

Sid Meier's CIVILIZATION™

TECHNICAL SUPPLEMENT

for Apple Macintosh computers

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REQUIRED EQUIPMENT

Your copy of Civilization should contain a manual, this technical supplement folder, a set of 3 1/2" disks, a registration card, and an order card for backup disks.

Computer: This simulation requires an Apple Macintosh computer with at least 4 megabytes of RAM and one 3.5" high density disk drive. A hard disk is strongly recommended. Civilization requires approximately 5.5 megabytes of space in a hard drive.

Controls: The simulation is run with the mouse and keyboard.

Display: Civilization supports both 8 bit color and black & white graphics. When you load the game, the program advises you if you are not in one of these two modes.

System: You must have a copy of the System Tools disk (containing version 6.0.7 or later of the System file) that came with your Macintosh. To run Civilization under 6.0.7 the 32 bit color Quikdraw option must be installed. If not installed, insert your 6.0.7 "Printing Tools" disk into the floppy drive, click open the "Apple Color" folder then copy the "32-bit Quikdraw" icon into your system folder and reboot your system.

INSTALLATION

Installation Concepts

Civilization is not copy-protected. This means you can copy the game files from the original disks however you prefer — to other floppy disks, or to a hard disk. These files are normal in all respects, and should not cause special problems when backing up, restoring, or optimizing a hard disk. However, keep the original disks handy.

Installation on Floppy Disks

This simulation is designed to run using copies of the original (distribution) disks supplied in the box. We suggest initializing new disks before doing any copying — to make sure the disk is “clean” and in good operating condition.

Format a Floppy Disk: Initialize blank disks according to the instructions that come with your computer.

Copy to Newly Formatted Disks: Copy all files from the distribution disks to the blank initialized disks. Store the distribution disks in a safe place and proceed to play or install from the copies.

Installation on a Hard Disk

You can copy the original (distribution) disks onto a hard disk. Create a new folder in your hard drive called “Civilization” or something else that is appropriate. Drag the Civilization files from each of the game disks into that folder. Do not rename any of the files provided. Also, all of these files must be in the same folder as the Civilization Application.

LOADING

Loading from Floppy Disks

- (1) **Boot your machine** using a system disk if you don’t have a hard drive.
- (2) **Insert Disks:** When the desktop appears, remove the system disk if necessary and insert the Civilization “A” disk. If you have two floppy drives, put the “B” disk in the second drive. Use the copies made in the install instructions above.
- (3) **Load Program:** Double-click on the Civilization icon. The game will begin loading.

Loading from a Hard Disk

- (1) **Turn on your machine.**
- (2) **Load Program:** Open your Civilization folder and double-click on the Civilization icon. The simulation will begin loading.

LOADING PROBLEMS?

If the program doesn’t load or run correctly, make sure there are no unnecessary Startup documents (INITs), Control Panel documents (cdevs), or Chooser documents (rdevs) in your System Folder. Some of these programs may use up memory or otherwise alter your system environment in a way that conflicts with Civilization

If you still have problems, try loading Civilization on another machine. If it loads correctly on that machine, your difficulties are probably in your hardware. We regret that we know of no way in software to fix problems that exist within your hardware! If the problem is in the hardware, you must fix the hardware. The most common problem is that disk drive speed or alignment (especially alignment) is off. Have a local dealer or service department readjust it. Be sure to treat your disk drives carefully—minor bumps can throw them out of alignment. Similarly, Civilization may not work on other computers running a software or hardware emulation of the Apple Macintosh.

On the Macintosh Models which support 32-bit addressing; especially the Quadra, Mac llci, Mac llfx, select the control panel from the Apple menu, then select the "memory" control panel; turn "on" 32-bit addressing; then reboot your Macintosh. You are now ready to launch Civilization.

If you have further problems unanswered by the above, contact MicroProse Customer Service at (410) 771-1151 Monday through Friday, 9AM-5PM EST. Please have a pencil and paper handy before your call.

Saved Games

Saved games no longer work as described in the manual. Instead, games are saved from the File menu as you would expect in Macintosh software. To save a game you are playing, pull down the File menu and choose "Save." The program generates a tentative name for your game based on the name of your Civilization and the year. You may accept this name or change it, and save the game to any drive available.

You may save as many games as you wish to any available drive, subject only to space.

You can restore a saved game in three ways. You can double-click on the saved game icon in the game folder, you may choose to load a saved game from the pre-game options menu when starting up. In the two latter cases the program then lists all saved games available from the active folder. You may access other folders and drives at this time to reach additional saved games.

MACINTOSH INTERFACE FEATURES

Clearing the Hall of Fame

The interface of Civilization has been redesigned to take advantage of the Macintosh's user interface. Contrary to the manual, there is no optional "keyboard only" interface. The following parts of the game have been redesigned with different or improved functionality.

To clear the Hall of Fame, trash "Hall of Fame" file.

Windows

The map display has been broken into three parts and each one is now a functioning Macintosh window. The world window and the map window are now separate, and the palace window, status window, and unit identification window have been combined into one status window. Within certain limits, these windows may be dragged, closed, sized, and scrolled.

All three of these windows may be closed by using the respective close box or from the Edit menu. Once closed, these windows may only be opened from the Edit menu.

When the game first loads, all windows are sized to fit on your monitor. The world and status windows may not be enlarged beyond this size, but may be reduced by as much as fifty percent. If your monitor has a large screen, you can increase the size of the map window so that more of the map is visible. Be aware, however, that the larger you make your map window, the more processing time needed for each map update and the slower the game.

If you do not have enough memory available to make the enlargement you wish, the program limits the map to the maximum size it can support. A warning dialog tells you that your memory must be increased for the map to be enlarged and notes how much memory is required. To increase memory allocation, you must first quit the game. Then select the Civilization Application icon and choose the option "Get Info" from the File menu. At the bottom of the dialog box that opens, change the "Application Memory Size" to the number suggested in the warning message.

Civilization Preferences

Because the interface of Macintosh Civilization can be customized, the program remembers user settings from session to session. For example, if you increase the size of the map window and minimize the size of the world and status windows, the game boots that way the next time you play. This is true whether you load a saved game or start a new game.

This information is kept in a file the program creates that is named "Civ Preferences." To reset the game to the default preferences, you must drag this file to the trash-can *before* booting the game. When this file is not present, the program creates a new one with the default settings. Trashing the preferences file during play *does not* reset the defaults.

Using The Maps

Scrolling: The map window scroll bars work as expected except for one feature. The thumbs always reset to the middle of the bar. This happens because the world wraps continuously.

Using the World Map: The box in the world window shows the exact area now seen in the map window. Click in any part of the world window and the map window shifts to center on that area of the world. Note that if you reduce the size of the world window, the world map scales down.

Dragging the Map: To drag the map shown in the map window with the mouse, hold down the Option key, and then click and drag the map.

Terrain Identification: To obtain information about the terrain in a map square, hold down the Shift key, and then click on any square not occupied by a city or unit.

Menus

Where necessary, all game menus have been redesigned to function as expected for Macintosh software. Contrary to what is said in the manual, menus in the Macintosh version cannot be pulled down by pressing the first letter of the menu's name.

Highlighting Menu Options: The bulleted options within a menu may be highlighted in three ways-

1. Moving the highlight with the cursor keys;
2. Pressing the key of the first letter of the option text;
3. Clicking once on the option text or button.

Accepting Menu Option: A menu option may be accepted in three ways-

1. Double-click on the option;
2. Press the "RETURN" or "ENTER" keys when the correct option is highlighted;
3. Click on the "Okay" button when the correct option is highlighted.

Moving Units

With the Mouse: To move a unit with the mouse, place the cursor on the active unit. As you move the cursor around on top of the unit, the cursor changes into arrows pointing in the eight directions the unit may move. When the cursor arrow points in the direction you wish the unit to move, click and the unit moves one square in that direction.

With the Keyboard: If your keyboard has a numeric keypad, the active unit may be moved by pressing keys 1-9, but not 5. For example, pressing the 8 key moves the unit straight north, the 4 key moves it straight west, etc.

If your computer does not have a numeric keypad, you may use the following superimposed keypad-

U	I	O
J		L
M	,	.

The cursor keys may also be used to move units in the four directions that they point.

Exiting Screens: To close any dialog box or window that doesn't have a close box press the Escape key.

View Palace: Place the cursor on the palace in the status window and click to open the palace window.

Change Production: At the city display, to change the item being produced, click the mouse pointer on the icon of the item currently under production. This opens the production menu from which you may choose the new item to be produced.

Rush Jobs: To pay for the immediate completion of an item under production, from the city display, hold down the Option key and click on the icon of the item being produced. A dialog box opens giving you the option of paying for completion or not.

Miscellaneous Features

CONTROLS

Game Commands

Function

Center map on active unit
Change menu highlight
Choose menu option
Leave menu or screen
Scroll map
Toggle units on/off

Keyboard

CMD - J
Numeric keypad keys
Return key/Spacebar
Escape key
Option key + click + drag
CMD - X

Mouse

Click mouse button
Click mouse button

Unit Commands From Orders Menu

Agricultural improvement*
Build fortress*/Fortify
Build Road*
Build Railroad*
Clear pollution*
Disband Unit
Found new city*
Go To
Home city
Industrial improvement*
Move unit

CMD - I
CMD - F
CMD - R
CMD - R
CMD - K
CMD - D
CMD - B
CMD - G
CMD - H
CMD - M
Numeric keypad or
direction keys

or Click mouse
button

U I O

J L

M , .

CMD - N or Spacebar

CMD - P

CMD - E

CMD - U

CMD - W

No orders

Pillage

Sentry

Unload ship

Wait

* = Settlers only

SHORTCUT KEYS

File Menu

Function

Keyboard

Mouse

Save game	CMD - S
Change Tax rate	CMD - T
Change Luxury rate	CMD - L
Find city	CMD - ?
Quit game	CMD - Q

Advisors Menu

City Status	CMD - 1
Military Advisor	CMD - 2
Intelligence Advisor	CMD - 3
Attitude Advisor	CMD - 4
Trade Advisor	CMD - 5
Science Advisor	CMD - 6

World Menu

Wonders of the World	CMD - 7
Top 5 Cities	CMD - 8
Civilization Score	CMD - 9
World Map	CMD - 0
Demographics	CMD - [
Spaceships	CMD -]

City Display Commands

Auto Production	CMD - A
Change production map	
Change Specialist	
Change production	CMD - C
Buy production	CMD - B
View city	CMD - V
Rename city	CMD - R
General information	CMD - I
Happiness chart	CMD - H

Click mouse button
Click mouse button

ADDITIONAL GAME FEATURES

Name Your Tribe

The following additional game features were added to Civilization after the manual was completed.

While selecting your pre-game options you may insert any name you wish for your tribe instead of selecting one of the fourteen available from the Select Your Tribe menu. To insert a name of your own, choose the option "Custom Tribe" when the Tribe menu opens. Then type in the name you wish and press the Return key to enter it into the game. It is recommended that the name be made plural, such as "Scots, Franks," or "Hittites," so that the game text reads correctly. Thereafter, your civilization is known by this name.

Additional File Menu Options

There are two additional choices available under the Options selection of the File Menu - Sound and Enemy Moves. As for all Options choices, a check-mark indicates the option is on, and no check-mark indicates the option is off.

Sound: Choosing the Sound option toggles the music and sound effects off and on. Note that Sound is not available when you are playing from floppy disks.

Enemy Moves: When on, the program shows you the moves of enemy units adjacent to your units and any moves that occur on the part of map currently visible in the map display. When off, you see only the enemy moves that cause combat. Turning off enemy moves may have the effect of speeding play later in the game when there are many enemy units moving.

In addition, one other option needs further comment.

Animations: It is recommended that anyone playing from floppy disks turn off Animations as this significantly speeds play.

Production

When the change production menu is open on the city display, showing what items can be built in a city, some items may be marked with an * symbol. This symbol indicates that the item has already been made obsolete by the advance of technology, even though you may still build it.

Unhappy People

Under the governments of the Republic and Democracy, people are made unhappy by ground units and ships not in their home city. People are also made unhappy by air units and nuclear bomb units, regardless of where they are located.

Replay Options

When the game is complete (except when you retire), a menu opens offering the option of reviewing a variety of replays of your civilization's history. You can choose the Quick Replay, the Complete Replay, or Write Replay to Disk.

Quick Replay: This replay shows the basic land mass of the world and proceeds to report the founding, capture, and destruction of cities by all civilizations throughout the game. From this replay you can quickly see the rise and fall of civilizations and learn what was happening while you were busy in your part of the world. This replay proceeds on its own.





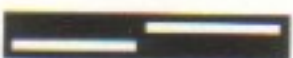

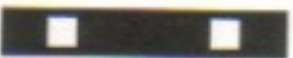

Complete Replay: The complete replay shows the information reported in the Quick Replay, but also reports who first achieves each civilization advance, who first builds each unit and Wonder, changes in the state of war or peace between civilizations, and the destruction of civilizations. At various dates this replay reports your standing in the world. The Complete Replay stops after each information report. You must click your mouse to proceed.

Write Replay to Disk: Choosing this selection allows you to save a text file of the replay that you can print out. A Mac dialog box opens from which you may give the file any name you choose. As part of the replay information, a map of the world is also saved. This map shows all land mass and the location and nationality of all cities. It also shows where cities that have been destroyed were located. Once you have left the program you can open the file in a word processing program and print it out.

Powergraph













When you retire, a Powergraph appears that shows the relative strength over time of the civilizations in the game, including yours. The power of all civilizations is indicated on the graph by lines in the civilization's color. The higher a line climbs, the greater the power of the civilization. Civilization's that are destroyed have their lines fall to the bottom of the graph. For this graph, power includes everything your civilization possesses, including cities, population, improvements, Wonders, your treasury, and units.

BLACK & WHITE UNIT ICON CHART

	Barbarians		Romans, Russians
	Americans, Chinese		Zulus, Babylonians
	Mongols, Indians		Aztecs, Egyptians
	Greeks, English		Germans, French

Barbarian units and units from each pair of civilizations are distinguished in the black & white version by the appearance of the noted graphics. Only one of each pair of civilizations can be in the game at any time.











TERRAIN CHART

	<i>Terrain</i>	<i>Movement Point Cost</i>	<i>Defense Bonus</i>	<i>Economic Value</i>	<i>I</i>	<i>M</i>	<i>Road</i>
	Arctic	2	0%	nothing	no effect	no effect	no effect
	Desert	1	0%	R	+1 F	+1 R	+1 T
	Forest	2	50%	F RR	Plains	no effect	no effect
	Grassland	1	50%	FF R?	+1 F	Forest	+1 T
	Hills	2	100%	F RR	+1 F	+1 R	no effect
	Jungle	2	50%	F	Grassland	Forest	no effect
	Mountains	3	200%	R	no effect	+1 R	no effect
	Ocean	1	0%	F TT	no effect	no effect	no effect
	Plains	1	0%	F R	+1 F	Forest	+1 T
	Rivers	1	50%	FF R? T	+1 F	no effect	no effect
	Swamp	2	50%	F	Grassland	Forest	no effect
	Tundra	1	0%	F	no effect	no effect	no effect

Notes

1. I = irrigation or agriculture improvement; M = mining or industrial improvement; F = food; R = resources; T = trade; R? = 50% chance of resource being present.
2. Government effects: Economic value of any commodity that equals three units or higher is -1 unit under Despotism/Anarchy. Trade is +1 for any square already generating trade under Republic/Democracy.
3. Movement along Roads costs 1/3 movement points per square.
4. Railroads increase all commodities by 50%, rounded down. Movement along Railroads costs 0 movement points.

Special Resources

	<i>Terrain</i>	<i>Movement Point Cost</i>	<i>Defense Bonus</i>	<i>Economic Value</i>	<i>I</i>	<i>M</i>	<i>Road</i>
	Coal	2	100%	F RR	+1 F	+3 R	no effect
	Fish	1	0%	FFF TT	no effect	no effect	no effect
	Game (For.)	2	50%	FFF RR	Horses	no effect	no effect
	Game (Tun.)	1	0%	FFF	no effect	no effect	no effect
	Gems	2	50%	F TTTT	Grassland	Game	no effect
	Gold	3	200%	R TTTTTT	no effect	+1 R	no effect
	Horses	1	0%	F RRR	+1 F	Game	+1 T
	Oasis	1	0%	FFF R	+1 F	+1 R	+1 T
	Oil	2	50%	F RRRR	Grassland	Game	no effect
	Seals	2 mp	0%	FF	no effect	no effect	no effect

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MACINTOSH

CREDITS

CIVILIZATION Apple Macintosh Version

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Customer Service & Technical Support

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(410) 771-1151)



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of your game, and when participating
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