

	Clam Chowder																																
Turn	170			171			172			173			174			175			176			177			178			179			180		
Food Box	37	11	-13	24	9	9	33	9	9	42	9	-17	25	0	0	25	0	0	25	11	11	36	11	11	47	11	-13	34	9	9	43	9	
Granary Box	24	24		25	25		25	25		25	25		27	27		27	24		24	24		24	24		24	24		25	25		25	25	
Population	6	0	1	7	0	0	7	0	0	7	0	1	8	0	0	8	-2	-2	6	0	0	6	0	0	6	0	1	7	0	0	7	0	
Food Box size	48	48	51	51	51	51	51	51	51	51	51	54	54	54	54	54	48	48	48	48	48	48	48	48	48	48	51	51	51	51	51	51	
Build Queue Movements		1	1		1	1		1	1		2	2		1	1		1	1		1	1		1	1		1	1		1	1		1	
Build Item	Great Library			Great Library			Great Library			Great Library			Worker			Worker			Great Library			National Epic			National Epic			National Epic			National Epic		
Hammer Box	178	22	22	200	27	27	227	27	27	254	27	27	0	16	25	25	124	135	281	247	247	0	24	24	24	22	22	46	22	22	68	22	
Size	525			525			525			525			90			90			525			375			375			375			375		
Multiplier	2.25		2.25	2.25		2.25	2.25		2.25	2.25		2.25	1.25		1.25	1.25		1.25	2.25		2.25	2.25		2.25	2.25		2.25	2.25		2.25	2.25		2.25
Do whip?	0			0			0			0			0			1			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			44			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?	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		-1	0		0		0		0		0		0	
Happy Cap	7			8			8			8			8			7			7			7			7			7			7		
Healthy Cap	6			7			7			7			7			7			7			9			9			9			9		
Turns to growth	NEXT			3			2			NEXT			N/A			N/A			2.09			1.09			NEXT			1.89			NEXT		
Turns to produce	34.7			27.08			24.83			22.58			4.09			NEXT			NEXT			37.4			35.1			32.9			30.7		
Can Whip?	NO	7		NO	7		NO	6		NO	6		4(135)	4		2(47)	2		NO	5		NO	15		NO	7		NO	7		NO	7	
Whip Timer	61			60			59			58			57			71			70			69			68			67			66		
Has Grown?				GREW								GREW															GREW						
Has Produced?																		PRODUCED			PRODUCED												
In Revolt?																																	
Unhealthy?																																	
Population Check																											ERROR			ERROR			
Tile Check (CC)																																	
CC+FH good tiles worked	8			8			8			8			8			8			8			8			8			9			9		
PPP Tiles Worked	+,PM,GM,GP,CF,PM,GM,Eng,GP			+,PM,GM,Eng,GP			+,PM,GM,Eng,GP			+,PM,GM,Eng,GP			+,PM,GM,Eng,GP			+,PM,GM,GP			+,PM,GM,GP			+,PM,GM,GP			+,PM,GM,GP			+,PM,GM,GP			+,PM,GM,GP		
PPP Tiles Changed	+,PM,+,GM,+,GP			+,Eng									+,GF			-,GF,-Eng																	
PPP Whip																																	
PPP Chop																																	
Notes	Stevenson pre-chops									Stop chopping	Workshop								Stop workshop	Finish chop					Workshop								

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	7	-13	21	7	7	28	7	7	35	7	-14	21	7	7	28	7	7	35	7
Granary Box	21	21		21	21		22	22		22	22		22	19		21	21		21	21		21	21		22	22		22	19		19	19
Population	4	0	0	4	0	1	5	0	0	5	0	0	5	-2	-1	4	0	0	4	0	0	4	0	1	5	0	0	5	-2	-2	3	0
Food Box size	42	42	42	42	42	45	45	45	45	45	45	45	45	39	42	42	42	42	42	42	42	42	42	45	45	45	45	45	39	39	39	39
Build Queue Movements		1	1			1	1			5	5		1	1		5	5		2	2		1	1		1	1		1	1		1	1
Build Item	Axeman			Axeman			Axeman			Archer			Swordsman			Wealth			Catapult			Catapult			Catapult			Catapult			Swordsman	
Hammer Box	10	30	30	40	10	10	50	10	10	31	18	18	6	108	108	0	60	60	0	86	86	0	17	17	17	6	6	23	96	96	0	50
Size	52			52			52			37			60			10			75			75			75			75			60	
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			20			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	2		-1	1		0	1		0	1		0	1		0	1		0	1		-1	0		0	0		0	0		0	0	
Happy Cap	8			8			8			8			7			7			7			7			7			6			6	
Healthy Cap	8			8			8			8			8			8			8			10			10			10			10	
Turns to growth	1.4			NEXT			4.2			3.2			NEXT			3			2			NEXT			3.43			2.43			NEXT	
Turns to produce	2.2			1.2			NEXT			NEXT			NEXT			NEXT			NEXT			10.67			9.67			NEXT			2.67	
Can Whip?	1(3)	1		1(33)	1		1(43)	1		1(39)	1		2(36)	2		1(35)	1		NO	4		NO	4		2(32)	2		2(38)	2		NO	3
Whip Timer	14			13			12			11			25			24			23			22			21			35			34	
Has Grown?						GREW									GREW									GREW								
Has Produced?									PRODUCED			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,IM			2N,C,IM			2N,C,IM			2N,C,IM			2N,2C,IM			2N,IM			2N,IM	
PPP Tiles Changed	N,+PM+IM						+C						-C,-PM			+C									+C			-2C				
PPP Whip																																
PPP Chop	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	
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			GREW				GREW				
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	42	42	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			Workboat			Workboat			Workboat			Workboat			Workboat			Workboat			Workboat	
Hammer Box	36	4	4	40	4	4	44	91	91	0	92	92	0	2	2	2	1	1	3	1	1	4	4	4	8	4	4	12	4	4	16	4
Size	90			90			90			90			45			45			45			45			45			45			45	
Multiplier	1		1	1		1	1		1	2		2	1		1	1		1	1		1	1		1		1	1		1	1		1
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			44			43			42			10.25			9.25			8.25			7.25	
Can Whip?	NO	2		NO	2		2(44)	2		NO	2		NO	2		1(2)	1		1(3)	1		1(4)	1		1(8)	1		1(12)	1		1(16)	1
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	},N,PHG			B,N,PHG			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																																
PPP Chop																																
Notes																																