



Great Wonder: Great Wonder  
Small Wonder: Small Wonder  
Unit: Unit [Attack.Defense.Movement/Bombard.Range.Rate of Fire][Transport]  
Improvement: City Improvement  
Resource: Strategic Resource  
Action: Worker Ability, Action  
Government: Way to rule your Civilization.  
**Expires:** When a Wonder expires, marked with bold style.  
(Special Advance Effects, Some advances makes it possible for special things like embassies etc.)

© Copyright 2001 Jockum Skoglund aka. Hipshot, hipshot@planethalf.life.com





