

# SID MEIER'S CIVILIZATION IV

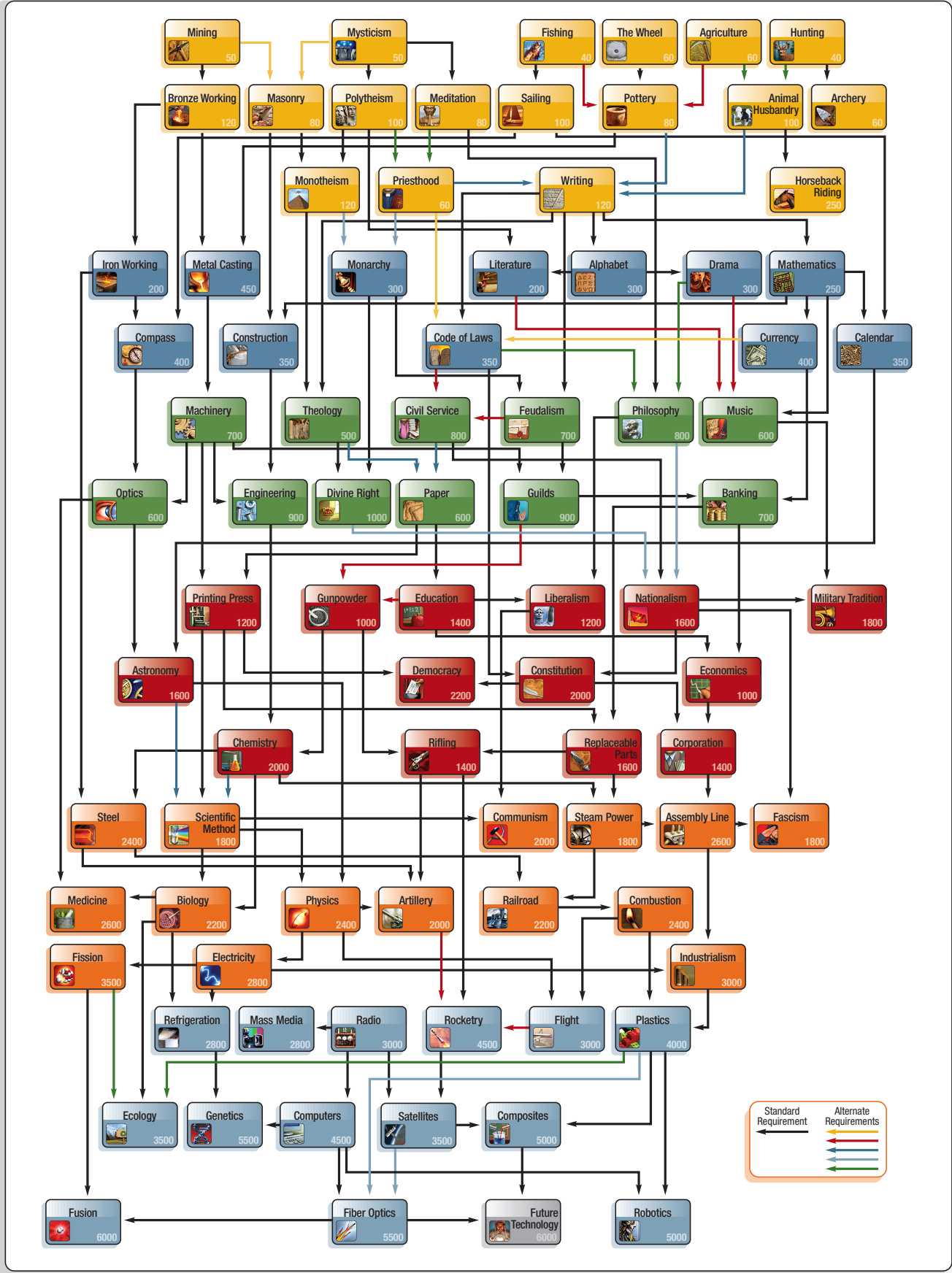
## TECH TREE & SPECIFICATIONS CHARTS



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

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































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	+1 Happy Face in All Cities
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	

Civic Name	Upkeep Cost	Required Technology	Effect One	Effect Two
Labor				
 Emancipation	None	Democracy	+100% growth for cottage, hamlet, village	Unhappiness penalty for civs without Emancipation
Economy				
 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
Religion				
 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

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
 Offshore Platform	Plastics	0	0	0	
 Oil	Scientific Method	0	+1, +2 with offshore platform	+1 with offshore platform	
 Pasture		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
 Plantation	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
 Quarry		Masonry	0	0	0
 Marble		0	+1, +1 with quarry	+2 with quarry	
 Stone		0	+1, +2 with quarry	0	
 Watermill	Machinery	+1 with State Property	+1, +1 with Replaceable Parts	+2 with Electricity	
 Well		Combustion	0	0	0
 Oil	Scientific Method	0	+1, +2 with well	+1 with well	
 Whaling Boats	Optics	0	0	0	
 Whale	+1	+1 with whaling boats	+2 with whaling boats	+1 happy	
 Windmill	Machinery	+1	+1 with Replaceable Parts	+1, +1 with Electricity	
 Winery		Monarchy	0	0	0
 Wines		+1 with winery	0	+1, +2 with winery	+1 happy
 Workshop	Metal Casting	-1, +1 food with State Property	+1, +1 with Guilds, +1 with Replaceable Parts	0	



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
 Woodsmen I	None	Recon, Melee, Gunpowder	+20% jungle defense, +20% forest defense
 Woodsmen II	Woodsmen I	Recon, Melee, Gunpowder	+30% jungle defense, +30% forest defense, double movement in jungle and forest