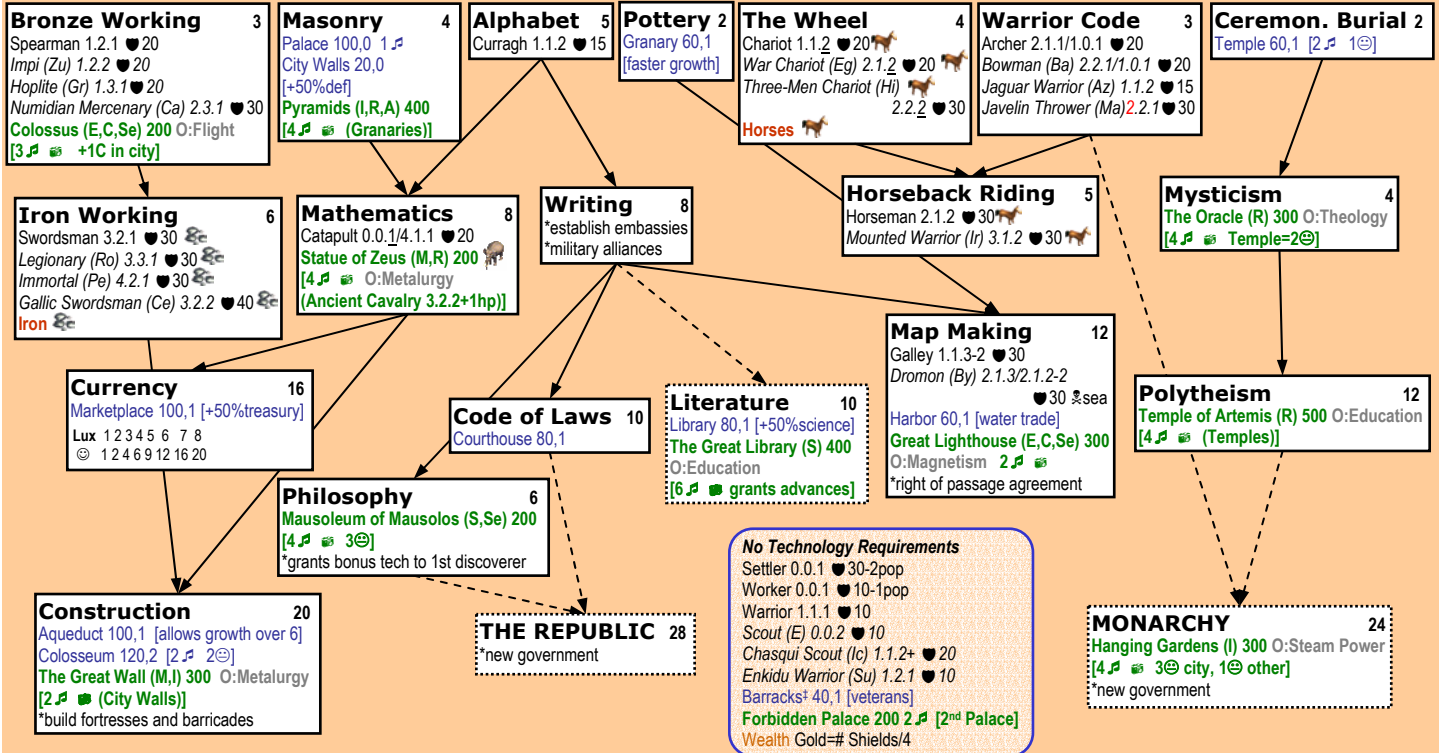


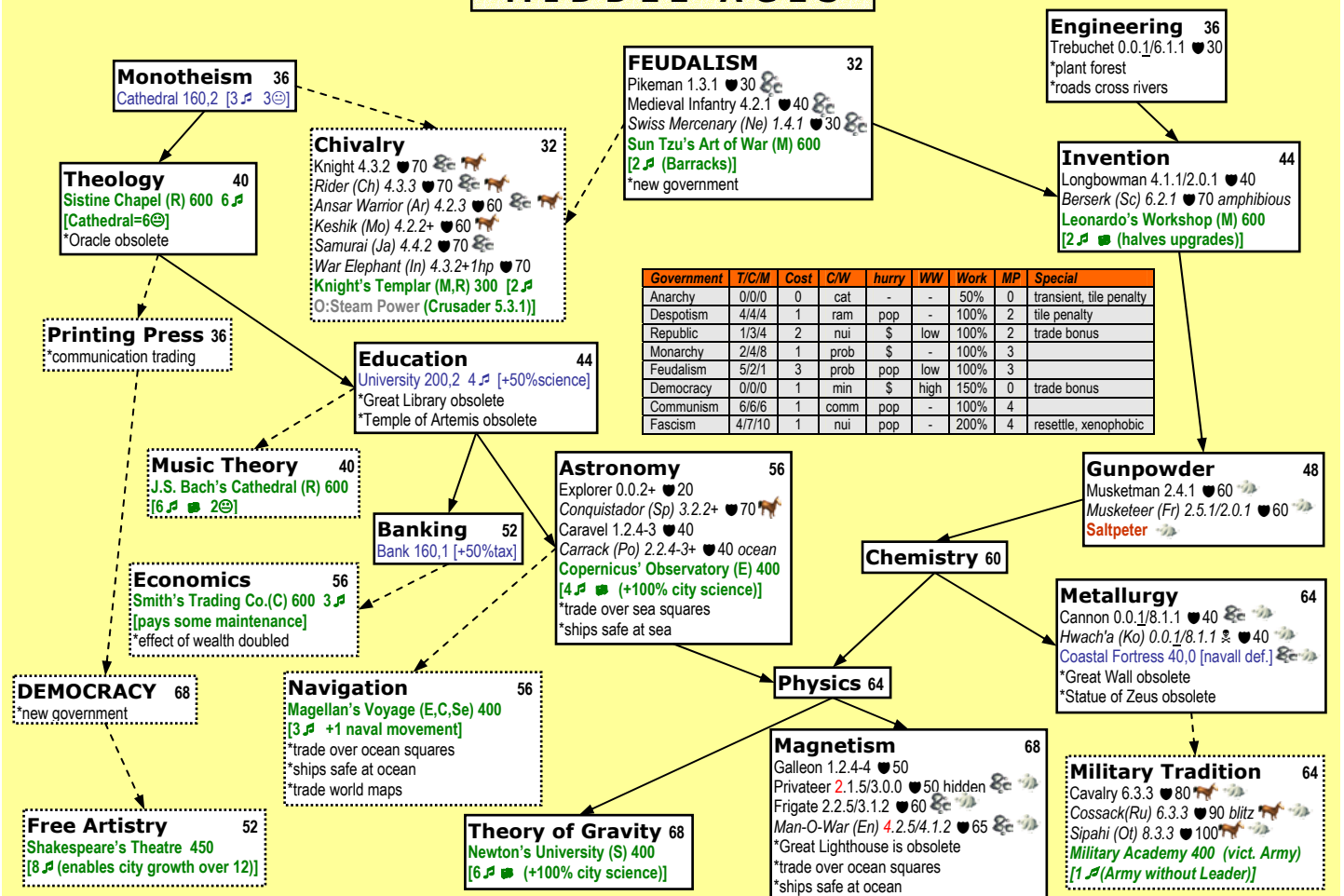
SID MEIER'S CIVILIZATION CONQUESTS

Game version 1.0
Tree version 1.02
Nov 12 2003

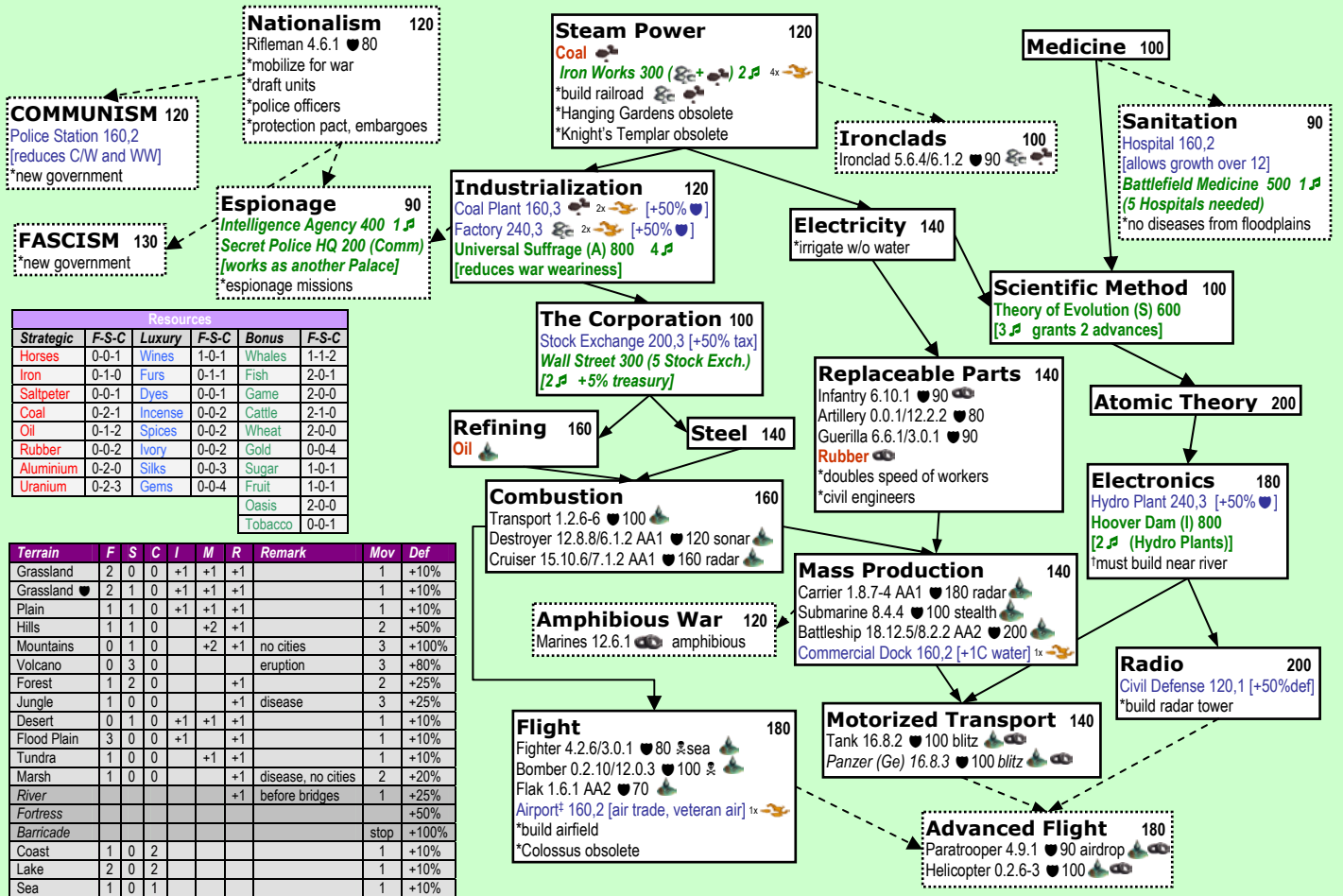
ANCIENT AGE



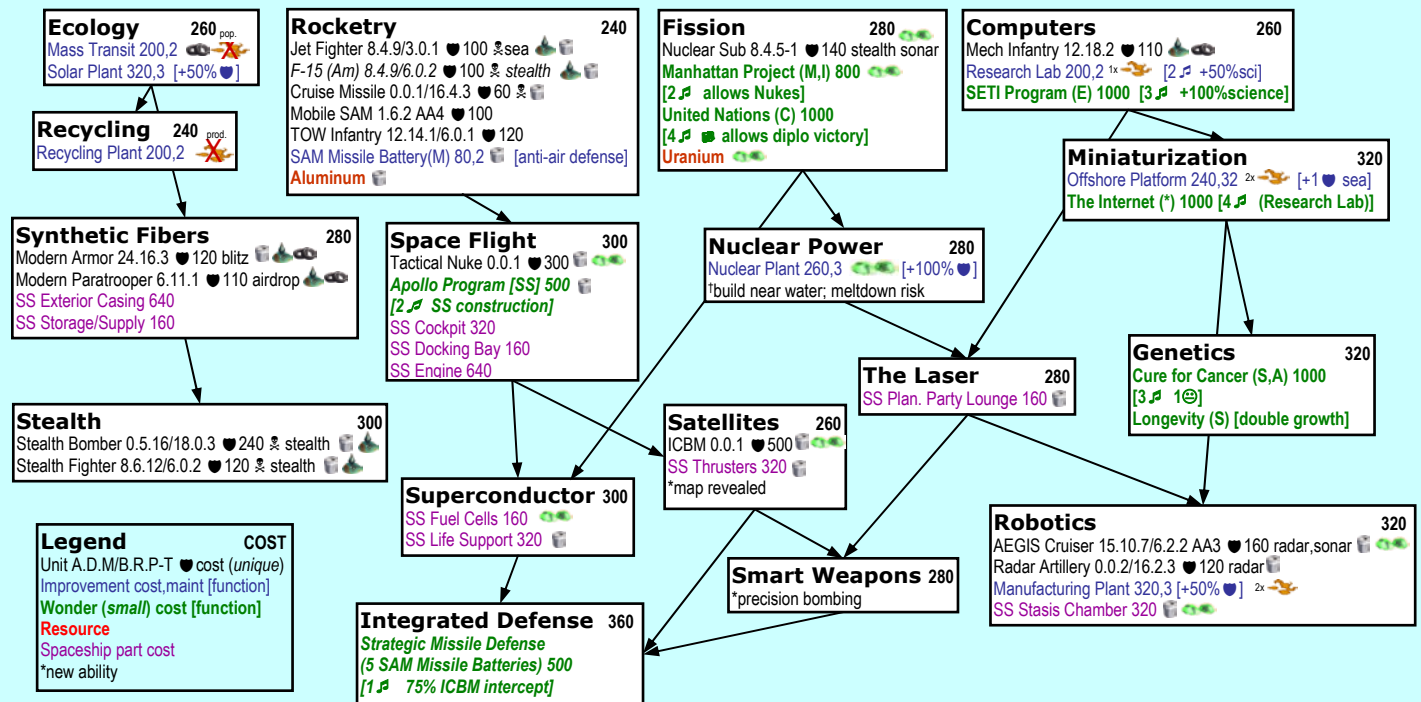
MIDDLE AGES



INDUSTRIAL AGE



MODERN AGE



Agricultural	Commercial	Expansionist	Industrious	Militaristic	Religious	Scientific	Seafaring	Civilization traits
A	Iroquois [Ir]	Inca [Ic]	Maya [Ma]	Aztecs [Az]	Celts [Ce]	Sumeria [Su]	Netherlands [Ne]	
Pottery	C	Hitties [Hi]	France [Fr]	Rome [Ro]	India [In]	Greece [Gr], Korea [Ko]	England [En]	
	Alphabet	E	America [Am]	Mongols [Mo], Zulu [Zu]	Arabia [Ar]	Russia [Ru]	Portugal [Po]	
		Pottery	I	China [Ch]	Egypt [Eg]	Ottomans [Ot], Persia [Pe]	Carthage [Ca]	
			Masonry	M	Japan [Ja]	Germany [Ge]	Scandinavia [Sc]	
				Warrior Code	R	Babylon [Ba]	Spain [Sp]	
						S	Byzantines [By]	
						Bronze Working	Se	
							Alphabet	

[En]: Alphabet-Pottery
[Ic]: Pottery-Masonry
[Ja]: Cer.Burial-Wheel