

Volume

1

SID MEIER'S CIVILIZATION IV

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# Modding Guide for Civilization IV

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## Scenario Design and Concepts

*"A game is a series of interesting choices."—Sid Meier*

The primary goal of any good design is that the end-user (or player) has fun. A game player is not going to come back to a game if they do not have fun playing it.

The same can be said about designing scenarios. It is obvious from playing a game or scenario whether the designer/s had fun designing it or not. This chapter will break down the design and concepts phase of development into steps that will hopefully help to lead you to a good, fun design.

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### LESS IS MORE

This is an extremely important concept that should be considered first and foremost before embarking on any scenario design. The Less is More concept means that the less scenarios the more fun they will be.

Essentially the concept works on the basis that there are a finite amount of people interested in creating scenarios. These people include designers, modifiers, programmers and artists. If these people are spread over a large number of scenarios then the quality will be less than if they were concentrated on a small number of scenarios.

For example, there are 20 people interested in creating scenarios. These people are spread between 20 scenario designs. The quality of these scenarios will be very low, as it is simple human nature that no one person will know how to do everything in a project. However, if the 20 people were spread between only 4 scenario projects that means that 5 people are working on each scenario. The quality of each scenario will be much higher than if they worked independently, or even in smaller groups.

So keep in mind and decide if an existing scenario project would benefit more from your help than if you started a new scenario.

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## SUBJECT MATTER

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The subject matter of a game (or scenario) is the lowest base element to any design. This is the only element of any design that can encompass a broad idea. For example, in Sid Meier's Civilization the subject matter of the game is quite simply the history of Earth.

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### ☒ IMPORTANT

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Choose subject matter that interests you to help ensure successful scenario design.

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For the scenarios supplied with Civilization IV the subject matter can be qualified as: Earth (for the Earth maps) and World War II (for the Desert War scenario). The World War II scenario was then further qualified as the military campaign in North Africa and the Mediterranean.

As a designer it is important that the subject matter chosen is an area of interest for you. If you do not have that interest then you risk the scenario being badly designed, highly inaccurate and worst of all, un-fun.

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## PERIOD

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Choosing the correct period (or era) for your design is also important. The subject matter of your design will in part dictate the period, but there is the opportunity to choose a narrower period if you feel that it will increase the fun factor. On the other side though, be careful not to choose a period that will decrease the fun factor, or even make the design boring.

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### ☒ IMPORTANT

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The period that you choose will have a dramatic effect on the units, nations and technologies available in your design.

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For the scenarios supplied with Civilization IV for the Earth maps one has the standard Civilization period of 4000BC to the present. For the second Earth map the scenario begins in 1000AD and progresses through to the present. The Desert War scenario is based on World War II which ran from 1939 to 1945. However, due to the lack of combat in the area of focus (North Africa and the Mediterranean) during the first years of the war the period for this scenario was narrowed to 1941 to 1945.

To begin earlier would be in a time where combat had not started (and some of the combatants weren't even in the area).

As a designer it is important to choose a valid and accurate period for the subject matter. For example, it would be a bad decision to use the Modern era for the subject matter Age of Discovery. Not only would you have nothing to "discover" but the period is 400 years too late.

LOCATION

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Once you have the subject matter and the period chosen a suitable location is required to form the map. The location can be as large or as small as required to fit the chosen subject matter and period. Be careful about choosing locations to large or too small for your design or you could end up with the focus of the game or scenario being restricted to one small area within the location or not having enough room to capture the subject matter.



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**IMPORTANT**

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Good selection for the location of your scenario will mean that all players are involved and help to create a fun game.

For the Earth maps in Civilization IV the location is fairly obvious. The subject matter clearly dictates the location of the design: Earth. For the Desert War scenario the subject matter dictates the location of the scenario as North Africa and the Mediterranean. A map was chosen to cover the area from west of Gibraltar to Damascus in the east, and from north of Naples to Middle Egypt.

The location of the game or scenario is important because if you choose an area to large then parts of the map will not be used in the majority of cases. If there is a nation located only in one of these areas then that player will find it very boring and un-fun. Thus you break the most important rule of designing a game, that of creating a fun game.

NUMBER OF PLAYERS

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By this point you should have a clear idea on what, when and where the scenario or game will take place. The next part of the design phase is to decide on the number of players that will be in the game, and which of them are major or minor players. A major player can be defined as one who has a large impact on the game, and a minor player is defined as one who has a supporting role to a major player in the game.



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**IMPORTANT**

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Try to have more minor players than major players. That will provide more options for major players to get support if needed.

One has to remember that the upper limit for the number of players in one game of Civilization IV is eighteen (18). The game physically will not handle any more. For the Desert War scenario it was decided that the major players would be Italy and England, with Germany and the Allied nations providing close support, with the two French nations providing minor support to the major players. There are also two neutral parties, Spain and Turkey. While they had no historical participation in World War II in the Desert War scenario it is actually possible to bring them into the war through diplomatic actions.

As the designer you will need to allow for different skill levels of players, and also the different types of playing style. By providing a variety of major and minor players you can provide for a wide range of these elements. This will help to promote a fun game for more players of your scenario.

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## TIMELINE

After the number of players is worked out, it's time to start creating the flesh of the scenario. The Timeline represents what happens during the time that the scenario is representing. The timeline is able to be historical or fantasy depending on how the flow of the scenario is to be directed. The timeline is representative of how the scenario should unfold if the desired play is followed.

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### ☒ IMPORTANT

A strong timeline will lead to a strong tech tree, events and player direction. Ensure you get it right!

In the Desert War scenario a historical timeline was followed. For example, the best play for Italy is to forge through Egypt with Germany as support. For England, their best play is to repulse the Italians and move westwards across North Africa while the Allied player moves east from Morocco.

Getting the timeline correct for how you wish the scenario to turn out is important. The timeline will affect such areas as event scripting, initial city/unit placement and ownership. The timeline will also affect the tech tree, initial wars/allies, and other components of the game including religions. So spend some time getting this correct.

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## TECH TREE

By looking through the timeline you should see potential spots to insert technology points. A technology point is where a technology advance should be placed. A major technology point can be classed as a tech that gives three or more items on discovery. These should be rare. From there, place a number of minor technology points which have one or two items on discovery. From there fill in the gaps between major technology points and the next minor technology points with technology points that have no items on discovery. These are linking technology points.

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### ☒ IMPORTANT

A good balance is to have two linking TPs for each minor TP, and two minor TPs for each major TP.

technology points.

Having a tech tree that flows from one to the next is important. There is also the question of choice. You can use bottlenecks in your tech tree, but they can become unpopular. However in some instances they can be a good addition. For example, a Dark Ages tech that leads onto the next era in a medieval Europe scenario. But however you setup the tech tree ensure that major technology points are evened out by linking and minor

UNITS / BUILDINGS / WONDERS / CIVICS

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After the tech tree has been laid out and agreed upon it is time to fill out the tech tree with the placement of all the units, buildings, wonders and civics available to players. A good rule to remember here is that “less is more”. Essentially, a tech tree brimming with all these elements will limit strategic choices. Major technology points become minor as there is no strategic importance on gaining the tech before others. Technology trading also becomes irrelevant and upgrades and promotions become completely useless as the life cycle of units is miniscule.

**IMPORTANT**

Don't forget the major and minor technology points that you defined earlier. They will help guide your placement of these elements of the scenario.

other areas of the design.

This will be a hard part to design. You will need to balance your major tech points with elements of this category, but not overwhelm the tech so it becomes the only choice. A good rule is “If there's only one choice then it's not a strategic choice”. A good designer will spread out these elements through the tech tree so that a player will think at a junction “if I go that way I can get heavy cavalry, but down that branch leads to the corporation civic”. Balance is hard to obtain, and even harder to keep during the design cycle. This part of the design should be revisited each time a change is made to

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RELIGION

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Plan religions carefully. If historical religions are used in the scenario ensure that each is balanced and that no unfair advantage is gained by one religion over another. Even with fantasy religions care should be taken as religions in Civilization IV are powerful elements. They provide advantages to the holder of a religious Holy City,

**IMPORTANT**

Religion is extremely important to a large number of people. Do not offend them by making their religion a mockery in the scenario.

and thus should be balanced to not unfairly lean the game towards one or two players.

It is important that you take history into consideration in your scenario. As religions are a passionate belief for different groups of people it is important to avoid offence. Try to keep historical religions with their historical group is aiming for a historical outcome. For example, do not make the Kingdom of Jerusalem Hindu if creating a strictly historical Crusades scenario.



ECONOMICS & RESOURCES

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By this point of scenario designing most of the flesh has been added. One major component remains: economics and strategic resources. These elements can either make or break a player's nation. Well thought out economics and resources could also provide players with challenges, direction or goals. These elements are also important as they can promote trade, alliances and even lead to wars.

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**☑ IMPORTANT**

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Giving players on teams monopolies on certain strategic resources will encourage diplomacy and trade.

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As a designer you have the power to create a situation through economic and resource allotment that can ensure a win or a fight to win for a certain player or team. Balance out the resources so there is no unfair advantage. Also make sure importantly that each resource being utilised is obtainable by each player through ownership, conquest or trade. Without this players will shun certain nations in your scenario, and may even lead to unbalanced and un-fun play.

OTHER ELEMENTS

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At the end of the long road of scenario designing is the part where all the extra fillings are put in. At this point it should be obvious if scripted events will add to the game play, or even if new concepts can be added to ensure a fun and compelling game.

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**☑ IMPORTANT**

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Do not go overboard with modifying or adding concepts to the game. They will only overwhelm the players and lead to less choices.

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This is the part where your creative juices can be put to their best use. Events such as natural disasters or random events, or even specific events timed to turn numbers can be added to your design. Or if you think that a new concept should be added to provide a different flavour or modify an existing concept to differ game play from the standard set of rules. Essentially this is the section where you make your scenario stand out from the others. There is almost no limitation to what can be done in Civilization IV. It just may take some time and effort to get it completed. The next section will guide you on how to gain interest in your scenario project so that you can make use of programmers, artists and other people who wish to help in making your scenario.

GAINING INTEREST IN YOUR SCENARIO

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Probably the hardest part of scenario designing is gaining enough interest in the project so that each part of the design can be completed. Even commercial companies face this issue from time to time in the ever-fluctuating job market.

**IMPORTANT**

If you do not find the scenario fun, you can't expect others to either.

By this time you should have a full design mapped out for the scenario. A basic map and tech tree may already be made up ready for use. But how does a design go from being on paper to being playable? That's where people with the skills to do so come in.

You may find yourself able to do some of the requirements of the design in Civilization IV. You may find that the remainder of this manual will lead you onto completing the remainder that you need done. However every designer will face the issue where other peoples help is needed. This is where public interest in your scenario is required.

Start off by posting your design at one (preferable more) of the popular Civilization IV forums on the internet. Make clear the parts of the design you require help in completing. You should get a number of offers for help in the areas you need if the right interest is raised. This is where you take off your designer hat and put on your project manager hat as from now on you will be managing people to get the end result you need.

MANAGING THE SCENARIO

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If you have never managed a project before one of the first things you will notice is that interest will rise and fall like a number of civilizations in history. You need to capitalise on the rises in interest and try to minimise the falls in interest.

Aim to have the bulk of the heavy work done during rises in interest. Have someone do all the XML for the tech tree, or someone to create the map and city placements. Hopefully you will have interested a python scripiter to do scripts during these highs. When interest begins to fall is your big moment. You need to consolidate what has been done during the highs and compile them into something that can be played. The easiest way to minimise (and hopefully avoid) a low in interest in your scenario is to have something that can be played. If people are playing your scenario (even if it's only 1/4 finished) then interest will be generated again. Then can you look to implement the next set of changes/features.

By riding and manipulating the interest of people you can fulfil your original goal of creating a fun scenario. Sure, it does take time to create a good, fun, playable scenario. But in the end there is only ONE person who is required to maintain a high interest throughout the entire scenario's lifecycle: YOU!

Good luck and good designing.

## Civilization IV World Builder

So you want to create a scenario. You have the idea, and have expanded it into a scenario design. Now you need to get started.

The World Builder (referred to as WBS) of Civilization IV is a fantastic tool for creating scenarios. A complete scenario is able to be created by using the WBS. But how is it used?

This tutorial will lead you through the creation of a fully playable scenario. At the end we will have a 3-player continents map with resources, cities, units, tech upgrades, religions and diplomacy. You'll learn how to use all the advanced features of the WBS and be able to play your creation in Civilization IV.

### CONFIGURE THE SCENARIO

To use the WBS you require only one thing to begin: an existing map setup with the correct game setup configuration. Start Civilization IV and select a **Custom single-player game**. Select the following options on the game setup screen:

1. Map: Continents
2. Size: Tiny
3. Climate: Temperate
4. Sea level: Medium
5. Era: Ancient
6. Speed: Normal



Select three civilizations (including yours) and the playing difficulty you want the scenario set to. The screen at this point should look like this.

Click **LAUNCH** to start. Click **Continue** on the Dawn of Man screen, open the Menu and click **Enter WorldBuilder**. You are now ready to begin.

SETTING UP THE MAP

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At this point we have already got a map and three civilizations on the map. But we want to do our scenario from scratch, with our own terrain and placements etc. For this scenario we will create a multi-player “Gold Rush” game, where the strategic resources are all on a central island.

To start with we must empty the map back to ocean. You should see your units on the screen. Right-click on them to remove them from the map. Then find the other two civilizations on the map and delete their units too. Make sure there are no units on the map at all. TIP: With a continents map all civilizations start on the same big continent.



Select: **Change All Plots** from the toolbox. Click **Add Ocean** from the menu. This will reset all land to ocean.



Select: **Map Mode** from the toolbox. Click the **Terrains** tab in the map mode toolbox to open all the terrains. Below is an explanation of the icons.

On the first row of the map mode toolbox are all the different terrains available. By selecting a terrain and then clicking on the map adds that terrain to the map. In the main toolbox is a button labelled **1x1**. By selecting this button you can change the number of tiles added per click. The green highlight on the map shows where the terrain will be placed on the map. Create an island in the middle of the map approximately 10 x 10 tiles, with varying terrains and coastline. You should end up with something similar to the below screenshot.



Once you have the landform and terrain of the island you need to add features to it. The second row of icons in the **Map Mode** toolbox allows you to change the height of the terrain: mountains, hills, flatten or ocean. If you make a mistake use the flatten icon to remove the mountain or hill. Add some mountains and hills to the island to create something like this:



The third row of icons in the **Map Mode** toolbox allow you to add features such as jungles, oasis, forests or even ice and fallout. Since this island is equatorial, add some jungles to the island with a small amount of forest to the south. Don't forget an oasis if you have a desert. To delete a feature just right-click on it.



The fourth and final row of the **Map Mode** toolbox allows you to add transport features. These are roads, rails and rivers. Rivers can be tricky to work out correctly as you need to specify the starting square and then click in the tile the river flows into. Don't worry if you make a few mistakes while working river



placement out as you can right-click on any tile with a river in it to delete the river from that tile. Since this island will be initially uninhabited, only place some rivers on this island.



Lastly, to complete this island some resources are required to be placed. Since we are creating a “Gold Rusk” styled scenario where the strategic resources are located on this island, place some copper, iron, aluminium and oil on the island. This will be the only location they are available. Don’t forget some ‘reward’ resources like gold or silver. To delete a resource from the map simply right-click on it. This will complete the middle island, and you should have something similar to the following.



Now that the middle island is finished create another three islands on the map for the three civilizations in the game. Don’t give them any of the resources that you

placed on the middle island, though you can put one copper resource on each island to help the game get into the fight quicker.

Try to have all three islands evenly spaced out from each other and the middle island. This helps keep the scenario fair for all players. You should end up with something like the map below.




And so the map is feature complete. We have four islands, one for each civilization and an island in the middle where the strategic resources are. However we now need some units, cities and other elements to complete the scenario.

## SAVE AND LOAD

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
But let's take a break for a minute so I can talk to you about saving your scenario and loading it back in.


Saving is simple. Click on the  **Save** icon to bring up a folder listing. You place your scenario in the **PublicMaps** folder under the Civilization IV directory to allow players to select it from the main setup menu. (**Play Scenario** option).

When you come back to work further on your scenario you will need to select from the main setup menu **Scenarios** from the single player menu and then select your saved map. Pick the first civilization in the list so you have first turn to stop the AI from settling and messing with the map. Once the map has loaded simply enter the World Builder immediately and this will put you back where you left off.


PLACING CITIES

---

The next task on our list involves placing a city for each civilization. To do so click on the  **Player Mode** button to open the **Player Mode** toolbox. Find a nice location on one of the three outer islands to locate the city of player 1. TIP: It's always nice to have some resources within the city limits for the first city.

Once you have selected a location click on the **Buildings** tab and select the  **Build City** icon. Click once on your desired location to place the city on the map.



You may have noticed in the main toolbox that your civilization is displayed on a button.  By clicking this button a drop-

down list of all civilizations in the scenario are displayed. You can change the civilization using this button so that you can place units, cities and other elements for that civilization. Do so now by selecting the second civilization in the list.

Repeat the above process for placing a city for this civilization and the third civilization on the list. Make sure to place each civilization on their own island, and don't place any cities on the middle island. After placing the third civilization's city you will have one city for each player in the scenario on their own island.



EDITING CITIES

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Now that we have one city for each civilization we can edit the city to make it a little more advanced. You can change population, culture, religion and the buildings in the city.



Click on **City Edit Mode**. Click on player 1's city to bring up the city edit window.



The first line allows you to change the cities name. Under that are population, culture and starting gold spinners. At the bottom of the window are two rows of religion icons. The upper row allows you to add religions to the city. You may select any number of religions. The lower row allows you to specify the city as that religion's Holy City. Change the city into a more developed city as below.



Click the **X** at the top-right of the window to close the city edit window. You will see that your city has developed a bit.




Click on the city again to enter the city edit window. This time click on the **Buildings** tab. This is where you can add buildings to your city. Do not add any buildings yet, we will do it another way later.

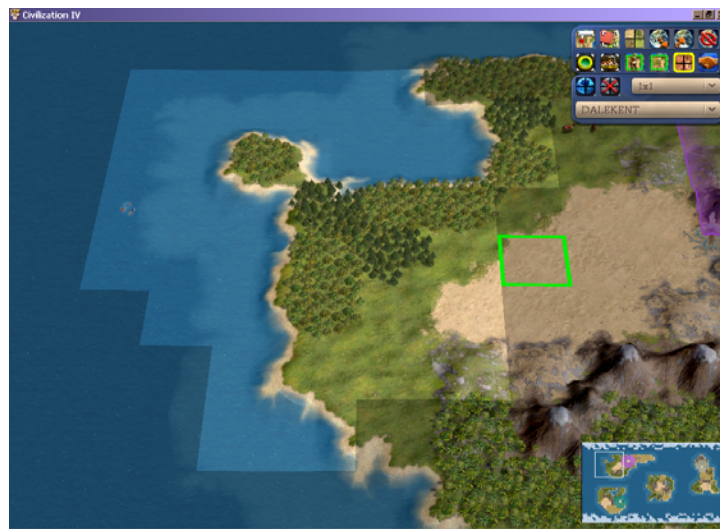


FOG OF WAR

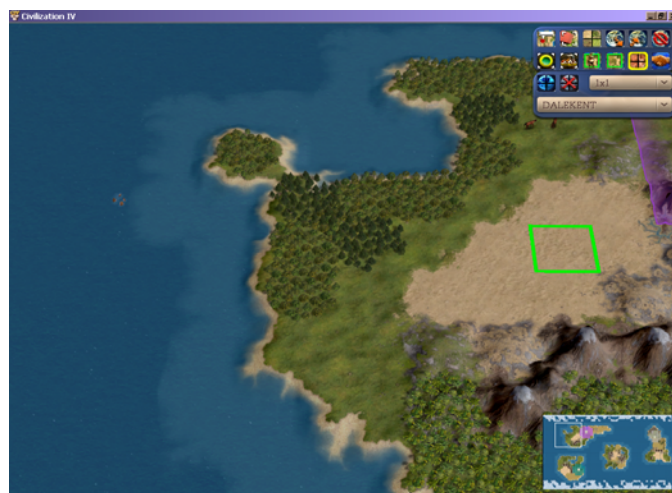
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Now that we have the starting locations set we need to take a look at what each civilization can see of the map. Click on  **Reveal Tile Mode** from the main toolbox. You will notice that most of the map darkens and a little of the map (around the selected civilizations city) is lighter. The lighter areas show where the fog of war has been lifted for that civilization.

If you look around the map you may find an area that has the fog of war lifted where that civilizations unit were originally placed when you setup the map. You have now deleted those units from that area and most likely have them starting in a new area. This means you must turn the fog of war back on for that area.



To turn fog of war off left-click on the tile, and to turn fog of war on right-click on the tile. Turn the fog of war back on for those areas for every civilization in the scenario.



TECHNOLOGIES

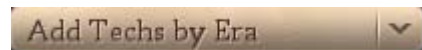
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Starting technologies can also be set for each civilization in the WBS. Click on the **Player Mode** toolbox icon and in the Player Mode toolbox click the third tab labelled **Technologies**.



By clicking on individual technologies you can add and delete them from that player. A player will start with a certain technology when it is highlighted.

However, this can be very time-consuming if you have a large number of civilizations and want to give each player a large amount of starting technologies. There is an easy way! In the main toolbox you will see a new drop-down button.



Click this button to drop-down the technology era list and select the eras to add technologies for. You will need to select all eras before the one you wish to be at. EG: To have all technologies up to the medieval era you must select Ancient, Classical and Medieval eras.





Do this for all civilizations now. Add all the technologies up to and including medieval. Now look at the technology tab in the player mode toolbox. You will notice all those technologies have been added.




#### ADDING UNITS

---

At this point we can add units to each civilization. Now that the technology era has been set we know what units are available to the players. **TIP:** Remember that some units require resources to build.

Click on **Player Mode** from the main toolbox. The **Units** tab shows by default.



Find the icon for the **Longbow** and select it.  Now left-click on the city of the civilization that is currently selected in the main toolbox. If you make a mistake you can right-click on the unit to delete it. Your city now has a Longbow unit defending it (good city defenders).



Give each player the following units in their starting city:

- 3 Long bowmen
- 1 Settler
- 1 Worker

This will give the players enough starting units to defend their initial city, defend their settler, explore and begin improving the lands surrounding their city.

## ADDING BUILDINGS

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Adding buildings to cities is similar to adding units. In **Player Mode** select the **Buildings** tab from the player mode toolbox. This will show a list of buildings and wonders.



Add the following buildings to each city:

- Barracks
- Granary
- Library
- Temple (ensure you choose the correct religions temple for that city)

You will notice that the buildings are added to the city.



## DIPLOMACY

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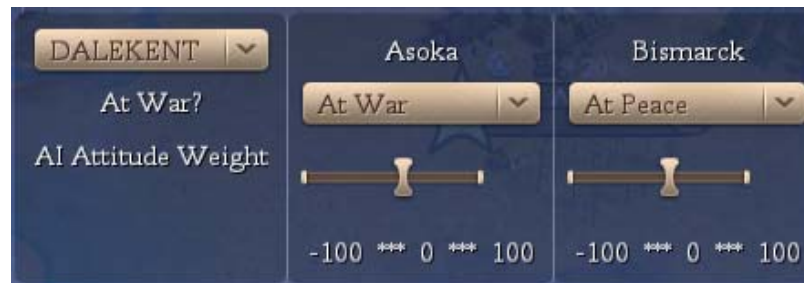
Now that we have setup the map, added cities and units for each civilization, given religions and buildings to the cities and placed resources around the map, we come to the last step. Setting up diplomacy between the players.

In the main toolbox click on  **Diplomacy**. The following window is displayed.



Here is where you can set whether you start at peace or at war with each civilization. TIP: It would be illogical to have a diplomatic stance with a civilization you haven't met or cannot see where they are.

To change a civilizations war setting click on the button under the relevant civilization and change it to **At War**.



To make that civilization hate you more slide the Attitude Weight to the left, and to make them like you more slide it to the right.

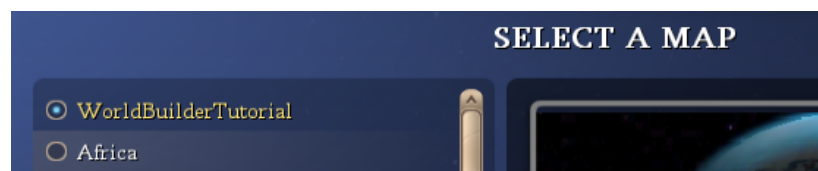
For this tutorial leave all civilizations at peace with each other. There will be plenty of fighting later in the game.

## PLAY THE SCENARIO

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At this point you have completely setup a scenario. Save the scenario in the **PublicMaps** folder of your Civilization IV folder.

Once completed saving Exit the WBS and exit the game to the main menu. Click on **Single Player** and then select **Play a Scenario**. You will see your scenario in the list. Select it and click **OK**.



Choose your civilization and then the game settings you want and finally click **OK** to start the scenario.



Enjoy!

## Advanced WorldBuilderSave Editing

Once you have a scenario completed and saved out of the WBS it is possible to do some simple editing to the file to enrich the scenario even more. By using a simple text editor (like Windows Notepad) it is possible to completely edit the WBS file.

This section will outline some of the simple changes that can be made to the WBS file that will allow you to customise your scenario.

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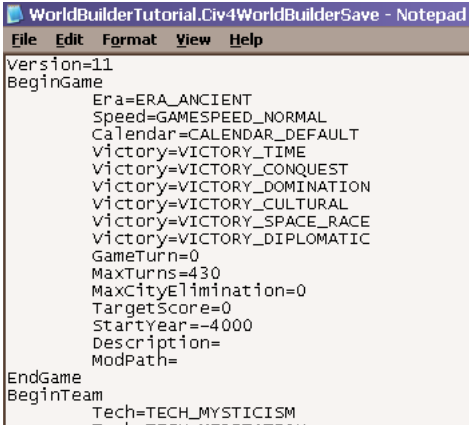
### OPENING THE WBS FILE

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To edit the WBS file you need to open it in a text editor. For this manual the program used is Windows Notepad. You may use whichever text editor you wish.

Open Windows Explorer and browse to the location of the WBS, which by default should be: **<Install Directory>\Sid Meiers Civilization IV\PublicMaps\**

Locate the WBS file you wish to edit (in this case WorldBuilderTutorial) and right-click on it to open the menu. Select **Open With...** and click on **Notepad** from the available programs (you may need to click **Select Program** and then Notepad from the opened list of programs). The WBS file will then open in Notepad and display something similar to below.



```

WorldBuilderTutorial.Civ4WorldBuilderSave - Notepad
File Edit Format View Help
Version=11
BeginGame
    Era=ERA_ANCIENT
    Speed=GAMESPEED_NORMAL
    Calendar=CALENDAR_DEFAULT
    Victory=VICTORY_TIME
    Victory=VICTORY_CONQUEST
    Victory=VICTORY_DOMINATION
    Victory=VICTORY_CULTURAL
    Victory=VICTORY_SPACE_RACE
    Victory=VICTORY_DIPLOMATIC
    GameTurn=0
    MaxTurns=430
    MaxCityElimination=0
    TargetScore=0
    StartYear=-4000
    Description=
    ModPath=
EndGame
BeginTeam
    Tech=TECH_MYSTICISM
    Tech=TECH_MEDITATION
  
```

You are now ready to begin editing.

BEGINGAME SECTION

---

The BeginGame section of the WBS file contains all the scenario settings. These are the game settings set pre-launch. It is possible to over-ride all the default settings with the ones you wish to use for the scenario.

Following is a list of the settings in BeginGame, and an explanation of how they can be used:

- **Era=:** The Era setting is used to determine what era the scenario begins in. This setting helps determine initial graphics sets used for cities, and the music score. Depending on the period of history of your scenario determines what setting you would use here. EG: If the scenario is based in the 1940's you would set Era=ERA\_MODERN.
- **Speed=:** The Speed setting is used to determine the scenario's timeframe, and speed at which development is to progress. By default the speed is set to normal. Available options are GAMESPEED\_FAST, GAMESPEED\_NORMAL and GAMESPEED\_EPIC. These represent the same settings as you would choose from the pre-launch setup screen.
- **Calendar=:** The Calendar setting is used to determine the length in time of each turn in the scenario. By default the calendar is set to default which means the scenario will use the same turn length time as the normal game. Valid options include CALENDAR\_YEARS (each turn is one year), CALENDAR\_SEASONS (each turn is one season: Winter, Spring, Summer, Autumn), CALENDAR\_MONTHS (each turn is one month) and CALENDAR\_WEEKS (each turn is one week, with four weeks to the month).
- **Victory=:** The Victory settings are used to allow victory conditions in the game. By default all victory conditions will be available. By simply deleting the entire line of any victory condition you do not want will stop that condition being possible in the scenario.
- **GameTurn=:** The GameTurn setting is where you can set what turn the scenario will start on in regards to the Calendar and StartYear settings. By default the GameTurn will be zero (0) which means the scenario will start at the beginning of the calendar. If you wish to start the scenario part way through the calendar then you set the GameTurn to the relevant turn required. EG: The scenario you designed must start in July. You set CALENDAR\_MONTHS but the scenario will start in January. By setting GameTurn=6 (0 = January, 6 = July, 11 = December) then you can force the scenario to begin in July.
- **MaxTurns=:** The MaxTurns setting determines how many turns the scenario will play. At the end of the turn specified by MaxTurns the score victory condition is triggered and the scenario is ended. You may set any value you wish here, but obviously it would be illogical to have the MaxTurns less than the beginning GameTurn.

- **MaxCityElimination=:** The MaxCityElimination is a good setting for multi-player scenarios. This setting will over-ride the multi-player pre-launch setting of how many cities you may lose before you are eliminated in City Elimination games.
- **TargetScore=:** The TargetScore setting is useful when your scenario has objectives to be met (see the Civilization IV “Desert War” scenario where you have 6 objective cities on the map). Once a player’s or team’s score has reached the required TargetScore they are declared the winner.
- **StartYear=:** The StartYear setting allows you to force what year the scenario will begin in. To set a BC date you simply use a negative number. EG: -3500 = 3500BC. Keep in mind the StartYear, Calendar and Era all tie into each other to form the correct timeline for your scenario.
- **Description=:** The Description setting allows you to display a small amount of descriptive text in the scenario selection window. You can use this description to give a brief outline of what the scenario is about.



- **ModPath=:** The ModPath setting is only used when your scenario is part of a larger Mod. If you have xml file modifications, python scripts or graphic changes then your WBS will be part of a full Mod. These are stored under the Mods folder.

## BEGINTEAM SECTION

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The BeginTeam sections contain all the settings relevant to each team in the scenario. You can have 18 teams (numbered 0 – 17) in the scenario. By default each player will also be in their own team. However as you will see in a later section it is possible to set which team each player is in.

The team settings allow you to define the beginning values for each team. They are listed below.

- **Tech=:** The Tech settings allow you to define which technologies are known to this team. By using multiple Tech settings you can set the progress of that team through the technology tree. EG: Tech=TECH\_WHEEL will make the technology wheel known to the team.
- **ContactWithTeam=:** The ContactWithTeam is an expansion to the diplomacy settings within the WBS. By using the ContactWithTeam setting you can define which teams are known to the current team. EG: To allow team 1 to have existing contact with team 2 in your scenario you would set ContactWithTeam=2 in team 1's settings and ContactWithTeam=1 in team 2's settings.
- **RevealMap=:** The RevealMap setting can enable the entire map to be explored for a team at the beginning of the scenario. If you wish the team to have a fully explored map then set RevealMap=1. Otherwise leave RevealMap=0 to keep the black unexplored shadow on the map. This will not lift the fog of war though.

#### BEGINPLAYER SECTION

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The BeginPlayer section is where each player's individual settings are configured. You do not need to change any of these settings for your scenario, however some of the settings can be changed to personalise your players. These are listed below.

- **Team=:** The Team setting is where you set which team the player is a part of. By default each player will be in their own team, but if you wish to setup a 2 vs. 2 game then you can change the player's settings so two players are in team 0 and two players are in team 1.
- **LeaderName=:** The LeaderName allows you to name the leaders of each civilization in the scenario. Whatever is typed here is what the leaders will be called in the game.
- **CivDesc=** The CivDesc setting allows you to name the civilization. Whatever is typed here is what the civilization will be called. Use in conjunction with CivShortDesc and CivAdjective to form a complete list of uses for the civilization's name.
- **PlayableCiv=:** The PlayableCiv setting allows you to determine if that civilization is in the list of available civilizations at the start of the scenario. If this setting is set to one (1) then that civilization is available to play. If set to zero (0) then that civilization is not available and will be an AI only player.
- **StartingGold=:** The StartingGold setting allows you to set how much gold each civilization begins with.
- **StateReligion=:** The StateReligion setting allows you to force what state religion the civilization has. Use in conjunction with the city religion

settings in the WBS. EG: If you give every city of a civilization one religion then it would be beneficial to set the StateReligion to the same one.

- **StartingEra=**: The StartingEra setting allows you to set what era the civilization begins in. If you wish the civilization to begin in the Classical period you would set StartingEra=ERA\_CLASSICAL. This determines city graphics on the map and a number of other things in the scenario.

## BEGINMAP SECTION

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The BeginMap section allows you to control certain parameters of the scenario's map. These settings are beyond the scope of the WBS so must be set from within the WBS file. Some of the settings are described below.

- **top latitude=**: The top latitude setting allows you to set the latitude of the top of the map. This is useful for area maps where you do not want polar icecaps to appear in the scenario. The default setting is ninety (90) which means the top of the map is the North Pole. However you could set the top latitude to 45 which means the map ends approximately halfway from the equator to the North Pole.
- **bottom latitude=**: The bottom latitude allows you to set the latitude of the bottom of the map. This works exactly like the top latitude except it defines from the equator to the South Pole.
- **wrap x=**: The wrap x setting allows you to set if the map with wrap left to right. For Earth style maps you would set wrap x=1 to allow units to move from the left/right edges to the opposite edge of the map.
- **wrap y=**: The wrap y setting allows you to set if the map will wrap top to bottom. It works exactly like wrap x except it defines top to bottom movement.