

# Civ 1 Manual

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## Civ 1 Manual

Your Civilization game should contain this manual and a set of high-density 5 1/4" disks or high density 3 1/2" disks. **REQUIRED EQUIPMENT Computer:** This simulation requires an IBM PC, XT, AT, PS/2, Compaq, Tandy 1000, or a computer 100% compatible with one of those models.

## Civilization Manual HTML

The Civilization manual is property of MicroProse Entertainment Software, a division of Hasbro Interactive, and should not be downloaded unless you wish to download it as a replace or digitize a copy which you already own. The manual is included here because it is of no use to anyone who does not already own the game, and anyone who owns the ...

## Sid Meier's Civilization: Manuals | CivFanatics

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can defend it, increases your potential exponentially. Try to establish cities with a Phalanx defending each one as quickly as possible. Aim to have 3 cities by 3000 BC, 6-8 cities by 2000 BC, and if there is the free land to expand, 20-30 cities by 0 AD.

### **Help with playing Civ1 | Civilization Wiki | Fandom**

A Guide to Sid Meier's Civilization by Gus Smedstad, War/Strategy Section Leader. This is a general guide to playing Sid Meier's Civilization, based upon my experiences with the game. Keep in mind that while the strategies laid out here work, they are not the only possible approaches to the game.

### **Sid Meier's Civilization - Strategy Guide - PC - By ...**

complete TechTree for Civ 1 (click to enlarge) To figure the way towards a specific advance, or unit, or building, or the ending of such (smth. becomes obsolete), all columns are sortable and the links in the Requirement - and the Leads to -columns are leading to the matching entry in the column Advance of this table, while the links there and ...

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Sid Meier's Civilization is a turn-based single- or multiplayer strategy game. The player takes on the role of the ruler of a civilization, starting with only one settler unit and one warrior, and attempts to build an empire in competition with one to eleven other civilizations. The game requires a fair amount of micromanagement (although less than any of the simulation

## **Sid Meier's Civilization | ClassicReload.com**

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### **Civilization® VI - The Official Site**

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