

Individual #5
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In Civilization 5 there are 8 difficulty levels:

- Settler
- Chieftain
- Warlord
- Prince
- King
- Emperor
- Immortal
- Deity

These difficulty levels provide the player with different levels of advantages or buffs to help them against the other AI players. For example:

Element	Settler	Chieftain	Warlord	Prince	King	Emperor	Immortal	Deity
AI Combat Bonus	45%	30%	15%	0%	0%	0%	0%	0%
Player Combat Bonus	45%	30%	15%	0%	0%	0%	0%	0%
AI Starting Settlers	1	1	1	1	1	2	2	3
AI Starting Warriors	1	1	1	1	2	3	4	5
Barbarian Camp Gold	45	40	35	30	30	30	30	30

The reason we have so many difficulty levels is to really consider what kind of game you want? When choosing the difficulty you take into account; How much experience do you have? How long do you want the game to last? What kind of game would you like to have?(An all out war game, A resource gathering game, a research and development based game) What Nation are you playing as?

Civilization lets you choose a difficulty on those and many other kinds of play styles, it's not just how experienced you are, but what kind of game you are looking to play.