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|  | **Options** | **Notes** |
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| **Settings** | *(Click on the left field to choose an option.)* | |
| Map | Choose an item. | Choose the type of the map. |
| Size | Choose an item. | Choose the size of the map. |
| Climate | Choose an item. | Choose the climate. |
| Sea level | Choose an item. | Choose the sea level. |
| Era | Choose an item. | Choose the era to start from. |
| Speed | Choose an item. | Choose the game speed. |
| World Wrap | Choose an item. | Wrap in any direction (toroidal); wrap horizontally only (cylindrical); or no wrap (flat). |
| Resources | Choose an item. | Choose to have key strategic resources close to your team starting location (balanced) or not. |
|  |  |  |
| **Game Options** | *(Delete all options that you do not wish to be included in the game setup.)* | |
|  | No City Razing No City Flipping From Culture City Flipping after Conquest No Barbarians Raging Barbarians Aggressive AI Random Personalities No Technology Trading Permanent Alliances Always War Always Peace One-City Challenge Permanent War or Peace New Random Seed on Reload Require Complete Kills No Vassal States No Tribal Villages | More info on the options can be found when setting up a custom single-player game. |
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| **Victories** | *(Delete all options that you do not wish to be included in the game setup.)* | |
|  | Time Conquest Domination Cultural Space Race Diplomatic | More info can be found in the Civilopedia or the printed manual. |
|  |  |  |
| **Multiplayer Options** | *(Click on the left field to choose an option.)* | |
| Simultaneous Turns | Choose an item. | Teams can login and play at any given time. Otherwise each team plays the one after the other. |
| Turn Timer | Choose an item. | Sets an internal timer within each team must play otherwise will lose the turn. |
| Game Turn Limit |  | Type your preferable value in the left field. Leave it blank for default value. |
| City Elimination Limit |  |
| Admin Password | Choose an item. | Prevents from unauthorized turn (re)loads, gives the admin the ability to review each team’s turn for cheating or change a lost password. |
|  |  |  |
| **Player Setup** | *(Click on the left field to choose an option.)* | |
| AI/Human | Choose an item. | Include AI-driven civs or not. |
| Civ/Leader | Choose an item. | Determine how teams will choose civs. |
| Difficulty | Choose an item. | Choose the difficulty level. The higher the harder to manage. |