

[datafile]

```
description      = "Radius ruleset"
options          = "+Freeciv-2.4-ruleset"
```

[about]

```
name             = _("Radius ruleset")
description       = _("\n
The radius ruleset is based on the classic Freeciv rules \n\
adopting many ideas from the experimental and civ2civ3 \n\
rulesets. It features a growing city radius_sq from 4 \n\
to 20: \n\n\
    size   radius (sq.)   vision   squares (hexes) \n\
    1      4 = 2*2 + 0*0   5        13 (19) \n\
    4      5 = 2*2 + 1*1   8        21 (19) \n\
    9      8 = 2*2 + 2*2   9        25 (19) \n\
    16     9 = 3*3 + 0*0   10       29 (37) \n\
    25     10 = 3*3 + 1*1  13       37 (37) \n\
    36     13 = 3*3 + 2*2  16       45 (37) \n\
    49     16 = 4*4 + 0*0  17       49 (61) \n\
    64     17 = 4*4 + 1*1  18       57 (61) \n\
    81     18 = 3*3 + 3*3  20       61 (61) \n\
    100    20 = 4*4 + 2*2  25       69 (61) \n\
")
```

[options]

```
global_init_techs    = "Civilization"
global_init_buildings = ""
```

[civstyle]

```
base_pollution      = -20           ; added to city pollution
happy_cost           = 2             ; luxuries to make one happier
food_cost            = 2             ; food to upkeep one citizen

granary_food_ini     = 20            ; x[size] up to size = ini, else
granary_food_inc     = 10            ; x[ini ] + inc * (size - ini)

min_city_center_food  = 1
min_city_center_shield = 1
min_city_center_trade = 0

init_city_radius_sq   = 4            ; base for [effect_city_radius_0]
init_vis_radius_sq    = 4            ; reset in [effect_city_vision]

nuke_contamination    = "Fallout"    ; handle as Pollution or Fallout

base_bribe_cost       = 750          ; unit bribe cost factor
ransom_gold           = 100          ; for killed lone leader

upgrade_veteran_loss  = 0            ; \/ lost veteran levels
autoupgrade_veteran_loss= 0          ; /\ (classic: 0)

pillage_select        = 1            ; FALSE: random, TRUE: select
```

```
; Method of paying unit and improvement gold upkeep
; 0 - The player`s total gold must be non-negative after paying upkeep
;     costs associated with each city. If for any city the player`s gold
```

```

; is negative, random buildings in the city are sold off. If the gold
; is still negative, then supported units with gold upkeep are
; disbanded.
; 1 - In the first step, the player`s total gold must be non-negative after
; paying upkeep for all buildings within a city. If for any city the
; player`s gold is negative, random buildings in the city are sold off.
; In the second step, gold upkeep for all units is paid in a lump sum.
; If the player does not have enough gold, random units with gold upkeep
; are disbanded.
; 2 - Gold upkeep for all buildings and units is paid in a lump sum after
; all cities have been processed. If the player does not have enough
; gold, alternatively a random buildings from a random cities is sold
; and a random units with gold upkeep is disbanded till the treasury is
; balanced.
gold_upkeep_style      = 0

; Method of calculating technology costs
; 0 - Civ (I|II) style. Every new tech add researchcost to cost of next tech.
; 1 - Cost of technology is:
;     MAX((1+parents) * (researchcost/2) * sqrt(1+parents), researchcost)
;     where num_parents == number of requirement for tech, counted
;     recursively.
; 2 - Cost are read from tech.ruleset. Missing costs are generated by
;     style 1.
; 3 - Cost of technology is:
;     cost = base * (reqs - 1)^2 / (1 + sqrt(sqrt(reqs))) - base/2
; 4 - Cost are read from tech.ruleset. Missing costs are generated by
;     style 3.
tech_cost_style        = 3
base_tech_cost         = 20

; Technology leak from other civilizations
; 0 - No reduction of the technology cost.
; 1 - Technology cost is reduced depending on the number of players
;     which already know the tech and you have an embassy with.
; 2 - Technology cost is reduced depending on the number of all players
;     (human, AI and barbarians) which already know the tech.
; 3 - Technology cost is reduced depending on the number of normal
;     players (human and AI) which already know the tech.
tech_leakage           = 0

[illness]
illness_on             = 0
illness_base_factor    = 25           ; percent
illness_min_size       = 3           ; minimum city size for illness
illness_trade_infection = 50         ; % increase via trade route
illness_pollution_factor = 50       ; % increase caused by pollution

[incite_cost]
; netto = base + (building costs) * I_factor + (unit costs) * U_factor
; total = netto * (city size) / (distance to capital) * T_factor / 100
base_incite_cost       = 1000
improvement_factor     = 1           ; add 1 * cost of improvements
unit_factor            = 2           ; add 2 * cost of units
total_factor           = 100

[global_unit_options]

```

```
slow_invasions      = 1                ; disembark costs all move points
```

[combat_rules]

```
killstack           = 1
tired_attack        = 0
```

[borders]

```
; Initial city border radius + unclear effect depending on the city size
radius_sq_city      = 8                ; classic: 17, civ2civ3: 5
size_effect         = 2                ; classic: 1
```

[research]

```
; Method of paying tech upkeep
; "None" - no upkeep
; "Basic" - <Cost> / tech_upkeep_divider - tech_upkeep_free
; "Cities" - like "Basic", but multiplied by number of cities
tech_upkeep_style    = "None"
tech_upkeep_divider  = 2000
```

[calendar]

```
start_year          = -4000
skip_year_0         = 0
positive_label       = _("CE")
negative_label       = _("BCE")
```

[playercolors]

```
background.r        = 86
background.g         = 86
background.b         = 86
```

```
; Player colors for 32 players are defined below.
; Avoid greens, blues, and white / very pale colors (too easy to confuse
; with terrain).
; Avoid dark colors.
```

```
colorlist           =
{ "r", "g", "b"      ; x11
  255,  0,  0        ; red
  255, 255,  0       ; yellow
    0, 255, 255      ; cyan
  138,  43, 226      ; blueviolet
  255, 165,  0       ; orange
  255,  0, 255       ; magenta
  173, 216, 230      ; lightblue
    0, 255, 127      ; springgreen
  250, 128, 114      ; salmon
  124, 252,  0       ; lawngreen
  139,  0,  0        ; darkred
  255, 192, 203      ; pink
  211, 211, 211      ; lightgrey
  218, 112, 214      ; orchid
  255,  20, 147      ; deeppink
  100, 149, 237      ; cornflowerblue
  255, 215,  0       ; gold
  245, 222, 179      ; wheat
  255, 255, 128
  192, 255, 128
  204, 255,  0
```

```

255, 211, 140
255, 79, 0
240, 145, 169
255, 219, 88
153, 17, 153
184, 134, 11 ; darkgoldenrod
255, 102, 0
102, 205, 170
195, 33, 72
168, 153, 230
255, 250, 205 ; lemonchiffon
}

[teams]
; freeciv optional team names definition.
;
; name =
; _("Team 0"),
; _("Team 1"),
; _("Team 2"),
; _("Team 3"),
; etc...

[settings]
set =
{ "name", "value", "lock"
  "savepalace", 0 , 1
; ----- mapgen -----
  "mapsize", "XYSIZE", 0
  "xsize", 64 , 0
  "ysize", 72 , 0
  "tilesperplayer", 217 , 0
  "topology", "WRAPX|WRAPY|ISO", 0
  "separatepoles", 0 , 0
  "tinyisles", 1 , 0
  "temperature", 44 , 0
  "landmass", 33 , 0
  "steepness", 33 , 0
  "wetness", 44 , 0
  "huts", 66 , 0
; ----- game -----
  "aifill", 7 , 0
  "dispersion", 2 , 0
  "startpos", "SINGLE", 0
  "startunits", "cckcc", 0
; ----- sociological -----
  "citymindist", 3 , 0
  "citynames", "NO_STEALING", 0
  "civilwarsize", 10 , 0
  "endturn", 555 , 0
  "migration", 1 , 0
  "mgr_distance", 3 , 0
  "mgr_nationchance", 66 , 0
  "mgr_worldchance", 22 , 0
; ----- military -----
  "airliftingstyle", "FROM_ALLIES|TO_ALLIES", 0
; ----- internal -----

```

```
"compresstype",          "PLAIN", 0
"ec_turns",              0 , 0
"savename",              "radius24-%03T-%R", 0
}
```