

SIM CITY



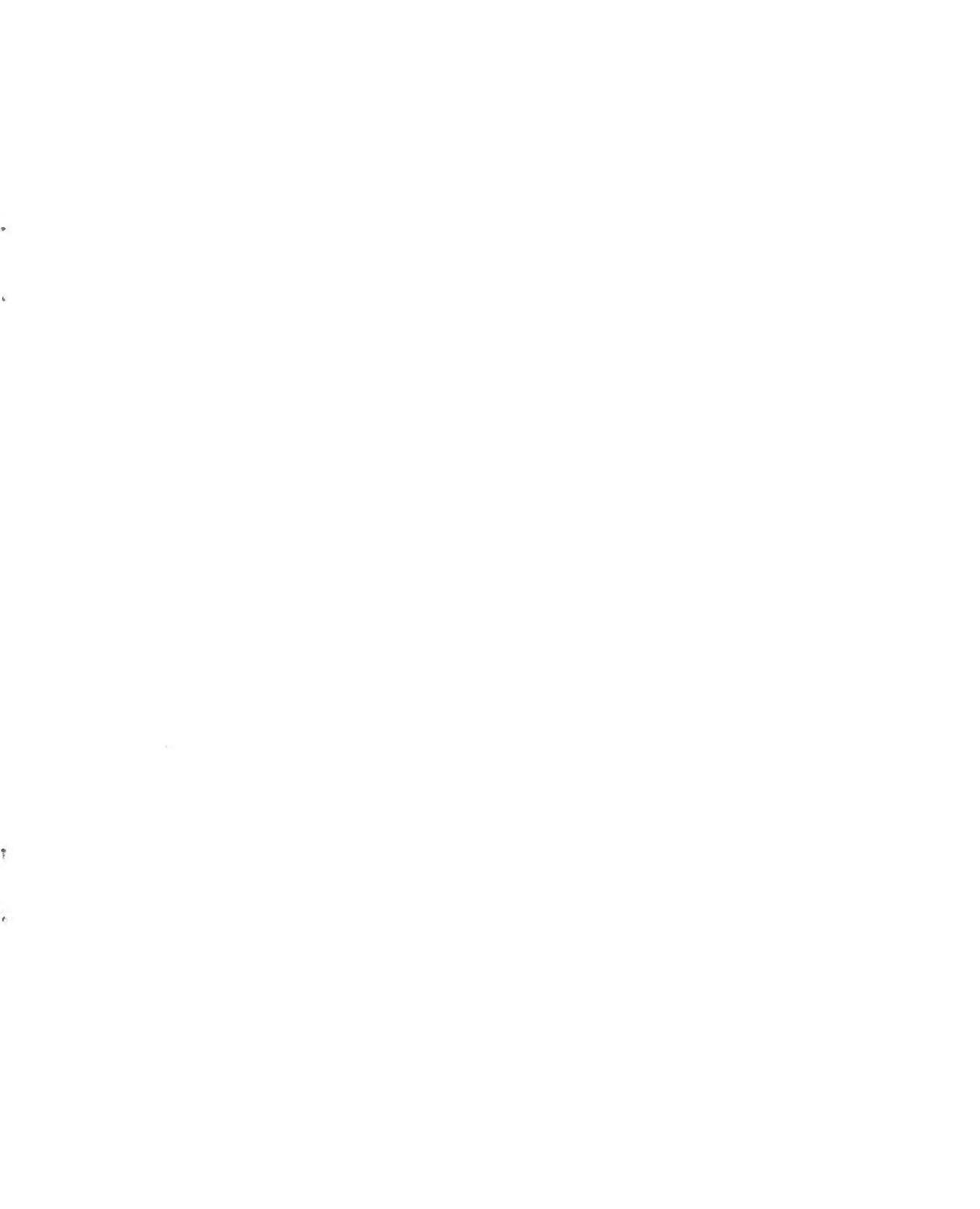
FUTURE CITIES

GRAPHICS

ANCIENT CITIES

USER'S
MANUAL







User's Manual

All Versions



System Requirements

DOS Version

IBM PC, XT, AT, PS/1, PS/2 or 100% compatible
640K RAM
Hard Disk
VGA, MCGA, EGA or Hercules Monochrome graphics
Mouse recommended. Printer optional

REQUIRES SIMCITY CLASSIC INSTALLED ON YOUR HARD DISK

Windows Version

IBM AT or 100% compatible computer, 386 or above
2 MB RAM
Microsoft Windows 3.1 or above in Standard or Enhanced mode
Mouse recommended. Printer optional

REQUIRES SIMCITY CLASSIC INSTALLED ON YOUR HARD DISK

Macintosh Version

Plus, Classic Series, SE Series, LC Series, Quadra Series, Centris Series, Performa Series, Portable and PowerBook Series
Hard drive
System 6.0.2 or higher
For color, requires 2 MB RAM to run under System 6.X and 2.5 MB RAM under System 7.X
For monochrome, requires 1 MB RAM to run under System 6.X and 2 MB RAM under System 7.X
Printer optional

REQUIRES SIMCITY CLASSIC INSTALLED ON YOUR HARD DISK

Warning!
Classics Only!

These graphics sets will only install to and work with SimCity Classic. They will not work with earlier versions of SimCity. If you have an earlier version of SimCity, contact Maxis Customer Service at 800-33-MAXIS for information on upgrading to SimCity Classic.

Note: SimCity Classic must be installed on your hard disk before you can install SimCity Classic Graphics.

DOS Version Installation

1. Put the **SimCity Classic Graphics Disk 1** into your **A:** or **B:** floppy drive and type **A:INSTALL** [Enter] or **B:INSTALL** [Enter].
2. Follow the instructions on the screen. Swap floppy disks when prompted. Correct the destination drive and directory if necessary.
3. To change graphics sets, start SimCity, open the System menu and select **Load Graphics**.

Windows Version Installation

1. Start Windows and put the **SimCity Classic Graphics Disk 1** into your **A:** or **B:** floppy drive.
2. Open the Program Manager.
3. Open the File menu and select **Run...**
4. Type **C:\SIMCITYW\SCWSETUP** and click **OK**. (Replace the C: and or the SIMCITYW if you have installed SimCity Classic for Windows to another drive or directory.)
5. Follow the instructions on the screen.
6. To change graphics sets, start SimCity, open the File menu and select **Load Graphics**.

Macintosh Version Installation

1. Locate and open the folder on your hard disk where SimCity Classic has been installed.
2. Put **SimCity Classic Graphics Disk 1** into your floppy drive.
3. Drag all the files from the floppy disk to the SimCity folder on your hard disk.
4. Repeat step 3 with **SimCity Classic Graphics Disk 2**.
5. Double-click on the icon for the **Updater** program.
6. To change graphics sets, start SimCity, open the File menu and select **Load Graphics**.

Installation

DOS Version Hint:
If SimCity wasn't installed to C:\SIMCITY—the default drive and directory—write down the correct drive and directory before running INSTALL.

Windows Warning!
Follow the instructions to the left carefully. Don't use the Install program that comes in this package!

Macintosh Warning!
Be sure to run the Updater program or your copy of SimCity Classic won't be able to use the Graphics Sets!

ANCIENT ASIA

Graphics by
Mimi Doggett

It is the year 1234. You are a descendant of a powerful Samurai family. You have gone out on your own to found a new city. You intend to build your city to greatness and someday become the Shogun over all Asia.

ZONES

To ensure that your city is well designed for both growth and aesthetics, you decide to design it yourself. You designate areas for your subjects to live and work. The residential areas range in size and density from small family compounds to large palatial pagodas. The commercial areas are filled with everything from individual shops to huge markets where goods are sold and exchanged. The industrial areas are primarily farmlands. Your city's industrial income may be supplemented by the fishing industry.

Building a harbor will allow fishing, increase your trade, and promote growth of your industries. Building yourself a royal palace will greatly increase the commerce within the village. You, your royal family, and your staff and servants are the prime consumers of the goods manufactured in your village.

WATER AND POWER

You must provide your village with an aqueduct system for irrigation, drinking water, and sanitation. Your ancient Sims won't move into areas that aren't hooked up to a water source—either a well or a waterwheel.

TRANSPORTATION

Your Sims travel from place to place by foot, or by horse on dirt roads. There are also special paved roads/tracks, for rickshaws, which carry high-density traffic at high speeds.

CRIME AND POLLUTION

In spite of strict and swift punishment of criminals, there is still crime in your city. Thieves steal anything from food to precious jewels. There are also ambitious citizens who will plot and murder for enough power to challenge your right to rule.

Pollution is primarily caused by the unsanitary practices of animals and humans.

DISASTERS

You are still at the mercy of most of the old SimCity disasters—earthquakes, floods (Tsunamis), fires, and monsters—plus Chinese dragon blasts, typhoons, and plagues.

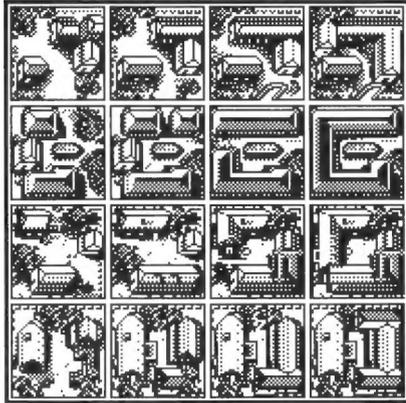
MISCELLANEOUS

- There will be dragons and huge box kites in the sky once you build a castle.
- Use your plow to clear forests and raze buildings for redevelopment.
- For entertainment, you can go to the Sumo Wrestling Arena.

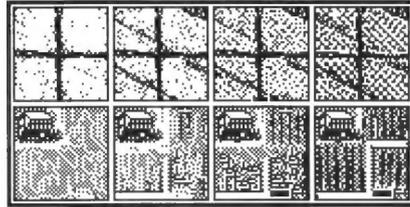
ZONE EVOLUTION CHART

Density increases from left to right.
 Land value increases from top to bottom.

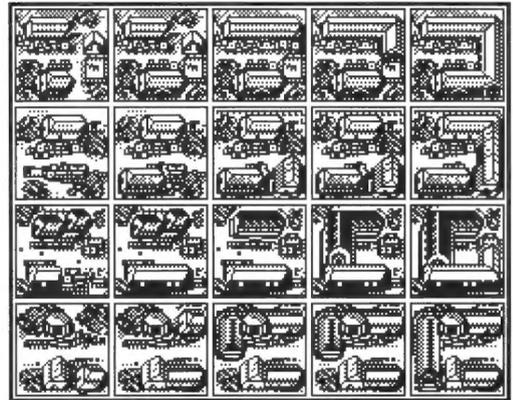
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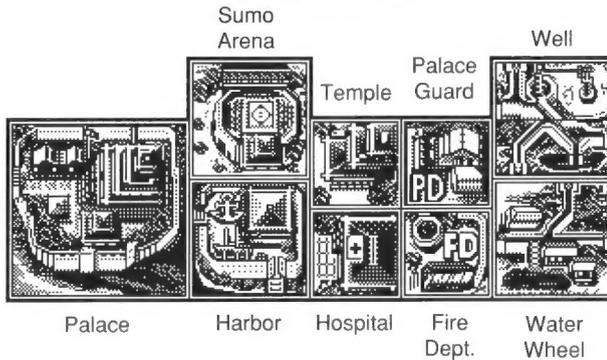
INDUSTRIAL



COMMERCIAL



SPECIAL ZONES



MEDIEVAL TIMES

Graphics by
Joanne Ashdown

It is the year 1491. Once a pauper, begging and stealing for survival, you struck off on your own in search of fame and fortune. You are now the Founder, Lord and Master of your own village.

ZONES

Being a very progressive person for your time, you designate areas for your villagers to live and work. The residential areas range in size and density from small cottages to large estates. The commercial areas, filled with shops and services, range from individual shops to market bazaars. The industrial areas also range in size, and consist primarily of wind-powered wheat grinding and textile production.

Building a harbor will increase your trade and promote growth of your industries. Building yourself a castle will greatly increase the commerce within the village. You and your royal family, your staff and servants, are the prime consumers of the goods manufactured in your village.

WATER AND POWER

There is, of course, no electricity, but your village has an aqueduct system for irrigation, drinking water, and sanitation. Your medieval Sims are very proud of their aqueduct system, and are spoiled enough that they won't move into areas that aren't hooked up to a water source—either a well or a waterwheel. Some of your industries use wind power.

TRANSPORTATION

Your main mode of transportation is the human foot, with an occasional horse on the dirt roads. There are also small paved roads or tracks, for horse carts that carry high-density traffic.

CRIME AND POLLUTION

The crime in your city ranges from petty pickpockets to small-time thieves to highwaymen that rob and murder travellers—they take from the rich and keep it for themselves.

Pollution is primarily caused by unwashed peasants, badly tended stables, and the fact that sewers haven't been invented yet.

DISASTERS

You are still at the mercy of most of the old SimCity disasters—earthquakes, floods, fires, tornados, and monsters—plus dragon blasts and plagues.

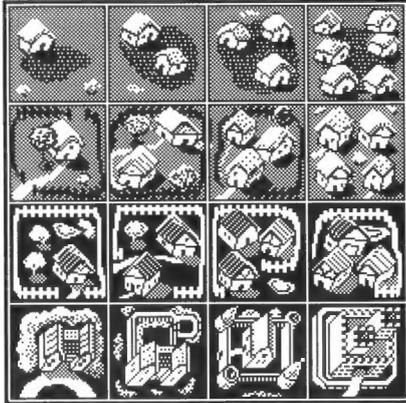
MISCELLANEOUS

- There will be dragons and witches in the sky once you build a castle.
- Use your plow to clear forests and raze buildings for redevelopment.
- For entertainment, you can go to the jousts.
- Your fire department is a bucket-brigade system using “volunteers”—everyone in the village.

ZONE EVOLUTION CHART

Density increases from left to right.
Land value increases from top to bottom.

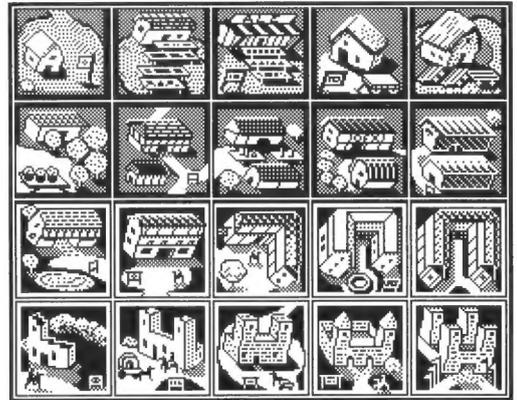
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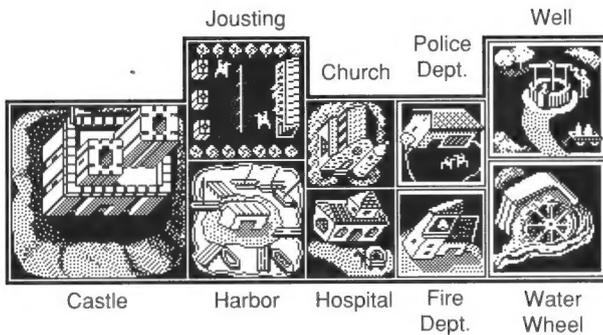
INDUSTRIAL



COMMERCIAL



SPECIAL ZONES



WILD WEST

Graphics by
Lee Gaskin

It is the year 1849. You headed out west to find gold, but after years of digging and panning and starving and sleeping in the dirt, you realized that you'd be better off living in a town providing services to the ever-increasing miner population. You decided to start a hotel, saloon and general store, and try to build it up into a real town—with yourself as the Mayor.

ZONES

Keeping peace in a frontier town is near impossible. In an effort to keep the rowdy miners as isolated as possible from the God-fearing settlers, and the cattlemen away from the farmers, you designate areas for your citizens to live, drink, and work. The residential areas range in size and density from small farmhouses to bunkhouses to large ranches. The commercial areas, filled with shops and services, range from individual workshops to big general stores. The industrial areas are cattle ranches, which also range in size.

Building a Seaport will increase your trade and promote growth of your industries. Digging a gold mine will greatly increase the commerce within the village. You won't actually make much off the mine itself, but miners will flock to the mine and spend lots of money in town.

WATER AND POWER

Any town worth livin' in these days has indoor plumbing. You supply water to the residences, farms and ranches by means of either a waterwheel or a steam-powered water pump.

TRANSPORTATION

The main mode of transportation in town is walking and riding horses. You also have the ability to set up a railway using steam locomotives for those people in a hurry to get somewhere.

CRIME AND POLLUTION

Your Sheriff will have his hands full with cattle rustlers, claim-jumpers, gold thieves, and all-around bad guys.

Pollution is primarily emitted from cattle ranches and slaughterhouses.

DISASTERS

You are still at the mercy of most of the old SimCity disasters—earthquakes, floods, fires, and tornados (twisters)—plus balloon crashes, giant killer tumbleweeds, and contamination of your water supply.

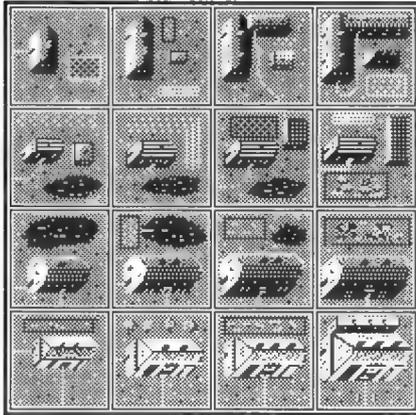
MISCELLANEOUS

- There will be balloons and buzzards in the sky once you build a gold mine.
- Use your plow to clear forests and raze buildings for redevelopment.
- For entertainment, you can go to the rodeo.
- Your fire department is a water tank on wheels.

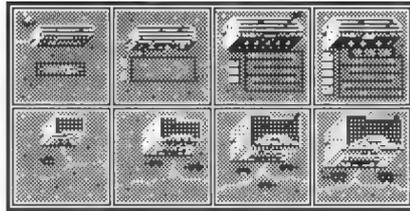
ZONE EVOLUTION CHART

Density increases from left to right.
 Land value increases from top to bottom.

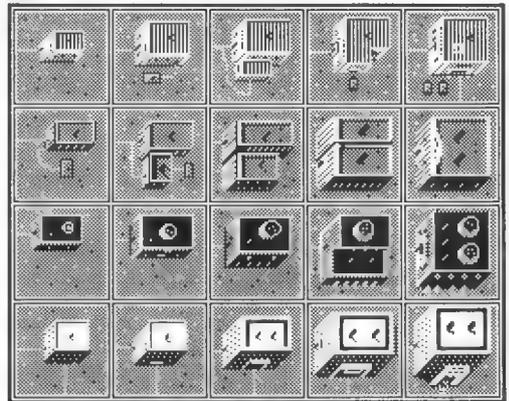
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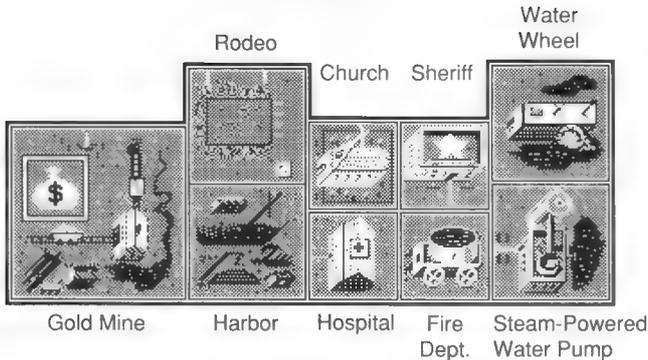
INDUSTRIAL



COMMERCIAL



SPECIAL ZONES



FUTURE U.S.A.

Graphics by
Richard Payne

It is the year 2055. Tired of living in an overcrowded Gigalopolis, you have decided to start your own city, and limit its growth—keep it down to a Megalopolis.

ZONES

The types of zones haven't changed much in the last 60 years, but architecture has. Not only are the buildings more modernistic, but life-styles, work, industry, and commerce have all evolved to keep pace with the technology of today.

Residential zones range from single-family residences to large estates and mega-condos. The commercial zones, which provide goods and services, are filled with everything from small shops to huge malls. The industrial zones, largely R&D, design and produce high-tech products to be shipped around the world. Building a Hovercraft Port will increase your trade and promote growth of your industries. Building an Airport/Spaceport will greatly increase commerce.

POWER

Coal is out in this day and age—but wind and solar energy have not developed quickly or efficiently enough to economically support today's cities. You have a tough choice between nuclear fission and fusion plants, each with their trade-offs in price, power, pollution and danger.

TRANSPORTATION

Your populace commutes and travels through the city in computer-controlled pods that travel at high speeds through low-friction tubes kept at low air pressure. High-density traffic can be handled by Magnetic-rail Trains.

CRIME AND POLLUTION

Crime has not disappeared in the 21st century—it just went high-tech. Data theft has become a most profitable occupation, and troublesome hackers are infiltrating government and banking computer systems. Of course, your police department still has to deal with thieves, murderers and drug dealers in their spare time. Pollution is still a by-product of industry.

DISASTERS

You are still at the mercy of all of the old SimCity disasters—earthquakes, floods, fires, tornados, monsters, meltdowns, air crashes, etc.

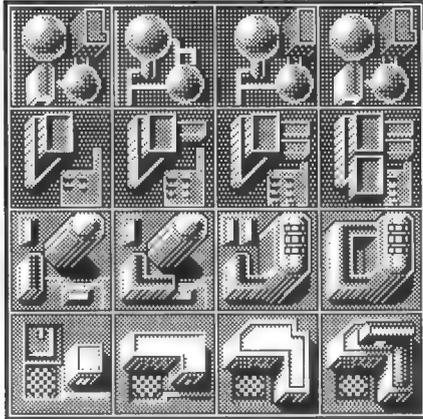
MISCELLANEOUS

- Your Airport doubles as a Spaceport, sending materials to space stations and moon colonies.
- Bulldozers have been replaced by disintegrating beam weapons that clear forests and raze buildings instantly.
- For entertainment, visit the LaserBot Arena. Humans in football and boxing have been replaced by robots. The action is faster and more furious, with no permanent damage done to any contestants.

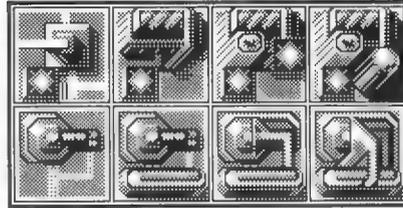
ZONE EVOLUTION CHART

Density increases from left to right.
 Land value increases from top to bottom.

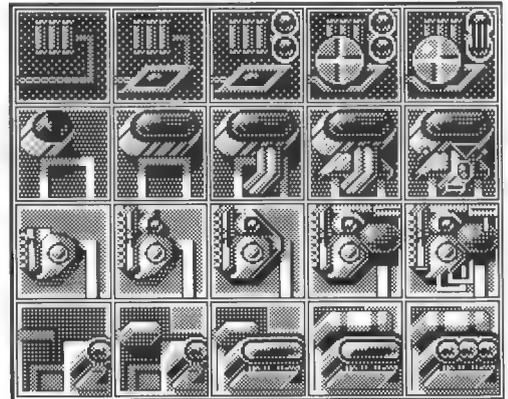
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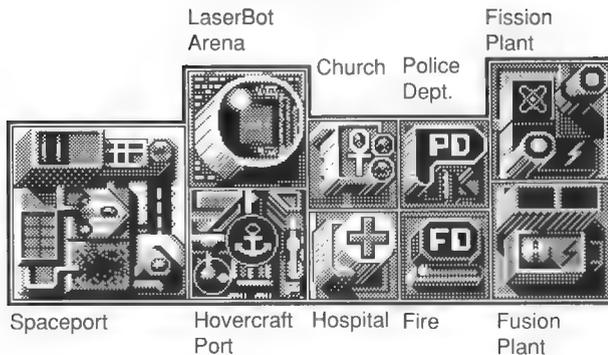
INDUSTRIAL



COMMERCIAL



SPECIAL ZONES



FUTURE EUROPE

Graphics by
Brummbaer

It is the year 2155. While individual nations cherish and preserve their cultural heritages, all Europe is financially and politically united under an extension of the European Economic Community. You have been chosen to design, build and manage a new city that is to be the capital of all Europe.

ZONES

Residential zones still range from single-family residences to large high-density apartments and condos, with the addition of special multi-family communal estates. Commercial zones contain an assortment of small shops, offices and cafes, as well as large shopping complexes and office buildings. Industrial zones are dedicated to research and production of products that will improve the lives and life-styles of all Europeans. A harbor will increase your trade and promote growth of your industries. A Spaceport will greatly increase commerce.

POWER

Of course, coal power plants are unacceptable in this new cultural Mecca—but wind and solar energy have not developed quickly or efficiently enough to economically support today's cities. Your only choice is between nuclear fission and fusion plants, each with their trade-offs in price, power, pollution and danger.

TRANSPORTATION

Your populace will travel through the city in self-powered, computer-controlled cars that move at high speeds over roads made of the latest frictionless materials. High-density traffic can be handled by a Monorail system.

CRIME AND POLLUTION

A city dedicated to culture and science will no doubt contain many things that will appeal to thieves. Metropolis will need to make use of their newest crime prevention techniques to keep up with art thieves, corporate spies, and the usual old-fashioned thugs, mugs and murderers. Even in this day and age, with strict manufacturing standards and air and water cleanliness laws, pollution is still a factor to be dealt with. Some people now believe that pollution is part of humanity—others believe that humanity is pollution.

DISASTERS

You are still at the mercy of all of the old SimCity disasters—earthquakes, floods, fires, tornados, monsters, and air crashes—plus the possibility of a lab accident that will produce bio-hazard contamination.

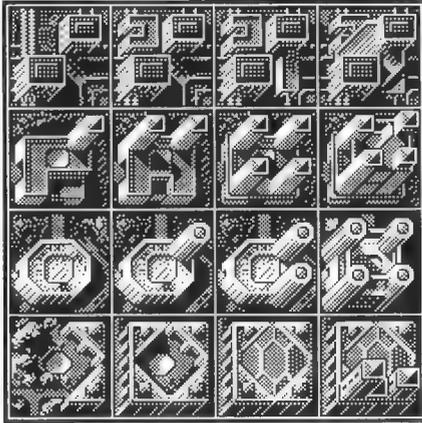
MISCELLANEOUS

- Your Airport doubles as a Spaceport sending materials to space stations, and colonies on the moon, Mars, and the asteroid belt.
- Bulldozers have been replaced by disintegrating beam weapons that clear forests and raze buildings instantly.
- For entertainment, take in a game at the 3-D Soccer Arena. Gravity nullifiers and small jet packs have added a new dimension to the world's most popular game.

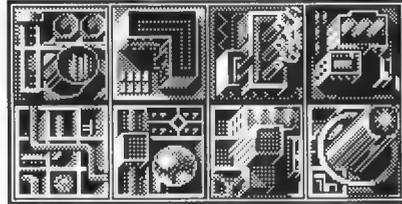
ZONE EVOLUTION CHART

Density increases from left to right.
 Land value increases from top to bottom.

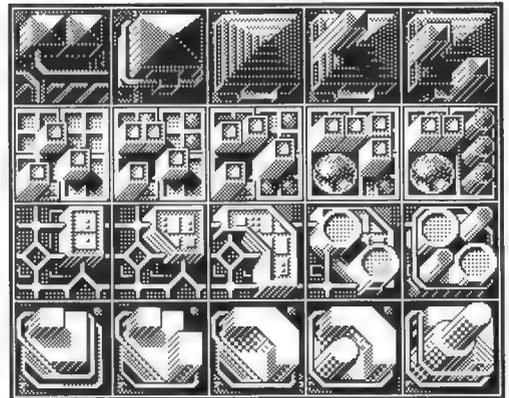
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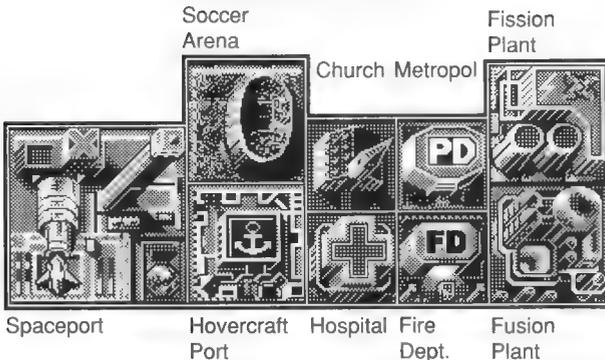
INDUSTRIAL



COMMERCIAL



SPECIAL ZONES



MOON COLONY

Graphics by
Mark Calhoun

It is the year 2195. The Earth is full—and tame. The only way to plan where no human has planned before is to leave Earth. The moon is the new land of opportunity.

ZONES

Since there is no atmosphere, it is important to compartmentalize the city into zones that can be individually sealed during an oxygen leak. Residential zones range from small barracks to large, high-density apartments and condos. Commercial zones contain an assortment of small shops and offices, and large malls. Industrial zones are dedicated to mining, and production of products that are best manufactured under low gravity, including crystals and medicines. A Rover Port for moon rovers will allow greater mining capabilities, and increase your industrial growths. A Shuttleport will greatly increase commerce.

POWER

Oxygen is too valuable to waste by burning coal—and there is no coal on the moon. There is also no wind. Solar energy isn't efficient enough to power a city—especially on the dark side. You have two power plant options—nuclear fusion (the old standby) and the new experimental technology—Gravity Wave conversion—which involves vibrating a black hole in a force field, and converting the emitted gravity waves to usable energy.

TRANSPORTATION

A world of adventurers will not accept computer-controlled pods like those domesticated Earthlings. Your populace drives independently controlled moon rovers. High-density traffic can be handled by a system of trains on rails, reminiscent of the pioneer days on Earth.

CRIME AND POLLUTION

Lunies find Earth too controlled, and are outlaws at heart. Mootropol, your law-enforcement arm, is kept busy with the usual bar brawls and petty crimes, and every so often you'll have major problems to deal with: Saboteurs can kill thousands by blasting holes in residential domes and hackers could kill everyone on the moon by messing with the life-support computers. In addition to the pollutants from industry in general and the chemical industry in particular, the traffic, the life-support systems, and the people all emit some noxious fumes from time to time (water is very scarce, and sand showers are very uncomfortable).

DISASTERS

You will still face disasters—fires, moonquakes, alien monsters, meteor showers, extraterrestrial viral plagues and creeping acidic fungus molds—but nothing to really worry about.

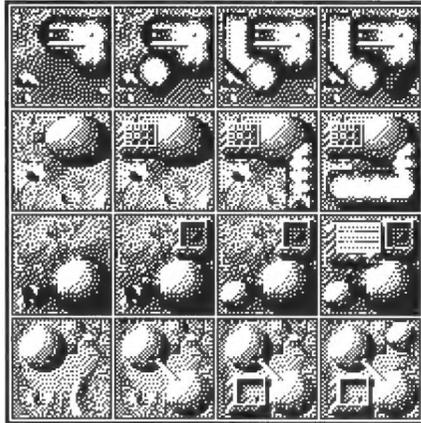
MISCELLANEOUS

- Disintegrator beams are a waste of energy, so you'll be using an old-tech bulldozer.
- For relaxation, check out the park domes where you can lie in the grass under a tree and breathe air manufactured by plants.
- For entertainment, go to the Rec Center to participate in low-gravity sports.
- If you ever start to really miss Earth, then click you heels together three times and repeat, "There's no place like dome, there's no place like dome, there's no..."

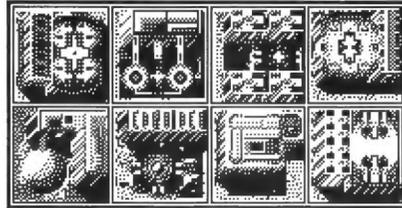
ZONE EVOLUTION CHART

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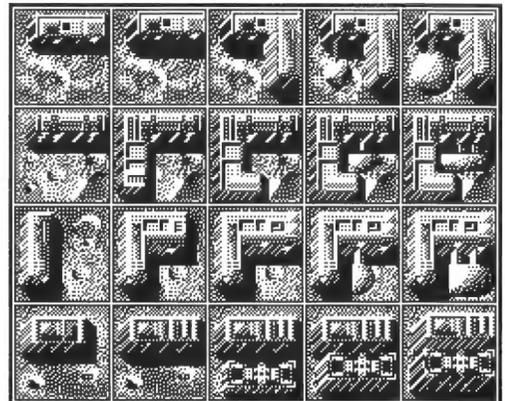
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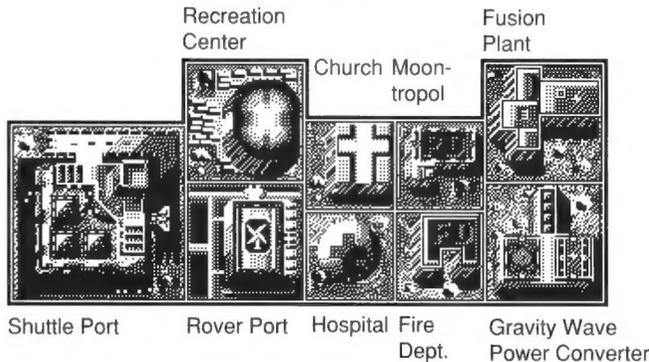
INDUSTRIAL



COMMERCIAL



SPECIAL ZONES



Credits

Computer Art Direction: Richard Payne

Computer Artwork: Richard Payne, Mimi Doggett, Joanne Ashdown, Lee Gaskin, Brummbaer, Mark Calhoun

Documentation & On-Screen Text Messages: Michael Bremer

DOS Install Program: Andrei Snegov

Product Maintenance and Updates: Michael Perry, Jenny Martin, Brian Conrad

Package Design: Jamie Davison Design, Inc.

License Stuff

MAXIS

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