



ARCHAEOLOGICAL SUCCESSION TABLE

B.C. 8000 5000 3000 2000 1200 800 500 350 250															
START															
STONE AGE															
EARLY BRONZE AGE															
LATE BRONZE AGE															
EARLY IRON AGE															
LATE IRON AGE															
VICTORY POINTS: 100 200 300 400 500 600 700 800 900 1000 1100 1200 1300 1400 1500 1600															
AFRICA															
ITALY															
ILLYRIA															
THRACE															
CRETE															
ASIA															
ASSYRIA															
BABYLON															
EGYPT															
PHOENECIA															

CENSUS

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50
51	52	53	54	55

CIVILIZATION-CARD CREDITS

Card	Cost	Category	Prerequisites
Pottery	45	Craft	
Cloth Making	45	Craft	
Metalworking	80	Craft	
Agriculture	110	Craft	
Roadbuilding	140	Craft	
Mining	180	Craft	
Engineering	140	Craft/Science	
Astronomy	80	Science	
Coinage	110	Science	
Medicine	140	Science	
Mathematics	230	Science/Art	
Drama & Poetry	60	Art	
Music	60	Art	
Architecture	120	Art	
Literacy	110	Art/Civic	
Law	170	Civic	
Democracy	200	Civic	
Military	180	Civic	
Philosophy	240	Civic	
Mysticism	50	Art/Religion	
Deism	80	Religion	
Enlightenment	150	Religion	
Monotheism	220	Religion	
Theology	250	Religion	

Crafts	Sciences	Arts	Civics	Religions	Credit/cost ratio	Main Affect
Cloth Making					1.78	Reduces FAMINE (coupled with GRAIN)
Metalworking					1.78	Ships allowed to move 1 extra area
Agriculture					1.25	In battle, player removes tokens last
Roadbuilding					0.73	Increase population limit of areas by 1
Mining					0.50	Pieces can move 2 areas
Engineering					0.39	Increase value of sets of bronze, iron, silver, gems and gold
Astronomy					1.43	Increase attack against, and defence of cities by one token
Coinage					1.50	Allow movement over open sea
Medicine					1.09	Tax rate of 1-3 tokens per city
Mathematics					0.86	Reduce the effect of EPIDEMIC
Drama & Poetry					0.74	None
Music					1.08	Reduce the effect of CIVIL WAR and CIVIL DISORDER
Architecture					1.42	Reduce the effect of CIVIL WAR and CIVIL DISORDER
Literacy					0.50	Treasury can pay up to half cost of cities
Law					0.95	None
Democracy					0.00	Reduce the effect of CIVIL DISORDER and ICONOCLASM & HERESY
Military					0.00	Prevents tax revolts, and reduces CIVIL WAR and CIVIL DISORDER
Philosophy					0.00	Player moves after non-military players
Mysticism					0.00	Reduces the effect of ICONOCLASM & HERESY, and alters CIVIL WAR
Deism					1.70	Reduces the effect of SUPERSTITION
Enlightenment					0.56	Reduces the effect of SUPERSTITION
Monotheism					0.20	Reduces SLAVE REVOLT, nullifies SUPERSTITION
Theology					0.00	Allows conversion of 1 adjacent adjacent

TRADE CARD STACKS

1 HIDES & OCHRE	2 IRON & PAPYRUS	3 SALT & TIMBER
4 GRAIN & OIL	5 CLOTH & IRON	6 BRONZE & SILVER
7 SPICES & RESIN	8 GEMS & DYE	9 GOLD & IVORY