

**CIS 487: Assignment 2
Computer Game Evaluation**

Civilization IV



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BASIC INFORMATION

Game Title: Civilization IV
Company: Firaxis Games
Game Type: Turn Based Strategy
Price: \$49.99

Minimum System Requirements

- Windows® 2000/XP
- 1.2 GHz Intel Pentium 4 or AMD Athlon processor or equivalent
- 256 MB RAM (Windows 2000) / 512 MB RAM (Windows XP)
- 1.7 GB Free HD Space
- 4X Speed CD-ROM Drive
- DirectX 9.0c-compatible 64 MB video card with Hardware T&L support (GeForce 2/Radeon 7500 or better)
- DirectX 9.0c-compatible sound card
- DirectX® version 9.0c (included) or higher

Recommended System Requirements

- Windows® 2000/XP
- 1.8 GHz Intel Pentium 4 or AMD Athlon processor or equivalent
- 512 MB RAM
- 1.7 GB Free HD Space
- 4X Speed CD-ROM Drive
- 128 MB Video Card w/ DirectX 8 support (pixel & vertex shaders)
- DirectX 9.0c-compatible sound card
- DirectX® version 9.0c (included) or higher

GAME SUMMARY

Quick Overview

In this game as in the previous civilization games you are the leader of primitive civilization and you control their development as they advance through time. You chose whether to focus on diplomacy, war, science, or culture as your road to victory as you guide your people through the ages.

Storyline

This game doesn't have much of a storyline initially. You start off in 4000 BC and your people have decided to stop living as nomads and make their first city. They have decided to make you their absolute ruler and you must guide them throughout the ages.

While the game doesn't provide much more of a storyline, this is intentional. This allows for you to make the story. As you play you

and your opponents create the storyline. You are not controlled by some predetermined outcome of the writers. You write the history of the world and remake it in your own image. The game is the storyline.

Player's Role

Your role is that of the absolute ruler of your people. You control everything from the about your civilization. You control the religion, government, economy, diplomacy, production, expansion, technical advancement and defense of your people.

You can seek victory through several means.

- Time - Simply having the most points on the year 2050
- Conquest - Conquering all the other civilizations
- Domination - Controlling a high percentage of both the worlds land and population
- Cultural - Increasing 3 cities to legendary culture ratings
- Diplomatic - Winning by a united nations vote
- Space - Building a spaceship

Installation

Installation is easy, simply insert the DVD and follow the prompts.

Game Play

First city management. City management is very important in Civilization IV because it's focus is meant to shift from many cities strategy of Civilization III to a few well managed cities. You become penalized for having many cities by increasing gold maintenance costs for large civilizations. You get a placeable worker for every population point your city has. You may either have them work one of the surrounding tiles for food, production, and commerce or you can turn them into a one of a selection specialists you can earn for your civilization. You also control which buildings and units your city produces. Proper selection of buildings is vital to the health of your civilization. Build too many buildings and you likely don't have the resources to defend yourself, build too few and your economy and infrastructure won't be able to support your civilization.

Next building a infrastructure. You make workers to build your civilization's infrastructure. The workers build roads to allow rapid movement throughout your civilization and connect your cities to share resources and trade. This is vital to both the economy and defense of your civilization. Workers also build improvements for your tiles such as farms, mines, towns, windmills, and watermills that can provide bonus food, production, and resources. Such improvements can be the difference between a thriving and failing city. They also allow you to build improvements that give you access