Nethog's Civilization 1 Tech Tree

Version 1.00 March 11th, 2003

Robotics
Artillery 60 (12.2.2)
Manufacturing Plant 320,6
SS Module 320
*Obsolete: Cannons

Future Tech
*Recurring; adds to game score

Labor Union
Mechanized Infantry 50 (6.6.3)

Space Flight
SS Structural 80
Apollo Program 600
(build spaceships, see entire map) O:Never

Computers
SETI Program 600
(+50% bulbs) O:Never

Fusion Power

Genetic Engineering
Cure For Cancer 600
(1 content happy)
O:Never

Rocketry
Nuclear Missile 160 (*.0.16)

Superconductor
SDI Defense 200,4

COMMUNISM
United Nations 600 (Peace) O:Never
*Obsolete: Pyramids
*Obsolete: Michelangelo's Chapel

The Corporation

Advanced Flight
Bomber 120 (12.1.8)
Carrier 160 (1.12.5-8)

Recycling
Recycling Center 200,2

Nuclear Power
Nuclear Plant 160,2

Industrialization
Transport 50 (0.3.4-8)
Factory 200,4
Women's Suffrage 600
(-1 unhappy-Rep/Dem)
O:Never
*Obsolete: Frigate

Mass Production
Mass Transit 160,4
Submarine 50 (8.2.3)

Steel
Battleship 160 (18.12.4)

Electronics
Hydro Plant 240,4
Hoover Dam 600
(Hydro Plant all cities) O:Never
*Obsolete: Shakespeare's Theater

Nuclear Fission
Manhattan Project 600
(build nukes) O:Never
*Obsolete: Isaac Newton's College

Railroad
Darwin's Voyage 300
(2 Techs) O:n/a
*Build Railroads

Flight
Fighter 60 (4.2.10)

Automobile
Armor 80 (10.5.3)
*Increases pop-based pollution
*Obsolete: Copemicus' Observatory
*Obsolete: Knights

Electricity
*Obsolete: Colossus

Conscription
Rifleman 30 (3.5.1)
*Obsolete: Legions, Musketeers, Cavalry

Atomic Theory

Magnetism
Frigate 40 (2.2.3-4)
*Obsolete: Lighthouse
*Obsolete: Sail

Steam Engine
Ironclad 60 (4.4.4)

Plastics
SS Component 160
*Increases pop-based pollution

Combustion
Cruiser 80 (6.6.6)
*Obsolete: Ironclads
*Sells Barracks

Explosives

Metallurgy
Cannon 40 (8.1.1)

Physics

Refining
Power Plant 160,4

Gunpowder
Musketeers 30 (2.3.1)
*Obsolete: Great Wall
*Sells Barracks
*Obsolete: Phalanx

THE DEMOCRACY

Religion
Cathedral 160,3
J. S. Bach's Cathedral 400
(2 unhappy content) O:Never
Michelangelo's Chapel 300
(+50% Cathedral effect)
O:Communism
*Obsolete: Oracle

Navigation
Sail 40 (1.1.3-3)
Magellan's Expedition 400
(+1 move) O:Never
*Obsolete:Trireme

THE REPUBLIC

Chemistry

Invention
*Obsolete: Hanging Gardens

Banking
Bank 120,3

Medicine
Shakespeare's Theater 400
(no unhappy Civs) O:Electrn.

Theory of Gravity
Isaac Newton's College 400
(+33% bulbs-Libs & Univ)
O:Nuclear Fission

Literacy
Great Library 300
(Techs 2 other Civs)
O:The University

THE MONARCHY

The University
University 160,3
*Obsolete:
Great Library

Chivalry
Knights 40 (4.2.2)
*Obsolete: Chariots

Engineering

Bridge Building
*Allows roads/railroads to be built on rivers

Trade
Caravan 50 (0.1.1)

Astronomy
Copernicus' Observatory 300
(2xBulbs) O:Automobile

Philosophy

Map Making
Trireme 40 (1.0.3-2)
Lighthouse 200
(+1 move) O:Magnetism

Writing
Diplomat 30 (0.0.2)
Library 80,1

Code of Laws
Courthouse 80,1

Mathematics
Catapult 40 (6.1.1)

Feudalism

Iron Working
Legion 20 (3.1.1)

Currency
Marketplace 80,1

Construction
Aqueduct 120,2
Colosseum 100,4
*Build Fortress

Mysticism
Oracle 300
(2x Temples) O:Religion

No Tech
Barracks 40,0

Pottery
Granary 60,1
Hanging Gardens 300
(+1happy) O:Invention

Alphabet

The Wheel
Chariot 40 (4.1.2)

Horseback Riding
Cavalry 20 (2.1.2)

Bronze Working
Phalanx 20 (1.2.1)
Colossus 200
(+1 Trade) O:Electricity

Masonry
Palace 200,5
City Walls 120,2
Pyramids 300 (Change Gov'ts) O:Commun.
Great Wall 300 (Peace) O:Gunpowder

Ceremonial Burial
Temple 40,1

http://mywebpages.comcast.net/pmm1/games/games.html pmm61@hotmail.com