SID MEIER'S
CIVILIZATION: THE BOARDGAME

TECHNOLOGY CHART

ANCIENT ERA

LEGEND
- = HAPPINESS
- = MILITARY
- = PRODUCTION
- = SEMINAL DISCOVERY

MEDIEVAL ERA

WHEEL → HORSEBACK RIDING

BRONZE WORKING → IRON WORKING (+ Pottery)

MASONRY → MATHEMATICS

ALPHABET / WRITING → CODE OF LAWS

POTTERY / SPECIALIZATION → PHILOSOPHY / LITERATURE

CEREMONIAL BURIAL → MYSTICISM

CONSTRUCTION

CURRENCY

TRADE / MAPMAKING

ENGINEERING (+ the Wheel)

BANKING

FEUDALISM

EDUCATION

THEOLOGY

CHIVALRY (+ Horseback Riding)

ASTRONOMY

NAVIGATION

CHEMISTRY

PRINTING PRESS

GUNPOWDER / INDUSTRIAL ERA

ECONOMICS

LEGISLATIVE GOVERNMENT

Banking + Printing Press

NATIONALISM

INDUSTRIALIZATION

CAVALRY

PHYSICS (Astronomy + Chemistry)

GUNPOWDER WEAPONS (+ Iron Working)

STEAM POWER

METALLURGY

MEDICINE

COMBUSTION

ELECTRICITY

FLIGHT

MASS PRODUCTION

SCIENTIFIC METHOD

MODERN ERA

ADVANCED FLIGHT → ROCKETRY

ROBOTICS

PLASTICS

SPACE FLIGHT

MINIATURIZATION

ELECTRONICS

RADIO / TELEVISION

COMPUTERS (+ Medicine)

SUPER CONDUCTOR

GENETICS

FISSION → FUSION