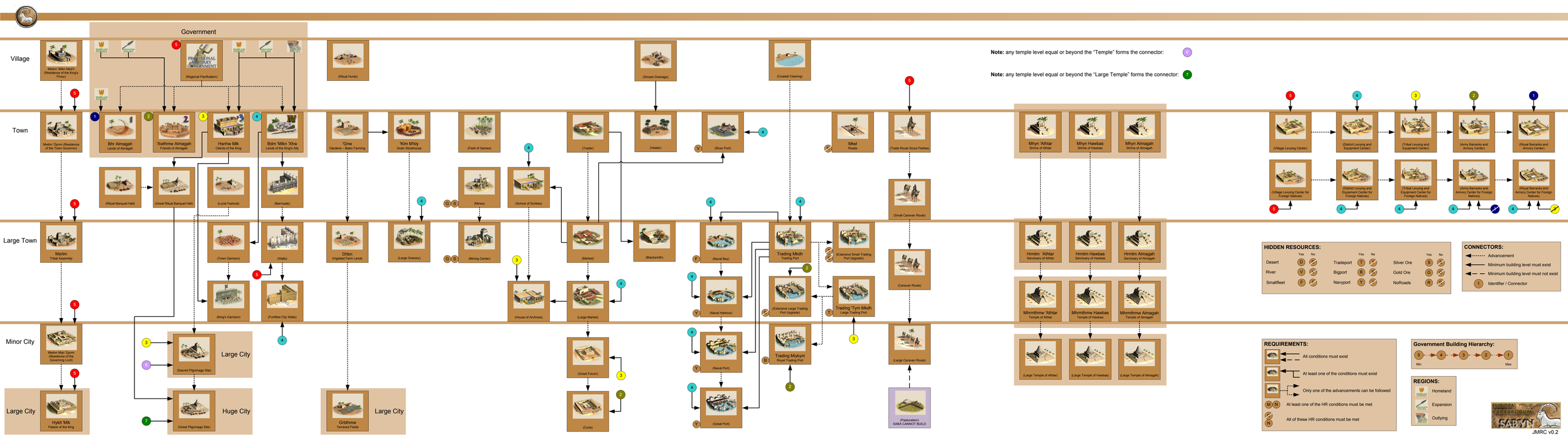
Government
Village
Town
Large Town
Minor City
Large City
Large City
Huge City
Large City
Mwtrm 'Mlkn Mwth' (Residence of the King's Priest)
(Regional Pacification)
(Ritual Hunts)
(Simple Drainage)
(Coastal Clearing)
Mwtrn 'Qynn (Residence of the Town Governor)
Bhr Almagah Lands of Almagah
'Xwthmw Almagah Friends of Almagah
Hsnhw Mlk Clients of the King
Bdm 'Mlkn 'Xhw Lands of the King's Ally
'Gnw Gardens – Basic Farming
'Xlm M'kly Grain Storehouse
(Field of Games)
(Trader)
(Healer)
(River Port)
Mtwl Roads
(Trade Route Scout Parties)
(Ritual Banquet Hall)
(Great Ritual Banquet Hall)
(Local Festival)
(Barricade)
(Mines)
(School of Scribes)
(Small Caravan Route)
Mwtrm Tribal Assembly
(Town Garrison)
(Walls)
Dhbn Irrigated Farm Lands
(Large Granary)
(Mining Center)
(Market)
(Blacksmith)
(Naval Bay)
Trading Mkdh Trading Port
(Extensive Small Trading Port Upgrade)
(Caravan Route)
(King's Garrison)
(Fortified City Walls)
(House of Archives)
(Large Market)
(Naval Harbour)
(Extensive Large Trading Port Upgrade)
Trading 'Tym Mkdh Large Trading Port
Mwtrn Mqn 'Qynn (Residence of the Governing Lord)
(Sacred Pilgrimage Site)
(Great Forum)
(Naval Port)
Trading Mlykym Royal Trading Port
(Large Caravan Route)
Hykltt 'Mlk Palace of the King
(Great Pilgrimage Site)
Grbthmw Terraced Fields
(Curia)
(Great Port)
(Pastoralism) SABA CANNOT BUILD
Mhyn 'Athtar Shrine of Athtar
Mhyn Hawbas Shrine of Hawbas
Mhyn Almagah Shrine of Almagah
Hrmtm 'Athtar Sanctuary of Athtar
Hrmtm Hawbas Sanctuary of Hawbas
Hrmtm Almagah Sanctuary of Almagah
Mhrmthmw 'Athtar Temple of Athtar
Mhrmthmw Hawbas Temple of Hawbas
Mhrmthmw Almagah Temple of Almagah
(Large Temple of Athtar)
(Large Temple of Hawbas)
(Large Temple of Almagah)
(Village Levying Center)
(District Levying and Equipment Center)
(Tribal Levying and Equipment Center)
(Army Barracks and Armory Center)
(Royal Barracks and Armory Center)
(Village Levying Center for Foreign Natives)
(District Levying and Equipment Center for Foreign Natives)
(Tribal Levying and Equipment Center for Foreign Natives)
(Army Barracks and Armory Center for Foreign Natives)
(Royal Barracks and Armory Center for Foreign Natives)
Note: any temple level equal or beyond the "Temple" forms the connector:
Note: any temple level equal or beyond the "Large Temple" forms the connector:
HIDDEN RESOURCES:
Yes No
Desert D
River V
Smallfleet F
Tradeport T
Bigport B
Navyport Y
Silver Ore S
Gold Ore G
NoRoads R
CONNECTORS:
Advancement
Minimum building level must exist
Minimum building level must not exist
Identifier / Connector
REQUIREMENTS:
All conditions must exist
At least one of the conditions must exist
Only one of the advancements can be followed
At least one of the HR conditions must be met
All of these HR conditions must be met
Government Building Hierarchy:
Min
Max
REGIONS:
Homeland
Expansion
Outlying
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