Changan: is an ancient capital of more than ten dynasties in Chinese history, today known as Xi'an. Chang'an means "Perpetual Peace" in Classical Chinese.

Samarkand: is one of the oldest inhabited cities in Central Asia, prospering from its location on the Silk Road between China and the Mediterranean. At times Samarkand has been one of the greatest cities of Central Asia. City helped the spread of Islam

Buddhism on the Silk Roads

Mahayana: upper vehicle, good works religion (folk appeal)

Theravada: lower vehicle (ruler appeal), women cannot reach Nirvana

Xuanzang: a Chinese Buddhist monk, scholar, traveller, and translator who described the interaction between China and India in the early Tang dynasty.

Bamiyan: The Place of Shining Light'.[4] Many statues of Buddha are carved into the sides of cliffs facing Bamyan city, the city hub for Buddhism spread.

Dunhuang: Dunhuang was a major stop on the ancient Silk Road and is best known for the nearby Mogao Caves, named after the sound of the wind whipping off the dunes, the singing sand phenomenon

Tantric: a Sanskrit “woven together” has to do with something sexual

MESOAMERICA

Chinampa: floating garden on swamps, made out of woven twigs

Milpa: (Mesoamerica) result of swidden: take a plot of land, burn vegetation off, build on top of the soil, poke holes into ash and plant

Terrace: (Machu Pichu, Quechua/Inca – South America), flatten out land, put up retaining walls, crops grow out, Formation of land

Olmecs: rubber society, mother culture of Mesoamerica
  - Based on agriculture
  - Writing system: glyphs
  - Jaguar - common theme in the culture, higher than actual value, we value it more than what it’s actual value is. YungLord

Shamans: The rulers seem to have been the most important religious figures, with their links to the Olmec deities or supernaturals providing legitimacy for their rule.[2] There is also considerable evidence for shamans in the Olmec archaeological record, particularly in the so-called "transformation figures”.

Ball Courts: portal to the gods
  - Game where you couldn’t touch the ball with hands, had to get the ball inside very tall hoop
  - Consist of 2 teams of nobles and war captives
  - Find sacrificial victims, don’t kill war captives right away, have them play in ball courts
  - Played with a solid rubber ball
  - Losers would be sacrificed, this would still be seen as a privlidge

Human Sacrifice: sacrifice to the gods to please them

Teotihuacan: (300 – 400 AD); city state with regional influence (100 –200,000 population)
Maya: (200 – 1500 AD) series of kingdoms with ritual centers
- Thousands of villages, no major city, often in conflict
- Villages were connected by commerce and tribute
- There was a common language and common script (scribe class)

Commerce:

Tribute:

Popul Voh: title translates as "Book of the Community", "Book of Counsel", or more literally as "Book of the People".[1] Popol Vuh's prominent features are its creation myth, its diluvian suggestion, its epic tales of the Hero Twins Hunahpú and Xbalanqué,[2] and its genealogies. The myth begins with the exploits of anthropomorphic ancestors and concludes with a regnal genealogy, perhaps as an assertion of rule by divine right.

Chronicle:

Calendar: most accurate calendar in the world, based on the solar, not lunar

Pyramids:

Bloodletting: out of the ear, tongue, foreskin, to open to the gods to evoke spirits
- Ritual according to the calendar

Mexico: aka Aztecs

Tenochtitlan: Capital city of the Aztecs/Mexica. Present day Mexico City.

Maprketplace (tianguiz):

Huitzilopochtli: Mesoamerican deity of war, sun, human sacrifice and the patron of the city of Tenochtitlan. He was also the national god of the Mexicas, also known as Aztecs, of Tenochtitlan. Many in the pantheon of deities of the Aztecs were inclined to have a fondness for a particular aspect of warfare. However, Huitzilopochtli was known as the primary god of war in ancient Mexico. Since he was the patron god of the Mexica, he was credited with both the victories and defeats that the Mexica people had on the battlefield.

Quetzacoatl: “feathered serpent”; main diety; banished from civilization, and predicted to come back when Cortez came back, as an avatar. On much of their artwork

COMMERCIALIZTION AND URBANIZATION

Helped culture diffuse, technology to trade, open the development of maritime trade.

Compass: help with compass, compass refinement by the Islam 200 AD.

Dhow: generic name of a number of traditional sailing vessels with one or more masts with lIMATE sails used in the Red Sea and Indian Ocean region.

Junk: is the classic sailing-vessel of the Eastern seas.

Celadon: fine glaze over pottery

Magistrate