

Governments																				
		Anarchy	Tyranny	Dynasty	City State	Oligarchy	Republic	Dictatorship	Tribunal Empire	Theocracy	Monarchy	Caliphate	Democracy	Communism	Fascism	Corporate Republic	Technocracy	Virtual Democracy	Ecotopia	
Sliders	Rations Expectation	-1	-1	0	0	+1	0	0	+1	+1	0	0	+1	+1	0	0	+2	+2	-1	Rations Expectation
	Positive Rations	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+1	Positive Rations
	Negative Rations	-3	-3	-3	-3	-3	-3	-3	-4	-3	-3	-3	-3	-3	-4	-3	-3	-4	-1	Negative Rations
	Workday Expectation	-1	-1	0	+1	0	+1	0	0	-1	0	0	0	0	0	0	+1	+1	+1	Workday Expectation
	Positive Workday	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	Positive Workday
	Negative Workday	-3	-3	-3	-3	-3	-3	-4	-3	-3	-2	-3	-2	-2	-3	-2	-3	-3	-3	Negative Workday
	Wages Expectation	-1	-1	-1	-1	-1	-1	-1	0	0	0	0	0	0	0	0	+1	+1	0	Wages Expectation
	Positive Wages	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	Positive Wages
	Negative Wages	-3	-3	-3	-3	-4	-4	-3	-3	-3	-3	-3	-4	-4	-3	-2	-4	-4	-3	Negative Wages
	Food Coef	0.75	0.95	1.15	1.15	1.27	1.25	1.15	1.35	1.35	1.25	1.15	1.5	1.3	1.1	1.3	1.85	1.9	1.1	Food Coef
Production Coef	0.75	0.85	1	1.15	1.25	1.25	1.25	1.2	1	1.45	1.2	1.4	1.5	1.3	1.75	2.0	1.9	1.7	Production Coef	
Infrastructure Coef	0.25	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	Infrastructure Coef	
Crime Coef	2	1.5	1.35	1.25	1	1.25	0.75	1	0.75	1	0.5	1	0.5	0.5	1	0.75	0.5	0.5	Crime Coef	
Crime Offset	90	90	90	90	90	90	90	90	90	90	90	90	90	90	90	90	90	90	Crime Offset	
Knowledge Coef	0.1	1	1.25	1.5	1.45	1.65	1.35	1.75	1.8	1.75	1.9	2.1	1.9	1.9	2.4	2.8	2.6	2.6	Knowledge Coef	
Max Science Rate	0	0.5	0.6	0.7	0.6	0.8	0.6	0.7	0.7	0.6	0.7	0.8	0.6	0.7	0.8	1	1	0.9	Max Science Rate	
Gold Coef	0.75	0.75	1	1	1.35	1.3	1	1.75	1.8	1.6	1.7	2.1	1.8	1.8	2.2	2.7	2.9	2.2	Gold Coef	
Capitalization Coeff	0.25	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	Capitalization Coeff	
Unit Rush Modifier	4	5	5	5	8	7	5	8	8	6	7	8	7	6	9	10	10	10	Unit Rush Modifier	
Building Rush Modifier	3	4	4	4	7	6	6	6	6	6	6	6	6	6	7	8	8	10	Building Rush Modifier	
Wonder Rush Modifier	6	7	7	7	9	9	7	10	12	10	10	9	10	10	12	14	14	14	Wonder Rush Modifier	
End Game Rush Modifier	6	7	7	7	9	9	7	10	10	10	10	10	10	10	12	14	14	14	End Game Rush Modifier	
Pollution Coef	1	1.3	1.3	0.9	1.05	0.9	1	1.1	0.8	1	0.9	1.1	1.3	1.1	1.15	1.0	0.8	0.5	Pollution Coef	
Pollution Unhappy Coef	0	0.022	0.02	0.025	0.02	0.025	0.02	0.02	0.025	0.02	0.025	0.025	0.02	0.022	0.02	0.023	0.025	0.03	Pollution Unhappy Coef	
Support Coef	1	1.25	1.25	1.5	1.25	1.5	0.75	1	1	0.75	1	1.5	1	0.75	1	1	2	1.25	Support Coef	
Turns To New Readiness	20	10	10	10	10	15	5	7	10	8	10	15	8	5	10	7	15	10	Turns To New Readiness	
Ready Peace Coef	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	Ready Peace Coef	
Ready Peace HP	0.6	0.5	0.6	0.6	0.6	0.4	0.6	0.6	0.6	0.6	0.6	0.4	0.6	0.6	0.6	0.6	0.4	0.6	Ready Peace HP	
Ready Alert Coef	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75	Ready Alert Coef	
Ready Alert HP	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	0.8	Ready Alert HP	
Ready War Coef	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Ready War Coef	
Ready War HP	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Ready War HP	
Defense Coef	1	0.85	1	1	1.15	1	1.5	1.2	1.25	1	1.15	1.15	1.3	1.15	1.25	1.15	1.15	1.15	Defense Coef	
War Discontent Max Units	0	10	15	15	15	10	25	20	20	25	20	15	25	30	25	30	20	25	War Discontent Max Units	
War Discontent Per Unit	0.1	0.5	0.75	0.75	0.75	1	1	1	0.75	1	0.75	1.25	1	1	1.25	1	1.25	0.75	War Discontent Per Unit	
Conquest Distress	-5	-4	-3	-3	-1	-1	-3	-1	-3	-3	-3	-1	-5	-5	-1	-4	-1	-5	Conquest Distress	
Conquest Distress Decay	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	0.2	Conquest Distress Decay	
Overseas Coef	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Overseas Coef	
Overseas Defeat Decay	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Overseas Defeat Decay	
Overseas Defeat Coef	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Overseas Defeat Coef	
Home Defeat Decay	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	Home Defeat Decay	
Home Defeat Coef	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	Home Defeat Coef	
Max Martial Law Units	4	3	3	2	1	1	3	2	1	2	1	0	2	1	0	1	0	0	Max Martial Law Units	
Martial Law Effect	1	1	1	1	2	1	1	1	1	1	1	0	1	2	0	1	0	0	Martial Law Effect	
Martial Law Threshold	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	80	Martial Law Threshold	
At Home Radius	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	At Home Radius	
Empire Distance Scale	0.00001	0.0025	0.0025	0.002	0.002	0.002	0.001	0.001	0.0012	0.0015	0.001	0.0001	0.0015	0.0015	0.0005	0.0005	0.0005	0.0005	Empire Distance Scale	
Min Empire Distance	100	300	500	500	500	500	500	500	500	500	500	500	500	500	500	1000	1000	1000	Min Empire Distance	
Max Empire Distance	4000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	Max Empire Distance	
Too Many Cities Threshold	75	10	10	15	20	20	25	30	30	35	40	50	50	50	55	60	65	70	Too Many Cities Threshold	
Too Many Cities Coefficient	2	2	1.5	1.75	1.5	1.75	1.5	1	1.25	1.75	1.25	1.25	1.5	1.5	1.5	1.25	1	2	Too Many Cities Coefficient	