



Sid Meier's Civilization III: Complete Fact Sheet

Developer: Firaxis Games
Publisher: 2K Games
Platforms: PC
Release Date: October 2004

Sid Meier's Civilization III: Complete is the ultimate Civ III experience delivering the most up-to-date version of this award winning game, along with both of the expansion packs: Civ III: Play The World - the updated and enhanced multiplayer expansion pack and Civ III: Conquests - offering great new Civs, Scenarios, and Features. Civilization III: Complete provides more ways to win, more ways to explore, more strategies to employ, and more exciting modes of play all on 3 CDs in one little box...nirvana!

Sid Meier's Civilization III is an exciting journey through time where players are challenged to create their own version of history as they match wits against the world's greatest leaders and build, expand and rule a world dominating civilization to stand the test of time.

- ❖ New Strategies for Victory
- ❖ New Combat Options: Finer Levels of Control for Enhanced War Making Capabilities
- ❖ Greatly Expanded Diplomacy: Conversational Interface and "Bargaining Table".
- ❖ New Trade System: Reflecting the Central Role it Played in Mankind's Development
- ❖ New Technologies, Wonders of the World, and Great People Expand the Scope of the Game
- ❖ New Concept of Culture
- ❖ Easier to Use Interface and Streamlined Management Screens: Better Control of Your Civilization
- ❖ Full Set of Scenario Editors: Unprecedented Customizability
- ❖ The World Is More Alive: New Innovative World Map Generator
- ❖ The Most Detailed and Beautiful Art, Animations and Sound Ever Found in the Genre

New Strategies for Victory

You can still achieve victory by winning the space race or through military prowess and now you can plan the expansion of your empire and ultimate victory through:

- *Diplomatic finesse*: Become Secretary General of the UN or a ruthless trade baron through shrewd diplomacy.



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- *Cultural domination*: Elevate your Civilization's status by creating a Culture that is the envy of other Civilizations.

New Combat Options Provide Finer Levels of Control for Enhanced War Making Capabilities

- *Leaders*: When your military is victorious in battle, great leaders may emerge who can create and command armies.
- *Armies*: Collections of different military units that act as one, massive unit.
- *Air Missions*: Conduct multiple types of air missions including reconnaissance, interception, and strategic and precision bombing.
- *Bombardment*: Pound the enemy with long-range fire from artillery and battleships to reduce units and city walls to rubble.
- *Conscription*: Employ the draft changing citizens into militia units.

Greatly Expanded Diplomacy with a Conversational Interface and "Bargaining Table".

- *Bargaining Table*: Players can mix and match an infinite array of deals involving money, resources, luxuries, alliances, workers, maps and paying tribute.

New Trade System is Integral to the Game Reflecting the Central Role it Played in Mankind's Development

- *Integrated Trade system*: Resources are required for building certain units and researching certain technologies and luxuries are used to increase the happiness of your people. Securing them is a new and interesting challenge.
- *Resources and Luxuries*: *Important resources and luxuries are concentrated in strategic areas of the world to create a realistic and contentious race for raw materials.*
- *Trade Routes*: Luxuries and Resources are moved along trade routes (on land, sea and air) that may be vulnerable to enemy attack and diplomacy. Trade routes must be protected.

New Technologies, Wonders of the World, and Great People Expand the Scope of the Game.

- *New technologies*: New techs can lead to existing and New Wonders.
 - *Laser leads to Quantum Mechanics*



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- *The Arts*: a new type of technology that players don't *have* to build, but they provide special benefits that lead to cultural wonders.
 - *Music Theory* leads to *Great Cathedral*
 - *Free Artistry* leads to *Great Playhouse*
- *Small Wonders*: These are minor wonders of the world that each civilization can build only one of:
 - *Epic of Gilgamesh* – leaders more likely to emerge out of battles
 - *Forbidden Palace* – allows two capital cities per civilization
 - *Intelligence Service* – players can build spy units
- *Great People*: Important Historical figures emerge and convey special benefits
 - *Great Scientists* – allow you to complete technologies immediately
 - *Great Artists* – create works of art, contributing to your cultural score
 - *Great Leaders* – form and lead armies or complete great projects

New Concept of Culture

Now players can dominate a game by developing their Civ's Culture, which is the impact of their nation's philosophy and arts on the world. Culture is now critical to the success of your civilization and gives rise to:

- *Expanding Cultural Boundaries*: As a city's influence in the world grows, due to Libraries, Temples, Wonders of world, and so on, your borders expand, giving you control of more and more area.
- *Resistance*: during war citizens of captured cities with a high culture rating resist the new regime and may refuse to work.
- *Assimilation*: citizens of a Civ with a strong culture retain their original nationality until assimilated into the new nation.
- *Nationalism*: enables a civilization with a strong cultural rating to mobilize its population and conduct "total war."
- *Great Artists*: strong cultures produce great artists capable of creating great works that enhance your cultural power.

Easier to Use Interface and Streamlined Management Screens give you Better Control of Your Civilization

- The Main Screen is Easy to Use: *The player interface is streamlined to emphasize the play area and to reduce clutter.*
- *New City Management Screen*: The city screen is combined with the main map,



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- **New Advisor System:** *Your six friendly advisors (Foreign, Domestic, Military, Science, Cultural, and Trade) have all the information you need to make critical decisions and give you the ability to assign tasks for all your cities at once. They also give advice and help to new players learn the game.*
- **Build Queues:** *Set up build queues for units, improvements, and technology, which allows for greater flexibility in managing your empire.*

Full Set of Scenario Editors Allows Unprecedented Customizability

Includes AI settings and scenario rules modifications that allow for customization of:

- **Rules:** *Easy editing screen allows you to alter the rules, edit unit capabilities, city improvements and Wonders, to make the game a completely different experience every time.*
- **Maps:** *Create unique maps on which to play*
- **Civilizations:** *Build your own civilizations and cultures*
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The World Is More Alive

- **New World Generator:** *A new world generation algorithm creates more realistic and tactically interesting maps.*
- **Barbarians are more realistic:** *They have names, encampments that can be found and eradicated, and disappear over time.*

The Most Detailed and Beautiful Art, Animations and Sound Ever Found in the Genre.

- **Innovative new mapping system:** *Our new innovative tiling system with over 2,300 distinct tiles to create the land, coasts, seas, hills and mountains, brings you the most detailed and beautiful world ever found in a turn-based strategy game.*
- **Cool Units:** *Every one of the 80+ units, from the lowly warrior to the formidable Aegis Cruiser, is meticulously modeled and animated in 3D, with over 170 frames per unit.*
- **Animated 3-D historical leaders:** *Some of history's greatest leaders will smile with delight and frown with disgust at you during diplomatic interactions.*
- **The music changes over time:** *Our original scores will reflect the sensibilities and sounds of each historical era.*



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Sid Meier's Civilization III: Play the World

Rise to meet new challenges as you battle eight new Civilizations and Leaders in the exciting expansion pack to the game that many consider the greatest of all time! With exciting new single and multiplayer features, **Civilization III: Play the World** pits you against the best **Civilization** players from all corners of the earth. With new online modes of play like "turnless" and others, the battle for the ultimate in bragging rights will be intense!

Also included is a powerful Scenario Editor, giving you access to scenarios created by the thousands of members of the **Civilization III: Play the World** community. Play scenarios created by others, or build your own -- replayability is now truly limitless with the new benchmark in strategy gaming!

Game Features

- Eight new Great Leaders including: Genghis Khan Temujin, King Hannibal, Queen Isabella and King Brennus will challenge your diplomatic and combat skills
- Eight new Civilizations: Each Civilization features new units for even more strategic depth
- Multiplayer: Face off against the best Civilization players worldwide with multiplayer scenarios like Elimination, Domination, Regicide and King of the Mountain
- Multiplayer Modes: Includes Turn-Based and Simultaneous game types and appearing for the first time in a Civilization game, a Turnless mode.
- Complete Game Editor and Scenario Support: Includes feudal Japan and World War II unit paks, and allows players to create scenarios from any time period.
- New Map and Terrain Features: including airfields, outposts, radar towers and new tile sets to customize your maps



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Sid Meier's Civilization III: Conquests

The second expansion pack to the highly successful *Sid Meier's Civilization III*, **Conquests** delivers nine professionally designed conquests that let Civ fans re-write history and build even more incredible empires.

Conquests takes players on a provocative journey through the ages as they pursue victory in nine of the most famous adventures in history. The conquests include Mesopotamia, Rise of Rome, Fall of Rome, Middle Ages, Mesoamerica, Age of Discovery, Sengoku: Sword of the Shogun, Napoleonic Europe and World War II: Pacific Battle. The conquests include new victory conditions, Wonders of the World, terrain elements, resources, city improvements and governments, offering exciting variations in the quest to rule the world. **Conquests** also includes **Play the World** and features improved multiplayer support.

Conquest Descriptions

Mesopotamia

Mesopotamia starts the player at the dawn of civilization, learning the basics for survival in the world. The Mesopotamia scenario features:

- **2 New Governments** – Tribal Council, and Oligarchy.
- **5 New Improvements** – Burial Mounds, Amphitheater, Alchemist's Shop, and others.
- **1 New Resource** - Stone Quarry
- **7 Playable Civs** – Medes, Phoenicians, Mycenae, Egypt, Hittites, Babylon, and Sumeria
- **Unique Tech Tree**- Built around basic survival and construction of Epic Wonders
- **Wonder Victory Condition** – Game reaches its completion when all wonders have been constructed.
- **Victory Points** – A scoring system that rewards for not only battle, but also for expanding, and empire building.

Rise of Rome

Guide the Legions of Rome and conquers the Mediterranean or if you are up for the challenge, lead Carthage and do what Hannibal could not—Turn back approaching Roman juggernaut. Rise of Rome features:

- **3 New Governments** - Tribal Council, Oligarchy and Imperialism.



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- **2 New Improvements** – Infirmary, and church
- **2 New Resources** – Olive Oil, and Silver.
- **4 Playable Civs** - Rome, Carthage, Macedon, and Persia; **4 AI only Civs** – Celts, Goths, Egypt, and Scythia.
- **Unique Tech Tree** – Focus's around advancement of the Roman Legionnaires and militaristic progression.
- **Domination Victory Condition** – Game is won when 20% of the Terrain and 50% of the population of the world is owned by a side.
- **Locked War** – Peace between the Romans and Carthage is an option your people will not allow.

Fall of Rome

Rome is divided and its grip on the Mediterranean is loosening. Take control of one of the raging barbarian tribes and tear down the empire. Fall of Rom features:

- **2 New Governments** - Tribal Council and Imperialism
- **4 New Wonders** – St. Peter's Basilica, Hagia Sophia, Scourge of God, and Justinian's Leadership
- **2 New Resources** – Olive Oil and Silver
- **8 Playable Civs** – Celts, Anglo-Saxon, Franks, Huns, Ostrogoths, Sassanids, Vandals, and Visigoths; **2 AI only Civs** – Eastern and Western Rome.
- **Unique Tech Tree** – Emphasizing barbaric offensive power and expansionistic strategy.
- **Elimination Victory Condition** – Any Civ to lose 8 cities will be destroyed.
- **Victory Points** - A scoring system that rewards for not only battle, but also for expanding, and empire building.

Middle Ages

Lead your zealous followers on Holy Crusades to Jerusalem; Pillage the European Coastline with Longships filled with Berserkers; or Defend the Holy Land from invaders. The choice is yours. But beware of the devastation of the Black Plague.

- **5 New Improvements** – Port, Joust Arena, Manor, Monastery, and Mill
- **6 New Wonders** – Bayeux Tapestry, Magna Carta, Notre Dame and others.
- **3 New Resources** – Tar, Quarry and Wool
- **13 Playable Civs:**
 - **4 Viking-** Kievan Rus, Denmark, Norway, and Sweden ;
 - **4 Catholic** – Germany, France, England, and Burgundy ;
 - **4 Muslim** – Abbasids, Cordova, Turks and Fatimid Caliphate;
 - **Byzantines** ;
 - **5 AI only Civs** – Poland, Maglar, Bulgars, Castile and Celts



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- **Unique Tech Tree** – A diversified tech tree which grants each of the 3 Civ types unique advantages.
- **Domination Victory Condition** – Game is won when 25% of the Terrain and 25% of the population of the world is owned by a side.
- **Victory Points** – A scoring system that rewards for not only battle, but also for expanding, and empire building
- **Reverse Capture the Flag** – As a Catholic Civ earn extra victory points by transporting your Holy Relic to the city of Jerusalem.
- **Mass Regicide** – Protect your 3 king units, because if they die, so does your civilization.

Mesoamerica

Appease the gods in this savage scenario by conquering your enemies and sacrificing their people to the gods.

- **1 New Government** – Blood Cult
- **7 New Improvements** – Sacrificial Altar, Stela, Ball Court and others.
- **8 New Wonders** – Siphon's Tomb, Temple of the Sun, Temple of the Moon and others.
- **7 New Resources** – Maize, Exotic Birds, Cacao Plant and others
- **3 Playable Civs** – Aztec, Maya, and Inca; **3 AI only Civs** – Moche, Olmecs, and Toltecs
- **Unique Tech Tree** – Built around the bloody history of Central America.
- **Enslavement** - Enslave your enemies units as workers.
- **Ritual Sacrifice** – Sacrifice your captured to appease the gods, intimidate your enemies and increase the culture value of your cities.
- **Domination Victory Condition** – Game is won when 35% of the Terrain and 50% of the population of the world is owned by a side.
- **Cultural Victory Condition** – Game is won when 1 city attains a cultural value of 2000 or when your entire civilization obtains a value of 7000

Age of Discovery

The bountiful new world has been discovered across the ocean. Obtain its riches and for your civilization, but beware of the natives.

- **3 New Governments** – Catholic Monarchy, Protestant Monarchy, and Blood Cult
- **13 New Improvements** – Spice Factory, Tobacco Plantation, Sugar Plantation and others.
- **10 New Wonders** – Dias; Voyage, Luther's 95 Theses, Temple of Kukulcan and others
- **2 New Resources** – Silver and Tobacco



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- **8 Playable Civs** – England, France, Aztec, Inca, Maya, Netherlands, Portugal, and Spain; **1 AI only Civ** – Iroquois
- **Unique Tech Tree** – Built around colonization of a new world and control of its resources.
- **Enslavement** - As the Central American civilizations, enslave your enemies as workers.
- **Ritual Sacrifice** - As the Central American civilizations, sacrifice your captured to appease the gods, intimidate your enemies and increase the culture value of your cities.
- **Capture the Treasure**- As the European civilizations, colonize the resources to produce treasure units. Return these units to you capital for gold and victory points. But beware of pirates!
- **Victory Points** – A scoring system that rewards for not only battle, but also for expanding, and empire building
- **Cultural Victory Condition** – Game is won when 1 city attains a cultural value of 4000 or when your entire civilization obtains a value of 20000

Sengoku - Sword of the Shogun

The warring clans of Japan have emerged. Guild your clan strength and honor and unite Japan under 1 Shogun.

- **7 New Improvements** – Noh-Kyogen Theatre, Izumo Shrine, Fief Establishment and others.
- **3 New Wonders** – War Council, Trade Network, and Kabuki Theater.
- **2 New Resources** – Jade and Sake.
- **8 Playable Clans** - Date, Mori, Uesugi, Hojo, Miyoshi, Oda, Imagawa, and Takeda ;**10 AI only Clans** – Chosokabe, Ichijo, Matsunaga, Mogami, Otomo, Ryuzoji, Saito, Shimazu, Tokugawa, and Urakami
- **Unique Tech Tree** – Focused on strategic military units and the arrival of Portuguese traders with gunpowder. Ninjas, Monks, Samurai and Shoguns. What's not to like?
- **Upgradeable King** – Have your shogun advance from a 2/2 unit to a 13/13 unit that can enslave enemy units to Samurai.
- **Regicide**- If your shogun is struck down in battle your nation will surely fall.
- **Diplomacy Victory Condition** - Have the other Clans back your shogun's might to obtain a Diplomatic Victory
- **Domination Victory Condition** – Game is won when 35% of the Terrain and 35% of the population of the world is owned by a side.



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Napoleonic Europe

The General Napoleon has mustered his forces and is looking to unify Europe. Can you guide his hand or stop his forces?

- **1 New Improvement** – Public School.
- **7 Playable Civs** - Prussia, Russia, France, Britain, Spain, Ottoman Empire, and Austria; **5 AI only Civs** - Denmark, Kingdom of Naples, Sweden, Netherlands
- **Unique Tech Tree** – Focuses around the emerging might of artillery and swift attacks of cavalry.
- **Locked Alliances** – France and Denmark form the French Coalition while the British align with Naples the Netherlands and Portugal.
- **Locked War** – The members of the French Coalition and the British Coalition will never accept peace from the other, only surrender.
- **Domination Victory Condition** – Game is won when 40% of the Terrain and 40% of the population of the world is owned by a side.
- **Victory Points** – A scoring system that rewards for not only battle, but also for expanding, and empire building

War World II- Pacific Battle

“...a day that will live in infamy.” Japan has bombed Pearl Harbor, pulling the USA into the Second World War. Attempt to claim victory in the most epic naval war this world has ever seen

- **4 Playable Civs** – United States, Japan, China, and the Commonwealth ; **1 AI only Civ** - Netherlands
- **Unique Tech Tree** – Emphasizing the naval combat, air combat, fearless kamikaze, and the arrival of the A-Bomb.
- **Locked Alliances** – The allied forces of China, the United States the Commonwealth and the Netherlands.
- **Locked War-** Allied forces will only accept surrender from the Japanese, not peace.
- **Victory Points** – A scoring system that rewards for not only battle, but also for expanding, and empire building
- **Domination Victory Condition** – Game is won when 66% of the Terrain and 46% of the population of the world is owned by a side.