DEL DEL   Player setup allows for control and description of the players of the game. There may be as many as 6 players and as few as 2.

Using the popup menus, four different characteristics may then be set for each player: the player type, the player color, the player's production handicap and the player's combat handicap.

Player Type -   The player type may be changed by selecting from the popup menu under Player Type.   The options unavailable for various reasons will be greyed out. The options include:
   DEL Inactive - This player is not used.
   Person - Local - Player is human using the current machine.
   Person - PBM - Player is human on another machine.   Game will be played by passing files between the machines.
   Computer - Easy -   Player is the computer in easy mode.
   Computer - Standard - Player is the computer in standard mode.
   Computer - Expert - Player is the computer in expert mode.
   Remote - AppleTalk - Player is human on another machine connected through an AppleTalk network.
   Modem Port - Player is human on another machine connected via the modem port.
   Printer Port - Player is human on another machine connected via the printer port.
   Other options will appear if your Macintosh has additional serial ports installed.

Color - You can change the player colors by clicking on the color box associated with a player.

Handicap - A player may be handicapped to make it more difficult for that player. Handicaps range from None (plays normally) to Extreme (makes it very difficult to win). A Handicap increases the production time for cities or decreases that player's unit's ability to win a battle.   A player may also be given an advantage instead of a handicap. These are indicated by Advntg 1, Advntg 2 and Advntg 3 with 3 being the greatest advantage.   Players with an advantage will have better luck in combat and produce units faster.   In addition, players with a Advntg 3 combat setting will never lose against neutral cities.