# TRIBE LEVEL

The village has 5 (or 6) levels

The Tribe can reach a level collecting TRIBE GLORY (RENOW?)

There are various actions that increase Tribe Glory:

* Exploring new tiles
* Certain buildings
* Worshipping spirits, ancestors or gods
* The death of a hero (in battle or consumed by craft)

CHECK THE EXCEL RATHER THAN BELOW

## Paleolithic – The Old Stone Age

Plant: most gather unlocked, harvest locked, few items to work

Earth: All gather stones unlocked (or irons just useless), harvest locked, work stone tools

Spirit:

Animal: all gather available

Base: temporary wood huts, tents, shelters in caves

Special: able to control fire.

## Mesolithic – The Middle Stone Age

Plant: new wild grains to gather. New tools for “work” such as adzes, bows, canoes (can travel on water?)

Earth: work – new items (view above for instance)

Spirit

Animal

Base: better fortifications

## Neolithic – The New Stone Age

Plant: harvest now unlocked, work beer, gruel soup etc, plow as tool

Earth:

Spirit

Animal

Base– timber longhouses

## Copper Age

Plant:

Earth: gather/harvest/work copper now available

Spirit

Animal

Base

## Bronze Age

Plant:

Earth: gather/harvest/work bronze now available

Spirit

Animal

Base

## Iron Age?

Do we want the iron age?

Each new level unlocks new Age (or should first stone ages be longer than metal ones?).