

This window allows the player to set several preferences on how the game will respond, for that player only. Note these preferences are carried from game to game.

Production Reports - If selected, units of that type will be reported when construction has completed.

Sound/Music - Defines which musical prompts and which sound effects will be played.

Delays - How slow or fast events will be presented.

Messages - how long a message will be kept on the screen.

Battle - how long a battle will be displayed.

Movement - how fast a unit moves from location to location.

Map Scrolling - When "Fast Scrolling" is off, the map will scroll to its target location, one square at a time. When on it will jump to the location. Scrolling makes it easier to know where you are on the map but jumping can be faster, particularly on larger screens or slower Macintoshes.