

Nethog's Civ3 PTW Tech Tree

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<http://mywebpages.comcast.net/pmm1/games/games.html>

Revision History

- **Rev 1.00 - Nov 12, 2002**

- Corrected spelling of embargoes under Nationalism
- Noted city improvements required for upgrading units
- corrected prerequisite required for Wall street
- Add URL to Nethog's Games page
- Add boxes around “no-tech” items and Civ starting tech/UU chart

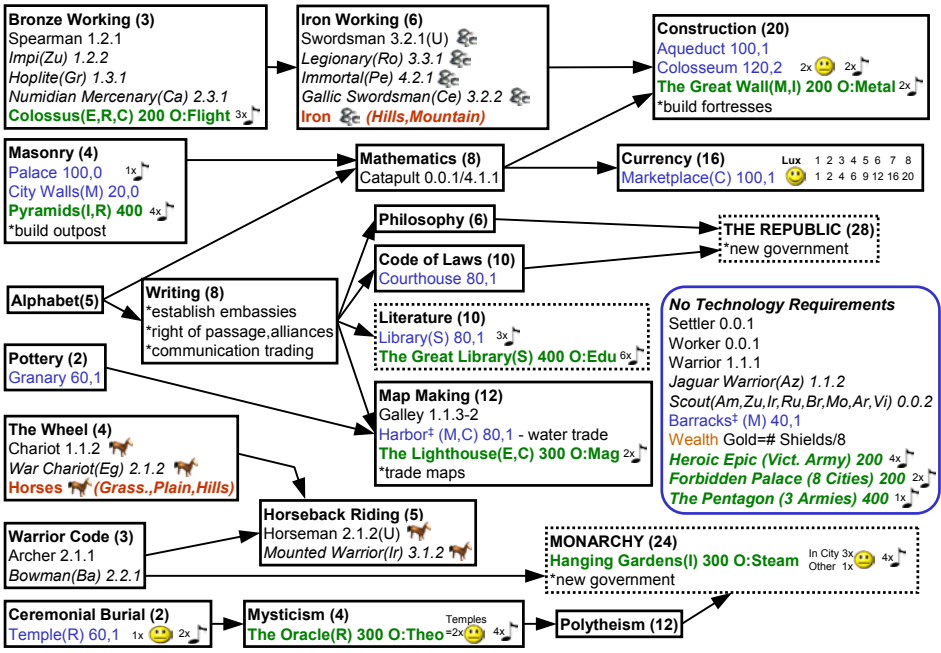
- **Rev 1.1 - Nov 21th, 2002**

- Various formatting changes
- Added Government effects summary chart
- Added cost and upkeep to City improvements
- Added cost and obsolescence for wonders
- Added cost for SS parts

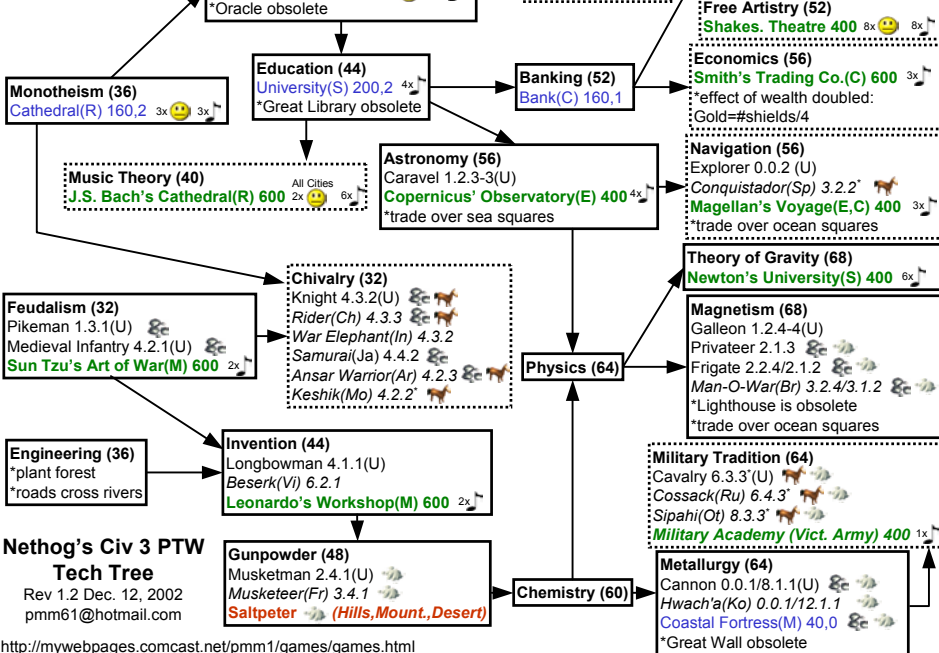
- **Rev 1.2 - Dec 12th, 2002**

- Added base tech research costs - note that this is the BASE tech cost. The actual cost will depend on Map Size, Difficulty level, the number of other Civs you have met that already have the tech, and the number of total Civs in the game. **Example:** for a Standard map, Regent difficulty, and no other Civs that have the tech, the actual tech cost = 24*cost listed in tech tree. See the following thread for more details:
<http://forums.civfanatics.com/showthread.php?s=&threadid=29485>

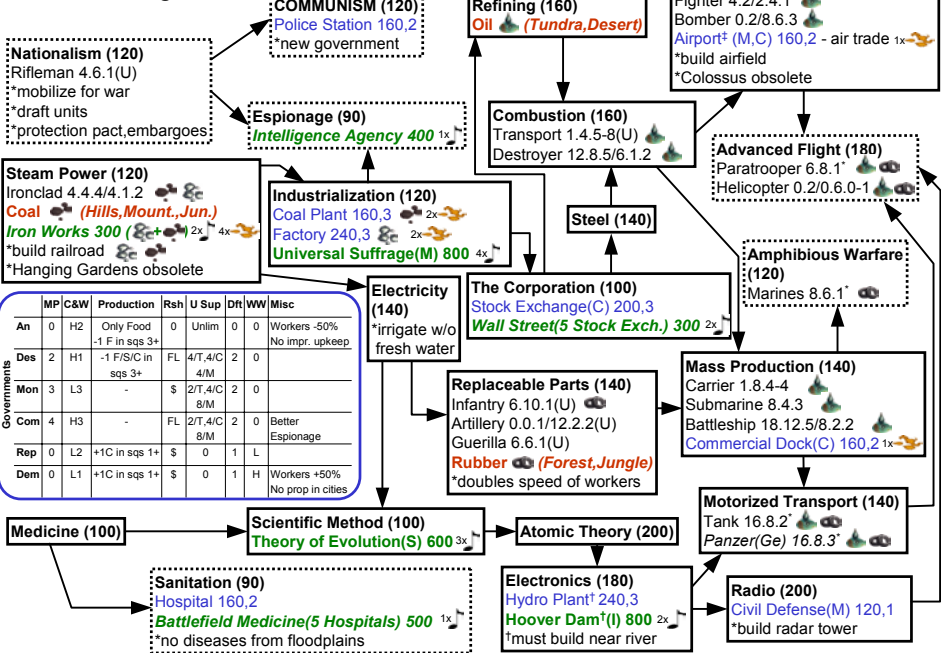
Ancient Times



Middle Ages



Industrial Ages



Modern Times

