

Governments																				
		Anarchy	Tyranny	Dynasty	City State	Oligarchy	Republic	Dictatorship	Tribunal Empire	Monarchy	Theocracy	Caliphate	Democracy	Communism	Fascism	Corporate Republic	Technocracy	Virtual Democracy	Ecotopia	
SLIDERS	Rations Expectation	-1	-1	0	0	+1	0	0	+1	0	+1	0	+1	+1	0	0	+2	+2	-1	Rations Expectation
	Positive Rations	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+1	Positive Rations
	Negative Rations	-3	-3	-3	-3	-3	-3	-3	-4	-3	-3	-3	-3	-3	-4	-3	-3	-4	-1	Negative Rations
	Workday Expectation	-1	-1	0	+1	0	+1	0	0	0	-1	0	0	0	0	0	+1	+1	+1	Workday Expectation
	Positive Workday	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	Positive Workday
	Negative Workday	-3	-3	-3	-3	-3	-3	-4	-3	-2	-3	-3	-2	-2	-3	-2	-3	-3	-3	Negative Workday
	Wages Expectation	-1	-1	-1	-1	-1	-1	-1	0	0	0	0	0	0	0	0	+1	+1	0	Wages Expectation
	Positive Wages	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	Positive Wages
	Negative Wages	-3	-3	-3	-3	-4	-4	-3	-3	-3	-3	-3	-4	-4	-3	-2	-4	-4	-3	Negative Wages
Food Coef		0.75	0.95	1.15	1.15	1.35	1.2	1	1.35	1.1	1.35	1.15	1.5	1.3	1.1	1.3	1.85	1.9	1.1	Food Coef
Production Coef		0.75	0.85	1	1.15	1.1	1.2	1.25	1.2	1.35	1	1.2	1.4	1.5	1.3	1.75	2.0	1.9	1.7	Production Coef
Infrastructure Coef		0.25	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	Infrastructure Coef
Crime Coef		2	1.5	1.35	1.25	1	1.25	0.75	1	1	0.75	0.5	1	0.5	0.5	1	0.75	0.5	0.5	Crime Coef
Crime Offset		90	90	90	90	90	90	90	90	90	90	90	90	90	90	90	90	90	90	Crime Offset
Knowledge Coef		0.1	1	1.25	1.5	1.45	1.65	1.35	1.75	1.65	1.8	1.9	2.1	1.75	1.9	2.4	2.8	2.6	2.6	Knowledge Coef
Max Science Rate		0	0.5	0.6	0.7	0.6	0.8	0.6	0.7	0.6	0.7	0.7	0.8	0.6	0.7	0.8	1	1	0.9	Max Science Rate
Gold Coef		0.75	0.75	1	1	1.3	1.3	1	1.75	1.5	1.8	1.7	2.1	1.8	1.8	2.2	2.7	2.9	2.2	Gold Coef
Capitalization Coeff		0.25	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	Capitalization Coeff
Unit Rush Modifier		4	5	5	5	8	7	5	8	6	8	7	8	7	6	9	10	10	10	Unit Rush Modifier
Building Rush Modifier		3	4	4	4	7	6	6	6	6	6	6	6	6	6	7	8	8	10	Building Rush Modifier
Wonder Rush Modifier		6	7	7	7	9	9	7	10	10	12	10	9	10	10	12	14	14	14	Wonder Rush Modifier
End Game Rush Modifier		6	7	7	7	9	9	7	10	10	10	10	10	10	10	12	14	14	14	End Game Rush Modifier
Pollution Coef		1	1.3	1.3	0.9	1.05	0.9	1	1.1	1	0.8	0.9	0.8	1.3	1.1	1.15	1.0	0.8	0.5	Pollution Coef
Pollution Unhappy Coef		0	0.022	0.02	0.025	0.02	0.025	0.02	0.02	0.02	0.025	0.025	0.025	0.02	0.022	0.02	0.023	0.025	0.03	Pollution Unhappy Coef
Support Coef		1	1.25	1.25	1.5	1.5	1.5	0.75	1	0.75	1	1	1.5	1	0.75	1	1	2	1.25	Support Coef
Turns To New Readiness		20	10	10	10	10	15	5	7	8	10	10	15	8	5	10	7	15	10	Turns To New Readiness
Ready Peace Coef		0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	Ready Peace Coef
Ready Peace HP		0.6	0.5	0.6	0.6	0.6	0.4	0.6	0.6	0.6	0.6	0.6	0.4	0.6	0.6	0.6	0.6	0.4	0.6	Ready Peace HP
Ready Alert Coef		0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	Ready Alert Coef
Ready Alert HP		0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	Ready Alert HP
Ready War Coef		1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Ready War Coef
Ready War HP		1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Ready War HP
Defense Coef		1	0.85	1	1	1.15	1	1.5	1.2	1	1.25	1.15	1.15	1.3	1.15	1.25	1.15	1.15	1.15	Defense Coef
War Discontent Max Units		0	10	15	15	15	10	25	20	25	20	20	15	25	30	25	30	20	25	War Discontent Max Units
War Discontent Per Unit		0.1	0.5	0.75	0.75	0.75	1	1	1	1	0.75	0.75	1.25	1	1	1.25	1	1.25	0.75	War Discontent Per Unit
Conquest Distress		-5	-4	-3	-3	-1	-1	-3	-1	-3	-3	-3	-1	-5	-5	-1	-4	-1	-5	Conquest Distress
Conquest Distress Decay		0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	Conquest Distress Decay
Overseas Coef		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Overseas Coef
Overseas Defeat Decay		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Overseas Defeat Decay
Overseas Defeat Coef		1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Overseas Defeat Coef
Home Defeat Decay		0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	Home Defeat Decay
Home Defeat Coef		1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Home Defeat Coef
Max Martial Law Units		5	4	3	2	1	2	3	3	3	2	2	1	2	1	0	1	0	0	Max Martial Law Units
Martial Law Effect		1	1	1	1	2	1	1	1	1	1	1	2	1	2	0	1	0	0	Martial Law Effect
Martial Law Threshold		80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	Martial Law Threshold
At Home Radius		2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	At Home Radius
Empire Distance Scale		0.00001	0.002	0.002	0.0015	0.0015	0.001	0.001	0.0005	0.001	0.001	0.001	0.001	0.001	0.001	0.0005	0.0005	0.0005	0.0005	Empire Distance Scale
Min Empire Distance		100	300	500	500	500	500	500	500	500	500	500	500	500	500	500	1000	1000	1000	Min Empire Distance
Max Empire Distance		4000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	Max Empire Distance
Too Many Cities Threshold		75	10	10	15	20	20	25	30	35	40	40	50	50	50	55	60	65	70	Too Many Cities Threshold
Too Many Cities Coefficient		2	2	1.5	1.75	1.5	1.75	1.5	1	1.75	1.25	1.25	1.25	1.5	1.5	1.5	1.25	1	2	Too Many Cities Coefficient