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Freeciv strategy guide

Smallpox vs. big smallpox, gen2 vs. gen5, early war vs. peaceful alliance. Which style of your favorite game? Caedo Elite Posts: 503 Join: Sun Feb 10, 2013 10:21 pm Location: Stuttgart, Germany Postby Caedo » Sun Feb 24, 2013 7:33 pm I just want to share my strategy with you, so you can be a good player. Basic options: I usually use island-based generators (/island-based generator sets) and let the game put one player per continent (/set single startpos). This ensures that I am not in contact with AI too quickly. Since I usually play with a new or simple AIS, I have enough time to gain a huge advantage. Also, I set contacts to 100 to have enough time for diplomatic action after meeting AI, and a facade to PLAYER or TEAM to avoid immediately losing a powerful attacking unit because of the enemy attacking when I moved my unit next to his city. The science box is usually 0, since this gives more room for advantage. Science: Immediately after the game has started, it is wise (in my opinion) to fix the technology that is being studied to Masonry and set goals for Work or Pottery Bronze. Either way, the others are next. After that, you have to research either Map Creation (because I like to go overboard quickly) or Mysticism. Then comes Literacy, Trade or, to help speed up research, Astronomy. The aim of all this is getting Great Wonders faster than your opponents, the Great Wall being the first of them. You also need to go to Construction quickly for Aqueducts, and to the Bridge Building so you can build a road in the river. Monarchy is also useful, but it is up to you to decide. The fact is that you need to get the Wonder-Techs first column and the second column as soon as possible. Building: If you've got a Masonry off the hut, immediately build a Big Wall. Then, build a unit for defense! Also, you need to build a diplomat or spy to defend against diplomats/other spies. Plus, you have to build any Miracle you can build, city walls (if you don't have a Big Wall), or Berek and what else you can build. In general, until the end of the game, this is the order you need to build your goods in: Defence Building Defence Unit (if you have a laser, first SD)WondersBarracks, Port Facilities etc. Production and anti-pollution buildings of the Tabahpainsness Building, the most important thing is: Use common sense! Think about what you do. If your enemy has some overseas cities, build Coastal Defense earlier! If the enemy is with the army, build units instead of the Colosseum or your Stock Exchange! Oh, and another thing: You may have to build most of your wonders in your capital and you earlier cities, not on those that are easily caught. Also, beware of those like the Copernicus Observatory, Colossus and others, because they just do something in their city. Diplomacy: Trying to get peace deal, and perhaps the Alliance with the rest as soon as possible. Then, you have two ways. Build large soldiers, declare war and kill your former allies. Brotip: Do it before they research Laser and nuke the hell out of them. Or come up with a flock of Helicopters. Or both. Works not every time! Build strong defenses and start building spacecraft. Once you launch it, they will declare war on you, but the perfect spacecraft only needs about 15 years, so you're fine. That's pretty much it. You need to explore the whole world (for example, with Helis or the Apollo Program), have an embassy with everyone and teraform the area around your cities. I'll probably work back on this, but until then, you can try this plan. - Caedo Last edited by Caedo on Fri Mar 01, 2013 5:18 pm, edited 1 time in total. Ifaesfu Posts: 25 Join: Thu Feb 21, 2013 9:13 pm Location: Huelva, Spain Contact: Postby ifaesfu » Monday 25 Feb, 2013 1:49 I think the most important objective in the first turn of 30-40 island games is to get Republic as fast as you can. You don't have to care about aqueducts until turning 45-55, if ever. When do you get Magnetism or Gunpowder? I think those technologies are the second objective after the Republic. Caedo Elite Posts: 503 Joins: Sun Feb 10, 2013 10:21 pm Location: Stuttgart, German Postby Caedo » Monday 25 Feb, 2013 4:29 pm What I've written so far is just the start of the game. And I don't give a set turn number because the cost of technology, production costs and city growth costs can be customized. Overall, I don't want everyone to play just like me, I just give them a part of my knowledge. I usually skip Magnetism because I get Gunpowder, Steam Engine and Industrial first, then get Magnetism and Electricity. I'm not sure if it's the best way to do it, but I like to have a real battleship (Ironclad) before upgrading my Caravels. Also, I'm not so into the Republic. I usually have Monarchy or Communism (although I don't research communism fast because it makes cathedral less effective), or, if there's peace, I'm in Democracy. Then in the game (after I can build a Sewerage System and everything), I usually try to get Automobiles, Flights and others to get Rocketry, and Recycling to reduce pollution. Then, I was going at Environmentalism to completely eliminate Pollution. I'll re-work on the whole first post, but this is this time. I will try to get this as good as possible and clean, but I also get school work to do. - Caedo ifaesfu Posts: 25 Joined: Thu Feb 21, 2013 9:13 pm Location: Huelva, Spain Contact: Postby ifaesfu » Wed Feb 27, 2013 12:04 pm I am talking about the turn because I am thinking of the game with rules and negligent rules I do not understand the first stone research point at all. Most players investigate pottery first in the island game. Caedo Elite Posts: 503 Accompanies: Sun Feb 10, 2013 10:21 pm Location: Stuttgart, Stuttgart, Postby Caedo » Wed Feb 27, 2013 4:53 pm Good, but the Pyramids are excellent, and, if you play with the default rules, you are not very good when people barbarians/pirates appear, so you need the City Wall. Of course, others think differently, and this is just my opinion. I posted it here because I want others to see it and build their own strategy based on it. Ifaesfu Posts: 25 Join: Thu Feb 21, 2013 9:13 pm Location: Huelva, Spain Contact: Postby ifaesfu » Thu Feb 28, 2013 11:45 pm I usually play multiplayer games not with barbarians or huts. Caedo Elite Posts: 503 Joins: Sun Feb 10, 2013 10:21 pm Location: Stuttgart, Germany Postby Caedo » Fri Mar 01, 2013 5:18 pm Ok, I usually play a single player, or just with my brother against a horde of AIS. Evoyageur Posts: 2 Join: Tue August 19, 2014 11:08 pm Postby evoyageur » Tue August 19, 2014 11:13 pm I usually go for a great library and miss many early wonders. Nimrod Posts: 21 Joined: Wed Jul 02, 2014 2:18 pm Location: Montreal, Canadian Postby Nimrod » Wed August 20, 2014 5:58 pm At first I thought... trolling? Then I realised, not he was serious. Well, it seems that the best thing I can do for this thread is the point towards tutorial websites with all excellent guides to play Freeciv. Applies the same for both single and multiplayer action===Nimrod= Previous Next Content In addition to booking your unit to move and engage in combat, you can give various other orders to different types of units. Some state changes take effect immediately, or at the end of the turn. Others are construction tasks that take time. Airlift (Land Units only) Transfers ground units in the city with the airport to any other friendly city with the airport. The plane occurred immediately, but spent all points of unit movement. One airport can do one of these parts of the action once every turn. Auto-Attacks (Military Units only) Used along with Urban Options, this allows you to direct the units living in the city to automatically go out to attack approaching enemies. The unit must be in the city and given this order. After that, based on the city's City Choices, if an enemy unit of the given type approaches the city, the unit will leave the city, attack the enemy, return to the city, and resume the status of the Auto. Auto-Explore Attack (Land or Sea Unit only) Ordering units to automatically explore the map, progressively revealing more unknown worlds. Auto-Settlers (Settlers and Engineers only) units to perform automatic improvement activities (irrigation, mining, roads, etc.) in the vicinity of friendly cities. Corruption Enemy Unit (Diplomat and Spy only) Corruption is an enemy unit to join your empire, in exchange for gold from your treasury. Units of Democratic states should not be swept away. Build City (Settlers and Engineers only) only) city, dissolving units in the process. Build Benteng (Settlers and Engineers only) Building Fortresses in land plains. Units in A Fort have their defensive strength doubled when attacked, and the battle against one unit in a Fort would not result in the destruction of non-revolutionary units. Units in Kubu also have different effects on happiness in their home towns, see Government Type. Build Roads or Railways (Settlers and Engineers only) Build roads on land plains (or railroads if there is already a road). You can only build a road in the River square if you have a Progress Bridge Building. Change Home City Any unit currently in the city may have its home changed to that city, it takes effect immediately. After that the unit was supported by the city for maintenance, moral, and possession purposes. Pollution Cleaning (Settlers and Engineers only) Cleans up pollution generated by industry, population, or nuclear weapons. The Dissolution Units of Any unit can be dissolved at any time. If it is dissolved in a friendly city, half of the production costs of units are deposited in the city's current production box. The Entice City Rebels (Diplomats and Spies only) Attempts to draw a city into rebels against his empire and join you, for a price. Defending Diplomats or Spies in the city helps in the resistance of your offer. If the city makes an offer and you accept it and make payments, the city changes hands, as well as its units in the city and in the field. The spy was successfully broadcast back to his home town. Strengthening any unit of land (other than explorers and engineers) can strengthen, which means to put itself temporary in better posture to defend; this is different from building a permanent fortress. It takes effect immediately. A fortress unit has its defensive strength multiplied by 1.5 (see Battle), and regains lost points faster. Going to the Player can order a unit to go to the target square anywhere on the map. From that point the game will plan a pathway for the unit, which the unit will follow in turn until it reaches the goal. In each rotation, the unit will make progress of the mobility point allowance. Once it reaches its goal, it becomes ready for your order. While in transit it is marked on the map with G; if you click on it from the map window, you clear its Go To status. Investigating the city (Diplomat and Spy only) Gives you a report on the city, its content, and what it produces. A Diplomat unit dies after making information Irrigate (Settlers and Engineers only) Enacts the Desert, Square, Padang Rumpit, Hill, or River plains. Clear forests, forests, and Swamp Square to Plains, Grassland, and Grassland. Create Embassies (Diplomats and Spies only) Establish embassies in other civilizations. Must be done by entering the city of another race. If Spy tries this, and previously used for subversive purposes, it is possible that attempts will fail and Spy is executed. Mine (Settlers and Engineers only) Desert Mines, Hills, or Mountain squares. Perform forests in Grassland, Jungle, Plains, or Paya squares. See Terrain. Pills (Land Units only) Order units to spend the whole turn doing damage to land tile infrastructure (irrigation, mines, trains, or roads, in that order). You get anything from this in terms of gold or production sources; you use this solely to damage the enemy's land and damage its economy. Urban Water Poison (Spy only). Emptied the city's food storage and killed a citizen. Defense diplomats or spy on the city can cause attempts to fail. Sabotage City (Diplomat and Spy only) Is trying to destroy what enemy city is producing, or existing buildings. This is done by entering the target city. For random target diplomats selected; a Spy is allowed to be given a specific goal. It may fail if there is a spy surviving in the city. If successful, the Diplomat dies, but Spy is broadcast back to his home town. Sent Any unit can give this command, military or not. It orders units not to ask for orders per turn. Unless interrupted, the unit will remain in place on the map with an S marker on it. It will wake up, and put in between the units that ask for your attention, when: You click on it from the map window, or the enemy unit moves adjacent to it (although the enemy has moved away by the time you can give it a unit order), or You select it from the list of city units, or the Unit completes the restoration of the lost hit point. Steal Advance (Diplomat and Spy only) attempts to steal the progress of civilization from a country that owns a city. Attempts may fail if there is a Diplomat or Spy that survives, and will work only once every city per game. Diplomats will steal randomly selected technologies, and die in trials. Spy will be able to choose stolen progress, and have a chance to survive; otherwise, it is broadcast back to his home town. Transform (Engineer only) Transforms the terrain square into another type. See Terrain. Next Previous Content

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