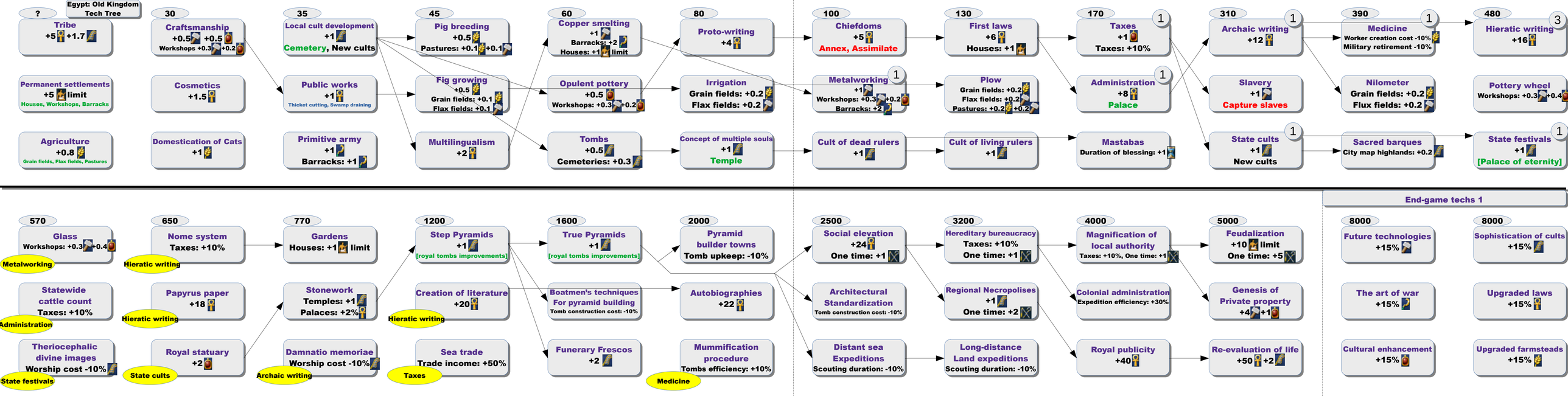
Egypt: Old Kingdom
Tech Tree
?
Tribe
+5 +1.7
30
Craftsmanship
+0.5 +0.5
Workshops +0.3 +0.2
Permanent settlements
+5 limit
Houses, Workshops, Barracks
Cosmetics
+1.5
Agriculture
+0.8
Grain fields, Flax fields, Pastures
Domestication of Cats
+1
35
Local cult development
+1
Cemetery, New cults
Public works
+1
Thicket cutting, Swamp draining
Primitive army
+1
Barracks: +1
45
Pig breeding
+0.5
Pastures: +0.1 +0.1
Fig growing
+0.5
Grain fields: +0.1
Flax fields: +0.1
Multilingualism
+2
60
Copper smelting
+1
Barracks: +2
Houses: +1 limit
Opulent pottery
+0.5
Workshops: +0.3 +0.2
Tombs
+0.5
Cemeteries: +0.3
80
Proto-writing
+4
Irrigation
Grain fields: +0.2
Flax fields: +0.2
Concept of multiple souls
+1
Temple
100
Chiefdoms
+5
Annex, Assimilate
Metalworking
1
+1
Workshops: +0.3 +0.2
Barracks: +2
Cult of dead rulers
+1
130
First laws
+6
Houses: +1
Plow
Grain fields: +0.2
Flax fields: +0.2
Pastures: +0.2 +0.2
Cult of living rulers
+1
170
Taxes
1
+1
Taxes: +10%
Administration
1
+8
Palace
Mastabas
Duration of blessing: +1
310
Archaic writing
1
+12
Slavery
+1
Capture slaves
State cults
1
+1
New cults
390
Medicine
1
Worker creation cost -10%
Military retirement -10%
Nilometer
Grain fields: +0.2
Flux fields: +0.2
Sacred barques
City map highlands: +0.2
480
Hieratic writing
3
+16
Pottery wheel
Workshops: +0.3 +0.4
State festivals
1
+1
[Palace of eternity]
570
Glass
Workshops: +0.3 +0.4
Metalworking
Statewide cattle count
Taxes: +10%
Administration
Theriocephalic divine images
Worship cost -10%
State festivals
650
Nome system
Taxes: +10%
Hieratic writing
Papyrus paper
+18
Hieratic writing
Royal statuary
+2
State cults
770
Gardens
Houses: +1 limit
Stonework
Temples: +1
Palaces: +2%
Damnatio memoriae
Worship cost -10%
Archaic writing
1200
Step Pyramids
+1
[royal tombs improvements]
Creation of literature
+20
Hieratic writing
Sea trade
Trade income: +50%
Taxes
1600
True Pyramids
+1
[royal tombs improvements]
Boatmen's techniques
For pyramid building
Tomb construction cost: -10%
Funerary Frescos
+2
2000
Pyramid builder towns
Tomb upkeep: -10%
Autobiographies
+22
Mummification procedure
Tombs efficiency: +10%
Medicine
2500
Social elevation
+24
One time: +1
Architectural Standardization
Tomb construction cost: -10%
Distant sea Expeditions
Scouting duration: -10%
3200
Hereditary bureaucracy
Taxes: +10%
One time: +1
Regional Necropolises
+1
One time: +2
Long-distance Land expeditions
Scouting duration: -10%
4000
Magnification of local authority
Taxes: +10%, One time: +1
Colonial administration
Expedition efficiency: +30%
Royal publicity
+40
5000
Feudalization
+10 limit
One time: +5
Genesis of Private property
+4 +1
Re-evaluation of life
+50 +2
End-game techs 1
8000
Future technologies
+15%
The art of war
+15%
Cultural enhancement
+15%
8000
Sophistication of cults
+15%
Upgraded laws
+15%
Upgraded farmsteads
+15%