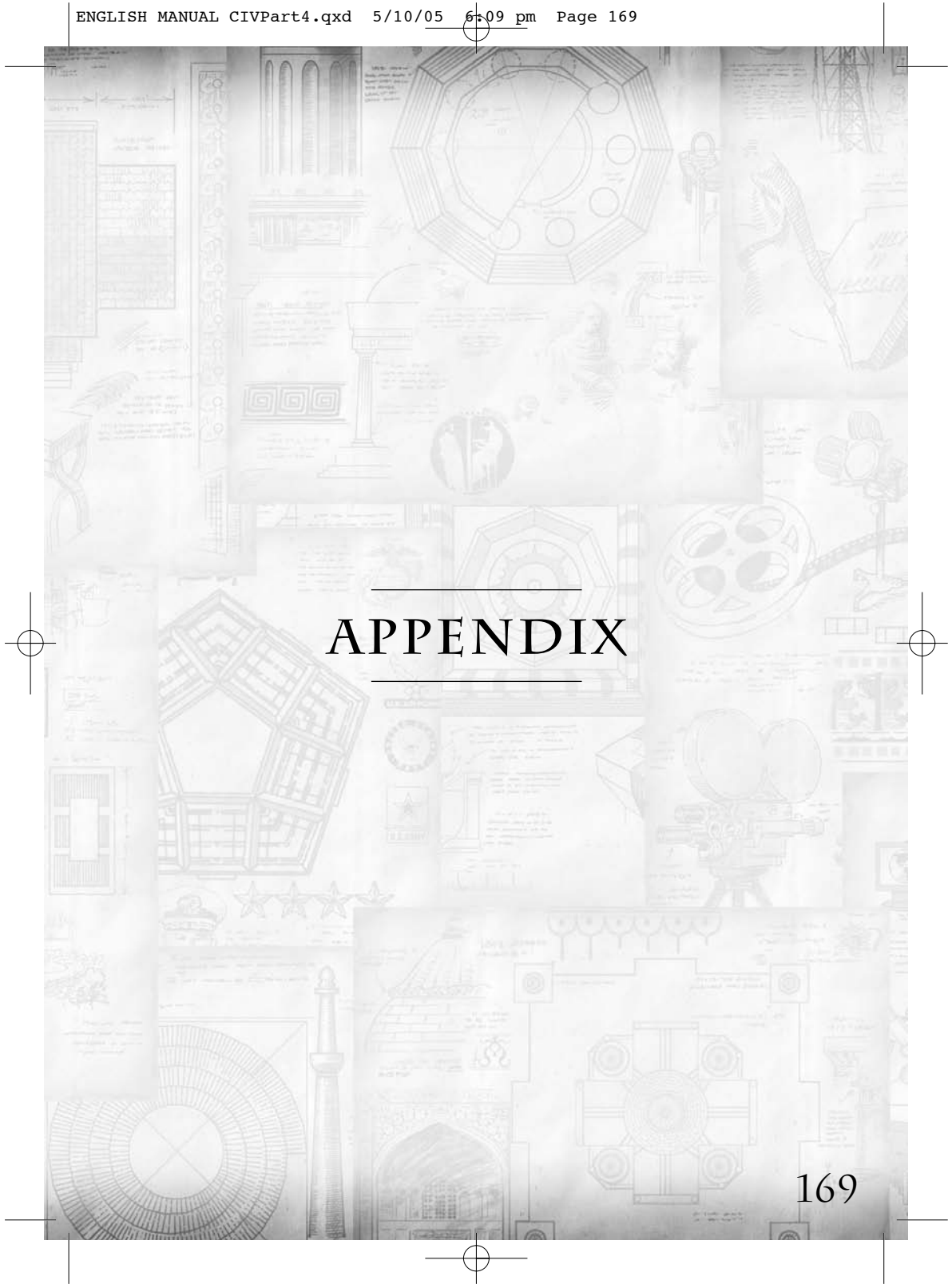




APPENDIX

Reference Charts

KEY FUNCTION

Units

[B]	Bombard
[B]	Build city (with settler)
[C]	Centre on unit
[E]	Explore with unit (automated)
[F]	Fortify
[G]	Go-to mode
[L]	Load (onto ship)
[S]	Sentry
[U]	Unload (off ship)
[W]	Wait
[Alt-Click]	Group all units on a tile together
[Ctrl-# Key]	Bind selected unit or group to that number key
[Ctrl-Click]	Group all units of the same type on a tile together
[Delete]	Delete unit
[Shift-Click]	Tile context menu
[Spacebar]	Skip turn

Worker Commands

[A]	Build improvements (automated)
[H]	Build camp
[I]	Build farm
[K]	Build workshop
[L]	Build lumbermill
[M]	Build mine
[N]	Build trade network (automated)
[Q]	Build quarry
[R]	Build road/railroad
[T]	Build cottage
[Alt-C]	Remove forest or jungle

[Alt-R]	Road-to mode
[Ctrl-C]	Improve nearest city (automated)
[Ctrl-F]	Build fort
[Shift-P]	Build pasture, plantation
[Shift-W]	Build watermill (on river), windmill (on hill)
[Shift-W]	Build winery (on wine), well (on oil)

Work Boats

[F]	Build fishing nets
[O]	Build offshore platform
[Shift-W]	Build whaling boats

Air Units

[B]	Air bomb mode (enemy cities/tiles)
[R]	Recon mode
[S]	Air strike mode (enemy units)
[Alt-R]	Rebase mode

Advisors

[F1]	Domestic advisor
[F2]	Financial advisor
[F3]	Civics advisor
[F4]	Foreign advisor
[F5]	Military advisor
[F6]	Technology advisor
[F7]	Religion advisor
[F8]	Victory
[F9]	Demographics
[F10]	Capital City
[F11]	Globe View
[F12]	Civilopedia

General

[P]	Ping the map
[Alt-I]	Remove interface

[Alt-Q]	Retire (give up)
[Alt-W]	Access Worldbuilder
[Alt-D]	Change Player Name/E-mail
[Ctrl-# Key]	Save a production queue (in city screen)
[Ctrl-B]	Toggle bare map on/off
[Ctrl-I]	Minimize interface
[Ctrl-L]	Load game
[Ctrl-M]	Turn music on/off
[Ctrl-O]	Options menu
[Ctrl-R]	Flag resources on/off
[Ctrl-S]	Save game
[Ctrl-T]	Turn grid on/off
[Ctrl-Y]	Turn tile yields on/off
[Ctrl- Left Arrow]	Lock camera angle 45 degrees clockwise
[Ctrl- Right Arrow]	Lock camera angle 45 degrees counterclockwise
[Enter]	Cycle units, advance to next turn
[N]	Cycle to previous selected unit
[Escape]	Exit current screen/bring up menu
[.]	Cycle to previous unit (same tile)
[.]	Cycle to next unit (same tile)

[/]	Cycle through active workers
[Home], [End]	Cycle through cities
[Insert]	Open nearest friendly city screen
[Left/Right Arrows]	Jump to next city (in city screen)
[PageDown]	Zoom camera out
[PageUp]	Zoom camera in
[Pause]	Pause game
[PrintScreen]	Take screenshot
[Shift-Enter]	Force turn to end
[Shift- Left Arrow]	Rotate camera clockwise
[Shift- Right Arrow]	Rotate camera counterclockwise
[Tab]	Chat to team
[Shift-Tab]	Chat to all
[Ctrl-Tab]	Chat/Event Log
[Scroll Lock]	Voice Chat to team
[Shift- Scroll Lock]	Voice Chat to all
[Ctrl- Scroll Lock]	Voice Chat in Diplo Screen

CIVIC NAME	UPKEEP COST	REQUIRED TECHNOLOGY	EFFECT ONE	EFFECT TWO
Government				
Despotism	Low	None	None	None
Hereditary Rule	Medium	Monarchy	+1 happy per military unit stationed in city	None
Representation	Low	Constitution	+3 beakers per specialist	+3 happy in 5 largest cities
Police State	High	Fascism	+25% military unit production	-50% war weariness
Universal Suffrage	Medium	Democracy	+1 hammer from town	Can spend gold to finish production in a city
Legal				
Barbarism	Low	None	None	None
Vassalage	High	Feudalism	New units receive +2 experience points	Lower unit support costs
Bureaucracy	Medium	Civil Service	+50% hammers, +50% commerce in capital	None
Nationhood	Low	Nationalism	Can draft 3 units per turn	+2 happy per Barracks
Free Speech	None	Liberalism	+2 gold from town	+100% culture in all cities

CIVIC NAME	UPKEEP COST	REQUIRED TECHNOLOGY	EFFECT ONE	EFFECT TWO
Labour				
Tribalism	Low	None	None	None
Slavery	Low	Bronze Working	Can sacrifice population to finish production in a city	None
Serfdom	Low	Feudalism	Workers build improvements +50% faster	None
Caste System	Medium	Code of Laws	Unlimited Artist, Scientist, Merchant	None
Emancipation	None	Democracy	+100% growth for cottage, hamlet, village	Unhappiness penalty for civs without Emancipation
Economy				
Decentralization	Low	None	None	None
Mercantilism	Medium	Banking	+1 free specialist per city	No foreign trade routes
Free Market	Low	Economics	+1 trade routes per city	None
State Property	None	Communism	No maintenance costs from distance to palace	+1 food from workshop, +1 food from watermill

CIVIC NAME	UPKEEP COST	REQUIRED TECHNOLOGY	EFFECT ONE	EFFECT TWO
Environmentalism	High	Ecology	+6 health in all cities	+1 happy from jungle, forest
Religion				
Paganism	Low	None	None	None
Organized Religion	High	Monotheism	Can build missionaries without monastery	Cities with state religion construct buildings +25% faster
Theocracy	Medium	Theology	+2 experience points in cities with state religion	No non-state religion spread
Pacifism	None	Philosophy	+100% great person birth rate in cities with state religion	+1 gold support cost per military unit
Free Religion	Low	Liberalism	+1 happy per religion in a city	+10% Research in all cities

TERRAIN	FOOD	PRODUCTION	COMMERCE	DEFENSIVE BONUS	MOVEMENT COST	COMMENTS
Base Terrain						
Coast	1	0	2	10%	1	
Desert	0	0	0	0%	1	
Grassland	2	0	0	0%	1	
Snow	0	0	0	0%	1	
Ocean	1	0	1	0%	1	
Peak	0	0	0	0%	Impassable	
Plains	1	1	0	0%	1	
Tundra	1	0	0	0%	1	
Terrain Features						
Fallout	-3	-3	-3	0%	2	-.50 health
Floodplains	+3	0	0	0%	1	-0.4 health
Forest	0	+1	0	50%	2	+0.4 health
Hills	-1	+1	0	25%	2	
Ice	0	0	0	0%	Impassable	
Jungle	-1	0	0	50%	2	-0.25 health
Oasis	+3	0	+2	0%	2	Fresh water source

UNIT NAME	STRENGTH	MOVEMENT	COST	UNIT CATEGORY	TECHNOLOGY REQUIREMENT(S)	RESOURCE REQUIREMENT(S)	SPECIAL ABILITIES
Archer	3	1	25	Archery	Archery	None	1 first strike, +50% city defence, +25% hills defence
Artillery	18	1	150	Siege	Artillery	None	No defensive bonus, 25% withdraw chance, collateral damage, +50% vs. siege, bombard city defences (-25% per turn)
Axeman	5	1	35	Melee	Bronze Working	Bronze OR Iron	+50% vs. melee
Battleship	40	6	225	Naval	Industrialism	Oil OR Uranium	Bombard city defences (-20% per turn), collateral damage
Bomber	16	8	140	Air	Radio, Flight	Oil	Collateral damage, -50% vs. naval, can destroy tile improvements, bomb city defences (-15% per turn)
Camel Archer	10	2	90	Mounted	Guilds, Horseback Riding, Archery	None	Arabian unique unit (Knight), immune to first strikes, no defensive bonus, 25% withdraw chance
Cannon	12	1	100	Siege	Steel	Iron	No defensive bonus, 25% withdraw chance, collateral damage, bombard city defences (-20% per turn)
Caravel	3	3	60	Naval	Optics	None	Cargo space 1 (can transport missionaries, scouts, explorers, spies, great people), can explore rival territory

UNIT NAME	STRENGTH	MOVEMENT	COST	UNIT CATEGORY	TECHNOLOGY REQUIREMENT(S)	RESOURCE REQUIREMENT(S)	SPECIAL ABILITIES
Carrier	16	5	175	Naval	Flight	Oil OR Uranium	Cargo space 3 (carries fighters)
Catapult	5	1	40	Siege	Construction	None	No defensive bonus, 25% withdraw chance, collateral damage, bombard city defences (-15% per turn)
Cavalry	15	2	120	Mounted	Military Tradition, Gunpowder, Horseback Riding	Horses	No defensive bonus, 30% withdraw chance, +50% attacking vs. cannon
Chariot	4	2	25	Mounted	The Wheel	Horses	No defensive bonus, 20% withdraw chance
Cho-Ko-Nu	6	1	60	Archery	Machinery, Archery	Iron	Chinese unique unit (Crossbow), 2 first strikes, collateral damage, +50% vs. melee
Conquistador	10	2	90	Mounted	Guilds, Horseback Riding,	Iron, Horses	Spanish unique unit (Knight), immune to first strikes, +50% vs. melee
Cossack	18	2	120	Mounted	Military Tradition, Gunpowder, Horseback Riding	Horses	Russian unique unit (Cavalry), no defensive bonus, 30% withdraw chance, +50% attacking vs. cannon, +50% vs. mounted
Crossbowman	6	1	60	Archery	Machinery, Archery	Iron	1 first strike, +50% vs. melee

UNIT NAME	STRENGTH	MOVEMENT	COST	UNIT CATEGORY	TECHNOLOGY REQUIREMENT(S)	RESOURCE REQUIREMENT(S)	SPECIAL ABILITIES
Destroyer	30	8	200	Naval	Combustion	Oil OR Uranium	Can see submarines, 30% chance to intercept aircraft, bombard city defences (-15% per turn)
Explorer	4	2	40	Recon	Compass	None	Better results from tribal villages, can only defend, ignores terrain movement costs, starts with Guerilla I, Woodsman I
Fast Worker	0	3	60	Special	None	None	Indian unique unit (Worker), can improve tiles
Fighter	12	6	100	Air	Flight	Oil	Can intercept aircraft (50% chance), destroy tile improvements, bomb city defences (-5% per turn)
Frigate	8	4	90	Naval	Astronomy, Chemistry	Oil	Bombard city defences (-10% per turn)
Galleon	4	4	80	Naval	Astronomy	None	Cargo space 3
Galley	2	2	50	Naval	Sailing	None	Cargo space 2, cannot enter ocean squares
Great Artist	0	2	0	Special	None	None	Can start a golden age, discover a technology, create a great work (+4000 culture), join a city

UNIT NAME	STRENGTH	MOVEMENT	COST	UNIT CATEGORY	TECHNOLOGY REQUIREMENT(S)	RESOURCE REQUIREMENT(S)	SPECIAL ABILITIES
Great Engineer	0	0	2 0	Special	None	None	Can start a golden age, discover a technology, hurry production of a building or wonder, join a city
Great Merchant	0	0	2 0	Special	None	None	Can start a golden age, discover a technology, conduct a trade mission, explore rival territory, join a city
Great Prophet	0	0	2 0	Special	None	None	Can start a golden age, discover a technology, construct a religious shrine, join a city
Great Scientist	0	0	2 0	Special	None	None	Can start a golden age, discover a technology, construct an academy, join a city
Grenadier	12	1	100	Gunpowder	Chemistry	None	+50% attacking vs. rifleman
Gunship	20	4	160	Helicopter	Rocketry, Flight	Oil	Cannot capture cities, no defensive bonus, flies over terrain, 25% withdraw chance, +100% vs. armored
Horse Archer	6	2	50	Mounted	Horseback Riding, Archery	Horses	Immune to first strikes, no defensive bonus, +50% attacking vs. catapult
ICBM	0	0	400	Special	Rocketry, Fission	Uranium	Can nuke enemy land, requires Manhattan Project world wonder

UNIT NAME	STRENGTH	MOVEMENT	COST	UNIT CATEGORY	TECHNOLOGY REQUIREMENT(S)	RESOURCE REQUIREMENT(S)	SPECIAL ABILITIES
Immortal	4	2	25	Mounted	The Wheel	Horses	Persian unique unit (Chariot), 30% withdraw chance, +50% vs. archery
Infantry	20	1	140	Gunpowder	Assembly Line, Rifling	None	+25% vs. gunpowder
Ironclad	12	2	100	Naval	Steel, Steam Power	Iron, Coal	Cannot enter ocean squares, can bombard city defences (-10% per turn)
Jaguar	5	1	40	Melee	Iron Working	None	Aztec unique unit (Swordsman), +25% jungle defence, +10% city attack
Jet Fighter	24	10	150	Air	Composites, Flight	Oil, Aluminum	Can intercept aircraft (70% chance), destroy tile improvements, bomb city defences (-10% per turn)
Keshik	6	2	50	Mounted	Horseback Riding, Archery	Horses	Mongol unique unit (Horse Archer), 1 first strike, no defensive bonus, ignores terrain movement costs, +50% attacking vs. catapult
Knight	10	2	90	Mounted	Guilds, Horseback Riding	Iron, Horses	Immune to first strikes, no defensive bonus
Longbowman	6	1	50	Archery	Feudalism, Archery	None	1 first strike, +25% city defence, +25% hills defence
Maceman	8	1	70	Melee	Civil Service, Machinery	Copper OR Iron	+50% vs. melee

UNIT NAME	STRENGTH	MOVEMENT	COST	UNIT CATEGORY	TECHNOLOGY REQUIREMENT(S)	RESOURCE REQUIREMENT(S)	SPECIAL ABILITIES
Machine Gun	18	1	125	Siege	Railroad	None	Can only defend, 1 first strike, +50% vs. gunpowder
Marine	24	1	160	Gunpowder	Industrialism, Rifling	None	Starts with Amphibious, +50% attacking vs. machine gun, +50% attacking vs. artillery
Mechanized Infantry	32	2	200	Gunpowder	Robotics, Rifling	None	Starts with March, 20% chance to intercept aircraft
Missionary	0	2	40	Special	None	None	Can spread religion, requires monastery
Modern Armor	40	2	240	Armored	Composites, Flight, Computers	Oil, Aluminum	1 first strike, no defensive bonus, starts with Blitz
Musketeer	9	2	80	Gunpowder	Gunpowder	None	French unique unit (Muskettman)
Muskettman	9	1	80	Gunpowder	Gunpowder	None	
Navy SEAL	24	1	160	Gunpowder	Industrialism, Rifling	None	American unique unit (Marine), 1-2 first strikes, +50% attacking vs. machine gun, +50% attacking vs. artillery, starts with Amphibious and March
Panzer	28	2	180	Armored	Industrialism, Rifling	Oil	German unique unit (Tank), no defensive bonus, +50% vs. armored, starts with Blitz

UNIT NAME	STRENGTH	MOVEMENT	COST	UNIT CATEGORY	TECHNOLOGY REQUIREMENT(S)	RESOURCE REQUIREMENT(S)	SPECIAL ABILITIES
Phalanx	5	1	35	Melee	Hunting	Copper OR Iron	Greek unique unit (Spearman), +25% hills defence, +100% vs. mounted
Pikeman	6	1	60	Melee	Engineering	Iron	+100% vs. mounted
Prætorian	8	1	40	Melee	Iron Working	Iron	Roman unique unit (Swordsman)
Quechua	2	1	15	Melee	None	None	Incan unique unit (Warrior), +25% city defence, +100% vs. archery
Redcoat	16	1	110	Gunpowder	Rifling	None	English unique unit (Rifleman), +25% vs. mounted, +25% vs. gunpowder
Rifleman	14	1	110	Gunpowder	Rifling	None	+25% vs. mounted
SAM Infantry	18	1	150	Gunpowder	Rocketry	None	40% chance to intercept aircraft, +50% vs. helicopter
Samurai	8	1	70	Melee	Civil Service, Machinery	Iron	Japanese unique unit (Maceman), 2 first strikes, +50% vs. melee
Scout	1	2	15	Recon	Hunting	None	Better results from tribal villages, can only defend, +100% vs. animals
Settler	0	2	100	Special	None	None	Can found a new city
Skirmisher	4	1	25	Archery	Archery	None	Mali unique unit (Archer), 1-2 first strikes, +50% city defence, +25% hills defence

UNIT NAME	STRENGTH	MOVEMENT	COST	UNIT CATEGORY	TECHNOLOGY REQUIREMENT(S)	RESOURCE REQUIREMENT(S)	SPECIAL ABILITIES
Spearman	4	1	35	Melee	Hunting	Copper OR Iron	+100% vs. mounted
Spy	0	2	80	Special	Communism	None	Requires Scotland Yard national wonder, invisible to all units, can explore rival territory, can expose rival spies, starts with Sentry, costs 4 gold/turn
Stealth Bomber	20	12	200	Air	Composites, Flight, Robotics	Oil and Aluminum	50% chance to evade interception, collateral damage, -50% vs. naval, can destroy tile improvements, bomb city defences (-20% per turn)
Submarine	24	6	150	Naval	Radio, Combustion	Oil OR Uranium	Cargo space 1 (can transport missionaries, scouts, explorers, spies, great people), invisible to most units, 50% withdraw chance
Swordsman	6	1	40	Melee	Iron Working	Iron	+10% city attack
Tank	28	2	180	Armored	Industrialism, Rifling	Oil	No defensive bonus, starts with Blitz
Transport	16	5	125	Naval	Combustion	Oil OR Uranium	Cargo Space 4
War Chariot	5	2	25	Mounted	The Wheel	Horses	Egyptian unique unit (Chariot), immune to first strikes, no defensive bonus, 20% withdraw chance

UNIT NAME	STRENGTH	MOVEMENT	COST	UNIT CATEGORY	TECHNOLOGY REQUIREMENT(S)	RESOURCE REQUIREMENT(S)	SPECIAL ABILITIES
War Elephant	8	1	60	Mounted	Construction	Ivory	No defensive bonus, +50% vs. mounted
Warrior	2	1	15	Melee	None	None	+25% city defence
Work Boat	0	2	30	Special	Fishing	None	Cannot enter ocean squares, can create fishing boats, whaling boats, offshore platforms
Worker	0	2	60	Special	None	None	Can improve tiles

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
Buildings				
Academy	Special	4	Great Scientist unit	+50% research
Airport	250		Flight (use tech icons)	-1 health, +1 trade routes, can airlift 1 unit per turn
Aqueduct	100		Mathematics, Masonry	+2 health
Bank	200		Banking	+50% gold
Barracks	60		None	New land units receive +4 experience points
Bomb Shelters	100		Electricity, Manhattan Project	-75% damage from nukes
Broadcast Tower	175	+50%	Mass Media	+1 happy per 10% culture rate, can turn 2 citizens into Artist, +1 happy from movies, music, or drama
Buddhist Stupa	300 (double w/copper)	+50%	Music, Buddhism, three Buddhist temples	+2 happy if Buddhism is state religion, can turn 2 citizens into Priest, +1 happy from incense
Bunker	100		Electricity	-75% damage from air units
Castle	100 (double w/stone)	1	Engineering, walls	+50% defence (pre-gunpowder units)
Christian Cathedral	300 (double w/stone)	+50%	Music, Christianity, three Christian temples	+2 happy if Christianity is state religion, can turn 2 citizens into Priest, +1 happy from incense
Coal Plant	150		Assembly Line, factory	Provides power with Coal for a factory, -2 health
Coliseum	120		Construction	+1 happy face, +1 happy face per 20% culture rate

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
Confucian Academy	300 (double w/copper)	+50%	Music, Confucianism, three Confucian temples	+2 happy if Confucianism is state religion, can turn 2 citizens into Priest, +1 happy from incense
Drydock	120		Steel	New water units receive +4 experience points, build water units 50% faster, -1 health
Factory	250		Assembly Line	+25% hammers, +50% hammers with power, can turn 2 citizens into Engineer, -1 health
Forge	120		Metal Casting	+25% hammers, can turn 1 citizen into Engineer, +1 happy from gems, gold, or silver, -1 health
Granary	60		Pottery	Stores 50% of food after growth, +1 health from corn, rice, or wheat
Grocer	150		Guilds, Currency	+25% gold, can turn 2 citizens into Merchant, +1 health from bananas, spices, sugar, or wines
Harbor	80		Compass	+50% trade route yield, +1 health from clam, crab, or fish
Hindu Mandir (double w/marble)	300	+50%	Music, Hinduism, three Hindu temples	+2 happy if Hinduism is state religion, can turn 2 citizens into Priest, +1 happy from incense
Hospital	200		Medicine	+3 health, heals units in city an extra 10% damage per turn
Hydro Plant	200		Plastics, factory	Provides power for a factory
Islamic Mosque (double w/marble)	300	+50%	Music, Islam, three Islamic temples	+2 happy if Islam is state religion, can turn 2 citizens into Priest, +1 happy from incense

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
Jail	120		Constitution	-25% war unhappiness
Jewish Synagogue	300 (double w/stone)	+50%	Music, Judaism, three Jewish temples	+2 happy if Judaism is state religion, can turn 2 citizens into Priest, +1 happy from incense
Laboratory	250		Computers, observatory	+25% research, +50% spaceship production, can turn 1 citizen into Scientist, -1 health
Library	90	2	Writing	+25% research, can turn 2 citizens into Scientist
Lighthouse	60		Sailing	Water tiles +1 food
Market	150		Currency	+25% gold, can turn 2 citizens into Merchant, +1 happy from fur, ivory, silk, or whales
Monastery (1 for each religion)	60	2	Meditation, monastery's religion	+10 research points, can train religion's missionaries in city
Nuclear Plant	250		Fission, factory	Provides power for a factory with Uranium, small chance of nuclear meltdown
Obelisk	30	1	Mysticism	
Observatory	150		Astronomy	+25% research, can turn 1 citizen into Scientist
Recycling Centre	300		Ecology	No unhealthiness from buildings
Supermarket	150		Refrigeration	+1 health from cow, deer, pigs, or sheep

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
Taoist	300 (double w/copper)	+50%	Music, Taoism, three Taoist temples	+2 happy if Taoism is state religion, can turn 2 citizens into Priest, +1 happy from incense
Pagoda				
Temple (1 for each religion)	80	1	Priesthood, temple's religion	+1 happy, can turn 1 citizen into Priest
Theatre	50	3	Drama	+1 happy per 10% culture rate, can turn 2 citizens into Artist, +1 happy from dyes
University	200	3	Education, library	+25% research
Walls	50 (double w/stone)		Masonry	+50% defence (pre-gunpowder units)

National Wonders (Max 2 per City)

Forbidden Palace	200	4	6 courthouses, 8 or more cities	Reduces maintenance in nearby cities
Globe Theatre	300	6	Drama, 6 theatres	No unhappiness in city, can turn 3 citizens into Artist.
Hermitage	300 (double w/marble)	+100%	Nationalism	
Heroic Epic	200 (double w/marble)	4	Literature, barracks in city, a unit of level 4 experience	+100% military unit production in city
Ironworks	700		Steel, 6 forges	+50 hammers in city with iron, +50% hammers in city with coal, can turn 3 citizens into Engineer, -2 health
Mount Rushmore	500 (double w/stone)	4	Fascism	-25% war unhappiness in all cities

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
National Epic	250 (double w/marble)	4	Literature, library in city	+100% great person birth rate in city
Oxford University	400 (double w/stone)	4	Education, 6 universities	+100% research in city
Palace	160	2	4 or more cities	Makes this city the capital, reduces maintenance in nearby cities, +1 happy
Red Cross	600	2	Medicine, 6 hospitals	Free Medic 1 promotion for units built in city
Scotland Yard	500		Communism	City can build Spy units.
Wall Street	600		Corporation, 6 banks	+100% gold, can turn 3 citizens into Merchant
West Point	800 (double w/stone)		Military Tradition, a unit of level 5 experience	+4 experience points for new units trained in city
World Wonders				
Angkor Wat	500 (double w/stone)	8	Philosophy	+1 hammer from Priest in all cities, can turn 3 citizens into Priest
Broadway	800	+50%	Electricity	Provides 5 hit musicals (+1 happy face)
Chichen Itza	500 (double w/stone)	6	Code of Laws	+25% defence in all cities
The Church of the Nativity	Special	4	Christian Holy City, Great Prophet	+1 gold per turn for every city with Christianity, spreads Christianity, can turn 3 citizens into Priest

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
The Colossus	250 (double w/copper)	6	Metal Casting, forge, coastal city	All water tiles +1 gold
The Dai Miao	Special	4	Taoist Holy City, Great Prophet	+1 gold per turn for every city with Taoism, spreads Taoism, can turn 3 citizens into Priest
The Eiffel Tower	1250 (double w/iron)	6	Radio, forge	Free broadcast tower in every city
The Great Library	350 (double w/marble)	8	Literature, library	2 free Scientists in city
The Great Lighthouse	200	6	Masonry, lighthouse, coastal city	+2 trade routes in all coastal cities
The Hagia Sophia	550 (double w/marble)	8	Engineering	Workers build improvements 50% faster
The Hanging Gardens	300 (double w/stone)	6	Mathematics, aqueduct	+1 health in all cities, +1 population in all cities
Hollywood	1000	+50%	Mass Media	Provides 5 hit movies (+1 happy)
The Kashi Vishwanath	Special	4	Hindu Holy City, Great Prophet	+1 gold per turn for every city with Hinduism, spreads Hinduism, can turn 3 citizens into Priest
The Kong Miao	Special	4	Confucian Holy City, Great Prophet	+1 gold per turn for every city with Confucianism, spreads Confucianism, can turn 3 citizens into Priest

NAME	COST	CULTURE	REQUIREMENTS(s)	EFFECT
The Kremlin	1000 (double w/stone)		Communism	-50% hurry production cost
The Mahabodhi	Special	4	Buddhist Holy City, Great Prophet	+1 gold per turn for every city with Buddhism, spreads Buddhism, can turn 3 citizens into Priest
The Masjid al-Haram	Special	4	Islamic Holy City, Great Prophet	+1 gold per turn for every city with Islam, spreads Islam, can turn 3 citizens into Priest
Notre Dame	650 (double w/stone)	10	Music	+1 happy for all cities on this continent
The Oracle	150 (double w/marble)	8	Priesthood	1 free technology
The Parthenon	400 (double w/marble)	10	Polytheism	+50% great person birth rate in all cities
The Pentagon	1250		Assembly Line	+2 experience points for new units trained in all cities
The Pyramids	450 (double w/stone)	6	Masonry	Enables all Government civics
Rock 'n Roll	800	+50%	Radio	Provides 5 hit singles (+1 happy)
The Sistine Chapel	600 (double w/marble)	10	Theology	+2 culture per specialist in all cities
The Space Elevator	2000 (double w/aluminum)		Robotics	+50% spaceship production in all cities

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
The Spiral Minaret	550 (double w/stone)	8	Divine Right	+1 gold from all state religion buildings
The Statue of Liberty	1500 (double w/copper)	6	Democracy, forge	+1 free specialist in all cities on this continent
Stonehenge	120 (double w/stone)	8	Mysticism	Free obelisk in every city, centres world map
The Taj Mahal	700 (double w/marble)	10	Nationalism	Starts a golden age
The Temple of Solomon	Special	4	Jewish Holy City, Great Prophet	+1 gold per turn for every city with Judaism, spreads Judaism, can turn 3 citizens into Priest
The Three Gorges Dam	1750		Plastics	Provides power for all cities on this continent
The United Nations	1000		Mass Media	Triggers global elections, guarantees eligibility for diplomatic votes
Versailles	800 (double w/marble)	10	Divine Right	Reduces maintenance in nearby cities
Projects				
Apollo Program	1000 (double w/aluminum)		Rocketry	Required to build spaceship parts
The Internet	2000 (double w/copper)		Fiber Optics	Grants all technologies acquired by any 2 known civilisations.

NAME	COST	CULTURE	REQUIREMENTS(S)	EFFECT
The Manhattan Project	1500 (double w/uranium)		Fission	Enables nukes, bomb shelters for all players
SDI	500 (double w/aluminum)		Satellites	+75% chance of intercepting nukes
SS Casing	400 (double w/aluminum)		Rockery, Apollo Program	Space Race Victory (5 required)
SS Thrusters	600 (double w/aluminum)		Satellites, Apollo Program	Space Race Victory (3 required)
SS Engine	1000		Fusion, Apollo Program	Space Race Victory (1 required)
SS Docking Bay	1200 (double w/aluminum)		Robotics, Apollo Program	Space Race Victory (1 required)
SS Cockpit	800 (double w/copper)		Fiber Optics, Apollo Program	Space Race Victory (1 required)
SS Life Support	600 (double w/copper)		Ecology, Apollo Program	Space Race Victory (1 required)
SS Stasis Chamber	1000 (double w/copper)		Genetics, Apollo Program	Space Race Victory (1 required)

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Soren Johnson

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Jacob Solomon
Nathan Mefford
Theresa Bogar

Additional Programming
Jesse Smith
Andy Szybalski
Robert Thomas
Sergey Tiraspolsky

Art Group
Lead Modellers
Brian Busatti
Mark Shahan

Lead Animator
Dorian Newcomb

Animators
Dennis Moellers
Ed Lynch
Greg Cunningham
Alex Kim

Artists
Alex Kim
Brian Busatti

Chris Sulzbach
 Dorian Newcomb
 Greg Cunningham
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 Jerome Atherholt
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Digital Steamworks
 (Dave Thompson)
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Word Smiths
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 Paul Murphy

Writers
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 Jesse Smith
 Michael Soracoe
 Rex Martin

Scenario and Tutorial Designers
 Ed Piper
 Jesse Smith
 Jon Shafer
 Martin "Isak" Isaksen
 Wouter "Locutus" Snijders
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Earth Maps/Greek World
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Scott Wittbecker

Sergey Tiraspolsky

Play Session Leads

Jesse "Friedrich Psitalon" Fletcher

Martin "Isak" Isaksen

Robert "Sirian" Thomas

AI & Gameplay Consultant

Robert "Sirian" Thomas

Additional Production

James Copestake

Clint McCaul

Beta Testers

Sirian

Friedrich

Isak

Rob

Notyoueither

CanuckSoldier

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Darren Bartlett
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Kai Fiebach
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Denby Grace
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Sajjad Majid

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QA Manager
Chris Rowley

QA Supervisor
Dom Giannone

QA Localisation Supervisor
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Alexander Harlander
Andreas Traxler,
Anthony Dodd
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