

Cost	Civilization Advance	Type	Credits	Attributes	Calamity Effects
120	Agriculture	Craft	10 Craft, 5 Science and 20 to Democracy.	Increases Population limits of areas containing only friendly tokens by one.	Indirectly lessens the effects of city reduction. Does not work during FAMINE.
50	Cloth making	Craft	10 Craft, 5 Art and 10 to Naval Warfare.	Increases ship movement by one area.	None.
60	Masonry	Craft	10 Craft, 5 Science and 10 to Engineering.	None.	Decreases by one the number of cities reduced by CYCLONE.
90	Metalworking	Craft	10 Craft, 5 Science and 10 to Military.	Removes tokens in combat only after opponent without Metalworking removes his.	None.
230	Mining	Craft	10 Craft and 5 Science.	Allows the purchase of cards from the 6 th Trade Card stack for 13 treasury tokens. Treasury tokens may be redeemed for two points when buying civilization cards.	During a SLAVE REVOLT an additional five tokens can not be used to support cities.
60	Pottery	Craft	10 Craft, 5 Art and 10 to Agriculture.	None.	Reduces losses to FAMINE by five unit points.
220	Roadbuilding	Craft	10 Craft and 5 Science.	Allows token movement through one land area into a second provided the first land area contains no opposing units.	Loss of five extra tokens to EPIDEMIC. One additional city is reduced due to CIVIL DISORDER.
270	Trade Empire	Craft	10 Craft and 5 Civic.	Allows a player to ask up to three different players for a single commodity card.	Loss of five extra tokens to EPIDEMIC and one extra city must be reduced with CYCLONE.
180	Trade Routes	Craft	10 Craft, 5 Religion and 20 to Trade Empire.	Holder's hand limit of trade cards is increased by one. Permits holder to exchange commodity cards for treasury tokens at face value.	None.
160	Engineering	Craft & Science	5 Crafts, 5 Science and 20 to Roadbuilding.	Increases the effectiveness of attack and defense of cities by one token.	FLOOD loss maximum is seven unit points; coastal city is reduced. EARTHQUAKE reduces city. Voids the effects of Urbanism on EARTHQUAKE.
280	Wonder of the World	Craft & Art	5 Craft and 5 Art.	Upon purchase the player may immediately select 20 points worth of credit tokens in any combination of colors. Nullifies the effect of Trade Empire.	None.
180	Monument	Craft & Religion	5 Craft, 5 Religion and 20 to Wonder of the World.	Upon purchase the player may immediately select 10 points worth of credit tokens in any combination of colors.	None.
270	Anatomy	Science	10 Science and 5 Craft.	Upon purchase the holder immediately gains all Science (and dual-Science) advances that cost less than 100 points.	Reduces unit point losses to EPIDEMIC by eight for primary victim, and five for secondary victim.
80	Astronomy	Science	10 Science, 5 Religion and 10 to Calendar.	Allows movement across open sea areas.	None.
180	Calendar	Science	10 Science, 5 Civic and 20 to Public Works.	None.	Lessens by two the amount of ships and cities (each) reduced by CYCLONE. Lessens by five the amount of unit points lost by a secondary victim of FAMINE.

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160	Cartography	Science	10 Science, 5 Art and 20 to Library.	Allows the purchase of cards from the 7 th trade card stack for 15 treasury tokens and the 2nd trade card stack for 7 treasury tokens.	Increases by one the number of cities lost if holder is the primary victim of PIRACY.
90	Coinage	Science	10 Science, 5 Civic and 10 to Trade Routes.	Holder may vary his total tax rate up or down by one. This is cumulative with Monarchy.	Increases by five the number of commodity card points which must be discarded for CORRUPTION.
60	Empiricism	Science	5 Craft, 10 Science, 5 Art, 5 Civic, 5 Religion and 10 to Medicine.	None.	None.
220	Library	Science	10 Science and 5 Art.	Discounts the cost of one other civilization card by 50, provided that the card is purchased simultaneously with Library.	Reduces by one the A.S.T. spaces moved backwards due to REGRESSION.
140	Medicine	Science	10 Science, 5 Craft and 20 to Anatomy.	None.	Reduces unit point losses to EPIDEMIC by eight for primary victim, and by five for secondary victim.
240	Mathematics	Science & Art	10 Craft, 10 Science, 10 Civic, 10 Art and 10 Religion.	None.	None.
60	Written Record	Science & Civic	5 Science, 5 Civic and 10 to Cartography.	Upon purchase the player may immediately select 5 credit points of any color.	None.
240	Philosophy	Science & Religion	5 Science and 5 Religion.	Nullifies Fundamentalism.	The first faction in CIVIL WAR always consists of 15 unit points. One less city is reduced due to ICONOCLASM & HERESY.
140	Architecture	Art	10 Art, 5 Science and 20 to Mining.	Up to half of the cost of building one city per turn in an unopposed area may be paid by tokens from the treasury.	None.
280	Cultural Ascendancy	Art	10 Art and 5 Religion.	Nullifies Politics. Players may not attack the holder's cities unless they hold Advanced Military or Cultural Ascendancy. Cities now require one more token for support.	None.
180	Diplomacy	Art	10 Art, 5 Civic and 20 to Provincial Empire	Opponent must have Military or Diplomacy to steal a commodity card when attacking your cities.	Increases by one the number of cities captured when holder falls victim to TREACHERY.
80	Drama & Poetry	Art	10 Art, 5 Religion and 10 to Rhetoric.	None.	Increases the friendly faction in a CIVIL WAR by five unit points. One less city is reduced by CIVIL DISORDER.
80	Music	Art	10 Art, 5 Religion and 10 to Enlightenment.	None.	Increases the friendly faction in a CIVIL WAR by five unit points. One less city is reduced by CIVIL DISORDER.

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220	Politics	Art	10 Art and 5 Religion.	Holder may replace victim's unit points in an adjacent area by paying from treasury once per turn if victim does not hold Politics or Cultural Ascendancy; or holder may gain 5 treasury tokens.	Increases the number of barbarian tokens by five when holder is the victim of BARBARIAN HORDES.
130	Rhetoric	Art	10 Art, 5 Civic and 20 to Politics.	Allows the purchase of cards from the 3 rd trade card stack for 9 treasury tokens.	None.
50	Sculpture	Art	10 Art, 5 Civic and 10 to Architecture.	None.	Lessens the number of unit points removed by the primary victim due to TYRANNY by five.
110	Literacy	Art & Civic	5 Craft, 5 Science, 10 Art, 10 Civic, 5 Religion and 20 to Mathematics.	None.	None.
50	Mysticism	Art & Religion	5 Art, 5 Religion and 10 to Monument.	None.	Holder reduces one less city due to SUPERSTITION.
260	Advanced Military	Civic	10 Civic and 5 Science.	Holder move and build ship after players that do not have Advance Military. Holder may remove tokens from adjacent areas during combat.	Both factions lose five additional unit points after CIVIL WAR resolution. One additional city is reduced due to CIVIL DISORDER.
220	Democracy	Civic	10 Civic and 5 Art.	Prevents Tax Revolts.	Increases the friendly faction in CIVIL WAR by ten units. One less cities is reduced by CIVIL DISORDER.
170	Law	Civic	10 Civic, 5 Religion and 20 to Cultural Ascendancy.	None.	One less city is reduced in CIVIL DISORDER. Decreases by five the number of face value commodity card points which must be discarded for CORRUPTION.
150	Military	Civic	10 Civic, 5 Craft and 20 to Advanced Military.	Nullifies Diplomacy. Holder move and build ships after players that does not hold Military or Advanced Military.	Both factions lose five additional unit points after CIVIL WAR resolution. One additional city is reduced by CIVIL DISORDER.
60	Monarchy	Civic	10 Civic, 5 Religion and 10 to Law.	Allows holder to increase his rate of taxation by one (cumulative to coinage).	Increases the number of unit points annexed due to TYRANNY by five. Lessens the number of barbarian tokens used in BARBARIAN HORDES by five.
180	Naval Warfare	Civic	10 Civic, 5 Craft and 20 to Diaspora.	Half of enemy tokens disembarking from ships to attack a city are returned to stock provided the aggressor does not also hold Naval Warfare and holder has a ship in the same coastal area.	Both factions lose five additional unit points after CIVIL WAR resolution. One additional city is reduced by CIVIL DISORDER.
270	Provincial Empire	Civic	10 Civic and 5 Religion.	Allows holder to collect one commodity card each from 5 different empires with which he shares a border. The donating empires may choose which cards to give.	Increases the number of barbarian tokens by 5 when holder is the victim of BARBARIAN HORDES. Increases the number of unit points annexed due to TYRANNY by five.

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230	Public Works	Civic	10 Civic and 5 Craft.	Areas with cities may now support one extra token. This token does not grow during population expansion. All cities now cost one extra token to construct. Nullifies Provincial Empire.	None.
50	Urbanism	Civic	10 Civic, 5 Science and 10 to Diplomacy.	Allows holder to use up to 4 tokens from neighboring areas to build a wilderness city.	Four unit points must now be removed from adjacent areas during an EARTHQUAKE.
80	Theocracy	Civic & Religion	5 Civic, 5 Religion and 10 to Universal Doctrine.	None.	Holder may sacrifice two trade cards of his choice to completely nullify an ICONOCLASM & HERESY. During a SLAVE REVOLT an additional five tokens can not be used to support cities.
80	Deism	Religion	10 Religion, 5 Craft and 10 to Fundamentalism.	None.	Holder reduces one less city due to SUPERSTITION.
270	Diaspora	Religion	10 Religion and 5 Art.	Holder may place 5 unit points from stock once per turn in an empty area provided a path over sea can be traced to target area. Holder's hand limit of trade is reduced by one.	None.
160	Enlightenment	Religion	10 Religion, 5 Craft and 20 to Theology	None.	Holder reduces one less city due to SUPERSTITION. During a SLAVE REVOLT the number of tokens which may be used for city support is increased by five.
150	Fundamentalism	Religion	10 Religion, 5 Art and 20 to Monotheism.	Permits holder to destroy (remove) all units in an adjacent area once per turn if victim does not hold Fundamentalism or Philosophy.	Increases by one the A.S.T. spaces moved backwards due to REGRESSION.
230	Monotheism	Religion	10 Religion and 5 Civic.	Holder may convert (replace) ALL of the victim's tokens in an adjacent area with tokens from stock once per turn if victim does not hold Monotheism or Theology.	Increases the number of cities reduced by ICONOCLASM & HERESY by one.
60	Mythology	Religion	10 Religion, 5 Art and 10 to Literacy	None.	During a SLAVE REVOLT the number of tokens which may be used for city support is increased by five.
250	Theology	Religion	10 Religion and 5 Science.	Nullifies Monotheism.	Three less cities is reduced due to ICONOCLASM & HERESY.
160	Universal Doctrine	Religion	10 Religion, 5 Civic and 20 to Theology.	Holder may convert (replace) up to 5 barbarian or pirate unit points in an area with unit points from stock once per turn. Holder must be able to trace a path over sea or land to target area.	Holder reduces one more city due to SUPERSTITION.