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## Civ 6 diplomatic victory

### Civ 6 diplomatic victory guide.

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Returning to add a diplomatic victory to the 6th expansion package of civilization, Storm offers players a new way to win and prove their dominant positions in the game world. There are many ways to win this game, one of them is to get "diplomacy". Such a victory requires much more strategies and tricks than other, more simple ways in the basic game. For those who dream of the dominance of the world through friendship and diplomacy, it will be very useful for players who want to win these guide games through diplomacy.



This kind of victory in game mode will require some patience, so follow every small clue! Jack Koshele updated on May 5, 2021: Civilization 6 players should start well in the middle of the game and start successfully. However, if the players do not have a solid final strategy, all this preparation and temporary success can be free. After all, the winner is determined here. In order to provide additional help to players who want to obtain diplomacy, we decided to expand this list with four products. In addition to a method that won the highest point of 14 assistance requests and a method of diplomacy, 6 storm packages were added to civilization. Aid requests are actually a competition between civilizations. The aim is to get as many points as possible by providing the most help to the civilian population of natural disasters. Players earn a point for each civilian gold and 50 points to complete the project. By winning the competition, players win 2 diplomatic victory points. In the meantime, it takes 100 diplomatic goodness and third - 50 diplomatic goodness.

Every other civ: \*declares war on me\*

Me, getting a science victory the turn after:



This strategy may be difficult to implement, but it is extremely effective if it is done properly. With the help of discussions, players can apply oil to the fire, which can distinguish between two different civilians and eventually cause war. This can provide a series of benefits to players. The diplomatic services of their competitors will be affected and the empires will be deprived of sources that will be damaged. In addition, the map can completely delete the other and create less enemies you need to worry about. It can be easy to keep a clear way for victory, to obtain a tunnel vision, and to ignore other methods of victory. This can be a fatal disadvantage, as players will lose the benefits of victory paths, such as culture submit.

In addition, if players ignore culture and religion, to achieve one of these two goals, it can be a victory for the opposite of civilization. Therefore, it takes time for culture and religion to avoid early defeat, even if it is detrimental to players' diplomatic progress. Continuing the previous paragraph, they can easily disregard the construction of the army in order to win a diplomatic victory. In order to earn other civilizations and discourage hostile opponents for an unexpected attack, a strong and honorable army is necessary. After all, a big defeat can make a player hard work useless. In addition, a strong army may be needed if players have problems with other civilization and should work. The announced war should be the last source for a diplomatic victory, but its presence in the posterior pocket pocket is an effective strategy. Choosing the right leader will help the player, trying to achieve a diplomatic victory. Some civilizations have the skills to help establish and maintain contact with other civilizations and city countries. One of the best civilizations in this state is that it is added to an extension storm, and Canada was led by Wilfried Lorie with the ability to give diplomatic favorable glasses. Not only is good friends at an early age good advice in life, it can certainly be useful in the world of civilization 6. Create alliances with these civilizations. They can be very powerful and effective in the future. This strategy will also help discourage any attacker and vote for the player for the victory. It is important to try to lift more than the other. It goes without saying that going to war is not the best thing for civilization he wants to win through diplomacy. Any civilization that often goes to the war will face a military fine, even if it uses more reliable causes of war. This guarantees that all other games of the game will be today. Civilization seeking diplomatic victories must do everything possible to limit the number of its conquering cities as it also increases the fine. Another pretty obvious proposal, but still important. Must also do this by a player wishing to get a diplomatic victory. This is quite patient as it is one of the longest ways to win Civilization 6, as the player must reach the endgame era so that he can win. This means that they must use friends that the player won at the start of the game and make them all allies to ensure that they work with the player. The city staff can give players big bonuses, especially if the player is in the Sasan states. The bonuses received by civilizations from urban countries depend on the number of messengers that civilization dedicated to this city country, and the civilization with the most messengers received a bonus in a given city of Suzeren.

As the head of the city, the player no longer receives votes. However, they will give them more diplomatic favor. Trade routes can help a player who wants to win big. You can make a great contribution to help players find resources among cities that need help in some areas or win gold. You can also help promote science or introduce different religions into civilization. Additionally, you can also benefit from diplomatic victory. Trade routes are one of the best ways to gain favor with another country. It also has to be completely obvious. If a player wants to achieve a diplomatic victory, he needs to be useful in his game for several countries. This is especially true for those who are comparable to the player in power or may have even more. This means that the player must make every effort to help people. This may include giving gifts and providing economic business transactions. Maybe you even need help during the war.

A player aiming for a diplomatic victory must be actively working to prevent another country from getting close to the same goal.



This can happen peacefully and covertly by voting against this nation's proposals. If all else fails and the enemy is on their way to hitting the players in the post they may have to take extraordinary steps and ban from the card. As already mentioned, announcing war must be cheap, but it is an effective way to deal with other civilizations. Choosing the right technology to research at the right time greatly helps the player achieve a diplomatic victory. Some studies will reveal some guidelines and even some options that can help in diplomatic work with other civilizations. Contains Technology that opens up more commercial avenues for civilization. Players should also unlock certain rules that help in diplomatic relations to gain favor.



Wonders in all civilization games are one of the cheapest things for the player to build. They can provide benefits in everything from combat to learning and religion. Every player should try to have at least one in their own country. There are wonders that help the player in a free diplomatic victory over their build. This includes the Mahabodhi Temple which gives 2 points and the Statue of Liberty which gives the player 4 points. Next: Civ 6: 10 Tips for Winning the Domain