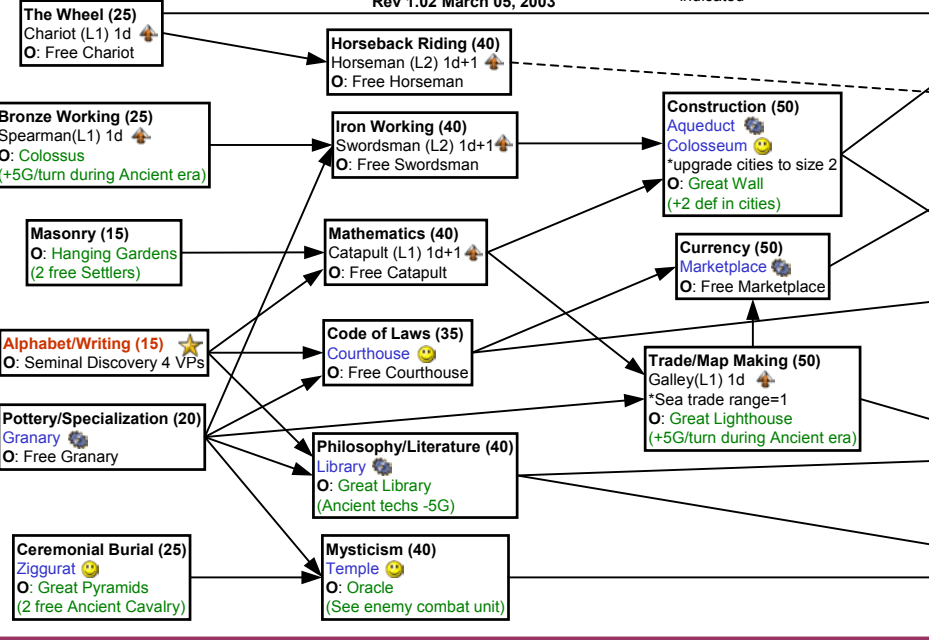


Ancient Era

4+0
4+0



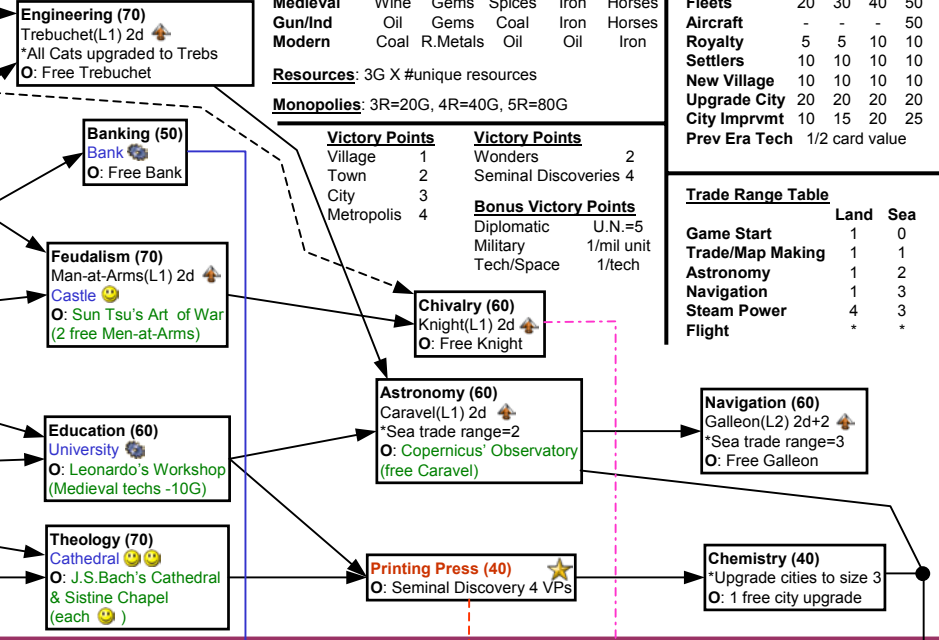
Nethog's Civilization: The Boardgame Tech Tree

Rev 1.02 March 05, 2003

NOTE: Redundant tech prerequisites (shown on printed game material) have NOT been indicated

Medieval Era

3+2
2+0



Critical Resource Table (15G)

	2-3	4-5	6-8	9-10	11-12
Ancient	Wine	Horses	Iron	Gems	Spices
Medieval	Wine	Gems	Spices	Iron	Horses
Gun/Ind	Oil	Gems	Coal	Iron	Horses
Modern	Coal	R.Metals	Oil		

Resources: 3G X #unique resources

Monopolies: 3R=20G, 4R=40G, 5R=80G

Victory Points		Victory Points	
Village	1	Wonders	2
Town	2	Seminal Discoveries	4
City	3		
Metropolis	4		

Bonus Victory Points

Diplomatic	U.N.=5
Military	1/mil unit
Tech/Space	1/tech

Purchase Table

	A	M	G/I	M
Armies	10	15	20	25
Fleets	20	30	40	50
Aircraft	-	-	-	50
Royalty	5	5	10	10
Settlers	10	10	10	10
New Village	10	10	10	10
Upgrade City	20	20	20	20
City Imprmt	10	15	20	25
Prev Era Tech	1/2 card value			

Trade Range Table

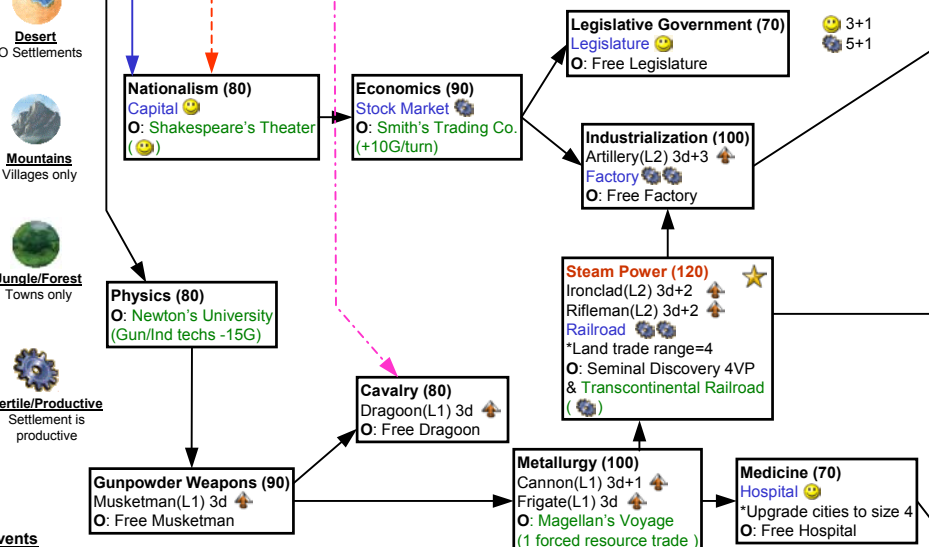
	Land	Sea
Game Start	1	0
Trade/Map Making	1	1
Astronomy	1	2
Navigation	1	3
Steam Power	4	3
Flight	*	*

Terrain

- Desert**
NO Settlements
- Mountains**
Villages only
- Jungle/Forest**
Towns only
- Fertile/Productive**
Settlement is productive

- Events**
- Free Technology**
Free tech from current Era
- Treasure**
10 Gold
- Minor Civ**
All roll 2d #settlements:
Highest gets village+army
- Plaque**
Kills all armies/settlers in range.
Reduces Settlements 1 level (except Villages)
Range: A=0,M=1,G/I=2,M=3 (excluding sea zones)

Gunpowder/Industrial Era



Modern Era

