

Hellenization Advances Quick Chart

Cost	Civilization Advance	Type	Credits	Attributes	Calamity Effects
120	Agriculture	Craft	10 Craft, 5 Science and 20 to Democracy.	Increases population limits in areas containing only friendly tokens by one.	Indirectly lessens the effects of city reduction. Does not work for the primary victim during FAMINE.
60	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 is removed after all opponent without Metalworking has removed their.	None.
230	Mining	Craft	10 Craft and 5 Science.	Holder may buy cards from the 6 th trade card stack for 13 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 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.	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.	EARTHQUAKE reduces a city rather than destroy it. Voids the effects of Urbanism on VOLCANIC ERUPTION and EARTHQUAKE.
120	Naval Engineering	Craft & Science	5 Crafts and 5 Science.	Increases ship movement by one area. Ships cost one token to build and nothing to maintain.	Two less ships are lost to CYCLONE.
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 the effect of 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.	The primary victim loses eight less unit points, and a secondary victim loses five less unit points, to EPIDEMIC
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.

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160	Cartography	Science	10 Science, 5 Art and 20 to Library.	Holder may buy cards from the 2 nd trade card stack for 7 treasury tokens and from the 7 th trade card stack for 15 treasury tokens.	The primary victim loses one additional city 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 50, 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.
180	Weights & Measures	Science	10 Science and 5 Craft.	Allows holder to keep one commodity card used to purchase civilization cards, when using at least six cards.	None.
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 due to 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.	Players may not attack the holder's cities unless they hold Advanced Military or Cultural Ascendancy. Cities now require one more token for support. Nullifies Politics.	None.
180	Diplomacy	Art	10 Art, 5 Civic and 20 to Provincial Empire.	Opponent must have Military or Diplomacy to steal a commodity card when attacking 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.
270	Golden Age	Art	10 Art and 5 Science.	Upon purchase the holder immediately acquire two Art or Science (or dual-Art or dual-Science) advances with a face value of less than 100 points.	One less A.S.T. space is lost due to REGRESSION.
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.

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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 sea people tokens are used in SEA PEOPLE.
130	Rhetoric	Art	10 Art, 5 Civic and 20 to Politics.	Holder may buy cards from the 3 rd trade card stack for 9 treasury tokens.	None.
50	Sculpture	Art	10 Art, 5 Civic and 10 to Architecture.	None.	Five less unit points is 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 move and build ship after players that do not have Advance Military. Holder may use tokens from adjacent areas as casualties in battle, but must leave at least one in each area.	Both factions lose five additional unit points after CIVIL WAR resolution. One additional city is reduced by CIVIL DISORDER.
230	Colonization	Civic	10 Civic and 5 Art.	Allows holder to substitute 6 tokens with 2 ships when building a wilderness city, provided that the ships used originated at least four areas away, and that the remainder of the tokens arrived using such ships.	Five additional sea people tokens are used in SEA PEOPLE.
220	Democracy	Civic	10 Civic and 5 Art.	Prevents tax revolts.	Increases the first faction in CIVIL WAR by ten units. One less cities is reduced by CIVIL DISORDER.
260	Evergetism	Civic	10 Civic and 5 Religion.	None.	Holder may sacrifice treasury tokens or trade cards with a total value of at least twice the value of the calamity card to completely nullify SUPERSTITION, SLAVE REVOLT, CIVIL DISORDER or TYRANNY. Five additional commodity card points must be discarded due to CORRUPTION.
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.
150	Military	Civic	10 Civic, 5 Craft and 20 to Advanced Military.	Holder move and build ships after players that does not hold Military or Advanced 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 is annexed by TYRANNY. Five less sea people tokens are used in SEA PEOPLE.
180	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 more 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.

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270	Provincial Empire	Civic	10 Civic and 5 Religion.	Allows holder to collect one commodity card each from five different adjacent players not holding Provincial Empire or Public Works. The donating empires may choose which cards to give.	Five additional sea people tokens are used in SEA PEOPLE. Five additional unit points is annexed by TYRANNY.
230	Public Works	Civic	10 Civic and 5 Craft.	Areas with cities may now support one extra token. This token does not grow during population expansion. All cities now cost one extra token to construct. Nullifies Provincial Empire.	Five less tokens are lost to DROUGHT.
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 wilderness city.	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 trade cards of his choice to completely nullify 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 a 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 tokens in one adjacent area with tokens 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.
120	Oracle	Religion	10 Religion and 5 Art.	Holder may negate the movement and ship construction order effects of Military of a single player once per turn.	One additional city is reduced by SUPERSTITION and ICONOCLASM & HERESY.
250	Theology	Religion	10 Religion and 5 Science.	Nullifies Monotheism.	Three less cities is 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 a path can be traced to target area.	One additional city is reduced by SUPERSTITION.