

Civilization: The Expansion Project Advances Quick Chart

Cost	Civilization Advancement	Type	Credits	Attributes
260	Advanced Military	Civic	10 Civic and 5 Science.	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 only tokens belonging to a single holder. 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, holder may immediately acquire up to two (dual-)science cards with a face value of less than 100 points each. EPIDEMIC: A primary victim loses eight less unit points. A secondary victim loses five less unit points.
140	Architecture	Art	10 Art, 5 Science and 20 to Mining.	Once per turn, up to half of the costs of constructing a city may be paid by treasury tokens.
80	Astronavigation	Science	10 Science, 5 Religion and 10 to Calendar.	Allows ships to move through open sea areas.
180	Calendar	Science	10 Science, 5 Civic and 20 to Public Works.	FAMINE: A secondary victim loses five less unit points. CYCLONE: Two less cities are reduced. Two less ships are destroyed.
160	Cartography	Science	10 Science, 5 Art and 20 to Library.	Holder may buy cards from the second trade card stack for seven treasury tokens per card. 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 ship movement by one area per ship per turn.
90	Coinage	Science	10 Science, 5 Civic and 10 to Trade Routes.	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 any of your units without holding either <i>Cultural Ascendancy</i> or <i>Advanced Military</i> . Nullifies <i>Politics</i> . 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: Increases the first faction by ten unit points. CIVIL DISORDER: One less city is reduced.
270	Diaspora	Religion	10 Religion and 5 Art.	During the Special Abilities Phase, 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. 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 any of your cities without holding either <i>Military</i> or <i>Diplomacy</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: Increases the first faction 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.	Any player attacking holder's cities need one additional token per city. Holder's city is replaced by an additional token. Holder requires one less token when attacking an enemy city. The defending city is replaced by one less token. FLOOD: A maximum of seven unit points are destroyed, or a city is reduced rather than destroyed. EARTHQUAKE: Holder's city is reduced rather than destroyed. VOCANIC ERUPTION OR EARTHQUAKE: Voids the effects of <i>Urbanism</i> .
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: Holder's A.S.T. marker is moved back one additional space. During the Special Abilities Phase, holder may destroy all units in one adjacent land area belonging to a player not 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: 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: A primary victim loses eight less unit points. A secondary victim loses five less unit points.
90	Metalworking	Craft	10 Craft, 5 Science and 10 to Military.	Holder removes tokens in conflict after all players that don't hold <i>Metalworking</i> .
170	Military	Civic	10 Civic, 5 Craft and 20 to Advanced Military.	Holder constructs and maintains ships, and moves after all players that don't hold <i>Military</i> . CIVIL WAR: Five unit points from both factions are destroyed. CIVIL DISORDER: One additional city is reduced. Nullifies <i>Diplomacy</i> .

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230	Mining	Craft	10 Craft and 5 Science.	Holder may buy cards from the sixth trade card stack for thirteen treasury tokens per card. 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.	Holder may increase his or her 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, 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, 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: Increases the first faction 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.
60	Naval Warfare	Civic	10 Civic, 5 Craft and 20 to Diaspora.	Ships may carry one additional token. 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. 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, 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.
260	Provincial Empire	Civic	10 Civic and 5 Religion.	BARBARIAN HORDES: Five additional barbarian tokens are used. TYRANNY: Five additional unit points are annexed. During the Special Abilities Phase, 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> .

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