

PGz Ultimate RWG V3 Manual

Beta 3.0.259.5

This 7 Days To Die mod has been created and tested on version v3.0.0 (b259)

The mod release 3.0.259.5 is in beta testing.

This means that some options may not work fully or may produce results that are not expected.

This mod replicates and expands several PGz mods and adds many new variables to in-game map generation.

Included:

- PGz All Map Size Generation
- PGz Massive Cities
- PGz Mega Cities
- PGz Super Cities
- PGz Forest Jen
- PGz Progression Requests
- PGz Roadside Traders
- PGz Central City Generator
- and much, much more...

At the end of this manual is a full list of options that do no work together.

As a beta tester there are things you need to know and things you can do to support the development of the mod.

- When using this mod do not run any other mods.
- You only need this mod loaded during the generation of maps. Once created you can play them normally with all the other mods you wish to.
- Pick the in-game Sandbox Options to allow you to play the map you have created.
- Use the website phys1cs.com and the NexusMods page to keep up to date with any changes.
- When reporting issues, sharing your map outcomes or requesting a new feature please give as much detail as possible. This should include all settings changed. Map preview screenshots and player logs.
- Report/Request via NexusMods posts or (even better) Discord <https://www.discord.gg/YHvcX2yQmC>
- If you submit your bugs and ideas without clarity and all the details required to analyse the issue they may be ignored. Constructive support helps fix issues and progress the mod development process. Moaning and whining is just a sign you need to touch grass.
- If your options clash, then the map generation will cancel, and the Map Preview will show a blank preview usually with the biomes shown. Change settings and try again. If there are a set of options that you think should work in a future version of the mod, then share your findings.
- **Support the mod on NexusMods by Endorsing it.**

GENERAL SETTINGS	
World Seed	
PGz World Size ◀	10240 ▶
Preview Quality ◀	Default ▶

World Seed (Vanilla)

Type in random text, numbers, or characters and the game will use this to create the random world. Changing the seed can change terrain, town placement, POIs, and other generated features.

Note: When you start a new game with your generated map the Game Name is used as the seed for the placement of surface decorations such as trees, grass etc.

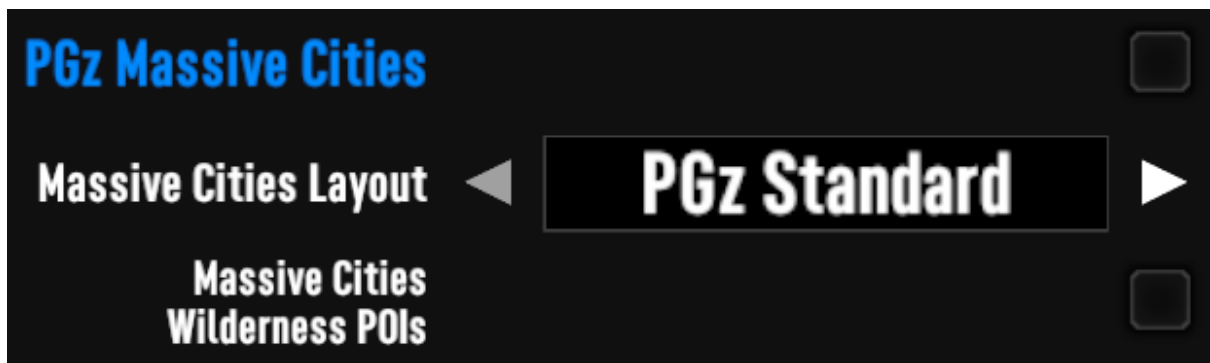
PGz World Size

This is updated from Vanilla and includes every map size possible from 2k up to 16k size maps. Please be aware that if you choose to make a larger map such as 16k then your map generation times can become very large. Game crashes may occur if you do not have enough memory available for the task.

Larger maps give more room for cities, towns, biomes, and some features. Some options of this mod may not work on a 4k map and may only appear on an 8k, 10k or larger map. For example, if you try to generate a really big city with a minimum tile size that is bigger than the biome area available then you may get no city generated at all.

Preview Quality (Vanilla)

Choose the quality of the preview that will be generated in the Map Preview box. Lowering or turning this off may help if you are generating a larger or more complex map and have memory limitations.



PGz Massive Cities

- **Off:** Do not use the Massive Cities preset.
 - **On:** Use the Massive Cities preset.
- (Combining more than one PGz City/Cities options will result in map failure)

This activates the original PGz Massive Cities mod and now automatically overrides Vanilla Map Features that the original mod required changing.



Massive Cities Layout

Choose how Massive Cities should spread large cities across the map.

- **PGz Standard:** Uses the original PGz Massive Cities style with many large city attempts.
- **One City Per Biome:** Large city attempts are reduced so only one large city is placed in each biome.

Massive Cities Wilderness POIs

Choose whether wilderness POIs are allowed when Massive Cities is enabled.

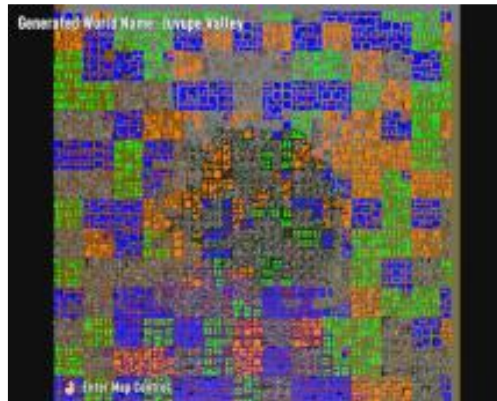
- **Off:** Removes wilderness POIs.
- **On:** Includes wilderness POIs in the allowed areas outside of the cities generated.



PGz Mega City

- **Off:** Do not use Mega City.
- **On:** Use Mega City. Do not combine this with Massive Cities or Super Cities.
(Combining more than one PGz City/Cities options will result in map failure)

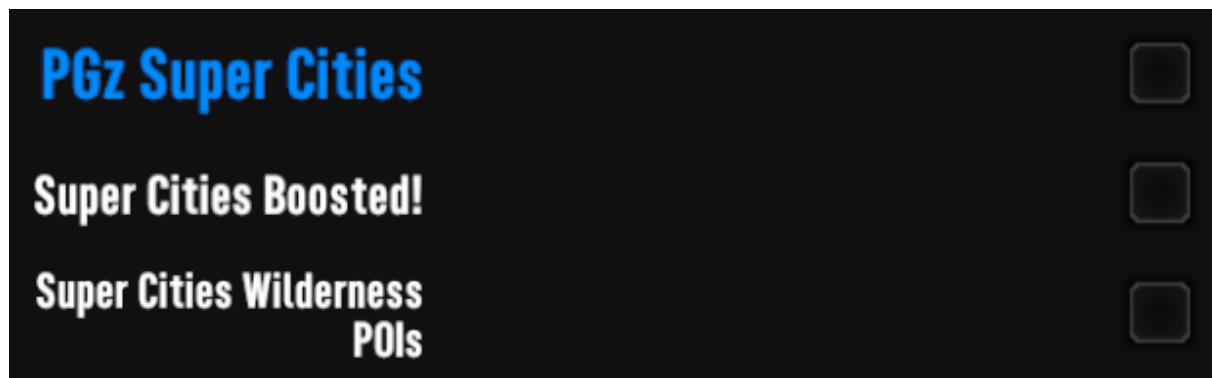
Turns on the PGz Mega City planner. This automatically produces full flat city maps.



Mega City Wilderness POIs

Choose whether wilderness POIs can appear around the Mega City layout. Wilderness POIs will only appear if the space for them has been made by using the Reserved Blank Tiles option.

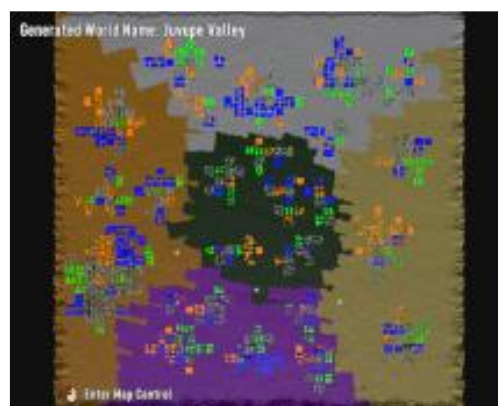
- **Off:** Removes wilderness POIs (use as default for full Mega City maps)
- **On:** Allows suitable wilderness POIs in free cells.



PGz Super Cities

- **Off:** Do not use Super Cities.
 - **On:** Use Super Cities.
- (Combining more than one PGz City/Cities options will result in map failure)

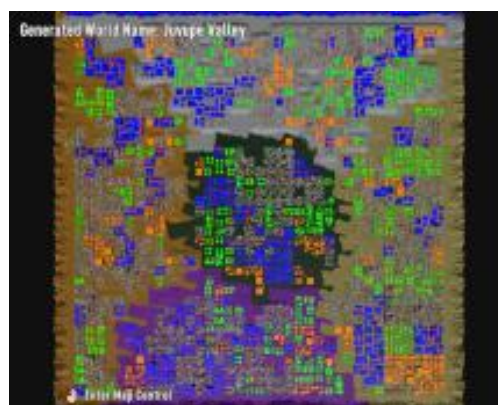
Turns on PGz Super Cities. This is a stronger city-focused setup that can create larger urban areas than vanilla.



Super Cities Boosted!

This option pushes the cities to fill all flat available spaces for city/town tiles. This updated version of the original mod tries to limit hard ground height changes between town/city tiles.

- **Off:** Removes wilderness POIs.
- **On:** Includes wilderness POIs in the allowed areas outside of the cities generated.

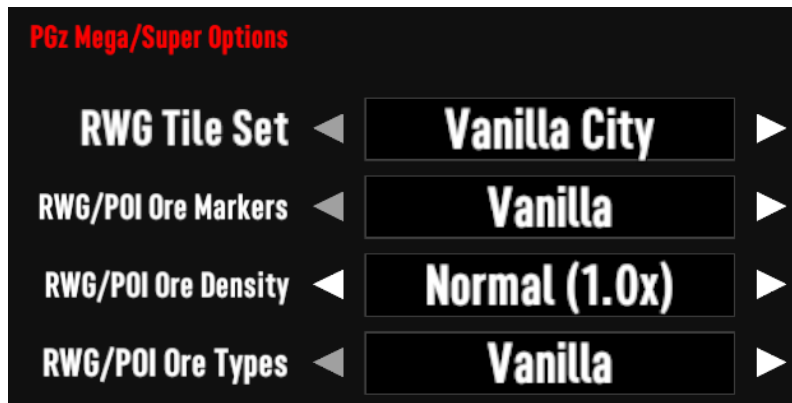


Super Cities Wilderness POIs

Choose whether wilderness POIs are allowed when Super Cities is enabled.

- **Off:** Removes wilderness POIs for cleaner city maps.
- **On:** Allows suitable wilderness POIs outside the main city cells.

By using the Reserved Blank Tiles option, you can increase space for Wilderness POIs if needed.



PGz Mega/Super Options

RWG Tile Set

Choose which tile families are used for Mega City and Super Cities.

- **Vanilla City:** Uses the normal city-style tile set.
- **Urban Heavy:** Uses more urban-style tiles.
- **Residential Heavy:** Uses more residential-style tiles.
- **Commercial Heavy:** Uses more commercial-style tiles.
- **Industrial Heavy:** Uses more industrial-style tiles.
- **City and Town:** Mixes city and town style tiles.
- **Old West and Rural:** Uses more old west and rural style tiles.
- **All Types:** Allows all available verified tile families.

RWG/POI Ore Markers

Players have issues with Mega City maps as ore nodes do not spawn on the terrain in towns and cities. This option adds surface ores to RWG and POI tile terrain.

- **Vanilla:** Leaves ore marker behaviour unchanged.
- **Surface Markers:** Adds biome-appropriate surface ore markers and matching underground ore veins to POIs.

RWG/POI Ore Density

Controls how common the RWG/POI Ore Markers are.

- **Sparse (0.5x):** Half the normal PGz marker amount.
- **Normal (1.0x):** Standard PGz marker amount.
- **Rich (2.0x):** More markers.
- **Abundant (4.0x):** Many more markers.

RWG/POI Ore Types

Controls which ore types can appear in RWG and POI tile terrain.

- **Vanilla:** Keeps normal biome ore rules.
- **All Ores:** Allows all main ore types in every non-water biome.

The image shows a dark-themed settings menu with two sliders. The first slider is labeled 'Reserved Blank Tiles (%)' and has a value of '0'. The second slider is labeled 'Trader Spacing (150m cells)' and has a value of '10'. Both sliders have left and right arrow buttons and a progress bar.

Reserved Blank Tiles (%)

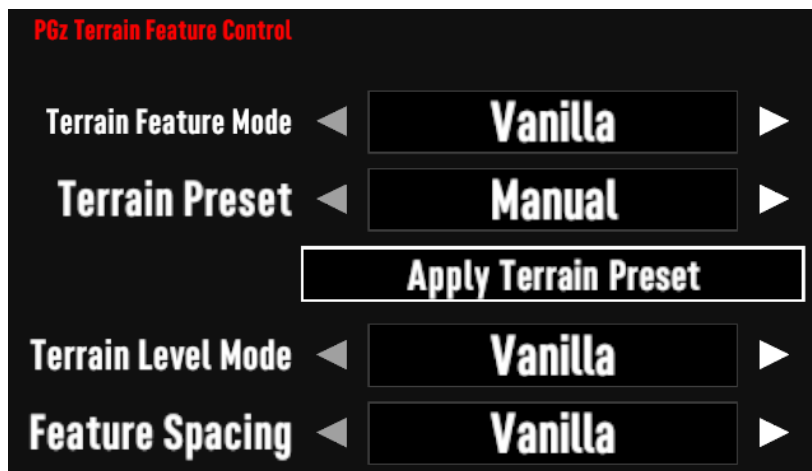
Keeps some Mega City and Super Cities cells empty. Higher values create more gaps, open areas, and breathing room between city tiles. Values are seen to affect Super Cities in Boosted! mode.

- **0 to 75%**: Higher numbers reserve more blank space.

Trader Spacing (150m cells)

Controls how far apart Mega City trader placements should try to be. Higher values spread traders farther apart.

- **2 to 16** (150m cells): Lower values allow traders closer together. Higher values spread them out. Use lower values with smaller maps. If higher values are used on smaller maps then traders may not appear. For example, if set to 3 then the distance between trader placements will be $3 \times 150\text{m} = 450\text{m}$ apart.



PGz Terrain Feature Control

Terrain Feature Mode

Choose whether this mod takes control of lakes, rivers, cracks, and craters.

- **Vanilla:** Leaves vanilla terrain feature values unchanged.
- **Custom:** Uses the custom count and scale values below the options shown on this page.

Terrain Preset

Choose a ready-made terrain feature setup.

The preset does not change anything until **Apply Terrain Preset** is pressed.

- **Manual:** Keeps the current visible values so you can edit them yourself.
- **Balanced:** A general balanced mix of lakes, rivers, cracks, and craters.
- **Wetlands:** More water-focused terrain with stronger lake-style features.
- **Riverlands:** More river-focused terrain.
- **Drylands:** Drier terrain with fewer water features.
- **Cracklands:** More crack/canyon-style terrain.
- **Craterlands:** More crater-focused terrain.

Note: In this beta version these presets are not always creating maps sufficient to justify their name. Share any manual preset levels that you think may be best for the presets.

Terrain Level Mode

Controls whether the base terrain height is changed before or after features are placed.

- **Vanilla:** Keeps normal terrain height variation.
- **Flat Base:** Creates a flatter base before feature stamps.
- **Flat Dry:** Makes the final map flat and removes water.

Feature Spacing

Controls how strictly terrain features avoid each other.

- **Vanilla:** Keeps normal spacing rules.
- **Relaxed:** Reduces spacing conflicts so features can appear closer together.
- **Unrestricted:** Allows much freer feature placement such as feature overlapping and needed for Crater Depth settings to work.

Reset Terrain Defaults

Restores the custom terrain feature settings to default values.

Lake Count Min

Sets the low end of how many lake features PGz can request in Custom terrain mode. Options: 0 to 128.

Lake Count Max

Sets the high end of how many lake features PGz can request in Custom terrain mode. Options: 0 to 128.

Lake Scale Min %

Sets the smallest size allowed for lake features. 100% is normal scale. Options: 25% to 300%.

Lake Scale Max %

Sets the largest size allowed for lake features. Higher values make bigger features. Options: 25% to 300%.

River Count Min

Sets the low end of how many river features PGz can request in Custom terrain mode. Options: 0 to 128.

River Count Max

Sets the high end of how many river features PGz can request in Custom terrain mode. Options: 0 to 128.

River Scale Min %

Sets the smallest size allowed for river features. 100% is normal scale. Options: 25% to 300%.

River Scale Max %

Sets the largest size allowed for river features. Higher values make bigger features. Options: 25% to 300%.

Crack Count Min

Sets the low end of how many crack features PGz can request in Custom terrain mode. Options: 0 to 128.

Crack Count Max

Sets the high end of how many crack features PGz can request in Custom terrain mode. Options: 0 to 128.

Crack Scale Min %

Sets the smallest size allowed for crack features. 100% is normal scale. Options: 25% to 300%.

Crack Scale Max %

Sets the largest size allowed for crack features. Higher values make bigger features. Options: 25% to 300%.

Crater Count Min

Sets the low end of how many craters PGz can request in Custom terrain mode. Options: 0 to 16.

Crater Count Max

Sets the high end of how many craters PGz can request in Custom terrain mode. Options: 0 to 16.

Crater Scale Min %

Sets the smallest crater size. 100% is normal scale. Options: 25% to 300%.

Crater Scale Max %

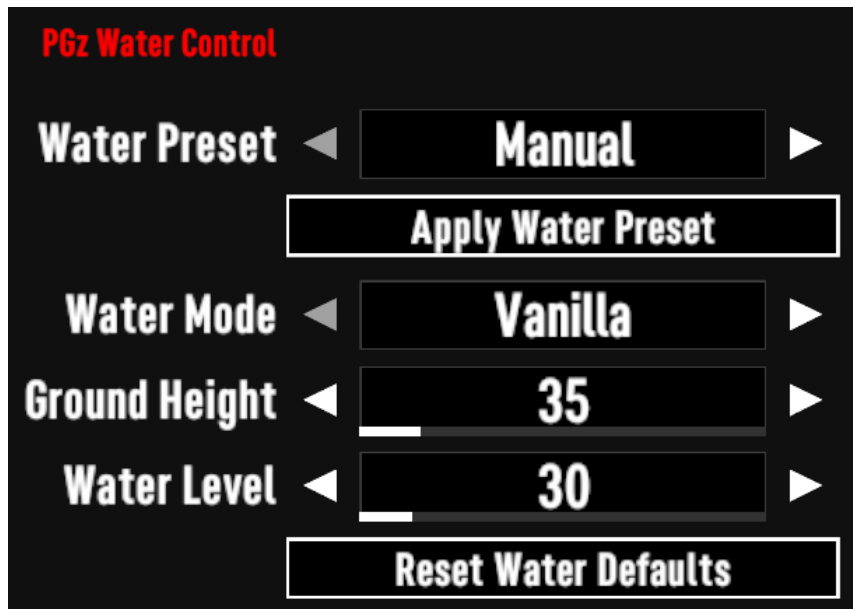
Sets the largest crater size. Higher values make bigger craters. Options: 25% to 300%.

		Reset Terrain Defaults
Lake Count Min	◀	2 ▶
Lake Count Max	◀	8 ▶
Lake Scale Min %	◀	100 ▶
Lake Scale Max %	◀	200 ▶
River Count Min	◀	2 ▶
River Count Max	◀	8 ▶
River Scale Min %	◀	100 ▶
River Scale Max %	◀	200 ▶
Crack Count Min	◀	2 ▶
Crack Count Max	◀	8 ▶
Crack Scale Min %	◀	100 ▶
Crack Scale Max %	◀	200 ▶
Crater Count Min	◀	2 ▶
Crater Count Max	◀	8 ▶
Crater Scale Min %	◀	100 ▶
Crater Scale Max %	◀	200 ▶
Crater Depth	◀	Abyss ▶

Crater Depth

Controls how deep procedural craters become when Feature Spacing is Unrestricted.

- Vanilla: Keeps normal crater depth behaviour.
- Deep: Makes PGz craters deeper.
- Very Deep: Makes PGz craters much deeper.
- Abyss: Uses the strongest crater depth setting.



PGz Water Preset

Choose a ready-made water setup. The preset does not change anything until Apply Water Preset is pressed.

- **Manual:** Keeps the current visible water values for manual editing.
- **Raised Existing:** Raises existing water features without turning the whole map into a water world.
- **Flooded Lowlands:** Floods low land areas below the selected water level.
- **Shallow Water World:** Creates a shallow water-world style map.
- **Deep Water World:** Creates a deeper water-world style map.
- **Submerged Cities:** Raises water enough to create submerged or partly submerged city areas.

Note: In this beta version these presets are not always creating maps sufficient to justify their name. Share any manual preset levels that you think may be best for the presets.

Apply Water Preset

Copies the selected Water Preset into the visible water controls.

Water Mode

Controls how PGz changes water during generation.

- **Vanilla:** Leaves water unchanged.
- **Raise Existing:** Raises only water that the map already placed.
- **Flood Lowlands:** Adds water to land below the selected Water Level.
- **Flat Water World:** Flattens terrain to Ground Height and floods to Water Level.

Ground Height

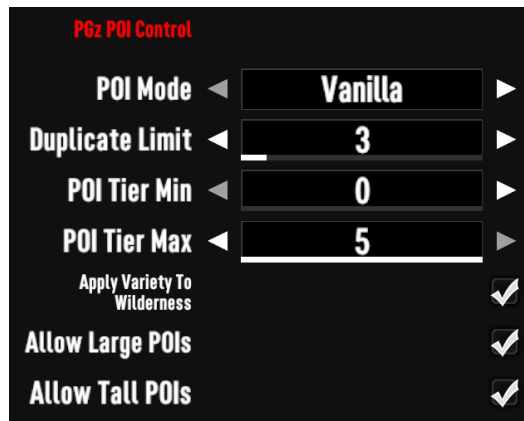
Sets the land height used by Flat Water World. Options: 2 to 220.

Water Level

Sets the height of the water surface used by PGz water modes. Options: 2 to 220.

Reset Water Defaults

Restores water controls to safe default values.



PGz POI Control

POI Mode

Controls how the mod chooses POIs during world generation.

- **Vanilla:** Leaves POI selection unchanged.
- **Prefer Variety:** Tries to reduce repeated POIs.
- **Prefer Missing POIs:** Gives extra preference to POIs that have not appeared yet.
- **Tier Range:** Uses the selected tier range for town and city markers.
- **Tier Range + Prefer Missing:** Uses the selected tier range and also prefers missing POIs.
- **Every POI Attempt:** Tries to use unique POIs first. This is not a guarantee every POI will appear.

Duplicate Limit

Sets how many times the same POI can be reused before the mod tries harder to choose something else.
Options: 1 to 20.

POI Tier Min

Sets the lowest POI tier PGz can choose when POI Mode uses tier range control. Options: 0 to 5.

POI Tier Max

Sets the highest POI tier PGz can choose when POI Mode uses tier range control. Options: 0 to 5.

Apply Variety To Wilderness

Applies active POI variety rules to safe wilderness POI replacements.

- **Off:** Only town/city POI control is affected.
- **On:** Wilderness POIs can also use PGz variety scoring when safe.

Allow Large POIs

Controls whether large footprint POIs are allowed when POI control is choosing candidates.

- **Off:** Avoids large POIs when valid alternatives exist.
- **On:** Allows large POIs.

Allow Tall POIs

Controls whether tall POIs are allowed when POI control is choosing candidates.

- **Off:** Avoids tall POIs when valid alternatives exist.
- **On:** Allows tall POIs.



Added in 3.0.259.3

Tier Lock + T0

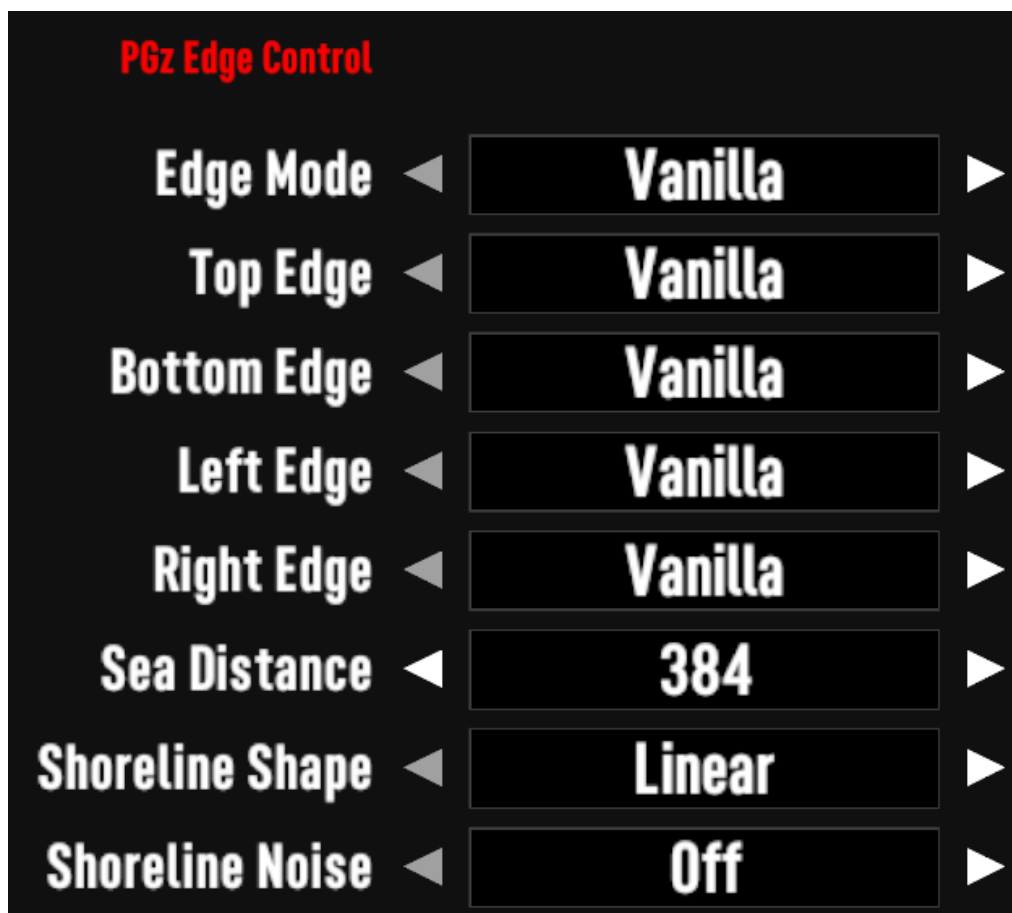
Restricts non-trader, non-rwg-tile POIs by biome. Tier 0 POIs are allowed in all biomes.

- **Off:** Do not use the Tier Lock + T0 setting.
- **On:** T1 spawn exclusively in the Forest biome. T2 spawn exclusively in the Burnt Forest biome. T3 spawn exclusively in the Desert biome. T4 spawn exclusively in the Snow biome. T5 spawn exclusively in the Wasteland biome. T0 POIs spawn in all biomes. (Except POIs repetitions)

Tier Lock Strict

Restricts non-trader, non-rwg-tile POIs by biome. Tier 0 POIs are not included in map generation.

- **Off:** Do not use the Tier Lock Strict setting.
- **On:** T1 spawn exclusively in the Forest biome. T2 spawn exclusively in the Burnt Forest biome. T3 spawn exclusively in the Desert biome. T4 spawn exclusively in the Snow biome. T5 spawn exclusively in the Wasteland biome. T0 POIs do not spawn in any biomes. (Except POIs repetitions)



PGz Edge Control

Edge Mode

Choose whether the mod controls map edge behaviour.

- **Vanilla:** Leaves map edges unchanged.
- **Custom:** Enables the Top, Bottom, Left, Right, Sea Distance, Shoreline Shape, and Shoreline Noise controls.

Top/Bottom/Left/Right Edge (Directions based on how map is seen on screen)

- **Vanilla:** Leaves this edge alone.
- **Water:** Turns this edge into sea/coastline.
- **Flat:** Flattens this edge instead of making it a water edge.

Note: In this beta version these options are likely to change in the future as shape and effects are developed.

Sea Distance

Sets how far the sea reaches inward from a custom water edge before land begins.

Larger values create bigger seas and more island-like maps.

- **128:** Sea reaches about 128 world cells from the map edge.
- **256:** Sea reaches about 256 world cells from the map edge.
- **384:** Sea reaches about 384 world cells from the map edge.
- **512:** Sea reaches about 512 world cells from the map edge.
- **768:** Sea reaches about 768 world cells from the map edge.
- **1024:** Sea reaches about 1024 world cells from the map edge.
- **1536:** Sea reaches about 1536 world cells from the map edge.
- **2048:** Sea reaches about 2048 world cells from the map edge.

Shoreline Shape

Changes the shape of custom water edges.

- **Linear:** A straighter coastline.
- **Soft Curve:** A smoother curved coastline.
- **Wide Curve:** A wider and stronger curve.
- **Cove:** Creates a cove-like bite into the land.
- **Bay:** Creates a larger bay-style water shape.
- **Peninsula:** Pushes some land out toward the water.
- **Broken Coast:** Creates a more uneven broken coastline.
- **Scratch Noise:** Creates a rough noisy coastline.

Shoreline Noise

Adds roughness and grain to custom water edges.

- **Off:** No extra shoreline noise.
- **Subtle:** A small amount of roughness.
- **Medium:** A balanced amount of roughness.
- **Strong:** A rougher and more irregular edge.
- **Extreme:** A very noisy edge for stronger testing results.



PGz Biome Control

Biome Mode

Choose how the mod controls the biome map.

- **Vanilla:** Keeps the normal game biome controls.
- **Single Biome:** Forces the whole map to the selected Single Biome.
- **Custom:** Uses the Biome Layout selector.

Single Biome

Choose the biome used when Biome Mode is Single Biome.

- **Forest:** Makes the map use Forest.
- **Burnt Forest:** Makes the map use Burnt Forest.
- **Desert:** Makes the map use Desert.
- **Snow:** Makes the map use Snow.
- **Wasteland:** Makes the map use Wasteland.

Biome Layout

Choose a custom PGz biome pattern. This only works when Biome Mode is Custom.

- **Rings Classic:** Uses ring-shaped biome bands.
- **Rings Reverse:** Uses ring-shaped biome bands.
- **Ring Forest:** Uses a ring layout with Forest as the main named biome.
- **Ring Burnt Forest:** Uses a ring layout with Burnt Forest as the main named biome.
- **Ring Desert:** Uses a ring layout with Desert as the main named biome.
- **Ring Snow:** Uses a ring layout with Snow as the main named biome.
- **Ring Wasteland:** Uses a ring layout with Wasteland as the main named biome.
- **Bands North/South:** Uses horizontal biome bands from north to south.
- **Bands South/North:** Uses horizontal biome bands from south to north.
- **Bands West/East:** Uses vertical biome bands from west to east.
- **Bands East/West:** Uses vertical biome bands from east to west.
- **Bands Diagonal NW/SE:** Uses diagonal biome bands.
- **Bands Diagonal NE/SW:** Uses diagonal biome bands.
- **Quadrants Classic:** Splits the map into quadrant-style biome areas with a fifth biome included near the centre.
- **Quadrants Rotated:** Splits the map into quadrant-style biome areas with a fifth biome included near the centre.
- **Corners Forest / Burnt Forest:** Uses a corner-focused layout featuring Forest / Burnt Forest.
- **Corners Forest / Desert:** Uses a corner-focused layout featuring Forest / Desert.
- **Corners Forest / Snow:** Uses a corner-focused layout featuring Forest / Snow.
- **Corners Forest / Wasteland:** Uses a corner-focused layout featuring Forest / Wasteland.

- Corners Burnt Forest / Desert: Uses a corner-focused layout featuring Burnt Forest / Desert.
- Corners Burnt Forest / Snow: Uses a corner-focused layout featuring Burnt Forest / Snow.
- Corners Burnt Forest / Wasteland: Uses a corner-focused layout featuring Burnt Forest / Wasteland.
- Corners Desert / Snow: Uses a corner-focused layout featuring Desert / Snow.
- Corners Desert / Wasteland: Uses a corner-focused layout featuring Desert / Wasteland.
- Corners Snow / Wasteland: Uses a corner-focused layout featuring Snow / Wasteland.
- Patchwork XXS: Uses blocky mixed biome patches. Smaller sizes make finer patchwork; larger sizes make bigger biome blocks.
- Patchwork XS: Uses blocky mixed biome patches. Smaller sizes make finer patchwork; larger sizes make bigger biome blocks.
- Patchwork Small: Uses blocky mixed biome patches. Smaller sizes make finer patchwork; larger sizes make bigger biome blocks.
- Patchwork Medium: Uses blocky mixed biome patches. Smaller sizes make finer patchwork; larger sizes make bigger biome blocks.
- Patchwork Large: Uses blocky mixed biome patches. Smaller sizes make finer patchwork; larger sizes make bigger biome blocks.
- Patchwork XL: Uses blocky mixed biome patches. Smaller sizes make finer patchwork; larger sizes make bigger biome blocks.
- Patchwork XXL: Uses blocky mixed biome patches. Smaller sizes make finer patchwork; larger sizes make bigger biome blocks.
- Patchwork XXXL: Uses blocky mixed biome patches. Smaller sizes make finer patchwork; larger sizes make bigger biome blocks.
- Patchwork Mixed: Uses blocky mixed biome patches. Smaller sizes make finer patchwork; larger sizes make bigger biome blocks.
- Circles Small: Uses round/circle-like biome areas.
- Circles Medium: Uses round/circle-like biome areas.
- Circles Large: Uses round/circle-like biome areas.
- Shattered: Uses a broken, fragmented biome pattern.
- Spokes: Uses spoke-like biome wedges from the centre.
- Spiral: Uses a spiral-style biome pattern.
- Bullseye: Uses a target/bullseye style pattern.
- Cross: Uses a cross-shaped biome pattern that includes all five biomes.
- Eggs 1: Uses oval egg-like biome shapes. Each number uses a different biome arrangement.
- Eggs 2: Uses oval egg-like biome shapes. Each number uses a different biome arrangement.
- Eggs 3: Uses oval egg-like biome shapes. Each number uses a different biome arrangement.
- Eggs 4: Uses oval egg-like biome shapes. Each number uses a different biome arrangement.
- Eggs 5: Uses oval egg-like biome shapes. Each number uses a different biome arrangement.
- Eggs 6: Uses oval egg-like biome shapes. Each number uses a different biome arrangement.
- Eggs 7: Uses oval egg-like biome shapes. Each number uses a different biome arrangement.
- Eggs 8: Uses oval egg-like biome shapes. Each number uses a different biome arrangement.
- Noise Scratch XXS: Uses scratchy noisy biome shapes. Smaller sizes are finer; larger sizes are broader.
- Noise Scratch XS: Uses scratchy noisy biome shapes. Smaller sizes are finer; larger sizes are broader.
- Noise Scratch Small: Uses scratchy noisy biome shapes. Smaller sizes are finer; larger sizes are broader.
- Noise Scratch Medium: Uses scratchy noisy biome shapes. Smaller sizes are finer; larger sizes are broader.
- Noise Scratch Large: Uses scratchy noisy biome shapes. Smaller sizes are finer; larger sizes are broader.
- Noise Scratch XL: Uses scratchy noisy biome shapes. Smaller sizes are finer; larger sizes are broader.
- Noise Grain XXS: Uses grainy noisy biome shapes. Smaller sizes are finer; larger sizes are broader.
- Noise Grain XS: Uses grainy noisy biome shapes. Smaller sizes are finer; larger sizes are broader.
- Noise Grain Small: Uses grainy noisy biome shapes. Smaller sizes are finer; larger sizes are broader.
- Noise Grain Medium: Uses grainy noisy biome shapes. Smaller sizes are finer; larger sizes are broader.
- Noise Grain Large: Uses grainy noisy biome shapes. Smaller sizes are finer; larger sizes are broader.
- Noise Grain XL: Uses grainy noisy biome shapes. Smaller sizes are finer; larger sizes are broader.

PGz Township Biomes

Reset Township Defaults

Biomes	Forest	Burnt	Desert	Snow	Waste
Forest Country Town	☒	☐	☐	☐	☐
Burnt Forest Country Town	☐	☒	☐	☐	☐
Burnt Forest Town	☐	☒	☐	☐	☐
Country Town	☐	☐	☒	☒	☐
Town	☐	☐	☒	☒	☐
City	☐	☐	☒	☒	☐
Wasteland City	☐	☐	☐	☐	☒
Big City	☐	☐	☐	☐	☒
Old West	☐	☐	☒	☐	☐

PGz Township Biomes

Reset Township Defaults

Restores the township biome checkbox matrix to verified Vanilla defaults.

Township Biome Checkboxes

Choose which township types are allowed to appear in each biome. Tick a biome to allow that township type there. Untick a biome to stop that township type from being used there when PGz applies the matrix.

Township rows:

- Forest Country Town: Controls where this township style may appear.
- Burnt Forest Country Town: Controls where this township style may appear.
- Burnt Forest Town: Controls where this township style may appear.
- Country Town: Controls where this township style may appear.
- Town: Controls where this township style may appear.
- City: Controls where this township style may appear.
- Wasteland City: Controls where this township style may appear.
- Big City: Controls where this township style may appear.
- Old West: Controls where this township style may appear.

Biome columns:

- Forest: Allows or blocks the selected township row in this biome.
- Burnt Forest: Allows or blocks the selected township row in this biome.
- Desert: Allows or blocks the selected township row in this biome.
- Snow: Allows or blocks the selected township row in this biome.
- Wasteland: Allows or blocks the selected township row in this biome.

PGz Township Counts / Tiles

Township Count Mode ◀ **Vanilla** ▶

Reset Township Counts

Each township has two rows:
Count, then Tiles.

		Min	Max
Forest Country Town	Cnt	2	6
	Tiles	4	5
Burnt Forest Country Town	Cnt	2	5
	Tiles	5	6
Burnt Forest Town	Cnt	0	2
	Tiles	6	7
Country Town	Cnt	2	5
	Tiles	5	6
Town	Cnt	1	4
	Tiles	7	8
City	Cnt	1	4
	Tiles	10	15
Wasteland City	Cnt	2	4
	Tiles	7	14
Big City	Cnt	0	2
	Tiles	28	40
Old West	Cnt	0	2
	Tiles	2	2

PGz Township Counts / Tiles

Township Count Mode

Choose whether the mod uses custom township count and tile size values.

- **Vanilla:** Keeps vanilla township count and tile-size values.
- **Custom:** Applies the count and tile values shown below.

Reset Township Counts

Restores township count and tile-size values to the PGz default reference values.

Note: Map creation will not necessarily generate exactly your requirements if your min/max values are the wrong way round or if the biome size cannot support the requested values.

Township Count Min / Max

For each township type, Count Min and Count Max set the requested number of that township type.

Township types:

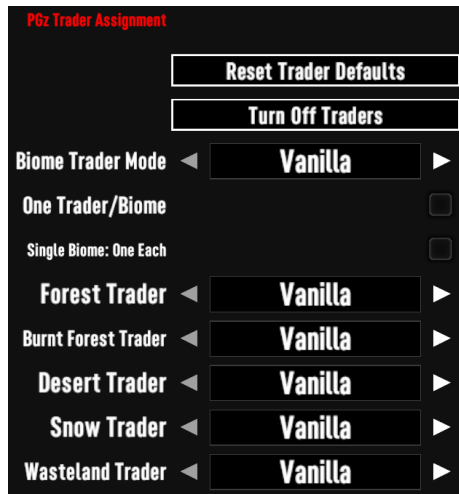
- Forest Country Town Count Min: Lowest requested amount of this township type.
- Forest Country Town Count Max: Highest requested amount of this township type.
- Burnt Forest Country Town Count Min: Lowest requested amount of this township type.
- Burnt Forest Country Town Count Max: Highest requested amount of this township type.
- Burnt Forest Town Count Min: Lowest requested amount of this township type.
- Burnt Forest Town Count Max: Highest requested amount of this township type.
- Country Town Count Min: Lowest requested amount of this township type.
- Country Town Count Max: Highest requested amount of this township type.
- Town Count Min: Lowest requested amount of this township type.
- Town Count Max: Highest requested amount of this township type.
- City Count Min: Lowest requested amount of this township type.
- City Count Max: Highest requested amount of this township type.
- Wasteland City Count Min: Lowest requested amount of this township type.
- Wasteland City Count Max: Highest requested amount of this township type.
- Big City Count Min: Lowest requested amount of this township type.
- Big City Count Max: Highest requested amount of this township type.
- Old West Count Min: Lowest requested amount of this township type.
- Old West Count Max: Highest requested amount of this township type.

Township Tiles Min / Max

For each township type, Tiles Min and Tiles Max control the requested size range for that township type.

Township types:

- Forest Country Town Tiles Min: Smallest requested tile size for this township type.
- Forest Country Town Tiles Max: Largest requested tile size for this township type.
- Burnt Forest Country Town Tiles Min: Smallest requested tile size for this township type.
- Burnt Forest Country Town Tiles Max: Largest requested tile size for this township type.
- Burnt Forest Town Tiles Min: Smallest requested tile size for this township type.
- Burnt Forest Town Tiles Max: Largest requested tile size for this township type.
- Country Town Tiles Min: Smallest requested tile size for this township type.
- Country Town Tiles Max: Largest requested tile size for this township type.
- Town Tiles Min: Smallest requested tile size for this township type.
- Town Tiles Max: Largest requested tile size for this township type.
- City Tiles Min: Smallest requested tile size for this township type.
- City Tiles Max: Largest requested tile size for this township type.
- Wasteland City Tiles Min: Smallest requested tile size for this township type.
- Wasteland City Tiles Max: Largest requested tile size for this township type.
- Big City Tiles Min: Smallest requested tile size for this township type.
- Big City Tiles Max: Largest requested tile size for this township type.
- Old West Tiles Min: Smallest requested tile size for this township type.
- Old West Tiles Max: Largest requested tile size for this township type.



PGz Trader Assignment

Reset Trader Defaults

Restores all trader assignment values to Vanilla.

Turn Off Traders

Sets all trader options to None.

One Trader/Biome

Forces one of each trader to spawn in each individual biome.

Single Biome: One Each

When a single biome map is map this option forces only one of each trader to spawn across the map.

Biome Trader Mode

Choose how traders are assigned to biomes.

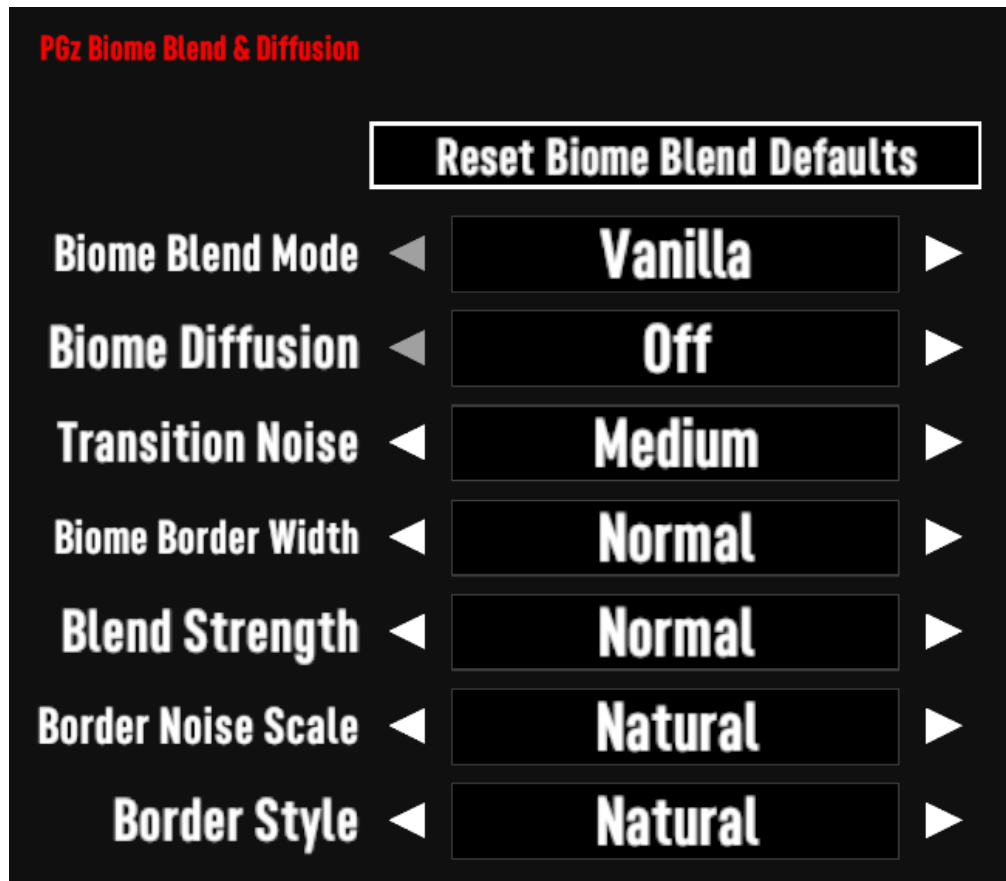
- **Vanilla:** Keeps normal trader selection.
- **Rekt/Jen Swap:** Puts Jen in forest and Rekt in burnt forest.
- **Custom:** Uses the trader choices below for each biome.

Forest/Burnt/Desert/Snow/Wasteland Trader

Choose which trader the mod should prefer for reserved trader placements in the forest biome when Biome Trader Mode is Custom.

- **Vanilla:** Keeps the normal trader for this biome.
- **Rekt:** Generation prefers Trader Rekt.
- **Jen:** Generation prefers Trader Jen.
- **Bob:** Generation prefers Trader Bob.
- **Hugh:** Generation prefers Trader Hugh.
- **Joel:** Generation prefers Trader Joel.
- **Random:** Allows a random trader choice.
- **None:** Generation will not place a trader in that biome.

PGz Biome Blend & Diffusion



PGz Biome Blend & Diffusion

Reset Biome Blend Defaults

Restores biome blend and diffusion controls to safe defaults.

Biome Blend Mode

Choose whether the mod softens generated biome borders.

- **Vanilla:** Leaves biome borders unchanged.
- **Soft Borders:** Adds pixel-level mixed edges along biome borders.

Biome Diffusion

Controls how much soft biome mixing is applied along borders.

- **Off:** No diffusion.
- **Light:** A small amount of diffusion.
- **Medium:** A balanced amount.
- **Heavy:** A stronger border mix.
- **Extreme:** A very visible border mix for testing.

Transition Noise

Controls how irregular the softened biome border becomes.

- **Low:** Cleaner, quieter borders.
- **Medium:** Balanced border noise.
- **High:** More irregular borders.
- **Extreme:** Very noisy borders.

Biome Border Width

Controls how wide the softened biome transition area is.

- **Very Narrow:** Very small transition area.
- **Narrow:** Small transition area.
- **Normal:** Standard transition area.
- **Wide:** Wider transition area.
- **Extra Wide:** Very wide transition area.
- **Extreme:** Maximum visible transition area.

Blend Strength

Controls how strongly neighbouring biome pixels appear inside the border area.

- **Very Subtle:** Very light mixing.
- **Subtle:** Light mixing.
- **Normal:** Standard mixing.
- **Strong:** Stronger visible mixing.
- **Very Strong:** Very strong visible mixing.

Border Noise Scale

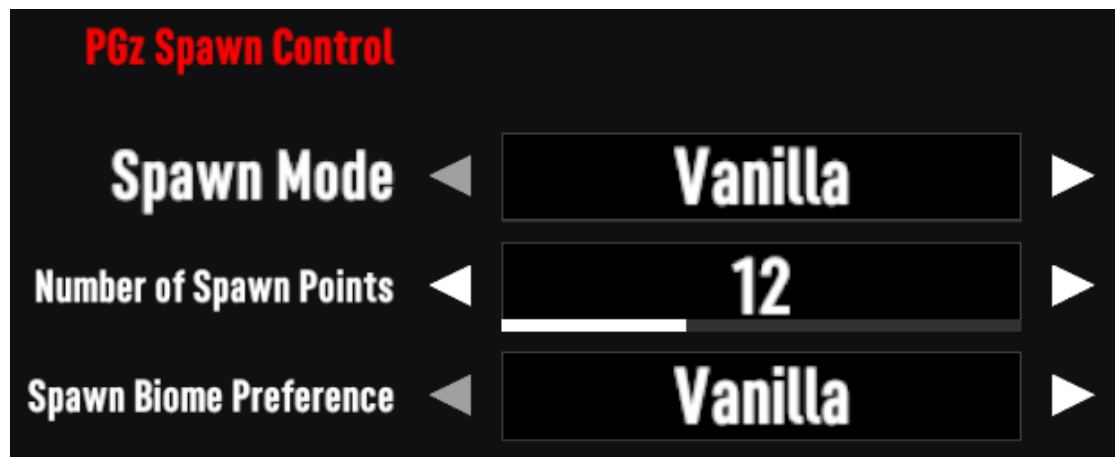
Controls the size of the noise shapes along biome borders.

- **Very Fine:** Tiny detailed noise.
- **Fine:** Small noise detail.
- **Natural:** Balanced natural-looking noise.
- **Broad:** Larger sweeping noise shapes.
- **Very Broad:** Very large sweeping noise shapes.

Border Style

Controls the overall look of the softened biome border.

- **Very Smooth:** Very clean and controlled borders.
- **Smooth:** Smooth borders with light variation.
- **Natural:** Balanced natural borders.
- **Ragged:** Rougher borders.
- **Wild:** Very rough mixed borders.



PGz Spawn Control

Spawn Mode

Choose whether the mod adjusts generated spawn points.

- **Vanilla:** Leaves spawn generation unchanged.
- **Custom:** Uses the number of spawn points and biome preference below.

Number of Spawn Points

Sets how many safe spawn points the mod tries to keep. Options: 1 to 32.

Spawn Biome Preference

Choose which biome the mod should prefer for spawn points when Spawn Mode is Custom. This is a preference, not a hard rule, so the mod can fall back to other safe locations.

- **Vanilla:** Keeps normal spawn biome behaviour.
- **Any Allowed:** Uses any safe allowed biome.
- **Forest:** Prefers forest spawns.
- **Burnt Forest:** Prefers burnt forest spawns.
- **Desert:** Prefers desert spawns.
- **Snow:** Prefers snow spawns.
- **Wasteland:** Prefers wasteland spawns.

Options that do not work together and Player Rules

Important wording:

Cannot stack means the second option is ignored, overridden, or has no useful effect.

It does not always mean the game will crash.

Some combinations are allowed but are a bad idea because they can reduce POIs, traders, spawns, or visible results.

1. Big city mode buttons

You cannot enable more than one of these at the same time:

PGz Mega City

PGz Super Cities

PGz Massive Cities

Player rule:

> You cannot select PGz Mega City and also select PGz Super Cities or PGz Massive Cities.

> You cannot select PGz Super Cities and also select PGz Massive Cities.

If more than one is enabled, the mod deliberately disables the city profiles and leaves generation vanilla.

2. PGz Mega City

Mega City ignores normal township controls.

If PGz Mega City is ON, do not expect these to work:

Township Count Mode

Town Count Min/Max

Town Tiles Min/Max

City Count Min/Max

City Tiles Min/Max

Old West Count Min/Max

Old West Tiles Min/Max

PGz Township Biomes checkboxes

Player rule:

> You cannot select PGz Mega City and also change township counts, township tile sizes, or township biome checkboxes expecting them to control the Mega City layout.

Mega City uses its own flat city planner.

Mega City ignores terrain feature controls

If PGz Mega City is ON, do not expect these to work:

Terrain Feature Mode
Terrain Preset
Lake Count/Scale
River Count/Scale
Crack Count/Scale
Crater Count/Scale
Terrain Level Mode
Feature Spacing
Crater Depth

Player rule:

> You cannot select PGz Mega City and also change lakes, rivers, cracks, craters, or terrain feature counts expecting them to appear.

Mega City forces a flat city setup and forces normal rivers, lakes, cracks, and craters off.
Mega City ignores normal terrain mix

If PGz Mega City is ON, vanilla terrain-style choices are replaced:

Towns are forced to Many
Rivers are forced to None
Lakes are forced to None
Cracks are forced to None
Craters are forced to None
Terrain weighting is forced toward flat/plains city terrain

Player rule:

> You cannot select PGz Mega City and also use normal vanilla terrain sliders to control the map shape.

Mega City does not use Super/Massive-only controls
If PGz Mega City is ON, these are not the right controls:

Super Cities Boosted
Super Cities Wilderness POIs
Massive Cities Layout
Massive Cities Wilderness POIs

Player rule:

> You cannot use Super Cities or Massive Cities option rows to control a Mega City map.

Mega City does not use City Density
If PGz Mega City is ON, City Density Mode, City Fill %, Max City Groups, and Min Group Tiles are not useful.

Player rule:

> You cannot select PGz Mega City and also use City Density to make it sparse. Mega City is intended to be a full flat city.

3. PGz Super Cities

Super Cities ignore township counts and township biome matrix

If PGz Super Cities is ON, do not expect these to control the city layout:

Township Count Mode

Township count values

Township tile values

PGz Township Biomes checkboxes

Player rule:

> You cannot select PGz Super Cities and also change township counts, township tile sizes, or township biome ticks expecting those to drive the Super Cities layout.

Super Cities uses its own city upgrade/planning path.

Super Cities override terrain features

If PGz Super Cities is ON, do not expect normal terrain feature controls to produce rivers, lakes, cracks, or craters.

Player rule:

> You cannot select PGz Super Cities and also change lake, river, crack, or crater counts expecting normal feature placement.

Super Cities forces:

Rivers = None

Lakes = None

Cracks = None

Craters = None

Towns = Many

Terrain weights are replaced for Super Cities planning

Super Cities does not use Mega/Massive-only controls

If PGz Super Cities is ON, these are not the right controls:

Mega City Wilderness POIs

Massive Cities Layout

Massive Cities Wilderness POIs

Player rule:

> You cannot use Mega City or Massive Cities option rows to control a Super Cities map.

Super Cities can use City Density

This one is allowed:

City Density Mode

City Fill %

Max City Groups

Min Group Tiles

Player rule:

> Use City Density with Super Cities, not with Mega City or Massive Cities.

4. PGz Massive Cities

Massive Cities ignore normal township controls

If PGz Massive Cities is ON, do not expect these to work:

Township Count Mode

Township count values

Township tile values

PGz Township Biomes checkboxes

Player rule:

> You cannot select PGz Massive Cities and also change township counts, township tile sizes, or township biome ticks expecting those values to control the result.

Use Massive Cities Layout instead.

Massive Cities override terrain features

If PGz Massive Cities is ON, normal terrain feature controls are replaced.

Player rule:

> You cannot select PGz Massive Cities and also change lake, river, crack, or crater counts expecting normal feature placement.

Massive Cities forces:

Towns = Many

Rivers = None

Lakes = None

Cracks = None

Craters = None

Flat/dry city terrain profile

Massive Cities does not use Mega/Super-only controls

If PGz Massive Cities is ON, these do not control it:

RWG Tile Set

Trader Spacing

Reserved Blank Tiles %

City Density Mode

City Fill %

Max City Groups

Min Group Tiles

Mega City Wilderness POIs

Super Cities Wilderness POIs

Super Cities Boosted

Player rule:

> You cannot select PGz Massive Cities and also use RWG Tile Set, Trader Spacing, Reserved Blank Tiles, or City Density expecting Massive Cities to obey them.

Use Massive Cities Layout and Massive Cities Wilderness POIs for Massive Cities-specific behaviour.

5. Vanilla / no big city mode

If none of the three big city modes is enabled, these controls are not expected to do much or anything:

RWG Tile Set
Trader Spacing
Reserved Blank Tiles %
City Density Mode
Mega City Wilderness POIs
Super Cities Wilderness POIs
Massive Cities Layout
Massive Cities Wilderness POIs

Player rule:

> You cannot leave all big city modes off and expect Mega/Super/Massive-only controls to change vanilla RWG.

For vanilla-style maps, use:

Biome controls
Trader controls
POI controls
Spawn controls
Township controls
Terrain feature controls
Water controls
Edge controls
Vertical Safety
Ore markers

6. RWG Tile Set

RWG Tile Set applies to:

PGz Mega City
PGz Super Cities

It does not meaningfully apply to:

Vanilla RWG
PGz Massive Cities

Player rule:

> You cannot use RWG Tile Set to change normal vanilla town tiles or Massive Cities tiles.

7. Trader controls

Biome Trader Mode controls which trader type is preferred.

If Biome Trader Mode = Vanilla, the per-biome trader dropdowns are not used.

Player rule:

> You cannot set Biome Trader Mode = Vanilla and also expect the Forest/Burnt/Desert/Snow/Wasteland trader dropdowns to apply.

Use Biome Trader Mode = Custom to use those dropdowns.

None disables that biome.

If a biome trader choice is set to None, that biome can be disabled even while quota options are on.

Player rule:

> You cannot set a biome trader to None and also expect One Trader/Biome to place a trader there.

One Trader/Biome is not the single-biome “five trader” option.

One Trader/Biome means one trader in each existing biome.

On a single-biome map, only one biome exists.

Player rule:

> You cannot select Single Biome and expect One Trader/Biome to create five trader types. Use Single Biome: One Each for that.

Single Biome: One Each only works on single-biome maps.

Player rule:

> You cannot use Single Biome: One Each on a normal multi-biome map and expect it to place one of each trader. It is for Biome Mode = Single Biome.

If both trader quota boxes are on.

If both are enabled and the map is single-biome, Single Biome: One Each takes priority.

Player rule:

> Do not turn on both trader quota boxes unless you intentionally want the single-biome rule to win on a single-biome map.

POI No Traders conflicts with trader placement.

If POI Trader Mode = No Traders, it suppresses trader POI selection.

Player rule:

> You cannot enable No Traders and also expect One Trader/Biome, Single Biome: One Each, or trader assignment choices to visibly place traders.

8. Biome Mode and biome layout controls

Biome Mode = Vanilla

If Biome Mode = Vanilla, these are ignored:

Single Biome

Biome Layout

Custom biome percentage values

Auto-normalize Biomes

Player rule:

> You cannot leave Biome Mode = Vanilla and expect PGz biome layout or custom percentages to apply.

Biome Mode = Single Biome

If Biome Mode = Single Biome, these do not control the biome layout:

Biome Layout

Custom biome percentage values

Auto-normalize Biomes

Player rule:

> You cannot select Single Biome and also use Biome Layout or percentage sliders. The selected single biome becomes the whole map.

Single Biome has no visible biome borders.

If Biome Mode = Single Biome, biome blend/diffusion has no visible biome borders to blend.

Player rule:

> You cannot select Single Biome and expect Soft Borders, Biome Diffusion, Border Width, Blend Strength, or Border Style to create transitions.

Biome Mode = Custom

If Biome Mode = Custom, the Biome Layout selector is active.

Custom percentage values are not the active mode.

Player rule:

> You cannot select Biome Mode = Custom and expect the percentage values to control biome size. Use Custom Percentages for that.

Biome Mode = Custom Percentages

If Biome Mode = Custom Percentages, the percentage values are active and Biome Layout is ignored.

Player rule:

> You cannot select Custom Percentages and expect Quadrants, Rings, Bands, or other layout patterns to apply.

Custom percentages must be valid.

If Auto-normalize Biomes is OFF, the five biome percentages must add to exactly 100.

Player rule:

> You cannot turn Auto-normalize off and use biome percentages that do not total 100.

Also:

> You cannot set every biome percentage to 0.

9. Biome Blend & Diffusion

Border controls only matter when there is more than one biome.

Player rule:

> You cannot use Border Width, Blend Strength, Transition Noise, Border Noise Scale, or Border Style by themselves and expect a visible result unless biome blending/diffusion is active on a multi-biome map.

Practical rule:

Soft Borders with Diffusion Off still uses a light blend.

Any Biome Diffusion above Off internally enables Soft Borders.

Single Biome still has no borders to blend.

10. POI controls

Tier Lock + T0 and Tier Lock Strict.

Do not use both as separate effects.

Player rule:

> You cannot combine Tier Lock + T0 and Tier Lock Strict to get a third behavior. If both are on, Strict wins.

Tier Lock Strict can reduce POIs.

Tier Lock Strict blocks tier 0 non-trader POIs and only allows the biome's required tier:

Forest = tier 1

Burnt Forest = tier 2

Desert = tier 3

Snow = tier 4

Wasteland = tier 5

Player rule:

> You cannot use Tier Lock Strict and expect every POI marker to be filled if that biome does not have enough matching-tier POIs.

Every POI Attempt is not a guarantee.

Every POI Attempt is unique-first, not “force every prefab into the map.”

Player rule:

> You cannot use Every POI Attempt and expect every POI to appear. Invalid markers, size limits, biome/tier limits, and world size can still skip POIs.

Extra warning:

> You should not use Every POI Attempt on worlds smaller than 8K if you expect good coverage.

Tier Range only controls normal town/city POI selection.

Trader, wilderness, structural, and safe fallback placement can still use other tiers.

Player rule:

> You cannot use Tier Range as a hard guarantee that every single placed prefab in the whole world is inside that tier range.

Allow Large / Allow Tall only matter when tier-aware POI selection is active.

Player rule:

> You cannot toggle Allow Large POIs or Allow Tall POIs and expect a major change while POI Mode is plain Vanilla.

Apply Variety To Wilderness only matters with active POI control.

Player rule:

> You cannot enable Apply Variety To Wilderness by itself and expect it to rewrite all wilderness placement. It extends active POI control behavior to safe wilderness choices.

11. POI tier lock and traders / RWG tiles

Traders and RWG tiles are intentionally exempt from the biome-tier POI ban.

Player rule:

> You cannot use Tier Lock Strict to ban traders or RWG tile parts by tier. The tier ban is for normal non-trader POIs.

12. Terrain Feature Control

Terrain Feature Mode

Lake/river/crack/crater count and scale rows only apply when Terrain Feature Mode = Custom.

Player rule:

> You cannot leave Terrain Feature Mode = Vanilla and expect lake, river, crack, or crater count/scale rows to apply.

Terrain Preset picker

The preset picker does nothing until you press Apply Terrain Preset.

Player rule:

> You cannot select a Terrain Preset and expect it to apply unless you press Apply Terrain Preset.

Crater Depth

Crater Depth is for PGz procedural craters in Feature Spacing = Unrestricted.

Player rule:

> You cannot use Crater Depth with normal vanilla crater stamps and expect deep vanilla craters.

Use:

Feature Spacing = Unrestricted

Crater count above 0

A non-vanilla Crater Depth

Flat Dry and Raise Existing Water

Flat Dry clears water during terrain processing. Raise Existing only raises water that already exists.

Player rule:

> You should not combine Terrain Level Mode = Flat Dry with Water Mode = Raise Existing if you expect water, because there may be no existing water left to raise.

13. Water Control

Ground Height only belongs to Flat Water World

Player rule:

> You cannot change Ground Height and expect it to matter unless Water Mode = Flat Water World.

Water Preset picker

The preset picker does nothing until you press Apply Water Preset.

Player rule:

> You cannot select a Water Preset and expect it to apply unless you press Apply Water Preset.

Raise Existing needs existing water

If another mode forced lakes/ivers off or cleared water, Raise Existing may have nothing to raise.

Player rule:

> You should not use Raise Existing with Mega City, Super Cities, Massive Cities, or Flat Dry if your goal is a water-covered map. Use Flood Lowlands or Flat Water World instead.

Flat Water World can override other terrain-height ideas

Player rule:

> You cannot use Flat Water World and also expect normal terrain height variation to remain. Flat Water World flattens the map to Ground Height.

Very high water can break practical placement goals

Player rule:

> You can set very high Water Level, but do not expect normal-looking roads, traders, POIs, or spawns if they are submerged.

14. Edge Control

Edge Mode

If Edge Mode = Vanilla, all edge side controls are ignored.

Player rule:

> You cannot leave Edge Mode = Vanilla and expect custom water, mountain, or flat edges.

Side type

If a side is set to Vanilla, that side is ignored by PGz Edge Control.

Player rule:

> You cannot set aside to Vanilla and expect Sea Distance or Shoreline Shape to affect that side.

Sea Distance / Shoreline Shape / Shoreline Noise

These are mainly for Water edges.

Player rule:

> You cannot set an edge to Mountain or Flat and expect Sea Distance, Shoreline Shape, or Shoreline Noise to make a coastline there.

Flat Water World and edge water

If the whole map is flooded by Flat Water World, custom water-edge shaping may not be visible.

Player rule:

> You should not combine Flat Water World with custom water edges if your goal is to see a shaped coastline. The whole map is already flooded.

15. Spawn controls

Spawn Mode

If Spawn Mode = Vanilla, spawn count and biome preference are ignored.

Player rule:

> You cannot leave Spawn Mode = Vanilla and expect Number of Spawn Points or Spawn Biome Preference to apply.

Spawn biome preference cannot create missing biomes

Player rule:

> You cannot choose Spawn Biome Preference = Snow on a forest-only single-biome map and expect snow spawns. PGz can only use available safe locations.

Water-heavy maps reduce safe spawns

Player rule:

> You can make a flooded map, but do not expect every requested spawn point to be placed if most safe dry terrain is underwater.

16. Vertical Safety

Strict mode can cancel maps

Player rule:

> You cannot use Vertical Safety = Strict with very aggressive tall/deep POI settings and expect every generation to succeed.

If strict safety finds an unsafe prefab, generation can be cancelled.

Tall POIs and strict top clearance

Player rule:

> You should not combine high POI Top Clearance, Allow Tall POIs, and Vertical Safety = Strict unless you are prepared for failed/cancelled generations.

17. Under-tile ore markers

Ore Density and Ore Types only matter when ore markers are enabled

Player rule:

> You cannot change RWG/POI Ore Density or RWG/POI Ore Types and expect anything unless RWG/POI Ore Markers = Surface Markers.

Ore markers need RWG/POI tile terrain

Player rule:

> You cannot expect under-tile ore markers in areas that have no suitable RWG/POI tile terrain.

18. Coastline / Island Research

This is report-only.

Player rule:

> You cannot enable Coastline Report and expect it to create islands, coastlines, water, roads, towns, traders, or spawns. It only logs diagnostics.

19. World size and aggressive settings

Large worlds and aggressive options can work, but they cost time and memory.

Player rule:

> You should not combine very large world sizes, Every POI Attempt, strict tier locks, dense city modes, heavy water, and strict vertical safety unless you are intentionally stress-testing.

Risky mixes:

16K world + Every POI Attempt

16K world + Super Cities Boosted + high City Density

Strict Tier Lock + Every POI Attempt + small world

Flooded map + high spawn count

Vertical Safety Strict + tall POIs

Massive/Mega/Super city + expecting vanilla terrain features

20. Quick “best rule” summary

Use these shortcuts:

1. Use only one city preset: Mega, Super, or Massive.
2. Use Township Control only for vanilla-style maps.
3. Use Terrain Feature Control only for vanilla-style maps.
4. Use RWG Tile Set, Trader Spacing, and Reserved Blank Tiles only with Mega City or Super Cities.
5. Use City Density only with Super Cities.
6. Use Massive Cities Layout only with Massive Cities.
7. Use Biome Layout only with Biome Mode = Custom.
8. Use biome percentages only with Biome Mode = Custom Percentages.
9. Use Single Biome: One Each only with Biome Mode = Single Biome.
10. Do not use POI Trader Mode = No Traders when you want traders.
11. Do not expect border diffusion on a single-biome map.
12. Press Apply Preset after choosing a terrain or water preset.