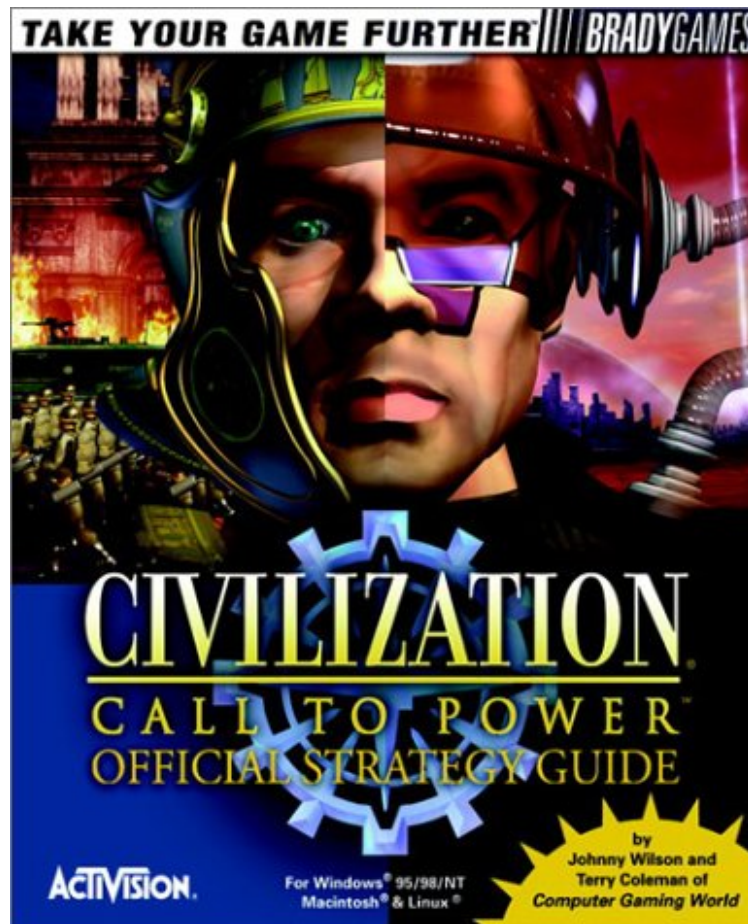


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Civilization: Call to Power Official Strategy Guide (Brady Games)

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#4288750 in Books BRADY GAMES 1999-03-23 Platform: Windows Format: CD-ROM Original language: English 9.08 x .75 x 7.341, #File Name: 1566868459352 pages | File size: 37.Mb

BradyGames : Civilization: Call to Power Official Strategy Guide (Brady Games) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Civilization: Call to Power Official Strategy Guide (Brady Games):

0 of 0 people found the following review helpful. Not only a wonderful explanation of the game but also interesting explanations of ...By Richard M. Rowe Not only a wonderful explanation of the game but also interesting explanations of governments and impacts of cultural achievements written in an interesting and informative style. Causes me to think about the role of man in the world. 4 of 5 people found the following review helpful. Great Reference for CTP gamers By A Customer This is a great reference book to accompany the manual. Not much in strategy, but great information about the details of the game. Every CTP gamer should get one! 3 of 6 people found the following review helpful. It's good, but no cheats By A Customer The Civ: Call to Power Strategy Guide is very informative. My favorite section of the book is where it tells you the pro's and con's of all of the government types.

Civilization: Call to Power Official Strategy Guide provides detailed information on all technologies, government types and units. You will learn the quickest path to achieve advancements in every aspect of the game, including government type, religion and technology. The book covers single and multi-player strategies for building a powerful, well-balanced and well-defended empire. Taking its cue from the original Civilization game, players start with a stone-age tribe and build up to a nuclear powered empire with new units and government types. Players can develop their empire over a 7,000 year span. Every progress or decline in a player's empire can be traced back to a previous decision in the game.

Few titles in computer gamedom are as revered as Civilization. With the recently released Civilization: Call to Power, Activision hopes to breathe new life into a classic game design. Brady Games's official guide to the game, written by Computer Gaming World editors Johnny L. Wilson and Terry Coleman, is an epic tome that can help any aspiring ruler build and maintain a powerful empire. The book begins with a quick explanation of the types of terrain in Call to Power and the amount of food, production, and gold supported by each. From there, you'll read about the basic elements, improvements, and units you'll need to build a thriving civilization from your humble beginnings. Every military unit is explained in detail--from the basic phalanx to the televangelist to the ecoterrorist. Also, the book spells out the pros and cons of using each type of unit and provides some historical context for each of the real-world unit types in the game. You'll also learn how to set up and run an effective government--and how to maintain a balance between diplomacy and espionage. Much of the rest of this book is given over to in-depth explanations for each of the game's 103 different advances. Each Wonder is similarly described. Stat tables and a section outlining several devious tactics and strategies round out the text. Basically, this is the ultimate Civilization: Call to Power sourcebook. If you need help building an empire to stand the test of time, look no further than Brady Games's official strategy guide.

From the Back Cover Taking its cue from the original Civilization game, players start with a stone-age tribe and build up to a nuclear powered empire with new units and government types -- Players can develop their empire over a 7,000 year span. Every progress or decline in a player's empire can be traced back to a previous decision in the game -- Go head-to-head in multiplayer world-building via the Internet, LAN, modem-to-modem, or email