

Users' Guide to the Mega Civ Advance Advisor

This is an app intended to help you choose Civilization Advances to buy on your turn. The first two things to know are that the app does not teach the game, and that it does not try at all to enforce rules or correct payment. If you track your actions with it, it will tell you accurate current prices for Civilization Advances and keep track of your credits, and it will also take into account the special effects of Library, Mining, Monument, and so on, but it's up to you and your vigilant opponents to observe the rules.

Starting in version 2, the app also offers a calamity-centric page which shows, for each calamity, which advances you hold that may change its effect on you. Aimed at the beginners are two more new tabs: one for building cities and one to give reminders for trade card acquisition.

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Through the main menu you can enter starting credits according to certain player counts, and you can choose among various ways to filter and sort the Civilization Advances that are displayed. You can also access a screen that lets you enter the assets—trade cards and treasury tokens—that you have available. You don't need to do this, but it can be helpful, since it cuts down on the number of choices you have to consider. If you do enter your assets and filter by what's affordable, the list of Advances will shrink as you choose some to consider buying, and expand again if you unselect some, or reset your shopping list. And of course it doubles your treasury tokens if you hold mining.



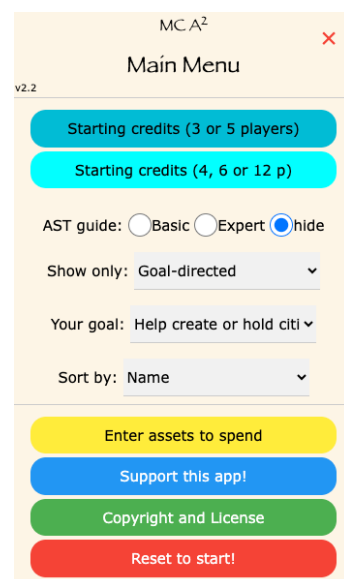
The Build tab accepts your current city and population token counts and computes the most optimistic number of cities you might be able to build and support in the coming turn, if you make the necessary movements of population. (The needed moves might not be possible or desirable.) The calculation takes into account Architecture and Cultural Ascendancy.



The Trade tab will remind you of your options to purchase or take additional trade cards during the latter portion of the trade card acquisition phase of the turn, as governed by Cartography, Mining, Rhetoric and Wonder of the World.



The Calamity tab shows you which calamities are affected, for the better or for the worse, by advances you hold. It also notes which have secondary victims (S) and whether there's a beneficiary you traded away the card (T) or has the most cities in stock (C). Display of the minor calamities is optional—they are not affected by any advances and have no secondary victims or beneficiaries.



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The advances tab works the hardest for you and with you. Some aspects of its appearance are controlled from the main menu: which advances to display and in what order.

When you display [All](#) or [Unowned](#) Advances, you can tick the checkboxes to “buy” any Advances whatsoever. This lets you get your owned Advances list and the displayed credits up-to-date if you hadn’t been using the app from the very beginning of the game. (If you had already taken your extra credits for Written Record or Monoment, you’d have to select them correctly in the app to match the tokens you hold.)

When viewing the list of Advances, you can tap the Advance’s name to bring up more information, and you can tap the names of calamities to see a very brief description of that advance’s [mitigation](#) or [exacerbation](#) of that calamity.

The first time you open the main menu, it will offer you to set the starting credits that apply when there are 3–6 or 12 players in the game. These options will disappear once you’ve bought something.

Calendar (price 180, 3 vp) ✕		
Mitigates Famine and Cyclone		
Cost: 180	Credits:	10 5
Calamities:	Famine, Cyclone	
Prev: Astronavigation	Next: Public Works	

In the [Sort by](#) options, the choice [Strategic chains](#) might not be obvious. There are 17 chains of 3 Advances in the game, and within each set, the lowest-priced one gives 10 points credit to the middle one, which gives 20 points credit to the highest-priced one. This sort option groups those sets together. If you’re filtering on any condition but [All](#), there may be gaps. In the detailed view of an Advance, you can navigate forward and backward within its chain of 3.

Enter available funds ✕		
Total value: 253		
Sets of trade cards		
Rank	Qty	Value
4	7	196
5	3	45
0	0	0
0	0	0
0	0	0
Miscellany: 5		
Treasury: 7		

On the [Enter assets to spend](#) screen you can enter the face values and quantities for up to five sets of matching Trade Cards. You can also enter the total value of miscellaneous cards you might spend, and the treasury tokens. Treasury tokens have double value if you have marked Mining as purchased. If you prefer not to fuss with the miscellany and treasury, there’s a [Near-affordable](#) filter option that adds 50 points to the price cutoff for display. When you’re filtering for [Goal-directed](#) Advances, it will show affordable ones if you have entered assets, and all unowned Advances if you haven’t.



Buy all of your advances with a **single click of the Buy** button so it applies your credits correctly. If you are buying the Library plus something else, it will apply your bonus to one card that has a current purchase cost of 40 or more, if you’ve selected such a card. If you buy Anatomy, it will open another purchase panel to take your free first-tier science. If you buy Monument or Written Record, it will ask you to choose your extra credits.

Through the main menu you can enable display of an AST progress bar. With a green bar it will show you how much of the requirement (other than city count) you’ve achieved for the next age on the AST. In yellow, it will show you the additional progress that would be gained by the advances you have under consideration (selected in the Advances tab).