

# civ 7 influence

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## CivFanatics Forums

Other Civ-Related/Sid Meier/Firaxis Games Forum for discussion of Civ-related/Sid Meier/Firaxis games such as Colonization, FreeCiv, Call to Power, Master of Magic, Master of Orion, Galactic Civilizations, Pirates!, Railroads! and Rise of Nations.

## Civ VII Developer Update - April 2025 - CivFanatics Forums

Civ VII Developer Update - July 2025 | What's coming in tomorrow's 1.2.3 update! FXS\_Sar Jul 21, 2025 Civ7 - General Discussions 5 6 7 Replies 122 Views 14K Jul 22, 2025

## Civilization VII Update 1.1.0 - March 4, 2025 - CivFanatics Forums

Check out this interesting book about a boy entering the wonderful world of Sid Meier's Civilization. Created with PictureBooks.io.

## Civ VII Developer Update - July 2025 - CivFanatics Forums

Hey, Civfanatics! The July update is coming tomorrow, and so is Auto-Explore, Age Transition Improvements, and a new unique Commander, Trung Nhi! We just released a developer update video showcasing the highlights here: Full update notes are on the way tomorrow! EDIT: You may have noticed in...

## Civ VII Developer Update - August 2025 - CivFanatics Forums

I think in Civ VII more than in previous Civ games, many Wonders are far more situationally-useful than Generally Great. Brysa is a good example: in a city with multiple coastal quarters, it saves a bunch of time and effort protecting them all. On a Continental map, on the other hand, there may not be any such cities in your Empire.

## Civ7 - General Discussions - CivFanatics Forums

Forum for general Civ7 discussions. Check out this interesting book about a boy entering the wonderful world of Sid Meier's Civilization. Created with PictureBooks.io.

## Civ 7 In 2026 - CivFanatics Forums

It's hard to believe we're coming up on the 1 year anniversary of Civ 7's release. 7's release was rough, I think most of us would agree. But Firaxis stood by their product and each month since have improved the game, especially its UI, one step at a time. This is something I am thankful for...

## **Civilization VII Downloads - CivFanatics Forums**

Civilization VII Downloads 362 Civ7 - Modpacks 7 Civ7 - New Civilizations 50 Civ 7 - UI Mods 117  
Civ7 - Maps and Map Scripts 19 Civ7 - Units 10 Civ7 - Mod Components 78

## **Bulgaria Civ Overview (Exploration Age) - CivFanatics Forums**

Bulgaria is in the Crossroads game files. Attributes Expansionist Militaristic CUA: Krum's Dynasty  
Receive Food to all Towns when pillaging Improvements equal to 50% of the yield or HP gained. All  
Combat units receive -3 Combat Strength against Districts with Medieval Walls. UI: Hidden...

## **Civ4Col - We The People - CivFanatics Forums**

Development forum for We The People mod for Colonization.