ettings
1) When to zoom out
The computer usually zooms out only at the beginning of the turn. That's when you want to see the whole map, and plan your strategy. Then, when you attack, you zoom into the combat. If you select "always", the computer zooms out after every combat.
2) How to zoom out
You can choose whether the map zooms out so that you see the whole map or just part of it.
3) Auto Zoom
When checked the game will auto zoom to where it thinks you should be looking. If turned off, it will not autozoom. This is useful if you like to leave the map zoomed out.
4) Fight animations
Choose whether guys speak when hit, and whether or not you hear and see the bullets fly.
5) Other animations
You can speed up the bullets. You can see every round of the fight, just a few rounds, or only the result of the fight.
6) Placing Preference
Set's the default guy selection used when placing or fortifying your men.
7) Attack Preference
Set's the default guy selection to use when attacking.
8) Sound

Turns all game sounds off.
9) Play Soundbytes when human plays
This will play your players sound bites when appropriate. If unselected you'll never hear your character speak.
10) Opponent Voices
Lets you select how often, given an interesting event, the other players will comment on it.