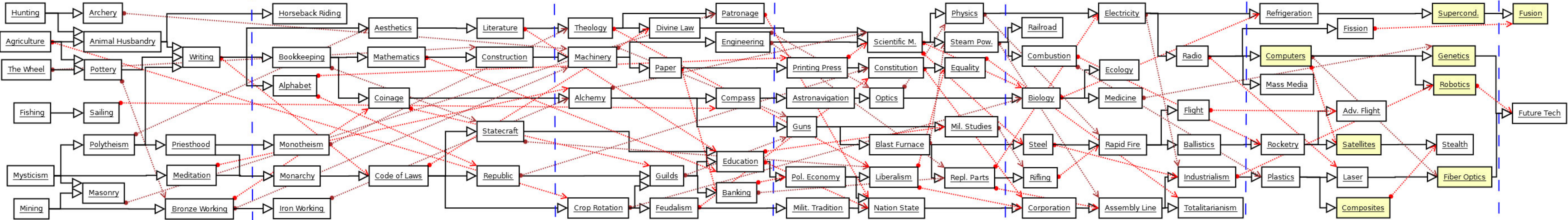


Legend

Blue dashed lines: Era boundaries
Red dotted arrows: Additional tech requirements (two different shades of red to make them less difficult to trace)
Yellow shade: Spaceship (SS) parts
Blue text: Different from BtS. Mere name or research cost changes not highlighted. When a tech name is blue, then almost everything about it is different from BtS.
Green text: Difference from BtS that is already implemented in AdvCiv.
Rationales in footnotes. These are mostly about historicity, whereas `stat-changes.pdf` mostly addresses game balance.
Alt + Left Arrow jumps back from a footnote in most PDF viewers. (The vertical space above the footnotes is a LibreOffice quirk.)

Correspondence between techs:			
<i>new</i>	<i>BtS</i>	<i>new</i>	<i>BtS</i>
Bookkeeping	Calendar	Guns	Gunpowder
Coinage	Currency	Political Economy	Economics
Statecraft	Civil Service	Nation State	Nationalism
Republic	Drama	Blast Furnace	Chemistry
Alchemy	Philosophy	Military Studies	Military Science
Crop Rotation	Metal Casting	Ballistics	Artillery
Divine Law	Divine Right	Rapid Fire	<i>n/a</i>
Patronage	Music	Equality	Democracy+Communism
Astronavigation	Astronomy	Totalitarianism	Fascism+Communism



- Hunting (60): Scout, Camp, Spearman (with Copper)
- Agriculture (60): Farm, **Plantation** (on Silk, Dye, Incense)¹
- Wheel (60): Road, Chariot (with Horse)
- Fishing (60): can work Coast, Work Boat, **faster movement** along rivers²
- Mysticism (60): Monument, Stonehenge, reveal **Incense**¹
- Mining (60): Mine, **can clear** Forest and Jungle for no yield³
- Archery (60): Archer, **Great Wall** (req. 2 Walls)⁴
- Animal Husbandry (100): Pasture, reveal Horse and **Silk**,¹ **Stable** (with Horse or Ivory)⁵
- Pottery (90): Granary (with **Agriculture**)⁶, Cottage, **Workshop** on Plains⁷
- Sailing (120): Galley⁸, Lighthouse, trade along unowned Coast
- Polytheism (70):⁹ **Moai Statues** (with Sailing)¹⁰, **Culture slider**¹¹, found Hinduism **if** discoverer owns a Buddhist city or if Buddhism not yet founded¹²
- Masonry (60): Quarry, Walls, Great Lighthouse (with Lighthouse), Pyramids¹³
- Writing (150): Library, Open Borders
- Priesthood (70):⁹ Temple, **Temple of Artemis**¹⁴, Oracle¹³
- Meditation (90):¹⁵ Monastery¹⁶, found Buddhism **if** discoverer owns a Hindu city or if Hinduism not yet founded¹²
- Bronze Working (120)¹⁷: Axeman (with Copper or Iron), reveal Copper, 20 yield from chopping Forest, Forced Labor¹⁸
- Horseback Riding (220): Horse Archer (with Archery, Horse)
- Bookkeeping** (160):¹⁹ Market, Gold trading,²⁰ Temple of Kukulcan (with Priesthood)²¹
- Alphabet (200): Spy, Commando promotion²², build Research, increases tech **diffusion**²³
- Monotheism (150):²⁴ Organized Religion, **Winery**,²⁵ **unless** discoverer owns a Holy City, found **Zoroastrianism**; if already founded, found Judaism instead²⁶
- Monarchy (200): Hereditary Rule, **Barracks**, **Fort**²⁷
- Iron Working (190): Swordsman (with Iron), **Forge**²⁸, reveal Iron
- Aesthetics (280):²⁹ **Mausoleum of Mausolos**³⁰, Statue of Zeus (req. 2 Monuments), **Angkor Wat**³¹
- Mathematics** (240):³² Aqueduct (with Mining)³³, Hanging Gardens (with Aqueduct), centers the map³⁴, Trireme (with Sailing, Bronze Working)³⁵
- Coinage (320):³⁶ +1 rade route, build Wealth, **Shwedagon Paya**³⁷ (with Meditation)
- Code of Laws (270):³⁸ Courthouse, Caste System, **Vassal agreement**³⁹
- Literature (350): Heroic Epic (with Library),⁴⁰ Great Library (with Library), **Theater**⁴¹
- Construction (400):⁴² Catapult (with **Archery**⁴³), **Harbor**⁴⁴ (with Lighthouse)⁴⁵, **Colossus**⁴⁶ (with Forge), Bridge building
- Statecraft** (400):⁴⁷ War Elephant⁴⁸ (with Horseback Riding, Ivory), Forbidden Palace⁴⁹ (with Courthouses), Guerilla promotion⁵⁰, found Confucianism if discoverer owns a Taoist city or if Taoism not yet founded⁵¹
- Republic** (420):⁵² Parthenon (with Priesthood)⁵³, Arena (with Masonry)⁵⁴, Academy⁵⁵, Triumphal Arch (with Construction)⁵⁶
- Theology (800):⁵⁷ Apostolic Palace, Hagia Sophia, found Christianity **if** discoverer owns a Jewish or Zoroastrian city⁵⁸
- Machinery (800):⁵⁹ Watermill, **Lumbermill**, +50% **chopping** yield,⁶⁰ Crossbow (with Iron or **Copper**)⁶¹
- Alchemy (700):⁶² Pacifism, +10% research from **Monastery**,⁶³ found Taoism **if** discoverer owns a Confucian city or if Confucianism not yet founded⁶⁴
- Crop Rotation** (800):⁶⁵ Serfdom⁶⁶, can build Farm on Grassland without irrigation⁶⁷
- Divine Law (1000):⁶⁸ **Theocracy**,⁶⁹ Spiral Minaret, found Islam **if** discoverer owns a Christian, Jewish or Zoroastrian city⁶⁸
- Paper (1200):⁷⁰ University of Sankore, **Bureaucracy** (with Statecraft)⁷¹
- Guilds** (1300):⁷² Pikeman (with Iron), Maceman (with Machinery, Iron),⁷³ Plantation (on Banana, Spice, Sugar)⁷⁴, Workshop on all flat tiles⁷⁵
- Feudalism (800): Longbow (with Archery, Iron Working)⁷⁶, **Knight**⁷⁷ (with Machinery, Horseback Riding, Iron, Horse), **Castle**⁷⁸, Vassalage civic
- Patronage (1400):⁷⁹ Sistine Chapel, build Culture, Cathedral, Stupa etc.
- Engineering (1500): Trebuchet, **Windmill**⁸⁰, Notre Dame (with Theology), **Taj Mahal** (with Divine Law)⁸¹
- Compass (1400):⁸² **Map trading**⁸³, Explorer, **Grocer** (with Guilds)⁸⁴, **Whaling Boats**⁸⁵
- Education (1500):⁸⁶ University, Oxford University (with University)
- Banking (1500):⁸⁷ Bank, **Great Merchant** if first to discover⁸⁸
- Printing Press (2000): +1 commerce from Village and Town, **obs. Great Library**⁸⁹
- Astronavigation (1900):⁹⁰ Caravel (with **Construction**)⁹¹, **Navigation II** promotion⁹², **+1 sight** on water⁹³
- Guns (2400):⁹⁴ Musketman, Pinch promotion
- Political Economy** (2100):⁹⁵ Mercantilism, +1 production from Lumbermill⁹⁶, Customs House⁹⁷ (with Harbor), Versailles⁹⁸
- Military Tradition (2400):⁹⁹ Cuirassier (with Guns, Horseback Riding, Horse), **Kremlin**¹⁰⁰, **Militarism**¹⁰¹, Defensive Pact
- Scientific Method (2500):¹⁰² **Tech trading**¹⁰³, **+1 research per specialist**¹⁰⁴, **obs. Statue of Zeus, Angkor Wat**¹⁰⁵ and Monastery
- Constitution (2700):¹⁰⁶ Jail, **Federation** (with Nation State)¹⁰⁷, Representation, **obs. Monument, Stonehenge**¹⁰⁸ and Mausoleum of Mausolos¹⁰⁹
- Optics (2500):¹¹⁰ Galleon, **Privateer** (with Guns and Copper or Iron)¹¹¹, trade across Ocean, **Lookout** promotion for naval units¹¹², **obs. Great Lighthouse**¹¹³
- Blast Furnace** (2700):¹¹⁴ Cannon (with Iron)¹¹⁵, Frigate (with Optics and Iron), Grenadier¹¹⁶, Barrage promotion¹¹⁷, **obs. Colossus**¹¹⁸
- Liberalism (2500): **Free Market** (with Nation State),¹¹⁹ Free Religion, Statue of Liberty (with **Harbor and must be in** Emancipation and Free Religion)¹²⁰, **obs. Castle**¹²¹, **Oracle**¹²² and Temple of Artemis¹²³
- Nation State** (2600):¹²⁴ Hermitage, Globe Theater (with Theater)¹²⁵, free Great Artist if first to discover¹²⁶
- Physics (2700):¹²⁷ **Observatory**¹²⁸, free Great Scientist if first to discover
- Steam Power (3400):¹²⁹ Levee¹³⁰, Workers build improvements faster¹³¹, **Ironclad** (with Iron and Coal)¹³², reveal Coal, Farms **spread Irrigation**¹³³
- Equality** (3100):¹³⁴ Emancipation, Police Headquarters, Security Bureau,¹³⁶ **obs. Deer**¹³⁶
- Military Studies (2900):¹³⁷ Ship of the Line (with Optics, Blast Furnace and Iron), Military Academy (with **Barracks**)¹³⁸, **+1 movement on Roads**¹³⁹ and along rivers¹⁴⁰, Blitz promotion¹⁴¹
- Replaceable Parts (3300):¹⁴² **Drydock**¹⁴³, +1 production from Windmill, Watermill and **Workshop**¹⁴⁴
- Railroad (3700):¹⁴⁵ Rail Track (with Coal or Oil), **Public Transportation** (with Oil)¹⁴⁶, can **trade Crab**¹⁴⁷, Mining Inc. Executive (with Corporation, University), **obs. Walls**¹⁴⁸
- Combustion (4100):¹⁴⁹ **reveal Oil**¹⁵⁰, Oil Well, **Airship** (with Physics)¹⁵¹, **Std. Ethanol Executive** (with Corporation, University)¹⁵², **obs. Whale, Dye**¹⁵³
- Biology (4700):¹⁵⁴ +1 food from Farm, can build Farms without irrigation, **Cereal Mills** Executive (with Corporation, University)¹⁵⁵, **obs. Temple of Kukulcan**¹⁵⁶
- Steel** (4200):¹⁵⁷ Bunker¹⁵⁸, Steelworks (with Iron, Coal, Forge)¹⁵⁹, Cristo Redentor (with Theology)¹⁶⁰, constructAncient and Classical buildings faster¹⁶¹, **Creative Constructions Executive**¹⁶² (with Corporation, University)
- Rifling (4000):¹⁶³ Rifleman, Cavalry (with Military Tradition, Horseback Riding, Horse)
- Corporation (4200):¹⁶⁴ Wall Street (with Bank), +1 trade route, **State Property** (with Equality)¹⁶⁵, can **train Executives** at Universities¹⁶⁶, **obs. Great Wall**¹⁶⁷
- Electricity (5000):¹⁶⁸ reveal **Aluminum**¹⁶⁹, Broadway (with **Theater**), +1 commerce from Watermill¹⁷⁰, **Coal Plant** (with Coal)¹⁷¹, **Hydroplant** (with Steel), **Three Gorges Dam** (with Steel)¹⁷²
- Ecology** (5100): Environmentalism¹⁷³, Treatment Plant¹⁷⁴, Preserve Forest, National Park,¹⁷⁵ **obs. Ivory**¹⁷⁶
- Medicine (4200): Hospital (with **power**), Red Cross (with Hospital), **Fallout Shelter** (with Steel, Manhattan Project)¹⁷⁷, **Medic III** promotion¹⁷⁸
- Rapid Fire** (4800): Machine Gun,¹⁷⁹ Field Gun¹⁸⁰, Interception I¹⁸¹ and Ambush¹⁸² promotions, Mount Rushmore¹⁸³
- Assembly Line (5200):¹⁸⁴ Factory (with Coal, Oil or power)¹⁸⁵, Infantry (with **Rapid Fire**)¹⁸⁶, **Universal Suffrage** (with Equality)¹⁸⁷
- Radio (7800):¹⁸⁸ **Attack Submarine** (Oil or Uranium)¹⁸⁹, Rock'n'roll (with **Arena**⁹⁴, **power**), Eiffel Tower (with Forge), reveal **Uranium**¹⁹⁰; Air Recon can **reveal Submarines**¹⁹¹
- Flight (7000):¹⁹² Fighter (with Oil), **Bomber** (with Radio)¹⁹³, Oil and **Aluminum**¹⁹⁴, Carrier (with **Coal** or Oil or Uranium), **Paratrooper**¹⁹⁵
- Ballistics** (5500):¹⁹⁶ Battleship (with Coal or Oil or Uranium), Destroyer (with Radio and Coal or Oil),¹⁹⁷ Tank (with Assembly Line, Railroad and Oil)¹⁹⁸
- Industrialism (7200):¹⁹⁹ Industrial Park (with Factory, **power**), Marine (with **Rapid Fire**)²⁰⁰, **Transport** (with Coal or Oil)²⁰¹, **Pentagon**²⁰², **Aluminum Co.** Executive (with University)²⁰³
- Totalitarianism (5500):²⁰⁴ Police State, Permanent Alliance, **Intelligence Agency**, free Great **Spy** if first to discover,²⁰⁵ **obs. Parthenon**²⁰⁶
- Refrigeration (8000): Supermarket (with **power**), **+1 food** from Fishing Boats²⁰⁷, **Sid's Sushi** Executive (with Corporation, University)²⁰⁸
- Computers** (8400):²⁰⁹ 100% conversion rate from Processes²¹⁰, **SS Life Support** (with Ecology)²¹¹
- Mass Media (9000): United Nations, Hollywood (with **Broadcast Tower**), Broadcast Tower (with **power**), Civ. Jewelers Executive (with Corporation, University)²¹², **obs. Apostolic Palace**
- Rocketry (8500):²¹³ SAM Infantry (with **Radio**²¹⁴), **Anti-Tank**²¹⁵, Guided Missile, **Nuclear Submarine** (with Radio and Uranium)¹⁸⁹, **Missile Cruiser** (with Radio and Oil or Uranium)²¹⁶
- Plastics** (8500):²¹⁷ +1 trade route from Harbor²¹⁸, +3 happiness in all cities²¹⁹, Offshore Platform²²⁰, **obs. Fur, Silk**²²¹
- Fission (9500):²²² Manhattan Project (with Nuclear Plant), Tactical Nuke (with Rocketry, Uranium and Manhattan Project), **ICBM** (with **Satellites**²²³, Uranium and Manhattan Project), Nuclear Plant (with Uranium)
- Advanced Flight (11000):²²⁴ Gunship (with Oil); Jet Fighter (with Aluminum, Oil), **Airport** (with Radio, Oil)²²⁵, **obs. Stable and Horse**²²⁶
- Satellites (9000):²²⁷ **Apollo Project** (with Plastics)²²⁸, reveal map, **SDI** (with Manhattan Project)²²⁹
- Laser (11000):²³⁰ Mobile SAM (with Rocketry, Oil), **Howitzer**²³¹ (with Ballistics and Oil), **Space Elevator** (with Satellites)²³²
- Composites (11000):²³³ **SS Casing, Mechanized Infantry** (with Rapid Fire, Aluminum, Oil)²³⁴, Modern Armor (with **Laser, Ballistics**, Oil)²³⁵
- Superconductors (12000): **SS Thrusters**, Particle Accelerator (with Computers, Fission and power)²³⁶
- Genetics (12000):²³⁷ **SS Stasis Chamber** (with Refrigeration)²³⁸, **+2 health, +1 food** in Grassland tiles with at least 5 food²³⁹
- Robotics** (10000): **SS Docking Bay**, +1 free Engineer from Industrial Park²⁴⁰
- Stealth (12000):²⁴¹ Stealth Bomber (with Advanced Flight, Aluminum, Oil), Stealth Destroyer (with Oil or Uranium), Air Recon can **reveal stealth ships**²⁴²
- Fiber Optics (12000):²⁴³ **SS Cockpit, Internet**²⁴⁴
- Future Tech (10000):²⁴⁵ + 1 health, +1 happiness
- Fusion (12000):²⁴⁶ **SS Engine**, free Great Engineer²⁴⁷ if first to discover

