

# Infrastructure & Development

## BUDGETS & CAPITAL ALLOCATION

State  
of

**CP ALLOCATION for INFRASTRUCTURE**

**NEW OPERATING BUDGET: \_\_\_\_\_ CP's**

	<b>Level 1 Pre-developing Infrastructure</b> CP Allocation: <b>0</b> /box	<b>Level 2 Developing Infrastructure</b> CP Allocation: <b>50</b>	<b>Level 3 Developed Infrastructure</b> CP Allocation: <b>100</b>	<b>Level 4 Post-Developed Infrastructure</b> CP Allocation: <b>200</b>
<b>Technology, Manufacturing &amp; Communications (TMC)</b>	Basic mechanical tools and technologies for cottage industries; letter-writing, mail services	Machine technology for factory-based industry; radio, phone; television; basic computers  <i>Prerequisite: 5 units Iron Prerequisite: 5 units Coal Prerequisite: 5 units REM</i>	Mass-production tech.; complex computers; internet, e-mail, global-networking capacity  <i>Prerequisite: 10u Iron Prerequisite: 10u Coal Prerequisite: 10u REM</i>	Robotics technology; droids, smartphones, tablets, high-speed internet, social media  <i>Prerequisite: 15u - Iron Prerequisite: 15u - Coal Prerequisite: 15u - REM</i>
<b>Education and Innovation (EI)</b>	Informal schooling; Poor facilities with limited materials and under-educated teachers	Formal education in private schools; not free  <i>Prerequisite: TMC – Lv.2</i>	Free public education; colleges and universities  <i>Prerequisite: TMC – Lv.3</i>	Advanced degrees in sci, tech, engineering, math  <i>Prerequisite: TMC – Lv.4</i>
<b>Health and Human Services (HS)</b>	Local healers; traditional forms of medicine and untested treatments	Official clinics offer <i>some</i> modern treatments; stable diet and nutrition  <i>Prerequisite: EI – Lv.2 Prerequisite: 5u Phosph.</i>	Hospitals; epidemic disease prevention; advanced nutrition plans  <i>Prerequisite: EI – Lv.3 Prerequisite: 10u Phosph.</i>	Trauma centers; mental health care; late-stage disease treatment; accelerated pharmaceuticals  <i>Prerequisite: EI – Lv.4 Prerequisite: 15u Phosph.</i>
<b>Waste and Sanitation (WS)</b>	Individual disposal of physical trash and human/biological waste	Basic systems to collect and sort trash & sewage  <i>Prerequisite: EI – Lv.2</i>	Waste-management and & disposal facilities  <i>Prerequisite: EI – Lv.3</i>	Specialized processes for waste-recycling  <i>Prerequisite: EI – Lv.4</i>
<b>Engineering and Electricity/Power (EE)</b>	Crude construction methods and insufficient materials; no power grid	Some refined building methods; development of a <i>materials surplus</i> ; urban power/electr. grid  <i>Prerequisite: EI – Lv.2 Prerequisite: 5u Timber</i>	Advanced engineering lessens the damages of natural disasters; urban and rural power network  <i>Prerequisite: EI – Lv.3 Prerequisite: 10u Timber</i>	Innovative anti-disaster; architecture; extensive power grid with back-up; alternative energies  <i>Prerequisite: EI – Lv.4 Prerequisite: 15u Timber</i>
<b>Transportation (TR)</b>	Bikes and simple boats; dirt routes (“roads”)  <i>Travel: Pay 100% of cost</i>	Cars, trucks, ships; paved roads; bridges; public-transportation; train-rail development  <i>Travel cost: Pay 80%</i>  <i>Prerequisite: EI - Lv.2 Prerequisite: 5u Oil Prerequisite: 5u Gas</i>	Ground/Sea/Train/Air transportation systems; expanding network of roads, bridges, tunnels  <i>Travel cost: Pay 60%</i>  <i>Prerequisite: EI - Lv.3 Prerequisite: 10u Oil Prerequisite: 10u Gas</i>	High-speed rail services; alternative automobiles (i.e. electric, driverless) refined air-travel  <i>Travel cost: Pay 20%</i>  <i>Prerequisite: EI - Lv.4 Prerequisite: 15u Oil Prerequisite: 15u Gas</i>
<b>Military and Defense (MD)</b>	Disorganized, untrained self-arming clans or group militias	Officially trained and state-supported ground combat forces  <i>Prerequisite: EI, TR - Lv.2</i>	Multiple branches of military (army, navy, air forces); tanks, jets, subs  <i>Prerequisite: EI, TR - Lv.3</i>	Espionage; advanced CIA; nuclear weapons  <i>Prerequisite: EI, TR-Lv.4 Prerequisite: 15u Uranium</i>

Unallocated Discretionary Capital: \_\_\_\_\_ CP's