

Resources

This screen tells CraftGen how resource-rich to make your map.

Gold Mines

This controls the number of gold mines to be placed on the map. One might suggest at least one gold mine per player. Or not...heh heh heh.

Gold Amount

This tells CraftGen how much gold to place in each mine.

Oil Patches

This controls the number of oil patches to be placed on the map.

Oil Amount

This tells CraftGen how much oil to place in each patch.