

Stone Age

Classical Age

Modern Age

Farming 10g +1 Resource per turn	5 X ≥ 22
The Wheel 10g +3 Gold per turn	
Language 10g +1 to Prod/Econ Rolls	
Stone Weapons 10g +1 to Military Rolls	
Mysticism 10g No frustrated penalty	
Settlement 10g +1 City	X X X Y Y

Irrigation 20g +1 Resource per turn	5 X ≥ 25
Roads 20g +3 Gold per turn	
Writing 20g +2 to Prod/Econ Rolls	
Iron Weapons 20g +2 to Military Rolls	
Polytheism 20g +1 Research Roll if content	
Town 20g +1 City	

Agriculture 30g +1 Resource per turn	5 X ≥ 28
Vehicles 30g +3 Gold per turn	
Education 30g +3 to Prod/Econ Rolls	
Ballistics 30g +3 Military Rolls	
Monotheism 30g No revolting penalty	
Nation 30g +1 City	

*Must acquire 3 Stone Age technologies

*Must acquire 3 Classical Age technologies.

Production/Economy- Roll more than 20 for 1 Resource or 3G

Cities	<input type="text"/>	<input type="text"/>	<input type="text"/>	Empire 	Currency	0 1 2 3 4 5 6 7 8 9	
Resources	0	1	2	3	4	5	+1 City
Military	0	1	2	3	4	5	Happiness
							Satisfied Content Frustrated Revolting
							+1 Research Roll --- -1 Research Roll -1 City

1 Resource = 3G, 1 Military = 10G

B.C. 2000 1800 1600 1400 1200 1000 800 600 400 200 0 200 400 600 800 1000 1200 1400 1600 1800 2000 A.D.

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Modern Age

Farming 10g
+1 Resource per turn

5 **X** ≥ 22

The Wheel 10g
+3 Gold per turn

1 2 3 **X** **Y**

Language 10g
+1 to Prod/Econ Rolls

1 2 3 **X** **Y**

Stone Weapons 10g
+1 to Military Rolls

1 2 3 **X** **Y**

Mysticism 10g
No frustrated penalty

1 2 3 **X** **Y**

Settlement 10g
+1 City

X **X** **X** **Y** **Y**

Irrigation 20g
+1 Resource per turn

5 **X** ≥ 25

Roads 20g
+3 Gold per turn

1 2 3 4 **X**

Writing 20g
+2 to Prod/Econ Rolls

1 2 3 4 **X**

Iron Weapons 20g
+2 to Military Rolls

1 2 3 4 **X**

Polytheism 20g
+1 Research Roll when content

1 2 3 4 **X**

Town 20g
+1 City

1 2 3 4

*Must acquire 3 Stone Age technologies

Agriculture 30g
+1 Resource per turn

5 **X** ≥ 28

Vehicles 30g
+3 Gold per turn

1 2 3 4 5

Education 30g
+3 to Prod/Econ Rolls

1 2 3 4 5

Ballistics 30g
+3 Military Rolls

1 2 3 4 5

Monotheism 30g
No revolting penalty

1 2 3 4 5

Nation 30g
+1 City

1 2 3 4 5

*Must acquire 3 Classical Age technologies.

Production/Economy- Roll more than 20 for 1 Resource or 3G

Cities

1 2 3

Empire

1 2 3
4 5 6
7

Currency

0 1 2 3 4 5 6 7 8 9

0 10 20 30 40 50 60 70 80 90

1 Resource = 3G, 1 Military = 10G

Resources

0 1 2 3 4 5 +1 City

Military

0 1 2 3 4 5

Happiness

Satisfied Content Frustrated Revolting

+1 Research Roll

-1 Research Roll

-1 City

B.C. 1800 1600 1400 1200 1000 800 600 400 200 0 200 400 600 800 1000 1200 1400 1600 1800 2000 A.D.