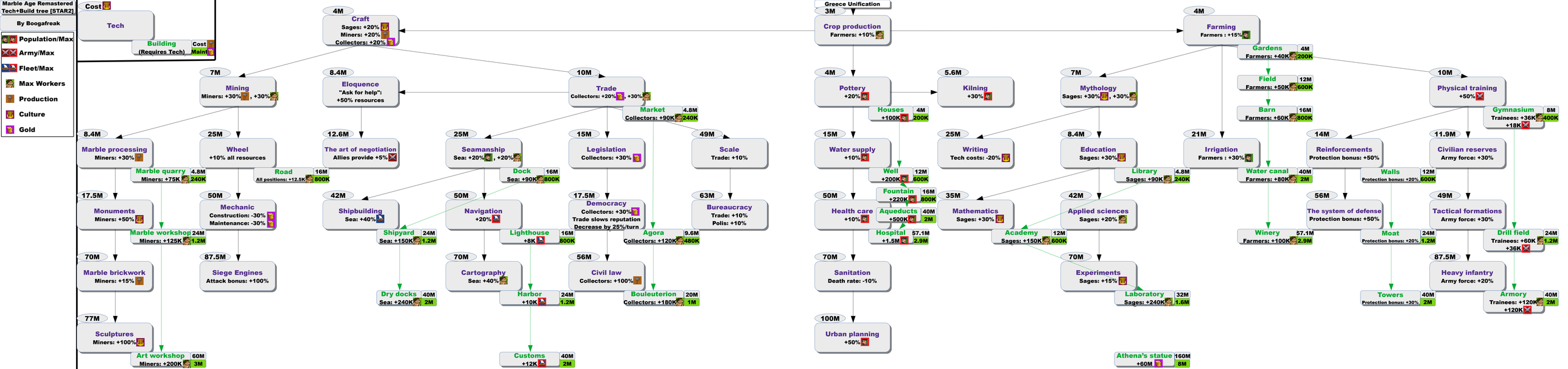
Marble Age Remastered
Tech+Build tree [STAR2]
By Boogafreak
Population/Max
Army/Max
Fleet/Max
Max Workers
Production
Culture
Gold
Cost
Tech
Building
(Requires Tech)
Cost
Maint
Greece Unification
3M
Crop production
Farmers: +10%
4M
Craft
Sages: +20%
Miners: +20%
Collectors: +20%
4M
Farming
Farmers : +15%
7M
Mining
Miners: +30%, +30%
8.4M
Eloquence
"Ask for help":
+50% resources
10M
Trade
Collectors: +20%, +30%
4M
Pottery
+20%
5.6M
Kilning
+30%
7M
Mythology
Sages: +30%, +30%
Gardens
Farmers: +40K
4M
200K
Field
Farmers: +50K
12M
600K
Barn
Farmers: +60K
16M
800K
10M
Physical training
+50%
Gymnasium
Trainees: +36K
+18K
8M
400K
8.4M
Marble processing
Miners: +30%
25M
Wheel
+10% all resources
12.6M
The art of negotiation
Allies provide +5%
25M
Seamanship
Sea: +20%, +20%
15M
Legislation
Collectors: +30%
49M
Scale
Trade: +10%
Marble quarry
Miners: +75K
4.8M
240K
Road
All positions: +12.5K
16M
600K
Market
Collectors: +90K
4.8M
240K
Houses
+100K
4M
200K
15M
Water supply
+10%
25M
Writing
Tech costs: -20%
8.4M
Education
Sages: +30%
21M
Irrigation
Farmers : +30%
14M
Reinforcements
Protection bonus: +50%
11.9M
Civilian reserves
Army force: +30%
Well
+200K
12M
600K
Library
Sages: +90K
4.8M
240K
Water canal
Farmers: +80K
40M
2M
Walls
Protection bonus: +20%
12M
600K
17.5M
Monuments
Miners: +50%
50M
Mechanic
Construction: -30%
Maintenance: -30%
42M
Shipbuilding
Sea: +40%
50M
Navigation
+20%
17.5M
Democracy
Collectors: +30%
Trade slows reputation
Decrease by 25%/turn
63M
Bureaucracy
Trade: +10%
Polis: +10%
Fountain
+220K
16M
800K
50M
Health care
+10%
35M
Mathematics
Sages: +30%
42M
Applied sciences
Sages: +20%
56M
The system of defense
Protection bonus: +50%
49M
Tactical formations
Army force: +30%
Aqueducts
+500K
40M
2M
Marble workshop
Miners: +125K
24M
1.2M
Shipyard
Sea: +150K
24M
1.2M
Lighthouse
+8K
16M
800K
Agora
Collectors: +120K
9.6M
480K
Hospital
+1.5M
57.1M
2.9M
Academy
Sages: +150K
12M
600K
Winery
Farmers: +100K
57.1M
2.9M
Moat
Protection bonus: +20%
24M
1.2M
Drill field
Trainees: +60K
+36K
24M
1.2M
70M
Marble brickwork
Miners: +15%
87.5M
Siege Engines
Attack bonus: +100%
70M
Cartography
Sea: +40%
56M
Civil law
Collectors: +100%
70M
Sanitation
Death rate: -10%
70M
Experiments
Sages: +15%
87.5M
Heavy infantry
Army force: +20%
Dry docks
Sea: +240K
40M
2M
Harbor
+10K
24M
1.2M
Bouleuterion
Collectors: +180K
20M
1M
Towers
Protection bonus: +30%
40M
2M
Armory
Trainees: +120K
+120K
40M
2M
77M
Sculptures
Miners: +100%
Art workshop
Miners: +200K
60M
3M
Customs
+12K
40M
2M
100M
Urban planning
+50%
Laboratory
Sages: +240K
32M
1.6M
Athena's statue
+60M
160M
8M