

ERRATA: *Sid Meier's* CIVILIZATION: The Boardgame

Miniaturization:

Add Space Flight to the Prerequisites.Technology Chart:

There should be an arrow from Space Flight to Miniaturization in the Standard Rules Reference Chart:

The Manual:

Page 4: Settlers:

Both references to the “production” phase should be replaced with the word “purchase”. The section now reads, “You can build settlements during the *purchase* phase of a game turn. To do so, replace the Settler with a Village. There is more information in the *Purchase* section of the Standard and Advanced rules. There can only be a single settlement on each land region!”

Page 8: Things to Note:

Add a new bullet: “Once Trebuchets have been discovered, Catapults may no longer be purchased.”

Page 12: Settlement Superiority:

Should read: “If any player involved in the battle has a settlement in the battle space, all units on that side receive +1 bonus to the die roll.”

Page 12: The Example:

The battles in the examples do not include the Settlement bonus (+1)! To correct the first example, assume that Chris rolled a 15 instead of a 16. The first battle example will then read correctly: 15 (die roll) + 4 bonus (unit type) +1 bonus (settlement).

In the second battle, Chris still loses her tank, even with the +1 bonus.

In the third and final battle, Chris had slightly greater hope than is indicated, but again, the +1 bonus would not have changed the result.

Page 13: City Production:

Delete the two sentences, beginning with the phrase “Remember to treat a”

The Example (for Brad) should read:

“Brad adds his city [settlement] production: his village is worth one gold, his town in the land region with a spices exploration marker is worth two gold, and his town in a land region with a fertile exploration marker is worth two gold. Brad’s total city [settlement] production is five gold.”

Later in the example, Brad’s income (doubled) is ten gold, not twelve.

Still later in the continuing example, Brad’s total income is eighteen (18) gold, not twenty (20).

Page 14: Upgrading Settlements:

“A settlement cannot be upgraded on the *turn* it is placed.”

Page 15: Ending and Winning the Game:

“*Sid Meier’s Civilization: the Boardgame* ends at the end of the game *phase* when any player owns three modern era technologies.”

Page 16: The Eras:

“An era ends at the end of the *phase* in which a player obtains the first technology from the next era. The new era begins at the beginning of the next *phase*.”

Page 17: Owner Bonus:

Add the following sentence to the paragraph:

“Units received via Owner bonus must be placed at settlements, but do not count toward (and are not subject to) purchase limits.”

Page 17: Wonders of the World:

The second paragraph should end with the following statement to clarify when Wonder gold bonuses are obtained and how they are treated.

“Gold bonuses from Wonders (e.g. Colossus) are obtained during the production phase (and count toward production income) in every turn *except* the turn on which the Wonder is initially obtained.”

Page 17: Wonders of the World:

Angela’s example, last sentence should read:

“Since the Art of War awards the owner two free medieval infantry units, she immediately receives and places them.”

Page 18: Prepare for Play:

Sixth (6th) paragraph, “a Ancient infantry” should be “an Ancient infantry”.

Page 21: Example combat:

The example should begin:

“Brad moved two tanks (4 dice), a cannon (3 dice + 1), and a monoplane (add 2 dice) into Orinoco. Chris has one musketeer (3 dice), one tank (4 dice), one cannon (3 dice +1), ...”

Page 22: Production Phase:

The list of components of income should include any gold bonuses from Wonders obtained during the Production phase. (See Errata for p. 17.) The second sentence and following list should read:

“There are *five* components to your civilization’s income. These are:

- City production
- Critical Resource
- Resources
- Monopolies
- Wonder Bonuses”

Page 25: Winning the Game

There are Wonders which can end the game when played (e.g. *UN*). These cards state that the game ends at the end of the *turn* on which such Wonders are played. The cards should read that the game ends at the end of the *Purchase Phase*.

Page 28: Neolithic Corner #6:

“The Megalithic Stoneage...” This should read: “The Megalithic Stonehenge...”