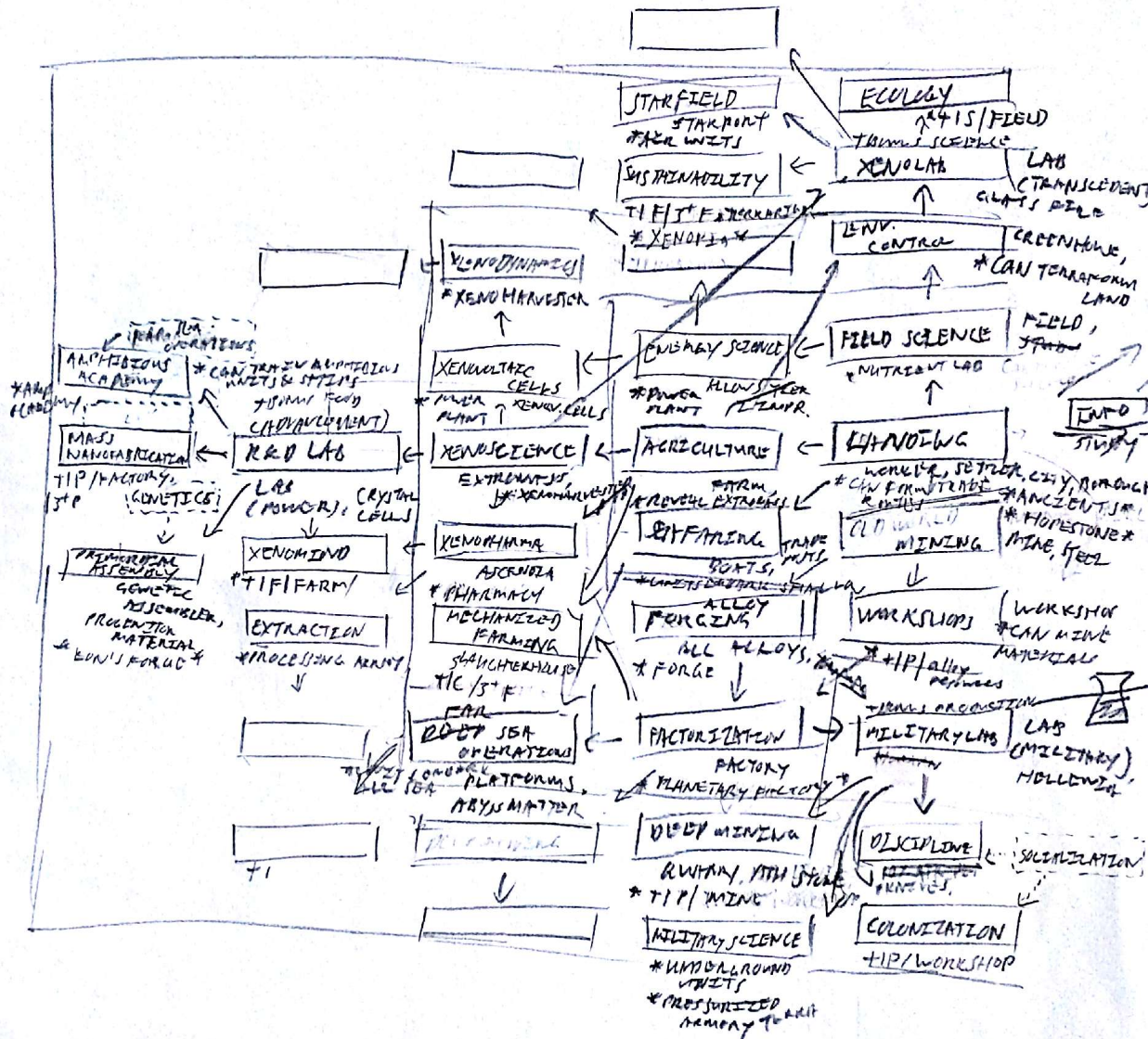


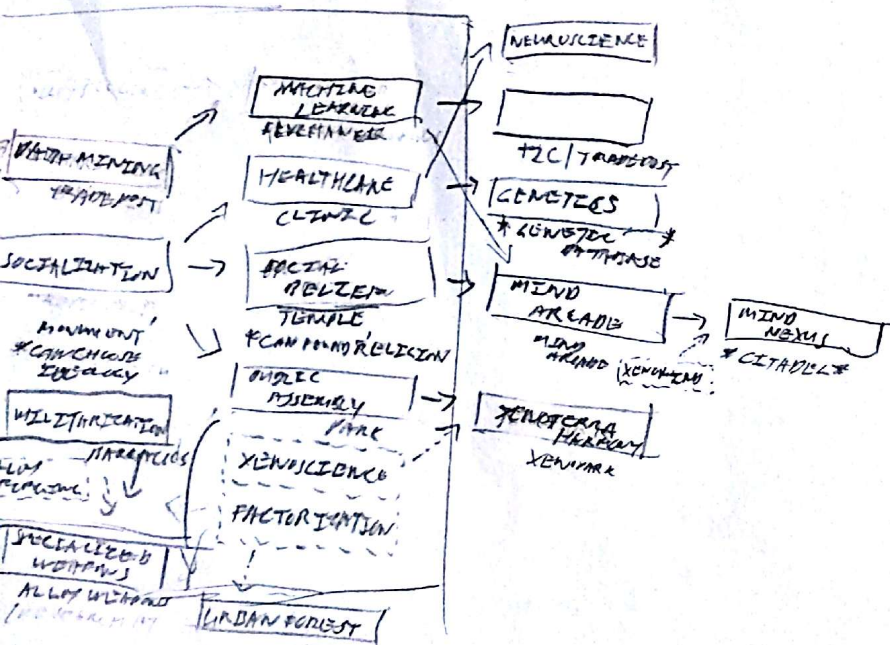
TRANSCENDENT VICTORY
(SCIENCE)

POWER
VICTORY
(Economy)






ASSIMILATION
VICTORY (MILITARY)

TECHNOLOGY (TIME VICTORY)



HARMONY
VELOCITY
(STATUS)
QUC,
TIME

<p>PLATFORM</p>  <p>TERRACOTTED ROOF</p> 	<p>RIGHTS</p>  <p>HARVESTING MACHINES</p> 	<p>FC TAXID MFT</p>  <p>TRADE CREDIT EXCHANGE</p> 	<p>FS FIELD</p>  <p>RESEARCH LAB</p> 	<p>TP MINE</p>  <p>HARVEST NON-ORGANIC GROWING</p> 	<p>TK FARM</p>  <p>HARVEST ORGANIC GREENHOUSE</p> 	<p>TF/PP/EC WORKSHOP</p>  <p>PRODUCE MANUFACTURE FACTORY</p> 
--	---	---	--	--	---	--

DISTRICTS (ZZTY)

Donough O'Rourke Study

 Huber people.

 House, Ken, and a group.

 Produce science.

Get through benefits
+ tile fields.

IRON → STEEL → 10# → M10 → GLOBE → AUTOMATN

Handwritten notes and sketches for a design project, organized into two columns:

- Left Column:**
 - CRYSTAL CELLS** (+2S): Sketch of a cube-like structure. Notes: "Share energy."
 - ABYSS** (+2P): Sketch of a jagged, lightning-like shape. Notes: "Ruins of MATTER in civilization."
- Right Column:**
 - GLASS FIRE** (+2P): Sketch of a flame-like shape. Notes: "Explosive, volatile."
 - ASIX STONE** (+2P): Sketch of a rectangular block. Notes: "Strong, bonded, network."

Central and Right-side Notes:

- EXTRAMASS** (+2F): Sketch of a cloud-like shape. Notes: "All purpose, biomass."
- HOLLOWEN** (+2P): Sketch of a jagged, mountain-like shape. Notes: "Shops and dangerous."
- MONUMENT** (+1S, +1I): Sketch of a tall, rectangular structure. Notes: "↓", "More religious."
- TEMPLE** (+1S, +1I): Sketch of a stepped pyramid structure. Notes: "↓", "More religious."
- PLANTING SOFT** (+2P, +2M): Sketch of a plant-like shape. Notes: "↓", "SLAUGHTERHOUSE"

OUTPOST

Can expand
in one side
radius; built
ind adj. to
territory

CELL
CULTURE

STEEL + UNIQUE = ALLOY


XENONVTAIC
 COLLS +2S
 ||||| +2P

FRAGMENT
MATERIAL + 2nd
+ 2nd

+ MEAD

+ 'none

1. ARCADE

 +2 ✓
-1 P
((01)) +1 #

INDEX
+7
+1
+2

CLINTC

GENETEC







PAK


NO/ARK +2
+2

3. FOREST + 29

ASCENDANT

 +4 C
+2 C

MEADOW

 +1 C
+2 C

GRAIN + 2F

RUNS

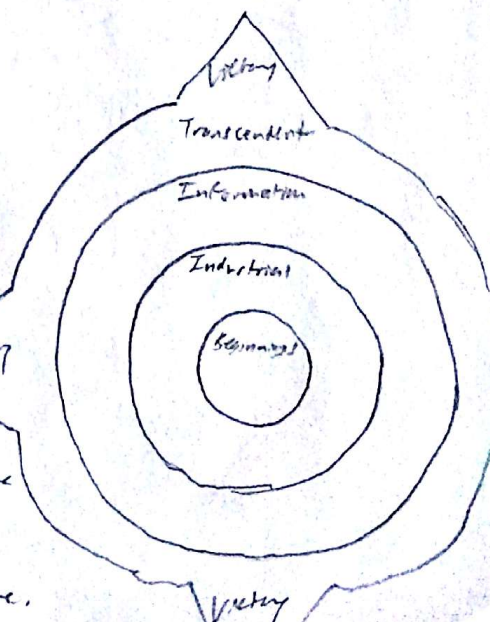


71P
+25

A new resource: wonder?

Design notes:
 Trees need Don't make player expect
 to be technical! only building
 first give out (only different colors)
 Less trees than that buildings work
 that only need more. mostly else.
 no more in repeat building here
 City states can
 be bought over.

Assimilate: Destroy the
tribe, & absorb its culture
Power: Educate to settle
be self-sufficient
Transcendence: Educate in culture,
science




	Transfused	Expression	var	Raid	
Pirate	--	+	++	++	Becomes city
Tribes	-	+	+	+	
City-State	+++	+	-	--	Becomes puppet
Xenophobia	--	++	+++	+	
Xenophobia	++	++	-	--	Remains independent

WONDERS


Bonuses are additive and subtractive!

ANCIENTS




+2C +1P
+2P
(LANDING)

CON'S MARGE




+2H +2C
+15% P/city

PLANETARY PACEMAN




+15% P/city

CITIZEN-L




+3H
+16% S/city

HOPETOWNE



+2C
+4P
(LANDING)


RENOVITA



+15% F/city


GRAND(VICTORY)WONDERS

STAR KING




(TRANSCENDENT)
REQUIRES
SILENCE

IMMORTALITY NEXUS



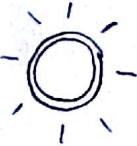
(POWER)
REQUIRES
KILLS

MATTER CONDENSER



(MILITARY)
REQUIRES
ARMY/NAVY

HARMONY



(FEAR)

VICTORIES

RAZE ALL CAPITALS

HOLD ALL CAPITALS 60TURNS

HOLD CAPITALS FOR 10 TURNS + CAPITULATE CIVS


BUILD STAR KING

BUILD IMMORTALITY NEXUS

BUILD MATTER CONDENSER


NATIONAL WONDERS

PLANETARY NEXUS



+10% F/city
+15% under-lying
CAPITAL NEXUS

PRELIMINARY LAB




+15% F/city

CULTURAL IDENTITY


OMNIVENT (CONT)

NUTRIENT LAB




+2F
+2S

POWER PLANT




+10% P/city
+2V/city
+10% P/city

FORCE




Can create dings
+1P/ally
+1P/shield

PROCESSING ARRAY




+50% buy
yield for
all in city

REINVENTION




+10% F/city
+2P/city

BARRICADES




+1 level for
troops
+10% P/ally
+1P

STARPORT




+20% P/ally
units

IMP. ACADEMY



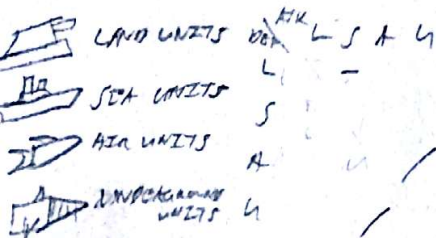
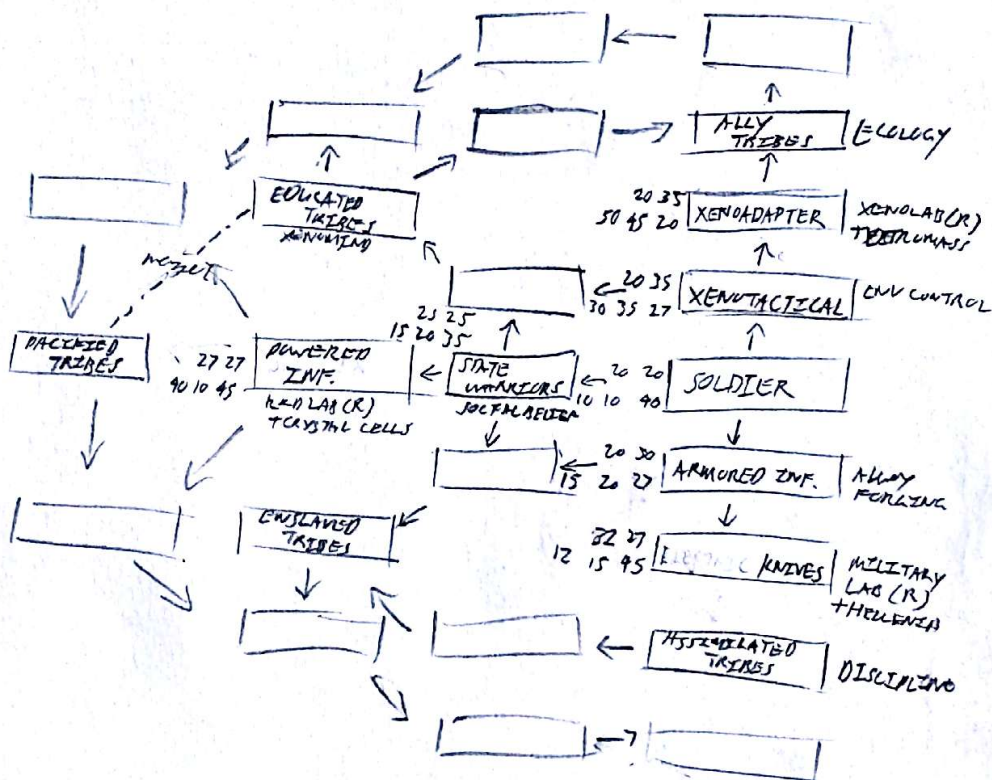
+20% P/ally
units

TERRA TOWER



+20% P/ally
units

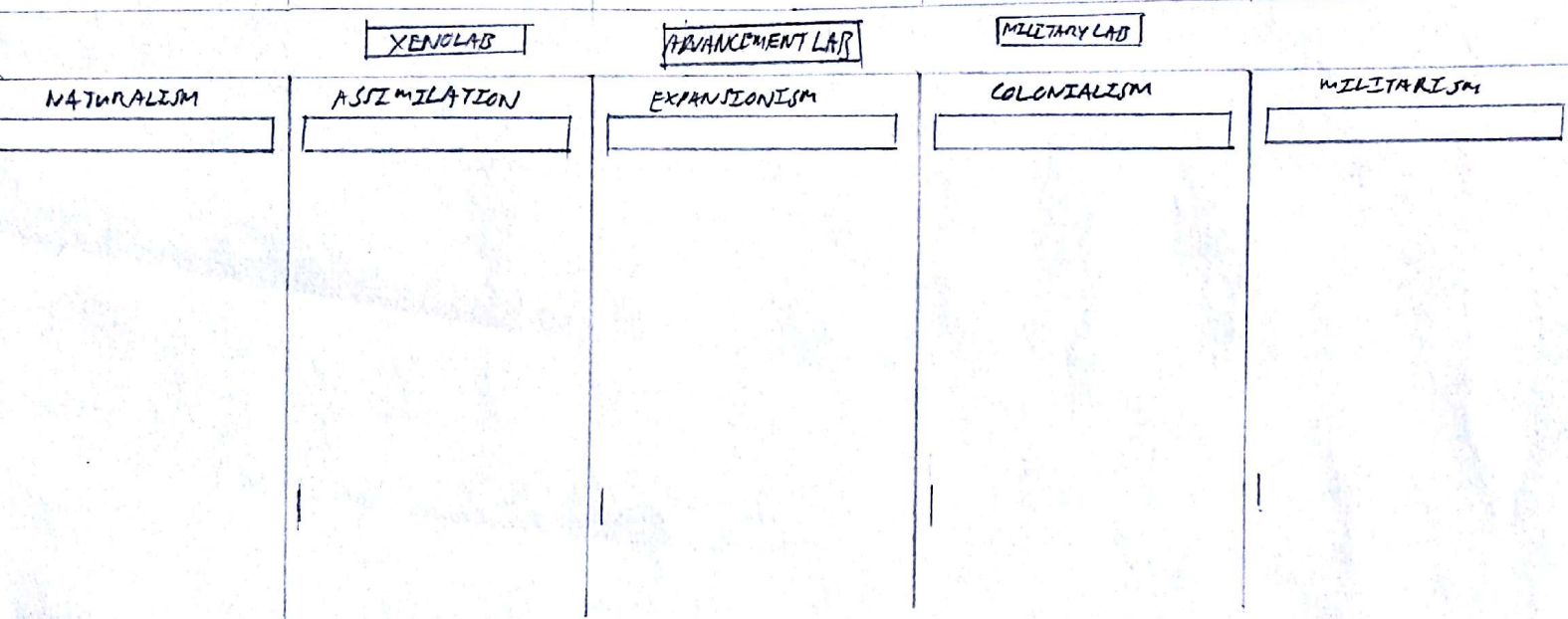
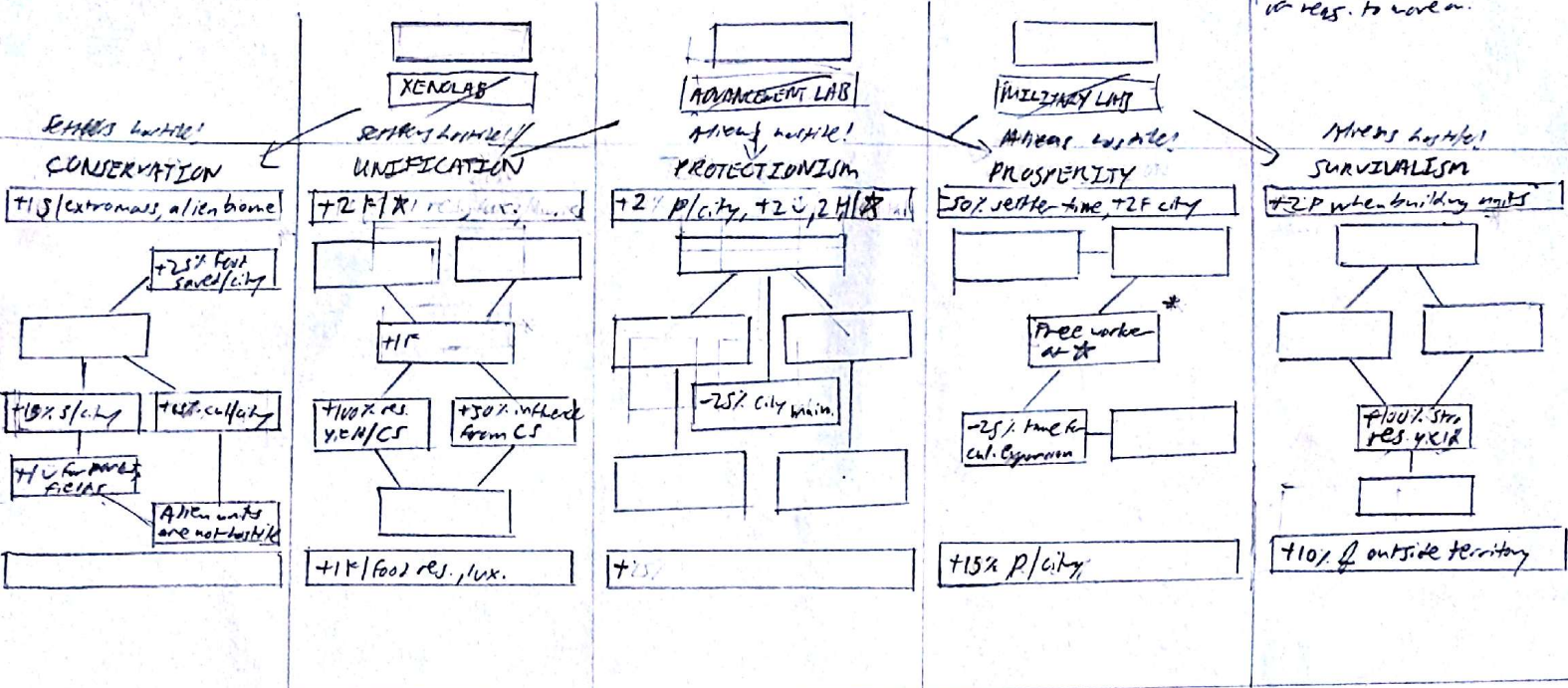
POWER
(G/energy)



ASSIMILATION (MILITARY)

BASE (H/M/V/L/P) COMBAT (A/D/M/V/F/S)
 H/M/H (health) ATK DEF
 P/M/V (power) MANEUVER FIRE SHOCK

Root may be marked with *
Must complete at least one
or reg. to move on.



PAGE
CELESTIAL
REPUBLIC

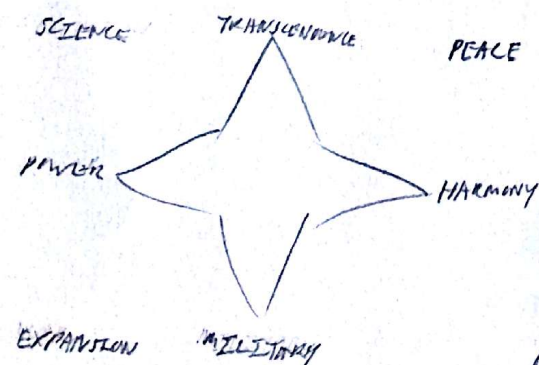
TRANSFORMABLE
Economy
MILITARY
HARMONY

Continued benefits
for all civs?

FOLLOWERS
OF THE
STARS

WANDERER.

NEW
ANALYSTS



Ability to work: Improvements, cities, units become troops
may have no cities. Still acts as a C.V.



A four-pointed star diagram with the following labels:

- Top: T
- Left: E
- Right: M
- Bottom: M

AFFINITY/ATTITUDE

Remove
oil from
pan

Educator

ALCY

A

五

20

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N (neutral, no interaction)

BONNIES / ABILITIES

Scanned by CamScanner