Masonry 3 VP
During Upkeep, +1 City AV
x2

Engineering 5 VP
Max City AV 3
x3

Architecture 8 VP
Max City AV 4
Reduce Attacks by 8 per AV
x6 x6

Agriculture 5 VP
Forests not needed or decimated for Farms
x4

Horticulture 8 VP
Decimate 4 Tribes: gain Forest
x2

or

Equestrian 8 VP
Move Tribes to any region
x6

Irrigation 10 VP
x2 x2

Cavalry 8 VP
Tribes doubled for Expeditions
x6 x8

Fishing 6 VP
Ignore Upkeep for coast cities
Pay 1 Tribe to move by sea
x6

Navigation 5 VP
Allow Sea Expeditions (by coasts)
Pay 1 Tribe to move by sea
x3

Astronomy 3 VP
Once per Era, redraw Event
x4

or

and

Shipping 8 VP
During Trade, gain Gold
if current card has
x4 x2

Sails/Rigging 6 VP
Tribes doubled for Sea Expeditions
x6 x4

Cartage 2 VP
During Upkeep, farms are shared between Regions
x2

Road Building 6 VP
Tribes move twice a turn
x1

Common Tongue 10 VP
New City: -2 instead of 4
x6

Cul. of Thieve 1 VP
Upkeep: see Violent Profits
Trade event: Stealing from Visit. Empir
Discard CoT when aquire Law, Civil Ser

Black Market 1 VP
Gain 5 Gold when aquire Black Market.
Upkeep: decimate 1 Gold
Advance Phase: Tax the Black Market
Discard BM when aquire Law, Civil Serv

Mining 5 VP
During Upkeep, decimate 3 Tribes to mine gold in
x1

Surveying 5 VP
Before Mining, check Discard pile
x2 x4

Metal Workin 7 VP
Max City AV 3
x3

Magnetics 12 VP
Not -1 when across the sea.
Devide all expedition losses by 2.
x6

Build City x4
Upkeep:
Incr. City AV: x Target-Level

Build Farm
x2 and reduc

Expedition:
= x bel.

Coinage 3 VP
During Upkeep, store Gold
x2 x3

Banking 5 VP
During Upkeep, +1 Gold if stock more than 3 Gold
x4 x6

Sense of Com. 6 VP
Reduces effect of Tribal War
x3

Government 8 VP
x4

Slave Labor 1 VP
During Upkeep, +1 City AV

Story Telling 2 VP
-1 when aquire: Myth., Literacy
Philos., Arts, Theater, Org. Rel., Law
x4

Literacy 3 VP
x2

Music 3 VP
x1

Medicine 8 VP
x3 x1

or

Diplomacy 8 VP
Attempt Trading Partners with Visiting Empires
x4 x1

Military 8 VP
Tribes doubled for Attacks
x4 x3

Democracy 12 VP
x4 x6

Centralized Governm ###
Allows for the creation of a capitol
x6 x8

Civil Service 15 VP
During Upkeep, +1 City AV
x8 x6

Mythology 2 VP
x2

Meditation 4 VP
x3

Org. Religion 8 VP
x6 x6

Philosophy 12 VP
During Visitation, may draw 2nd card for
x6

Ministry 10 VP
Reduce attacks by
+1 Gold per attack reduced
x2 x8

Arts 10 VP
x2

Theater 10 VP
x2 x5

and

Written Recor 5 VP
+4 to Advances when determining Glory at end of an Era
x2 x1

Patronage 8 VP
During Upkeep, +1 Gold for each city owned above 4
x6 x5

Basic Tools 1 VP
Red. cost o when increase City AV.

Simple Tools 4 VP
Red. cost of when increase City AV.
-1 when aquire: Mas. Eng. Arch.
Cart. Irri. Min. Roadb. Metal Work.
x4

and

Law 10 VP
x5 x6

Machining 12 VP
Red. cost o when increase City A
Use Wood as Stone, St. as Wo.
for Requirements when ag. Adv.
x8 x10

Pocket Civ Technology Tree Player Aid v2.0