Sid Meier's

CIVILIZATION™

TECHNICAL SUPPLEMENT

for IBM PC & compatible computers Windows version 3.1   Copyright © 1993, MicroProse Software, Inc.

CONTENTS

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.

GAME REQUIREMENTS

Computer: This game requires an IBM PC or 100% IBM compatible 386 SX/16 computer or better, with at least 4 megabytes of RAM, one high density 3.5" disk drive, and Windows version 3.1. *Civilization* can only be run from a hard disk, and requires approximately 8 megabytes of free space.

Controls: The game uses both mouse and keyboard.

Display: *Civilization* supports both 256 color SVGA and 16 color VGA graphics. When you install the game, the program prompts you to choose between these two modes.

System: You must have IBM or Microsoft DOS, version 5.0 or higher. Civilization does not have on-disk copy-protection, but it is copy protected in the manual. We suggest that you make copies of the original (distribution) disks, and use these for installation. However, making additional copies to give away or sell is a Copyright Violation. See the Copyright Notice on page 127 of the game manual. This game is designed to be installed using copies of the original (distribution) disks supplied in the box.

INSTALLATION

Install Program: For your convenience, a setup program is included with *Civilization* that automatically installs the program onto your hard disk. To use this program, start Windows and place the "#1" disk into your 3.5" drive. Under the "File" menu, choose "Run" from the menu options. When the "Run" dialog box appears, type "x:\setup" (where "x:" is the designation of your 3.5" drive) in the command line box, and click on the "OK" button. Follow the on screen directions in the setup program. Once setup is complete, you are ready to launch *Civilization*. To load the game, simply open the program group where you chose to install *Civilization* and double click on the Civ. icon.

Graphics Options

Civilization for Windows supports both 16-color and 256-color graphics. (For the best possible graphics, and to receive the full benefit of the new artwork in this version, we recommend that you run the 256-color version.) The game will run in any Windows resolution available to your video card and monitor (640x480, 800x600, 1024x768, etc.). When you run the installation program, the program automatically detects what type of video driver you are currently running. Your options are as follows:

If you are running Windows in 16-colors: You receive a prompt asking if you are sure you want to run the 16-color version, and you are given a chance to choose the 256-color version instead. If you choose this option, the 256-color version will be installed, and you will be prompted to change to an appropriate Windows 256-color driver. (For details on how to change your Windows video driver, consult your Microsoft Windows manual.)

If you choose to install the 16-color version, all of the game files are copied to your hard drive, and the setup program proceeds to convert the game graphics to 16-color mode.

Note: The 16-color version of the game actually has all of the files for both the 16- and the 256-color versions of the game. This is done so that if you decide to switch to a 256-color driver in the future, the game can default to the 256-color mode without being re-installed. Because this is true, the 16-color version of the game requires 2-3 megabytes of additional hard drive space.

Saving Space: If you wish to conserve disk space, and you do not intend to upgrade to a 256-color driver in the future, you may delete the following 4 files from the directory where you have installed the game: CIVDATA1.RSC, CIVDATA2.RSC, CIVDATA3.RSC, CIVDATA4.RSC. If you do upgrade to a 256-color driver, and wish to delete the 16-color art to save hard drive space, switch to the directory where the game is installed, and type the following command:

DEL *.16C

This will delete all of the art files for the 16-color version of the game.

If you are running Windows in 256-colors: The 256-color driver is automatically detected, and the game will install only the 256-color version of the game. Each video card manufacturer has a set of proprietary video drivers for each of their cards. If your

video card supports 256 colors, but you lack a 256-color driver, contact your video card manufacturer directly. In many cases the latest drivers can be downloaded from an on-line support service such as CompuServe.

If you are running Windows in more than 256 colors: *Civilization* for Windows will not run in graphics modes exceeding 256 colors. You will receive a prompt which will instruct you that in order to run the game, you must switch to a 256-color driver. If you select "OK", the 256-color version of the game will be installed. After installation is complete, you must change to a 256-color video driver.

Sound Options

Civilization for Windows utilizes the sound driver in your Windows setup; therefore, you will not be prompted by the game for sound card choices.

Civilization for Windows supports the following sound cards: Sound Blaster & Sound Blaster Pro (and compatibles); Mediavision Pro Audio Spectrum, Pro Audio Spectrum Plus, Pro Audio Spectrum 16, & Thunderboard; Adlib (and compatibles); and any other sound card which has drivers for Microsoft Windows and is capable of playing Windows .WAV sound files.

Customer Service: If you have any 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 you call.

> **CUSTOMER SERVICE & TECHNICAL SUPPORT**
> (410) 771-1151
> Monday – Friday
> 9 am to 5 pm
> Eastern Time

QUICK START

Civilizations are complex, so learning to run one isn't exactly a 5 minute job! To learn this game, you need to glance at the manual and/or the "Help" menu once you've loaded and started the game. To speed learning, we suggest you follow these instructions for your first game:

First Game Options

Click on the various title screens to begin the game. Next, select the following starting options as they appear:
  Play on EARTH.
  Difficulty Level... Chieftain (easiest)
  Level of Competition... 3 Civilizations
  Pick your tribe... German
  Your Name... [type your name, then tap Return]

Founding Your Capital

For learning purposes, immediately found your capital city as follows:
  On the "Orders" menu again, select "Found City." Give it any name you want.
  City Display: After you see the picture of settlers founding the city, click on the picture. It is replaced by the City Display. This is shown on page 68 of your manual, with details from pages 69 to 77. In the Windows version, the location of the Information Window and Production Box within the Display are switched. There are other minor differences covered later in this supplement.

Initial Production: We suggest you produce a couple of militia units immediately for defense and exploration. See page 73 for details, as well as notes later in this supplement. You may also wish to experiment with the various options and views on the "City" menu.

Defense & Exploration

First Units: We suggest your first militia unit defend your city by fortifying itself there (tap the "f" key as soon as you see a militia unit appear on your city). The second militia unit should begin exploring by moving around the map. See pages 33-34 for movement rules, pages 26-27 for the terrain on the map, and pages 35-39 for special details.

Encounters: If you encounter other units, see page 35 for details. If you move into unnamed villages (minor tribes), you may discover anything! See page 27 and 62. If you move next to other cities, you'll meet other kings, see pages 55-56

Expansion

Reviewing Your Status: Use the "Advisors" menu and check the various advisors periodically for information. Details about advisors are on pages 46-48. Also check the Map, World, Palace, Status and Unit Identification windows as you go (described on pages 28-32).

City Management: You can make many adjustments that affect your civilization's development. This includes changing your tax rates (pgs 30-31), building city improvements (pgs 78-81), wonders (pgs 82-87), or producing different units (pgs 37-41), including settlers that can improve the area around the city (pg 37) or build new cities (pgs 37, 62-63). When cities reach size five (5) or larger, some of the population can become specialists (pg 72). Beware, however, of civil disorder (page 66).

Improve and Build New Cities: You should produce another settler soon, first to improve the area around your city with roads and irrigation (pg 37), then move off a bit and found a new city (pgs 61-62).

Long Term Development: You will need to advance your knowledge ("New Ideas" on pg 31 and "Technology Research" on pg 64) and make new discoveries. Eventually you should consider staging a revolution to change your government into a better form (pgs 43-45). The game ends when you either wipe out all other civilizations or reach another star with a spaceship (see pgs 57-59).

SAVED GAMES

Saved games no longer work as described in the manual. Instead, games are saved from the File menu. To save a game, pull down the File menu and choose "Save." The program generates a tentative name for your game. 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, provided you have space on your drive. You can only restore a saved game from the pre-game startup options menu. As a result, you must quit a current game to restore a previously saved game. *Civilization* saved games are 15K to 50K in size.

Using Saves from DOS *Civilization*: *Civilization* for Windows allows you to load saved games from the DOS version of the game. To load a DOS saved game, choose "Load Saved Game" from the main menu. When the "Open" dialogue box appears,

switch to the directory where the DOS save is stored. A listing appears of the games available. Simply click on the saved game you wish to load, then click on "OK." (Note: Saved games in the DOS version were saved as two separate files: one file with the extension ".SVE" and one with the extension ".MAP". If both files are not present, the saved game will not load (you will receive an error message).

Using Saves from Macintosh *Civilization:* Saved games from the Macintosh version may be used in the Windows version of the game, and vice-versa. To transfer a save file from the Macintosh, use the Apple File Exchange program (included with earlier versions of the MAC operating system) or with MAC-PC exchange (a commercially available utility) to copy the file to an IBM diskette. The opposite procedure is used to transfer a Windows saved game to the Macintosh.

CONTROLS

General: *Civilization* has been redesigned to take advantage of the Windows' user interface. Contrary to the manual, there is no optional "keyboard only" interface. Therefore, various parts of the game have been revised or improved.

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

Each of these windows may be closed by using the respective "close" box (Control menu box) or from the Edit menu. Once closed, these windows may be opened only from the Edit menu.

When the game begins the windows are sized to fit your monitor. The world and status windows may not be enlarged beyond this size, but may be reduced. If your monitor has a large screen, you can increase the size of the map window. Be aware, however, that the larger you make your map window, the more processing time is needed for each map update, which may slow the game considerably.

If you do not have enough memory to support the enlargement you wish, the program limits the map to the appropriate maximum size.

Automatic Preferences: The interface of *Civilization* can be customized. The program remembers your 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 starts that way the next time you play. This is true whether you load a saved game or start a new game.

Using the Map

Scrolling: The map window scroll bars work normally except for one feature. The horizontal slider (the scroll box on the scroll bar) always resets to the middle of the scroll bar. This happens because the world wraps continuously to the left and right.

World Map: The box in the world window shows the exact area seen in the map window. Clicking in a part of the world window shifts the map window to that area of the world. If you change the size of the world window, the world map scales accordingly.

Terrain Identification: To obtain information about the terrain on the map, click the right mouse button on any area not occupied by a city or unit.

Menus

The game menus have been redesigned for Windows compatibility. Contrary to what is said in the manual, menus in the Windows version may be accessed by holding down the "Alt" key and pressing the underlined letter on your keyboard, just like any Windows program.

Highlighting Menu Options: The bulleted options within a menu may be highlighted in three ways:
1. Move the highlight with the cursor keys;
2. Press the key of the first letter of the option text;
3. Click 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 "OK" 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 once in that direction.

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

Miscellaneous Features

Exiting Screens: To close any dialog box or window that doesn't have a "close" (Control menu box), press the Escape key.

View Palace: Click the mouse pointer on the palace in the top of the status 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 where you may choose which item will be produced.

Rush Jobs: To pay for the immediate completion of an item under production, from the city display, tap the "B" key on your keyboard. A dialog box opens, giving you the option to pay for immediate completion of the item.

ADDITIONAL FEATURES

Tribe Names

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

While selecting your initial options, you may create any name for your tribe, instead of selecting one of the fourteen on the "Select Your Tribe" menu. To create a name, choose "Custom Tribe" when the Tribe dialog box appears. Then type in the name you wish and

press the Return key. The name should be plural, such as "Scots", "Franks," or "Hittites," so that the game text reads correctly. Thereafter, your civilization is known by this name.

Additional Options

There are two additional choices available in the File Menu, under Option selections — Sound and Enemy Moves. As in all options, a check-mark indicates the option is on, and no check-mark indicates it is off.

Sound: Choosing the Sound option toggles both music and sound effects off and on.

Enemy Moves: When selected, this shows you the moves of enemy units adjacent to your units and any moves that occur on the map currently visible in the map display. When this option is off, you see only the enemy moves that cause combat. Turning off enemy moves may speed play if there are many enemy units moving.

Production

When the change production menu is open on the city display, some items may be marked with an * symbol. This indicates that the item has been made obsolete by the advance of technology, but you may still build it.

Unhappy People

When your government is either Republic or 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. Transport, diplomat, caravan and settler units do not cause this effect.

Under a Despotic government, citizen unhappiness will increase with the number of cities under your control. This may lead to 'very unhappy' citizens, who must first be converted to normal unhappy citizens before they can become contented. This effect occurs to a lesser degree under other government types.

Martial Law: A maximum of 3 units per city may be used to impose martial law (i.e. convert unhappy citizens to content citizens through the military units presence in the city).

Specialists

Cities must have a population base of five or more to support taxmen and scientist specialists.

Barracks

The maintenance cost of barracks has been changed to 1/2/3 coins at the Prince and King difficulty levels and 2/3/4 coins at the Emperor level.

Replay Options

When the game ends (except when you retire), a menu offers you the option of reviewing your civilization's history. You can choose Quick Replay, Complete Replay, or Write Replay to Disk.

Quick Replay: This shows the basic land mass of the world and reports the founding, capture, and destruction of cities by all civilizations throughout the game. You can quickly see the rise and fall of civilizations, and learn what happened while you were busy with your civilization. This replay proceeds on its own.

Complete Replay: This shows all the information reported in the Quick Replay. In addition it reports who first achieved each civilization advance, who first built each unit

and Wonder, changes in the state of war or peace between civilizations, and the destruction of civilizations. At various dates it reports your standing in the world. The complete replay stops after each information report. You must click the mouse to proceed.

Write Replay to Disk: Choosing this saves a text file of the replay to your hard disk. A dialog box lets you specify the file name for the replay. As part of the replay information, a map of the world is also saved. This map shows all land masses and the location and nationality of all cities. It also shows where destroyed cities were located. Once you have left the program you can view and/or print the file in a word processing program.

Power Graph

The power graph shows the relative strength over time of the civilizations in the game, including yours. The power of each civilization is indicated by a line in that civilization's color. The higher a line climbs, the greater the power of the civilization. Civilizations that are destroyed fall to the bottom of the graph. On this graph, power includes everything your civilization possesses, including cities, population, improvements, Wonders, your treasury, and units.

CONTROL SHORTCUTS
Game Unit Commands

Function	Keyboard	Mouse
Center map on active unit	J	Left click on unit in world map
Change menu highlight	Directional arrow keys	Click left mouse button
Choose menu option	Return key/Spacebar or hit underlined letter	Click left mouse button
Leave menu or screen	Escape key	Click left button outside of menu
Toggle units on/off	T	
Agricultural improvement*	I	
Build fortress*/Fortify	F	
Build Road*	R	
Build Railroad*	R	
Clear pollution*	K	
Disband Unit	D	
Found new city*	B	
Go To	G	
Home city	H	
Industrial improvement*	M	
Move unit	Numeric keypad	Click left mouse button
No orders	N or Spacebar	
Pillage	P	
Sentry	S or E	
Unload ship	U	
Wait	W	

* = Settlers only

Information and Cities

Function	Keyboard	Mouse
Save game	CTRL - S	
Change Tax rate	CTRL - T	
Change Luxury rate	CTRL - L	
Find city	CTRL - F	
Quit game	CTRL - Q	
Revolution	CTRL - R	
City Status	CTRL - 1	
Military Advisor	CTRL - 2	
Intelligence Advisor	CTRL - 3	
Attitude Advisor	CTRL - 4	
Trade Advisor	CTRL - 5	
Science Advisor	CTRL - 6	
Wonders of the World	CTRL - 7	
Top 5 Cities	CTRL - 8	
Civilization Score	CTRL - 9	
World Map	CTRL - 0	
Demographics	CTRL - D	
Spaceships	CTRL - P	
Auto Production	CTRL - A	
Change Specialist		Click left mouse button on Specialist
Change production	C	
Buy production	B	
View city	V	
Rename city	R	
General information	I	
Happiness chart	H	

Important Note: Keyboard commands only work if the local map window is highlighted.

TERRAIN CHART

Terrain	Movement Point Cost	Defense Bonus	Economic Value	I	M	Road
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	0%	FF R?	+1 F	Forest	+1 T
Hills	2	100%	F	+1 F	+3 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

I = irrigation or agriculture improvement; M = mining or industrial improvement; F = food; R = resources; T = trade; R? = 50% chance of resource being present.

Government effects: Economic value of any commodity that equals three units or higher is -1 unit under Despostism/Anarchy. Trade is +1 for any square already generating trade under Republic/Democracy.

Movement along Roads costs 1/3 movement points per square.

Railroads increase all commodities by 50%, rounded down. Movement along Railroads costs 0 movement points, except when leaving a city by rail, which costs 1/3 of a movement point.

Special Resources

Terrain	Movement Point Cost	Defense Bonus	Economic Value	I	M	Road
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 TTTTT	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	0%	FF	no effect	no effect	no effect

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CIVILIZATION Windows Version

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