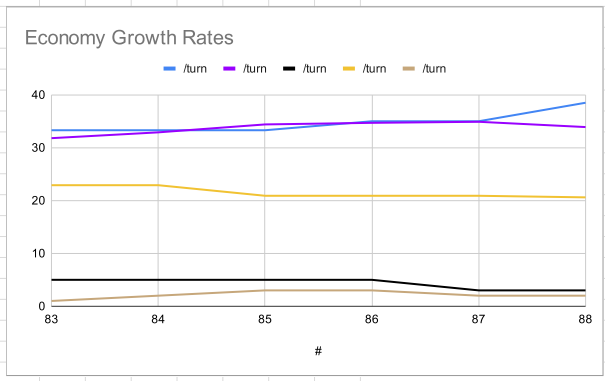


Close #	MM	World	FSM	E?	New?	Notifications and Requested Views	Notes	Instructions
								This entire turn sucks. Pulling back on a number of fronts, may be the start of a total strategy Manifold - set build queue to Ancient Walls, Trebuchet. Magnus - reassign to Craphole. Builder in Manifold - move one hex southwest. If possible, drain the swamp. Set map tack two rows south of Manifold for Huey Teocalli. Booger - change build to Harbor, located one hex east of the city. Then switch back to Water Settler east of Farkleberry map tack - set destination two rows east, two rows northeast. Place map tack four rows southwest of Farkleberry map tack - title "Landing Site." Alfonzo - move one hex northwest. Bartholomew - set destination to Landing Site. Eleanor - set destination four rows south. Ichabod - set destination to Landing Site. SS Albatross - set destination four hexes west. Remove "temp 4x sw" map tack. If possible, buy Isaac Newton with faith. Sell diplomatic favor, one at a time, to the bidder offering the largest amount of one time gold. Builder in Manifold - drain that swamp! Craphole - clear build queue after current crossbowman build; queue settler after crossbow Alfonzo - set destination five hexes west. Floyd - set destination three hexes west. Settler with Guillaume - found new city, name it Gyatt, remove nearby Gyatt map tack, prod Isaac Newton - change city to Gyatt. Sell diplomatic favor, one at a time, to the bidder offering the largest amount of one time gold Set civic research to Naval Tradition. Switch government to Monarchy. Slot Conscription in Military Policies. Slot Colonization in Wildcard Policies. Reassign Liang to Gyatt. Ermagherd - clear build queue. Ermagherd - set build to lighthouse. Builder in Manifold - set destination one hex southeast. If possible, build fishing boats. Builder in Gyatt - move one hex east. If possible, build a pasture. Dwight - fort-ly. Guillaume - fortly. Crossbowman in Craphole - name yourself "Krusty", set destination for Landing Site map ta If possible, move Isaac Newton to Gyatt. Sell diplomatic favor, one at a time, to the bidder offering the largest amount of one time gold Add map tack two tiles southwest, two west of Washington - title "Floyd Scout - RIP" At end of turn, if settler east of Farkleberry Island has move remaining, found new city. Nan Settler east of Farkleberry Island: found new city. Name: "HateBarbs", produce Harbor one tile Builder in HateBarbs: move one hex northwest, and if possible, build fishing boats. If the tile two east of Craphole is not owned by Craphole, swap it to Craphole. Craphole: clear build queue. Start encampment build on the tile two to the east. Then edit bu Builder in Manifold: build fishing boats. Alfonzo: set destination five hexes west. Eleanor: set destination two hexes northwest. Jephro: set destination three hexes east, one southeast. Builder east of Gyatt: move one hex southeast. If move remains, purchase the hex the builder SS Albatross: set destination eight hexes northwest. SS Bombolaat: set destination eight hexes west. Sell diplomatic favor, one at a time, to the bidder offering the largest amount of one time gold. Choose civic research target: Guilds. Policies: replace Urban Planning with Serfdom. Manifold: queue Builder after Trebuchet. Antium: change build queue to Builder, Siege Tower. Booger: change build queue to Builder, Harbor. Douchenozzle: change build queue to Builder, Harbor. Ermagherd: change build queue to Builder, Lighthouse. Builder in HateBarbs: build fishing boats. Builder in Manifold: build fishing boats. Gyatt: purchase tile your builder is currently occupying. Builder in Gyatt: clear jungle. If this production completes Gyatt's ancient walls, have Gyatt pr Alfonzo: move east twice, then set destination four hexes northwest of that position. Eleanor: move one hex northwest. Jephro: move one hex northeast. Then set destination four hexes west of that position. Greetings from Manifset 2! Builder in HateBarbs - set destination two hexes southeast. Builder in Manifold - move one hex northeast, if move remains, skip turn. Builder in Gyatt - set destination to cattle hex two northwest, two west. Swap the quarry tile two east of Ermagherd into Ermagherd. Swap the quarry tile three east of Ermagherd into Ermagherd. Relocate map tack for Mausoleum to the tile east of Ermagherd. Remove map tack for harbor in Manifold. SS Albatross - set sail two hexes west, then set destination six hexes northeast of that position Eleanor - set destination to the tribal village hex revealed by the Albatross last turn. Godsp Trebuchet in Manifold: name yourself "Lobber", set destination Craphole. Sell diplomatic favor, one at a time, to the bidder offering the largest amount of one time gold,
528	90	90	FSM			Failed instructions: Instruction 1 failed, Manifold already has a water mill Notifications: Craphole needs food Major flood in Tiber, 0 tiles damaged, 1 population lost, 0 units killed, 5 tiles gained fert Current Civic and Tech research options. Reports -> Yields.	Buy Isaac Newton Sell diplomatic favor, one at a time, to the bidder offering the largest amount of one time gold.	
61	91	91	FSM			Era score for harbour in Ermagherd Booger needs amenities Civic boosted: Enlightenment Great person recruited: Isaac Newton Governor Magnus moved to Craphole District build costs in Gyatt. Building build costs in Manifold. Settler build cost in Booger.	Sell diplomatic favor, one at a time, to the bidder offering the largest amount of one time gold.	
63	92	92	FSM		C - Divine Right	Failed instructions: Isaac Newton - change city to Gyatt. Notifications: 3 era score for settling near Torres Del Paine 1 era score for aggressive settling Triggered Eureka for Metal Casting Gyatt needs amenities Manifold needs housing Floyd killed by barbarian crossbowman Government View The Loyalty and Happiness side window in Gyatt, and the number of turns until rebelle Adjacency bonuses for tiles around Gyatt for a campus. Adjacency bonuses for tiles around HateBarbs for a campus.	MONARCHY	
65	93	93	FSM	EI	T - Stirrups	Notifications: 3 era score first tier 2 government in the world Catastrophic eruption of Pico do Cabugn, 1 tile damaged, 1 pop lost, 0 units killed, 2 tiles gained fertility Combat: Eleanor attacked by barbarian archer Policies View Scores: Detail view Great People view Reports -> Logship. If multiple pages, filter on City. Cities: worksite view, all cities. Also, link if this Governor promotions data is wrong (and if so, what?) Liang: Guildmaster Magnus: Groundbreaker [error: and Provision] no promotions available		
67	94	94	FSM	EI	C - Naval Tradition	Notifications: Alfonzo is available for promotion Antium needs housing Combat: Alfonzo attacked by barbarian archer City Status View Data on envoy influence rate / turns till next envoy. 1 envoy available, 2 envoys at 100 influence, currently at 82 influence, gaining 10.5 influence per turn		
69	95	95	FSM	EI		Failed instructions: 8. Builder in HateBarbs: build fishing boats. (fishing boats already built in hex) 9. Builder in Manifold: build fishing boats. (fishing boats already built in hex) Notifications: Tribal village discovered Magnus established in Craphole +1 era score for Manifold hitting 10 pop Douchenozzle needs housing Gyatt - next tile city borders will expand to and how soon Ermagherd - all possible productions	Envoys in new western CS?	

WoS		Info Dump		Tech Tree		Civics Tree		
Clos#	MM	World	FSM	E?	New?	Notifications and Requested Views	Notes	Instructions
								<p>Greetings from in-flight wif!</p> <p>Genghis - honor to meet you, love to sample your hospitality, that hat is sick bro</p> <p>Attempt to send delegation to Genghis.</p> <p>Attempt to offer friendship to Genghis.</p> <p>Set map tack on hex two northeast of Gyatt, title "1100".</p> <p>Manifold - clear build queue. Set production to industrial zone, located one hex northwest, on</p> <p>Ermagherd - set build queue after lighthouse to: ancient walls, granary.</p> <p>Gyatt - purchase tile two hexes west of the city.</p> <p>Gyatt - purchase tile two rows south of the city.</p> <p>Add text to map tack of Mausoleum of Halicarnassus - "21".</p> <p>Builder in Manifold - build lumber mill.</p> <p>Builder in Booger - set destination one hex northwest, one west. If possible, remove the past</p> <p>Builder in Ermagherd - set destination one hex northeast, one east. If possible, build fishing b</p> <p>Aflonzo - set destination four hexes northwest.</p> <p>Bartholomew - set destination two hexes east of Landing Site map tack.</p> <p>SS Albatross - set destination eight hexes west.</p> <p>Sell diplomatic favor, one at a time, to the bidder offering the largest amount of one time gold,</p>
x	6/11	96	96	FSM	E!	<p>View N</p> <p>View W</p> <p>View Cen</p> <p>View SW</p> <p>View SE</p>	<p>Envoys in new western CS?</p>	
f	6/13	97	97	FSM	E!	<p>View N</p> <p>View W</p> <p>View Cen</p> <p>View SW</p> <p>View SE</p>	<p>Envoys in new western CS?</p>	
f	6/15	98	98	FSM	E!	<p>View N</p> <p>View W</p> <p>View Cen</p> <p>View SW</p> <p>View SE</p>	<p>Envoys in new western CS?</p>	
f	6/17	99	99	FSM	E!	<p>View N</p> <p>View W</p> <p>View Cen</p> <p>View SW</p> <p>View SE</p>	<p>Envoys in new western CS?</p>	
f	6/19	100	100	FSM	E!	<p>View N</p> <p>View W</p> <p>View Cen</p> <p>View SW</p> <p>View SE</p>	<p>T - Gunpowder</p> <p>Set research target Education</p>	
f	6/21	101	101	FSM	E!			
f	6/23	102	102	FSM	E!		<p>Scores</p>	
f	6/25	103	103	FSM	E!			
f	6/27	104	104	FSM	E!			<p>T - Education</p> <p>Build University in Manifold</p>
f	6/29	105	105	FSM	E!			
f	7/1	106	106	FSM	E!			
f	7/3	107	107	FSM	E!			
f	7/5	108	108	FSM	E!			
f	7/7	109	109	FSM	E!			
f	7/9	110	110	FSM	E!			
f	7/11	111	111	FSM	E!			
f	7/13	112	112	FSM	E!			
f	7/15	113	113	FSM	E!			
f	7/17	114	114	FSM	E!			
f	7/19	115	115	FSM	E!			
f	7/21	116	116	FSM	E!			
f	7/23	117	117	FSM	E!			
f	7/25	118	118	FSM	E!			
f	7/27	119	119	FSM	E!			
f	7/29	120	120	FSM	E!			
f	7/31	121	121	FSM	E!			
f	8/2	122	122	FSM	E!			
f	8/4	123	123	FSM	E!			
f	8/6	124	124	FSM	E!			
f	8/8	125	125	FSM	E!			
f	8/10	126	126	FSM	E!			
f	8/12	127	127	FSM	E!			
f	8/14	128	128	FSM	E!			
f	8/16	129	129	FSM	E!			
f	8/18	130	130	FSM	E!			
f	8/20	131	131	FSM	E!			
f	8/22	132	132	FSM	E!			
f	8/24	133	133	FSM	E!			
f	8/26	134	134	FSM	E!			
f	8/28	135	135	FSM	E!			
f	8/30	136	136	FSM	E!			
f	9/1	137	137	FSM	E!			
f	9/3	138	138	FSM	E!			
f	9/5	139	139	FSM	E!			
f	9/7	140	140	FSM	E!			
f	9/9	141	141	FSM	E!			
f	9/11	142	142	FSM	E!			
f	9/13	143	143	FSM	E!			
f	9/15	144	144	FSM	E!			
f	9/17	145	145	FSM	E!			
f	9/19	146	146	FSM	E!			
f	9/21	147	147	FSM	E!			
f	9/23	148	148	FSM	E!			
f	9/25	149	149	FSM	E!			
f	9/27	150	150	FSM	E!			
f	9/29	151	151	FSM	E!			
f	10/1	152	152	FSM	E!			
f	10/3	153	153	FSM	E!			
f	10/5	154	154	FSM	E!			
f	10/7	155	155	FSM	E!			
f	10/9	156	156	FSM	E!			
f	10/11	157	157	FSM	E!			
f	10/13	158	158	FSM	E!			
f	10/15	159	159	FSM	E!			
f	10/17	160	160	FSM	E!			
f	10/19	161	161	FSM	E!			
f	10/21	162	162	FSM	E!			
f	10/23	163	163	FSM	E!			
f	10/25	164	164	FSM	E!			
f	10/27	165	165	FSM	E!			
f	10/29	166	166	FSM	E!			
f	10/31	167	167	FSM	E!			
f	11/2	168	168	FSM	E!			
f	11/4	169	169	FSM	E!			
f	11/6	170	170	FSM	E!			
f	11/8	171	171	FSM	E!			
f	11/10	172	172	FSM	E!			
f	11/12	173	173	FSM	E!			
f	11/14	174	174	FSM	E!			
f	11/16	175	175	FSM	E!			
f	11/18	176	176	FSM	E!			
f	11/20	177	177	FSM	E!			
f	11/22	178	178	FSM	E!			
f	11/24	179	179	FSM	E!			
f	11/26	180	180	FSM	E!			
f	11/28	181	181	FSM	E!			
f	11/30	182	182	FSM	E!			
f	12/2	183	183	FSM	E!			

WoS		Info Dump		Tech Tree		Civics Tree		
Closet #	MM	World	FSM	E?	New?	Notifications and Requested Views	Notes	Instructions
f 12/4	184	184	FSM	E!				
f 12/6	185	185	FSM	E!				
f 12/8	186	186	FSM	E!				
f 12/10	187	187	FSM	E!				
f 12/12	188	188	FSM	E!				
f 12/14	189	189	FSM	E!				
f 12/16	190	190	FSM	E!				
f 12/18	191	191	FSM	E!				
f 12/20	192	192	FSM	E!				
f 12/22	193	193	FSM	E!				
f 12/24	194	194	FSM	E!				
f 12/26	195	195	FSM	E!				
f 12/28	196	196	FSM	E!				
f 12/30	197	197	FSM	E!				
f 1/1	198	198	FSM	E!				
f 1/3	199	199	FSM	E!				
f 1/5	200	200	FSM	E!				
f 1/7	201	201	FSM	E!				
f 1/9	202	202	FSM	E!				
f 1/11	203	203	FSM	E!				
f 1/13	204	204	FSM	E!				
f 1/15	205	205	FSM	E!				
f 1/17	206	206	FSM	E!				
f 1/19	207	207	FSM	E!				
f 1/21	208	208	FSM	E!				
f 1/23	209	209	FSM	E!				
f 1/25	210	210	FSM	E!				
f 1/27	211	211	FSM	E!				
f 1/29	212	212	FSM	E!				
f 1/31	213	213	FSM	E!				
f 2/2	214	214	FSM	E!				
f 2/4	215	215	FSM	E!				
f 2/6	216	216	FSM	E!				
f 2/8	217	217	FSM	E!				
f 2/10	218	218	FSM	E!				
f 2/12	219	219	FSM	E!				
f 2/14	220	220	FSM	E!				
f 2/16	221	221	FSM	E!				
f 2/18	222	222	FSM	E!				
f 2/20	223	223	FSM	E!				
f 2/22	224	224	FSM	E!				
f 2/24	225	225	FSM	E!				
f 2/26	226	226	FSM	E!				
f 2/28	227	227	FSM	E!				
f 3/2	228	228	FSM	E!				
f 3/4	229	229	FSM	E!				
f 3/6	230	230	FSM	E!				
f 3/8	231	231	FSM	E!				
f 3/10	232	232	FSM	E!				
f 3/12	233	233	FSM	E!				
f 3/14	234	234	FSM	E!				
f 3/16	235	235	FSM	E!				
f 3/18	236	236	FSM	E!				
f 3/20	237	237	FSM	E!				
f 3/22	238	238	FSM	E!				
f 3/24	239	239	FSM	E!				
f 3/26	240	240	FSM	E!				
f 3/28	241	241	FSM	E!				
f 3/30	242	242	FSM	E!				
f 4/1	243	243	FSM	E!				
f 4/3	244	244	FSM	E!				
f 4/5	245	245	FSM	E!				
f 4/7	246	246	FSM	E!				
f 4/9	247	247	FSM	E!				
f 4/11	248	248	FSM	E!				
f 4/13	249	249	FSM	E!				
f 4/15	250	250	FSM	E!				
f 4/17	251	251	FSM	E!				
f 4/19	252	252	FSM	E!				
f 4/21	253	253	FSM	E!				
f 4/23	254	254	FSM	E!				
f 4/25	255	255	FSM	E!				
f 4/27	256	256	FSM	E!				
f 4/29	257	257	FSM	E!				
f 5/1	258	258	FSM	E!				
f 5/3	259	259	FSM	E!				
f 5/5	260	260	FSM	E!				
f 5/7	261	261	FSM	E!				
f 5/9	262	262	FSM	E!				
f 5/11	263	263	FSM	E!				
f 5/13	264	264	FSM	E!				
f 5/15	265	265	FSM	E!				
f 5/17	266	266	FSM	E!				
f 5/19	267	267	FSM	E!				
f 5/21	268	268	FSM	E!				
f 5/23	269	269	FSM	E!				
f 5/25	270	270	FSM	E!				
f 5/27	271	271	FSM	E!				
f 5/29	272	272	FSM	E!				
f 5/31	273	273	FSM	E!				
f 6/2	274	274	FSM	E!				
f 6/4	275	275	FSM	E!				
f 6/6	276	276	FSM	E!				
f 6/8	277	277	FSM	E!				
f 6/10	278	278	FSM	E!				
f 6/12	279	279	FSM	E!				
f 6/14	280	280	FSM	E!				
f 6/16	281	281	FSM	E!				
f 6/18	282	282	FSM	E!				
f 6/20	283	283	FSM	E!				
f 6/22	284	284	FSM	E!				
f 6/24	285	285	FSM	E!				
f 6/26	286	286	FSM	E!				
f 6/28	287	287	FSM	E!				
f 6/30	288	288	FSM	E!				
f 7/2	289	289	FSM	E!				

96	Sci	Cul	Faith		Gold		Tou	Dip. Favor		Envoys		100
#	/turn	/turn	Bal	/turn	Bal	/turn	Bal	Bal	/turn	Bal	/turn	#
83	33.3	31.8	168.5	5	244	22.9	4	34	1			
84	33.3	32.9	173.5	5	276	22.9	4	35	2			
85	33.3	34.4	178.5	5	55	20.9	4	3	3			
86	35	34.7	183.5	5	76	20.9	4	6	3			
87	35	34.9	186.5	3	97	20.9	4	8	2			
88	38.5	33.9	189.5	3	158	20.6	4	2	2	41	5	2
89	38.6	33.8	192.5	2.8	197	22.2	4	3	3	46	5	0
90	40.5	34.5	195.3	3	247	23.9	4	3	3	51	5	0
91	40.6	34.3	55.3	3	293	27.6	4	3	3	56	5	0
92	41.4	36	58.3	1	331	24.9	4	3	3	61	5	0
93	38.8	33.7	59.3	1	373	30.9	4	4	4	66	10.5	1
94	41	36.1	60.3	1	416	32.6	4	4	4	76.5	10.5	1
95	44.4	38.5	61.3	1	379	30.9	4	8	4	87	13.5	1
x 96	46.3	39.1	62.3	1	452	29.9	4	4	4	0.5	13	3
f 97	46.3	39.1	63.3	1	481.9	29.9	4	8	4	13.5	13	3
f 98	46.3	39.1	64.3	1	511.8	29.9	4	12	4	26.5	13	3
f 99	46.3	39.1	65.3	1	541.7	29.9	4	16	4	39.5	13	3
f 100	46.3	39.1	66.3	1	571.6	29.9	4	20	4	52.5	13	3
f 101	46.3	39.1	67.3	1	601.5	29.9	4	24	4	65.5	13	3
f 102	46.3	39.1	68.3	1	631.4	29.9	4	28	4	78.5	13	3
f 103	46.3	39.1	69.3	1	661.3	29.9	4	32	4	91.5	13	3
f 104	46.3	39.1	70.3	1	691.2	29.9	4	36	4	4.5	13	5
f 105	46.3	39.1	71.3	1	721.1	29.9	4	40	4	17.5	13	5
f 106	46.3	39.1	72.3	1	751	29.9	4	44	4	30.5	13	5
f 107	46.3	39.1	73.3	1	780.9	29.9	4	48	4	43.5	13	5
f 108	46.3	39.1	74.3	1	810.8	29.9	4	52	4	56.5	13	5
f 109	46.3	39.1	75.3	1	840.7	29.9	4	56	4	69.5	13	5
f 110	46.3	39.1	76.3	1	870.6	29.9	4	60	4	82.5	13	5
f 111	46.3	39.1	77.3	1	900.5	29.9	4	64	4	95.5	13	5
f 112	46.3	39.1	78.3	1	930.4	29.9	4	68	4	8.5	13	7
f 113	46.3	39.1	79.3	1	960.3	29.9	4	72	4	21.5	13	7
f 114	46.3	39.1	80.3	1	990.2	29.9	4	76	4	34.5	13	7
f 115	46.3	39.1	81.3	1	1020.1	29.9	4	80	4	47.5	13	7
f 116	46.3	39.1	82.3	1	1050	29.9	4	84	4	60.5	13	7
f 117	46.3	39.1	83.3	1	1079.9	29.9	4	88	4	73.5	13	7
f 118	46.3	39.1	84.3	1	1109.8	29.9	4	92	4	86.5	13	7
f 119	46.3	39.1	85.3	1	1139.7	29.9	4	96	4	99.5	13	7
f 120	46.3	39.1	86.3	1	1169.6	29.9	4	100	4	12.5	13	9
f 121	46.3	39.1	87.3	1	1199.5	29.9	4	104	4	25.5	13	9
f 122	46.3	39.1	88.3	1	1229.4	29.9	4	108	4	38.5	13	9
f 123	46.3	39.1	89.3	1	1259.3	29.9	4	112	4	51.5	13	9
f 124	46.3	39.1	90.3	1	1289.2	29.9	4	116	4	64.5	13	9
f 125	46.3	39.1	91.3	1	1319.1	29.9	4	120	4	77.5	13	9
f 126	46.3	39.1	92.3	1	1349	29.9	4	124	4	90.5	13	9
f 127	46.3	39.1	93.3	1	1378.9	29.9	4	128	4	3.5	13	11
f 128	46.3	39.1	94.3	1	1408.8	29.9	4	132	4	16.5	13	11
f 129	46.3	39.1	95.3	1	1438.7	29.9	4	136	4	29.5	13	11
f 130	46.3	39.1	96.3	1	1468.6	29.9	4	140	4	42.5	13	11
f 131	46.3	39.1	97.3	1	1498.5	29.9	4	144	4	55.5	13	11
f 132	46.3	39.1	98.3	1	1528.4	29.9	4	148	4	68.5	13	11
f 133	46.3	39.1	99.3	1	1558.3	29.9	4	152	4	81.5	13	11
f 134	46.3	39.1	100.3	1	1588.2	29.9	4	156	4	94.5	13	11
f 135	46.3	39.1	101.3	1	1618.1	29.9	4	160	4	7.5	13	12
f 136	46.3	39.1	102.3	1	1648	29.9	4	164	4	20.5	13	12
f 137	46.3	39.1	103.3	1	1677.9	29.9	4	168	4	33.5	13	12
f 138	46.3	39.1	104.3	1	1707.8	29.9	4	172	4	46.5	13	12
f 139	46.3	39.1	105.3	1	1737.7	29.9	4	176	4	59.5	13	12
f 140	46.3	39.1	106.3	1	1767.6	29.9	4	180	4	72.5	13	12
f 141	46.3	39.1	107.3	1	1797.5	29.9	4	184	4	85.5	13	12
f 142	46.3	39.1	108.3	1	1827.4	29.9	4	188	4	98.5	13	12
f 143	46.3	39.1	109.3	1	1857.3	29.9	4	192	4	11.5	13	13
f 144	46.3	39.1	110.3	1	1887.2	29.9	4	196	4	24.5	13	13
f 145	46.3	39.1	111.3	1	1917.1	29.9	4	200	4	37.5	13	13
f 146	46.3	39.1	112.3	1	1947	29.9	4	204	4	50.5	13	13
f 147	46.3	39.1	113.3	1	1976.9	29.9	4	208	4	63.5	13	13
f 148	46.3	39.1	114.3	1	2006.8	29.9	4	212	4	76.5	13	13
f 149	46.3	39.1	115.3	1	2036.7	29.9	4	216	4	89.5	13	13
f 150	46.3	39.1	116.3	1	2066.6	29.9	4	220	4	2.5	13	14
f 151	46.3	39.1	117.3	1	2096.5	29.9	4	224	4	15.5	13	14
f 152	46.3	39.1	118.3	1	2126.4	29.9	4	228	4	28.5	13	14
f 153	46.3	39.1	119.3	1	2156.3	29.9	4	232	4	41.5	13	14
f 154	46.3	39.1	120.3	1	2186.2	29.9	4	236	4	54.5	13	14
f 155	46.3	39.1	121.3	1	2216.1	29.9	4	240	4	67.5	13	14
f 156	46.3	39.1	122.3	1	2246	29.9	4	244	4	80.5	13	14
f 157	46.3	39.1	123.3	1	2275.9	29.9	4	248	4	93.5	13	14
f 158	46.3	39.1	124.3	1	2305.8	29.9	4	252	4	6.5	13	15
f 159	46.3	39.1	125.3	1	2335.7	29.9	4	256	4	19.5	13	15
f 160	46.3	39.1	126.3	1	2365.6	29.9	4	260	4	32.5	13	15
f 161	46.3	39.1	127.3	1	2395.5	29.9	4	264	4	45.5	13	15
f 162	46.3	39.1	128.3	1	2425.4	29.9	4	268	4	58.5	13	15
f 163	46.3	39.1	129.3	1	2455.3	29.9	4	272	4	71.5	13	15
f 164	46.3	39.1	130.3	1	2485.2	29.9	4	276	4	84.5	13	15
f 165	46.3	39.1	131.3	1	2515.1	29.9	4	280	4	97.5	13	15
f 166	46.3	39.1	132.3	1	2545	29.9	4	284	4	10.5	13	16
f 167	46.3	39.1	133.3	1	2574.9	29.9	4	288	4	23.5	13	16



96	Sci	Cul	Faith		Gold		Tou	Dip. Favor		Envoys		100
#	/turn	/turn	Bal	/turn	Bal	/turn	Bal	Bal	/turn	Bal	/turn	#
f 168	46.3	39.1	134.3	1	2604.8	29.9	4	297	4	36.5	13	16
f 169	46.3	39.1	135.3	1	2634.7	29.9	4	296	4	49.5	13	16
f 170	46.3	39.1	136.3	1	2664.6	29.9	4	300	4	62.5	13	16
f 171	46.3	39.1	137.3	1	2694.5	29.9	4	304	4	75.5	13	16
f 172	46.3	39.1	138.3	1	2724.4	29.9	4	308	4	88.5	13	16
f 173	46.3	39.1	139.3	1	2754.3	29.9	4	312	4	1.5	13	17
f 174	46.3	39.1	140.3	1	2784.2	29.9	4	316	4	14.5	13	17
f 175	46.3	39.1	141.3	1	2814.1	29.9	4	320	4	27.5	13	17
f 176	46.3	39.1	142.3	1	2844	29.9	4	324	4	40.5	13	17
f 177	46.3	39.1	143.3	1	2873.9	29.9	4	328	4	53.5	13	17
f 178	46.3	39.1	144.3	1	2903.8	29.9	4	332	4	66.5	13	17
f 179	46.3	39.1	145.3	1	2933.7	29.9	4	336	4	79.5	13	17
f 180	46.3	39.1	146.3	1	2963.6	29.9	4	340	4	92.5	13	17
f 181	46.3	39.1	147.3	1	2993.5	29.9	4	344	4	5.5	13	18
f 182	46.3	39.1	148.3	1	3023.4	29.9	4	348	4	18.5	13	18
f 183	46.3	39.1	149.3	1	3053.3	29.9	4	352	4	31.5	13	18
f 184	46.3	39.1	150.3	1	3083.2	29.9	4	356	4	44.5	13	18
f 185	46.3	39.1	151.3	1	3113.1	29.9	4	360	4	57.5	13	18
f 186	46.3	39.1	152.3	1	3143	29.9	4	364	4	70.5	13	18
f 187	46.3	39.1	153.3	1	3172.9	29.9	4	368	4	83.5	13	18
f 188	46.3	39.1	154.3	1	3202.8	29.9	4	372	4	96.5	13	18
f 189	46.3	39.1	155.3	1	3232.7	29.9	4	376	4	9.5	13	19
f 190	46.3	39.1	156.3	1	3262.6	29.9	4	380	4	22.5	13	19
f 191	46.3	39.1	157.3	1	3292.5	29.9	4	384	4	35.5	13	19
f 192	46.3	39.1	158.3	1	3322.4	29.9	4	388	4	48.5	13	19
f 193	46.3	39.1	159.3	1	3352.3	29.9	4	392	4	61.5	13	19
f 194	46.3	39.1	160.3	1	3382.2	29.9	4	396	4	74.5	13	19
f 195	46.3	39.1	161.3	1	3412.1	29.9	4	400	4	87.5	13	19
f 196	46.3	39.1	162.3	1	3442	29.9	4	404	4	0.5	13	20
f 197	46.3	39.1	163.3	1	3471.9	29.9	4	408	4	13.5	13	20
f 198	46.3	39.1	164.3	1	3501.8	29.9	4	412	4	26.5	13	20
f 199	46.3	39.1	165.3	1	3531.7	29.9	4	416	4	39.5	13	20
f 200	46.3	39.1	166.3	1	3561.6	29.9	4	420	4	52.5	13	20
f 201	46.3	39.1	167.3	1	3591.5	29.9	4	424	4	65.5	13	20
f 202	46.3	39.1	168.3	1	3621.4	29.9	4	428	4	78.5	13	20
f 203	46.3	39.1	169.3	1	3651.3	29.9	4	432	4	91.5	13	20
f 204	46.3	39.1	170.3	1	3681.2	29.9	4	436	4	4.5	13	21
f 205	46.3	39.1	171.3	1	3711.1	29.9	4	440	4	17.5	13	21
f 206	46.3	39.1	172.3	1	3741	29.9	4	444	4	30.5	13	21
f 207	46.3	39.1	173.3	1	3770.9	29.9	4	448	4	43.5	13	21
f 208	46.3	39.1	174.3	1	3800.8	29.9	4	452	4	56.5	13	21
f 209	46.3	39.1	175.3	1	3830.7	29.9	4	456	4	69.5	13	21
f 210	46.3	39.1	176.3	1	3860.6	29.9	4	460	4	82.5	13	21
f 211	46.3	39.1	177.3	1	3890.5	29.9	4	464	4	95.5	13	21
f 212	46.3	39.1	178.3	1	3920.4	29.9	4	468	4	8.5	13	22
f 213	46.3	39.1	179.3	1	3950.3	29.9	4	472	4	21.5	13	22
f 214	46.3	39.1	180.3	1	3980.2	29.9	4	476	4	34.5	13	22
f 215	46.3	39.1	181.3	1	4010.1	29.9	4	480	4	47.5	13	22
f 216	46.3	39.1	182.3	1	4040	29.9	4	484	4	60.5	13	22
f 217	46.3	39.1	183.3	1	4069.9	29.9	4	488	4	73.5	13	22
f 218	46.3	39.1	184.3	1	4099.8	29.9	4	492	4	86.5	13	22
f 219	46.3	39.1	185.3	1	4129.7	29.9	4	496	4	99.5	13	22
f 220	46.3	39.1	186.3	1	4159.6	29.9	4	500	4	12.5	13	23
f 221	46.3	39.1	187.3	1	4189.5	29.9	4	504	4	25.5	13	23
f 222	46.3	39.1	188.3	1	4219.4	29.9	4	508	4	38.5	13	23
f 223	46.3	39.1	189.3	1	4249.3	29.9	4	512	4	51.5	13	23
f 224	46.3	39.1	190.3	1	4279.2	29.9	4	516	4	64.5	13	23
f 225	46.3	39.1	191.3	1	4309.1	29.9	4	520	4	77.5	13	23
f 226	46.3	39.1	192.3	1	4339	29.9	4	524	4	90.5	13	23
f 227	46.3	39.1	193.3	1	4368.9	29.9	4	528	4	3.5	13	24
f 228	46.3	39.1	194.3	1	4398.8	29.9	4	532	4	16.5	13	24
f 229	46.3	39.1	195.3	1	4428.7	29.9	4	536	4	29.5	13	24
f 230	46.3	39.1	196.3	1	4458.6	29.9	4	540	4	42.5	13	24
f 231	46.3	39.1	197.3	1	4488.5	29.9	4	544	4	55.5	13	24
f 232	46.3	39.1	198.3	1	4518.4	29.9	4	548	4	68.5	13	24
f 233	46.3	39.1	199.3	1	4548.3	29.9	4	552	4	81.5	13	24
f 234	46.3	39.1	200.3	1	4578.2	29.9	4	556	4	94.5	13	24
f 235	46.3	39.1	201.3	1	4608.1	29.9	4	560	4	7.5	13	25
f 236	46.3	39.1	202.3	1	4638	29.9	4	564	4	20.5	13	25
f 237	46.3	39.1	203.3	1	4667.9	29.9	4	568	4	33.5	13	25
f 238	46.3	39.1	204.3	1	4697.8	29.9	4	572	4	46.5	13	25
f 239	46.3	39.1	205.3	1	4727.7	29.9	4	576	4	59.5	13	25
f 240	46.3	39.1	206.3	1	4757.6	29.9	4	580	4	72.5	13	25
f 241	46.3	39.1	207.3	1	4787.5	29.9	4	584	4	85.5	13	25
f 242	46.3	39.1	208.3	1	4817.4	29.9	4	588	4	98.5	13	25
f 243	46.3	39.1	209.3	1	4847.3	29.9	4	592	4	11.5	13	26
f 244	46.3	39.1	210.3	1	4877.2	29.9	4	596	4	24.5	13	26
f 245	46.3	39.1	211.3	1	4907.1	29.9	4	600	4	37.5	13	26
f 246	46.3	39.1	212.3	1	4937	29.9	4	604	4	50.5	13	26
f 247	46.3	39.1	213.3	1	4966.9	29.9	4	608	4	63.5	13	26
f 248	46.3	39.1	214.3	1	4996.8	29.9	4	612	4	76.5	13	26
f 249	46.3	39.1	215.3	1	5026.7	29.9	4	616	4	89.5	13	26
f 250	46.3	39.1	216.3	1	5056.6	29.9	4	620	4	2.5	13	27
f 251	46.3	39.1	217.3	1	5086.5	29.9	4	624	4	15.5	13	27
f 252	46.3	39.1	218.3	1	5116.4	29.9	4	628	4	28.5	13	27

96	Sci	Cul	Faith		Gold		Tou	Dip. Favor		Envoys		100	
#	/turn	/turn	Bal	/turn	Bal	/turn	Bal	Bal	/turn	Bal	/turn	#	
f	253	46.3	39.1	219.3	1	5146.3	29.9	4	637	4	41.5	13	27
f	254	46.3	39.1	220.3	1	5176.2	29.9	4	636	4	54.5	13	27
f	255	46.3	39.1	221.3	1	5206.1	29.9	4	640	4	67.5	13	27
f	256	46.3	39.1	222.3	1	5236	29.9	4	644	4	80.5	13	27
f	257	46.3	39.1	223.3	1	5265.9	29.9	4	648	4	93.5	13	27
f	258	46.3	39.1	224.3	1	5295.8	29.9	4	652	4	6.5	13	28
f	259	46.3	39.1	225.3	1	5325.7	29.9	4	656	4	19.5	13	28
f	260	46.3	39.1	226.3	1	5355.6	29.9	4	660	4	32.5	13	28
f	261	46.3	39.1	227.3	1	5385.5	29.9	4	664	4	45.5	13	28
f	262	46.3	39.1	228.3	1	5415.4	29.9	4	668	4	58.5	13	28
f	263	46.3	39.1	229.3	1	5445.3	29.9	4	672	4	71.5	13	28
f	264	46.3	39.1	230.3	1	5475.2	29.9	4	676	4	84.5	13	28
f	265	46.3	39.1	231.3	1	5505.1	29.9	4	680	4	97.5	13	28
f	266	46.3	39.1	232.3	1	5535	29.9	4	684	4	10.5	13	29
f	267	46.3	39.1	233.3	1	5564.9	29.9	4	688	4	23.5	13	29
f	268	46.3	39.1	234.3	1	5594.8	29.9	4	692	4	36.5	13	29
f	269	46.3	39.1	235.3	1	5624.7	29.9	4	696	4	49.5	13	29
f	270	46.3	39.1	236.3	1	5654.6	29.9	4	700	4	62.5	13	29
f	271	46.3	39.1	237.3	1	5684.5	29.9	4	704	4	75.5	13	29
f	272	46.3	39.1	238.3	1	5714.4	29.9	4	708	4	88.5	13	29
f	273	46.3	39.1	239.3	1	5744.3	29.9	4	712	4	1.5	13	30
f	274	46.3	39.1	240.3	1	5774.2	29.9	4	716	4	14.5	13	30
f	275	46.3	39.1	241.3	1	5804.1	29.9	4	720	4	27.5	13	30
f	276	46.3	39.1	242.3	1	5834	29.9	4	724	4	40.5	13	30
f	277	46.3	39.1	243.3	1	5863.9	29.9	4	728	4	53.5	13	30
f	278	46.3	39.1	244.3	1	5893.8	29.9	4	732	4	66.5	13	30
f	279	46.3	39.1	245.3	1	5923.7	29.9	4	736	4	79.5	13	30
f	280	46.3	39.1	246.3	1	5953.6	29.9	4	740	4	92.5	13	30
f	281	46.3	39.1	247.3	1	5983.5	29.9	4	744	4	5.5	13	31
f	282	46.3	39.1	248.3	1	6013.4	29.9	4	748	4	18.5	13	31
f	283	46.3	39.1	249.3	1	6043.3	29.9	4	752	4	31.5	13	31
f	284	46.3	39.1	250.3	1	6073.2	29.9	4	756	4	44.5	13	31
f	285	46.3	39.1	251.3	1	6103.1	29.9	4	760	4	57.5	13	31
f	286	46.3	39.1	252.3	1	6133	29.9	4	764	4	70.5	13	31
f	287	46.3	39.1	253.3	1	6162.9	29.9	4	768	4	83.5	13	31
f	288	46.3	39.1	254.3	1	6192.8	29.9	4	772	4	96.5	13	31
f	289	46.3	39.1	255.3	1	6222.7	29.9	4	776	4	9.5	13	32

#	Name	Producing	Working	#D	Buildings	Districts	Wonders		21	Governor	Build Queue	Stalled	Notes
1	HateBarbs	Harbor	1	1	47	https://imgur.c	0	Mon					
2	Ermagherd	Lighthouse	4	14	4	https://imgur.c	0	Mon		Har			
3	Manifold	Builder	10	38	2	https://imgur.c	2	Mon,Pal,Gran,WM,AWall	Lib,Mkt	Ora	5	5	Pingala (Librarian, Researcher, Grants)
4	Douchenozzle	Builder	4	19	2	https://imgur.c	0	Mon			2	2	Harbor (2)
5	Booger	Harbor	7	5	5	https://imgur.c	0	Mon,Gran,WM			4	4	Warrior (6)
6	Antium	Builder	6	11	5	https://imgur.c	2	Mon,Gran	ArchHal, TS		2	3	Siege Tower (2)
7	Craphole	Settler	4	-	7	https://imgur.c	0	Mon	Har		0	2	Magnus (Groundbreaker, Provision)
8	Gyatt	Campus	3	2	7	https://imgur.c	0	Mon,AWall			0	2	Liang (Guildmaster)
								Mon					
								Mon					
								Mon					
								Mon					

<u>96</u>	74.7	95	43.6	3	40.6	34	4
Expenses	0	0	4	0	0	0	0
Net	74.7	95	39.6	3	41	34	4
Name							
Manifold	24	28	17	2	27	12.3	4
Antium	11	17	5	1	4.5	7.5	0
Booger	11.7	26	2.7	0	3.1	4.5	0
Craphole	13	8	6	0	2	3.1	0
Douchenozzle	6	8	5.9	0	1.5	3.8	0
Ermagherd	9	8	7	0	2.5	2.8	0

Name	Rem	Idle?	Category	Type	Charges	Ranks	Location	Action	Notes	KIA	Levy
BuilderManifold		Y	Civilian	Builder		2 #N/A	Manifold lake	Hang out till needed?			
BuilderGyatt		N	Civilian	Builder		1 #N/A	Gyatt jungle	Clear pasture			
BuilderHateBarbs		N	Civilian	Builder		2 #N/A	Farkleberry Sea	Drain swamp, plant sugar			
BuilderEmagherd		N	Civilian	Builder		5 #N/A		Fish turtles			
BuilderBooger		N	Civilian	Builder		5 #N/A		Remove sheep, get campus			
Trader1		N	Civilian	Trader		#N/A	Trade route w/ Washington				
Trader2		N	Civilian	Trader		#N/A	Trade route w/ Mohenjo-Daro				
Alfonzo		N	Military	Scout		0	Trying to contact western civ	not dying			
Bartholomew		N	Military	Man-at-Arms		0	Heading for Landing Site				
Clem		F	Military	Archer		1 (Volley)	Douchenozzle				
Dwight		F	Military	Warrior		1 (Battle Cry)	Fort Dwight				
Eleanor		N	Military	Scout		0	Baltimore	Heading for TV island west of Halle Berry			
Floyd		D	Military	Scout		1 (Ranger)	South of Washington	Moving to scout sea south of Washington		92	
Guillaume		F	Military	Warrior		1 (Battle Cry)	Gyatt				
Hubert		F	Military	Archer		1 (Volley)	Booger				
Ichabod		N	Military	Crossbowman		0	Heading for Landing Site				
Jephro		N	Military	Chariot		0	East coast	Heading to road, fortifying			
Krusty		N	Military	Crossbowman		0	Farkleberry Island, debarking				
Lobber		N	Military	Trebuchet		0	Manifold	Heading for Craphole			
SS Albatross		N	Naval	Galley		0	Sea west of Craphole	Explore western islands			
SS Bomboclaat		N	Naval	Galley		0	Sea south of Craphole	Explore southwestern ocean / islands			
Bash	8	Y	Military	Warrior		#N/A	Boston Area				84
Crash	8	Y	Military	Warrior		#N/A	Boston Area				84
Dice	8	Y	Military	Man-at-Arms		#N/A	Boston Area				84
Shooty	8	Y	Military	Archer		#N/A	Boston Area				84
Slice	8	Y	Military	Man-at-Arms		#N/A	Boston Area				84
Smash	8	Y	Military	Warrior		#N/A	Boston Area				84

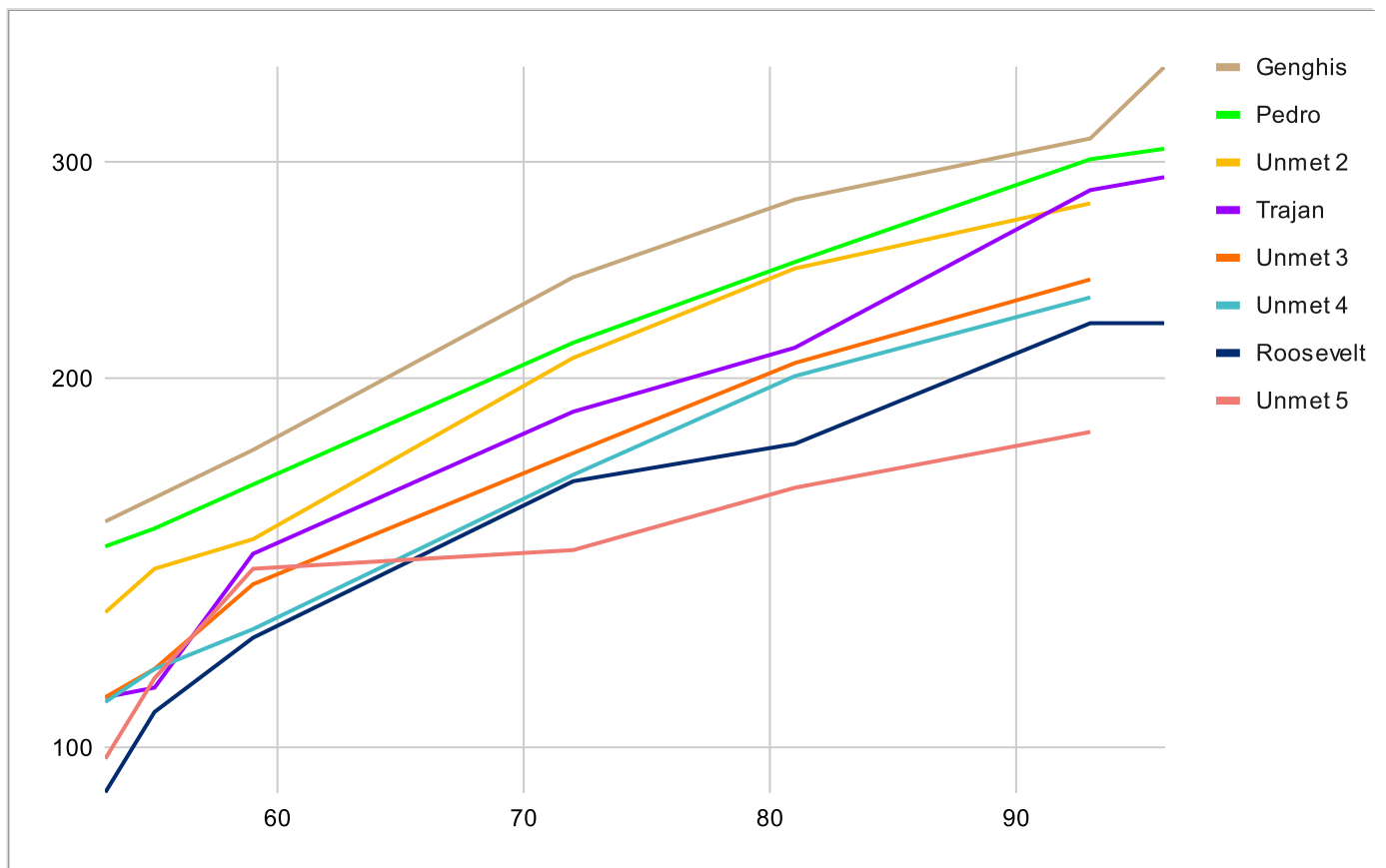
Autocracy				96				Next				Options																														
1		2		3		4		1		2		3		4		1		2		3		4																				
Military Policies	Veterancy		Conscription				Raid		Discipline								Bastions	Feudal Contract	Maritime Industries	Caravansaries	Insulae	Serfdom	Strategos																			
	+30% prod. Encamp. Harbor and bldgs		Unit maint. reduced 1 gold/turn				+50% yields from pillage/coastal raid		+5 combat strength vs. bars								+6 Melee. +5 Range Stren. city defen.		+50% prod. Anc->Ren. mele. anti-cav. ranged		+100% prod. Anc/Cla naval		+2 Gold / trade route		+1 Hous in cities w/ 2 spec. dist.		+2 charges on new builders		+2 GG GP points/turn													
Economic Policies	Serfdom						Naval Infrastructure												Conscription	Limes	Raid	Civil Prestige	Land Surveyors	Diplomatic League	Naval Infrastructure																	
	+2 charges on new builders						+100% harbor adj. bonus												Unit maint. reduced 1 gold/turn		+100% prod. defen. bldgs		+50% yields from pillage/coastal raid		Estab. gov.w/ 2+ promo. +1 amen. +2 hous		-20% Gold / tile purchase		First Envoy / CS = 2		+100% harbor adj. bonus											
Diplomatic Policies	Charismatic Leader						Charismatic Leader												Discipline	Limitanei	Retainers	Colonization	Natural Philosophy	Praetorium	Navigation	Urban Planning																
	+2 Inf. per turn towards Envoys						+2 Inf. per turn towards Envoys												+5 combat strength vs. bars		+2 Loy / city w/ gafr. unit		+1 amen. / garrisoned unit		+50% prod. toward Settlers		+100% campus adj. bonus		+2 Loy / city w/ Governor		+2 GAdm GP points/turn		+1 prod. / city									
Wildcard Policies	Inspiration		Colonization				Inspiration		Literary Tradition										Equestrian Orders	Chivalry	Survey	Gothic Architecture	Scripture	Literary Tradition	Urban Planning																	
	+2 GS GP points/turn		+50% prod. toward Settlers				+2 GS GP points/turn		+2 GW GP points/turn										+1 res/turn improved. horse/iron		+50% prod. upto Indus. light/heavy cav		2x XP for recon units		+15% prod. Anc/Cla/Met/Br en wonders		+100% holy site adj. bonus		+2 GW GP points/turn		+1 prod. / city											
																						Mercenaries	Guilds	Medieval Faires																		
																						Professional Army	Craftsmen	Aesthetics																		
																						-50% Gold / unit upgrade	+100% ind. zone adj. bonus	+100% thea. sq. adj. bonus																		
																						Retinues	Town Charters	Merchant Confederation																		
																						-50% strat. res. /unit upgrade	+100% comm. hub adj. bonus	+1 gold per turn per CS Envoy																		
																						Trade Confederation	Traveling Merchants	Medina Quarter																		
																						+1 Sci. Cul. / international trade route	+2 GM GP points/turn	+2 Hous in cities w/ 3+ spec. dist.																		
																								Insulae																		
																								Insulae																		

96		1	1	1	0.8	?	1.28125	1	1	1
		40	40	80	32	#N/A	205	80	160	280
		Great General	Great Admiral	Great Engineer	Great Merchant	Great Prophet	Great Scientist	Great Writer	Great Artist	Great Musician
		Classical	Classical	Medieval	Classical	#N/A	Renaissance	Medieval	Renaissance	Industrial
		El Cid	Themistocles	James of St. George	Zhang Qian	#N/A	Galileo	Geoffrey Chaucer	Hieronymus Bosch	Yatsunami Kengyo
	List	List	List	List	List	List	List	List	List	List
	Power	Form Corps from Land Unit	+1 Quadri., +20% Naval Ranged Prod this city	Ancient + Medieval Walls this city	+1 TR, TRs +2 gold this city	#N/A	+250 Sci, each adj. mtn	Great Work	Great Work	Great Work
	Next	Genghis Khan	Hanno the Navigator	Filippo Brunelleschi	Ibn Fadlan	#N/A	Dmitri Mendeleev	Li Bai	Kamāl ud-Dīn Behzād	Antonio Vivaldi
		0	24	61	-11	#N/A	4	10	106	215
		Unmet ?	Trajan	Pedro	Trajan	#N/A	Pedro	Unmet ?	Pedro	Pedro
#	Civ Rates	Rates	Rates	Rates	Rates	Rates	Rates	Rates	Rates	Rates
?	Unmet ?	4					7	2.3	1	1
1	Unmet 1				0	#N/A	6	2		
2	Pedro			1.1	0	#N/A	5.7	2.3	1.1	1.1
3	Unmet 2				0	#N/A	5.7	1.1		
4	Unmet 3				0	#N/A	2	1		
5	Unmet 4				0	#N/A	0	1		
6	Unmet 5				0	#N/A	0			
7	Trajan	0	1	0	6	#N/A	10	0	0	0
8	Roosevelt				0	#N/A	3.4			
Civ Balances										
?	Unmet ?	40.2	0	0	0			58	32.2	32.2
1	Unmet 1					#N/A		47.1		
2	Pedro			13.8		#N/A	185.9		43.6	43.6
3	Unmet 2					#N/A				
4	Unmet 3					#N/A				
5	Unmet 4					#N/A				
6	Unmet 5					#N/A				
7	Trajan	10	16	0	100	#N/A	40	12	12	12
8	Roosevelt	0	0	5.7	0	#N/A	147.7			
Civ Turns to Earn										
?	Unmet ?	0					30	10	128	248
1	Unmet 1					#N/A	35	17		
2	Pedro			61		#N/A	4	35	106	215
3	Unmet 2					#N/A	36	73		
4	Unmet 3					#N/A	103	80		
5	Unmet 4					#N/A		80		
6	Unmet 5					#N/A				
7	Trajan		24		-11	#N/A	17			
8	Roosevelt					#N/A	17			

96	Promotions Available														0				
Reyna #N/A #N/A			Victor #N/A #N/A			Amani #N/A #N/A			Magnus Craphole 95			Moksha #N/A #N/A			Liang Gyatt 97			Pingala Manifold 50	
<i>Land Acquisition</i>			<i>Redoubt</i>			<i>Messenger</i>			<i>Groundbreaker</i>			<i>Bishop</i>			<i>Guildmaster</i>			<i>Librarian</i>	
Harbormaster		Forestry Management	Garrison Commander		Defense Logistics	Emissary		Local Informants	Provision	Surplus Logistics		Grand Inquisitor	Divine Architect		Aquaculture	Zoning Commissioner	Connoisseur	Researcher	
Tax Collector			Embrasure			Affluence	Foreign Investor		Industrialist	Black Marketeer		Laying On Of Hands	Citadel Of God		Reinforced Materials	Water Works		Grants	
Contractor	Renewable Subsidizer		Air Defense Initiative	Arms Race Proponent		Puppeteer			Vertical Integration			Patron Saint			Parks And Recreation			Space Initiative	Curator

Resource	City	Impr?	Type	Excess	Deal	Ends	Value	Instructions	Offers (turn)
Sugar	Manifold	TRUE	Luxury	0					(88) Pedro: 1 OTG, 9 GPT or 28 OTG.
Silver	Craphole	TRUE	Luxury	0					(88) Pedro: 1 OTG, 9 GPT or 28 OTG.
Jade	Manifold	TRUE	Luxury	0					(88) Pedro: 1 OTG, 9 GPT or 28 OTG.
Jade	Antium*	TRUE	Luxury	0	71	100	1 G/t	Offer excess jade to Teddy, Pedro as a trade for gold/gold-per-turn. Ask what they'd give. If there are any offe	
Jade	Booger	TRUE	Luxury	0	76	105	1 G/t	Offer excess jade to Teddy, Pedro as a trade for gold/gold-per-turn. Ask what they'd give. If there are any offe	
Stone	Manifold	TRUE	Bonus	0					
Stone	Manifold	TRUE	Bonus	0					
Stone	Manifold	TRUE	Bonus	0					
Stone	Craphole	TRUE	Bonus	0					
Stone	Craphole	TRUE	Bonus	0					
Stone	Craphole	TRUE	Bonus	0					
Stone	Douchenozzle	FALSE	Bonus	0					
Fish	Booger	TRUE	Bonus	0					
Fish	Manifold	FALSE	Bonus	0					
Crabs	Craphole	TRUE	Bonus	0					
Copper	Manifold	TRUE	Bonus	0					
Cattle	Manifold	FALSE	Bonus	0					
Stone	Douchenozzle	FALSE	Bonus	0					
Stone	Douchenozzle	FALSE	Bonus	0					
Stone	Douchenozzle	FALSE	Bonus	0					
Silver	Douchenozzle	FALSE	Luxury	0					
Sheep	Booger	FALSE	Bonus	0					
Deer	Ermagherd	FALSE	Bonus	0					
Sheep	Ermagherd	FALSE	Bonus	0					
Fish	Ermagherd	FALSE	Bonus	0					
Copper	Booger*	TRUE	Bonus	0					
Olives	Douchenozzle*	TRUE	Luxury	0					(88) Pedro: 1 OTG, period.
			#N/A	0					
			#N/A	0					
			#N/A	0					
			#N/A	0					

82									2 envoys available, 1 envoy at 67 influence points, currently have 16 influence points and gaining 5 per turn, so 11 turns unless something changes.
94									1 envoy available, 2 envoys at 100 influence, currently at 82 influence, gaining 10.5 influence per turn



Turn	Genghis	Pedro	Unmet 2	Trajan	Unmet 3	Unmet 4	Roosevelt	Unmet 5
53	153	146	129	110	110	109	92	98
55	160	151	140	112	116	116	107	114
59	175	164	148	144	136	125	123	140
72	242	214	208	188	174	167	165	145
81	280	249	246	212	206	201	177	163
93	314	302	278	285	241	233	222	181
96	359	308		292			222	

Name	What
Brazil	Befriend Pedro - trade, accept religion
Wonders	Petra in Antium or Craphole. Kilwa after Machinery
Expansion	Settle to define borders w/ Brazil
Exploration	Look to head SE, seems we're in NW corner of continent maybe?
Government	Swap out: Discipline -> Conscription, Urban Planning -> Colonization
Eras	Monumentality - Era Score for new districts
Science	Go hard on campuses and buildings when production allows
Culture	ignore for now
Religious	ignore, probably abandon
Domination	wait and see, build military, research mil tech
Tech	Head for Machinery
Civics	Head for Divine Right / Monarchy
Navy	Harbor in Manifold soonish, or settle NW seacoast and harbor there
City States	Go Bologna for now for science bonus

Source https://civilization.fandom.com/wiki/List_of_resources_in_Civ6

Resource	Type	Owned?	Amenities	Base Yield Modifier	Improvement	Notes	Harvest with	Enables
				16				
Copper	Bonus	TRUE		0 +2 Gold	Mine	Found on Hills without features.	Mining	
Crabs	Bonus	TRUE		0 +2 Gold	Fishing Boats	Found in water.	Celestial Navigation	
Fish	Bonus	TRUE		0 +1 Food	Fishing Boats	Found in water.	Celestial Navigation	
Jade	Luxury	TRUE		4 +1 Culture	Mine	Found on flat grassland, plains and tundra without features.	#N/A	
Silver	Luxury	TRUE		4 +3 Gold	Mine	Found on desert, tundra and their hills without features.	#N/A	
Stone	Bonus	TRUE		0 +1 Production	Quarry	Found on Grassland without features.	Masonry	
Sugar	Luxury	TRUE		4 +2 Food	Plantation	Found on floodplains and marshes.	#N/A	
Aluminum	Strategic	FALSE		0 +1 Science	Mine	Revealed by Radio . Found on Plains with rainforest and Desert .	#N/A	Pre- : Bomber, Fighter, Jet Bomber, Jet Fighter : Bomber, Fighter, Jet Bomber, Jet Fighter, Helicopter, P-51 Mustang
Amber	Luxury	FALSE		0 +1 Culture	Mine Fishing Boats	Found both on land (in Woods or Rainforest) and water.	#N/A	
Bananas	Bonus	FALSE		0 +1 Food	Plantation	Found in Rainforest .	Irrigation	
Cattle	Bonus	FALSE		0 +1 Food	Pasture	Found on flat Grassland tiles without features.	Animal Husbandry	
Cinnamon	Luxury	FALSE		0 #N/A	#N/A	Obtained via Suzerainty with Zanzibar . Provides for 6 cities.	#N/A	
Citrus	Luxury	FALSE		0 +2 Food	Plantation	Found on flat grassland and plains without features.	#N/A	
Cloves	Luxury	FALSE		0 #N/A	#N/A	Obtained via Suzerainty with Zanzibar . Provides for 6 cities.	#N/A	
Coal	Strategic	FALSE		0 +2 Production	Mine	Revealed by Industrialization . Found on Hills .	#N/A	Pre- : Ironclad, Battleship : Ironclad, Battleship, Minas Geraes
Cocoa	Luxury	FALSE		0 +3 Gold	Plantation	Found in rainforest.	#N/A	
Coffee	Luxury	FALSE		0 +1 Culture	Plantation	Found on flat grassland without features and in rainforest.	#N/A	
Cosmetics	Luxury	FALSE		0 #N/A	#N/A	Obtained from the Great Merchant Helena Rubinstein . Creates 2 copies, and provides for 4 cities	#N/A	
Cotton	Luxury	FALSE		0 +3 Gold	Plantation	Found on flat grassland and plains without features, and on floodplains.	#N/A	
Deer	Bonus	FALSE		0 +1 Production	Camp	Found in woods or on tundra tiles.	Animal Husbandry	
Diamonds	Luxury	FALSE		0 +3 Gold	Mine	Found on hills (except snow hills) without features and in rainforest.	#N/A	
Dyes	Luxury	FALSE		0 +1 Faith	Plantation	Found in woods and rainforest.	#N/A	
Furs	Luxury	FALSE		0 +1 Food +1 Gold	Camp	Found in woods and on tundra.	#N/A	
Gypsum	Luxury	FALSE		0 +1 Production +1 Gold	Quarry	Found on plains, plain hills, desert hills and tundra hills without features.	#N/A	
Honey	Luxury	FALSE		0 +2 Food	Camp	Found on flat grassland and plains without features.	#N/A	
Horses	Strategic	TRUE		0 +1 Production +1 Food	Pasture	Tech not required to see. Revealed by Animal Husbandry . Found on flatland Grassland and Plains without features.	#N/A	Pre- : Horseman, Cavalry : Horseman, Hetairoi, Courser, Black Army, Oromo Cavalry, Keshig, Cavalry, Cossack, Huszár, Llenero
Incense	Luxury	FALSE		0 +1 Faith	Plantation	Found on flat plains and desert without features.	#N/A	
Iron	Strategic	FALSE		0 +1 Science	Mine	Revealed by Bronze Working . Found on Hills without features.	#N/A	Pre- : Swordsman, Man-At-Arms, Knight : Swordsman, Hyaspist, Immortal, Ngo Mbeba, Legion, Knight, Mamluk, Mandekalu Cavalry, Tagma, Man-at-Arms, Berserker, Khevsur, Samurai, Cuirassier, Winged Hussar
Ivory	Luxury	FALSE		0 +1 Production +1 Gold	Camp	Found on plains, plain hills, desert and in woods and rainforest.	#N/A	
Jeans	Luxury	FALSE		0 #N/A	#N/A	Obtained from the Great Merchant Levi Strauss . Creates 2 copies, and provides for 4 cities	#N/A	
Maize	Bonus	FALSE		0 +2 Gold	Farm	Found on flat Grassland and Plains (and their floodplains)	Pottery	
Marble	Luxury	FALSE		0 +1 Culture	Quarry	Found on grassland, grassland hills and plain hills without features.	#N/A	
Mercury	Luxury	FALSE		0 +1 Science	Mine	Found on flat plains without features.	#N/A	
Niter	Strategic	FALSE		0 +1 Production +1 Food	Mine	Revealed by Military Engineering . Found on flatland only (includes floodplains).	#N/A	Pre- : Musketeer, Line Infantry, Bombard : Musketeer, Bombard, Frigate, Conquistador, De Zeven Provinciën, Line Infantry, Garde Impériale, Janissary, Redcoat
Oil	Strategic	FALSE		0 +3 Production	Oil Well Offshore C	Revealed by Steel (Refining). Found both on land (on flat desert, tundra and snow tiles without features, and on marshes and floodplains) and at sea.	#N/A	Pre- : Tank, Aircraft Carrier : Infantry, Artillery, Modern Armor, Rocket Artillery, Submarine, Destroyer, Missile Cruiser, Biplane, Tank, Mechanized Infantry, U-Boat
Olives	Luxury	TRUE		4 +1 Production +1 Gold	Plantation	Found on flat grassland without features.	#N/A	
Pearls	Luxury	FALSE		0 +1 Faith	Fishing Boats	Found in water.	#N/A	
Perfume	Luxury	FALSE		0 #N/A	#N/A	Obtained via the Great Merchant Estée Lauder . Creates 2 copies, and provides for 6 cities	#N/A	
Rice	Bonus	FALSE		0 +1 Food	Farm	Found on flat Grassland without features, Grassland Floodplains and Marshes .	Pottery	
Salt	Luxury	FALSE		0 +1 Food +1 Gold	Mine	Found on flat plains, desert and tundra without features.	#N/A	
Sheep	Bonus	FALSE		0 +1 Food	Pasture	Found on Hills (except snow hills) without features.	Animal Husbandry	
Silk	Luxury	FALSE		0 +1 Culture	Plantation	Found in woods.	#N/A	
Spices	Luxury	FALSE		0 +2 Food	Plantation	Found in woods and rainforest.	#N/A	
Tea	Luxury	FALSE		0 +1 Science	Plantation	Found on grassland and grassland hills without features.	#N/A	
Tobacco	Luxury	FALSE		0 +1 Faith	Plantation	Found on flat grassland and plains without features, and in woods and rainforest.	#N/A	
Toys	Luxury	FALSE		0 #N/A	#N/A	Obtained via the Great Merchant John Spilsbury . Creates 1 copy, and provides for 4 cities	#N/A	
Truffles	Luxury	FALSE		0 +3 Gold	Camp	Found on marshes and in woods and rainforest.	#N/A	
Turtles	Luxury	FALSE		0 +1 Science	Fishing Boats	Found on Reef .	#N/A	
Uranium	Strategic	FALSE		0 +2 Production	Mine	Revealed by Combined Arms . Found almost everywhere.	#N/A	Pre- : Nuclear Devices, Nuclear Submarines, Modern Armor : Nuclear Devices, Giant Death Robot
Whales	Luxury	FALSE		0 +1 Production +1 Gold	Fishing Boats	Found in coast tiles.	#N/A	
Wheat	Bonus	FALSE		0 +1 Food	Farm	Found on flat Plains without features, plains floodplains and desert floodplains .	Pottery	
Wine	Luxury	FALSE		0 +1 Gold +1 Food	Plantation	Found on flat grassland and plains without features, and in woods.	#N/A	

Age	GPP
Ancient	?
Classical	40
Medieval	80
Renaissance	160
Industrial	280
Modern	?
Atomic	?
Information	?