

# WC3 Civilization Wars Guide (Beginners)

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## I . Intro

The purpose of this piece of writing is to provide beginners with basic understanding of WC3 Civilization wars. Compared to other WC3 custom games, Civilization wars is quite complicated and hard to learn for beginners. Because of its complexity, it is not easy for players to teach other players while in game. So I've come to write this guide hoping for more new civ players and activating the community.

In this article, I will first explain some of the basic ideas of this game. And then, I will suggest you a simple bot/top lane build. And lastly, I will give you some tips on rushes and opening variations.

## II . Basic ideas of Civilization Wars

### 1. Goal

The goal of this game is to destroy all three capitals on the enemy side. To achieve the goal, you need to send units to the other side and let them fight to the capitals.

### 2. Turn-base

This game is a turn-based game. Each turn is 30 seconds long. At the end of each turn, you will receive gold/material and units will be spawned from your camps/docks.

### 3. Player/Role

Your team consists of three players; Mid-lane player, bot-lane player and top-lane player. Mid-lane player is a carry, while bot/top lane players are supports. If any bot/top lane player tries to be a carry, the whole team is likely to lose. So as a beginner, I suggest that you stick to be a good support for a while and watch how other decent players are playing.

### 4. Unit

You can build camps or docks with your workers. Units will be spawned at the end of each turn. You cannot control them manually.

## 5. Techs

You need to research techs to upgrade units. You can first tech at your capitals. And then, further at Library in ancient era, University in medieval era, Laboratory in industrial era and Institute in modern era.

## 6. Towers

At start, you are given four towers on each lane to protect your units and capitals. Those towers will be upgraded as era develops. You don't want to build your own towers unless you are told to or have a specific reason.

## 7. Lanes

There are three types of lanes; Middle lane (Mid), Bottom lane (Bot), Top lane (Top). Controlling each lane gives you special bonus resources; Mid for bonus food, Bot for bonus material, Top for bonus gold.

## 8. Nodes(Circles on lanes)

You will see three nodes on each lane. Controlling those nodes is the key to victory. At the end of every turn, you must have at least 2/3 nodes of the lane you are playing. If you keep having 2/3 nodes at the end of each turn, we call it you are 'controlling the lane.'

## 9. Gold

You receive gold at the end of every turn. With the gold, you can build units and research techs and make upgrades. If you are controlling your lane, your mid player (carry) can increase his income. With the help of it, your mid can research faster and get you powerful units which will break the enemy towers and destroy their capitals.

## 10. Materials

On every 30sec, you will also get materials. Materials are for building markets. But as a bot/top player, you will have to keep exchanging your materials for gold on a trade market.

## 11. Markets

There are three types of markets; Food market, Material market, Trade market. Controlling any nodes on lanes gives you bonus gold from your markets. But the biggest bonus comes when ① you have food markets while controlling the mid lane ② you have material markets while controlling the bot lane ③ you have trade markets while controlling the top lane. As a new player, you will need just one trade market and keep selling your materials for gold.

## 12. Era

You start from ancient era and develop into medieval, industrial and modern era. As era develops bonus gold (from controlling top lane) and bonus material (from controlling bot lane) increases accordingly. As era develops, with researching certain techs, you can lower your cost on getting more food (while controlling mid lane).

## 13. Build Limit

Build limit is the number of units you can build on the other lanes. On the top right side of the screen, you will find 0/3, 0/2, 0/2 on the board at start. It means you can build maximum of two or three units on the other lanes, otherwise you will get a penalty. The penalty is a decreased income (gold). Going over build limit is needed only when you are rushing a lane or defending rushes.

## 14. Worker/Wonder Builder

There are four types of workers; ancient, medieval, industrial and modern. There are also four types of Wonder builders; ancient, medieval, industrial and modern. As a new player, you will need only workers and no wonder builders. Wonder builders will be needed only when your mid gives you a specific order.

## 15. Wonders

Wonders are special buildings that can spawn units/give buffs or heals/increase income etc. They are mostly for mid lane players. If you are new, you don't want to build any wonders unless you are told.

## 16. Bank/Stock

Bank/Stock is a way of increasing your income. You can build Bank with a medieval worker, Stock with an industrial worker. Bank gives you 100 bonus gold if you keep your gold over 1k at the end of every turn. Stock gives you 250 bonus gold if you keep your gold over 2k at the end of every turn. If you are new and play side lanes, do not build bank or stock until late. Sometimes you don't even need any bank or stock. It is safe to build both of them right after you get into industrial era.

**To be continued..**