

# SID MEIER'S CIVILIZATION III

## ANCIENT ERA

**Mining** 50  
Mine +2, chance of metal discovery, get more from Iron, Copper, Aluminium, Coal, Uranium, Gems, Gold, Silver

**Mysticism** 50  
Obelisk 30 +1  
Stonehenge 120(60Stone) +8 +2 +GP free Obelisk, centers map

**The Wheel** 60  
Chariot 4.2 25 20% [Horses] (→ Horse Archer, Knight)  
War Chariot (Egypt) 5.2  
Immortal (Persia) 30% +50% Roads

**Hunting** 40  
Scout 1.2 15 +100% animal (→ Explorer)  
Spearman 4.1 35 +100% [Copper or Iron] (→ Pikeman)  
Phalanx (Greek) 5.1 +25% hill  
Camp – get more from Deer, Fur, Ivory

**Fishing** 40  
Work Boat 0.2 30 no ocean  
Fishing Boat – get from Clam, Crab, Fish

**Agriculture** 60  
Farm - +1, get more from Corn, Rice, Wheat

**Mining-Mysticism** 80  
**Masonry**  
Walls 50(25Stone) +50% def except  
Pyramids 450(225Stone) +6 +2 +GE all government civics  
Great Lighthouse 200 +6 +2 +GM +2trade(coast)  
Quarry – get more from Marble, Stone

**Mysticism** 100  
**Polytheism**  
Parthenon 400(200Marble) +10 +2 +GA +50%  
Hinduism

**Mysticism** 80  
**Meditation**  
Monastery 60 +2 +10  
Buddhism

**The Wheel+ Fishing-Agriculture** 80  
**Pottery**  
Granary 60 stores 50%  
+1 (Corn, Rice, Wheat)  
Cottage +1, may grow to Hamlet, Village, Town

**Hunting-Agriculture** 100  
**Animal Husbandry**  
Pasture – get more from Horse, Cow, Pig, Sheep  
**HORSES**

**Hunting** 60  
**Archery**  
Archer 3.1 25 +50% city +25% hill (→ Longbowman, Crossbowman)  
Skirmisher (Mail) 4.1 1-2

**Mining** 120  
**Bronze Working**  
Axeman 5.1 35 +50% [Copper or Iron] (→ Maceman)  
LAB: Slavery [pop rushing, low] chop Forest (+ to nearest city) **COPPER**

**Masonry+Polytheism** 120  
**Monotheism**  
REL: Organized Religion [Missionary w/o Monastery, +25% for cities w/ state religion, high]  
Judaism

**Polytheism-Meditation** 60  
**Priesthood**  
Temple 80 +1 +1 Priest  
Oracle 150(75Marble) +8 +2 +GP 1 free tech

**Fishing** 100  
**Sailing**  
Galley 2.2-2 50 (→ Galleon) no ocean  
Lighthouse 60 +1 [water]

**Pottery-A.Husbandry-Priesthood** 120  
**Writing**  
Library 90 +2 +25% 2 Scientists enables open borders

**Animals**  
Lion 2.1  
Bear 3.1  
Panther 2.2  
Wolf 1.2

## CLASSICAL ERA

**Bronze Working** 200  
**Iron Working**  
Swordsman 6.1 40 +10% city att. [Iron] (→ Maceman)  
Jaguar (Aztec) 5.1 35 +25% jungle  
Praetorian (Roman) 8.1 45 [Iron] remove Jungle **IRON**

**Bronze Working+Pottery** 450  
**Metal Casting**  
Forge 120 +1 +25% +1 [Gems, Gold, Silver] 1 Engineer  
Colossus 250 +6 +2 +GM +1 water(city)  
Workshop -1 +1

**Animal Husbandry** 250  
**Horseback Riding**  
Horse Archer 6.2 50 +50% Catapult (→ Knight) [Archery, Horses]  
Keshik (Mongol) ignores movement cost

**Writing** 250  
**Mathematics**  
Aqueduct 100 +2 + [Masonry]  
Hanging Gardens 300(150Stone) +6 +2 +GE +1 pop +1 [Aqueduct]  
Fort - +25% defense +50% from Forest chop

**Writing** 300  
**Alphabet**  
enables technology trading

**Monotheism-Priesthood** 300  
**Monarchy**  
GOV: Hereditary Rule (+1 for units in cities, low)  
Winery +1 +1 [Wines]

**Iron Working+Sailing** 400  
**Compass**  
Harbor 80 +50% from trade +1 from Clam, Crab, Fish  
Explorer 4.2 40 ignores mov. cost

**Masonry+Mathematics** 350  
**Construction**  
Catapult 5.1 40 25% (→ Cannon)  
War Elephant 8.1 40 +50% [Ivory] (→ Cavalry)  
Colosseum 120 +1 per 20% enables bridge building

**Mathematics+Sailing** 350  
**Calendar**  
Stonehenge, Obelisk  
Plantation – get more from Banana, Dye, Incense, Silk, Spices, Sugar  
centers world map

**Polytheism+Alphabet** 200  
**Literature**  
Great Library 350(175Marble) +8 +2 +GS +2 Free Scientists [Library]  
Heroic Epic 200(100Marble) +100% units +4 +1 +GA [Barracks, 14XP unit]  
National Epic 250(125Marble) +100% +4 +1 +GA [Library]

**Alphabet** 300  
**Drama**  
Theatre 50 +3 +1 [Dye] +1 per 10% 2 Artists  
Globe Theatre 300 +6 +1 3 Artists +GA allows setting rate

**Metal Casting** 700  
**Machinery**  
Crossbowman 6.1 60 +50% [Archery, Iron] (→ Rifleman, Grenadier)  
Cho-Ku-Nu (Chinese) 2  
Watermill +1  
Windmill +1

**Monotheism+Writing** 500  
**Theology**  
Sistine Chapel 600(300Marble) +10 +2 +GA  
REL: Theocracy [only state religion, +2XP w/ state religion, medium]  
Christianity

**Writing+ Priesthood-Currency** 350  
**Code of Laws**  
Courthouse 120 -50% maint  
Chicken Itza 500(250Stone) +6 +2 +GP +25% defense 3 Priests  
LAB: Caste System [unlimited Artists, Merchants, Scientists, medium]  
Confucianism

**Mathematics** 400  
**Currency**  
Market 150 +25% (Fur, Ivory, Silk, Whale)  
2 Merchants  
+1 trade route per city gold trading

## MEDIEVAL ERA

**Compass+Machinery** 600  
**Optics**  
Caravel 3.3-1 (→) 60 can cross borders (→ Frigate, Submarine)  
Whaling Boat – get more from Whales  
+1 visibility over water

**Construction+Machinery** 1000  
**Engineering**  
Pikeman 6.1 60 +100% [Iron] (→ Rifleman, Grenadier)  
Castle 100(50Stone) +50% def except +1 [Walls]  
Hagia Sophia 550(275Marble) +8 +2 +GE 50% worker speed  
1 road movement

**Monarchy+Writing** 700  
**Feudalism**  
Longbowman 6.1 +25% city, hill [Archery] (→ Rifleman)  
LAB: Serfdom [+50% worker rate, low]  
LEG: Vassalage [+2XP new units, lower unit support, high]

**Mathematics+Literature-Drama** 600  
**Music**  
Cathedral 300(150Copper)+50% +2 [state rel.] 2 Priests +1 [Incense] [3 Temples]  
Notre Dame 650(325Stone) +10 +2 +GA +1 on continent  
Great Artist (1st)

**Feudalism+Machinery** 1000  
**Guilds**  
Knight 10.2 90 [Horseback Riding, Horses, Iron] (→ Cavalry)  
Camel Archer (Arabs) 25% [Archery, Horses, Iron]  
Conquistador (Spanish) +50%  
Grocer 150 +25% 2 Merchants  
+1 (Banana, Spices, Sugar, Wine) [Currency]  
+1 from Workshop

**Code of Laws-Feudalism** 800  
**Civil Service**  
Maceman 8.1 70 +50% [Machinery, Copper or Iron] (→ Rifleman, Grenadier)  
Samurai (Japan) 2 [Iron]  
LEG: Bureaucracy [+50% +50% in capital, medium]  
Farms spread irrigation

**Monarchy+Theology** 1200  
**Divine Right**  
Versailles 800(400Marble) +10 +2 +GM reduce maint.  
Spiral Minaret 550(275Stone) +8 +2 +GP +1 from buildings w/ state rel.  
Islam

**Meditation+Code of Laws-Drama** 800  
**Philosophy**  
Angkor Wat 500(250Stone) +8 +2 +GP +1 [Priest] 3 Priests  
REL: Pacifism [+100% points w/ state religion, +1 per unit, none]  
Taoism

**Other Units**  
Warrior 2.1 15 +25% city (→ Axeman, Spearman)  
Quechua (Inca) +100% (→ Axeman, Spearman, Maceman)  
Settler 0.2 100  
Worker 0.2 60  
Fast Worker (India) 0.3 60  
Missionary 0.2 40 [Monastery, Religion] max. 3, spreads Religion  
Great Prophet, Merchant, Artist, Engineer, Scientist 0.2

**Currency+Guilds** 700  
**Banking**  
Bank 200 +50%  
ECO: Mercantilism [+2 Specialists per city, no foreign trade, medium]

**Theology-Civil Service** 600  
**Paper**  
map trading

Beakers Req.tech+Opt.tech.1-Opt.Tech.2  
**Technology legend**  
Unit cost  
Building culture commerce GP points  
Great Wonder National Wonder Project  
Civic Religion Worker action  
other effects obsolete

**Unit legend**  
melee, gunpowder, archery, mounted, siege, air, naval, recon  
first strike immune  
withdraw intercept  
collateral, fortif. bombard  
bonus against...  
no attack  
no defens. bonus  
upgrades to...



1600👤**Machinery+Paper**  
**Printing Press**  
+1👤 from Village and Town

2000👤**Calendar+Optics**  
**Astronomy**  
👤Galleon 4.4-3👤80 (→Transport)  
👤Observatory👤150+25%👤1Scientist  
ocean trade  
*Colossus*

1800👤**Engineering+Gunpowder**  
**Chemistry**  
👤Grenadier 12.1👤100+50%👤Rifleman  
(→Infantry, Machine Gun)  
👤Frigate 8.4👤90 [Astronomy,Iron]👤-10%  
(→Destroyer)  
+1👤 from Workshops  
*Parthenon*

2400👤**Printing Press+Chemistry+Astronomy**  
**Scientific Method**  
**OIL**  
*Monastery-Great Library*

1800👤**Paper**  
**Education**  
👤University👤200+3👤+25%👤[Library]  
👤Oxford University👤400+4👤+1👤  
+GA+100%👤3Scientists

1200👤**Guilds+Education**  
**Gunpowder**  
👤Musketeer 9.1👤80  
(→Rifleman)  
👤Musketeer (French) 9.2

1800👤**Civil Service+Philosophy+Divine Right**  
**Nationalism**  
👤Taj Mahal👤700(350Marble)+10👤+2👤+2GA  
golden age  
👤Hermitage👤300(150Marble)+100%👤+1👤+GA  
LEG: Nationhood [draft units, Barracks+2👤👤none]

1400👤**Philosophy+Education**  
**Liberalism**  
LEG: Freedom of Speech [+100%👤+2👤  
from town,👤low]  
REL: Free Religion [no state religion,  
+1👤 per religion,+10%👤]  
free technology (1st)

2000👤**Code of Laws+Nationalism**  
**Constitution**  
👤Jail👤120-25%👤 due to war  
GOV: Representation [+3👤 per specialist,  
+2👤 in biggest cities,👤medium]

1800👤**Nationalism+Music**  
**Military Tradition**  
👤Cavalry 15.2👤120 20%👤👤  
+50%👤 Cannon [Gunpowder,Horseback  
Riding,Horses] (→Gunship)  
👤Cossack (Russian) 18.2 30%👤  
+50%👤  
West Point👤800(400Stone)+1👤+GE  
+4XP [20XP unit]  
defense pact

1800👤**Printing Press+Banking**  
**Replaceable Parts**  
👤Lumbermill +1👤+1👤at river  
+1👤 from Watermills and Windmills

1400👤**Banking+Education**  
**Economics**  
ECO: Free Market [+1 trade  
route per city,👤medium]  
Great Merchant (1st)

1600👤**Constitution+Economics**  
**Corporation**  
Wall Street👤600+1👤+GA  
+100%👤3Merchants  
+1 trade route  
*Great Lighthouse*

2400👤**Gunpowder+Replacable Parts**  
**Rifling**  
👤Rifleman 14.1👤110+25%👤  
(→Infantry)  
👤Redcoat (England) 16.1+25%👤  
*Chichen Itza*

3200👤**Replacable Parts+Chemistry**  
**Steam Power**  
**COAL**  
Hagia Sophia  
+50% worker speed

1800👤**Engineering+Gunpowder**  
**Chemistry**  
👤Grenadier 12.1👤100+50%👤Rifleman  
(→Infantry, Machine Gun)  
👤Frigate 8.4👤90 [Astronomy,Iron]👤-10%  
(→Destroyer)  
+1👤 from Workshops  
*Parthenon*

2800👤**Printing Press+Constitution**  
**Democracy**  
👤Statue of Liberty👤1500(750Copper)+6👤  
+2👤+GM+1Free Specialist (continent) [Forge]  
GOV: Universal Suffrage [+1👤 per town, gold  
rushing,👤medium]  
LAB: Emancipation [+100% suburb growth, 1👤  
other civs,👤low]

1800👤**Printing Press+Banking**  
**Replaceable Parts**  
👤Lumbermill +1👤+1👤at river  
+1👤 from Watermills and Windmills

2400👤**Gunpowder+Replacable Parts**  
**Rifling**  
👤Rifleman 14.1👤110+25%👤  
(→Infantry)  
👤Redcoat (England) 16.1+25%👤  
*Chichen Itza*

3200👤**Replacable Parts+Chemistry**  
**Steam Power**  
**COAL**  
Hagia Sophia  
+50% worker speed

2800👤**Iron Working+Chemistry**  
**Steel**  
👤Cannon 12.1👤100 25%👤👤👤-20%  
[Iron] (→Artillery)  
👤Ironclad 12.2👤100👤-10% no ocean  
[Steam Power, Iron, Coal] (→Destroyer)  
👤Drydock👤120 (+4XP👤, double👤 production)  
Iron Works👤700+2👤+1👤+50%👤[Coal]  
+50%👤[Iron] 3Engineers+GE

4000👤**Astronomy+Scientific Method**  
**Physics**  
**URANIUM**  
Great Scientist (1st)

4500👤**Steam Power+Steel**  
**Railroad**  
👤Machine Gun 18.1👤125👤  
+50%👤 (def only)  
Railroad

5000👤**Corporation+Steam Power**  
**Assembly Line**  
👤Infantry 20.1👤140+25%👤 [Rifling]  
(→SAM Infantry, Mechanized Infantry)  
Factory👤250+25%👤+50%👤[power]  
2Engineers+1👤  
Coal Plant👤150 [Factory,Coal] +2👤 power  
Pentagon👤1250+2👤+GE+2XP

4000👤**Rifling+Steel+Physics**  
**Artillery**  
👤Artillery 18.1👤150 25%👤  
+50%👤👤👤-25%

4500👤**Optics+Biologi**  
**Medicine**  
Hospital👤200+3👤+ units  
heal faster  
Red Cross👤600+2👤+1👤  
+GS, free Medicl promotion  
ECO: Environmentalism  
[+5👤+1👤 from Jungle,  
Forest,👤medium]

4500👤**Physics**  
**Electricity**  
Bunker👤100-75% damage from →  
Bomb Shelters👤100-75% damage  
from ICBM [Manhattan P.]  
Broadway👤800+2👤+GA+50%👤  
5 Hit Musicals [+1👤]  
+1👤 from Windmills  
+2👤 from Watermills

3600👤**Railroad**  
**Combustion**  
👤Transport 16.5-4👤125 [Oil or  
Uranium]  
👤Destroyer 30.8👤200 [Oil or  
Uranium]👤-15% 30%👤 sees  
Submarines  
Oil Well – get more from Oil  
*Whales*

2400👤**Nationalism+Assembly Line**  
**Fascism**  
Mt. Rushmore👤500(250Stone)  
+4👤+1👤-25%war👤+GA  
GOV: Police State [+25👤 mil.units,  
-50%👤 due to war,👤high]  
permanent alliances

2800👤**Liberalism+Scientific Method**  
**Communism**  
Spy 0.2👤80 [Scotland Yard] invisible, max. 4  
Scotland Yard👤500+1👤, +GS allows Spy  
Kremlin👤1000(500Stone)+2👤+GA -33%hurry  
ECO: State Property [+1👤 from Workshop, Watermill,  
no distance maint. Cost,👤low]  
permanent alliances

6000👤**Electricity**  
**Radio**  
👤Submarine 24.6-1(👤)👤150 50%👤 [Combustion,  
Oil or Uranium]  
→Bomber 16.1.8👤140-50%👤👤-15% [Flight,Oil]  
Eiffel Tower👤1250(625Iron)+2👤+GM+6👤 free  
Broadcast Towers [Forge]  
Rock'n'Roll👤800+2👤+GA+50%👤 5 Hit  
Singles [+1👤]

6500👤**Assembly Line+Electricity**  
**Industrialism**  
👤Marine 24.1👤160👤+50%👤👤 amph [Rifling] (→Mech.Inf.)  
👤Navy SEAL (American) 1-2👤 march(→Mech. Infantry)  
👤Tank 28.2👤180👤 blitz [Rifling,Oil] (→Modern Armor)  
👤Panzer (German)+50%👤  
👤Battleship 40.6👤225👤-20% [Oil or Uranium]  
**ALUMINIUM**  
*Ivory*

5500👤**Electricity**  
**Fission**  
Nuclear Power Plant👤250  
power[Uranium,Factory] meltdown  
Manhattan Project👤1500(750Uranium)  
allows ICBM, Bomb Shelter

3600👤**Radio**  
**Mass Media**  
Broadcast Tower👤175+50%👤  
+1👤 per 10%👤 2Artists+1👤 [Hit 👤]  
Hollywood👤1000+2👤+GA  
+50%👤 5 Hit Movies [+1👤]  
United Nations👤1000+2👤+GM  
(diplomatic victory, resolution voting)

4000👤**Biology+Electricity**  
**Refrigeration**  
Supermarket👤150+1👤 from Cow,  
Deer, Pig, Sheep [Grocer]  
+1 movement for👤

6500👤**Radio**  
**Computers**  
Laboratory👤250+1👤+25%👤  
1Scientist+50% SS👤 [Observatory]  
*Spiral Minaret-Anakir-Wat*

7000👤**Industrialism+Combustion**  
**Plastics**  
Hydro Plant👤 power [Factory]  
Three Gorges Dam👤1750+2👤+GE  
power(continent)  
Offshore Platform – get more from Oil  
Furs

5000👤**Physics+Combustion**  
**Flight**  
→Fighter 12.1.6👤100👤-5%  
50%👤 (→Jet Fighter)  
→Aircraft Carrier 16.5-3(Fighter)👤175  
[Oil or Uranium]  
Airport👤250+1trade airlift+1👤

7000👤**Refrigeration+Computers**  
**Genetics**  
+3👤 in all cities  
SS Stasis Chamber👤1200

5500👤**Biology+Fission-Plastics**  
**Ecology**  
Recycling Center👤300 no👤 from  
buildings  
SS Life Support👤800(400Copper)

7500👤**Computers+Plastics-Satellites**  
**Fiber Optics**  
Internet👤2000(1000Copper) grants  
known techs  
SS Cockpit👤1000(500Copper)  
*Kremlin*

8000👤**Computers+Plastics**  
**Robotics**  
👤Mechanized Infantry 32.2👤200  
20%👤 march [Rifling]  
Space Elevator👤2000(1000Aluminium)  
+2👤+GS+100%👤 SS  
SS Docking Bay👤1600(800Aluminium)

5000👤**Rifling+Artillery-Flight**  
**Rocketry**  
👤SAM Infantry 18.1👤150  
40%👤+50%👤  
👤Gunship 20.4👤160 25%👤  
+100%👤👤 [Flight,Oil]  
→ICBM👤500 [Fission, Uranium,  
Manhattan Project]  
Apollo Program👤1600(1000Aluminium)  
allows SS building  
SS Casing👤600(300Aluminium)

8000👤**Fission+Fiber Optics**  
**Fusion**  
Great Engineer (1st)  
SS Engine👤1200

7500👤**Satellites+Plastics**  
**Composites**  
👤Modern Armor 40.2👤240👤👤  
blitz [Computers, Oil, Aluminium]  
→Jet Fighter 24.1.10👤150👤-10%  
70%👤 [Flight,Oil,Aluminium]  
→Stealth Bomber 20.1.12👤200 -  
50%👤👤-20% 50%evade👤 [Flight,  
Robotics, Oil, Aluminium]

6000👤**Radio+Rocketry**  
**Satellites**  
SDI Defense👤1000(500Aluminium)  
75% ICBM intercept [Manhattan P.]  
SS Thrusters👤1000(500Aluminium)  
reveals world map

8000👤**Composites+Fiber Optics**  
**Future Tech**  
+1👤+1👤 in all cities

RENAISSANCE ERA

INDUSTRIAL ERA

MODERN ERA

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