

# CIVILIZATION III

## Tech Tree



## ANCIENT AGE

**BRONZE WORKING**

GREAT WONDER  
★ The Colossus - (+1) Trade each Trade Tile

IMPROVEMENTS

UNITS

♦ Hoplite (Greece)

AT	DE	MO	BO	RA	ROE	TR
1	3	1	-	-	-	-

♦ Impi (Zulu)

AT	DE	MO	BO	RA	ROE	TR
1	2	2	-	-	-	-

♦ Spearman

AT	DE	MO	BO	RA	ROE	TR
1	2	1	-	-	-	-

**IRON WORKING**

RESOURCE  
★ Iron (Hill, Mountain)

UNITS

♦ Immortals (Persia)

AT	DE	MO	BO	RA	ROE	TR
4	2	1	-	-	-	-

♦ Legionary (Rome)

AT	DE	MO	BO	RA	ROE	TR
3	3	1	-	-	-	-

♦ Swordsman

AT	DE	MO	BO	RA	ROE	TR
3	2	1	-	-	-	-

**CONSTRUCTION**

GREAT WONDER  
★ Great Wall - (2x) vs Barbarians, (2x) City Defense

IMPROVEMENTS

▲ Aqueduct - Allow City size 2

▲ Colosseum - (+2) Happiness

ACTION

■ Fortress

**ENGINEERING**

ACTION

■ Plant Forest

**MASONRY**

GREAT WONDER  
★ Pyramids - Free Granary for Continental Cities

IMPROVEMENTS

▲ Palace - Capital

▲ Walls - (+50%) Defense

**MATHEMATICS**

UNIT

♦ Catapult

AT	DE	MO	BO	RA	ROE	TR
0	0	0	4	1	1	-

**CURRENCY**

IMPROVEMENT

▲ Marketplace - (+50%) Tax, Increase Lux, Trade

**FEUDALISM**

GREAT WONDER  
★ Sun Tzu - Free Barrack for Continental Cities

UNIT

♦ Pikeman

AT	DE	MO	BO	RA	ROE	TR
1	3	1	-	-	-	-

**INVENTION**

GREAT WONDER  
★ Leonardo's Workshop - (1/2) Unit Upgrade

UNIT

♦ Longbowman

AT	DE	MO	BO	RA	ROE	TR
4	1	1	-	-	-	-

**GUNPOWDER**

RESOURCE  
★ Saltpeter (Hill, Mountain, Desert, Tundra)

UNITS

♦ Musketeer (France)

AT	DE	MO	BO	RA	ROE	TR
3	4	1	-	-	-	-

♦ Musketman

AT	DE	MO	BO	RA	ROE	TR
2	4	1	-	-	-	-

**CHEMISTRY**

**METALLURGY**

IMPROVEMENT

▲ Coastal Fortress - (+50%) vs Naval

EXPIRES

★ The Great Wall

UNIT

♦ Cannon

AT	DE	MO	BO	RA	ROE	TR
0	0	1	8	1	1	-

**MILITARY TRADITION**

SMALL WONDER  
★ Military Academy - Armies without Leaders

UNITS

♦ Cavalry

AT	DE	MO	BO	RA	ROE	TR
6	3	3	-	-	-	-

♦ Cossack (Russia)

AT	DE	MO	BO	RA	ROE	TR
6	4	3	-	-	-	-

**ALPHABET**

**WRITING**

**MAP MAKING**

GREAT WONDER  
★ Great Lighthouse - (+1) Sea Movement, Deep Sea

IMPROVEMENT

▲ Harbor - Veteran Sea, Sea Trade, Food Bonus

UNIT

♦ Galley

AT	DE	MO	BO	RA	ROE	TR
1	1	3	-	-	-	2

**LITERATURE**

GREAT WONDER  
★ Great Library - Gain Tech owned by 2civs

IMPROVEMENT

▲ Library - (+50%) Science

**PHILOSOPHY**

**CODE OF LAWS**

IMPROVEMENT

▲ Courthouse - Resist Propaganda, Reduce Corruption

**POTTERY**

IMPROVEMENT

▲ Granary - (2x) City Growth

**THE WHEEL**

RESOURCE  
★ Horse (Grassland, Plains, Hill)

UNITS

♦ Chariot

AT	DE	MO	BO	RA	ROE	TR
1	1	2	-	-	-	-

♦ War Chariot (Egypt)

AT	DE	MO	BO	RA	ROE	TR
2	1	2	-	-	-	-

**HORSEBACK RIDING**

UNITS

♦ Horseman

AT	DE	MO	BO	RA	ROE	TR
2	1	2	-	-	-	-

♦ Mounted Warrior (Iroquois)

AT	DE	MO	BO	RA	ROE	TR
3	1	2	-	-	-	-

**CEREMONIAL BURIAL**

IMPROVEMENT

▲ Temple - (+1) Happiness

**MYSTICISM**

GREAT WONDER  
★ The Oracle - (2x) Happiness from Temple

**POLYTHEISM**

**MONARCHY**

GREAT WONDER  
★ Hanging Gardens - (+1) Happiness Empire and (+3) Happiness Host City

GOVERNMENT

■ Monarchy

**THE REPUBLIC**

GOVERNMENT

■ Republic

**MONOTHEISM**

IMPROVEMENT

▲ Cathedral - (+3) Happiness

**THEOLOGY**

GREAT WONDER  
★ Sistine Chapel - (2x) Happiness each Cathedral

EXPIRES

★ The Oracle

**PRINTING PRESS**

**DEMOCRACY**

GOVERNMENT

■ Democracy

**FREE ARTISTRY**

GREAT WONDER  
★ Shakespeare's Theatre - (+8) Happiness Host City

**EDUCATION**

IMPROVEMENT

▲ University - (+50%) Science

EXPIRES

★ The Great Library

**BANKING**

IMPROVEMENT

▲ Bank - (+50%) Tax

**ECONOMICS**

GREAT WONDER  
★ Smith's Trading Company - Free Maintenance for Trade Buildings

**MUSIC THEORY**

GREAT WONDER  
★ J.S. Bach's Cathedral - (+2) Happiness All Continental Cities

**ASTRONOMY**

GREAT WONDER  
★ Copernicus' Observatory - (2x) Research

UNIT

♦ Caravel

AT	DE	MO	BO	RA	ROE	TR
1	2	3	-	-	-	3

**NAVIGATION**

GREAT WONDER  
★ Magellan's Voyage - (+1) Naval Movement

UNIT

♦ Explorer

AT	DE	MO	BO	RA	ROE	TR
1	2	2	-	-	-	-

**PHYSICS**

**THEORY OF GRAVITY**

GREAT WONDER  
★ Newton's University - (2x) Research

**MAGNETISM**

EXPIRES

★ The Great Lighthouse

UNITS

♦ Frigate

AT	DE	MO	BO	RA	ROE	TR
2	2	4	2	1	2	-

♦ Gallion

AT	DE	MO	BO	RA	ROE	TR
1	2	4	-	-	-	4

♦ Man-o-War (England)

AT	DE	MO	BO	RA	ROE	TR
3	2	4	3	1	2	-

♦ Privateer

AT	DE	MO	BO	RA	ROE	TR
1	1	3	-	-	-	-

**MEDICINE**

**SANITATION**

IMPROVEMENT

▲ Hospital - Allow City Size 3

**ELECTRICITY**

**REPLACEABLE PARTS**

RESOURCE  
★ Rubber (Jungle, Forest)

UNITS

♦ Artillery

AT	DE	MO	BO	RA	ROE	TR
0	0	1	12	2	2	-

♦ Infantry

AT	DE	MO	BO	RA	ROE	TR
6	10	1	-	-	-	-

**MASS PRODUCTION**

UNITS

♦ Battleship

AT	DE	MO	BO	RA	ROE	TR
18	12	5	8	2	2	-

♦ Carrier

AT	DE	MO	BO	RA	ROE	TR
1	8	4	-	-	-	4

♦ Submarine

AT	DE	MO	BO	RA	ROE	TR
6	4	3	-	-	-	-

**STEAM POWER**

RESOURCE  
★ Coal (Hill, Mountain, Jungle)

ACTION

■ Railroad

EXPIRES

★ Hanging Gardens

UNIT

♦ Ironclad

AT	DE	MO	BO	RA	ROE	TR
4	4	4	4	1	2	-

**INDUSTRIALIZATION**

GREAT WONDER  
★ Universal Suffrage - Reduces War Weariness

IMPROVEMENTS

▲ Coal Plant - Replace any Power Plant

▲ Factory - Bonus Shields

**THE CORPORATION**

**STEEL**

**MOTORIZED TRANS.**

UNITS

♦ Panzer (Germany)

AT	DE	MO	BO	RA	ROE	TR
16	8	3	-	-	-	-

♦ Tank

AT	DE	MO	BO	RA	ROE	TR
16	8	2	-	-	-	-

**NATIONALISM**

UNIT

♦ Rifleman

AT	DE	MO	BO	RA	ROE	TR
4	6	1	-	-	-	-

**REFINING**

RESOURCE  
★ Oil (Tundra, Plains, Desert)

**COMBUSTION**

UNITS

♦ Destroyer

AT	DE	MO	BO	RA	ROE	TR
12	8	5	6	1	2	-

♦ Transport

AT	DE	MO	BO	RA	ROE	TR
1	4	5	-	-	-	8

**COMMUNISM**

IMPROVEMENT

▲ Police Station - Less War Weariness

GOVERNMENT

■ Communism

**ESPIONAGE**

SMALL WONDER  
★ Intelligence Agency - Allow Spying

## INDUSTRIAL AGE

**RADIO**

**AMPHIBEOUS WAR**

UNITS

♦ Marine

AT	DE	MO	BO	RA	ROE	TR
8	6	1	-	-	-	-

**ADVANCED FLIGHT**

UNITS

♦ Helicopter

AT	DE	MO	BO	RA	ROE	TR
0	2	4	-	-	-	1

♦ Paratrooper

AT	DE	MO	BO	RA	ROE	TR
6	8	1	-	-	-	-

**ROCKETRY**

IMPROVEMENT

▲ SAM Missile Battery - Bonus Air

RESOURCE  
★ Aluminum (Hill, Mountain, Desert, Plains)

UNITS

♦ Cruise Missile

AT	DE	MO	BO	RA	ROE	TR
0	0	1	16	2	3	-

♦ F-15 (America)

AT	DE	MO	BO	RA	ROE	TR
8	4	6	4	0	2	-

♦ Jet Fighter

AT	DE	MO	BO	RA	ROE	TR
8	4	6	2	0	1	-

**SPACE FLIGHT**

GREAT WONDER  
★ Apollo Program - Build Spaceship

IMPROVEMENTS

▲ SS Cockpit

▲ SS Docking Bay

▲ SS Engine

UNIT

♦ Tactical Nuke

AT	DE	MO	BO	RA	ROE	TR
0	0	1	-	-	-	-

**SATELLITES**

UNIT

♦ ICBM

AT	DE	MO	BO	RA	ROE	TR
0	0	1	-	-	-	-

IMPROVEMENT

▲ SS Thrusters

**SMART WEAPONS**

**INTEGRATED DEFENSE**

SMALL WONDER  
★ Strategic Missile Defense - Reduces Missile Attack Success by 75%

**COMPUTERS**

GREAT WONDER  
★ SETI Program - (2x) Research

IMPROVEMENT

▲ Research Lab - (+50%) Science

UNIT

♦ Mech. Infantry

AT	DE	MO	BO	RA	ROE	TR
12	18	2	-	-	-	-

**MINIATURIZATION**

IMPROVEMENT

▲ Offshore Platform - Water Shield Bonus

**GENETICS**

GREAT WONDER  
★ Cure For Cancer - (+1) Happiness

★ Longevity - City Growth 2 Population

**NUCLEAR POWER**

IMPROVEMENT

▲ Nuclear Plant - Replace any Power Plant

**THE LASER**

IMPROVEMENT

▲ SS Planetary Party Lounge

**ROBOTICS**

IMPROVEMENT

▲ Manufacturing Plant - Shield Bonus

UNITS

♦ AEGIS Cruiser

AT	DE	MO	BO	RA	ROE	TR
12	10	5	4	2	2	-

♦ Radar Artillery

AT	DE	MO	BO	RA	ROE	TR
0	0	1	16	2	2	-

**FISSION**

GREAT WONDER  
★ The Manhattan Project - Diplomatic Win

★ United Nations - All Civs Build Nukes

RESOURCE  
★ Uranium (Mountain, Forest)

UNITS

♦ Nuclear Submarine

AT	DE	MO	BO	RA	ROE	TR
6	4	3	-	-	-	-

**SUPERCONDUCTOR**

IMPROVEMENT

▲ SS Fuel Cells

▲ SS Life Support System

**ECOLOGY**

IMPROVEMENTS

▲ Mass Transit System - No Pop. Pollution

▲ Solar Plant - Replace any Power Plant

**RECYCLING**

IMPROVEMENT

▲ Recycling Plant - Reduces Building Pollution

**SYNTHETIC FIBERS**

IMPROVEMENTS

▲ SS Exterior Casing

▲ SS Status Chamber

▲ SS Storage/Supply

UNIT

♦ Modern Armor

AT	DE	MO	BO	RA	ROE	TR
24	16	3	-	-	-	-

**STEALTH**

UNITS

♦ Stealth Bomber

AT	DE	MO	BO	RA	ROE	TR
0	0	8	8	0	3	-

♦ Stealth Fighter

AT	DE	MO	BO	RA	ROE	TR
0	0	6	4	0	2	-

