



Absolutely No Pressure: Continuing a Successful Game Series with Civilization VI

Ed Beach
Lead Designer, Firaxis Games

Twitter: @EdBeach23

Steam Stats: October 13, 2016 (one week until launch)

Top games by current player count

CURRENT PLAYERS	PEAK TODAY	GAME
368,662	901,407	Dota 2
175,018	586,959	Counter-Strike: Global Offensive
36,324	48,501	Sid Meier's Civilization V
36,191	47,167	Team Fortress 2
27,480	53,273	Rocket League
25,627	55,107	Grand Theft Auto V
23,215	38,948	ARK: Survival Evolved
22,328	43,015	Paladins
20,464	34,775	Rust
19,039	30,240	Garry's Mod

Sid Meier's Civilization V

PLAY YOU'VE PLAYED 1169 hours
LAST PLAYED Today

FRIENDS

You have 24 Friends who play Sid Meier's Civilization V



[VIEW ALL FRIENDS WHO PLAY THIS GAME](#)

ACHIEVEMENTS



Most Recent
The World Is a Mess, and I Just Need to Rule It
You have unlocked 150/296 (52%)

Locked achievements



[VIEW ALL ACHIEVEMENTS](#)

DLC

ITEM	INSTALL	ACQUIRED
Civ V Digital Deluxe Content	Installed	Added 9/23/2013
Cradle of Civilization - Americas	Installed	Added 9/23/2013
Cradle of Civilization - Asia	Installed	Added 9/23/2013
Cradle of Civilization - Mediterranean	Installed	Added 9/23/2013
Cradle of Civilization - Mesopotamia	Installed	Added 9/23/2013
Sid Meier's Civilization V: Scrambled Nations Map Pack	Installed	Added 9/22/2013

DLC Added 9/23/2013

[FIND MORE DLC IN STORE](#)



Create, discover, and play content created by the Steam Community.



DMS' The Kingdom of Kasanje



GPuzzle's The United Kingdo...



PiGreat's Jamaica

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CATEGORIES

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D.I.C.E. SUMMIT 2016

CIVILIZATION 25TH ANNIVERSARY PANEL

SID MEIER
CO-FOUNDER AND
DIRECTOR OF CREATIVE
DEVELOPMENT
FIRAXIS GAMES

SOREN JOHNSON
CEO AND DESIGN DIRECTOR
MOHAK GAMES

BRIAN REYNOLDS
CHIEF CREATIVE OFFICER
BIG HUGE GAMES

BRUCE SHELLEY
2009 AIAS HALL OF FAME
(MODERATOR)

FEBRUARY 18, 2016

@OFFICIAL_AIAS
#DICE2016



Anniversary Panel - 2016 D.I.C.E.

E3 2016



E3 2016



Sid Meier's Civilization was live.

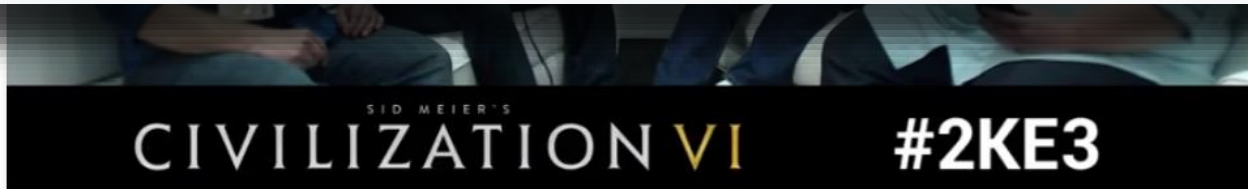
June 15, 2016 · 🌐

The lead developers of Civilization VI answer your questions, live from #2KE3!



Mark Zuckerberg ✓ · 8:46 My favorite game. I'm looking forward to VI.

Unlike · 👍 349 · June 15, 2016 at 9:22pm



72K Views

👍 Like

💬 Comment

➦ Share

WBC: FACTS IN FIVE

100 most played games on Steam, July 2016

Wonders of the Ancient World



Repeated question from the press...

“How did you find anything to add for the sixth game in the series?”



Unbalanced Combat Results

100 HP

Need Contextual Customization

Religion

Little Game World Awareness

Espionage

Naval Units 1-Dimensional

Melee Naval Units



Bland Culture Victory

Tourism/Great Works

Exploration Ends Early

Archaeology

Bland Diplomatic Victory

World Congress

Few Economic Interdependencies

Trade Routes

Late Game Tension/Climax









Ideologies

Civ5 - Strategy & Tips

Discuss your Civ5 strategy and tips with other players.

Page 1 of 165 [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) → [165](#) [Next >](#)

TITLE START DATE REPLIES VIEWS

	Diplomacy by numbers - spreads Bibor, Jan 23, 2011
	The Civ5 Guide Trickster7135, Oct 15, 2010
	Complete list of Steam Achievements lietkynes, Sep 13, 2010
	Need help specializing cities Crodriiy123, Today at 3:48 PM
	how to not fall behind in tech as a grizly, Feb 19, 2017
	Fastest Science Victory Lightning5555, Feb 14, 2016
	The Maya zxcvbob, Feb 7, 2017
	Domination on Immortal/Deity - a noob's guide consentient, May 14, 2015
	Replies: 351 Views: 158,054

FAN HELP



OVERARCHING PROBLEM

Single Path To Victory

“Build only 4 cities”

“Rush to National College”

“Science is King”

“Tradition, never Liberty”

“Rationalism ASAP”

POSSIBLE SOLUTION

What changes every time you play?

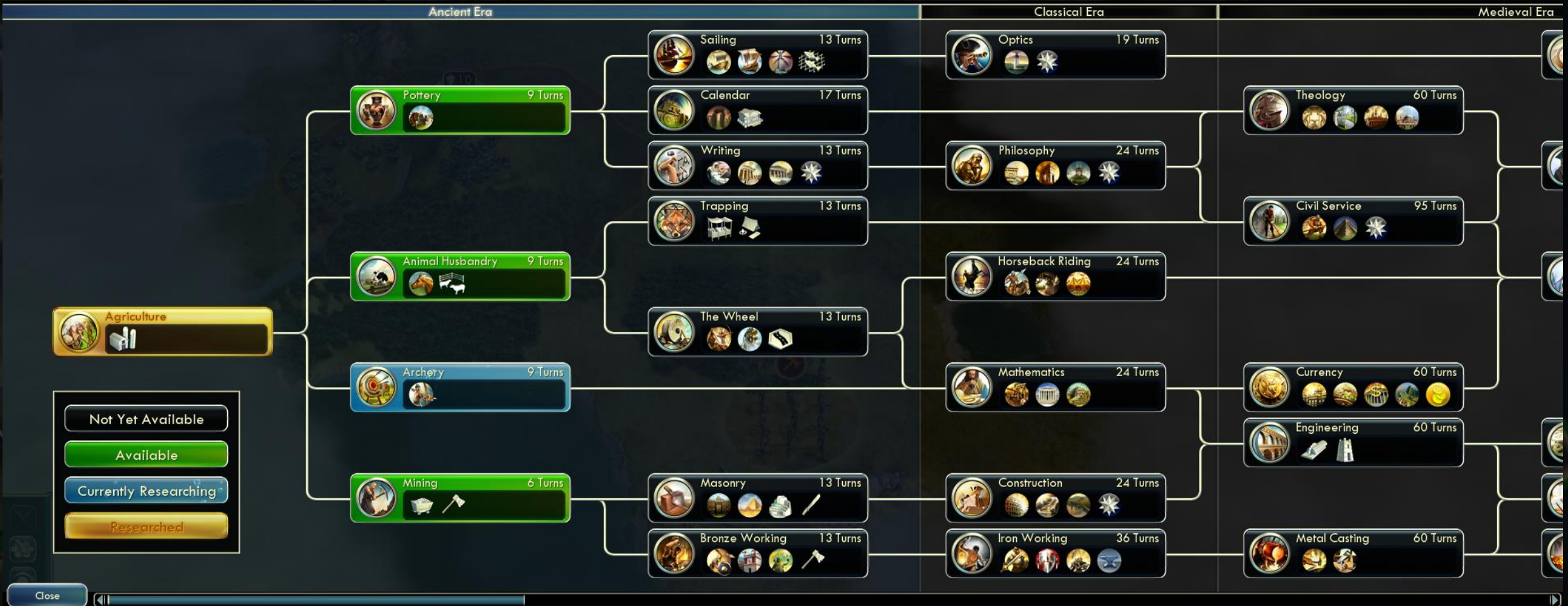
THE MAP!

ROTE TILE USE CHOICES





DISJOINT TECH TREE



TECH BOOSTS



SOCIAL POLICY PATH

SOCIAL POLICIES

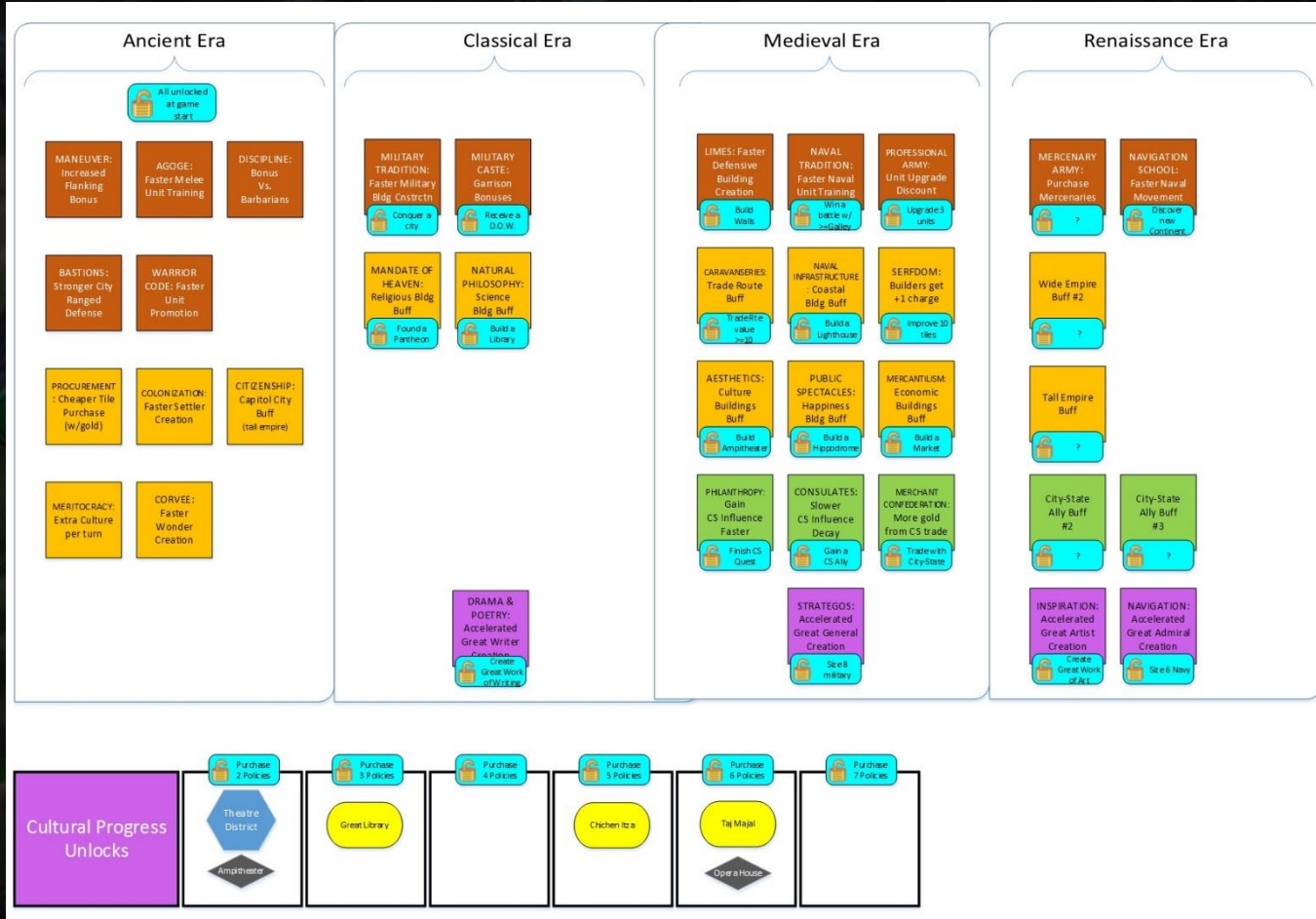
Social Policies Ideological Tenets [Advanced View](#)

TRADITION	LIBERTY	HONOR	PIETY	PATRONAGE
<p>Adopt </p>	<p>Adopt </p>	<p>Adopt </p>	<p>Adopt </p>	<p>Classical Era </p>

IDEOLOGY	RATIONALISM	EXPLORATION	COMMERCE	AESTHETICS
<p>To Ideology >></p>	<p>Renaissance Era </p>	<p>Medieval Era </p>	<p>Medieval Era </p>	<p>Classical Era </p>

[Close](#) Next Policy Cost: 25 Current Culture: 0 Culture Per Turn: 0

CIVICS V1



Cultural Progress Unlocks
(similar to boosts)

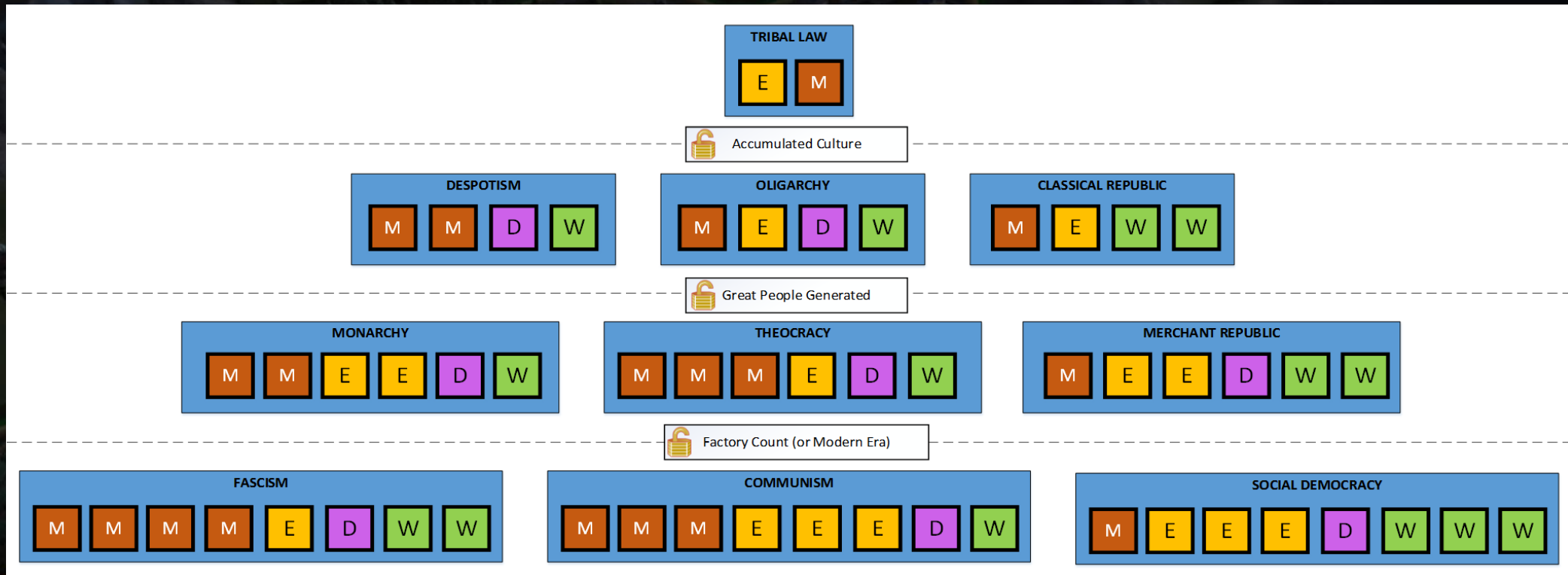
So many unlocks!

Progression path
through governments
unclear.

CIVICS V2

Government Tiers Added

Bad idea to force upgrade?



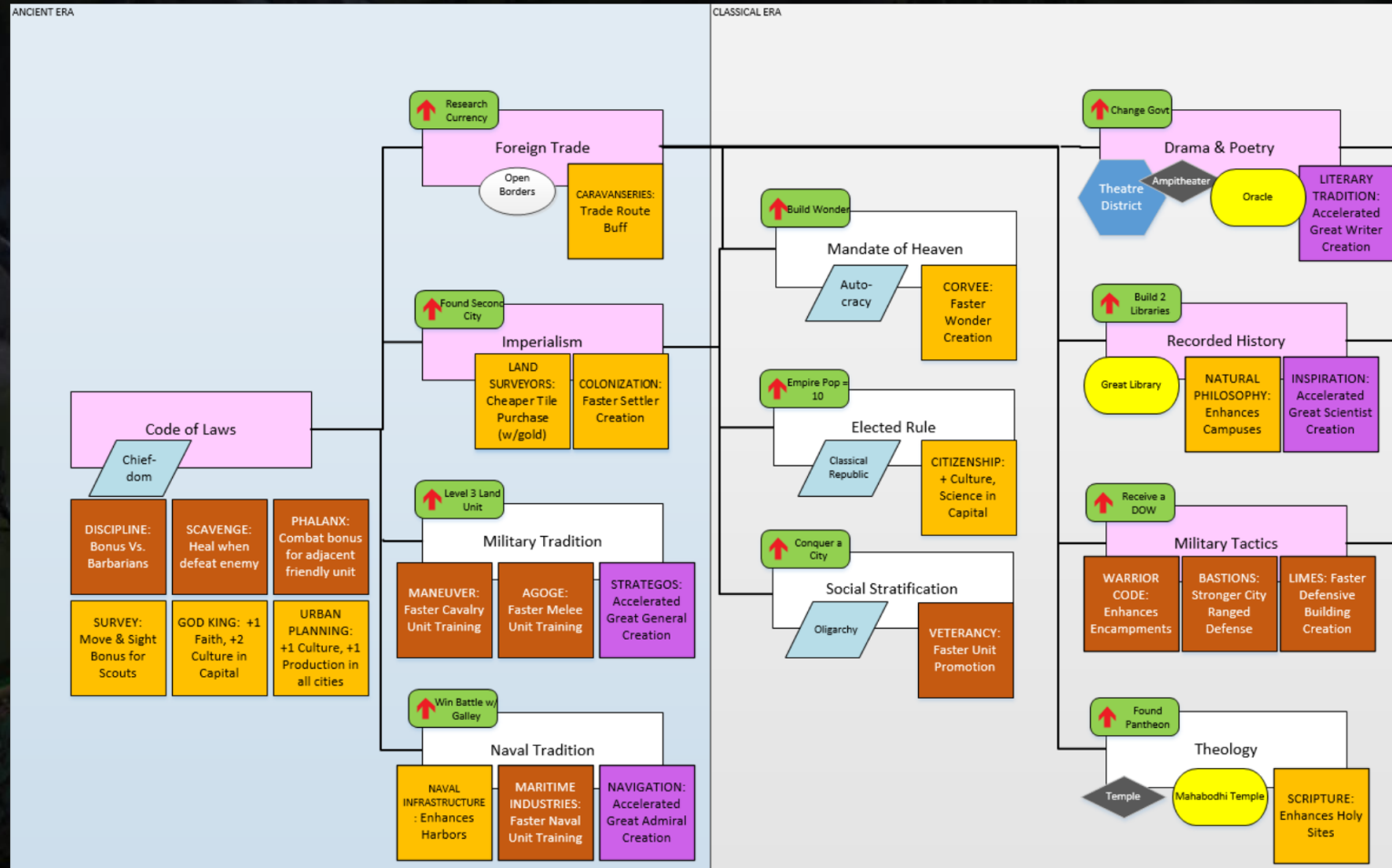
CIVICS V3

Government Bonuses Added

Spending Culture Cumbersome

Governments	Military	Economic	Diplomatic	Wildcard	Strength	Approx Era	Unlocked By	Inherent Bonus	Accumulated Bonus	Flat	Over time
AT START											
Tribal Law	1	1			2			None			
TIER ONE											
Autocracy	2		1	1	4.25	Classical	Empire Population 10	Capital (or Palace district) gets bonus yields	Bonus constructing Wonders	10%	+1% per 20 turns
Oligarchy	1	1	1	1	4.25	Classical	Conquer a City	Max unit promotion level +1	Bonus earning Experience	20%	+1% per 10 turns
Classical Republic		1	1	2	4.5	Classical	Build a Wonder	City State influence resting point boosted	Bonus earning Great Person points	15%	+1% per 15 turns
TIER TWO											
Monarchy	3	1	1	1	6.25	Medieval	City at Population 10	Can offer marriage (influence boost) to city state every X turns	Accelerated cavalry production	20%	+1% per 10 turns
Theocracy	2	2	1	1	6.25	Renaissance	Found a Religion	Can buy units with Faith	Discount on Faith purchases	15%	+1% per 15 turns
Merchant Republic	1	2	1	2	6.5	Renaissance	Profit of 100/Turn	2 extra Trade Routes	Discount on Gold purchases	15%	+1% per 15 turns
TIER THREE											
Fascism	4	1	1	2	8.5	Modern	3 Military Academies	Can declare Total War for X turns of combat boosts	Accelerated unit production	20%	+1% per 10 turns
Communism	3	3	1	1	8.25	Modern	3 Factories	Industrial zones defend; trade routes to Communist cities +50%	Accelerated overall production	10%	+1% per 20 turns
Democracy	1	3	2	2	8.5	Modern	3 Stock Exchanges	Great Writers/Artists/Musicians generate 1 extra Great Work	Specialist output boost	20%	+1% per 10 turns

CIVICS V4



Parallel Civics Tree!

Early game path
very predictable

FINAL CIVICS TREE



GOVERNMENT SCREEN

GOVERNMENT

My GovernmentView PoliciesView Governments

DEMOCRACY



PATRONAGE OF GREAT PEOPLE COSTS 50% LESS GOLD.

30% BONUS YIELDS FROM DISTRICT PROJECTS.

LEGACY BONUSES

+1% BONUS YIELDS FROM DISTRICT PROJECTS in 6 more turns in a Democracy

21% EXPERIENCE FOR COMBAT UNITS from Oligarchy

8% BONUS INFLUENCE POINTS from Monarchy

MILITARY POLICIES

Levée en Masse

Unit maintenance cost reduced by 2 Gold per turn, per unit.

ECONOMIC POLICIES

New Deal

+4 Housing, +2 Amenities, -8 Gold to all cities with at least 3 specialty districts.

Triangular Trade

+4 Gold and +1 Faith from all Trade Routes.

Trade Confederation

+1 Culture and +1 Science from international Trade Routes.

Third Alternative

+4 Gold from each Research Lab, Military Academy, and Power Plant.

DIPLOMATIC POLICIES

Merchant Confederation

+1 Gold from each of your Envoys at city-states.

Raj

+2 Science, Culture, Faith, and Gold from each city-state you are Suzerain of.

WILDCARD POLICIES

Invention

+2 Great Engineer points per turn.

Traveling Merchants

+2 Great Merchant points per turn.

Frescoes

+2 Great Artist points per turn.

1

4

2

3

FIRAXIS
GAMES

2K

UNIT CONGESTION



SUPPORT / CORPS / ARMIES



CHEATING THE TERRAIN



NEW MOVEMENT RULES



MAP-DRIVEN PLAY

Unstacked Cities

Tech Boosts

Relieved Congestion

New Movement Rules



QUESTIONS?

13
★ DELHI 24