

Lenses/Views	
1	Religion
2	Continent
3	Appeal
4	Settler
5	Government
6	Political
7	Tourism
8	Loyalty
9	Empire
0	Power
Insert	Plague
Y	Toggle Yield Icons
=	Toggle Strategic View
G	Toggle Grid
Q	Toggle Resource Icons

Unit Actions	
V	Alert
A	Attack
E	Automate Exploration
DELETE	Delete Unit
H	Fortified Heal
F	Fortify
B	Found City
M	Move To
R	Ranged Attack
SPACE	Skip Turn
Z	Sleep
.(PERIOD)	Next Ready Unit
,(COMMA)	Previous Ready Unit

Tips for Civ 6 (Beginner's guide)

1. Settling a city: Make sure to settle next to a river/lake (Dark green highlighted tiles); look at yields, a good city would have at least two tiles with 2 food + 2 production. It's not a bad thing to restart the game because of a shitty location, that can sometimes happen.
2. Start off with a scout or a slinger (2 if on high levels), as the main priority at the start of the game will be to defend your city and to explore your surroundings. Look for city-states and tribal villages, who can give you random rewards including relics which are extremely useful if you want to try for a religious victory as they can give you a pantheon earlier than other civs and drastically increase your faith (early game).
3. The first research you will have to make depends on what potential improvements you have (if you have stone research mining, if you have cattle choose animal husbandry, etc...). If you have no tiles with animals or mining resources, choose pottery. Don't choose sailing or astrology unless you have a boost for them.
4. Look out for barbarian camps; barbarians will come after you if their scouts spot you and have time to return to their camp. The best way to take down the first barbarian is with a slinger so you will get the technology boost for archery.
5. City states are incredibly useful, but only attack them if they are more useful to you as a city rather than an actual city-state. Try to send envoys to the ones that give you your required bonuses, don't send envoys to a city state you don't need.
- 6 Food = citizens = production = Anything you need to build. Always try and have high amounts of food but make sure it the amount of citizens don't overwhelm you (eg. low amenities, insufficient housing, etc...).
7. Science and culture are very useful early game; however if you opt for a domination victory and capture cities quickly you will gain access to their districts that provide those yields meaning you could focus less on it.
8. Even though it may not seem like it, religion is one of the most important aspects in the game. Pantheons and beliefs can give you incredible bonuses such as gold, science, food, yield bonuses, etc... If you want a domination victory, use the crusade belief which will give you +10 combat strength in your enemy's territory if they follow your religion. Or if you are scared of being attacked, use defender of the faith which will give you +5 combat strength in your home cities that follow your religion..



Tips for Civ 6 (Beginner's guide) (cont)

9. Pro civ players always change their policies according to what they need in-game. Try and change them as much as you can (if it benefits you). You can change policies after every new civic researched.

10. Great people are incredibly important; they can be earned through great person points through specialty district buildings, wonders, and wildcard policy slot (not recommended). They can give you very powerful in game bonuses and you should try and have at least 2 before the medieval era. The least important ones are great artists + musicians, as they come in late game and don't benefit you much unless you opt for a culture victory.

11. (R&F) Governors give additional bonuses to your cities, the best ones are Pingala, Magnus, and Amani (look at their promotion branches and you'll see).

Taken from https://www.reddit.com/r/civ/comment/s/ele18e/tips_for_civ_6_beginners_guide/ with grammatic & cosmetic changes made.

User Interface

C	Toggle Civics Tree
T	Toggle Tech Tree
L	Toggle Religion Screen
O	Toggle Great People Screen
W	Toggle Great Works Screen
F1	Toggle Rankings Screen
F2	Toggle City-States Screen
F3	Toggle Espionage Screen
F4	Toggle Trade Routes Screen
F7	Toggle Government Screen
F10	Toggle Governors Popup
F11	Toggle Timeline Popup
END	Toggle Full Screen Map
NUM /	Toggle Era Progress Panel
PAGE DOWN	Toggle World Climate Popup
F9	Open Civilopedia
CONTROL+F	Map Search

Global Actions

\	Capital City
]	Next City
[Previous City
Return	Next Action
F5	QuickSave
F6	QuickLoad
Home	In-Game Menu
↓	Camera Pan Down
←	Camera Pan Left
→	Camera Pan Right
↑	Camera Pan Up

Tips for Civ 6 (Beginner's guide)

12. Try to expand as much as possible, to the point where you can control your cities. A good civilization would have from 6 to 9 cities (nice but fr). For higher levels 10 to 13 cities is a good amount

13. Some civs are worth more to you unharmed, building up alliances can be very beneficial, as they give bonuses to you, even if you go for a domination victory (joint wars). The best allies to have are Gilgamesh, Poundmaker, and Cleopatra as they give bonuses if you ally to them or trade with them.

14. Wonders are not a priority, but are very helpful and can boost your progress towards your desired victory. There are two types of wonders: those that give you an immediate bonus, those that give you background bonuses (my recommendation), here are my top 10 wonders (in order of when you can build them):

- ✓ *Oracle*: Districts get +2 great person points (of their type) in their city + Purchasing great people with faith costs 25% less.
- ✓ *Pyramids*: Gives you a free builder + your builders get +1 charge.
- ✓ *Mausoleum at Halicarnassus*: +1 faith, culture, and science for every coastal tile in your city, Great Engineers receive +1 charge.
- ✓ *Alhambra*: Gives you an extra military policy slot.
- ✓ *Venetian arsenal*: For every naval unit you train (not buy), you get a duplicate.
- ✓ *Forbidden city*: Gives you an extra wildcard policy slot.
- ✓ *Potala Palace*: Gives you an extra diplomatic policy slot.
- ✓ *Oxford university*: +20% science in the city in which it is built + two free technologies.



Tips for Civ 6 (Beginner's guide) (cont)

✓ *Big Ben*: Doubles your treasury and gives you an extra economic policy slot (+50% of your treasury if GS).

✓ *Broadway*: Gives you +20% culture in the city in which it's built and can include two Great Work slots (music).

(For those who like to focus on city-states: Kilwa Kisiwani and Apadana might be the way to go.)

15. AI is especially vulnerable to powerful navies and aerial units. If you play on a continent/fractal map aim for a strong navy with a few aircraft carriers, on which you may transport 2 air units (I recommend 1 bomber + 1 jet fighter); bombers can target the city center, while the jet fighters clear the way for your land units.

16. In higher levels, don't underestimate AI. They can have low military strength but secretly have a lot of gold in their treasury or can build walls at any minute you attack them. If you are planning to declare war on a civ, prepare yourself and have at least two catapults and enough troops to surround their city.

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