



<p><b>THE ASCENT TO TRANSCENDENCE</b> (VICTORY)</p> <ul style="list-style-type: none"> <li>•Cost: 2000</li> <li>•Prerequisite: Threshold of Transcendence(E15)</li> <li>•Benefits: Completes the Transcendence sequence and ends the Human Era; the Ascent cannot be started until the Voice of the Planet is operational</li> </ul>	<p><b>THE ASCETIC VIRTUES</b> (POP, POLICE)</p> <ul style="list-style-type: none"> <li>•Cost: 300</li> <li>•Prerequisite: Planetary Economics(B6)</li> <li>•Benefits: Increases the population limit of your base by two and increases your society's tolerance for use of police and military units (+1 police)</li> </ul>	<p><b>THE BULK MATTER TRANSMITTER</b> (MINERALS)</p> <ul style="list-style-type: none"> <li>•Cost: 600</li> <li>•Prerequisite: Matter Transmission(B13)</li> <li>•Benefits: +2 minerals at every base</li> </ul>	<p><b>THE CITIZEN'S DEFENSE FORCE</b> (DEFENSE)</p> <ul style="list-style-type: none"> <li>•Cost: 300</li> <li>•Prerequisite: Intellectual Integrity(E3)</li> <li>•Benefits: Counts as a <u>Perimeter Defense</u> at every base</li> </ul>	<p><b>CLINICAL IMMORTALITY</b> (DRONES, VOTES)</p> <ul style="list-style-type: none"> <li>•Cost: 500</li> <li>•Prerequisite: Matter Editation(B12)</li> <li>•Benefit: One extra talent at every base; doubles your votes in elections for Planetary Governor and Supreme Leader</li> </ul>	<p><b>THE CLONING VATS</b> (POP, MINERALS, SUPPORT)</p> <ul style="list-style-type: none"> <li>•Cost: 500</li> <li>•Prerequisite: Biomachinery(B7)</li> <li>•Benefits: All your bases enter a permanent state of population boom and will grow every turn provided nutrient output is sufficient and habitat facilities are adequate; negative effects of the power (+2 industry) and thought control (+3support) social engineering choices are eliminated</li> </ul>
<p><b>CLOUDBASE ACADEMY</b> (MORALE, REPAIR, DEFENSE)</p> <ul style="list-style-type: none"> <li>•Cost: 300</li> <li>•Prerequisite: Mind Machine Interface (C6)</li> <li>•Aerospace Complex at each base</li> </ul>	<p><b>THE COMMAND NEXUS</b> (MORALE, REPAIR)</p> <ul style="list-style-type: none"> <li>•Cost: 200</li> <li>•Prerequisite: Doctrine Loyalty(C2)</li> <li>•Benefits: Counts as a <u>Command Center</u> at every base</li> </ul>	<p><b>THE CYBORG FACTORY</b> (MORALE, LIFECYCLE)</p> <ul style="list-style-type: none"> <li>•Cost: 400</li> <li>•Prerequisite: Mind/machine Interface(C6)</li> <li>•Benefits: Counts as a <u>Bioenhancement Center</u> at every base</li> </ul>	<p><b>THE DREAM TWISTER</b> (PSI)</p> <ul style="list-style-type: none"> <li>•Cost: 400</li> <li>•Prerequisite: The Will to Power(E9)</li> <li>•Benefits: +50 percent to psi attack</li> </ul>	<p><b>THE EMPATH GUILD</b> (COMM, VOTES)</p> <ul style="list-style-type: none"> <li>•Cost: 200</li> <li>•Prerequisite: Centauri Empathy(E3)</li> <li>•Benefits: Lets you contact any leader and gives you an infiltrator in every faction; gives you +50 percent votes in elections for Planetary Governor and Supreme Leader</li> </ul>	<p><b>THE HUMAN GENOME PROJECT</b> (DRONES)</p> <ul style="list-style-type: none"> <li>•Cost: 200</li> <li>•Prerequisite: Biogenetics(D1)</li> <li>•Benefits: One extra talent at every base</li> </ul>
<p><b>THE HUNTER-SEEKER ALGORITHM</b> (PROBE)</p> <ul style="list-style-type: none"> <li>•Cost: 300</li> <li>•Prerequisite: Presentient Algorithms(D5)</li> <li>•Benefits: Renders your units and bases completely immune to probe team infiltration of any kind</li> </ul>	<p><b>THE LIVING REFINERY</b> (MINERALS, SUPPORT)</p> <ul style="list-style-type: none"> <li>•Cost: 400</li> <li>•Prerequisite: Advanced Spaceflight(D8)</li> <li>•Benefits: Decreases minerals required to support military units; +2 support on social engineering table</li> </ul>	<p><b>THE LONGEVITY VACCINE</b> (DRONES, ENERGY)</p> <ul style="list-style-type: none"> <li>•Cost: 300</li> <li>•Prerequisite: Bio-Engineering(B5)</li> <li>•Benefits: Two less drones at every base if using planned economics; one less drone at every base if using simple or green economics; energy reserves increased by 50 percent at this base for using free market economics</li> </ul>	<p><b>MANIFOLD HARMONICS</b> (NUTRIENTS, MINERALS, ENERGY)</p> <ul style="list-style-type: none"> <li>•Cost: 500</li> <li>•Prerequisite: Secrets of the Manifolds (D13)</li> <li>•Increased production from Monoliths and Fungus</li> <li>Planet Rating (NUT, MIN, EN)</li> <li>0 (0,+1,0)</li> <li>1 ((+1,+1,0)</li> <li>2 (+1,+1,+1)</li> <li>3 (+1,+2,+1)</li> </ul>	<p><b>THE MARITIME CONTROL CENTER</b> (MORALE, REPAIR, DEFENSE, MOVEMENT)</p> <ul style="list-style-type: none"> <li>•Cost: 300</li> <li>Prerequisite: Doctrine Initiative(E4)</li> <li>Benefits: Increases the movement rate of all naval units by two; counts as a <u>Naval Yard</u> at every base</li> </ul>	<p><b>THE MERCHANT EXCHANGE</b> (ENERGY)</p> <ul style="list-style-type: none"> <li>•Cost: 200</li> <li>•Prerequisite: Industrial Base(B1)</li> <li>•Benefits: +1 energy in every square at this base</li> </ul>
<p><b>THE NANO FACTORY</b> (REPAIR, UPGRADE)</p> <ul style="list-style-type: none"> <li>•Cost: 400</li> <li>•Prerequisite: Industrial Nanorobotics(B9)</li> <li>•Benefits: Units can be repaired quickly and completely even when not in base squares; the cost to upgrade units is reduced by 50 percent</li> </ul>	<p><b>NETHACK TERMINUS</b></p> <ul style="list-style-type: none"> <li>•Cost: 400</li> <li>•Prerequisite: Self-Aware Machines (D11)</li> <li>•All probe teams +1 morale</li> <li>•Cost of probe teams reduced 25%</li> <li>•All probe teams have Algorithmic Enhancement</li> </ul>	<p><b>THE NETWORK BACKBONE</b> (DRONES, POLICE)</p> <ul style="list-style-type: none"> <li>•Cost: 400</li> <li>•Prerequisite: Digital Sentence(D10)</li> <li>•Benefits: +1 research at this base for every point of commerce this base receives; +1 research for every network node in existence on Alpha Centauri, regardless of the player owning the network node; eliminates the negative effects of cybernetic society (+3 police)</li> </ul>	<p><b>THE NEURAL AMPLIFIER</b> (PSI)</p> <ul style="list-style-type: none"> <li>•Cost: 300</li> <li>•Prerequisite: Neural Grafting(C4)</li> <li>•Benefits: +50 percent to psi defense</li> </ul>	<p><b>THE PHOLUS MUTAGEN</b> (ECOLOGY, DEFENSE, LIFECYCLE)</p> <ul style="list-style-type: none"> <li>•Cost: 400</li> <li>•Prerequisite: Centauri Genetics(E7)</li> <li>•Benefits: Reduces the effect of industry on Planet's ecology at all your bases; conventional units get alien terrain combat modifiers;alien life forms you breed gain a +1 lifecycle bonus</li> </ul>	<p><b>THE PLANETARY DATALINKS</b> (TECHS)</p> <ul style="list-style-type: none"> <li>•Cost: 300</li> <li>•Prerequisite: Cybernetics(B4)</li> <li>•Benefits: You automatically discover any technology discovered by any three other factions</li> </ul>
<p><b>PLANETARY ENERGY GRID</b> (ENERGY)</p> <ul style="list-style-type: none"> <li>•Cost: 300</li> <li>•Prerequisite: Adaptive Economics (B3)</li> <li>•Energy bank at each base</li> <li>•+25% Stockpile Energy</li> </ul>	<p><b>THE PLANETARY TRANSIT SYSTEM</b> (POP, DRONES)</p> <ul style="list-style-type: none"> <li>•Cost: 300</li> <li>•Prerequisite: Industrial Automation(B3)</li> <li>•Benefits: Any new bases you found begin at population level 3; one less drone at all bases of population level 3 and less</li> </ul>	<p><b>THE SELF-AWARE COLONY</b> (FAC MAINT, DRONES)</p> <ul style="list-style-type: none"> <li>•Cost: 500</li> <li>•Prerequisite: Self-Aware Machines(D11)</li> <li>•Benefits: Energy maintenance cost for facilities is halved at all your bases; if use of police is allowed under current social model, all your bases are considered to have an extra police unit</li> </ul>	<p><b>THE SINGULARITY INDUCTOR</b> (MINERALS, ECOLOGY)</p> <ul style="list-style-type: none"> <li>•Cost: 600</li> <li>•Prerequisite: Controlled Singularity(C15)</li> <li>•Benefits: Counts as a <u>Quantum Converter</u> at every base and reduces the ecological effects of mineral production</li> </ul>	<p><b>THE SPACE ELEVATOR</b> (ENERGY, MINERALS, ORBITAL INSERT)</p> <ul style="list-style-type: none"> <li>•Cost: 500</li> <li>•Prerequisite: Super Tensile Solids(B10)</li> <li>•Benefits: Doubles energy reserves production at this base and doubles mineral production rate at all your bases when producing orbital improvements; your units equipped with drop pods may now make orbital insertions anywhere on Planet; this project also waives any Aerospace Complex restrictions on orbital improvements</li> </ul>	<p><b>THE SUPERCOLLIDER</b> (LABS)</p> <ul style="list-style-type: none"> <li>Cost: 300</li> <li>Prerequisite: Applied Relativity(D5)</li> <li>Benefits: Research output at this base is doubled</li> </ul>
<p><b>THE TELEPATHIC MATRIX</b> (DRONES, PROBE)</p> <ul style="list-style-type: none"> <li>•Cost: 600</li> <li>•Prerequisite: Eudaimonia(E12)</li> <li>•Benefits: Drones never riot at your base; all your probe teams receive a +2 morale modifier</li> </ul>	<p><b>THE THEORY OF EVERYTHING</b> (LABS)</p> <ul style="list-style-type: none"> <li>•Cost: 400</li> <li>•Prerequisite: Unified Field Theory(C7)</li> <li>•Benefits: Lab output doubled at this base</li> </ul>	<p><b>THE UNIVERSAL TRANSLATOR</b> (TECHS)</p> <ul style="list-style-type: none"> <li>•Cost: 400</li> <li>•Prerequisite: Homo Superior(E8)</li> <li>•Benefits: Two free tech advances on completion; any number of alien artifacts can be cashed at this base</li> </ul>	<p><b>THE VIRTUAL WORLD</b> (DRONES)</p> <ul style="list-style-type: none"> <li>•Cost: 300</li> <li>•Prerequisite: Planetary Networks(D2)</li> <li>•Benefits: In addition to their normal effect, network nodes count as hologram theatres at each base (reduces number of drones by two and increases psych output of base by 50 percent)</li> </ul>	<p><b>THE VOICE OF THE PLANET</b> (LIFECYCLE)</p> <ul style="list-style-type: none"> <li>•Cost: 600</li> <li>•Prerequisite: Threshold of Transcendence(E15)</li> <li>•Benefits: Begins the Ascent to Transcendence sequence; any faction can now begin the Ascent to Transcendence; any alien lifeforms you breed gain a +1 lifecycle bonus</li> </ul>	
<p><b>THE WEATHER PARADIGM</b> (TERRAFORM)</p> <ul style="list-style-type: none"> <li>•Cost: 200</li> <li>•Prerequisite: Centauri Ecology(E1)</li> <li>•Benefits: Increases terraforming speed by 50 percent for all tasks except for remove fungus; your formers may build condensers and boreholes and may raise and lower terrain, even if you have not yet discovered the appropriate technologies.</li> </ul>	<p><b>THE XENOEMPATY DOME</b> (MOVEMENT, LIFECYCLE, TERRAFORM)</p> <ul style="list-style-type: none"> <li>•Cost: 300</li> <li>•Prerequisite: Centauri Meditation(E5)</li> <li>•Benefits: All fungus squares are treated as roads, and the rate at which your formers remove or plant fungus is doubled; additionally, the fungus confers on all your units the same combat benefits normally reserved for alien life forms; any alien lifeforms you breed gain a +1 lifecycle bonus</li> </ul>	<p>Projects</p>			

Ⓥ Avoid Prometheus Virus Random Event