

Twelve Advanced Tips for successful play:

- 1. Your capital city represents the industrial production of your Great Power.***
- 2. Resources in your country are not useful until transported to the capital.***
- 3. Provincial towns eventually produce industrial materials and goods once a depot or port is built within one tile of the town.***
- 4. Check the technology purchase screen every few turns to see what you could buy.***
- 5. Although you can disband your civilian units, you may have to rebuild them to benefit from a new technology.***
- 6. Using the diplomacy screen, you learn what resources other countries produce and how powerful they are. Trade with, or conquer, nations with valuable assets.***
- 7. Scout enemies' forces by clicking on their camps. You can only scout provinces adjacent to your own.***
- 8. You obtain generals and admirals as rewards for expansion of your navy and army. These leaders improve scouting and combat abilities of your forces.***
- 9. Diplomacy is essential for obtaining markets and products from abroad. Diplomacy and trade go hand in hand. Trade improves relations, and good relations improve trade.***
- 10. A developer unit joins your forces when you improve your diplomatic relations. This unit can purchase land in other nations for exploitation.***
- 11. Defend your coastline. An enemy fleet off a coastal province allows landings by enemy forces based elsewhere. A friendly navy automatically intercepts such attempts and can destroy the troops at sea.***
- 12. As the game progresses, your focus shifts. Initially you are concerned with infrastructure. In the middle game you begin to focus on global relations. Toward the end you concentrate more on domination and global strategies.***

