

# SID MEIER'S CIVILIZATION IV

## TECH TREE & SPECIFICATIONS CHARTS
















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























This Edition Edited by Eric Cable, EricCable.net,  
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






Icon Name	Meaning
 Bread icon	Food
 Bread loaf	5 Food
 Hammer icon	Production
 Anvil icon	5 production
 Gold coin	Gold
 Money bag	5 gold
 Beaker icon	Research
 Culture note	Culture
 Arm flexing	Combat strength
 Foot symbol	Movement points
 Castle	Defensive bonus
 Gold Star	Capital
 Silver Star	Government Center
 Sun Disc	Golden Age
 Happy Face	Happiness
 Unhappy Face	Unhappiness
 Red Cross icon	Health
 Mr. Yuck Face	Unhealthiness
 Red Fist	Resistance
 Great Person face	Great person points

Icon Name	Meaning
 Trade icon (3 arrows)	Trade
 Treaty with arrows	Open Borders
 Treaty with peace symbol	Defensive Pact
 Lightning Bolt	Power
 Praying Hands	Religion
 Buddhism symbol	Buddhism
 Buddhism with star	Buddhist holy city
 Christianity symbol	Christianity
 Christianity with star	Christian holy city
 Confucianism symbol	Confucianism
 Confucianism with star	Confucian holy city
 Hinduism symbol	Hinduism
 Hinduism with star	Hindu holy city
 Islam symbol	Islam
 Islam with star	Islamic holy city
 Judaism symbol	Judaism
 Judaism with star	Jewish holy city
 Taoism symbol	Taoism
 Taoism with star	Taoist holy city












Terrain		Food	Production	Commerce	Defensive Bonus	Movement Cost	Comments
Base Terrain							
	Coast	1	0	2	10%	1	
	Desert	0	0	0	0%	1	
	Grassland	2	0	0	0%	1	
	Snow	0	0	0	0%	1	
	Ocean	1	0	1	0%	1	
	Peak	0	0	0	0%	Impassable	
	Plains	1	1	0	0%	1	
	Tundra	1	0	0	0%	1	
Terrain Features							
	Fallout	-3	-3	-3	0%	2	-0.5 health
	Floodplains	+3	0	0	0%	1	-0.4 health
	Forest	0	+1	0	50%	2	+0.4 health
	Hills	-1	+1	0	25%	2	
	Ice	0	0	0	0%	Impassable	
	Jungle	-1	0	0	50%	2	-0.25 health
	Oasis	+3	0	+2	0%	2	Fresh water source

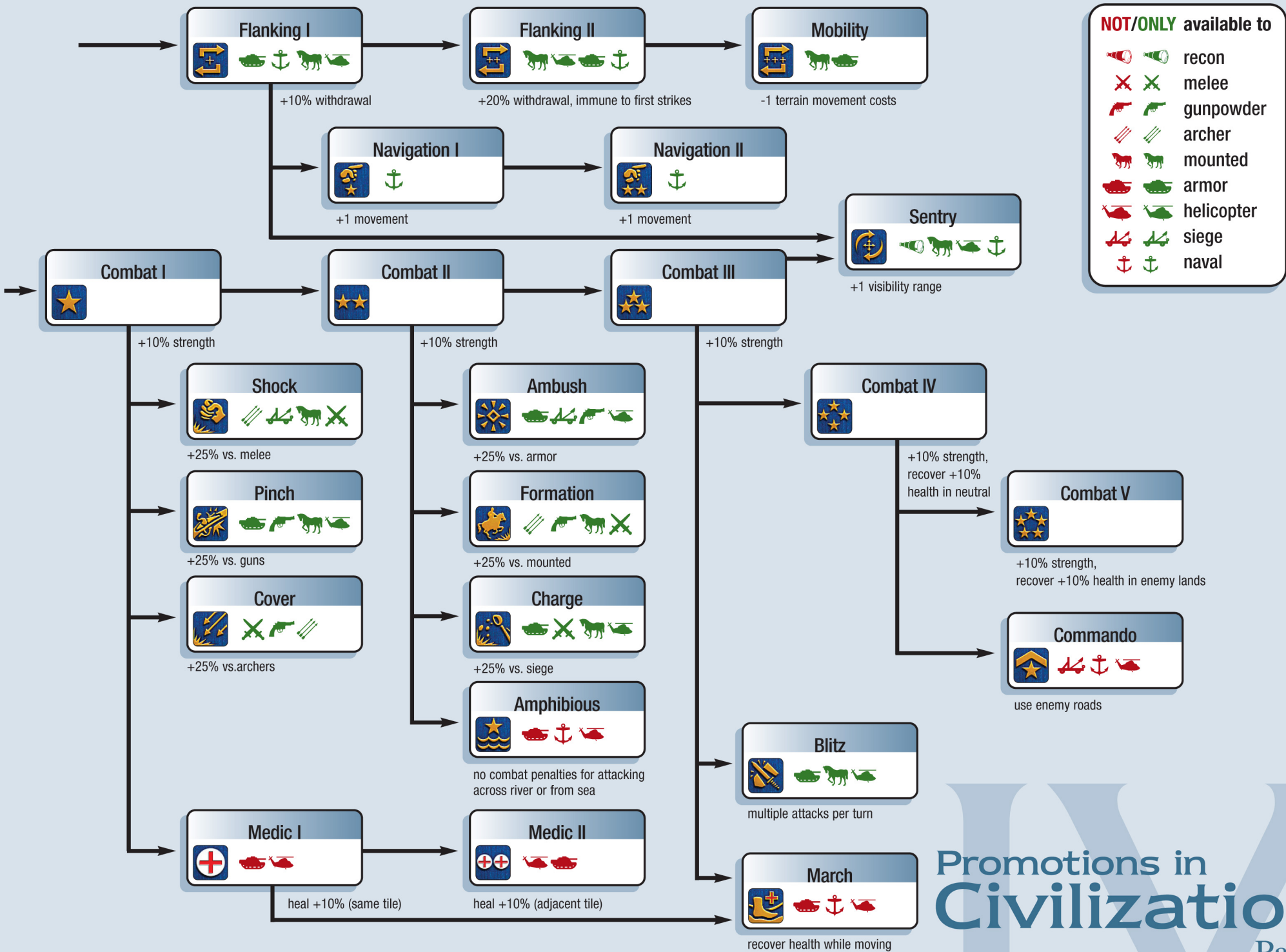
Improvements/ Resources	Requires	Food	Production	Commerce	Comments
 <b>Camp</b>	Hunting	+0	+0	+0	
 Deer		+1, +2 with Camp	0	0	+1 health
 Fur		0	0	+1, +3 with Camp	+1 happy
 Ivory		0	+1, +1 with Camp	+1 with Camp	+1 happy
 <b>Cottage</b>	Pottery	0	0	+1g	Becomes a Hamlet in 10 turns
 Hamlet	Pottery	0	0	+2g	Becomes a Village in 20 turns
 Village	Pottery	0	0	+3, +1 with Printing Press	Becomes a Town in 40 turns
 Town	Pottery	0	+1 with Universal Suffrage	+4, +1 with Printing Press, +2 with Free Speech	
 <b>Farm</b>	Agriculture	+1, +1 with Biology	0	0	Carries irrigation (with Civil Service)
 Corn		+1, +2 with Farm	0	0	+1 health
 Rice		+1, +1 with Farm	0	0	+1 health
 Wheat		+1, +2 with Farm	0	0	+1 health
 <b>Fishing Boats</b>	Fishing	0	0	0	
 Clam		+1, +2 with Fishing Boats	0	0	+1 health
 Crab		+1, +2 with Fishing Boats	0	0	+1 health
 Fish		+1, +3 with Fishing Boats	0	0	+1 health
 <b>Fort</b>	Mathematics	0	0	0	+25% defense
 <b>Hit Movies</b>	Hollywood	0	0	0	+1 happy
 <b>Hit Musicals</b>	Broadway	0	0	0	+1 happy
 <b>Hit Singles</b>	Rock N Roll	0	0	0	+1 happy
 <b>Lumbermill</b>	Replaceable Parts	0	+1	+1 next to river	
 <b>Mine</b>	Mining	0	+2	0	Small chance to discover metals
 Aluminum	Industrialism	0	+1, +3 with Mine	+1 with Mine	
 Coal	Steam Power	0	+1, +3 with Mine	0	
 Copper	Bronze Working	0	+1, +3 with Mine	0	
 Iron	Iron Working	0	+1, +3 with Mine	0	
 Uranium	Physics	0	0	+3 with Mine	
 Gems		0	+1 with Mine	+1, +5 with Mine	+1 happy



Improvements/ Resources	Requires	Food	Production	Commerce	Comments
 Gold		0	+1 with mine	+1, +6 with mine	+1 happy
 Silver		0	+1 with mine	+1, +4 with mine	+1 happy
 <b>Offshore Platform</b>	Plastics	0	0	0	
 Oil	Scientific Method	0	+1, +2 with offshore platform	+1 with offshore platform	
 <b>Pasture</b>		Animal Husbandry	0	0	0
 Horse		0	+1, +2 with pasture	+1 with pasture	
 Cow		+1, +1 with pasture	+2 with pasture	0	+1 health
 Pig		+1, +3 with pasture	0	0	+1 health
 Sheep		+1, +2 with pasture	0	+1 with pasture	+1 health
 <b>Plantation</b>	Calendar	0	0	0	
 Banana		+1, +2 with plantation	0	0	+1 health
 Dye		0	0	+1, +4 with plantation	+1 happy
 Incense		0	0	+1, +5 with plantation	+1 happy
 Silk		0	0	+1, +3 with plantation	+1 happy
 Spices		+1 with plantation	0	+1, +2 with plantation	+1 happy
 Sugar		+1, +1 with plantation	0	+1 with plantation	+1 happy
 <b>Quarry</b>		Masonry	0	0	0
 Marble		0	+1, +1 with quarry	+2 with quarry	
 Stone		0	+1, +2 with quarry	0	
 <b>Watermill</b>	Machinery	+1 with State Property	+1, +1 with Replaceable Parts	+2 with Electricity	
 <b>Well</b>		Combustion	0	0	0
 Oil	Scientific Method	0	+1, +2 with well	+1 with well	
 <b>Whaling Boats</b>	Optics	0	0	0	
 Whale	+1	+1 with whaling boats	+2 with whaling boats	+1 happy	
 <b>Windmill</b>	Machinery	+1	+1 with Replaceable Parts	+1, +1 with Electricity	
 <b>Winery</b>		Monarchy	0	0	0
 Wines		+1 with winery	0	+1, +2 with winery	+1 happy
 <b>Workshop</b>	Metal Casting	-1, +1 food with State Property	+1, +1 with Guilds, +1 with Replaceable Parts	0	

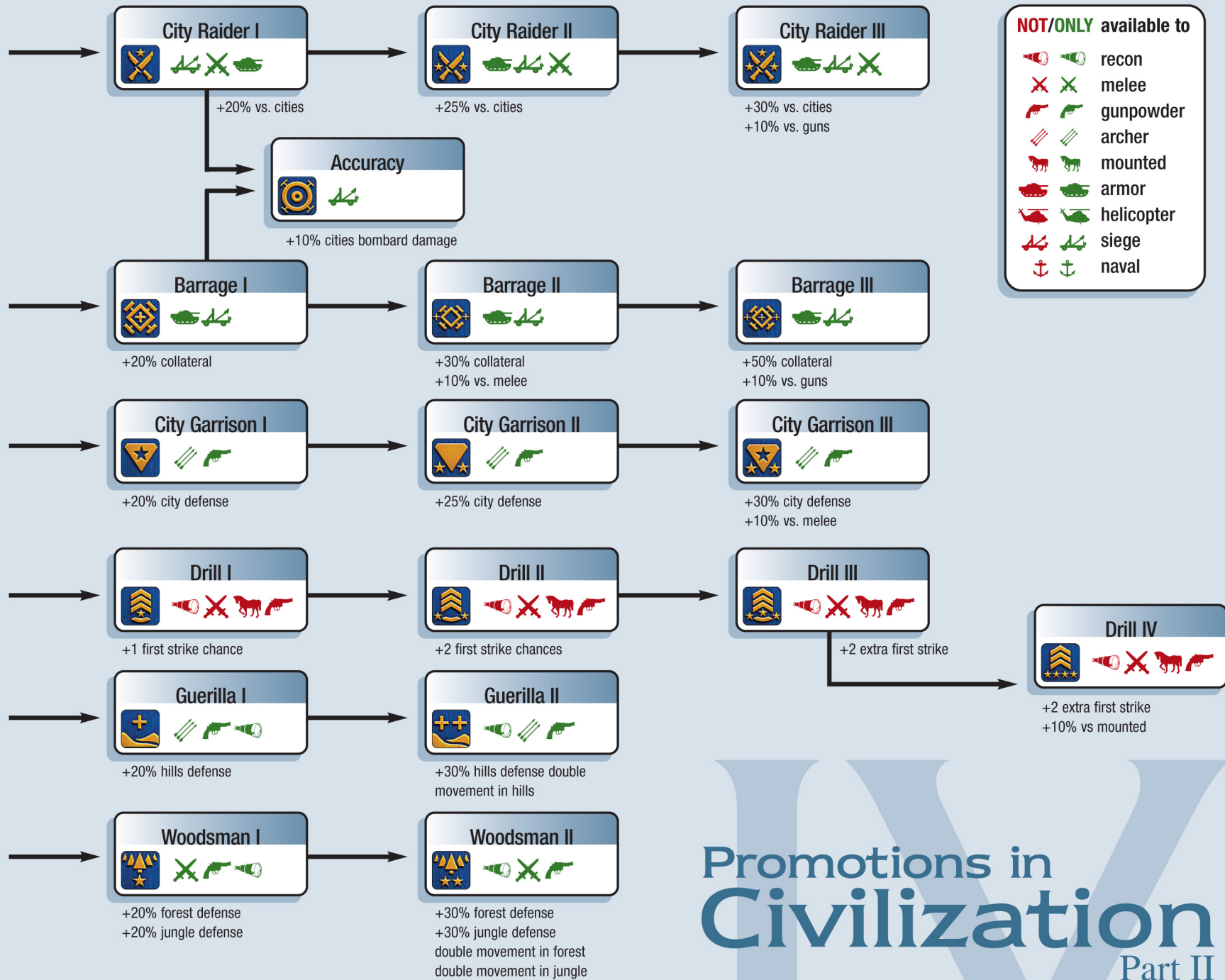
Civic Name	Upkeep Cost	Required Technology	Effect One	Effect Two
<b>Government</b>				
 Despotism	Low	None	None	None
 Hereditary Rule	Medium	Monarchy	+1 happy per military unit stationed in city	None
 Representation	Low	Constitution	+3 beakers per specialist	+3 happy in 5 largest cities
 Police State	High	Fascism	+25% military unit production	-50% war weariness
 Universal Suffrage	Medium	Democracy	+1 hammer from town	Can spend gold to finish production in a city
<b>Legal</b>				
 Barbarism	Low	None	None	None
 Vassalage	High	Feudalism	New units receive +2 experience points	Lower unit support costs
 Bureaucracy	Medium	Civil Service	+50% hammers, +50% gold in capital	None
 Nationhood	Low	Nationalism	Can draft 3 units per turn	+2 happy per Barracks
 Free Speech	None	Liberalism	+2 gold from town	+100% culture in all cities
<b>Labor</b>				
 Tribalism	Low	None	None	None
 Slavery	Low	Bronze Working	Can sacrifice population to finish production in a city	None
 Serfdom	Low	Feudalism	Workers build improvements +50% faster	None
 Caste System	Medium	Code of Laws	Unlimited Artists, Scientist, Merchant	None

Civic Name	Upkeep Cost	Required Technology	Effect One	Effect Two
<b>Labor</b>				
 Emancipation	None	Democracy	+100% growth for cottage, hamlet, village	Unhappiness penalty for civs without Emancipation
<b>Economy</b>				
 Decentralization	Low	None	None	None
 Mercantilism	Medium	Banking	+1 free specialist per city	No foreign trade routes
 Free Market	Low	Economics	+1 trade routes per city	None
 State Property	None	Communism	No maintenance costs from distance to palace	+1 food from workshop, watermill
 Environmentalism	High	Ecology	+5 health in all cities	+1 happy from jungle, forest
<b>Religion</b>				
 Paganism	Low	None	None	None
 Organized Religion	High	Monotheism	Can build missionaries without monastery	Cities with state religion construct buildings +25% faster
 Theocracy	Medium	Theology	+2 experience points in cities with state religion	No non-state religion spread
 Pacifism	None	Philosophy	+100% great person birth rate in cities with state religion	+1 gold support cost per military unit
 Free Religion	Low	Liberalism	No state religion, +1 happy per religion in a city	+10% research in all cities



**NOT/ONLY available to**
















	recon
	melee
	gunpowder
	archer
	mounted
	armor
	helicopter
	siege
	naval


























# Promotions in Civilization

## Part II



Promotion Name	Required Promotions	Available to	Effect
 Accuracy	City Raider I or Barrage I	Siege	+10% city bombard damage
 Ambush	Combat II	Siege, Gunpowder, Armored, Helicopter	+25% vs. armored units
 Amphibious	Combat II	Recon, Mounted, Archery, Melee, Siege, Gunpowder	No combat penalty for attacking from sea or across river
 Barrage I	None	Siege, Armored	+20% collateral damage
 Barrage II	Barrage I	Siege, Armored	+30% collateral damage, +10% vs. melee units
 Barrage III	Barrage II	Siege, Armored	+50% collateral damage, +10% vs. gunpowder units
 Blitz	Combat III	Mounted, Armored, Helicopter	Can attack multiple times per turn
 Charge	Combat II	Mounted, Melee, Armored, Helicopter	+25% vs. siege weapons
 City Garrison I	None	Archery, Gunpowder	+20% city defense
 City Garrison II	City Garrison I	Archery, Gunpowder	+25% city defense
 City Garrison III	City Garrison II	Archery, Gunpowder	+30% city defense, +10% vs. melee units
 City Raider I	None	Melee, Siege, Armored	+20% city attack
 City Raider II	City Raider I	Melee, Siege, Armored	+25% city attack
 City Raider III	City Raider II	Melee, Siege, Armored	+30% city attack, +10% vs. gunpowder units
 Combat I	None	All	+10% strength

Promotion Name	Required Promotions	Available to	Effect
 Combat II	Combat I	All	+10% strength
 Combat III	Combat II	All	+10% strength
 Combat IV	Combat III	All	+10% strength, heals extra 10% damage per turn in neutral lands
 Combat V	Combat IV	All	+10% strength, heals extra 10% damage per turn in enemy lands
 Commando	Combat IV	Recon, Archery, Mounted, Melee, Gunpowder, Armored	Can use enemy roads
 Cover	Combat I	Archery, Melee, Gunpowder	+25% vs. archery units
 Drill I	None	Archery, Siege, Armored, Helicopter, Naval	1 extra first strike chance
 Drill II	Drill I	Archery, Siege, Armored, Helicopter, Naval	1 extra first strike
 Drill III	Drill II	Archery, Siege, Armored, Helicopter, Naval	+2 first strike chances
 Drill IV	Drill III	Archery, Siege, Armored, Helicopter, Naval	+2 first strikes, +10% vs. mounted units
 Flanking I	None	Mounted, Armored, Helicopter, Naval	+10% withdraw chance
 Flanking II	Flanking I	Mounted, Armored, Helicopter, Naval	+20% withdraw chance; Immune to First Strike
 Formation	Combat II	Archery, Mounted, Melee, Gunpowder	+25% vs. mounted units























Promotion Name	Required Promotions	Available to	Effect
 Guerilla I	None	Recon, Archery, Gunpowder	+20% hills defense
 Guerilla II	Guerilla I	Recon, Archery, Gunpowder	+30% hills defense, double movement in hills
 March	Combat III or Medic I	Recon, Archery, Mounted, Melee, Siege, Gunpowder	Can heal while moving
 Medic I	Combat I	All except Armored and Helicopter	Heals units in the same tile extra 10% damage per turn
 Medic II	Medic I	All except Armored and Helicopter	Heals units in adjacent tiles extra 10% damage per turn
 Mobility	Flanking II	Mounted, Armored	-1 terrain movement cost
 Navigation I	Flanking I	Naval	+1 movement range
 Navigation II	Navigation I	Naval	+1 movement range
 Pinch	Combat I	Mounted, Gunpowder, Armored, Helicopter	+25% vs. gunpowder units
 Sentry	Combat III or Flanking I	Recon, Mounted, Helicopter, Naval	+1 visibility range
 Shock	Combat I	Archery, Mounted, Melee, Siege	+25% vs. melee units
 Woodsman I	None	Recon, Melee, Gunpowder	+20% jungle defense, +20% forest defense
 Woodsman II	Woodsman I	Recon, Melee, Gunpowder	+30% jungle defense, +30% forest defense, double movement in jungle and forest

# Promotions in Civilization V






























## Part III

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Name	Cost	Allows	Text Row 1	Text Row 2
 Agriculture	60	Farm		
 Alphabet	300	Beaker Symbol	Enables technology trading	Can build Research
 Animal Husbandry	100	Pasture		
 Archery	60	Archer		
 Artillery	2000	Artillery		
 Assembly Line	2600	Infantry, Factory, Coal Plant, Pentagon		
 Astronomy	1600	Galleon, Observatory, Obsoletes Colossus	Centers World Map	Enables trade on Ocean
 Banking	700	Bank	Enables Mercantilism	
 Biology	2200		Can build Farms without Irrigation	Farm: +1 Food
 Bronze Working	120	Axeman, Copper	Can chop down a Forest	Enables Slavery
 Calendar	350	Obsoletes Obelisk, Obsoletes Stonehenge, Plantation		
 Chemistry	2000	Grenadier, Frigate, Obsoletes Parthenon	Workshop: +1 Hammer	
 Civil Service	800	Maceman	Farms spread Irrigation	Enables Bureaucracy
 Code of Laws	350	Courthouse, Chichen Itza, Confucianism	Enables Caste System	
 Combustion	2400	Transport, Destroyer, Obsoletes Whale, Well		
 Communism	2000	Spy, Scotland Yard, Kremlin	Enables State Property	Enables Permanent Alliances
 Compass	400	Explorer, Harbor		
 Composites	5000	Modern Armor, Jet Fighter, Stealth Bomber		
 Computers	4500	Laboratory, Obsoletes Angkor Wat, Obsoletes The Spiral Minaret		
 Constitution	2000	Jail	Enables Representation	
 Construction	350	War Elephant, Catapult, Colosseum	Enables Bridge Building	
 Corporation	1400	Wall Street, Obsoletes The Great Lighthouse	+1 Trade Routes per city	
 Currency	400	Market, Gold Symbol	+1 Trade Routes per city	Enables Gold Trading via Diplomacy, Can build Wealth
 Democracy	2200	Statue of Liberty	Enables Universal Suffrage	Enables Emancipation
 Divine Right	1000	Versailles, Spiral Minaret, Islam		
 Drama	300	Theatre, Globe Theatre	Can Adjust Culture Rate	
 Ecology	3500	Recycling Center, SS Life Support	Can Scrub Fallout	Enables Environmentalism

Name	Cost	Allows	Text Row 1	Text Row 2
 Economics	1000		First to discover receives a Great Merchant	Enables Free Market
 Education	1400	University, Oxford University		
 Electricity	2800	Bunker, Bomb Shelters, Broadway	Windmill: +1 Gold	Watermill: +2 Gold
 Engineering	900	Pikeman, Castle, Hagia Sophia	+1 Road Movement	
 Fascism	1800	Mount Rushmore	Enables Police State	Enables Permanent Alliances
 Feudalism	700	Longbowman	Enables Vassalage	Enables Serfdom
 Fiber Optics	5500	The Internet, SS Cockpit, Obsoletes The Kremlin		
 Fishing	40	Work Boat	Can Work Water Tiles	
 Fission	3500	Nuclear Plant, The Manhattan Project		
 Flight	3000	Carrier, Fighter, Airport		
 Fusion	6000	SS Engine	First to discover receives a Great Engineer	
 Future Tech	6000		+1 Health in All Cities	+1 Happy Face in All Cities
 Genetics	5500	SS Stasis Chamber	+3 Health in All Cities	
 Guilds	900	Knight, Grocer	Workshop: +1 Hammer	
 Gunpowder	1000	Musketman		
 Horseback Riding	250	Horse Archer		
 Hunting	40	Scout, Spearman, Camp		
 Industrialism	3000	Marine, Tank, Battleship, Obsoletes Ivory, Aluminum		
 Iron Working	200	Swordsman, Iron	Can Remove Jungle	
 Liberalism	1200		First to discover receives a Free Technology	Enables Free Speech, Free Religion
 Literature	200	Heroic Epic, National Epic, Great Library		
 Machinery	700	Crossbowman, Windmill, Watermill		
 Masonry	80	Walls, The Pyramids, The Great Lighthouse, Quarry		
 Mass Media	2800	Broadcast Tower, Hollywood, The United Nations		
 Mathematics	250	Aqueduct, Hanging Gardens, Fort		
 Medicine	2600	Hospital, Red Cross		
 Meditation	80	Monastery, Buddhism		
 Metal Casting	450	Forge, The Colossus, Workshop		
 Military Tradition	1800	Cavalry, West Point	Enables Defensive Pacts	
 Mining	50	Mine		

Name	Cost	Allows	Text Row 1	Text Row 2
 Monarchy	300	Winery	Enables Hereditary Rule	
 Monotheism	120	Judaism	Enables Organized Religion	
 Music	600	Cathedral, Notre Dame, Culture Symbol	First to discover receives a Great Artist	Can build Culture
 Mysticism	50	Obelisk, Stonehenge		
 Nationalism	1600	Hermitage, The Taj Mahal	Enables Nationhood	
 Optics	600	Caravel, Whaling Boats	+1 Sight across Water	
 Paper	600		Enables Map Trading	
 Philosophy	800	Angkor Wat, Taoism	Enables Pacifism	
 Physics	2400	Uranium	First to discover receives a Great Scientist	
 Plastics	4000	Hydro Plant, The Three Gorges Dam, Offshore Platform, Obsoletes Fur		
 Polytheism	100	Parthenon, Hinduism		
 Pottery	80	Granary, Cottage		
 Priesthood	60	Oracle, Temple		
 Printing Press	1200		Village: +1 Gold	Town: +1 Gold
 Radio	3000	Submarine, Bomber, Eiffel Tower, Rock N Roll		
 Railroad	2200	Machine Gun, Railroad		
 Refrigeration	2800	Supermarket	+1 Extra Moves for Water Units	
 Replaceable Parts	1600	Lumbermill	Windmill: +1 Hammer	Watermill: +1 Hammer
 Rifling	1400	Rifleman, Obsoletes Chichen Itza		
 Robotics	5000	Mechanized Infantry, The Space Elevator, SS Docking Bay		
 Rocketry	4500	SAM Infantry, Gunship, ICBM, Apollo Program, SS Casing		
 Sailing	100	Galley, Lighthouse	Enables Trade on Coast	
 Satellites	3500	SDI, SS Thrusters	Reveals World Map	
 Scientific Method	1800	Obsoletes Monastery, Obsoletes The Great Lighthouse, Oil		
 Steam Power	1800	Obsoletes Hagia Sophia, Coal	Workers build improvements +50% faster	
 Steel	2400	Cannon, Ironclad, Drydock, Ironworks		
 The Wheel	60	Chariot, Road		
 Theology	500	The Sistine Chapel, Christianity	Enables Theocracy	
 Writing	120	Library	Enables Open Borders	

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