Economic Prosperity | DIPLOMACY
CIVILIZATION V: PLAYER IMPACT GUIDE
AGE 11+ | 2-3 Two Hour Sessions

“[Civilization] makes you feel like you really are the king and that you’re making important decisions.”
--Sid Meier, Creator, Civilization

THEME FOR THIS GUIDE: Diplomacy
In Civilization V, you play the leader of a burgeoning civilization, such as the Ottoman or Egyptian empire, from its humble beginnings to world supremacy. From fighting and befriending other civilizations around you, to building your civilization in favor of science, religion, or military, the success, failures, and eventual modernization of your civilization is entirely up to you. Will you be a peaceful nation, rising to power through technology and diplomacy, or will you raise an army with which to dominate the land? The choice is yours! For more information, visit http://bit.ly/1kpJhi7.

WHY USE THIS GUIDE?
In this guide, we invite you to think about Civilization V as a model of diplomacy. As you play, reflect on your experience. How does Civilization V present diplomacy? How realistically do you feel that the game portrays the concerns and powers of a nation’s leader? Do you feel like you could be a successful diplomat in the real world?

Answer the questions below and add up your points when you are finished!

GAME BASICS
• Create a new settlement. What kinds of factors did you consider when placing it? [+1]
• Seek out other civilizations. How does the way you interact with city-states, civilizations, and barbarians change over the course of the game? Why does this change? [+2]
• Do you play in a hostile, peaceful, or mixed way? Why did you choose that policy? Are you playing with a specific kind of victory in mind? [+2]
• How does advancing your nation affect how wars, diplomatic friendships, and treaties happen? [+3]

THEME INSIGHTS
• Are there benefits to responding positively or becoming political allies of other nations? Drawbacks? [+2]
• Are there benefits to responding aggressively? Drawbacks? What happens when you go to war? [+2]
• Focus for a few turns on trading things like luxuries with other civilizations. What kinds of things did you trade for? Why? [+2]
• Reflect on your policy, technology, and production decisions. What are your priorities as a leader? Is interacting with other nations peacefully all that important to you? Why or why not? [+3]

WORLD CONNECTIONS
• What did you learn about the ways nations interact with each other? Did the game change any views you already had? [+1]
• Why is diplomacy important to the world? Without diplomacy, could nations achieve as much as with it? [+2]
• If you were the leader of this country, would you change how our country interacts with others? Why or why not? [+3]

Bonus Challenge: During the course of your gameplay become allies with a city-state. Then, at a later point in time, attempt to destroy a city-state. Which method was more practical? How did becoming allied with a city-state or making war with a city-state change how the other city-states and nations felt about you? How did making peace or going to war with a city-state change how you ran your city? Write a reflection about your leadership and share on the Center for Games & Impact Facebook page at http://facebook.com/gamesandimpact.