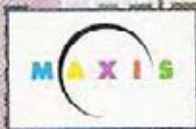


SIM CITY[®]

THE ORIGINAL CITY SIMULATOR ENHANCED FOR CD-ROM



Interplay
A DIVISION OF GIGAWATT



C I N E M A T I C

M U L T I M E D I A

<http://www.replacementdocs.com>

THE GOALS OF SimCity™

There are many goals to be pursued and reached in SimCity.

SCENARIOS

Each of the eight included Scenarios is actually a game in itself, with an unlimited number of ways to win - or lose. Each Scenario is a city which is either the victim of horrible planning or about to be the victim of a natural disaster. After you load in a Scenario, you will have a limited amount of time to correct or repair the problems. If you are successful, you will be given the key to the city. If not, you may be ridden out of town on a rail.

If one strategy doesn't work, try another. There are a million stories in each city, and you write them.

YOUR DREAM CITY

Perhaps the main goal of SimCity is for you to design, manage and maintain the city of your dreams. Your ideal place to live may be a bustling megalopolis, lots of people, lots of cars, tall buildings: high-energy, high-density living. Or it may be a small rural community, or a linked group of small communities providing slow-paced country living.

As long as your city can provide places for people to live, work, shop and play, it will attract residents. And as long as traffic, pollution, overcrowding, crime or taxes don't drive them away, your city will live.

GETTING STARTED

You need the following computer equipment to play SimCity Enhanced CD-ROM.

- 386SX or higher running DOS 3.1 or higher
- 570K free low memory and 1.5MB free expanded (EMS) memory
- Expanded-memory manager software, such as EMM386.EXE, QEMM or 386MAX
- Adlib Gold, Pro Audio Spectrum series, Sound Blaster series, or 100% compatible sound card
- MPC-compliant CD-ROM drive; that is, a CD-ROM drive with a transfer rate of at least
- 150k per second using 40% or less of CPU bandwidth
- Microsoft Mouse or compatible
- 16-bit SVGA card
- Speakers or headphones
- Although not required, a Localbus Super VGA video card (if you have a Localbus-compatible system) is recommended.

You need 570K free low memory and 1.5MB free expanded memory to play. For suggestions on freeing up memory, see the "Troubleshooting" section of this manual.



GRAPHICS MODES

SimCity Enhanced CD-ROM requires a Super VGA Monitor (and card) capable of displaying 640 X 480 resolution with 256 colors.

SOUND

SimCity Enhanced CD-ROM uses digitized music and sound effects. A sound card is required for sound. SimCity Enhanced CD-ROM supports Sound Blaster, Sound Blaster-16, and Sound Blaster Pro, Pro Audio Spectrum, and Ad Lib Gold sound boards.

PRINTING

SimCity Enhanced CD-ROM has the ability to save your city's picture as a PCX file. The PCX file can be loaded into almost any drawing package and edited or printed out.

INSTALLING AND STARTING SimCity™

SimCity Enhanced CD-ROM requires a Hard Drive for Installation.

To install SimCity:

1. Boot your computer.
2. Make sure SimCity Enhanced CD-ROM is in your CD-ROM Drive.
3. At the DOS prompt, switch to your CD Drive letter. (Example: D: <Enter>)
4. Type INSTALL <ENTER>.
5. Follow the Instructions on the screen and answer the necessary questions.

You should not have to select the option "Install game and movies" from the INSTALL program. The movie files are about 200 MB in size and were designed to be played from your CD-ROM drive. If the movies appear choppy with inconsistent play rates, see the "Troubleshooting" section of this manual.

To start SimCity:

1. Make sure you have all the necessary drivers loaded into memory (mouse drivers, sound card drivers, etc.)
2. Make sure you are in the SIMCITY directory where you installed the game.
3. Type SIMCITY <ENTER>

CONTROLLING SimCity™

WITH A MOUSE

In SimCity, you will primarily use the left mouse button. The main function of the right mouse button is to activate the bulldozer function. If you have a middle button, SimCity ignores it.

To activate menus with a mouse, move the mouse pointer to the menu you wish to view, and press and hold the left mouse button. The menu will be displayed. Move the pointer down the menu to the item you want to activate, and release the mouse button. The menu item will be activated. Some menu items will bring up a sub-menu. When this occurs, just move the pointer to the selection you want, and press and release the left mouse button.

Icons are selected by moving the mouse pointer to the icon you want, and clicking the left button. Building and zoning functions are performed by moving the pointer to the desired location, and clicking the left mouse button.

There are some functions in SimCity that are only activated through the keyboard. There are also keyboard shortcuts that can be used along with mouse to speed up operation of SimCity. These are all explained below.

WITH A JOYSTICK

The joystick is used just like the mouse. The Joystick Button emulates the left mouse button. The joystick will not work if a mouse driver is installed. Holding down the Ctrl key while operating the Joystick causes the screen to scroll without the cursor moving.

WITH A KEYBOARD

There are many keyboard functions in SimCity. The following pages detail all keyboard shortcuts.

Note: Prior to running SimCity, the NumLock should be off.

ON DISK MANUAL

The complete manual for SimCity is contained on this Cd-Rom.

TO ACCESS THE MANUAL: From your CD-ROM drive prompt, type MANUAL and press [ENTER] (e.g. D:MANUAL) Use the 'BUTTONS' at the bottom of the screen to scroll through the pages of the manual.



CURSOR KEYS AND NUMERIC KEYPAD

When used with the **Ctrl** key, the **CURSOR KEYS** and **NUMERIC KEYPAD** scroll the terrain or city under the **EDIT WINDOW**.

Ctrl-Left Arrow(4)	scrolls the city to the left
Ctrl-Right Arrow(6)	scrolls the city to the right
Ctrl-Up Arrow(8)	scrolls the city up
Ctrl-Down Arrow(2)	scrolls the city down
Ctrl-Home(7)	scrolls the city angularly up and to the left
Ctrl-End(1)	scrolls the city angularly down and to the left
Ctrl-PgUp(9)	scrolls the city angularly up and to the right
Ctrl-PgDn(3)	scrolls the city angularly down and to the right

To close a menu without choosing a function, hit the **ESCAPE** key. Many menu items can be activated directly, without displaying the menu. This is done through the following **CTRL-key** combinations

- Ctrl-L** Activate Load City menu function
- Ctrl-S** Activate Save City menu function
- Ctrl-X** Exit SimCity, and return to DOS
- Ctrl-A** Toggles Auto-Bulldoze mode on and off
- Ctrl-M** Brings up the MAP WINDOW
(also the ENTER or RETURN key)
- Ctrl-G** Brings up the GRAPHS WINDOW
- Ctrl-B** Brings up the BUDGET WINDOW
- Ctrl-E** Brings up the EDIT WINDOW
- Ctrl-U** Brings up the EVALUATION WINDOW
- Ctrl-C** Closes the front window

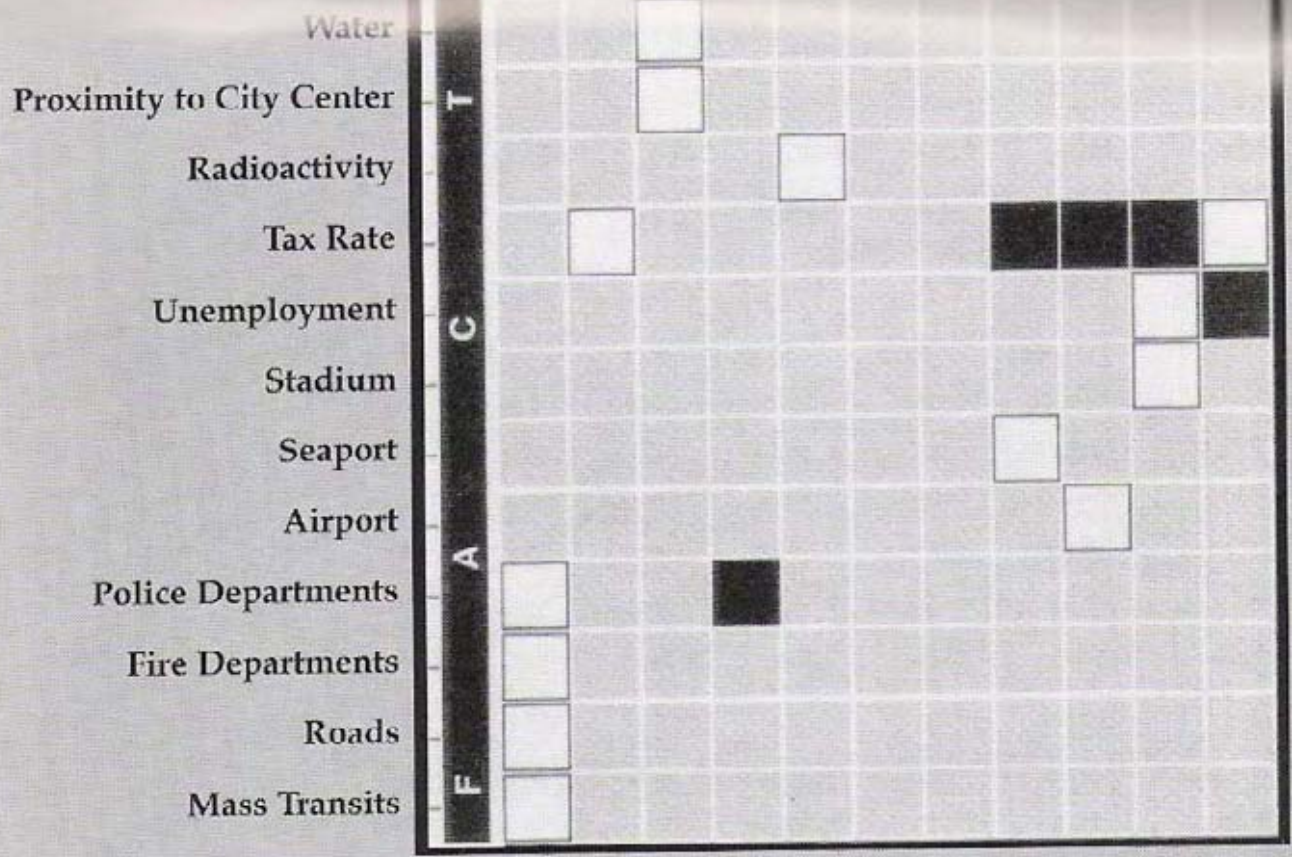
OTHER SPECIAL KEYS


- P** Temporarily activates the POWER LINE icon as long as it is held down
- T** Temporarily activates the TRANSIT LINE icon as long as it is held down
- R** Temporarily activates the ROAD icon as long as it is held down
- B** Temporarily activates the BULLDOZER icon as long as it is held down
- 0** Pauses the Simulator
- 1** Sets Simulator To Slow speed
- 2** Sets Simulator To Average speed
- 3** Sets Simulator To Fast speed
- 4** Sets Simulator To Fastest speed

Q Activates the **QUERY** function - This gives you information on items or areas in the city. While in the EDIT WINDOW, point to an item or area with the pointer, hold down the "Q" key.


TAB Hitting TAB is the same as clicking on the GOTO button. Hitting TAB again will return you to where you were.

The **SHIFT** keys constrain road laying, rail laying, bulldozing, and park building to a straight line.

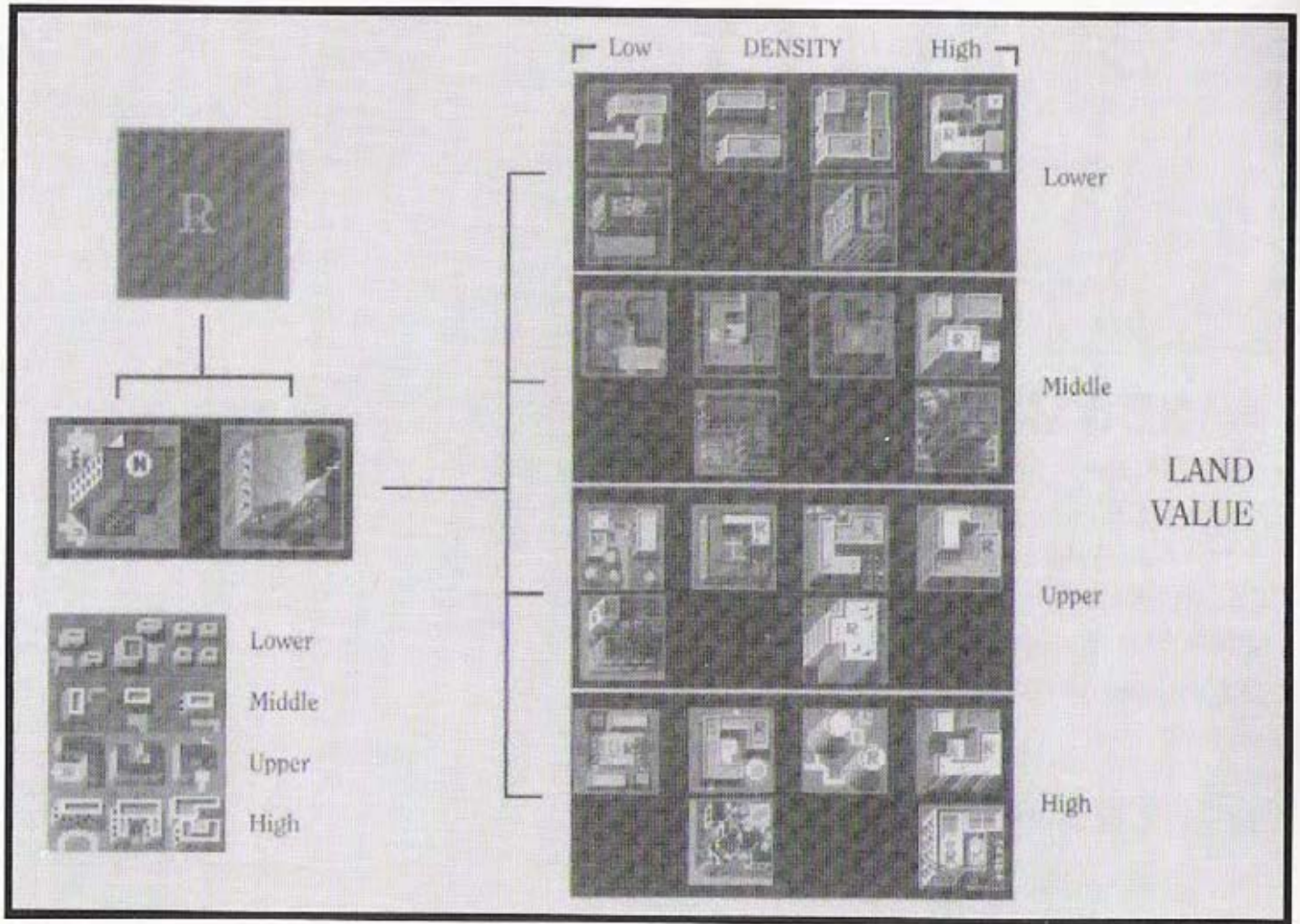



 No Effect

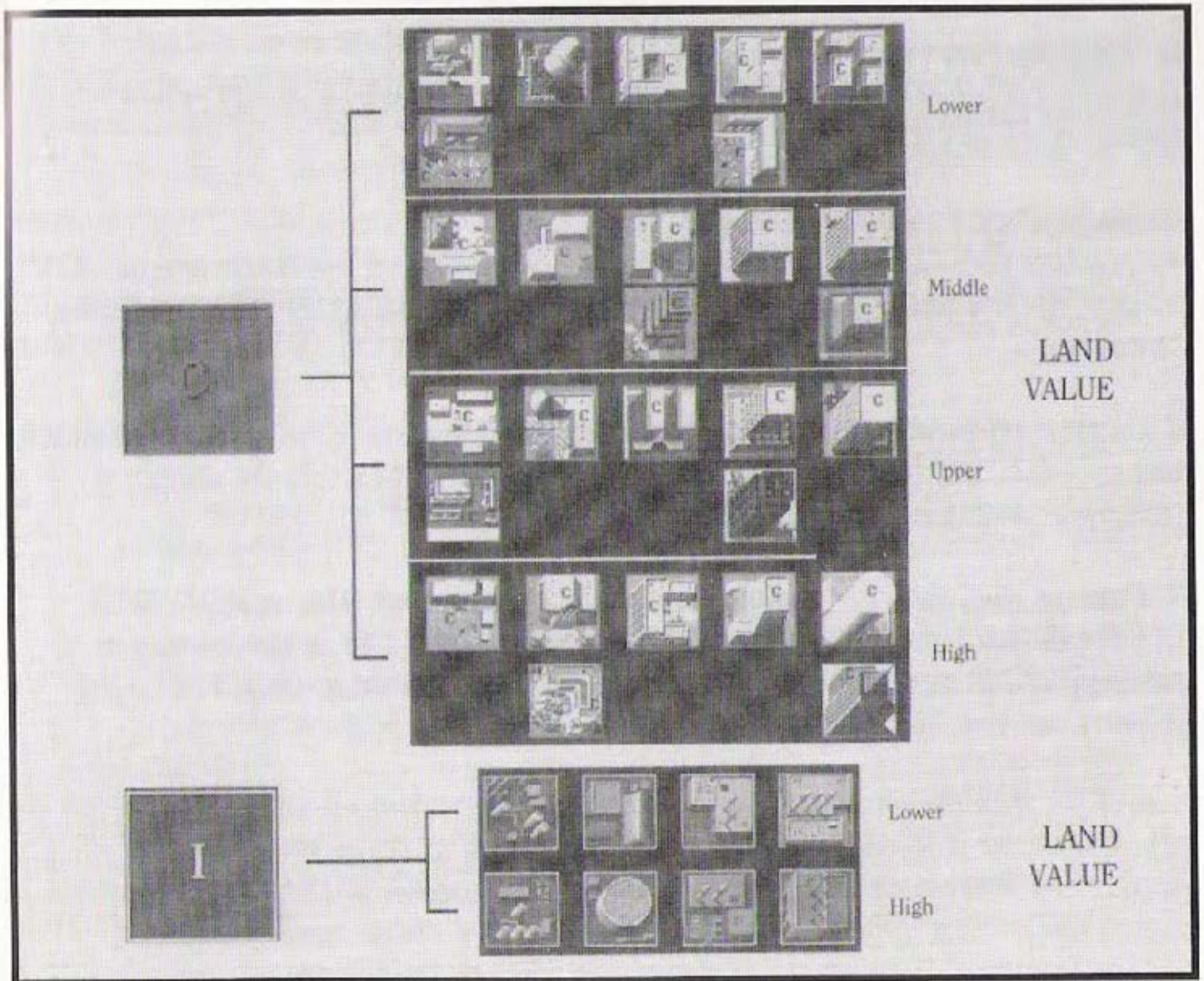

 Lowers level


 Raises level

ZONE EVALUATION CHART



ZONE EVALUATION CHART



TROUBLESHOOTING

Q "The game says I don't have enough memory."

A SimCity Enhanced CD-ROM requires 560K of free low memory and 1MB of free expanded memory (EMS)

To see how much free low memory you have:

- If you have DOS 4.0 or higher, type MEM and look for "largest executable program size".
- If you have any earlier version of DOS, type CHKDSK and look at the end of the list for "bytes free".

If you need more low memory free, try removing TSR programs listed in your CONFIG.SYS and AUTOEXEC.BAT files, or load them into upper memory. Make sure the statement DOS=HIGH,UMB is in your CONFIG.SYS

You can get even more free low memory by running a program such as MEMMAKER, QEMM's OPTIMIZE, or 386MAX's MAXIMIZE. These programs free up low memory by moving your TSR programs into high memory. For more information on freeing up low memory, see your DOS manual.

Q "The video clips appear choppy on my system."

A Video clips can appear choppy if your CD-ROM drive is not compliant with the MPC Level 1 standard. Some drives consume more than 40% of your CPU's bandwidth while reading data; these drives will experience skips and pauses when playing video clips. CD-ROM drives that transfer data at less than 150k/second will also experience problems.

Contact your CD-ROM drive's manufacturer to check whether your CD-ROM drive fulfills these two requirements. If your CD-ROM drive is too slow, you could try copying the 300MB of the video clips to your hard disk and playing them from there! This option is available in the INSTALL program.

If you are having problems running SimCity, try the following:

1. You must run the INSTALL program. See the beginning of this manual for instructions.
2. When you start SimCity, make sure that you run it from the SimCity sub-directory, or it will not be able to load the graphics sets. To get to the SimCity sub-directory, type CD\SIMCITY <Enter>, then start the game.
3. Remove ALL memory-resident programs! This includes SideKick, PC Tools, Norton Commander, graphics devices that put your video ROM into RAM, and all utilities and shells-even Expanded Memory Managers. The easiest way to boot a totally clean system is to boot from a floppy-disk copy of your original DOS disk. You can also set up batch files to reconfigure your AUTOEXEC.BAT and CONFIG.SYS files. Consult your DOS manual or local hacker for help.



4. Try turning off the sound. Try taking your machine out of "Turbo" mode.
5. If you have done all of the above, and it still won't run, and you have a math coprocessor, try disabling the coprocessor by typing `SET N087 = DISABLE` on the DOS command line, then hitting RETURN before running SimCity.
6. SimCity only supports IBM ProPrinter, Epson MX, RX, FX printers and compatibles.
7. If you are running DOS 4.0 or above, make sure you have the shell turned off.
8. If all else fails, read the manual. If that fails, call us for technical support.

THE ORIGINAL CITY SIMULATOR

When you call, please have the following information ready:

- Make and model of your computer
- Make and model of your graphics and sound cards
- ROM BIOS make and version
- DOS version
- How much RAM you have
- A printout of your AUTOEXEC.BAT and CONFIG.SYS files. If possible, be at your computer when you call, and have your SimCity manual and box handy.

CREDITS

Executive Producer: ALAN PAVLISH
Producers: MICHAEL CONTI, BILL DUGAN
& BRIAN CHRISTIAN
Line Producers: LARS BRUBAKER & RON AUSTIN
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Voice Editing: RONALD VALDEZ
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Interface Support: BRETT G. DURRETT

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CONTI, SCOTT BENNIE, WILL FERRELL, & MARTIN OLSEN
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Electrician: BILL HOLDSWORTH
Swing: CHARLIE NEWHART
Sound Mixer: ADAM JOSEPH
Boom: SCOTT MARTINEZ
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Production Assistants: ERIC DEMILT, CHRIS TAYLOR, GUY
PABLIK, & FRANK MOSUOLD
Intern: JASON MARIN

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Interplay, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

Hintline

Although hints are not available for this game, hints are available for other Interplay games. You can reach our hintline at 1-900-370-PLAY. The charge for this service is \$1.25 for the first minute and \$.75 for each additional minute. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. Charges subject to change without notice.

If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service.

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBUP at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBUP. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

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Internet: You can reach Interplay by sending E-mail to "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "<http://www.interplay.com>" or you may ftp to [ftp.interplay.com](ftp://ftp.interplay.com).

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Lifetime Warranty

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WARRANTY REPLACEMENTS

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As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience. Once again, welcome!"

Brian Fargo

HOW TO GET THERE

Interplay's World wide Web site is an Internet service designed to give you the latest information about Interplay and our products. The site features our demos, upgrades, product information and ordering information. From your Internet account, point your favorite browser to:
<http://www.interplay.com>





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MN-ICD-508-0