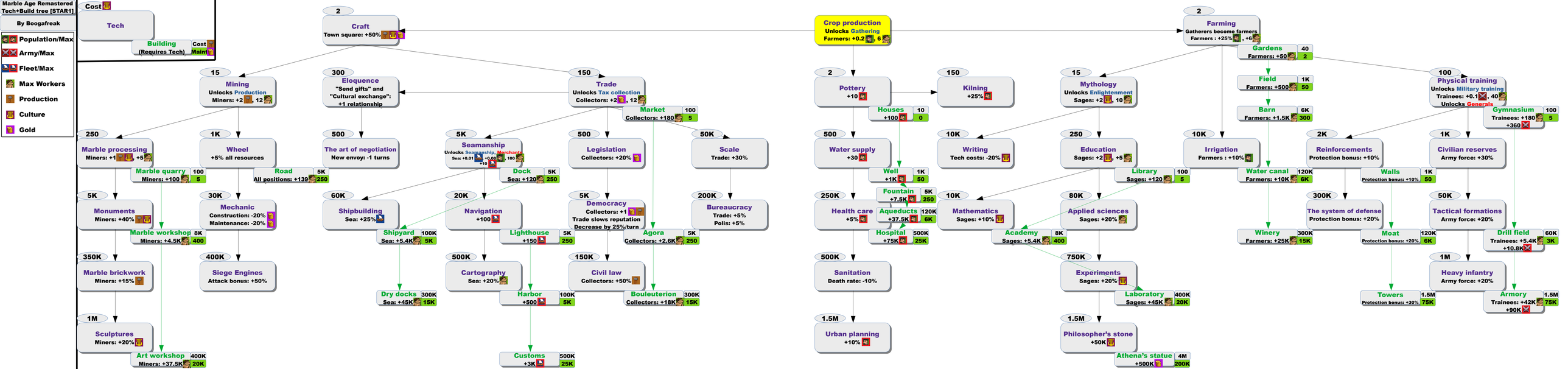
Marble Age Remastered
Tech+Build tree [STAR1]
By Boogafreak
Population/Max
Army/Max
Fleet/Max
Max Workers
Production
Culture
Gold
Cost
Tech
Building
(Requires Tech)
Cost
Maint
2
Craft
Town square: +50%
15
Mining
Unlocks Production
Miners: +2, 12
300
Eloquence
"Send gifts" and "Cultural exchange": +1 relationship
150
Trade
Unlocks Tax collection
Collectors: +2, 12
Market
100
Collectors: +180
5
250
Marble processing
Miners: +1, +5
1K
Wheel
+5% all resources
500
The art of negotiation
New envoy: -1 turns
5K
Seamanship
Unlocks Seamanship, Merchants
Sea: +0.01, +0.05, 100
+10
500
Legislation
Collectors: +20%
50K
Scale
Trade: +30%
Marble quarry
100
Miners: +100
5
Road
5K
All positions: +139
250
Dock
5K
Sea: +120
250
5K
Monuments
Miners: +40%
30K
Mechanic
Construction: -20%
Maintenance: -20%
60K
Shipbuilding
Sea: +25%
20K
Navigation
+100
5K
Democracy
Collectors: +1
Trade slows reputation
Decrease by 25%/turn
200K
Bureaucracy
Trade: +5%
Polis: +5%
Marble workshop
8K
Miners: +4.5K
400
Shipyard
100K
Sea: +5.4K
5K
Lighthouse
5K
+150
250
Agora
5K
Collectors: +2.6K
250
350K
Marble brickwork
Miners: +15%
400K
Siege Engines
Attack bonus: +50%
Dry docks
300K
Sea: +45K
15K
500K
Cartography
Sea: +20%
150K
Civil law
Collectors: +50%
Harbor
100K
+500
5K
Bouleuterion
300K
Collectors: +18K
15K
1M
Sculptures
Miners: +20%
Art workshop
400K
Miners: +37.5K
20K
Customs
500K
+3K
25K
Crop production
Unlocks Gathering
Farmers: +0.2, 6
2
Pottery
+10
150
Kilning
+25%
Houses
10
+100
0
500
Water supply
+30
10K
Writing
Tech costs: -20%
Well
1K
+1K
50
Fountain
5K
+7.5K
250
250K
Health care
+5%
10K
Mathematics
Sages: +10%
Aqueducts
120K
+37.5K
6K
Hospital
500K
+75K
25K
500K
Sanitation
Death rate: -10%
1.5M
Urban planning
+10%
2
Farming
Gatherers become farmers
Farmers : +25%, +6
Gardens
40
Farmers: +50
2
15
Mythology
Unlocks Enlightenment
Sages: +2, 10
Field
1K
Farmers: +500
50
Barn
6K
Farmers: +1.5K
300
250
Education
Sages: +2, +5
Library
100
Sages: +120
5
10K
Irrigation
Farmers : +10%
Water canal
120K
Farmers: +10K
6K
100
Physical training
Unlocks Military training
Trainees: +0.1, 40
Unlocks Generals
Gymnasium
100
Trainees: +180
+360
5
2K
Reinforcements
Protection bonus: +10%
1K
Civilian reserves
Army force: +30%
Walls
1K
Protection bonus: +10%
50
80K
Applied sciences
Sages: +20%
Academy
8K
Sages: +5.4K
400
300K
The system of defense
Protection bonus: +20%
50K
Tactical formations
Army force: +20%
Winery
300K
Farmers: +25K
15K
Moat
120K
Protection bonus: +20%
6K
Drill field
60K
Trainees: +5.4K
+10.8K
3K
750K
Experiments
Sages: +20%
Laboratory
400K
Sages: +45K
20K
1M
Heavy infantry
Army force: +20%
1.5M
Philosopher's stone
+50%
Towers
1.5M
Protection bonus: +30%
75K
Armory
1.5M
Trainees: +42K
+90K
75K
Athena's statue
4M
+500K
200K