

CHAPTER 1: IN THE BEGINNING

INTRODUCTION

Welcome to the *Sid Meier's Civilization V: Brave New World* expansion! This package introduces a number of exciting new features, while also revisiting several fan-favorites from past *Civilization* titles. *Civilization V: Brave New World* expands on the current *Civilization V* offerings with the addition of nine new Civilizations, major new gameplay systems, many new Buildings and Units, and unique scenarios.

Please note, you must have *Civilization V* installed to play this expansion. The *Gods and Kings* expansion is not required, but certainly makes for more exciting play!

THIS MANUAL

In this manual, you'll find general information covering all of the most recent gameplay changes. For in-depth Unit descriptions and historical information, please visit the Civlopedia once you've finished the installation process. The Civlopedia can be accessed within *Civilization V* from the main menu or by pressing F1 while in the game.

MANUAL SECTIONS

CHAPTER 1: IN THE BEGINNING

This is the introduction you're reading now, and installation information is included below.

CHAPTER 2: NEW STUFF

This chapter includes descriptions and information on the new Civilizations, Leaders, Units, Buildings, Wonders, and Technologies included in the *Brave New World* expansion.

CHAPTER 3: NEW SCENARIOS

This chapter describes all of the new scenarios available in this package.

CHAPTER 4: APPENDIX

Hot-key references, charts, credits, technical support information and legal jargon are all found in this chapter.

THE CIVILOPEDIA

After installing the expansion, you'll find an updated Civlopedia in the game that provides a more comprehensive look at the new features. You can access the Civlopedia by pressing the F1 key, by selecting the "HELP" button while in-game, or by viewing it from the Main Menu.

Please note that each scenario includes its own customized Civlopedia with information about scenario-specific Units, Leaders, and Civs.

SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS: **Operating System:** Windows® XP SP3/ Windows® Vista SP2/ Windows® 7. • **Processor:** Intel Core 2 Duo 1.8 GHz or AMD Athlon X2 64 2.0 GHz • **Memory:** 2GB RAM • **Hard Disk Space:** 8 GB Free • **DVD-ROM Drive:** Required for disc-based installation • **Video:** 256 MB ATI HD2600 XT or better, 256 MB nVidia 7900 GS or better, or Core i3 or better integrated graphics • **Sound:** DirectX 9.0c-compatible sound card • **DirectX®:** DirectX® version 9.0c

RECOMMENDED SYSTEM REQUIREMENTS: **Operating System:** Windows® Vista SP2/Windows® 7 • **Processor:** 1.8 GHz Quad Core CPU • **Memory:** 4 GB RAM • **Hard Disk Space:** 8 GB Free • **DVD-ROM Drive:** Required for disc-based installation • **Video:** 512 MB ATI 4800 series or better, 512 MB nVidia 9800 series or better • **Sound:** DirectX 9.0c-compatible sound card • **DirectX®:** DirectX® version 11

OTHER REQUIREMENTS: Initial installation requires one-time Broadband Internet Connection for Steam authentication; software installations required (included with the game) include Steam Client, Microsoft Visual C++2008 Runtime Libraries and Microsoft DirectX.

INSTALLATION

You must have *Sid Meier's Civilization V* and Steam installed before you can install the *Brave New World* expansion pack. Then you have two methods available to you, depending on how you purchased the expansion pack.

BOX INSTALL

If you purchased a physical copy of the expansion, insert the DVD-ROM into your drive and follow the instructions on-screen. The expansion will install in the same language as the currently installed base game.

Please note that you will need to fully update your operating system with all recommended service packs and platform updates before installation.

STEAM INSTALL

If you purchased the expansion pack through Steam's online storefront, it will automatically start downloading. The installation will be completed when you next start *Civilization V*.

You can also choose to add a box copy of *Brave New World* you purchased through a store to your Steam account.

From the Games tab, click on "Activate a Product on Steam..." and agree to the Terms of Service. Enter your product key into the provided line and click on "Next." The download of *Brave New World* will then start automatically.

INTERNET CONNECTION

The first time you play *Civilization V: Brave New World*, an active Internet connection will be required. Any time thereafter, you will only need an active Internet connection if you wish to play any Multiplayer games, purchase official DLC or browse for mods.

STEAM

Civilization V is powered through Steam, an online game platform and distributor. Steam allows for automated updates, easy access to DLC, and a quick way to join up with your friends for Multiplayer games.

Steam is required to play *Civilization V*, and an Internet connection will be required only when you first run the game. See "Installation" on page 3 for more details, or visit <http://store.steampowered.com> for more information about the service.

GAME PAGE

You can access information about *Civilization V* from within Steam by navigating to the Games tab and clicking on the *Civilization V* entry from within your Games list.

To verify if the *Brave New World* expansion is unlocked for your copy of *Civilization V*, right-click on the *Civilization V* entry in your Steam Library and select View Downloadable Content. You should see *Brave New World* listed there. Please note that it will not appear as a separate entry in your Steam Library.

PATCHES, UPDATES, DLC

Steam will check for updates and automatically patch your game if one is found – no more hunting around on the Internet for the latest update information! You can also purchase official DLC (Downloadable Content) from within Steam. Make sure to check back often for the latest information on available maps, mods, and scenarios.

OVERLAY

You can bring up the Steam Overlay when in-game by pressing Shift+Tab.

STARTING A GAME

The process of starting a new game in *Civilization V: Brave New World* remains virtually unchanged from *Civilization V* and *Gods and Kings*. To play a standard game, you can jump right in using the "Play Now" button, or use "Setup Game" to customize the available options to your liking.

You can access new scenarios through the Single Player Menu "Scenarios" button.

THE CIVILIZATION WEB SITE

The *Civilization* web site features continually updated news and information on the latest happenings in the world of *Civilization*. With links to popular fansites, forums, and other resources around the web, the *Civilization* website is an invaluable resource for fans of the series.

The site can be found at www.civilization.com.

CHAPTER 2: NEW STUFF

CULTURE AND TOURISM

In *Brave New World*, we've crafted an entirely new experience for Culture, and the effect it has in-game. Before *Brave New World*, a Cultural Victory involved completing 5 policy trees, and constructing the Utopia Project. To better embrace a Cultural civilization's goal of becoming the "envy of the world", we've introduced some challenging and rewarding new gameplay.

Let's start out with the two different Culture-related yields: Culture, and Tourism.

CULTURE

Culture is a measurement of your civilization's commitment to and appreciation of the arts and humanities. In the game, culture has three main effects; it increases the size of your cities' territories (and therefore your overall borders), it allows you to purchase new Social Policies, and later in the game, Ideological Tenets, and acts as a defense against other civilizations' cultural influence.

TOURISM

Tourism is generated by Great Works or Artifacts that are placed in certain Culture buildings, and is the primary yield you will use to spread your cultural influence to other civilizations. As you place more and more Great Works and Artifacts into your

Museums, Amphitheatres, Opera Houses, etc., your Tourism will continue to increase. Additionally, you can boost your Tourism output quite a bit through Open Borders, Trade Routes, shared Religion, certain Ideological Tenets, and constructing new buildings such as Hotels and Airports.

CULTURE VICTORY

When your cumulative Tourism output (for the entire game) surpasses the cumulative Culture output of each remaining civilization in the game, you win the Culture Victory. In terms of a Culture Victory, consider Tourism your "Offense" against other civilizations, and Culture your "Defense" from other civilizations. You can track your progress by clicking on the "Cultural Overview" button in the upper-right-hand corner while in-game.

With these basics in-mind, let's explore some of the other aspects of the new Culture experience.

GREAT ARTISTS, GREAT WRITERS, AND GREAT MUSICIANS

In *Brave New World*, there are now three different Great People that contribute to the new Cultural Victory: Great Artists, Great Writers, and Great Musicians. To create these Great People in-game, you will need to use specific specialists.

- An artist specialist produces culture and generates points towards a Great Artist. Artists are assigned to the only building with the appropriate specialist slot, the Artists' Guild.
- A writer specialist produces culture and generates points towards a Great Writer. Writers are assigned to the only building with the appropriate specialist slot, the Writers' Guild.
- A musician specialist produces culture and generates points towards a Great Musician. Musicians are assigned to the only building with the appropriate specialist slot, the Musicians' Guild.

A Great Artist can create a Great Work of Art that is placed in the nearest city that has an appropriate building with an empty slot (like the Palace, a Museum, or a Cathedral). Additionally, they have the ability to start a Golden Age.

A Great Writer can create a Great Work of Writing that is placed in the nearest city that has an appropriate building with an empty slot (like an Amphitheater, National Epic, Heroic Epic, or Assyria's Royal Library). Additionally, they have the ability to write a Political Treatise, which provides a large boost of Culture.

A Great Musician can create a Great Work of Music that is placed in the nearest city that has an appropriate building with an empty slot (like an Opera House or Broadcast Tower). Additionally, a Great Musician can travel to another civilization and perform a Concert Tour, which will give you a large one-time boost in Tourism in that territory.

The great person is consumed when performing any of the above tasks.

GREAT WORKS

Great Artists, Great Writers, and Great Musicians all have the ability to create Great Works. These Great Works are iconic masterpieces from throughout time, like Leonardo Da Vinci's *Mona Lisa*, or Charles Dickens' *A Christmas Carol*.

Once created, you can then place these Great Works in an appropriate building that has an empty Great Work slot (like a Museum for a Great Work of Art, an Amphitheater for a Great Work of Writing, or an Opera House for a Great Work of

Music). Once placed, each Great Work produces both Culture and Tourism.

To create a Great Work, select and move your Great Artist/Writer/Musician to within one hex of any city in your civilization. As long as there is an appropriate building with an empty slot available in any of your cities, you will be able to click the "Create Great Work" icon on the Unit Panel. The Great Work will display on your screen (for example, Leonardo Da Vinci's *Mona Lisa*), and the Great Person is expended.

MANAGING GREAT WORKS

At any time, you can open the Cultural Overview screen, and move Great Works from one location to another. This is helpful when your civilization is being invaded and you wish to move your Great Works to safety. You can also use this to place Great Works in different combinations within your Museums and Wonders to attempt a theming bonus, which gives you bonus Culture and Tourism for combining similar Great Works.

ARCHAEOLOGY

Once you've researched Archaeology, there will be a new resource that appears on the map called "Antiquity Sites". These are locations that note real events from earlier in your game, like battles that took place on a particular hex, or perhaps where a Barbarian camp was cleared. To take advantage of these sites, you will need to construct an "Archaeologist" that can extract an Artifact from the site, or build a Landmark.

If you choose to extract an Artifact, it will be placed in any open Great Work of Art slot in your Museums, Palace, or certain Wonders. Once placed, they will generate both Culture and Tourism. Like Great Works, you can also place Artifacts in different combinations within your Museums and Wonders to attempt a theming bonus, which gives you bonus Culture and Tourism for combining similar Great Works.

If you choose to build a Landmark, you will receive Culture based on the age of Archaeological Dig site. The older the site, the more Culture you receive each turn. Additionally, your landmarks can also generate Tourism if you build Hotels and/or Airports.

Civilization V: Brave New World includes a number of changes to the cultural and economic systems, as well as nine new Civilizations, new units and buildings, new Wonders, Great People and Social Policies. These changes and additions will challenge, and perhaps change, the way you play; they bring ever more sophistication to building a Civilization to stand the test of time.

TRADE

For most of Mankind's history, trade – both internal and external – has driven a nation's economy. Although you can still earn Gold in many ways, trade routes can now be established between a city and a city-state or city in a different civilization, bringing even more Gold. There are two types of trade routes: land-based and sea-based. A civilization is limited in the number of trade routes it can establish, and trade routes have a limited range, and the amount a specific route generates is dependent upon the diversity of resources in the two cities. Researching certain technologies or building certain buildings or Wonders can increase the number, range, and income generated by trade routes. Additionally, religion and science can spread along a trade route – in both directions!

CARAVANS AND CARGO SHIPS

Two new units have been added to *Civilization V* to create the land-based and

sea-based trade routes. Caravans, available once Animal Husbandry has been researched, are used to establish land-based trade routes, subject to terrain and other obstacles. Cargo Ships, available after discovery of Sailing, are used to establish sea-based trade routes. Sea-based trade routes earn twice as much Gold as do land-based trade routes. Neither unit counts against stacking limits, nor do they move normally, instead following a path that is automatically created once you select the destination city or city-state.

WAR AND PILLAGING

While trade routes offer many advantages, they are also vulnerable to many threats. All trade routes with an enemy Civilization's cities are immediately broken upon declaration of war. Trade routes can be pillaged, but doing so brings a declaration of war against the owner of the trade route and may negatively impact the opinion of the other civilization involved towards you.

INTERNAL TRADE ROUTES

Trade routes can be established between two cities within the same civilization. If the city from which the trade route originates has a Granary, it can ship food to the other; likewise, if a city has a Workshop, it can ship production. Such internal trade routes do not bring any benefits to the city of origin, and these routes do count against the total number of routes you have available.

Trade routes have a limited duration; unless pillaged, once the number of turns has passed, you are free to select a new "home city" for your caravan or cargo ship, or elect to continue to trade with the previous city or city-state.

For details about your existing trade routes, view your Trade Route Overview screen. To learn more about trade routes, Caravans, and Cargo Ships, please visit the Civlopedia.

WORLD CONGRESS

For *Brave New World*, the path to a Diplomatic Victory is no longer simply a matter of building the United Nations, but rather through being elected "World Leader." Before either can happen, the World Congress will be convened. The World Congress is a meeting of all your world's existing civilizations to propose and vote on various international resolutions, culminating in the vote for "World Leader." The Congress is founded by the first player to both discover the technology Printing Press and meet all the other civilizations. The founding civilization becomes the Congress's host, unless and until a successful resolution moves the Congress to another civilization.

RESOLUTIONS

Prior to each Congress, two civilizations will have the opportunity to propose resolutions which will be binding if adopted – the civilization which will host the Congress and the civilization with the most delegates. Resolutions cover a number of issues, like banning trade in a luxury, imposing a trade embargo on another civilization, adding extra culture for Wonders, and many other aspects of play. Along with these two proposals, a third that would move the site of the next Congress is proposed automatically. A proposal is carried if a majority of delegates votes for it. Proposals that have been adopted can be abolished in future votes.

INTERNATIONAL PROJECTS

International Projects also become part of the World Congress's deliberations. If a proposal to launch an international project – such as the International Space Station – is adopted, each civilization can contribute production from cities toward construction of it. Upon completion of the project, each civilization that has

contributed production receives powerful benefits, with the one contributing the most production receiving more benefits.

DELEGATES AND DIPLOMACY

Proposed resolutions to the Congress are decided through the use of delegates. Civilizations start with the same number of delegates, but they can gain more by becoming the World Congress Host, allying with city-states, and through certain resolutions. The amount of delegates each civilization controls will also increase as the game advances to later eras. It is possible to discover how other civilizations will be voting through the use of a special spy called a "Diplomat" or by sharing the same Ideology. Additionally, having a Diplomat assigned to the capital of another civilization allows you to trade for Delegate support just as you would for resources or peace treaties.

DIPLOMATIC VICTORY

Once half of the civilizations reach the Atomic Era (or one civilization reaches the Information Era), the World Congress becomes the United Nations and Diplomatic Victory becomes possible. To win Diplomatic Victory, a civilization must receive enough delegate support on a World Leader resolution.

For details about proposals, both pending and adopted, as well as delegate counts and other aspects, view the World Congress Overview screen. To learn more about delegates, proposals, the World Congress and attaining a Diplomatic Victory, please consult the Civlopedia.

SOCIAL POLICY ADJUSTMENTS

Several Social Policies trees have been added or altered to factor in the new gameplay systems in *Brave New World*. Two new Policy trees have been added: Aesthetics and Exploration. Additionally, all Policy trees, when unlocked, allows you to build a World Wonder specific to that tree.

The new Ideology tree combines Autocracy, Freedom, and Order. Upon building three factories or entering the Modern Age, you will be prompted to select which Ideology your Civilization will follow. Each Ideology tree contains a set of unique Ideological Tenets that contain benefits and bonuses, as well as unlocking a specific World Wonder which can be built.

For more information on Social Policies and Ideological Tenets, please visit the Civlopedia.

NEW TECHNOLOGIES

THE INTERNET

Doubles Tourism output of all cities, allowing quicker advance to Cultural Victory.

Costs: 9240 Science

Prerequisite Techs: Telecommunications

Leads to Techs: Future Tech

NEW LUXURY RESOURCES

ANTIQUITY SITE

Revealed By: Archeology

Yields: Great Work Artifact or Landmark

Can be Found On: Hill

Improved By: Archeological Dig

CLOVES

Food: +0

Production: 0

Gold: +2

Can be Found On: Indonesian City

NUTMEG

Food: +0

Production: 0

Gold: +2

Can be Found On: Indonesian City

PEPPER

Food: +0

Production: 0

Gold: +2

Can be Found On: Indonesian City

NEW UNITS

NON-COMBAT UNITS

ARCHAEOLOGIST

Movement: 4

Tech Requirement: Archaeology

Cost: 200

Special Abilities: A special subtype of the Worker unit used to excavate Antiquity Sites.

CARAVAN

Tech Requirement: Animal Husbandry

Cost: 75

Special Abilities: Establishes land-based trade routes.

CARGO SHIP

Tech Requirement: Sailing

Cost: 100

Special Abilities: Establishes sea-based trade routes.

RECON UNITS

PATHFINDER

Strength: 8

Movement: 2

Cost: 45

Special Abilities: A Shoshone Unique Unit. Able to select benefit from ancient ruins.

RANGED UNITS

BAZOOKA

Strength: 85, Ranged 85

Range: 1

Movement: 2

Tech Requirement: Nuclear Fission

Cost: 375

Special Abilities: None

HAND AXE BARBARIAN

Strength: 9, Ranged 9

Range: 1

Movement: 2

Tech Requirement: Theology

Cost: 56

Special Abilities: Barbarian equivalent of Chariot Archer.

MOUNTED UNITS

BERBER CAVALRY

Strength: 34

Movement: 4

Tech Requirement: Military Science

Cost: 225

Resources Required: Horses

Special Abilities: A Moroccan Unique Unit. Receives combat bonuses when fighting both in desert tiles and Moroccan territory.

COMANCHE RIDERS

Strength: 34

Movement: 4

Tech Requirement: Military Science

Cost: 200

Resources Required: Horses

Special Abilities: A Shoshone Unique Unit. Faster and cheaper than regular cavalry.

WINGED HUSSAR

Strength: 28

Movement: 5

Tech Requirement: Metallurgy

Cost: 185

Resources Required: Horses

Special Abilities: A Polish Unique Unit. Specializes in defeating mounted units. Heavy Mounted Unit specialized in defeating enemy mounted units. This unit is faster and more powerful than the Lancer, which it replaces. Forces defenders to retreat when it inflicts more damage than it receives.

MELEE UNITS

IMPI

Strength: 16

Movement: 2

Tech Requirement: Civil Service

Cost: 90

Special Abilities: A Zulu Unique Unit. Specializes in defeating mounted units. Also performs a first-strike ranged attack before combat.

KRIS SWORDSMAN

Strength: 14

Movement: 2

Tech Requirement: Iron Working

Cost: 75

Resources Required: Iron

Special Abilities: An Indonesian Unique Unit. Uses mystical weapon with special abilities unlocked by combat.

PRACINHA

Strength: 70

Movement: 2

Tech Requirement: Plastics

Cost: 375

Special Abilities: A Brazilian Unique Unit. Earn points towards Golden Age when defeats an enemy; points doubled in foreign lands.

SIEGE TOWER

Strength: 12

Movement: 2

Tech Requirement: Mathematics

Cost: 75

Special Abilities: An Assyrian Unique Unit. Grants city attack bonus to nearby units. May only attack cities.

XCOM SQUAD

Strength: 110

Movement: 2

Tech Requirement: Nanotechnology

Cost: 400

Special Abilities: Skyranger Promotion – May paradrop with extended range (40 hexes)

NAVAL MELEE UNITS

NAU

Strength: 20

Movement: 5

Tech Requirement: Astronomy

Cost: 120

Special Abilities: A Portuguese Unique Unit. One-time ability to earn extra Gold and XP at foreign cities.

NAVAL RANGED UNITS

GREAT GALLEASS

Strength: 18, Ranged 20

Range: 2

Movement: 3

Tech Requirement: Compass

Cost: 110

Special Abilities: A Venetian Unique Unit which is stronger but more expensive than the regular Galleass

NEW BUILDINGS

AIRPORT

Tech Requirement: Radar

Building Requirement: None

Cost: 400

Maintenance: 5

Specialist Slot: None

Effects: 50% of Culture from World Wonders, Natural Wonders and Improvements is added to Tourism output of city. Tourism output from Great Works 50%. Allows airlifts.

CANDI

Tech Requirement: Theology

Building Requirement: None

Cost: 120

Maintenance: 1

Faith: 2

Specialist Slot: None

Effects: This Medieval-Era Indonesian unique building replaces the Garden. Must be built next to river or lake; gives two additional faith for each World Religion with at least one follower in city in addition to +25% Great People generation in city.

CARAVANSARY

Tech Requirement: Horseback Riding

Building Requirement: None

Cost: 120

Maintenance: None

Specialist Slot: None

Effects: International trade routes originating in city have 50% increase in range and produce an extra two Gold.

DUCAL STABLE

Tech Requirement: Horseback Riding

Building Requirement: None

Cost: 75

Maintenance: None

Specialist Slot: None

Effects: This Classical-Era Polish unique building replaces the Stable. It gives +15% production and +15 XP for Mounted units; each pasture worked by city gives +1 Production and +1 Gold.

HOTEL

Tech Requirement: Refrigeration

Building Requirement: None

Cost: 300

Maintenance: None

Specialist Slot: None

Effects: 50% of Culture from World Wonders, Natural Wonders and Improvements is added to Tourism output of city. Tourism output from Great Works 50%.

IKANDA

Tech Requirement: Bronze Working

Building Requirement: N/A

Cost: 75

Maintenance: 1

Specialist Slot: None

Effects: This Ancient-Era Zulu unique building replaces the Barracks. It grants unique promotions to pre-gunpowder melee units.

ROYAL LIBRARY

Tech Requirement: Writing

Building Requirement: N/A

Cost: 75

Maintenance: 1

Great Works: 1 Literature

Specialist Slot: None

Effects: This Ancient-Era Assyrian unique building replaces the Library. Slot for Great Work of Literature which, when filled, gives extra XP to trained units. Provides +1 Science for every two citizens in the city.

NEW IMPROVEMENTS

ARCHAEOLOGICAL DIG

Tech Requirement: Archaeology

Can be Built On: Antiquity Site

Effects: Can only be constructed by Archaeologist unit. Upon completion, can either create a permanent Landmark or use Artifact to fill a Great Work of Art slot.

BRAZILWOOD CAMP

Yields: +2 Gold

Tech Requirement: Machinery

Can be Built On: Jungle

Effects: This is a Medieval-Era Brazilian unique improvement. Gains +2 culture upon researching Acoustics.

CHATEAU

Yields: +2 Culture, +1 Gold

Tech Requirement: Chivalry

Can be Built On: Grassland, Plains, Desert, Tundra, Snow. Can only be built adjacent to a Luxury resource and never adjacent to another Chateau.

Effects: This is a Medieval-Era French unique improvement. Gains +1 culture and +2 gold upon researching Flight, as well as the +50% defense bonus on the improved tile.

FEITORIA

Yields: +50% defense bonus

Tech Requirement: Navigation

Can be Built On: Grassland, Plains, Desert, Tundra, Snow

Effects: This is a Renaissance-Era Portuguese unique improvement.

KASBAH

Yields: +1 Food, +1 Production, +1 Gold, +50% defense bonus

Tech Requirement: Chivalry

Can be Built On: Desert

Effects: This is a Medieval-Era Moroccan unique improvement.

NEW NATURAL WONDERS

KING SOLOMON'S MINES

King Solomon's Mines exerted a pull on European explorers in 19th Century Africa akin

to that of El Dorado on Spanish conquistadors in the 16th Century New World. When Europeans first encountered the mysterious ruins of the ancient city of Zimbabwe in East Africa, they were baffled by its location and refused to consider that it might once have been the center of a flourishing native empire. Numerous explanations were put forth for its existence, but the one that captured the popular imagination was that Great Zimbabwe served to shelter and protect the workers in King Solomon's mines in the nearby Chimanimani Mountains. Here, it was believed, thousands of miles from Palestine, could be found the source of the Biblical king's legendary treasure of precious metals and gems. For several decades adventurers and fortune hunters sought the legendary mines without success.

Yields: 6 production

Movement Cost: Impossible

LAKE VICTORIA

With a surface area over 26,000 square miles, Lake Victoria is the largest lake in Africa, the second largest freshwater lake on Earth, and the largest tropical lake in the world. Two large rivers leave the lake, the White Nile and the Katonga. The first historical records of the lake come from Arab traders seeking gold, ivory and other commodities from the natives as they pushed inland from the coast. The search by European explorers for the source of the Nile led to the discovery of the lake by the Englishman John Speke in 1858 AD, who named it after the then British monarch. The lake is relatively shallow, and receives virtually all its water from precipitation; these factors, combined with hydroelectric development by Uganda, have made the lake extremely susceptible to climate change, and 2006 water levels reached an 80-year low. Nonetheless, Lake Victoria supports a flourishing agriculture industry on its shores, and fuels the largest fishing operation in Africa.

Yields: 6 food

Movement Cost: Impossible

MT. KILIMANJARO

Composed of three volcanic cones, the highest reaching 19,340 feet – making it the highest point in Africa and the highest free-standing mountain in the world – the Kilimanjaro massif lies in northeastern Tanzania. Considered a strato-volcano, two of its peaks (Mawenzi and Shira) are extinct, while its highest (Kibo) is dormant; its last eruption dates back approximately 150 thousand years. In 1848 AD the formation was first reported to Europeans when the German missionary Johannes Rebmann wrote of it, although his report of snow-capped mountains so close to the equator was dismissed for over a decade. According to Johann Krapf in 1860 the mountain was called "Kilimanjaro" by the Swahilis along the coast, meaning either "mountain of greatness" or "mountain of caravans." The summit of Kibo was not reached until 1889 when an expedition led by the Austrian mountaineer Ludwig Purtscheller and German geologist Hans Meyer completed the climb and entered the crater.

Yields: 3 food, 2 culture

Movement Cost: Impossible

NEW WORLD WONDERS

BOROBUDUR

Tech Requirement: Theology

Cost: 300

Faith Output: 5

Effects: Must be built in a Holy City. 3 free Missionaries appear.

BROADWAY

Tech Requirement: Radio

Cost: 1060

Cultural Output: 2

Great Works: 3 Music

Effects: One free Great Musician appears near the city where the Wonder was built. Contains three slots for Great Works of Music.

GLOBE THEATRE

Tech Requirement: Printing Press

Cost: 500

Cultural Output: 2

Great Works: 2 Literature

Effects: One free Great Writer appears near the city where the Wonder was built. Contains two slots for Great Works of Writing.

INTERNATIONAL SPACE STATION

Cost: 1

Effects: +1 Production from Scientists, and +1 Science from Engineers. Great Scientists provide 33% more Science when used to discover new technology. May only be built collaboratively through the World Congress.

RED FORT

Tech Requirement: Metallurgy

Cost: 625

Culture: 1

Defense: 12

Great Scientist Points: 1

Effects: Defensive Buildings in all Cities are 25% more effective.

PARTHENON

Tech Requirement: Drama and Poetry

Cost: 250

Cultural Output: 4

Great Works: 1 Art or Artifact

Effects: Contains a prebuilt Great Work of Art in the Great Work Slot.

PRORA

Tech Requirement: Flight

Cost: 1060

Happiness Output: 2

Ideology Required: Autocracy

Effects: Requires Autocracy. In addition to the +2 Happiness, the Prora Resort also provides +1 more Happiness for every two Policies you have adopted. One free Social Policy.

UFFIZI

Tech Requirement: Architecture

Cost: 625

Cultural Output: 2

Great Works: 3 Art or Artifact

Effects: Requires Aesthetics. One free Great Artist appears near the city where the Wonder was built. Contains three slots for Great Works of Art.

NEW NATIONAL WONDERS

ARTISTS' GUILD

Tech Requirement: Guilds

Cost: 150

Maintenance: 1 Gold

Great Artist Points: 2

Specialists: 2 Artist

Effects: Provides two Great Person Points (GPP) towards a Great Artist. Add up to two specialists to this building to gain Culture and increase the rate of Great Artist acquisition (3 Culture and 3 GPP per specialist).

EAST INDIA COMPANY

Tech Requirement: Guilds

Cost: 155

Gold Output: +4

Required Buildings: Market

Effects: Must have a Market in all cities. The cost goes up the more cities there are in the empire. Trade routes other players make to a city with an East India Company will generate an extra four Gold for the city owner and the trade route owner gains an additional two Gold for the trade route.

MUSICIANS' GUILD

Tech Requirement: Acoustics

Cost: 200

Maintenance: 1 Gold

Great Musician Points: 3

Specialists: 2 Musicians

Effects: Provides three Great Person Points (GPP) towards a Great Musician. Add up to two specialists to this building to gain Culture and increase the rate of Great Musician acquisition (3 Culture and 3 GPP per specialist).

NATIONAL VISITOR CENTER

Tech Requirement: Telecommunications

Cost: 430

Maintenance: 2 Gold

Required Buildings: Hotel

Effects: Must have a Hotel in all cities. The cost goes up the more cities there are in the empire. 100% of Culture from World Wonders, Natural Wonders and Improvements is added to the Tourism output of city. Tourism output from Great Works +100%.

WRITERS' GUILD

Tech Requirement: Drama and Poetry

Cost: 100

Maintenance: 1 Gold

Great Writer Points: 1

Specialists: 2 Writers

Effects: Provides one Great Person Points (GPP) towards a Great Writer. Add up to two specialists to this building to gain Culture and increase the rate of Great Writer acquisition (3 Culture and 3 GPP per specialist).

NEW CIVILIZATIONS

ASSYRIA

The many ancient kingdoms of Assyria, long since swept into the dust of history, were at various times among the most prosperous and powerful of any on Earth. Centered in the heart of Mesopotamia (modern northern Iraq), Assyria was founded by Semitic descendants of Akkadian and Sumerian refugees following the collapse of the Akkadian Empire c. 2154 BC, whose languages and customs slowly coalesced into two distinct Mesopotamian peoples: the Assyrians in the north and Babylonians in the south. Despite a number of initial attempts at forming an independent kingdom, the Assyrians were continually thwarted by the expansion of their neighbors, particularly Babylon. Eventually, commencing with the near-legendary Tudiya, Assyrian kings succeeded in establishing a great empire - and on more than one occasion Assyria was the most powerful state in the region. However, Assyria also continued to suffer at the hands of neighboring rivals, and by the late 6th Century BC, the empire was no more.

Leader: Ashurbanipal

Ashurbanipal, King of Assyria for over 40 years during the mid-6th Century BC, is most famously noted in history for his seemingly unquenchable thirst for knowledge, which he sustained through both careful negotiation and ruthless conquest. Whether through direct conflict or simply the threat of violence against those who refused him, Ashurbanipal sought to gather the texts and histories of a wide range of cultures and civilizations surrounding his empire. In forming the great archive of cuneiform manuscripts and stone tablets that bears his name, Ashurbanipal established one of the most remarkable libraries of ancient material found anywhere in the world.

Unique Trait:

Treasures of Ninevah – When a city is conquered, gain a free Technology already discovered by its owner. This can happen only once per enemy city.

Unique Unit:

Siege Tower (Replaces Catapult)

Unique Building:

Royal Library (Replaces Library)

BRAZIL

Among former colonies, Brazil is unique in the Americas because, beyond gaining its independence through a relatively peaceful path, it did not fragment into separate countries as did British and Spanish possessions. Brazil was a Portuguese colony from the time of the arrival of Pedro Cabral, who claimed it for his sovereign in 1500 AD, until the royal family in exile from their occupied homeland elevated it to the status of kingdom in 1815. Full independence was achieved in 1822 when the Empire of Brazil was created with a constitutional monarchy and parliamentary government. With the overthrow of Pedro II, the second and last emperor, in 1889 AD it became a republic. Although the republic would suffer through dictatorships and military juntas over the next century, true democracy returned in the 1980s when the first elected civilian government assumed power after a negotiated transition. Under a succession of able leaders, Brazil achieved political and economic stability, became a vital and influential member of the international community, and has at last achieved "the treasure of [its] destiny."

Leader: Pedro II

The first Brazilian monarch to be born in Brazil, during his long reign Pedro II brought stability and progress to his homeland, as well as making it the preeminent power in South America. A calm and serious man, he considered himself the arbiter of his country's political life, and he used the power of the constitutional monarchy to fend off powerful political groups that sought to dominate Brazil. The rising tide of republicanism among students, the unsettled imperial succession, the disaffection of the upper classes over the emancipation of Brazil's slaves, and other matters of discontent found expression in a military coup d'etat, which in November 1889 overthrew the monarchy in a just few hours.

Unique Trait:

Carnival – Tourism output is doubled during their Golden Ages. Earn Great Artists, Musicians, and Writers 50% faster during their Golden Ages.

Unique Unit:

Pracinha (Replaces Infantry)

Unique Improvement:

Brazilwood Camp

INDONESIA

The history of the 18,307 islands that comprise the Indonesian archipelago is that of the histories of hundreds of city-states, small kingdoms, and occasional empires. The first such is thought to be the kingdom of Dvipantara mentioned in the Indian epic *Ramayana*, composed c. 200 BC. The last significant Hindu kingdom, the Majapahit Empire, unified most of the archipelago in the 13th Century AD. There followed a succession of Islamic sultanates which dominated the major islands until the arrival of European explorers and traders. Known as the "Spice Islands" to the Europeans, lying astride trade routes between the Far East and the West, the Portuguese, Spanish, British and Dutch vied for control of the island chain until the Dutch East India Company came to rule Indonesia. Despite a four-year armed struggle for independence against the Dutch following the Second World War, and periods of unrest since, the country is now more stable, progressive and harmonious than ever, despite occasional outbreaks of sectarian and political violence. Reflecting the ethnic, religious, cultural and linguistic pluralism that resulted from this contentious past is Indonesia's national motto: *Bhinneka Tunggal Ika* ("Unity in Diversity").

Leader: Gajah Mada

Gajah Mada (loosely translated as the "Elephant General"), hero to the people of Indonesia and symbol of national pride and patriotism, served as Prime Minister of the Majapahit Empire of Indonesia for the better part of the 14th Century AD. Although little information exists as to his early life and upbringing, it is known that he was born a commoner, rising to power based solely on his intellect and cunning – along with a renowned ferocity in battle. Eventually rising to the position of Prime Minister, Gajah Mada led the Majapahit Empire to great success in conquering many of the neighboring island kingdoms, becoming the first to unite much of the territory that encompasses modern Indonesia.

Unique Trait:

Spice Islanders – The first 3 cities founded on continents other than where Indonesia started each provide 2 unique Luxury Resources (and can never be razed).

Unique Unit:

Kris Swordsman (Replaces Swordsman)

Unique Building:

Candi (Replaces Garden)

MOROCCO

Although the area comprising Morocco has been inhabited since antiquity – with settlements founded by Phoenicians, Carthaginians, Romans and Vandals – the country was first unified by the Idrisid dynasty following the Berber Revolt (739-743 AD) which overthrew Umayyad Arab rule. Under the Almoravid and subsequent Almohad caliphates, Morocco dominated the vast Maghreb, a region of Northwest Africa that encompasses the Atlas and Rif mountain ranges, western Sahara, and southern Mediterranean coast. In 1554 AD, the Saadi sultan Mohammed ash-Sheikh defeated the Wattasids and claimed sovereignty over the whole of Morocco. The Saadis turned back various invasions and incursions by the European and Ottoman Turks during the following century, making Morocco the only Arab country never to experience Ottoman dominance. The 17th Century saw the rise of the Alaouite dynasty, which continues to rule as a constitutional monarchy. Despite a fifty-year period as a French and Spanish protectorate, Morocco managed to retain its distinctive cultural and political identity. Today, Morocco – which gained its independence in 1956 AD – is one of the most progressive of Muslim states, and maintains close economic and cultural ties with the liberal Western nations.

Leader: Ahmad al-Mansur

As one of the most influential leaders in the history of North Africa, Ahmad al-Mansur had a pivotal impact on the future of Morocco. Serving as the sixth Sultan of the Saadi Dynasty during the 16th Century AD, al-Mansur was known as a cunning diplomat who carefully leveraged Morocco's strategic location to position his kingdom as a major player on the world's political and economic stage during the Renaissance. His policy of centralization insured his success in avoiding the demands of the Ottoman sultan, his nominal ruler. The increasing Saadi wealth from trade and efficient taxation allowed him to engage in many cultural pursuits. Al-Mansur encouraged immigration of artists from both Muslim and Christian lands, and his capital of Marrakesh was noted for its splendor.

Unique Trait

Gateway to Africa – Receives +3 Gold and +1 Culture for each Civ and each city-state connected to Morocco with an International Trade Route. Other Civs receive +2 Gold for each trade route they connect with Morocco.

Unique Unit:

Berber Cavalry (Replaces Cavalry)

Unique Improvement:

Kasbah

POLAND

Invasion, occupation, partition, rebellion and rebirth – that cycle has characterized the tragic and triumphant history of Poland for the past millennium. Lying between the Baltic Sea to the north and the Carpathian Mountains to the south, the Polish plain served as the gateway for invasions of the heartland of Europe from the east and invasions of the vast tracts of Russia from the west. Poland became a recognizable ethnic and political entity in the mid-10th Century AD under the Piast dynasty of kings; its modern history begins in 966 when the first king, Mieszko I, was converted to Christianity. For hundreds of years afterward, Poland's fortunes waxed and waned at the hands of powerful neighbors and invaders, from the German Teutonic Knights

to the Mongol Golden Horde to the Soviet Union's forces. Restored as a free nation in 1918 but ravaged by two world wars, few peoples suffered as much in the 20th Century as the Poles. Following a half-century of totalitarian rule as a communist satellite, in the 1980s the Polish movement Solidarity oversaw its transformation into a sovereign state once again.

Leader: Casimir

King Casimir III, the only Polish king to earn the subsequent title of "the Great," reigned during the 14th Century AD and established himself as a decisive and able ruler, relying on his skill in diplomacy and sensible decision-making to greatly improve the well-being of his people and security of his kingdom. Although Casimir's predecessor, his father King Wladyslaw I, was respected for having reunited the divided realm, Casimir inherited a kingdom rife with challenges. In rebuilding a depleted economy, strengthening the military, codifying the law, and expanding the borders of Poland, Casimir left his country much better than he found it – and sealed his legacy as one of Poland's greatest kings.

Unique Trait:

Solidarity – Receive a free social policy when you advance to the next era.

Unique Unit:

Winged Hussar (Replaces Lancer)

Unique Building:

Ducal Stable (Replaces Stable)

PORTUGAL

Inhabited since prehistoric times, Portugal was reached by Phoenician and later Carthaginian traders in the first millennium BC, there meeting Celtic tribes that had pushed into Iberia across the Pyrenees. Over the following centuries, the Romans, Suebi and Visigoths ruled the peninsula; but the history of Portugal might be said to begin with the Muslim invasion in 711 AD. During the Reconquista, Portugal was born as an independent Christian kingdom in 1139. Spearheading the "Age of Discovery," in the 15th and 16th centuries Portugal would establish the first global empire, stretching from South America to Africa to the Far East. After the 1910 revolution which ended the monarchy, Portugal suffered through a succession of juntas and dictatorships until democratic elections were finally held in 1975. A new constitution in 1976 and membership in the EEC in 1986 insured that it would remain a progressive democracy.

Leader: Maria I

In a dynasty characterized by tragedy and madness for centuries, Maria I is undoubtedly the best known to the world, and perhaps the best beloved by the Portuguese people. With her father's death, Maria became Portugal's first undisputed queen-regent, reigning over one of the nation's most turbulent times. As queen, she moved to end the worst excesses of her father's chief advisor, who was a virtual tyrant when she came to the throne. But the deaths of her husband, her eldest son and her daughter in a short period so affected the pious Maria that she suffered a mental break in 1792. Upon Napoleon's invasion in November 1807, Maria, along with the rest of the royal family, fled to Brazil. Incapacitated by her growing madness, Maria I died in Rio de Janeiro in 1816.

Unique Trait:

Mare Clausum – Resource diversity grants twice as much Gold for Portugal in International Trade Routes.

Unique Unit:

Nau (Replaces Caravel)

Unique Improvement:

Feitoria

SHOSHONE

The Shoshone arose from the inbreeding of various indigenous peoples who had lived in the western part of North America for thousands of years; the Shoshone tongue, one of the Uto-Aztecan languages, was their most distinctive characteristic, and so common that, despite divergent dialects, members from distant tribes could converse with ease. At their greatest extent, the Shoshone stretched from northern Idaho to northern Arizona, from eastern California to western Montana. The first contacts between the Shoshone and whites included the passage of the Lewis and Clark Expedition through their northern lands in 1805 AD and the arrival of fur trappers and traders in the Rocky Mountains in the 1820s. The white explorers were followed by white pioneers, notably the Mormon settlements in Utah around the Great Salt Lake at the heart of Shoshone tribal lands. For the next three generations Shoshone chiefs fought against the loss of their hunting grounds, destruction of their culture, and forced relocation by the U.S. Army. But, while valiant, the fight was eventually futile. By 1890 the last Shoshone had been relocated to reservations administered by the U.S. Indian Bureau.

Leader: Pocatello

Chief Pocatello spent his life attempting to guide his people to an accommodation with the encroaching whites. Although the Shoshone under Pocatello did attack settlers and wagon trains, such acts were retaliation for depredations and attacks by the whites. Pocatello was already a chief when the first Mormon immigrants arrived in the Salt Lake Valley in 1847 AD. Although the relations between the Shoshone and the Mormons could be characterized as a prickly accord, Pocatello's band of warriors was blamed for increasing attacks on whites along the California Trail, the Salt Lake Road, and the Oregon Trail. Pursued by the U.S. Army for five years, Pocatello would sign the 1868 Fort Bridger Treaty by which his tribe was relocated to a reservation on the Snake River. He died there, despairing for the future of his people.

Unique Trait:

Great Expanse – Founded cities start with additional territory. Units receive a combat bonus when fighting within their own territory.

Unique Unit:

Pathfinder (Replaces Scout)

Unique Unit:

Comanche Riders (Replaces Cavalry)

VENICE

La serenissima ("the most serene" or "sublime") Republic of Venice was built on islands in a lagoon of the Adriatic Sea and became the greatest seaport of medieval and Renaissance Europe, the continent's commercial and cultural link with the East. Settled initially by Roman refugees from German and Hun invasions, in 726 AD the citizens of the city rose in rebellion against Byzantine rule, declared themselves a free republic, and elected the first of the 117 doges that would administer the city-state. From the 9th through the 12th centuries Venice developed into a naval and commercial power that dominated the Mediterranean trade routes from the Levant and Orient, from Morocco and Spain. In 1797 AD Napoleon conquered the city, and

it would never again be an independent entity. The spectacle of its canals, marbled churches, frescoed palaces, and magnificent works of art reflected in the sparkling waters of the lagoon basking under blue skies has made it one of the most romantic locales of modern civilization.

Leader: Enrico Dandolo

Enrico Dandolo, the 42nd Doge of Venice, was famous for his piety, longevity and ability and equally infamous for his pivotal role in the Fourth Crusade which led to the sack of Constantinople and the collapse of the Byzantine Empire. What made this all the more remarkable was the fact that Enrico was blind. Born to a powerful family, Enrico Dandolo served the Republic as a diplomat for much of his life. Elected Doge in June 1192 AD at an advanced age, he nevertheless took up the post with vigor. Dandolo "took the Cross" and made Venice the major financial backer for the crusade. This ultimately led to the attack on Constantinople in 1204, where the Doge was present and took an active part. He died shortly thereafter, and was buried in the Hagia Sophia.

Unique Trait:

Serenissima – Cannot gain settlers nor annex cities. Double the normal numbers of trade routes available. A Merchant of Venice appears after researching Optics. May purchase in puppeted cities.

Unique Unit:

Merchant of Venice

Unique Unit:

Great Galleass (Replaces Galleass)

ZULUS

At the beginning of each winter, the all-conquering Zulu warriors would gather in their ancestral land to pledge themselves to new glories with the cry "Ngathi impi" (loosely: "Because of us, war"). This was the spirit with which Shaka would forge a Zulu empire, and Cetshwayo would challenge the mighty British. In 1816 AD, Shaka would seize the chieftainship of the relatively insignificant Zulu tribe; two years later he would assume leadership of his mentor's tribe, the Mtetwa. Under successive chieftains, the Zulu would clash with the white settlers – first the Dutch Voortrekkers and then the British Cape Colony. The latter resulted in the Anglo-Dutch War; despite early victories, Cetshwayo was toppled in 1879. The Zulu lands were annexed by the British Empire in 1887. Although defeated and occupied, the Zulu fighting spirit was not buried, and Zulu leaders would eventually take a leading role in the end of apartheid and the direction of modern South Africa.

Leader: Shaka

"Strike an enemy once and for all. Let him cease to exist as a tribe, or he will live to fly at your throat again." Even if apocryphal, these words certainly summarize Shaka's philosophy. Bastard son of a tribal chieftain, Shaka would oust his half-brother in 1816 AD to claim leadership of the Zulus. He is credited with unifying the Nguni tribes, into the Zulu Kingdom. Although called a military genius for his reforms and innovations, he has also been condemned for the brutality of his reign. Whatever the judgment, Shaka laid the foundation for an imposing Zulu state. Upon his assassination in 1828, the Zulu were poised to challenge even the Europeans for control of southern Africa.

Unique Trait:

Ikwa – Melee units cost 50% less maintenance. All units require 25% less experience to earn their next promotion.

Unique Unit:

Impi (Replaces Pikeman)

Unique Building:

Ikanda (Replaces Barracks)

CHAPTER 3: NEW SCENARIOS

Two new scenarios have been created solely for the *Brave New World* expansion, allowing you to recreate legendary battles in America and in Africa and two pivotal moments in world history. For more information specific to each scenario, check out the Civlopedia once you've loaded the scenario that catches your fancy.

SCENARIOS OVERVIEW

AMERICAN CIVIL WAR

Look to preserve the Union, or create a new nation. The epic struggle in the Eastern Theater of the American Civil War sees the Union and the Confederacy pitted against each other. The scenario features many new units and technologies specific to this tragic period in American history that pitted brother against brother, father against son, and cousin against cousin. Your goal: capture the enemy's capital and end the Civil War.

SCRAMBLE FOR AFRICA

Europeans had claimed most of the native lands elsewhere, but not yet the dark continent of Africa. Driven by a sense of adventure, a desire for wealth, and the occasional thirst for knowledge, explorers and settlers scrambled into Africa from north and west. There they encountered lost kingdoms, exotic beasts and native empires that challenged their dreams of colonization. Play as one of the European colonial powers or one of the African empires. This scenario features three of the new Civilizations (Morocco, Zulu, Portugal) and three specific to the scenario (Belgium, Italy, Boers). It highlights many of the new unique units and buildings, new Natural Wonders, changes in the economic system, Great Works, archeological digs and customizes game play.

CHAPTER 4: APPENDIX

NEW UNITS

Unit Name	Strength	Movement/Range	Requirements	Special Ability
Recon Units				
Pathfinder	8	2		A Shoshone Unique Unit. Able to select benefit from ancient ruins.
Melee Units				
Impi	16	2	Civil Service	A Zulu Unique Unit. Specializes in defeating mounted units. Also performs a first-strike ranged attack before combat.
Kris Swordsman	14	2	Iron Working	An Indonesian Unique Unit. Uses mystical weapon with special abilities unlocked by combat.
Pracinha	70	2	Plastics	A Brazilian Unique Unit. Earn points towards Golden Age when defeats an enemy.
Siege Tower	12	2	Mathematics	An Assyrian Unique Unit. Grants city attack bonus to nearby units. Only able to attack cities.
XCOM Squad	110	2	Nanotechnology	Skyranger Promotion - May paradrop with extended range (40 hexes).
Ranged Units				
Bazooka	85, Ranged 85	2, Range 1	Nuclear Fission	
Hand-Axe Barbarian	9, Ranged 9	2, Range 1	Wheel	Barbarian equivalent of Chariot Archer.

Unit Name	Strength	Movement/Range	Requirements	Special Ability
Mounted Units				
Berber Cavalry	34	4	Military Science	A Moroccan Unique Unit. Receives combat bonuses when fighting both in desert tiles and Moroccan territory.
Comanche Riders	34	4	Military Science	A Shoshone Unique Unit.
Winged Hussar	28	5	Metallurgy	A Polish Unique Unit. Specializes in defeating mounted units.
Naval Ranged Units				
Great Galleass	18, Ranged 20	3, Range 2	Compass	A Venetian Unique Unit.
Naval Melee Units				
Nau	20	5	Astronomy	A Portuguese Unique Unit. One-time ability to earn extra Gold and XP.
Non-Combat Units				
Archaeologist		4	Archaeology	A special subtype of Worker unit used to excavate Antiquity Sites.
Caravan		1	Animal Husbandry	Establishes land-based trade routes.
Cargo Ship		1	Sailing	Establishes sea-based trade routes.

NEW BUILDINGS

Building Name	Requirements	Maintenance	Output	Great Works Slot	Effects
Airport	Radar		5		50% of Culture from World Wonders, Natural Wonders and Improvements is added to Tourism output of city. Tourism output from Great Works +50%. Allows airlifts.
Candi	Theology		1 Faith 2		This Medieval-Era Indonesian unique building replaces the Garden. Must be built next to river or lake; gives two additional faith for each World Religion with at least one follower in city in addition to +25% Great People generation in city.
Caravansary	Horseback Riding				International trade routes originating in city have 50% increase in range and produce an extra two Gold.
Ducal Stables	Horseback Riding				This Classical-Era Polish unique building replaces the Stable. It gives +15% production and +15 XP for Mounted units; each pasture worked by city gives +1 Production and +1 Gold.
Hotel	Refrigeration				50% of Culture from World Wonders, Natural Wonders and Improvements is added to Tourism output of city. Tourism output from Great Works +50%.
Ikanda	Bronze Working		1		This Ancient-Era Zulu unique building replaces the Barracks. It grants unique promotions to pre-gunpowder melee units.

Building Name	Requirements	Maintenance	Output	Great Works Slot	Effects
Royal Library	Writing		1	1 Literature	This Ancient-Era Assyrian unique building replaces the Library. Slot for Great Work of Literature which, when filled, gives extra XP to trained units.

NEW LUXURY ITEMS

Resource Name	Food	Yields	Gold	Can be found on	Improved By
Antiquity Site		Great Work Artifact or Landmark		Hill	Archaeological Dig
Cloves			2	Indonesian City	
Nutmeg			2	Indonesian City	
Pepper			2	Indonesian City	

NEW WORLD WONDERS

World Wonder Name	Required Tech	Output	Great Works Slots	Effects
Borobudur	Theology	Faith 5		Must be built in a Holy City. 3 free Missionaries appear.
Broadway	Radio	Culture 2	Music 3	One free Great Musician appears near the city where the Wonder was built.
Globe Theatre	Printing Press	Culture 2	Literature 2	One free Great Writer appears near the city where the Wonder was built
International Space Station				+1 Production from Scientists, and +1 Science from Engineers. Great Scientists provide 33% more Science when used to discover new technology. May only be built collaboratively through the World Congress.
Red Fort	Metallurgy	Culture 1, Defense 12, Great Scientist Points 1		Defensive Buildings in all Cities are 25% more effective.

World Wonder Name	Required Tech	Output	Great Works Slots	Effects
Parthenon	Drama and Poetry	Culture 4	1 Art or Artifact	Contains a prebuilt Great Work of Art in the Great Work Slot.
Prora	Flight	Happiness 2		Requires Autocracy. In addition to the +2 Happiness, the Prora Resort also provides +1 more Happiness for every two Policies you have adopted. One free Social Policy.
Uffizi	Architecture	Culture 2	3 Art of Artifact	Requires Aesthetics. One free Great Artist appears near the city where the Wonder was built. Contains three slots for Great Works of Art.

NEW NATIONAL WONDERS

National Wonder Name	Required Tech	Required Building	Maintenance	Output	Specialist Slots	Effects
Artists' Guild	Guilds		1	Great Artist Points 2	Artist 2	Add up to two specialists to this building to gain Culture and increase the rate of Great Artist acquisition (3 Culture and 3 GPP per specialist).
East India Company	Guilds	Market		Gold 4		The cost goes up the more cities there are in the empire. Trade routes other players make to a city with an East India Company will generate an extra four Gold for the city owner and the trade route owner gains an additional two Gold for the trade route.
Musicians' Guild	Acoustics		1	Great Musician Points 3	Musician 2	Add up to two specialists to this building to gain Culture and increase the rate of Great Musician acquisition (3 Culture and 3 GPP per specialist).

National Wonder Name	Required Tech	Required Building	Maintenance	Output	Specialist Slots	Effects
National Visitor Center	Telecommunications	Hotel		Gold 2		Must have a Hotel in all cities. The cost goes up the more cities there are in the empire. 100% of Culture from World Wonders, Natural Wonders and Improvements is added to the Tourism output of city. Tourism output from Great Works +100%.
Writers' Guild	Drama and Poetry		1	Great Writer Points 1	Writer 2	Add up to two specialists to this building to gain Culture and increase the rate of Great Writer acquisition (3 Culture and 3 GPP per specialist).

NEW NATURAL WONDERS

Natural Wonder Name	Movement	Yield
King Solomon's Mines	Impassable	6 Production
Lake Victoria	Impassable	6 Food
Mt. Kilimanjaro	Impassable	3 Food, 2 Culture

NEW TECHNOLOGY

Name	Prerequisite Tech	Leads to Tech	Unlocks
The Internet	Telecommunications	Future Tech	Doubles Tourism output of all cities, allowing quicker advance to Cultural Victory.

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