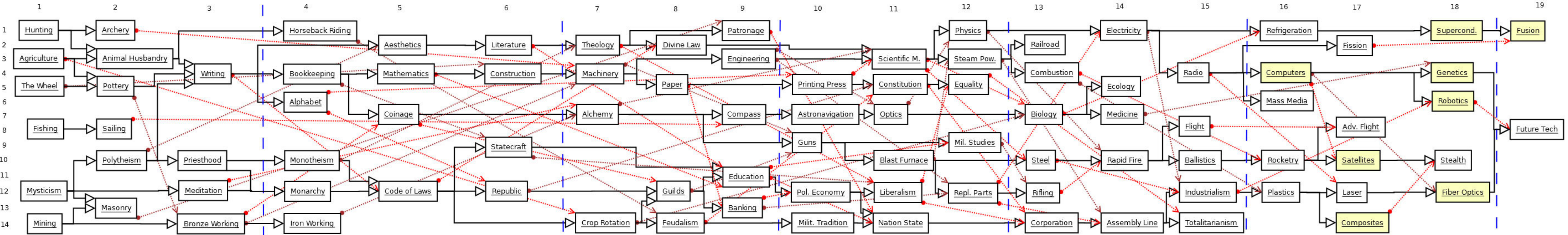


Legend

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 (80):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, **Espionage slider**²², Commando promotion²³, build Research, increases tech **diffusion**²⁴
- Monotheism (150):²⁵ Organized Religion, **Winery**,²⁶ **unless** discoverer owns a Holy City, found **Zoroastrianism**; if already founded, found Judaism instead²⁷
- Monarchy (200): Hereditary Rule, **Barracks**, **Fort**²⁸
- Iron Working (190): Swordsman (with Iron), **Forge**²⁹, reveal Iron
- Aesthetics (280):³⁰ **Mausoleum of Mausolos**³¹, Statue of Zeus (req. 2 Monuments), **Angkor Wat**³²
- Mathematics** (240):³³ Aqueduct (with Mining)³⁴, Hanging Gardens (with Aqueduct), centers the map³⁵, Trireme (with Sailing, Bronze Working)³⁶
- Coinage (320):³⁷ +1 trade route, build Wealth, **Shwedagon Paya**³⁸ (with Meditation)
- Code of Laws (270):³⁹ Courthouse, Caste System, **Vassal agreement**⁴⁰
- Literature (350): Heroic Epic (with Library),⁴¹ Great Library (with Library), **Theater**⁴²
- Construction (400):⁴³ Catapult (with **Archery**⁴⁴), **Harbor**⁴⁵ (with Lighthouse)⁴⁶, **Colossus**⁴⁷ (with Forge), Bridge building
- Statecraft** (400):⁴⁸ War Elephant⁴⁹ (with Horseback Riding, Ivory), Forbidden Palace⁵⁰ (with Courthouses), Guerilla promotion⁵¹, found Confucianism if discoverer owns a Taoist city or if Taoism not yet founded⁵²
- Republic** (420):⁵³ Parthenon (with Priesthood)⁵⁴, Arena (with Masonry)⁵⁵, Academy⁵⁶, Triumphal Arch (with Construction)⁵⁷
- Theology (800):⁵⁸ Apostolic Palace, Hagia Sophia, found Christianity **if** discoverer owns a Jewish or Zoroastrian city⁵⁹
- Machinery (800):⁶⁰ Watermill, **Lumbermill**, +50% **chopping** yield,⁶¹ Crossbowman (with Iron or **Copper**)⁶²
- Alchemy (700):⁶³ Pacifism, +10% research from **Monastery**,⁶⁴ found Taoism **if** discoverer owns a Confucian city or if Confucianism not yet founded⁶⁵
- Crop Rotation** (800):⁶⁶ Serfdom⁶⁷, can build Farm on Grassland without irrigation⁶⁸
- Divine Law (1000):⁶⁹ **Theocracy**,⁷⁰ Spiral Minaret, found Islam **if** discoverer owns a Christian, Jewish or Zoroastrian city⁶⁹
- Paper (1200):⁷¹ University of Sankore, **Bureaucracy** (with Statecraft)⁷²
- Guilds** (1300):⁷³ Pikeman (with Iron), Maceman (with Machinery, Iron),⁷⁴ Plantation (on Banana, Spice, Sugar)⁷⁵, Workshop on all flat tiles⁷⁶
- Feudalism (800): Longbow (with Archery, Iron Working)⁷⁷, **Knight**⁷⁸ (with Machinery, Iron, Horse), **Castle**⁷⁹, Vassalage civic
- Patronage (1400):⁸⁰ Sistine Chapel, build Culture, Cathedral
- Engineering (1500): Trebuchet, **Windmill**⁸¹, Notre Dame (with Theology), **Taj Mahal** (with Divine Law)⁸²
- Compass (1400):⁸³ **Map trading**⁸⁴, Explorer, **Grocer** (with Guilds)⁸⁵, **Whaling Boats**⁸⁶
- Education (1500):⁸⁷ University, Oxford University (with University)
- Banking (1500):⁸⁸ Bank, **Great Merchant** if first to discover⁸⁹
- Printing Press (2000): +1 commerce from Village and Town, **obs. Great Library**⁹⁰
- Astronavigation (1900):⁹¹ Caravel (with **Construction**)⁹², **Navigation II** promotion⁹³, +1 **sight** on water⁹⁴
- Guns (2400):⁹⁵ Musketman, Pinch promotion
- Political Economy** (2100):⁹⁶ Mercantilism, +1 production from Lumbermill⁹⁷, Customs House⁹⁸ (with Harbor), Versailles (Monarchy)⁹⁹
- Military Tradition (2400):¹⁰⁰ Cuirassier (with Guns, Horse), **Kremlin**¹⁰¹, **Militarism**¹⁰², Defensive Pact
- Scientific Method (2500):¹⁰³ **can impart tech**¹⁰⁴, +1 **research per specialist**¹⁰⁵, **obs. Statue of Zeus, Angkor Wat**¹⁰⁶ and Monastery
- Constitution (2700):¹⁰⁷ Jail, **Federation** (with Nation State)¹⁰⁸, Representation, **obs. Monument**, Stonehenge¹⁰⁹ and Mausoleum of Mausolos¹¹⁰
- Optics (2500):¹¹¹ Galleon, **Privateer** (with Guns and Copper or Iron)¹¹², trade across Ocean, **Lookout** promotion for naval units¹¹³, **obs. Great Lighthouse**¹¹⁴
- Blast Furnace** (2700):¹¹⁵ Cannon (with Iron)¹¹⁶, Frigate (with Optics and Iron), Grenadier¹¹⁷, Barrage promotion¹¹⁸, **obs. Colossus**¹¹⁹
- Liberalism (2500): **Free Market** (with Nation State),¹²⁰ Free Religion, Statue of Liberty (with **Harbor and must be in** Emancipation and Free Religion)¹²¹, **obs. Castle**¹²², **Oracle**¹²³ and **Temple of Artemis**¹²⁴
- Nation State** (2600):¹²⁵ Hermitage, Globe Theater (with Theater)¹²⁶, free Great Artist if first to discover¹²⁷
- Physics (2700):¹²⁸ **Observatory**¹²⁹, free Great Scientist if first to discover
- Steam Power (3400):¹³⁰ Levee¹³¹, Workers build improvements faster¹³², **Ironclad** (with Iron and Coal)¹³³, reveal Coal, Farms **spread Irrigation**¹³⁴
- Equality** (3100):¹³⁵ Emancipation, Police Headquarters, Security Bureau,¹³⁶ **obs. Deer**¹³⁷
- Military Studies (2900):¹³⁸ Ship of the Line (with Optics, Blast Furnace and Iron), Military Academy (with **Barracks**)¹³⁹, +1 **movement on Roads**¹⁴⁰ and along rivers¹⁴¹, Blitz promotion¹⁴²
- Replaceable Parts (3300):¹⁴³ **Drydock**¹⁴⁴, +1 production from Windmill, Watermill and **Workshop**¹⁴⁵
- Railroad (3700):¹⁴⁶ Rail Track (with Coal or Oil), **Public Transportation** (with Oil)¹⁴⁷, can **trade Crab**¹⁴⁸, Mining Inc. Executive (with Corporation, University), **obs. Walls**¹⁴⁹
- Combustion (4100):¹⁵⁰ **reveal Oil**¹⁵¹, Oil Well, **Airship** (with Physics)¹⁵², **Std. Ethanol Executive** (with Corporation, University)¹⁵³, **obs. Whale, Dye**¹⁵⁴
- Biology (4700):¹⁵⁵ +1 food from Farm, can build Farms without irrigation, **Cereal Mills** Executive (with Corporation, University)¹⁵⁶, **obs. Temple of Kukulcan**¹⁵⁷
- Steel** (4200):¹⁵⁸ Bunker¹⁵⁹, Steelworks (with Iron, Coal, Forge)¹⁶⁰, Cristo Redentor (with Theology)¹⁶¹, construct Ancient and Classical buildings faster¹⁶², **Creative Constructions Executive**¹⁶³ (with Corporation, University)
- Rifling (4000):¹⁶⁴ Rifleman, Cavalry (with Military Tradition, Horse)
- Corporation (4200):¹⁶⁵ Wall Street (with Bank), +1 trade route, **State Property** (with Equality)¹⁶⁶, can **train Executives** at Universities¹⁶⁷, **obs. Great Wall**¹⁶⁸
- Electricity (5000):¹⁶⁹ reveal **Aluminum**¹⁷⁰, Broadway (with **Theater**), +1 commerce from Watermill¹⁷¹, **Coal Plant** (with Coal)¹⁷², **Hydroplant** (with Steel), **Three Gorges Dam** (with Steel)¹⁷³
- Ecology** (5100): Environmentalism¹⁷⁴, Treatment Plant¹⁷⁵, Preserve Forest, National Park,¹⁷⁶ **obs. Ivory**¹⁷⁷
- Medicine (4200): Hospital (with **power**), Red Cross (with Hospital), **Fallout Shelter** (with Steel, Manhattan Project)¹⁷⁸, **Medic III** promotion¹⁷⁹
- Rapid Fire** (4800): Machine Gun,¹⁸⁰ Field Gun¹⁸¹, Interception I¹⁸² and Ambush¹⁸³ promotions, Mount Rushmore¹⁸⁴
- Assembly Line (5200):¹⁸⁵ Factory (with Coal, Oil or power)¹⁸⁶, Infantry (with **Rapid Fire**)¹⁸⁷, **Universal Suffrage** (with Equality)¹⁸⁸
- Radio (7800):¹⁸⁹ **Attack Submarine** (Oil or Uranium)¹⁹⁰, Rock'n'Roll (with **Arena**¹⁹⁵, **power**), Eiffel Tower (with Forge), reveal **Uranium**¹⁹¹; Air Recon can **reveal Submarines**¹⁹²
- Flight (7000):¹⁹³ Fighter (with Oil), **Bomber** (with Radio¹⁹⁴, Oil and **Aluminum**¹⁹⁵), Carrier (with **Coal** or Oil or Uranium), **Paratrooper**¹⁹⁶
- Ballistics** (5500):¹⁹⁷ Battleship (with Coal or Oil or Uranium), Destroyer (with Radio and Coal or Oil),¹⁹⁸ Tank (with Assembly Line, Railroad and Oil)¹⁹⁹
- Industrialism (7200):²⁰⁰ Industrial Park (with Factory, **power**), Marine (with **Rapid Fire**)²⁰¹, **Transport** (with Coal or Oil)²⁰², **Pentagon**²⁰³, **Aluminum Co.** Executive (with University)²⁰⁴
- Totalitarianism (5500):²⁰⁵ Police State, Permanent Alliance, **Intelligence Agency**, free Great **Spy** if first to discover,²⁰⁶ **obs. Parthenon**²⁰⁷
- Refrigeration (8000): Supermarket (with **power**), +1 **food** from Fishing Boats²⁰⁸, **Sid's Sushi** Executive (with Corporation, University)²⁰⁹
- Computers** (8400):²¹⁰ 100% conversion rate from Processes²¹¹, **SS Life Support** (with Ecology)²¹²
- Mass Media (9000): United Nations, Hollywood (with **Broadcast Tower**), Broadcast Tower (with **power**), Civ. Jewelers Executive (with Corporation, University)²¹³, **obs. Apostolic Palace**
- Rocketry (8500):²¹⁴ SAM Infantry (with **Radio**²¹⁵), **Anti-Tank**²¹⁶, Guided Missile, **Nuclear Submarine** (with Radio and Uranium)¹⁹⁰, **Missile Cruiser** (with Radio and Oil or Uranium)²¹⁷
- Plastics** (8500):²¹⁸ +1 trade route from Harbor²¹⁹, +3 happiness in all cities²²⁰, Offshore Platform²²¹, **obs. Fur, Silk**²²²
- Fission (9500):²²³ Manhattan Project (with **Nuclear Plant**), Tactical Nuke (with Rocketry, Uranium and Manhattan Project), **ICBM** (with **Satellites**²²⁴, Uranium and Manhattan Project), Nuclear Plant (with Uranium)
- Advanced Flight (11000):²²⁵ Gunship (with Oil); Jet Fighter (with Aluminum, Oil), **Airport** (with Radio, Oil)²²⁶, **obs. Stable and Horse**²²⁷
- Satellites (9000):²²⁸ **Apollo Project** (with Plastics)²²⁹, reveal map, **SDI** (with Manhattan Project)²³⁰
- Laser (11000):²³¹ Mobile SAM (with Rocketry, Oil), **Howitzer**²³² (with Ballistics and Oil), **Space Elevator** (with Satellites)²³³
- Composites (11000):²³⁴ **SS Casing**, **Mechanized Infantry** (with Rapid Fire, Aluminum, Oil)²³⁵, Modern Armor (with **Laser, Ballistics**, Oil)²³⁶
- Superconductors (12000): **SS Thrusters**, Particle Accelerator (with Computers, Fission and power)²³⁷
- Genetics (12000):²³⁸ **SS Stasis Chamber** (with Refrigeration)²³⁹, +2 health, +1 **food** in Grassland tiles with at least 5 food²⁴⁰
- Robotics** (10000): **SS Docking Bay**, +1 free Engineer from Industrial Park²⁴¹
- Stealth (12000):²⁴² Stealth Bomber (with Advanced Flight, Aluminum, Oil), Stealth Destroyer (with Oil or Uranium), Air Recon can **reveal stealth ships**²⁴³
- Fiber Optics (12000):²⁴⁴ **SS Cockpit**, **Internet**²⁴⁵
- Future Tech (10000):²⁴⁶ + 1 health, +1 happiness
- Fusion (12000):²⁴⁷ **SS Engine**, free Great Engineer²⁴⁸ if first to discover

