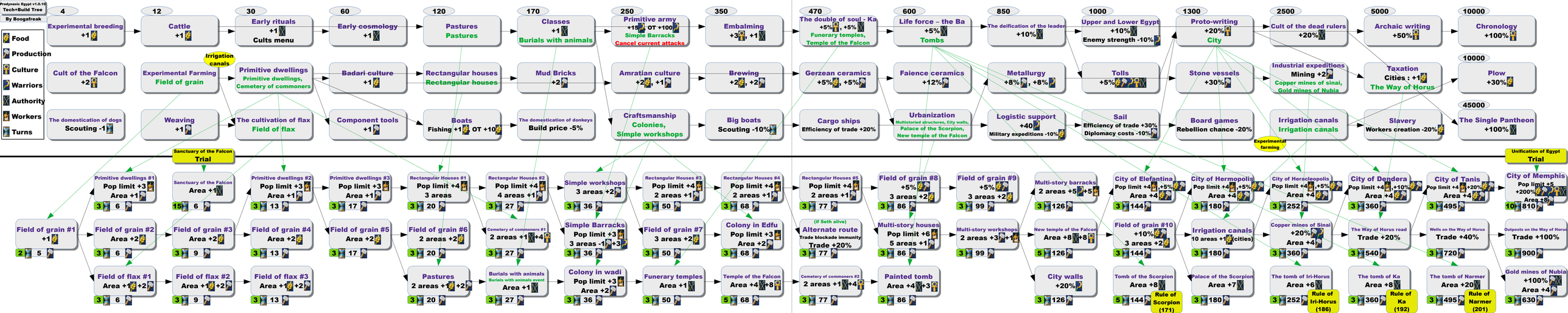
Predynastic Egypt v1.0.10
Tech+Build Tree
By Boogafreak
Food
Production
Culture
Warriors
Authority
Workers
Turns
4
Experimental breeding
+1
12
Cattle
+1
30
Early rituals
+1
Cults menu
60
Early cosmology
+1
120
Pastures
Pastures
170
Classes
+1
Burials with animals
250
Primitive army
+15 , OT +100
Simple Barracks
Cancel current attacks
350
Embalming
+3 , +1
470
The double of soul - Ka
+5% , +5%
Funerary temples,
Temple of the Falcon
600
Life force – the Ba
+5%
Tombs
850
The deification of the leader
+10%
1000
Upper and Lower Egypt
+10%
Enemy strength -10%
1300
Proto-writing
+20%
City
2500
Cult of the dead rulers
+20%
5000
Archaic writing
+50%
10000
Chronology
+100%
Cult of the Falcon
+2
Irrigation canals
Experimental Farming
Field of grain
Primitive dwellings
Primitive dwellings,
Cemetery of commoners
Badari culture
+1
Rectangular houses
Rectangular houses
Mud Bricks
+2
Amratian culture
+2 , +1
Brewing
+2 , +2
Gerzean ceramics
+5% , +5%
Faience ceramics
+12%
Metallurgy
+8% , +8%
Tolls
+5%
Stone vessels
+30%
Industrial expeditions
Mining +2
Copper mines of sinai,
Gold mines of Nubia
Taxation
Cities : +1
The Way of Horus
10000
Plow
+30%
The domestication of dogs
Scouting -1
Weaving
+1
The cultivation of flax
Field of flax
Component tools
+1
Boats
Fishing +1 , OT +10
The domestication of donkeys
Build price -5%
Craftsmanship
Colonies,
Simple workshops
Big boats
Scouting -10%
Cargo ships
Efficiency of trade +20%
Urbanization
Multistoried structures, City walls,
Palace of the Scorpion,
New temple of the Falcon
Logistic support
+40
Military expeditions -10%
Sail
Efficiency of trade +30%
Diplomacy costs -10%
Board games
Rebellion chance -20%
Irrigation canals
Irrigation canals
Slavery
Workers creation -20%
45000
The Single Pantheon
+100%
Experimental farming
Sanctuary of the Falcon
Trial
Unification of Egypt
Trial
Field of grain #1
+1
2 5
Primitive dwellings #1
Pop limit +3
Area +1
3 6
Sanctuary of the Falcon
Area +1
15 6
Primitive dwellings #2
Pop limit +3
Area +1
3 13
Primitive dwellings #3
Pop limit +3
Area +1
3 17
Rectangular Houses #1
Pop limit +4
3 areas
3 20
Rectangular Houses #2
Pop limit +4
4 areas +1
3 27
Simple workshops
3 areas +2
3 36
Rectangular Houses #3
Pop limit +4
2 areas +1
3 50
Rectangular Houses #4
Pop limit +4
2 areas +1
3 68
Rectangular Houses #5
Pop limit +4
2 areas +1
3 77
Field of grain #8
+5%
3 areas +2
3 86
Field of grain #9
+5%
3 areas +2
3 99
Multi-story barracks
2 areas +5 +5
3 126
City of Elefantina
Pop limit +4 ,+5%
Area +4
3 144
City of Hermopolis
Pop limit +4 ,+5%
Area +4
3 180
City of Heracleopolis
Pop limit +4 ,+5%
Area +4
3 252
City of Dendera
Pop limit +4 ,+10%
Area +4
3 360
City of Tanis
Pop limit +4 ,+20%
Area +4
3 495
City of Memphis
Pop limit +5
+200%
Area +8
10 810
Field of grain #2
Area +2
3 6
Field of grain #3
Area +2
3 9
Field of grain #4
Area +2
3 13
Field of grain #5
Area +2
3 17
Field of grain #6
2 areas +2
3 20
Cemetery of commoners #1
2 areas +1 +4
3 27
Simple Barracks
Pop limit +3
3 areas -1 +3
3 36
Field of grain #7
3 areas +2
3 50
Colony in Edfu
Pop limit +3
Area +2
3 68
(If Seth alive)
Alternate route
Trade blockade immunity
Trade +20%
3 77
Multi-story houses
Pop limit +6
5 areas +1
3 86
Multi-story workshops
2 areas +3 +1
3 99
New temple of the Falcon
Area +8 +8
5 126
Field of grain #10
+10%
3 areas +2
3 144
Irrigation canals
10 areas +1 (cities)
3 180
Copper mines of Sinai
+20%
Area +4
3 360
The Way of Horus road
Trade +20%
3 540
Wells on the Way of Horus
Trade +40%
3 720
Outposts on the Way of Horus
Trade +100%
3 900
Field of flax #1
Area +1 +2
3 6
Field of flax #2
Area +1 +2
3 9
Field of flax #3
Area +1 +2
3 13
Pastures
2 areas +1 +2
3 20
Burials with animals
Burials with animals event
Area +1
3 27
Colony in wadi
Pop limit +3
Area +2
3 36
Funerary temples
Area +1
3 50
Temple of the Falcon
Area +4 +8
5 68
Cemetery of commoners #2
2 areas +1 +4
3 77
Painted tomb
Area +4 +3
3 86
City walls
+20%
3 126
Tomb of the Scorpion
Area +8
5 144
Rule of Scorpion (171)
Palace of the Scorpion
Area +7
3 180
The tomb of Iri-Horus
Area +6
3 252
Rule of Iri-Horus (186)
The tomb of Ka
Area +8
3 360
Rule of Ka (192)
The tomb of Narmer
Area +20
3 495
Rule of Narmer (201)
Gold mines of Nubia
+100%
Area +4
3 630