

Clam Chowder																																	
Turn	170			171			172			173			174			175			176			177			178			179			180		
Food Box	37	11	-37	0	11	11	11	11	11	22	11	11	33	11	11	44	11	-15	29	0	0	29	0	0	29	13	13	42	13	-10	32	11	
Granary Box	0	0		11	11		22	22		25	25		25	25		25	25		27	27		27	22		22	22		22	22		24	24	
Population	6	0	1	7	0	0	7	0	0	7	0	0	7	0	0	7	0	1	8	0	0	8	-3	-3	5	0	0	5	0	1	6	0	
Food Box size	48	48	51	51	51	51	51	51	51	51	51	51	51	51	51	51	51	54	54	54	54	54	45	45	45	45	45	45	45	48	48	48	
Build Queue Movements		1	1		1	1		1	1		1	1		1	1		2	2		1	1		1	1		1	1		1	1		1	
Build Item	Great Library			Great Library			Great Library			Great Library			Great Library			Great Library			Settler			Settler			Great Library			National Epic			National Epic		
Hammer Box	178	18	18	196	20	20	216	20	20	236	20	20	256	20	20	276	20	20	0	11	22	22	250	263	296	252	252	0	31	31	31	18	
Size	525			525			525			525			525			525			149			149			525			375			375		
Multiplier	2.25			2.25			2.25			2.25			2.25			2.25			1.25			1.25			1.25			2.25			2.25		
Do whip?	0			0			0			0			0			0			0			1			0			0			0		
Not Revolting?	1			1			1			1			1			1			1			1			1			1			1		
Chop Hammers?	0			0			0			0			0			0			0			44			0			0			0		
In Golden Age?	0			0			0			0			0			0			0			0			0			0			0		
Allow Growth?	1			1			1			1			1			1			1			1			1			1			1		
Has MP?	1			1			1			1			1			1			1			1			1			1			1		
BFC forests	1		0	1		0	1		0	1		0	1		0	1		0	1		0	1		-1	0		0		0		0		
Happy Cap	7			8			8			8			8			8			8			7			7			7			7		
Healthy Cap	6			7			7			7			7			7			7			9			9			9			9		
Turns to growth	NEXT			4.64			3.64			2.64			1.64			NEXT			N/A			N/A			1.23			NEXT			1.45		
Turns to produce	43.38			36.56			34.33			32.11			29.89			27.67			7.45			NEXT			NEXT			91.25			43		
Can Whip?	NO	7		NO	7		NO	7		NO	6		NO	6		NO	5		NO	6		3(41)	3		NO	5		NO	15		NO	7	
Whip Timer	61			60			59			58			57			56			55			69			68			67			66		
Has Grown?				GREW														GREW													GREW		
Has Produced?																								PRODUCED		PRODUCED							
In Revolt?																																	
Unhealthy?																																	
Population Check																																	
Tile Check (CC)																																	
CC+FH good tiles worked	8			8			8			8			8			8			8			7			7			8			9		
PPP Tiles Worked	CF,PM,GM			3N,CF,GF,PM,GM			3N,CF,GF,PM,GM			3N,CF,GF,PM,GM			3N,CF,GF,PM,GM			3N,CF,GF,PM,GM			3N,C,CF,GF,PM,GM			3N,CF,GM			3N,CF,GM			3N,CF,GM			3N,CF,PM,GM		
PPP Tiles Changed	-CF,+PM+GM			+GF															+C			-C,-GF,-PM						+PM					
PPP Whip	WHIP																																
PPP Chop	CHOP																																
Notes	Stevenson pre-chops									Stop chopping			Workshop						Stop workshop			Finish chop			Workshop								

Fish Hills																																	
Turn	170			171			172			173			174			175			176			177			178			179			180		
Food Box	26	5	5	31	5	-26	5	5	5	10	5	5	15	5	5	20	5	5	25	5	5	30	5	5	35	5	-13	22	3	3	25	3	
Granary Box	0	0		5	5		10	10		15	15		18	18		18	18		18	18		18	18		18	18		19	19		19	19	
Population	2	0	0	2	0	1	3	0	0	3	-1	-1	2	0	0	2	0	0	2	0	0	2	0	0	2	0	1	3	0	0	3	0	
Food Box size	36	36	36	36	36	39	39	39	39	39	36	36	36	36	36	36	36	36	36	36	36	36	36	36	36	36	39	39	39	39	39	39	
Build Queue Movements		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1	
Build Item	Galley			Galley			Galley			Galley			Galley			Galley			Galley			Galley			Galley			Galley			Galley		
Hammer Box	38	4	4	42	4	4	46	4	4	50	49	49	0	28	28	28	4	4	32	4	4	36	4	4	40	4	4	44	8	8	52	8	
Size	75			75			75			75			75			75			75			75			75			75			75		
Multiplier	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1
Do whip?	0			0			0			1			0			0			0			0			0			0			0		
Not Revolting?	1			1			1			1			1			1			1			1			1			1			1		
Chop Hammers?	0			0			0			0			0			0			0			0			0			0			0		
In Golden Age?	0			0			0			0			0			0			0			0			0			0			0		
Allow Growth?	1			1			1			1			1			1			1			1			1			1			1		
Has MP?	0			0			0			0			0			0			0			0			0			0			0		
BFC forests	0		0	0		0	0		0	0		0	0		0	0		0	0		0	0		0	0		0	0		0	0		0
Happy Cap	6			6			7			6			6			6			6			6			6			6			6		
Healthy Cap	7			8			8			8			8			8			8			10			10			10			10		
Turns to growth	2			NEXT			6.8			5.8			4.2			3.2			2.2			1.2			NEXT			5.67			4.67		
Turns to produce	9.25			8.25			7.25			NEXT			12.75			11.75			10.75			9.75			8.75			3.88			2.88		
Can Whip?	1(8)	1		1(12)	1		1(16)	1		1(20)	1		NO	4		NO	2		1(2)	1		1(6)	1		1(10)	1		1(14)	1		1(22)	1	
Whip Timer	47			46			45			59			58			57			56			55			54			53			52		
Has Grown?						GREW																					GREW						
Has Produced?												PRODUCED																					
In Revolt?																																	
Unhealthy?																																	
Population Check																																	
Tile Check (FH)																																	
CC+FH good tiles worked	8			8			8			8			8			8			8			7			7			8			9		
PPP Tiles Worked	B,GM			B,GM			B,C,GM			B,GM			B,GM			B,GM			B,GM			B,GM			B,GM			B,PM,GM			B,PM,GM		
PPP Tiles Changed	+B,+GM						+C																										
PPP Whip																																	
PPP Chop																																	
Notes																																	

Paired Clams																																	
Turn	170			171			172			173			174			175			176			177			178			179			180		
Food Box	35	5	5	40	5	-16	24	5	5	29	5	5	34	5	5	39	5	-16	23	5	5	28	5	5	33	5	5	38	7	-13	25	5	
Granary Box	21	21		21	21		22	22		22	22		22	21		21	21		22	22		22	22		22	22		22	19	21	21		
Population	4	0	0	4	0	1	5	0	0	5	0	0	5	-1	-1	4	0	1	5	0	0	5	0	0	5	0	0	5	-2	-1	4	0	
Food Box size	42	42	42	42	42	45	45	45	45	45	45	45	45	42	42	42	42	45	45	45	45	45	45	45	45	45	45	39	42	42	42		
Build Queue Movements	1		1	2		2	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1			
Build Item	Axeman			Axeman			Swordsman			Swordsman			Swordsman			Axeman			Catapult			Catapult			Catapult			Catapult			Archer		
Hammer Box	10	30	30	40	10	10	36	10	10	46	10	10	56	55	55	50	61	61	0	69	69	69	10	10	0	14	14	14	96	96	31	45	
Size	52			52			60			60			60			52			75			75			75			75			37		
Multiplier	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1		
Do whip?	0			0			0			0			1			0			0			0			0			1			0		
Not Revolting?	1			1			1			1			1			1			1			1			1			1			1		
Chop Hammers?	20			0			0			0			0			0			0			0			0			0			0		
In Golden Age?	0			0			0			0			0			0			0			0			0			0			0		
Allow Growth?	1			1			1			1			1			1			1			1			1			1			1		
Has MP?	0			0			0			0			0			0			0			0			0			0			0		
BFC forests	0	-1	-1		0	-1		0	-1		0	-1		0	-1		0	-1		0	-1		0	-1		0	-1		0	-1		0	
Happy Cap	8			8			8			8			7			7			7			7			7			6			6		
Healthy Cap	7			8			8			8			8			8			8			10			10			10			10		
Turns to growth	1.4			NEXT			4.2			3.2			2.2			NEXT			4.4			3.4			2.4			NEXT			3.4		
Turns to produce	2.2			1.2			2.4			1.4			NEXT			NEXT			1.6			NEXT			7.1			NEXT			NEXT		
Can Whip?	1(3)	1		1(33)	1		1(21)	1		1(31)	1		1(41)	1		1(43)	1		NO	4		1(39)	1		NO	4		2(29)	2		1(39)	1	
Whip Timer	14			13			12			11			25			24			23			22			21			35			34		
Has Grown?						GREW												GREW													GREW		
Has Produced?															PRODUCED			PRODUCED						PRODUCED							PRODUCED		
In Revolt?																																	
Unhealthy?																																	
Population Check																																	
Tile Check (PC)																																	
PPP Tiles Worked	N,PM,IM			2N,PM,IM			2N,C,PM,IM			2N,C,PM,IM			2N,PM,IM			2N,PM,IM			2N,C,PM,IM			2N,C,PM,IM			2N,C,PM,IM			2N,IM			2N,PM,IM		
PPP Tiles Changed	N,+PM+IM						+C						-C						+C									-C,-PM			+PM		
PPP Whip	WHIP																																
PPP Chop	CHOP																																
Notes																																	

Bronzed Fish																																
Turn	170			171			172			173			174			175			176			177			178			179			180	
Food Box	21	10	10	31	10	10	41	10	-10	31	10	10	41	10	-11	30	10	10	40	10	-13	27	10	10	37	10	-11	26	10	10	36	10
Granary Box	0	0		10	10		20	19		21	21		21	21		22	22		22	22		24	21		21	21		22	19		19	19
Population	5	0	0	5	0	0	5	-2	-1	4	0	0	4	0	1	5	0	0	5	0	1	6	-2	-2	4	0	1	5	-2	-2	3	0
Food Box size	45	45	45	45	45	45	45	39	42	42	42	42	42	42	45	45	45	45	45	45	48	48	42	42	42	42	45	45	39	39	39	39
Build Queue Movements		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1
Build Item	Swordsman			Swordsman			Swordsman			Swordsman			Swordsman			Swordsman			Catapult			Catapult			Catapult			Catapult			Trireme	
Hammer Box	0	5	5	5	5	5	10	95	95	0	50	50	50	5	5	55	5	5	0	5	5	5	95	95	0	26	26	26	95	95	67	51
Size	60			60			60			60			60			60			75			75			75			75			75	
Multiplier	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1		1	1		1
Do whip?	0			0			1			0			0			0			0			1			0			1			0	
Not Revolting?	1			1			1			1			1			1			1			1			1			1			1	
Chop Hammers?	0			0			0			0			0			0			0			0			0			0			0	
In Golden Age?	0			0			0			0			0			0			0			0			0			0			0	
Allow Growth?	1			1			1			1			1			1			1			1			1			1			1	
Has MP?	0			0			0			0			0			0			0			0			0			0			0	
BFC forests	0		0	0		0	0		0	0		0	0		0	0		0	0		0	0		0	0		0	0		0	0	0
Happy Cap	7			7			6			6			6			6			6			5			5			4			4	
Healthy Cap	7			8			8			8			8			8			8			10			10			10			10	
Turns to growth	2.4			1.4			NEXT			1.1			NEXT			1.5			NEXT			2.1			NEXT			1.9			NEXT	
Turns to produce	12			11			NEXT			3			2			NEXT			15			NEXT			50			NEXT			NEXT	
Can Whip?	NO	3		2(35)	2		2(40)	2		NO	3		1(35)	1		1(40)	1		NO	4		2(20)	2		NO	4		2(41)	2		1(37)	1
Whip Timer	27			26			40			39			38			37			36			50			49			63			62	
Has Grown?									GREW						GREW						PRODUCED			PRODUCED			PRODUCED			PRODUCED		
Has Produced?									PRODUCED									PRODUCED						PRODUCED						PRODUCED		
In Revolt?																																
Unhealthy?																																
Population Check																																
Tile Check (BF)																																
PPP Tiles Worked	B,2C,CM			2B,2C,CM			2B,CM			2B,C,CM			2B,C,CM			2B,2C,CM			2B,2C,CM			2B,C,CM			2B,2C			2B,CM			2B,CM	
PPP Tiles Changed	3,+2C,+CM																								+C,-CM			-2C,+CM				
PPP Whip							WHIP															WHIP										
PPP Chop																																
Notes																																

Golden Hills																																
Turn	170			171			172			173			174			175			176			177			178			179			180	
Food Box	31	5	5	36	5	-34	2	7	7	9	7	7	16	9	9	25	9	9	34	9	-9	25	7	7	32	7	-13	19	7	7	26	7
Granary Box	0	0		0	0		0	0		7	7		14	14		18	18		18	18		19	19		19	19		21	21	21	21	
Population	3	0	0	3	0	1	4	-2	-2	2	0	0	2	0	0	2	0	0	2	0	1	3	0	0	3	0	1	4	0	0	4	0
Food Box size	39	39	39	39	39	42	42	36	36	36	36	36	36	36	36	36	36	36	36	36	39	39	39	39	39	39	42	42	42	42	42	
Build Queue Movements		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1		1	1	1	
Build Item	Granary			Granary			Granary			Lighthouse			Moai Statues			Moai Statues			Moai Statues			Moai Statues			Moai Statues			Moai Statues			Moai Statues	
Hammer Box	36	4	4	40	4	4	44	91	91	0	92	92	0	4	4	4	2	2	6	2	2	8	8	8	16	8	8	24	8	8	32	8
Size	90			90			90			90			375			375			375			375			375			375			375	
Multiplier	1		1	1		1	1		1	2		2	2		2	2		2	2		2	2		2	2		2	2		2	2	
Do whip?	0			0			1			0			0			0			0			0			0			0			0	
Not Revolting?	1			1			1			1			1			1			1			1			1			1			1	
Chop Hammers?	0			0			0			0			0			0			0			0			0			0			0	
In Golden Age?	0			0			0			0			0			0			0			0			0			0			0	
Allow Growth?	1			1			1			1			1			1			1			1			1			1			1	
Has MP?	0			0			0			0			0			0			0			0			0			0			0	
BFC forests	0		0	0		0	0		0	0		0	0		0	0		0	0		0	0		0	0		0	0		0	0	
Happy Cap	9			9			8			8			8			8			8			8			8			8			8	
Healthy Cap	6			7			7			8			8			8			8			10			10			10			10	
Turns to growth	1.6			NEXT			5.71			3.86			2.22			1.22			NEXT			2			NEXT			3.29			2.29	
Turns to produce	13.5			12.5			NEXT			NEXT			374			371			369			91.75			89.75			87.75			85.75	
Can Whip?	NO	2		NO	2		2(44)	2		NO	2		NO	17		NO	9		NO	9		NO	9		NO	8		NO	8		NO	8
Whip Timer	0			0			15			14			13			12			11			10			9			8			7	
Has Grown?						GREW															GREW						GREW					
Has Produced?									PRODUCED			PRODUCED																				
In Revolt?																																
Unhealthy?																																
Population Check																																
Tile Check (GH)																																
PPP Tiles Worked	3,N,PHG			B,N,PHG			B,N			B,N			B,N			B,N			B,N			B,N,PHG			B,N,PHG			B,N,C,PHG			B,N,C,PHG	
PPP Tiles Changed	,+N,+PHG																					+PHG						+C				
PPP Whip							WHIP																									
PPP Chop																																
Notes																																