Capability card key

1 — Capability level

[capability title]
[text explaining what it means in game terms, how to get it, keep it and what benefits it confers.]

Capability group — area of effect — Capability symbols
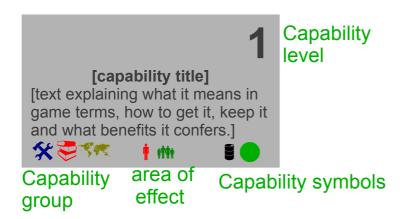
Capability Group
⚒ = Mechanical/technical family group
📚 = Educational group
🗺 = wider world group
🌲 = environmental improvement group

} NB capabilities can be in more than one group

Area of Effect
🚹 = only affects a single location/family
👪 = affects the entire valley (or multiple locations)

🛢 = requires fuel to use (except fuel supply)

🟢 = Islamic option (sometimes depending on how used)

Building Capabilities
Capabilities need to be built in pyramidal groups, where two capabilities of the level below the one being acquired are present. These two must share a common capability group with each other and the new capability being acquired. See below for a valid example of how this could work.

		4 Cell Mast		
	3 Tractor	**3** Plumbing		
2 Mechanic	**2** Well	**2** Generator	**2** School	
1 Workshop	**1** Tools	**1** Fuel Supply	**1** Books	**1** Teacher