Bronze Age v2.0.87
Near East campaign

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- Population
- Max Workers
- Food
- Production
- Culture
- Strength
- Threat

Further upgrades to techs with non-percent or Max values:
+X usually becomes +X*upgrade_number

Timeline

1 6000BC

6 Threat starts
Random event

10 Random event

6000 - 4000 YEARS B.C. IV

40 Progress - 4000BC
Tier 2 techs, Enemies +?%

4000 - 3000 YEARS B.C. V

80 Progress - 3000BC
Tier 3 techs, Enemies +?%

3000 - 2000 YEARS B.C. VI

120 2000BC

Technologies

Primitive farming
Unlocks Farming 2 15

Primitive animal breeding
Unlocks Animal breeding 3 2

Cattle
Unlocks Corral
Animal breeding +0.5 +5
Upgrades
Animal breeding +0.2 +5

Cultivation
Farming +0.3 +30
Upgrades
Farming +0.1 +100

Boat
Unlocks Wharf
Unlocks Fishing 6 10

Oar
Fishing +1 +20
Upgrades
Fishing +0.5 +20

Sail
Fishing +1 +100
Upgrades
Fishing +0.05 +1K
Wharf

Veterinary medicine
Animal breeding +0.3 +30
Upgrades
Animal breeding +0.3 +100

Irrigation
Farming +0.2 +500
Upgrades
Farming +0.1 +1K

Selective breeding
Animal breeding +1 +1K
Upgrades
Animal breeding +0.03 +3K
Corral

Plow
Unlocks Granary
Farming +0.3 +5K
Upgrades
Farming +0.01 +10K
Granary

Bread
+0.5
+200 Max

Trade
Unlocks Marketplace
+20%

Currency
+20%

Writing
Unlocks Library
+20%
Upgrades
+10%
Library

Code of law
+8K Max
Upgrades
+10% Max
Marketplace + Wonder of the world

City planning
Unlocks Walls
+20K Max
Upgrades
+10K Max
Mudbrick houses + Walls

Mudbrick construction
Unlocks Mudbrick houses
+10 Max
Upgrades
+20 Max

Stonebrick construction
+1K Max
Upgrades
+1K Max

Megastructure
Unlocks Wonder of the world

Advanced stone tools
Unlocks Production 4 2

Mining
Production +1 +5
Upgrades
Production +0.5 +5

Copper working
Production +1 +70

Metallurgy
Unlocks Smithy
Production +100
Upgrades
Production +100

Bronze working
Unlocks Mine
Production +1 +1K
Upgrades
Production +6K
Smithy + Mine

Advanced stone weapons
Unlocks Barracks
+30%
Upgrades
+10%

Copper weapons
+40%
Upgrades
+15%

Riding
+60%

Bronze weapons
+50%
Upgrades
+20%
Barracks

Mysticism
Unlocks Worship 4 2
Upgrades
Worship +0.5 +1

Polytheism
Unlocks Temple
Worship +1 +50
Upgrades
Worship +0.5 +25

Monotheism
Worship +1 +1K
Upgrades
Worship +0.5 +1K
Temple

Building / Building Upgrades

Building	Building Upgrades
80 Mudbrick Houses +100 Max	+20% Max
400 Barracks +50%	+2000
1K Corral Animal breeding +1 +20	Animal breeding +20%
5K Wharf Fishing +1.5 +100	Fishing +20%
9K Temple Worship +2 +100	Worship +25%
23K Smithy Road building Production +2 +500	Production +20%
40K Marketplace +20%	+5% passive
75K Library +50%	+10%
100K Granary Farming +0.7 +30K	Farming +20%
200K Mine Production +2 +8K	Production +20%
300K Walls +100%	+20%
1.5M Wonder of the world Win the Game	+10%