

ADVANCES									
Name	VP	Cost	Resources Needed	Req.	Reduce Effects of	Increase Effects of	Specialized Rules		
1	Masonry	3	2 Tribes	Stone				During Upkeep, you can increase one City AV by 1. The maximum AV of a City is 2, unless otherwise noted.	
2	Engineering	5	3 Tribes	Wood Stone	Masonry	Volcano Earthquake Tsunami		The maximum AV of a City is 3, unless otherwise Noted.	
3	Architecture	8	6 Tribes 6 Gold	Wood Stone	Engineering	Civil War		The maximum AV of a City is 4. During Attacks, Reduce 8 Attacking Force for every 1 City AV.	
4	Agriculture	5	4 Tribes	Stone				Farms can be created in any Region, and you do NOT decimate Forests to create Farms. You still must Decimate 2 Tribes to create a Farm.	
5	Horticulture	8	2 Tribes	Wood				Decimate 4 Tribes in a Region to Create a Forest.	
6	Irrigation	10	2 Tribes 2 Gold	Wood	Agriculture or Horticulture	Flood Famine Sandstorm			
7	Equestrian	8	6 Tribes	Food Wood	Agriculture or Horticulture	Attacks	Bandits Epidemic	You may move any Tribe to any Region.	
8	Cavalry	8	6 Tribes 8 Gold	Wood	Equestrian			A single Tribe counts as 2 when going on an Expedition to the Frontier	
NEW!!	9	Sense of Community	6	3 Tribes	Wood		Tribal War		
	10	Government	8	4 Tribes	Food	Sense of Community	Tribal War Corruption		
	11	Military	8	4 Tribes 3 Gold	Stone Food	Government	Attacks Uprising Civil War	Single Tribes count as 2 Tribes during Attacks	
NEW!!	12	Centralized Government	10	6 Tribes 8 Gold	Stone Food Wood	Military		Allows for the creation of a Capitol.	
	13	Diplomacy	10	4 Tribes 1 Gold	Wood	Government		Can attempt to create Trading Partners with Visiting Empires	
	14	Democracy	12	4 Tribes 6 Gold	Wood Stone	Government	Uprising Bandits		
	15	Civil Service	15	8 Tribes 6 Gold	Wood Stone Food	Democracy	Tsunami Civil War	During Upkeep, you can increase one City AV by 1. You may discard the Culture of Thievery and Black Market advances when you acquire Civil Service.	
	16	Music	3	1 Tribe	Wood		Tribal War		
	17	Literacy	3	2 Tribes	Wood		Anarchy Corruption		
NEW!!	18	Written Record	5	2 Tribes 1 Gold	Wood Stone	Literacy		Glory	Add 4 to the amount of Advances you may use when determining Glory at the end of an Era.
	19	Medicine	8	3 Tribes 1 Gold	Wood Food	Literacy	Tsunami Epidemic Earthquake Volcano Civil War		
	20	Arts	10	6 Tribes	Wood	Literacy or Music	Civil War		
	21	Theater	10	6 Tribes 3 Gold	Wood	Literacy or Music	Civil War		
	22	Patronage	8	6 Tribes 5 Gold	Food Stone	Arts Theater			During Upkeep, for every City you have over 4, you collect 1 Gold.

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NEW!! 23 <b>Story Telling</b>	2	4 Tribes	Food				Reduce one less Tribe when Acquiring the following Advances: Mythology, Music, Literacy, Philosophy, Arts, Theater, Org. Religion, Law
24 <b>Mythology</b>	2	2 Tribes	Food			Civil War	
25 <b>Meditation</b>	4	3 Tribes	Wood Food	Mythology	Civil War Superstition		
26 <b>Philosophy</b>	12	6 Tribes	Food	Meditation			If you don't draw a HANDSHAKE symbol during a Visitation, you may draw the next card for a HANDSHAKE symbol
27 <b>Org. Religion</b>	8	6 Tribes 6 Gold	Wood Stone	Mythology	Uprising Anarchy		
28 <b>Ministry</b>	10	2 Tribes 8 Gold	Wood Stone Food	Org. Religion	Attacks		After determining the size of an Attacking Force from Bandits or a Visitation, Draw next Card. Reduce A.F. by the Square, gain 1 Gold for each A.F. Reduced.
29 <b>Law</b>	10	5 Tribes 6 Gold	Stone Wood	Government Philosophy	Anarchy Corruption Uprising Civil War		You may discard the Culture of Thievery and Black Market advances when you acquire Law.
30 <b>Fishing</b>	6	6 Tribes	Wood				Must be acquired by a City in a Region that borders the Sea. Cities that border the Sea do not need to check for Farm support during Upkeep. You may move your Tribes between any Regions that border the Sea at the cost of 1 Tribe.
31 <b>Navigation</b>	5	3 Tribes	Wood				Tribes that border the Sea may go on Expeditions (to the Sea). Treat Sea Expeditions the same as you would if the Tribes were going to a Frontier. You may move your Tribes between any Regions that border the Sea at the cost of 1 Tribe.
32 <b>Astronomy</b>	3	4 Tribes	Stone			Superstition	Once per Era, you may ignore an Event card and it's result, and draw a new Event card in it's place.
33 <b>Shipping</b>	8	4 Tribes 2 Gold	Wood	Navigation or Fishing	Trade		Increases the potential amount of Gold you can earn from a Trade.
34 <b>Sails and Rigging</b>	6	6 Tribes 4 Gold	Wood	Navigation Astronomy			Single Tribes going on Expeditions to the Sea count as 2 Tribes.
35 <b>Coinage</b>	3	2 Tribes 3 Gold	Stone				Do not Decimate Gold during upkeep. Effectively, you can now store Gold for the entire game.
36 <b>Banking</b>	5	4 Tribes 6 Gold	Stone	Coinage			During Upkeep, if you have over 3 Gold in your stock, add 1 Gold.
NEW! 37 <b>Culture of Thievery</b>	1	Free	Free				During Upkeep, is random Region has a Tribe, Decimated, draw next Event for Additional Gold. You may draw for additional Gold during Visitations at the risk turning the Visitation into an Attack. You may discard the Culture of Thievery advance when you acquire Civil Service or Law.
NEW! 38 <b>Black Market</b>	1	Free	Free	Culture of Thievery		Anarchy	Gain 5 Gold when Acquiring the Black Market. Draw Event card and add Gold on that card to your common stock. If the card has a Handshake on it, pay 1 Gold and draw again for more Gold. Decimate 1 Gold during Upkeep. You may discard Black Market advance when you acquire Civil Service or Law.

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39	Slave Labor	1	Free	Food			Anarchy Uprising Bandits	During Upkeep, you can increase one City AV by 1. The maximum AV of a City is 2, unless otherwise noted.
40	Mining	5	1 Tribe	Stone				You may draw for Gold during your Upkeep at the cost of 3 Tribes in a Region with a Mountain/Volcano.
41	Surveying	5	2 Tribes 4 Gold	Wood Stone	Mining			You may look through the discard pile of Event cards before deciding if you want to Mine.
42	Metal Working	7	3 Tribes	Stone Food	Mining	Attacks		The maximum AV of a City is 3, unless otherwise Noted.
NEW!	43 Magnetics	12	6 Tribes	Stone	Metal Working	Expeditions		Do not Reduce your Tribes by 1 when moving your tribes across a Sea. Divide Expedition Losses by 2.
44	Cartage	2	2 Tribes	Stone				Cities upkeep requirements for farms are not confined to local Regions.
45	Roadbuilding	6	1 Tribe	Stone Wood	Cartage		Epidemic	Tribes may move across two borders.
NEW!	46 Common Tongue	10	6 Tribes	Food	Roadbuilding	Building Cities		Decimate 2 Tribes to Build a City instead of 4.
NEW!!	47 Basic Tools	1	Free	Free		Increasing AV		Reduce the cost of Decimating Tribes when increasing a City AV by 1.
NEW!!	48 Simple Tools	4	4 Tribes	Wood Stone		Acquiring Advances  Increasing AV		Reduce one less Tribe when Acquiring the following Advances: Masonry, Engineering, Architecture, Cartage, Irrigation, Mining, Roadbuilding, Metal Working. Reduce the cost of Decimating Tribes when increasing a City AV by 1.
NEW!!	49 Machining	12	8 Tribes 10 Gold	Food Stone	Engineering Metal Working	Acquiring Advances  Increasing AV	Anarchy Uprising	You may substitute Wood for Stone requirements, and vice versa.  Reduce the cost of Decimating Tribes when increasing a City AV by 1.

<b>WONDERS</b>			
Name	VP	Cost	Requirements
<b>Giant Gilded Statue of Yourself</b>	18	6 Tribes 25 Gold	You must have Arts.
<b>City of Atlantis</b>	50	8 Tribes 25 Gold	You must be a Trading Partner with Atlatea. You must turn a City in a Region that Neighbors the Sea into a City of Atlantis. This City still follows City rules, but is also a Wonder.
<b>Coliseum of Death</b>	25	6 Tribes 25 Gold	Must be built in a Region with a City You must have Theater.
<b>Hanging Gardens</b>	20	4 Tribes 20 Gold	You must have Irrigation. You must have Arts.
<b>Hall of Justice</b>	40	8 Tribes 20 Gold	Must be built in a Region with a City You must have Law.
<b>Great Wall of Solitude</b>	25	6 Tribes 25 Gold	Must built in a Region bordering the Frontier. Don't perform Visitation Events when Visitations happen in Regions with the Great Wall. Expeditions cannot be started from this Region.
<b>Huge Monolith of Impressiveness</b>	8	6 Tribes 15 Gold	
<b>Amphitheater</b>	25	6 Tribes 15 Gold	Must be built in a Region with a City You must have Theater.
<b>Mountain Citadel</b>	45	12 Tribes 30 Gold	Must be built in a Region with a Mountain/Volcano.
<b>Palace of the Senate</b>	12	6 Tribes 20 Gold	