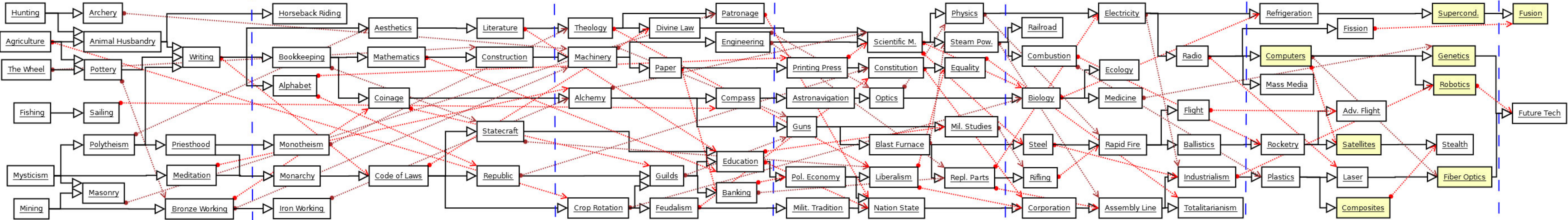


Legend

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, Workboat, **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 Artemis¹⁴, 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 promotion, **build Research**, increases tech **diffusion**²²
- Monotheism (150):²³ Organized Religion, **Winery**,²⁴ **unless** discoverer owns a Holy City, found **Zoroastrianism**; if already founded, found Judaism instead²⁵
- Monarchy (200): Hereditary Rule, **Barracks**, **Fort**²⁶
- Iron Working (190): Swordsman (with Iron), **Forge**²⁷, reveal Iron
- Aesthetics (280):²⁸ **Mausoleum of Mausolos**²⁹, Statue of Zeus (req. 2 Monuments), **Angkor Wat**³⁰
- Mathematics** (240):³¹ Aqueduct (with Mining)³², Hanging Gardens (with Aqueduct), centers the map³³, Trireme (with Sailing, Bronze Working)³⁴
- Coinage (320):³⁵ +1 rade route, build Wealth, **Shwedagon Paya**³⁶ (with Meditation)
- Code of Laws (270):³⁷ Courthouse, Caste System, **Vassal agreement**³⁸
- Literature (350): Heroic Epic (with Library),³⁹ Great Library (with Library), **Theater**⁴⁰
- Construction (160):⁴¹ Catapult (with **Archery**⁴²), **Harbor**⁴³ (with Lighthouse)⁴⁴, **Colossus**⁴⁵ (with Forge), Bridge building
- Statecraft** (400):⁴⁶ War Elephant⁴⁷ (with Horseback Riding, Ivory), Forbidden Palace⁴⁸ (with Courthouses), Guerilla promotion⁴⁹, found Confucianism if discoverer owns a Taoist city or if Taoism not yet founded⁵⁰
- Republic** (420):⁵¹ Parthenon (with Priesthood)⁵², Arena (with Masonry)⁵³, Academy⁵⁴, Triumphal Arch (with Construction)⁵⁵
- Theology (800):⁵⁶ Apostolic Palace, Hagia Sophia, found Christianity **if** discoverer owns a Jewish or Zoroastrian city⁵⁷
- Machinery (800):⁵⁸ Watermill, **Lumbermill**, +50% **chopping** yield,⁵⁹ Crossbow (with Iron or **Copper**)⁶⁰
- Alchemy (700):⁶¹ Pacifism, +10% research from **Monastery**,⁶² found Taoism **if** discoverer owns a Confucian city or if Confucianism not yet founded⁶³
- Crop Rotation** (800):⁶⁴ Serfdom⁶⁵, can build Farm on Grassland without irrigation⁶⁶
- Divine Law (1000):⁶⁷ **Theocracy**,⁶⁸ Spiral Minaret, found Islam **if** discoverer owns a Christian, Jewish or Zoroastrian city⁵⁷
- Paper (1200):⁶⁹ University of Sankore, **Bureaucracy** (with Statecraft)⁷⁰
- Guilds** (1300):⁷¹ Pikeman (with Iron), Maceman (with Machinery, Iron),⁷² Plantation (on Banana, Spice, Sugar)⁷³, Workshop on all flat tiles⁷⁴
- Feudalism (800): Longbow (with Archery, Iron Working)⁷⁵, **Knight**⁷⁶ (with Machinery, Horseback Riding, Iron, Horse), **Castle**⁷⁷, Vassalage civic
- Patronage (1400):⁷⁸ Sistine Chapel, build Culture, Cathedral, Stupa etc.
- Engineering (1500): Trebuchet, **Windmill**⁷⁹, Notre Dame (with Theology), **Taj Mahal** (with Divine Law)⁸⁰
- Compass (1400):⁸¹ **Map trading**⁸², Explorer, **Grocer** (with Guilds)⁸³, **Whaling Boats**⁸⁴
- Education (1500):⁸⁵ University, Oxford University (with University)
- Banking (1500):⁸⁶ Bank, **Great Merchant** if first to discover⁸⁷
- Printing Press (2000): +1 commerce from Village and Town, **obs. Great Library**⁸⁸
- Astronavigation (1900):⁸⁹ Caravel (with **Construction**)⁹⁰, **Navigation II** promotion⁹¹, +1 **sight** on water⁹²
- Guns (2400):⁹³ Musketman, Pinch promotion
- Political Economy** (2100):⁹⁴ Mercantilism, +1 production from Lumbermill⁹⁵, Customs House⁹⁶ (with Harbor), Versailles⁹⁷
- Military Tradition (2400):⁹⁸ Cuirassier (with Guns, Horseback Riding, Horse), **Kremlin**⁹⁹, **Militarism**¹⁰⁰, Defensive Pact
- Scientific Method (2500):¹⁰¹ **Tech trading**¹⁰², +1 **research per specialist**¹⁰³, **obs. Statue of Zeus, Angkor Wat**¹⁰⁴ and Monastery
- Constitution (2700):¹⁰⁵ Jail, **Federation** (with Nation State)¹⁰⁶, Representation, **obs. Monument, Stonehenge**¹⁰⁷ and Mausoleum of Mausolos¹⁰⁸
- Optics (2500):¹⁰⁹ Galleon, **Privateer** (with Guns and Copper or Iron)¹¹⁰, trade across Ocean, **Lookout** promotion for naval units¹¹¹, **obs. Great Lighthouse**¹¹²
- Blast Furnace** (2700):¹¹³ Cannon (with Iron)¹¹⁴, Frigate (with Optics and Iron), Grenadier¹¹⁵, Barrage promotion¹¹⁶, **obs. Colossus**¹¹⁷
- Liberalism (2500): **Free Market** (with Nation State),¹¹⁸ Free Religion, Statue of Liberty (with **Harbor and must be in** Emancipation and Free Religion)¹¹⁹, **obs. Castle**¹²⁰, **Oracle**¹²¹ and Temple of Artemis¹²²
- Nation State** (2600):¹²³ Hermitage, Globe Theater (with Theater)¹²⁴, free Great Artist if first to discover¹²⁵
- Physics (2700):¹²⁶ **Observatory**¹²⁷, free Great Scientist if first to discover
- Steam Power (3400):¹²⁸ Levee¹²⁹, Workers build improvements faster¹³⁰, **Ironclad** (with Iron and Coal)¹³¹, reveal Coal, Farms **spread Irrigation**¹³²
- Equality** (3100):¹³³ Emancipation, Police Headquarters, Security Bureau,¹³⁴ **obs. Deer**¹³⁵
- Military Studies (2900):¹³⁶ Ship of the Line (with Optics, Blast Furnace and Iron), Military Academy (with **Barracks**)¹³⁷, +1 **movement on Roads**¹³⁸, Blitz and Ambush promotions
- Replaceable Parts (3300):¹³⁹ **Drydock**¹⁴⁰, +1 production from Windmill, Watermill and **Workshop**¹⁴¹
- Railroad (3700):¹⁴² Rail Track (with Coal or Oil), **Public Transportation** (with Oil)¹⁴³, can **trade Crab**¹⁴⁴, Mining Inc. Executive (with Corporation, University), **obs. Walls**¹⁴⁵
- Combustion (4100):¹⁴⁶ **reveal Oil**¹⁴⁷, Oil Well, **Airship** (with Physics)¹⁴⁸, **Std. Ethanol Executive** (with Corporation, University)¹⁴⁹, **obs. Whale, Dye**¹⁵⁰
- Biology (4700):¹⁵¹ +1 food from Farm, can build Farms without irrigation, **Cereal Mills** Executive (with Corporation, University)¹⁵², **obs. Temple of Kukulcan**¹⁵³
- Steel** (4200):¹⁵⁴ Bunker¹⁵⁵, Steelworks (with Iron, Coal, Forge)¹⁵⁶, Cristo Redentor (with Theology)¹⁵⁷, faster production of Ancient and Classical buildings¹⁵⁸, **Creative Constructions Executive**¹⁵⁹ (with Corporation, University)
- Rifling (4000):¹⁶⁰ Rifleman, Cavalry (with Military Tradition, Horseback Riding, Horse)
- Corporation (4200):¹⁶¹ Wall Street (with Bank), +1 trade route, **State Property** (with Equality)¹⁶², can **train Executives** at Universities¹⁶³, **obs. Great Wall**¹⁶⁴
- Electricity (5000):¹⁶⁵ reveal **Aluminium**¹⁶⁶, Broadway (with **Theater**), +1 commerce from Watermill¹⁶⁷, **Coal Plant** (with Coal)¹⁶⁸, **Hydroplant** (with Steel), **Three Gorges Dam** (with Steel)¹⁶⁹
- Ecology** (5100): Environmentalism¹⁷⁰, Treatment Plant¹⁷¹, Preserve Forest, National Park,¹⁷² **obs. Ivory**¹⁷³
- Medicine (4200): Hospital (with **power**), Red Cross (with Hospital), **Fallout Shelter** (with Steel, Manhattan Project)¹⁷⁴, **Medic III** promotion¹⁷⁵
- Rapid Fire** (4800): Machine Gun,¹⁷⁶ Field Gun¹⁷⁷, Infantry (with Assembly Line)¹⁷⁸, **Interception I** promotion¹⁷⁹, Mount Rushmore¹⁸⁰
- Assembly Line (5200):¹⁸¹ Factory (with Coal, Oil or power)¹⁸², **Universal Suffrage** (with Equality)¹⁸³
- Radio (7800):¹⁸⁴ **Attack Submarine** (Oil or Uranium)¹⁸⁵, Rock'n'roll (with **Arena**⁵³, **power**), Eiffel Tower (with Forge), reveal **Uranium**¹⁸⁶; Air Recon can **reveal Submarines**¹⁸⁷
- Flight (7000):¹⁸⁸ Fighter (with Oil), **Bomber** (with Radio and Oil)¹⁸⁹, Carrier (with **Coal** or Oil or Uranium), **Paratrooper**¹⁹⁰
- Ballistics** (5500):¹⁹¹ Battleship (with Coal or Oil or Uranium), Destroyer (with Radio and Coal or Oil),¹⁹² Tank (with Assembly Line, Railroad and Oil)¹⁹³
- Industrialism (7200):¹⁹⁴ Industrial Park (with Factory, **power**), Marine (with **Rapid Fire**)¹⁹⁵, **Transport** (with Coal or Oil)¹⁹⁶, **Pentagon**¹⁹⁷, **Aluminium Co.** Executive (with University)¹⁹⁸
- Totalitarianism (5500):¹⁹⁹ Police State, Permanent Alliance, **Intelligence Agency**, free Great **Spy** if first to discover,²⁰⁰ **obs. Parthenon**²⁰¹
- Refrigeration (8000): Supermarket (with **power**), +1 **food** from Fishing Boats²⁰², **Sid's Sushi** Executive (with Corporation, University)²⁰³
- Computers** (8400):²⁰⁴ 100% conversion rate from Processes²⁰⁵, **SS Life Support** (with Ecology)²⁰⁶
- Mass Media (9000): United Nations, Hollywood (with **Broadcast Tower**), Broadcast Tower (with **power**), Civ. Jewelers Executive (with Corporation, University)²⁰⁷, **obs. Apostolic Palace**
- Rocketry (8500):²⁰⁸ SAM Infantry (with **Radio**²⁰⁹), **Anti-Tank**²¹⁰, Guided Missile, **Missile Submarine** (with Radio and Oil or Uranium)¹⁸⁵, **Missile Cruiser** (with Radio and Oil or Uranium)²¹¹
- Plastics** (8500):²¹² +1 trade route from Harbor²¹³, +3 happiness in all cities²¹⁴, Offshore Platform²¹⁵, **obs. Fur, Silk**²¹⁶
- Fission (9500):²¹⁷ Manhattan Project (with Nuclear Plant), Tactical Nuke (with Rocketry, Uranium and Manhattan Project), **ICBM** (with **Satellites**²¹⁸, Uranium and Manhattan Project), Nuclear Plant (with Uranium)
- Advanced Flight (11000):²¹⁹ Gunship (with Oil); Jet Fighter (with Aluminium, Oil), **Airport** (with Radio, Oil)²²⁰, **obs. Stable and Horse**²²¹
- Satellites (9000):²²² **Apollo Project** (with Plastics)²²³, reveal map, **SDI** (with Manhattan Project)²²⁴
- Laser (11000):²²⁵ Mobile SAM (with Rocketry, Oil), **Howitzer**²²⁶ (with Ballistics and Oil), **Space Elevator** (with Satellites)²²⁷
- Composites (11000):²²⁸ **SS Casing, Mechanized Infantry** (with Rapid Fire, Aluminium, Oil)²²⁹, Modern Armor (with **Laser, Ballistics**, Oil)²³⁰
- Superconductors (12000): **SS Thrusters**, Particle Accelerator (with Computers, Fission and power)²³¹
- Genetics (12000):²³² **SS Stasis Chamber** (with Refrigeration)²³³, +2 health, +1 **food** in Grassland tiles with at least 5 food²³⁴
- Robotics** (10000): **SS Docking Bay**, +1 free Engineer from Industrial Park²³⁵
- Stealth (12000):²³⁶ Stealth Bomber (with Advanced Flight, Aluminium, Oil), Stealth Destroyer (with Oil or Uranium), Air Recon can **reveal stealthy ships**²³⁷
- Fiber Optics (12000):²³⁸ **SS Cockpit, Internet**²³⁹
- Future Tech (10000):²⁴⁰ + 1 health, +1 happiness
- Fusion (12000):²⁴¹ **SS Engine**, free Great Engineer²⁴² if first to discover

