

Civilization: The Expansion Project Advances Quick Chart

| Cost | Civilization Advance | Type | Credits | Attributes | Calamity Effects |
|------|----------------------|------------------|--|--|--|
| 120 | Agriculture | Craft | 10 Craft, 5 Science and 20 to Democracy. | Increases the population limit in areas containing only friendly tokens by one. | Indirectly lessens the effects of city reduction. Does not work for the primary victim during FAMINE. |
| 50 | Cloth making | Craft | 10 Craft, 5 Art and 10 to Naval Warfare. | Increases ship movement by one area. | None. |
| 60 | Masonry | Craft | 10 Craft, 5 Science and 10 to Engineering. | None. | One less city is reduced by CYCLONE. |
| 90 | Metalworking | Craft | 10 Craft, 5 Science and 10 to Military. | Tokens in combat are removed after all opponents without Metalworking have removed their. | None. |
| 230 | Mining | Craft | 10 Craft and 5 Science. | Holder may buy cards from the 6th trade card stack for 13 treasury tokens and from the 8th trade card stack for 16 treasury tokens. Treasury tokens are worth 2 points when buying civilization cards. | Five additional tokens can not be used to support cities during a SLAVE REVOLT. |
| 60 | Pottery | Craft | 10 Craft, 5 Art and 10 to Agriculture. | None. | Five less unit points are lost to FAMINE. |
| 220 | Roadbuilding | Craft | 10 Craft and 5 Science. | Allows token movement through one land area into a second provided the first land area contains no opposing units. | Five additional unit points are lost to EPIDEMIC. One additional city is reduced by CIVIL DISORDER. |
| 270 | Trade Empire | Craft | 10 Craft and 5 Civic. | Holder may ask up to three different players not holding Trade Empire or Wonder of the World for a single named commodity card. | Five additional unit points are lost to EPIDEMIC. One additional city is reduced by CYCLONE. |
| 180 | Trade Routes | Craft | 10 Craft, 5 Religion and 20 to Trade Empire. | Holder's hand limit of trade cards is increased by one. Permits holder to exchange commodity cards for treasury tokens at twice the face value when discarding excess commodity cards. | None. |
| 160 | Engineering | Craft & Science | 5 Crafts, 5 Science and 20 to Roadbuilding. | Increases the effectiveness of attack and defense of cities by one token. | A maximum of seven unit points are lost by FLOOD; or a coastal city is reduced rather than destroyed. EARTHQUAKE reduces a city rather than destroy it. Voids the effects of Urbanism on VOLCANIC ERUPTION and EARTHQUAKE. |
| 280 | Wonder of the World | Craft & Art | 5 Craft and 5 Art. | Upon purchase the holder immediately acquire additional 20 points worth of credit tokens in any combination of colors. Nullifies Trade Empire. | None. |
| 180 | Monument | Craft & Religion | 5 Craft, 5 Religion and 20 to Wonder of the World. | Upon purchase the holder immediately acquire additional 10 points worth of credit tokens in any combination of colors. | None. |
| 270 | Anatomy | Science | 10 Science and 5 Craft. | Upon purchase the holder immediately acquire two Science (or dual-Science) advances with a face value of less than 100 points each. | The primary victim loses eight less unit points, and a secondary victim loses five less unit points, to EPIDEMIC |

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| 80 | Astronomy | Science | 10 Science, 5 Religion and 10 to Calendar. | Allows movement across open sea areas. | None. |
| 180 | Calendar | Science | 10 Science, 5 Civic and 20 to Public Works. | None. | Two less cities are reduced by, and two less ships are lost to, CYCLONE. A secondary victim loses five less unit points to FAMINE. |
| 160 | Cartography | Science | 10 Science, 5 Art and 20 to Library. | Holder may buy cards from the 2nd trade card stack for 7 treasury tokens and from the 7th trade card stack for 15 treasury tokens. | One additional city is lost to PIRACY. |
| 90 | Coinage | Science | 10 Science, 5 Civic and 10 to Trade Routes. | Holder may vary his tax rate up or down by one. This is cumulative with Monarchy. | Five additional commodity card points must be discarded due to CORRUPTION. |
| 60 | Empiricism | Science | 5 Craft, 10 Science, 5 Art, 5 Civic, 5 Religion and 10 to Medicine. | None. | None. |
| 220 | Library | Science | 10 Science and 5 Art. | Discounts the cost of one other civilization card by 40, provided that the card is purchased simultaneously with Library. | One less A.S.T. space is lost due to REGRESSION. |
| 140 | Medicine | Science | 10 Science, 5 Craft and 20 to Anatomy. | None. | The primary victim loses eight less unit points, and a secondary victim loses five less unit points, to EPIDEMIC. |
| 240 | Mathematics | Science & Art | 10 Craft, 10 Science, 10 Civic, 10 Art and 10 Religion. | None. | None. |
| 60 | Written Record | Science & Civic | 5 Science, 5 Civic and 10 to Cartography. | Upon purchase the holder immediately acquire additional five points worth of credit tokens of any color. | None. |
| 240 | Philosophy | Science & Religion | 5 Science and 5 Religion. | Nullifies Fundamentalism. | The first faction in CIVIL WAR always consists of 15 unit points. One less city is reduced by ICONOCLASM & HERESY. |
| 140 | Architecture | Art | 10 Art, 5 Science and 20 to Mining. | Up to half of the cost of building one city per turn in an unopposed area may be paid by tokens from the treasury. | None. |
| 280 | Cultural Ascendancy | Art | 10 Art and 5 Religion. | Opponents must have Advanced Military or Cultural Ascendancy to attack your units. Cities require one extra token to support. Nullifies Politics. | None. |
| 180 | Diplomacy | Art | 10 Art, 5 Civic and 20 to Provincial Empire. | Opponents must have Military or Diplomacy to attack your cities. | One additional city is captured by TREACHERY. |
| 80 | Drama & Poetry | Art | 10 Art, 5 Religion and 10 to Rhetoric. | None. | Increases the first faction in a CIVIL WAR by five unit points. One less city is reduced by CIVIL DISORDER. |

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| 80 | Music | Art | 10 Art, 5 Religion and 10 to Enlightenment. | None. | Increases the first faction in a CIVIL WAR by five unit points. One less city is reduced by CIVIL DISORDER. |
| 220 | Politics | Art | 10 Art and 5 Religion. | Holder may replace all unit points in one adjacent area with tokens from treasury once per turn unless a victim holds Politics or Cultural Ascendancy; or holder may gain five treasury tokens. | Five additional barbarian tokens are used in BARBARIAN HORDES. |
| 130 | Rhetoric | Art | 10 Art, 5 Civic and 20 to Politics. | Holder may buy cards from the 3rd trade card stack for 9 treasury tokens. | None. |
| 50 | Sculpture | Art | 10 Art, 5 Civic and 10 to Architecture. | None. | Five less unit points are annexed by TYRANNY. |
| 110 | Literacy | Art & Civic | 5 Craft, 5 Science, 10 Art, 10 Civic, 5 Religion and 20 to Mathematics. | None. | None. |
| 50 | Mysticism | Art & Religion | 5 Art, 5 Religion and 10 to Monument. | None. | One less city is reduced by SUPERSTITION. |
| 260 | Advanced Military | Civic | 10 Civic and 5 Science. | Holder may use tokens from adjacent areas as casualties in battle, but must leave at least one in each area. Nullifies Cultural Ascendancy. | Both factions lose five additional unit points after CIVIL WAR resolution. One additional city is reduced by CIVIL DISORDER. |
| 220 | Democracy | Civic | 10 Civic and 5 Art. | Prevents tax revolts. | Increases the first faction in CIVIL WAR by ten unit points. One less city is reduced by CIVIL DISORDER. |
| 170 | Law | Civic | 10 Civic, 5 Religion and 20 to Cultural Ascendancy. | None. | One less city is reduced by CIVIL DISORDER. Five less commodity card points must be discarded due to CORRUPTION. |
| 170 | Military | Civic | 10 Civic, 5 Craft and 20 to Advanced Military. | Holder move and build ships after players that does not hold Military. Nullifies Diplomacy. | Both factions lose five additional unit points after CIVIL WAR resolution. One additional city is reduced by CIVIL DISORDER. |
| 60 | Monarchy | Civic | 10 Civic, 5 Religion and 10 to Law. | Holder may increase his tax rate by one. This is cumulative with Coinage. | Five additional unit points are annexed by TYRANNY. Five less barbarian tokens are used in BARBARIAN HORDES. |
| 160 | Naval Warfare | Civic | 10 Civic, 5 Craft and 20 to Diaspora. | Holder may use ships instead of tokens as casualties in battle. Ships may carry one extra token. | Both factions lose five additional unit points after CIVIL WAR resolution. One additional city is reduced by CIVIL DISORDER. One less city is lost to PIRACY. |
| 270 | Provincial Empire | Civic | 10 Civic and 5 Religion. | Allows holder to collect one commodity card, any card of opponent's choice that has a face value of at least 2, from five adjacent players not holding Provincial Empire or Public Works. | Five additional barbarian tokens are used in BARBARIAN HORDES. Five additional unit points are annexed by TYRANNY. |
| 230 | Public Works | Civic | 10 Civic and 5 Craft. | Areas with cities may contain one token. All cities cost one extra token to construct. Nullifies Provincial Empire. | None. |

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| 50 | Urbanism | Civic | 10 Civic, 5 Science and 10 to Diplomacy. | Allows holder to use up to four tokens from neighboring areas to build a city in an area without a city site. | Four unit points must be removed from adjacent areas during a VOLCANIC ERUPTION or EARTHQUAKE. |
| 80 | Theocracy | Civic & Religion | 5 Civic, 5 Religion and 10 to Universal Doctrine. | None. | Holder may sacrifice two commodity cards instead of reducing cities due to ICONOCLASM & HERESY. Five additional tokens can not be used to support cities during a SLAVE REVOLT. |
| 80 | Deism | Religion | 10 Religion, 5 Craft and 10 to Fundamentalism. | None. | One less city is reduced by SUPERSTITION. |
| 270 | Diaspora | Religion | 10 Religion and 5 Art. | Holder may place a city or tokens equal to the population limit from stock in any empty area once per turn, provided an unblocked path can be traced to target area. Holder's hand limit of trade is reduced by one. | None. |
| 160 | Enlightenment | Religion | 10 Religion, 5 Craft and 20 to Philosophy. | None. | One less city is reduced by SUPERSTITION. Five less tokens can not be used to support cities during a SLAVE REVOLT. |
| 150 | Fundamentalism | Religion | 10 Religion, 5 Art and 20 to Monotheism. | Holder may destroy (remove) all units in one adjacent area once per turn unless a victim holds Fundamentalism or Philosophy. | One additional A.S.T. space is lost due to REGRESSION. |
| 230 | Monotheism | Religion | 10 Religion and 5 Civic. | Holder may convert (replace) all units in one adjacent area with units from stock once per turn unless a victim holds Monotheism or Theology. | One additional city is reduced by ICONOCLASM & HERESY. |
| 60 | Mythology | Religion | 10 Religion, 5 Art and 10 to Literacy. | None. | Five less tokens can not be used to support cities during a SLAVE REVOLT. |
| 250 | Theology | Religion | 10 Religion and 5 Science. | Nullifies Monotheism. | Three less cities are reduced by ICONOCLASM & HERESY. |
| 160 | Universal Doctrine | Religion | 10 Religion, 5 Civic and 20 to Theology. | Holder may convert (replace) up to five barbarian or pirate unit points with unit points from stock once per turn provided an unblocked path can be traced to target area. | One additional city is reduced by SUPERSTITION. |