

Items in Red are still up for debate. Feel free to email me with opinions

#### GAME SETUP:

- Monarch difficulty
- 0 AI players
- Inland Sea
- Standard world size
- Temperate climate
- Low sea-level
- Ancient Era
- Normal Speed (2nd fastest out of 4 choices)
- Standard resources

#### OPTIONS:

- Barbarians on
- No tech trading
- No tech brokering
- Tribal villages on
- Random events
- Turn off choosing religions

#### VICTORY CONDITIONS:

- All victory conditions enabled

#### MULTIPLAYER ISSUES:

- This will be a “Beyond The Sword” game; you'll need Civ4 and the “Beyond The Sword” expansion
- Please install Steam and friend the other players; this will help communication during simultaneous turn sessions.
- This will be a PitBoss game, just like game 1. You will log on to the server via Gamespy. Drew will be the game host.
- Please password-protect your civ.
- If you are the second-to-last player to take a turn, please send a turn-waiting-on-you email to the last player.
- Our goal is to get at least 1 turn completed per 24 hours.
- If we are having problems with people holding up game progress, we reserve the right to implement penalties. At this point, we do not have any penalty system.

#### CUSTOM RULES:

- Nerfing Jim: After everyone has chosen their civ, Jim will pick 3 of the remaining non-financial civs. A council of the other players will chose which civ they want Jim to play.
- Wars will be totally unregulated
- No preset alliances: people should not pre-ally before the game even begins; this is an FFA. Alliances should be driven by in-game events.
- Winner gets treated to an honorary lunch in their honor.

#### ETIQUETTE (suggestions, not rules)

- Try to avoid ganging up (3v1 or 4v1) unless the target is very powerful or has consistently been a bastard
- Avoid sandbagging: Please play to the best of your ability at all times. Screwing around wastes everyone's time
- Consider aiding weaker players: If a weak player comes under unprovoked attack from a stronger player, you may want to help them out. After all, if the strong player takes the weaker player's cities, they will become even stronger. The weak player may offer gold or other items in exchange for help.
- Avoid kamikaze tactics: You should always be trying to win the game. Sacrificing your long-term development in order to repeatedly beat-up on a certain player is not recommended. However, in certain cases it may make sense (if your target is the strongest player or if you've already been knocked out of contention for victory).

#### MISC:

- (optional) It is recommended that all players should be able to beat the game on Monarch difficulty