

Civilization: The Expansion Project Advances Quick Chart

Cost	Civilization Advancement	Type	Credits	Attributes
260	Advanced Military	Civic	10 Civic and 5 Science.	A holder may use tokens from areas adjacent by land as casualties in battle, but must leave at least one token in each area used this way. CIVIL WAR: Five unit points from both factions are destroyed. CIVIL DISORDER: One additional city is reduced. Nullifies <i>Cultural Ascendancy</i> .
120	Agriculture	Craft	10 Craft, 5 Science and 20 to Democracy.	Increases by one the population limit in areas containing tokens belonging to a single holder only. Indirectly lessens the effects of city reduction. Does not work for the primary victim during the resolution of FAMINE.
270	Anatomy	Science	10 Science and 5 Craft.	Upon purchase, a holder may immediately acquire up to two (dual-)science cards with a face value of less than 100 points each. EPIDEMIC: Eight less unit points are lost by a primary victim and five less unit points are lost by a secondary victim.
140	Architecture	Art	10 Art, 5 Science and 20 to Mining.	Once per turn, up to half of the cost of constructing a city may be paid by treasury tokens.
80	Astronavigation	Science	10 Science, 5 Religion and 10 to Calendar.	Allows a holder's ships to move through open sea areas.
180	Calendar	Science	10 Science, 5 Civic and 20 to Public Works.	FAMINE: Five less unit points are lost by a secondary victim. CYCLONE: Two less cities are reduced, and two less ships are destroyed.
160	Cartography	Science	10 Science, 5 Art and 20 to Library.	A holder may buy cards from the second trade card stack for seven treasury tokens per card. A holder may buy cards from the seventh trade card stack for fifteen treasury tokens per card. PIRACY: One additional city is replaced.
50	Cloth Making	Craft	10 Craft, 5 Art and 10 to Naval Warfare.	Increases a holder's ship movement by one area per ship per turn.
90	Coinage	Science	10 Science, 5 Civic and 10 to Trade Routes.	A holder may increase or decrease his tax rate by one. CORRUPTION: Five additional commodity card points must be discarded.
280	Cultural Ascendancy	Art	10 Art and 5 Religion.	Players may not attack a holder's units without holding either <i>Cultural Ascendancy</i> or <i>Advanced Military</i> . Nullifies <i>Politics</i> . A holder's cities require one additional token to support.
80	Deism	Religion	10 Religion, 5 Craft and 10 to Fundamentalism.	SUPERSTITION: One less city is reduced.
220	Democracy	Civic	10 Civic and 5 Art.	Prevents tax revolts. CIVIL WAR: The first faction is increased by ten unit points. CIVIL DISORDER: One less city is reduced.
270	Diaspora	Religion	10 Religion and 5 Art.	During the Special Abilities Phase, a holder may place a city or tokens up to the population limit from stock in an empty area, provided that an unblocked path can be traced to target area. A holder's hand limit of trade cards is reduced by one.
180	Diplomacy	Art	10 Art, 5 Civic and 20 to Provincial Empire.	Players may not attack a holder's cities without holding either <i>Diplomacy</i> or <i>Military</i> . TREACHERY: One additional city is captured or destroyed.

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80	Drama and Poetry	Art	10 Art, 5 Religion and 10 to Rhetoric.	CIVIL WAR: The first faction is increased by five unit points. CIVIL DISORDER: One less city is reduced.
60	Empiricism	Science	5 Craft, 10 Science, 5 Art, 5 Civic, 5 Religion and 10 to Medicine.	None.
160	Engineering	Craft & Science	5 Crafts, 5 Science and 20 to Roadbuilding.	Players require one additional token when attacking a holder's cities, and the defending cities are replaced by one additional token. A holder requires one less token when attacking cities, and the defending cities are replaced by one less token. EARTHQUAKE: The city is reduced rather than destroyed. VOLCANIC ERUPTION OR EARTHQUAKE: Voids the effects of <i>Urbanism</i> . FLOOD: A maximum of seven unit points from a flood plain are destroyed, or a coastal city is reduced rather than destroyed
160	Enlightenment	Religion	10 Religion, 5 Craft and 20 to Philosophy.	SUPERSTITION: One less city is reduced. SLAVE REVOLT: Five less tokens can not be used for city support.
150	Fundamentalism	Religion	10 Religion, 5 Art and 20 to Monotheism.	REGRESSION: A holder's A.S.T. marker is moved back one additional space. During the Special Abilities Phase, a holder may destroy all units in one area adjacent by land not containing units belonging to a player holding <i>Fundamentalism</i> or <i>Philosophy</i> . Pirate cities and barbarian tokens may not be destroyed.
170	Law	Civic	10 Civic, 5 Religion and 20 to Cultural Ascendancy.	CORRUPTION: Five less commodity card points must be discarded. CIVIL DISORDER: One less city is reduced.
220	Library	Science	10 Science and 5 Art.	Discounts the cost of any one Civilization Advance by forty points, provided that this card is purchased simultaneously with <i>Library</i> . REGRESSION: A holder's A.S.T. marker is moved back one less space.
110	Literacy	Art & Civic	5 Craft, 5 Science, 10 Art, 10 Civic, 5 Religion and 20 to Mathematics.	None.
60	Masonry	Craft	10 Craft, 5 Science and 10 to Engineering.	CYCLONE: One less city is reduced.
240	Mathematics	Science & Art	10 Craft, 10 Science, 10 Civic, 10 Art and 10 Religion.	None.
140	Medicine	Science	10 Science, 5 Craft and 20 to Anatomy.	EPIDEMIC: Eight less unit points are lost by a primary victim and five less unit points are lost by a secondary victim.
90	Metalworking	Craft	10 Craft, 5 Science and 10 to Military.	In a conflict, a holder removes his first token from the area after all players not holding <i>Metalworking</i> have removed their first token.

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170	Military	Civic	10 Civic, 5 Craft and 20 to Advanced Military.	A holder constructs and maintains ships, and moves, after all players not holding <i>Military</i> . CIVIL WAR: Five unit points from both factions are destroyed. CIVIL DISORDER: One additional city is reduced. Nullifies <i>Diplomacy</i> .
230	Mining	Craft	10 Craft and 5 Science.	A holder may buy cards from the sixth trade card stack for thirteen treasury tokens per card. A holder may buy cards from the eighth trade card stack for sixteen treasury tokens per card. SLAVE REVOLT: Five additional tokens can not be used for city support. Treasury tokens are worth two points when buying civilization advances.
60	Monarchy	Civic	10 Civic, 5 Religion and 10 to Law.	A holder may increase his tax rate by one. BARBARIAN HORDES: Five less barbarian tokens are used. TYRANNY: Five additional unit points are annexed.
240	Monotheism	Religion	10 Religion and 5 Civic.	ICONOCLASM AND HERESY: One additional city is reduced. During the Special Abilities Phase, a holder may replace from stock exactly all units in one area adjacent by land belonging to a player not holding <i>Monotheism</i> or <i>Theology</i> . Pirate cities and barbarian tokens may not be converted.
180	Monument	Craft & Religion	5 Craft, 5 Religion and 20 to Wonder of the World.	Upon purchase, a holder acquires ten points of credit tokens in any combination of colors. These credits can not be used during the same turn.
80	Music	Art	10 Art, 5 Religion and 10 to Enlightenment.	CIVIL WAR: The first faction is increased by five unit points. CIVIL DISORDER: One less city is reduced.
50	Mysticism	Art & Religion	5 Art, 5 Religion and 10 to Monument.	SUPERSTITION: One less city is reduced.
60	Mythology	Religion	10 Religion, 5 Art and 10 to Literacy.	SLAVE REVOLT: Five less tokens can not be used for city support.
160	Naval Warfare	Civic	10 Civic, 5 Craft and 20 to Diaspora.	A holder's ships may carry one additional token. A holder may use ships instead of tokens as casualties in conflict. CIVIL WAR: Five unit points from both factions are destroyed. CIVIL DISORDER: One additional city is reduced. PIRACY: One less city is replaced.
240	Philosophy	Science & Religion	5 Science and 5 Religion.	CIVIL WAR: The first faction always consists of fifteen unit points chosen by the beneficiary, regardless of any other civilization cards. ICONOCLASM AND HERESY: One less city is reduced. Nullifies <i>Fundamentalism</i> .
230	Politics	Art	10 Art and 5 Religion.	BARBARIAN HORDES: Five additional barbarian tokens are used. During the Special Abilities Phase, a holder may either replace from treasury exactly all units in one adjacent area belonging to a player not holding <i>Politics</i> or <i>Cultural Ascendancy</i> , or gain five treasury tokens from stock. Pirate cities and barbarian tokens may not be annexed.
60	Pottery	Craft	10 Craft, 5 Art and 10 to Agriculture.	FAMINE: Five less unit points are lost.

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260	Provincial Empire	Civic	10 Civic and 5 Religion.	<p>BARBARIAN HORDES: Five additional barbarian tokens are used.</p> <p>TYRANNY: Five additional unit points are annexed. During the Special Abilities Phase, a holder may collect one commodity card with a face value of at least two (opponent's choice) from five different adjacent players not holding <i>Provincial Empire</i> or <i>Public Works</i>.</p>
230	Public Works	Civic	10 Civic and 5 Craft.	<p>A holder's cities cost one additional token to construct. Each area containing a holder's city may also contain one token. Nullifies <i>Provincial Empire</i>.</p>
130	Rhetoric	Art	10 Art, 5 Civic and 20 to Politics.	<p>A holder may buy cards from the third trade card stack for nine treasury tokens per card.</p>
220	Roadbuilding	Craft	10 Craft and 5 Science.	<p>Allows token movement through one land area into a second, provided that the first area contains no enemy units.</p> <p>EPIDEMIC: Five additional unit points are destroyed.</p> <p>CIVIL DISORDER: One additional city is reduced.</p>
50	Sculpture	Art	10 Art, 5 Civic and 10 to Architecture.	<p>TYRANNY: Five less unit points are annexed.</p>
80	Theocracy	Civic & Religion	5 Civic, 5 Religion and 10 to Universal Doctrine.	<p>SLAVE REVOLT: Five additional tokens can not be used for city support.</p> <p>ICONOCLASM AND HERESY: A holder may discard two commodity cards instead of reducing any cities.</p>
250	Theology	Religion	10 Religion and 5 Science.	<p>ICONOCLASM AND HERESY: Three less cities are reduced. Nullifies <i>Monotheism</i>.</p>
260	Trade Empire	Craft	10 Craft and 5 Civic.	<p>CYCLONE: One additional city is reduced.</p> <p>EPIDEMIC: Five additional unit points are destroyed.</p> <p>During the Special Abilities Phase, a holder may ask, in turn, up to three players not holding <i>Trade Empire</i> or <i>Wonder of the World</i> for a single named commodity card. If the player asked holds that card, the holder collects it and may not ask anyone else for it this turn.</p>
180	Trade Routes	Craft	10 Craft, 5 Religion and 20 to Trade Empire.	<p>During the Return of Excess Commodity Cards phase, a holder may exchange commodity cards for treasury tokens at twice the face value.</p> <p>A holder's hand limit of trade cards is increased by one.</p>
160	Universal Doctrine	Religion	10 Religion, 5 Civic and 20 to Theology.	<p>SUPERSTITION: One additional city is reduced.</p> <p>During the Special Abilities Phase, a holder may replace from stock up to five pirate or barbarian units in one area, provided that an unblocked path can be traced to target area.</p>
50	Urbanism	Civic	10 Civic, 5 Science and 10 to Diplomacy.	<p>A holder may use up to four tokens from adjacent areas to build a city in an area without a city site.</p> <p>VOLCANIC ERUPTION OR EARTHQUAKE: Four unit points are destroyed from areas adjacent to the destroyed or reduced city.</p>
280	Wonder of the World	Craft & Art	5 Craft and 5 Art.	<p>Upon purchase, a holder acquires twenty points of credit tokens in any combination of colors. These credits can not be used during the same turn.</p> <p>Nullifies <i>Trade Empire</i>.</p>
60	Written Record	Science & Civic	5 Science, 5 Civic and 10 to Cartography.	<p>Upon purchase, a holder acquires five points of credit tokens of any one color. These credits can not be used during the same turn.</p>