the following information:

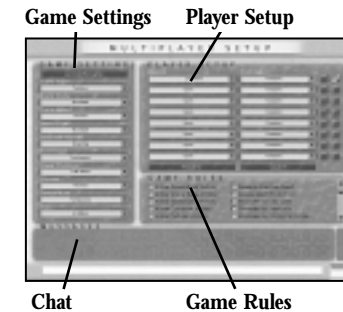
- **Session Name:** The name of the game.
- **Type:** The type of game — Simultaneous Moves, or Turn-Based. (See “Multiplayer Game Types” on page 58.)
- **Mode:** The victory conditions of the game.
- **State:** Whether the game is Open, Locked, or In-Progress. You can only join Open games.
- **Players:** The number of players currently in the game and the maximum number of players allowed. For example, 1/8 shows that one player is in the game and a maximum of eight are allowed in the game.
- **Ping:** The connection speed between your computer and the computer on which the game is being hosted. The lower the Ping number, the faster the connection. The higher the Ping, the more lag you will experience during the game. By default, games are listed in order from the lowest to the

highest Ping. An arrow appears over the column to indicate this. Click any column header to sort the list using another criteria. For example, to sort games alphabetically by Session Name, click Session Name. Reverse the order of the list by clicking on the column header a second time.

- **Chat:** The chat area below the Session List allows you to communicate with other players who are logged into your LAN or Internet game. (See “Chatting” on page 67.)

Hosting a Multiplayer Game

To host a game, click Host on the Multiplayer Lobby screen. This opens the Multiplayer Setup screen, which allows you to set the options for your new game. **Note:** In the Multiplayer Lobby you can set a password to protect who enters your game.



Note: When playing an Internet game, you must first announce your game from the Multiplayer Staging Window. (See “Staging Window (Internet Games)” on page 56 for details.)

The Multiplayer Setup screen is divided into four regions:

Game Settings

To change a setting, select the option from the appropriate drop-down menu.

- **Game Type:** Select Tournament, Simultaneous Moves or Turn-Based. (See “Multiplayer Game Types” on page 58 for details.)
- **Game Mode:** Play a Standard (randomly generated) game, load a Civ Content variation and existing scenarios, or load a saved game.
- **Game Speed:** Select a Slow, Medium, or Fast game. In Turn-Based and Simultaneous Movement games, select None if you want players to have unlimited time to complete each turn.

The remaining settings are the same as those found on the Choose Your World screen in the single-player game. To change an option, click on the desired setting on the appropriate drop-down menu.

- **World Size**
- **Barbarian Activity**
- **Land Mass**
- **Water Coverage**
- **Climate**
- **Temperature**
- **Age**
- **Difficulty**

Game Limits: With *Civilization III: Conquests*, you can also adjust Game Limits to focus on particular skills or victory conditions. The following can all be adjusted to meet your multiplayer gaming needs.

Player Setup

The Player Setup displays the names of the players in the game and the civilizations they have selected. As host, your name and civilization always appear at the top. To change your civilization, select the tribe you want from the drop-down menu to the right of your name. Random selects a civilization for you.

You can also select civilizations for Computer players in the game using the drop-down menus next to their names. (You cannot select civilizations for human opponents.)

With a Conquest, Civ Content, or Existing Scenario loaded, the civilizations will be set by player #. Click on the number [#] before your name to switch between the available Civilizations.

Note: Any civilization with AI: <cname> before it was designed for an AI player to use. This typically means you will either be greatly favored or have to really hone your playing skills as the underdog!

Note: You cannot select a civilization that is already selected by another player. If there are many players in your game, it can pay to choose a civilization quickly.

A maximum of eight players (including you) can play in a multiplayer game. You can limit the number of players by selecting Closed from the drop-down menu in each of the positions you want to block. You can also block out human players by assigning a Computer player to any position.

To the right of each civilization are two buttons:

- **Kick Player:** The left-hand button next to each player allows you to remove unwanted players from your game. To remove a player, click on the Kick Player button next to his or her civilization name. This removes the player from the player list. (The Kick Player button next to your name is never active — you cannot kick yourself out of the game.)
- **Ready:** The right-hand button next to each player indicates whether or not the player is ready to begin the game. When the player is ready, a white check appears in this box. When you click your Ready button, all game options on the Multiplayer Setup screen are locked. To change an option, click your Ready button again. All human players' Ready boxes must be checked in order for you to launch the game.

There are two other controls in the Player Setup area:

- **Rename:** Click on this button to change the name of your civilization's leader (by default this name is the same as your host name as entered on the Multiplayer Lobby screen), your civilization's name, the title, the noun and the adjective by which you are identified. These options are the same as the Customize Your Tribe options that are accessible from the Player Setup screen in a single-player game.
- **Launch:** Click on this button to start the game. All players' Ready boxes must be checked in order to launch the game. When you click Launch, a ten-second countdown begins. When the countdown is complete, the game starts. To stop the countdown before the game begins, click your Ready button again.

Game Rules

The Game Rules section of the Multiplayer Setup screen is identical to the Rules section of the Player Setup screen in the single-player game. To enable a game rule, click it. To disable a rule that is already selected, click it again. Use the scroll bar on the right to scroll up and down through the rule list.

Chat

The Chat area works just as it does on the Multiplayer Lobby screen. In addition to chat messages from other players, the Messages window shows you game status messages (such as notification when other players join the game). (See “Chatting” on page 67.)

Staging Window (Internet Games)

When you are playing an Internet game, the Staging Window appears before you set your options on the Multiplayer Setup screen. This window allows you to synchronize with the other players in the game. After all players have signaled ready, the host launches the game and everyone proceeds to the Multiplayer Setup screen.



The Staging Window is divided into three sections:

Game Settings

The Game Settings area allow the host to configure the game and announce the type of game to other players who might wish to join. Only the game host can access these controls.

- **Game Type:** Select Tournament, Simultaneous Moves or Turn-Based. (See “Multiplayer Game Types” on page 58 for details.)
- **Game Mode:** Choose a game mode and victory conditions.
- **Lock Game:** Enable this option to bar any additional players from joining the game.

The Game Mode and Game Type selected by the host are displayed to all prospective joining players. After all players have joined the game on the Staging Window, the host can still change the Game Mode, Game Type, and victory conditions on the Multiplayer Setup screen.

Player Setup

The Player Setup section lists all of the players currently in the game. The host’s name is listed in the top position, and joining players are listed below the host in the order that they join.

There are two controls in this area:

- **Ready:** Click on this button when you are ready to begin the game.
- **Launch:** This button is only available to the host. When all players have signified that they are ready, click on this button to go to the Multiplayer Setup screen. You cannot launch the game until all players (including you) have clicked their Ready buttons.

Chat

The Chat area works just as it does on the Multiplayer Lobby screen. In addition to chat messages from other players, the Messages window shows you game status messages (such as notification when other players join the game).

Joining a Multiplayer Game

To join a LAN or Internet game, find the game you want to join on the Session List on the Multiplayer Lobby screen and click on the game to highlight it. (If you don’t see the game you’re looking for, click Refresh to update the Session List.) When the game is highlighted, click Join to join the game. This opens the Multiplayer Setup screen. (You cannot join a game that is Locked or In-Progress.)

Note: If you are joining an Internet game, you are taken to the Staging Window prior to proceeding to the Multiplayer Setup screen. On the Staging Screen, simply click Ready to signal the host that you are ready to proceed.

Since you are joining someone else's game, you can't change the game options and rules. The only options you can change are in the Player Setup area.

- **Civilization:** Find your name in the Player Setup area and select the civilization you want to play from the drop-down menu to the right of your name. If you like surprises, choose Random and the game will pick a civilization for you. **Note:** You cannot select a civilization that has already been selected by another player. If you wish to choose a particular civilization, pick fast.
- **Rename:** Click Rename to change your name, your civilization's name, and the title by which you will be addressed in the game.
- **Ready:** Click on the Ready button beside your civilization name to indicate to the host that you are ready to start the game. When you click Ready, all options are locked. If you change your mind, click Ready again any time before the host launches the game.

The Chat area works just as it does on the Multiplayer Lobby screen. In addition to chat messages from other players, the Messages window shows you game status messages (such as notification when other players join the game).

Quitting a Multiplayer Game

You can quit a multiplayer game at any time just as you would a single-player game. When you decide to quit, be sure you really want to leave the game. When you quit, your civilization is eliminated from the game and all of your cities are destroyed.

Multiplayer Game Types

Civilization III: Conquests offers five game modes for multiplayer games. You can still play the traditional Turn-Based game (which mimics the gameplay in the single-player game), but there are also three new game modes specifically designed for multiplayer play.

Turn-Based

Turn-Based multiplayer games are played just like single-player games. Depending on the Game Speed option selected by the host, you might have a set amount of time to complete your movement and other tasks each turn.

The turn timer in the upper right corner of the screen counts down the time remaining in the current turn as well as the elapsed game time. When the turn timer runs out, your turn ends and the next player's turn starts. You can end your turn early by clicking on the End Turn button on the Info Box. You are prompted to move when it is your turn again.

Even when it isn't your turn, you can still perform many game functions, such as setting city production orders, consulting your advisors, and so on. There are, however, several actions that you can only perform when it is your turn:

- Move units.
- Assign or cancel unit actions.
- Hurry production.

Simultaneous Movement

The Simultaneous Movement game is very similar to the Turn-Based game. The game proceeds one turn at a time, however, instead of each player taking separate turns each round, all players take their turns at once.

Each turn lasts until the turn timer has finished counting down. All production, research, and so on take place prior to the start of each new turn.

Hot Seat

A Hot Seat game plays exactly like a Turn-Based game except that all players play on the same computer. After you complete your turn, the next player takes your place at the keyboard and takes his or her turn, and so on. There is no game timer in Hot Seat games.

To set up a Hot Seat game:

1. Select Hot Seat as the game type.
2. Select your civilization. (As the host, your name appears on the top line of the Player Setup area.)
3. For each human opponent, select Add Human Player in the Players column. A dialog appears that allows each player to enter his or her name and other information. After entering a name, players choose a civilization from the drop-down menu next to his or her name.
4. You can fill any vacant positions with AI players by selecting Computer in the Players column.
5. Click on the Ready button beside your name, and then click Launch to start the game.
6. At the start of the game, you are prompted to enter an Administrator Password for the game. This password allows the administrator to drop players from the game, regardless of whether they password protected their turns.

On the first turn, each player is prompted to enter a password for his or her civilization. This password prevents other players from playing that player's turns. Players with password-protected civilizations must enter their password before every turn. If you don't want to password protect your civilization, leave the field blank.

You must load a saved Hot Seat game from the Multiplayer Setup screen. If you load the game from the Main Menu, the game plays as if it were a single player game.

Note: Diplomacy — communication with other civilizations — is handled differently in Hot Seat games. See “Multiplayer Diplomacy” on page 64 for details.

Play by E-Mail

The Play by E-Mail option allows you to play a game against distant opponents without directly connecting with them.

To set up a Play by E-Mail game:

1. Make a note of the e-mail addresses of your opponents. (You must keep track of the addresses yourself — *Civilization III: Conquests* does not save e-mail addresses.)
2. Select your civilization. (As the host, your name appears on the top line of the Player Setup area.)
3. For each human opponent, select Add Human Player in the Players column. A dialog appears that allows you to enter each player's name and other information. After entering player names, choose a civilization from the drop-down menu next to each opponent's name.
4. You can fill any vacant positions with AI players by selecting Computer in the Players column.
5. Click on the Ready button beside your name, and then click Launch to start the game.
6. At the start of the game, you are prompted to enter an Administrator Password for the game. This password allows the administrator to drop players from the game, regardless of whether they password protected their turns.

On the first turn, each player is prompted to enter a password for his or her civilization. This password prevents other players from playing that player's turns. Players with password-protected civilizations must enter their password before every turn. If you don't want to password protect your civilization, leave the field blank.

From this point on, gameplay is similar to a Turn-Based game. After you complete each turn, you are prompted to save the game and exit. Note the name of your saved game file and the folder in which you saved it. After exiting *Civilization III: Conquests*, open your e-mail application, and e-mail the saved game as an attachment to the next player.

When you receive a saved game, copy it into your Saves folder. Open *Civilization III: Conquests* and click Load Game on the Main Menu. Locate the saved game you just received and load it. After you complete your turn, you are prompted to save the game and exit. This cycle continues — each player taking his or her turn and sending the resulting saved game to the next player on the list — until the game is over.

Note: Diplomacy — communication with other civilizations — is handled differently in Play by E-Mail games. (See “Multiplayer Diplomacy” on page 64 for details.)

The Effects of Game Speed

The Game Speed, set by the host on the Multiplayer Setup screen, affects every game type differently. Note: Game Speed has no effect in Hot Seat and Play by E-Mail games.

- **Turn-Based:** Game Speed determines the amount of time each player has to complete his or her turn. When time elapses, the next player’s turn begins.
- **Simultaneous Movement:** Game Speed determines the amount of time all players have to complete each turn. When time elapses, the next turn begins for all players.

In all game types affected, the faster the Game Speed, the shorter the time between turns or production phases. Game Speed doesn’t correspond to any specific amount of time. As your civilization grows, the game automatically increases the amount of time available to you.

The In-Game Multiplayer Interface

Although most of the multiplayer interface is identical to that of the single-player game, there are some notable differences.

Multiplayer Information Display

The Multiplayer Information Display appears in the upper-right corner of the screen during multiplayer games. This interface provides information about the players in the game and tracks turns and elapsed game time.

Player List

The Player List shows the civilization color, leader name, civilization name and current score for every player (human and AI) in the game. By default, the Player List shows only your information. To expand the list to show information for all players, click on the Maximize/Minimize button.

A Turn Indicator icon appears next to your civilization when it is your turn in a Turn-Based or Hot Seat game. In Play by E-Mail games, the turn icon is always next to your civilization. In Simultaneous Movement games, the icon appears next to all civilizations and disappears when each player ends his or her turn.

Click on the Block Chat button to block selected civilizations from seeing your chat messages. When the button shows a speech balloon, the selected civilization can see your chat messages. When the button is blank, chat is blocked to that civilization. This button has no effect in Hot Seat and Play by E-Mail games.

Note: The Block Chat button also blocks voice chat.

Turn Clock

The Turn Clock graphically counts down the time remaining in the current turn. As time elapses, a bar fills the Turn Clock left to right. When the bar is completely filled, the turn ends.

The Turn Clock is not active in Hot Seat and Play by E-Mail games, or in Turn-Based and Simultaneous Movement games when the Game Speed is set to None.

Total Play Time

The Total Play Time indicator shows the total amount of elapsed time since the game began (in hours, minutes, and seconds). The Total Play Time indicator is not active in Hot Seat or Play by E-Mail games.

Multiplayer Diplomacy

Turn-Based, Simultaneous Movement

Diplomacy in multiplayer games works similarly to single-player diplomacy, but there are a number of significant differences.

Initiating Diplomacy

In multiplayer games, you can initiate a diplomatic exchange with civilizations with which you have contact at any time. When someone attempts to start a diplomatic exchange with you, you are notified with a pop-up window.

You have a number of possible responses available:

- **Accept the envoy:** Select this response to begin a diplomatic exchange with your opponent.
- **Refuse to hear the envoy:** Select this response to notify your opponent that you are not interested in negotiating at this time.
- **Contact Me Later:** This closes the window and informs the contacting player to try again later.

Conducting Negotiations

The multiplayer Diplomacy screen is very similar to the single-player version with several important differences:

- **No “They Offer” section:** The portion of the Diplomacy screen that displays the items available for your opponent to offer is not shown in multiplayer negotiations. When you initiate a diplomatic exchange, you must propose a deal and it is up to your opponent to offer items in exchange. When your opponent proposes a deal, you can see only what he or she currently offers you.

- **Emote Controls:** The multiplayer Diplomacy screen includes Happy, Neutral, and Angry buttons. These controls allow you to select the mood that your leader displays to your opponent during the diplomatic exchange.
- **Chat:** The chat section of the multiplayer Diplomacy screen allows you to exchange messages with your opponent during negotiations. Messages are displayed in the Message area. To send a chat message, type the message in the text entry field and press Enter. Chat exchanges that take place on the Diplomacy screen are between you and the player you are negotiating with. Other players do not see them.

You place items on the negotiation table just as you do in a single-player negotiation. The status area of the Diplomacy screen shows whether or not you have accepted your opponent's offer and vice-versa. As you add items to the negotiation table, the offer is automatically updated on your opponent's screen.

Once the offer is on the table, you have the following options:

- **Accept:** Notifies your opponent that you have accepted the offer currently on the table. When both you and your opponent accept the offer, the negotiation ends automatically.
- **Cancel:** Ends the negotiation immediately without accepting the offer.
- **Do Not Accept:** After you have accepted the offer you can still change your mind by clicking Do Not Accept. You can only do this if your opponent has not yet accepted the offer.

Note: When negotiating with AI civilizations in any multiplayer game, negotiations are conducted just as they are in a single-player game.

Hot Seat and Play by E-Mail

Diplomacy in Hot Seat and Play by E-Mail games is nearly identical to diplomacy in other multiplayer game types but, because of the unique nature of the turn sequence in these game types, negotiations can stretch out over several turns instead of being concluded in a single turn.

In both game modes, you make contact with your opponents just as you would in a single-player game. When you initiate contact, the multiplayer Diplomacy screen appears. To negotiate a deal, do the following:

1. Select the items you want to put up for negotiation and close the Diplomacy screen.
2. The player with whom you initiated contact is presented with the multiplayer Diplomacy screen at the start of his or her next turn. Your opponent now has the opportunity to place his or her own items on the table for negotiation. Once this is done, he or she closes the Diplomacy screen.
3. On your next turn, the Diplomacy screen appears to show you what your opponent has offered you.
4. To accept the offer, click Accept. To renegotiate, decline the offer and change the items you wish to place on the table.
5. This process continues back and forth until you and your opponent agree to a deal. If you cannot agree to a deal, either one of you can end the negotiations at any time by clicking on Cancel.

Note: When negotiating with AI civilizations in any multiplayer game, negotiations are conducted just as they are in a single-player game.

Chatting

In LAN and Internet games, you don't have to open formal diplomatic negotiations to talk to your opponents. You can converse with them at any time by using the Chat feature. To open the Chat window, press the [~] key.

You can use the Block Chat buttons to prevent selected civilizations from seeing your messages. **Note:** When you are negotiating with another player on the Diplomacy screen, your chat messages are automatically kept between you and the player with whom you are negotiating.

If your computer is equipped with a microphone and you have Microsoft DirectVoice enabled on your computer, you can talk directly to your opponents while you play. Voice chat works for general chatting and during diplomatic negotiations. When the Diplomacy screen is open, only the person you are negotiating with can hear your voice.

For tips on enabling and troubleshooting the voice chat, please refer to the ReadMe file. (See "The ReadMe File" on page 3.)

Keyboard Shortcuts

Unit Movement

Action	Keyboard Shortcut
Move all units as a stack	J or X
Move units of selected type as a stack	Ctrl-J or Ctrl-X

Unit Orders

Order	Keyboard Shortcut
Automated Precision Bombing	Shift-P
Build Airfield	Ctrl-Shift-A
Build Outpost	Ctrl-O
Build Radar Tower	Ctrl-T
Rename Unit	Shift-N
Clear Wetlands (Jungle/Marsh)	Shift-C
Clear Damage	Shift-C
Pillage	Shift-P
Air Drop (paratroopers and helicopters)	P
Build Barricade	Ctrl-F
Clear Forest	Shift-F

Miscellaneous Commands

Action	Keyboard Shortcut
Cycle Cities—Next City	. (period)
Cycle Cities—Previous City	, (comma)
Cycle Cities—Next City in Disorder	Shift-. (>)
Cycle Cities—Previous City in Disorder	Shift-, (<)
Cycle Units—Next Unit]
Cycle Units—Previous Unit	[
Cycle Units—Next Unit of Selected Type	Shift-] (})
Cycle Units—Previous Unit of Selected Type	Shift-[({})
Espionage Screen	Shift-E
Zoom/Unzoom Map	Z
Initiate Chat (Multiplayer)	~
Force GoTo's and Automoves (Multiplayer)	Ctrl-U
Center Screen on Message (Multiplayer)	Shift-X

Unit Chart

Unit	Cost	ADM (Shields)	BRF	Strategic Resources Required	Who Can Build
Ancient Calvary	0	3.2.2		Statue of Zeus	Anyone
Ansar Warrior	60	4.2.3		Horses, Iron	Arabs
Berserk	60	6.2.1			Scandinavians
Carrack	40	2.2.3	Trans: 3		Portuguese
Chasqui Scout	20	1.1.2			Inca
Conquistador	70	3.2.2		Horses	Spanish
Cruiser	160	15.10.6	7.1.2	Oil	Anyone
Crusader	0	5.3.1		Knights Templar	Anyone
Curragh	10	0.1.2			Anyone
Dromon	30	2.1.3	2.1.2 Trans: 2		Byzantines
Enkidu Warrior	10	1.2.1			Sumerians
Gallic Swordsman	40	3.2.2		Iron	Celts
Guerilla	90	6.6.1			Anyone
Hwach'a	40	0.0.1	8.1.1	Salt peter	Koreans
Javelin Thrower	30	2.2.1	Has Enslave		Mayans
Keshik	60	4.2.2		Horses	Mongols
Medieval Infantry	40	4.2.1		Iron	Anyone
Modern Paratroopers	110	6.11.1		Oil, Rubber	Anyone
Numidian Mercenary	30	2.2.1			Carthaginians
Sipahi	100	8.3.3		Horses, Salt peter	Ottomans
Swiss Mercenary	30	1.4.1		Iron	Netherlands
Three-Man Chariot	30	2.2.2		Horses	Hittites
TOW Infantry	120	12.14.1	6.0.1		Anyone
Trebuchet	30	0.0.1	6.1.1		Anyone
Flak Cannon	7	1.6.0	2	None	Anyone
Mobile SAM	10	1.6.2	4	None	Anyone

CREDITS

Civilization III: Conquests is the result of an enormous number of highly talented and wonderful people focusing their efforts toward one goal. Thank you.

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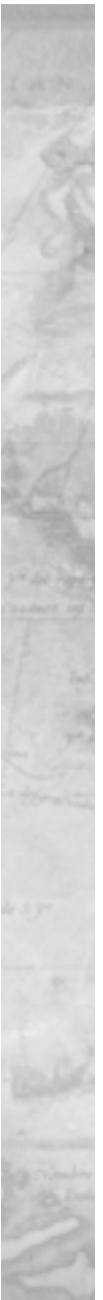
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