

I'm not robot  reCAPTCHA

[Continue](#)



you may want to stand for your best offensive troops with your enemy's goal of taking your enemy's capital with violence, but with your dirty acts dirty cheaply (well, maybe not dirty cheap) by your friends should eliminate the need. Don't forget that when the Space Race is on, it becomes the single most important thing for your civilian, and the earth becomes damned because you'll leave it in your aftermath when you finally explode. THE CULTURE VICTORY!

mode) by which much of the world draws its entertainment. American sitcoms, films, and sporting events are followed worldwide, and places that do not accept the American way of life commit absolutely suicide cowardly acts in a useless attempt to make some sort of statement about American decadence. In Civ3, you can also create the overwhelming culture that makes your nation the de facto rulers of the world, and you don't even need to build the Inspid Television Program wonder to do so. Simply collect 100,000 Culture Points and have your civilization's culture value at least double that of your closest competitor, and victory is yours! This is a surprisingly easy acquired goal, and here's how you do it.

Next, the number of turns during which the buildings control the culture is definitely a big part of it, not only because cultural buildings are more valuable as time goes on. Think about it: it's 1900 because of centuries reading books from the same library, it's 1950 because of a like the idea of support-free units? Do democracy want to be an American, I entertain me that your nation's culture is generated by those buildings every turn, which has an accelerator effect on your country's cultural development. It is also an important reason to get your cities built as soon as possible. Not only does it make you claim the space you need to keep your enemies from cruet, it will also allow you to start focusing your production efforts in all your cities on the production of religious and educational buildings. Just decide where you want to pull the line early (I generally don't need for more than 20-24 cities, but it's just me and if the space allows you to go for more or fight a short war to get an enemy that might choke your space out of the way). Once you have what you want, establish peaceful relationships with all the other citizens in the game, build your trading routes, and enjoy the chance to crank your culture ratings through the roof. In addition, if you go for a Culture Victory, you might want to play the Babylonians (or their most favorite citizen). They are Religious and Scientific, and that means cheap religious and science buildings. In other words, it means more Culture points achieved a whole lot faster, and that means a more likely Cultural Victory for you.

If your civil culture is overwhelming, and your borders begin to swallow the cultural boundaries of your enemies' cities, those cities can defect and join your civilization. The short version of the calculation was differing in CP between the city trying to push the city to be squeezed with a factor based on the relative culture ratings of the two civilizations involved. In other words, let's say your Babylonian borders begin to exceed on the outer sides of the Roman Empire. Your city that had just expanded has a Wonder, three buildings, a library, a University and a rich cultural life. The Roman city is a small border outpost with no true culture of its own. The village of elders will decide that they are rather part of the Babylonian Babylonian because in the hot glow of an ancient, inventive, culturally large nation. They decide to separate from Rome and join Babylon, and in the process you do not ensure diplomatic punishment or military action for the Romans, you get a free conquest and still manage to look like the good guys. Not a bad deal, eh? Do it often enough and you will be able to build more wonders in the outposts, turn it into Kulturkampf-powered cities for further cultural conquest. The whole thing will begin to discuss the steamroller effect in Chapter 12 looks. [PART 14D. A REMINDER OF YOUR CITY'S CULTURE]

Namely, I remind you all to play for a specific victory type and setting goals are all good and good, but don't forget that your civilization needs things more important than cultural buildings, things like defensive units and other non-CP producing infrastructure. Don't let the fact that there are other nations out there who just love the chance to stop your efforts to start a larger culture, and have the military units to back up their desire to destroy you. It's not a game of what most temples and libraries build. [PART 15. THE DIPLOMATIC]

I would like to give a great thanks to everyone who has contributed a strategy. Even though the reader section in Chapter 17 contains only a few of your submissions, namely those that came first, I would like to thank everyone who contributed. How daardie strategien aan die kom! that great the United Nations Wonders (as well of) Control 25% of the world's territory. Controls 25% of the world's population. If you plan to become the Diplomatic ruler of the world, you're either going to have to be militarily aggressive and take the place with violence, or you're going to need a fertile, sex-ratio normal population to reproduce tons of offspring and create super-racy elites. Either method is less than ideal. [PART 16. THE ASSASSIN]

What here is my official version, based on my own experience with the game. Your actual results can vary (and so, as the readers indicate in Chapter 17). When it comes to diplomatic victory, your best bet is to be Switzerland throughout the game. Don't get into wars, don't cut into mutual protection treaties, and be the world's bank, trading your civilization's money for everything from luxury items to technology. When your UN wonder is almost complete (a turn away), contact all the leaders of all your opposing cities. Hand them as much as they can take. Give them money, technology, resources... whatever, as long as it gets them into your. You're aiming here for a merciful attitude. Genocide is about the equivalent of Worship from Civ2. Once you've entreated the parits from your neighbours (and got Caesar and Cleopatra a room), finished with the United Nations wondering, asking for a voice, and enjoying your hard-earned cheap victory. Because really it was you who won. [PART 17. MESSAGES WITH THE RULES: USING THE CIV3]

The short version is that a Civilization score is calculated based on strength, culture and influence, and the nation with the highest score of victories! If this is the method you are trying to win by, there are some ideas I'm posting here to help you achieve your goals. In other words, if you go through this method for a victory, you can get the upper hand better early. Do a lot of trading, grow your population, and generally play a good all-around game. One specialisation area is not going to make you a winner. You need to play a rock-solid overall game, one that is not specifically aimed at dominance in one area, but rather overall efficiency in all facets of civilization. It's not easy, but if you want to win, you can definitely find a way.

Further how-to ideas: 1. If one of the enemy civs usually begins an edge on you in the Histogram, you could always steer in the claws and cut his wings a little. Your military can be a powerful nudge in the side of the points panel. If you say this again. All-rounder performers: what you're looking for. You're going to need culture, strength, cities, population and an off-and-down willingness to kick some ass to a real historic victory. Think of a boxing game that doesn't end in a knockout. The fighter who wins usually establishes the job, out-lands and out-scores his opponent, and impresses the judges with his overall display of skill. If you don't want to go for the KO, fight a decision style of fight.

Even if the game will say (Leader) is unequivocally defeated (or something along those lines), the Hall of Fame will say you have won a Historic Victory. If this is how you want to win and be remembered, it's something to keep in mind, but if these QUESTIONS have taught you something, it should be that nothing short of complete, undisputed victory is worthy of the true Civilization III Master. Get in there now, poor yourself with the best knowledge you can do, and don't let the game cheat you out of the best (in all ways) creative with your stories... Look at the end of the game. The history of a Roman Empire covers a lot of ground. [PART 18. WORKER WORKER OPPORTUNITY]

EDITOR... reminding me be as informative as possible while you are on it! But I'm being briefly about making sure everyone is clear about it... [PART 19. MESSAGES WITH THE RULES: USING THE CIV3]

YOU SNICKER ABOUT MAP EDITING... Map editing may or may not cheat depending on how you do it. There is nothing in the world wrong with creating your own world cards. This can be a pleasant hobby, and if you have a broadband connection, you can trade cards with your friends over the Internet, say they even encourage the scenario and modpack community because it means more replayability, enjoyment and (most important) higher sales figures for their game. Where it's cheated when you start messing up with the numbers to create an environment where the AI can't get anything going on the map. With all those citizens prefer despotism as a government, which settles only make available to the civilians you intend to use (a dirty, dirty dirty which essentially makes Civ3 a single-nation game... and probably it also crashes since the game generates a disaster area at the beginning for all the things like cheating... [PART 20. GENERAL SETTINGS]

start with a tank? Do you want to fight the computer an insulate battle by using a sharper AI default problems? Or, put another way, want to change the trouble table that it is a righteous battle? You can also make Rich feature like school Capitalization (an even 1-1 shields for gold trade), or make it even harder than the 8-1 shields-to-golden standard the game gives you. Have some fun with this, but remember that you can do nasratin things to the game if you mess with this one too much. [PART 21. GENERAL SETTINGS]

people use a democratic government instead of anarchy? Even better, would the more than 2 penalty on Anarchy and Despotism remove? (Irigate some grassland under Despotism and you'll get why it's cool) You can do what you want in this menu. Bend those little portraits to your will... But again, be on the lookout because it is a powerful tool that can haunt you if you do not plan for the consequences. [PART 22. GENERAL SETTINGS]

Simple. The small marker called pollution. Remember that old Woody WW commercial who said Give a hoot, Don't pollute? Sing the old owl a friendly greeting. Then you can industrialize without too many fields still have a problem, but if it mistakes you that way, only EACH improve the Bidg Pollutop property once you build an improvement, you have a de facto recycling center. The production number is in +25% increments (so the number is 4 in 25% increments) of the number of units produced. I know that a higher number for the latter make the resource a lot more exhausting. Not good. Do you want your hard-earned resource to stay sitting where they are? Set that figure zero for any strategic and luxurious resources you might want to keep. [PART 23. GENERAL SETTINGS]

em. [PART 24. GENERAL SETTINGS]

em. [PART 25. GENERAL SETTINGS]

em. [PART 26. GENERAL SETTINGS]

em. [PART 27. GENERAL SETTINGS]

em. [PART 28. GENERAL SETTINGS]

em. [PART 29. GENERAL SETTINGS]

em. [PART 30. GENERAL SETTINGS]

em. [PART 31. GENERAL SETTINGS]

em. [PART 32. GENERAL SETTINGS]

em. [PART 33. GENERAL SETTINGS]

em. [PART 34. GENERAL SETTINGS]

em. [PART 35. GENERAL SETTINGS]

em. [PART 36. GENERAL SETTINGS]

em. [PART 37. GENERAL SETTINGS]

em. [PART 38. GENERAL SETTINGS]

em. [PART 39. GENERAL SETTINGS]

em. [PART 40. GENERAL SETTINGS]

em. [PART 41. GENERAL SETTINGS]

em. [PART 42. GENERAL SETTINGS]

em. [PART 43. GENERAL SETTINGS]

em. [PART 44. GENERAL SETTINGS]

em. [PART 45. GENERAL SETTINGS]

em. [PART 46. GENERAL SETTINGS]

em. [PART 47. GENERAL SETTINGS]

em. [PART 48. GENERAL SETTINGS]

em. [PART 49. GENERAL SETTINGS]

em. [PART 50. GENERAL SETTINGS]

em. [PART 51. GENERAL SETTINGS]

em. [PART 52. GENERAL SETTINGS]

em. [PART 53. GENERAL SETTINGS]

em. [PART 54. GENERAL SETTINGS]

em. [PART 55. GENERAL SETTINGS]

em. [PART 56. GENERAL SETTINGS]

em. [PART 57. GENERAL SETTINGS]

