RANDOM MAP SETUP

Players
2 Players (Human and AI)

Difficulty
King

Map size
Small

Map type
Continents

Game flow
Normal

Advanced

Restore Default

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MAP SETUP

Difficulty	King ▼		
Map size	Small ▼		
Map type	Continents ▼		

Game flow	Geography

Starting town	Settler ▼
Starting units	Medium ▼
Starting distance	Far ▼
Roads	Few ▼
Roaming units	Average ▼
Treasures	Average ▼
Cities	Few ▼
Dwellings	Few ▼
Resource structures	Average ▼
Visit structures	Average ▼
Treasure structures	Average ▼

◄ **2** ►

Players
2

✅ Surface
✅ Underground

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MAP SETUP

Difficulty **King**

Map size **Small**

Map type **Continents**

2

Players
2

✓ Surface

✓ Underground

Game flow	Geography

Fertile Plains	
Wetlands	
Barrens	
Dense Vegetation	
Mountains	
Water	
Diggable walls	
Undiggable walls	
Temperate	
Arctic	
Tropical	
Blighted	
Volcanic	

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ADVANCED RULES

Game Speed	**Normal** ▼	Map Exploration ✓
Starting Resources	**Standard** ▼	City Founding ✓
Starting Skills	**Normal** ▼	Random heroes match player race ○
All Heroes Have Resurgence	**Never** ▼	Force High Speed Tactical Combat ✓
Defender Strength	**Strong** ▼	Empire Quests ✓
Observe Manual Combat	Normal ▼	
Cosmic Happenings	**Medium** ▼	

Maximum Number Of Heroes ◄ ◆ ► 2
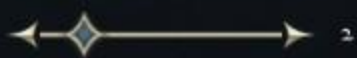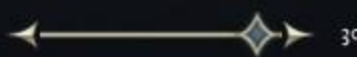
Maximum Hero Level ◄ ◆ ► 30

Reset

Cancel   **Apply**

MAP SETUP

?	Unknown Leader	I	Eskild ▼
?	Unknown Leader	II	Human ▼

PBEM Settings

- ✓ Ironman Mode
- ✓ Teams
- ✓ Allied Victory
- ○ Seals Victory
- ✓ Unifier Victory   2 Beacons

Customize Leaders ▼

○ Include AI Leaders

TACTICAL COMBAT MODE
Against Humans:

Always Auto-Combat ▼

Against AI:

Always Ask ▼

Advanced Rules

Restore Default

Launch the game

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Launch