

SKYLIGHT HISTORY		TECHNOLOGIES			THOUSAND YEARS
	Time	Number	Growth		Community - ORGANIZATION (population at FCE)
BCE	10000	4 M			
			+1 M	sedentary lifestyle, burials	Commune - VILLAGE (100k)
BCE	9000	5 M			
			+1 M	wooden beams, animal skins, houses	
BCE	8000	6 M			
			+1 M	plants, agriculture	
BCE	7000	7 M			
			+1 M	animals, domestication	
BCE	6000	8 M			
			+1 M	stone, walls, helmet	Princedom - CITY (1M)
BCE	5000	9 M			
			+1 M	spear, alphabete, law, army	Mesapotamia, Egypt
BCE	4000	10 M			
			+10 M	shield, gold, wheel, clock, calendar	India, China
BCE	3000	20 M			
			+20 M	copper, armor	Greece, Persia
BCE	2000	40 M			
			+20 M	bronze, sword	Kingdom/S T A T E - CAPITAL (5M)
BCE	1000	80 M			
			+20 M	iron, catapult	Rome, Celts
BCE	500	100 M			
			+100 M	silver, philosophy, democracy	Vikings, Maya, Japan
CE	1	200 M			
			+100 M	steel, art, sport	Slavs, Islam, Khmer
CE	500	300 M			
			+100 M	hydrocarbon, paint, books	Crusaders, Mongols, Aztecs
CE	1000	400 M			
			+100 M	gunpowder, science	E M P I R E - METROPOLIS (10M)
CE	1500	500 M			
			+100 M	coal, print, railway trains	Portugal, Spain
CE	1600	600 M			
			+200 M	gas, steam, opera, industry, sea fleet	Netherlands, Britain
CE	1700	800 M			
			+200 M	oil, circus, revolution, automobiles	Germany, Russia
CE	1800	1 B			
			+2 B	electricity, transistor, aviation	Italy, France
CE	1900	3 B			
			+3 B	CPU, plastic, satalites	Capital, Nation, Communa
CE	2000	6 B			U N I O N - MEGACITY (25M)
			+4 B	PC, net, robots, rockets, spaceships	Capital (G7), Social (BRICS)
FCE	2050	10 B			
			+3 B	AI, lazer, space stations	America (1B), Europe (1B), Africa (1B), Asia (5B)
FCE	2100	13 B			
			+2 B	AR, synthesis, space settlements	Surface + compression
FCE	2150	15 B			
					S U R F A C E + ORBIT