



SYSTEM INFO AND INSTALLATION GUIDE

HARDWARE REQUIRED

IBM, Tandy or 100% compatible computer
512K RAM (640K to run high-res EGA/VGA & MCGA color graphics)
1 Floppy disk drive
Graphics card (EGA, VGA, CGA, Tandy, Hercules)
Color or monochrome monitor
2nd floppy drive or hard disk optional
IBM or Epson printer optional
Mouse or Joystick optional
COVOX Sound Master board optional

SOFTWARE REQUIRED

MS- or PC-DOS 2.0 or later
SimCity, The City Simulator—installed
(If you do not already have an installed version of SimCity, please install it first, then install these graphics sets. See the SimCity manual for installation instructions.)

INSTALLATION GUIDE

Before you can use these Graphics Sets, they must be installed. There are two installation programs:

INSTALL is the program that everyone will need. It updates your SimCity program and installs the new graphics sets to either your hard or floppy drive. Once you have completed the installation, you will be able to switch between graphics sets from within SimCity.

SETTINGS is for special installations and configurations. If you change your computer's hardware configuration or if you want to install more than one graphics mode you will need to use the SETTINGS program.

WHAT YOU NEED

In order to complete the installation, you will need to know:

- Whether you are installing to a hard disk or to floppy disks.
- What drive and what subdirectory (hard disk users only) your current SimCity files are in.

In addition, you will need the following:

For FLOPPY installation:

- Your original SimCity disks.
- The SimCity Graphics disks.
- Your SimCity Play disk (installed).
- Two blank formatted disks.

For HARD DISK disk installation:

- The SimCity Graphics disks.
- Up to 110K free hard disk space for each new graphics set you install.

INSTALLING TO A HARD DISK

Make sure you already have an installed a copy of SimCity on your hard drive. If not, please install SimCity, then come back.

Place your **SIMCITY GRAPHICS INSTALL DISK** in your drive and type **INSTALL <return>**.

Enter which drive you are installing **FROM** (the drive your Install disk is currently in: **A:** or **B:**).

For the installation **TYPE**, select **HARD DISK**.

Enter the **PATH** where your SimCity files are located. Usually, your SimCity files are in the path **C:\SIMCITY**. If this is the case, just press RETURN. If your SimCity files are not in C:\SIMCITY, use the backspace key to erase it, then type in the correct path and hit RETURN.

Use the arrow keys to highlight any or all of the alternate architecture graphics for installation. If you have the space available on your hard disk, we recommend installing them all.

The program will begin transferring your new graphics files to your SimCity subdirectory. Switch floppy disks when requested.

You are now ready to play! To run your SimCity program with new graphics, make sure you are in the SimCity subdirectory, type **SIMCITY** at the prompt, and hit RETURN.

To change graphics, open the **SYSTEM** menu and select **LOAD GRAPHICS**. Next, select an alternate architecture and watch as your city transforms into a new era!

INSTALLING TO FLOPPY DISKS

Make sure you have already installed a copy of SimCity to a floppy disk. If not, please install SimCity, then come back.

Format two BLANK floppies, if you haven't already done so, and affix the enclosed labels:

CLASSIC GRAPHICS DISK and **SCENARIO DISK**

Please have all of your disks ready before you begin the Install program!

Place the **SIMCITY GRAPHICS INSTALL DISK** in your drive and type **INSTALL <return>**.

Enter which drive you are installing **FROM** (the drive your Install disk is currently in: **A:** or **B:**).

For the installation **TYPE**, select **FLOPPY DISKS**.

Enter which drive you are installing **TO** (**A:** or **B:**).

The program will now begin building the needed disks. Please insert the correct disks when prompted.

SYSTEM INFO/INSTALLATION GUIDE

You are now ready to play! To run your SimCity program with new graphics, place your updated SimCity Play disk in the drive, type **SIMCITY** at the prompt and hit **RETURN**. SimCity will prompt you for the necessary disks required for startup. You will always need two floppy disks to start SimCity.

To change graphics, open the SYSTEM menu and select LOAD GRAPHICS. Insert the new graphics disk in the drive and watch as your city transforms to a new era!

Note: We suggest that you make backup copies of your SimCity Graphics disks. You may play from the originals, but we recommend you play from backup copies and store your originals in a safe place.

THE SETTINGS PROGRAM

This program allows you to update your configuration file which contains the information about your video mode, control device (joystick or mouse), and sound type. If you change the hardware configuration of your system, you can use the **SETTINGS** program to update SimCity without a complete re-installation process. Those of you with fancy-shmancy video cards can also use SETTINGS to install more than one graphics mode (i.e. high-res EGA/VGA and MCGA).

Before you run SETTINGS, be sure you know:

- The video mode you want (EGA, VGA, CGA, etc.)
- The control device you are going to use

(Note: if you are using a mouse, choose the "no joystick" option!)

- The type of sound you will be using (IBM, TANDY, or COVOX)

RUNNING SETTINGS

You must run INSTALL before running SETTINGS.

Floppy Users: Insert the **SIMCITY GRAPHICS INSTALL DISK** in the drive, type **SETTINGS** at the prompt, and hit RETURN.

Hard Drive Users: Make sure you are in the SimCity subdirectory or the subdirectory from which you normally play the game. Type **SETTINGS** at the prompt and hit RETURN.

For the disk **TYPE**, select the type of drive from which you play SimCity: **HARD** or **FLOPPY** disks.

For **Hard Drive** users, enter the **PATH** where your SimCity files are located. If your SimCity files are in **C:\SIMCITY**, press RETURN. If your SimCity files are not in C:\SIMCITY, use the backspace key to erase it, then type in the correct path and hit RETURN.

For **Floppy Disk** users, insert your SimCity Play disk and enter the correct drive (**A:** or **B:**)

Next, select the video mode you have. Our program will detect and highlight the video mode SimCity is currently using. If you need to change this default selection, use the arrow keys to highlight the correct choice and hit RETURN.

Next, select the joystick and sound settings.

After you've finished updating your settings be sure to highlight the **Quit and Save Changes** option to exit SETTINGS.

SIMCITY™ GRAPHICS

ADDITIONAL INFORMATION

VIDEO MODES

Hercules monochrome graphics (720 x 348 resolution) - Many older machines, Zeniths, and laptops use Hercules graphics.

CGA monochrome (640 x 200 resolution) - Many older IBM compatibles and Tandys use this mode. SimCity does not support CGA in color.

Tandy 16 color (320 x 200 resolution) - Most Tandy computers have the capability to run in the Tandy 16 color graphics mode, but some models only have CGA, and must use the CGA (monochrome) option, even though your monitor is capable of color.

EGA high-res monochrome (640 x 350 resolution) - For EGA graphics cards with 128k of on-board memory.

EGA low-res 16 color (320 x 200 resolution) - For EGA graphics cards with 128k of on-board memory.

EGA/VGA high-res 16 color (640 x 350 resolution) - For EGA and VGA graphic cards with 256k on-board memory. This is our highest quality mode for EGA/VGA systems.

VGA/MCGA high-res monochrome (640 x 480 resolution) - This is a very crisp monochrome mode for monochrome-only systems.

VGA/MCGA low-res 256 color (320 x 200 resolution) - Most IBM PS/2 model 25 computers have MCGA graphics.

JOYSTICK

If you are using the keyboard or a mouse select "NO JOYSTICK". Otherwise select the type of joystick you plan to use.

SOUND

IBM - Most IBM computers and compatibles use this setting.

Tandy Sound - This setting is for Tandy computers with the Tandy Digital Sound capability.

Note: not all Tandys use Tandy Digital Sound; these systems would use the standard IBM setting. Also, on some Tandy machines, you cannot use the digital sound and a joystick at the same time.

COVOX - The COVOX Sound Master board comes with the Channel set to 1. If you haven't modified the default settings you should use Channel 1.

TERRAIN EDITOR

While creating or editing a city terrain using your Terrain Editor program (not included) you can only view your cities with the original SimCity Classic Graphics. However, you may create or edit a terrain with the Terrain Editor, save it, then load it into SimCity. You will then view your terrain in the currently active graphics set.

HELP

If you need additional assistance, call our Technical Support Hot-Line at (415) 376-6434.

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008-07-103 IBM system card