Sid Meier's
COLONIZATION
Create A New Nation

DECLARATION OF INSTALLATION
AND OTHER TECHNICAL MATTERS

The technical supplement for the Macintosh version.

Note that the instructions in this Supplement supersede those in the Game Manual. Where the Manual and this Supplement contradict, use the instructions found here.

CONTENTS

Your Colonization package should contain a manual, this Technical Supplement, a CD-ROM, and a registration card.

REQUIRED EQUIPMENT

For Colonization to work, there are a few things your computer must have.

- This game has been tested on the Power Mac, Quadra, AV, Performa, and Centris systems. We cannot guarantee this product will work on any other Macintosh systems.

- The operating system you are using must be System 7 or better.

- Colonization requires 8 Mb of RAM (memory).

- You must have at least 13 Mb of hard drive space.

- Your computer must have a color monitor running in 256 color mode.

- You can not play Colonization without a mouse.

- You must have a CD-ROM drive.

INSTALLATION

- Open your CD-Rom drive and insert the Colonization disk.

- Double-click on the CD-ROM icon, then double-click on the Installation icon.

- Click anywhere on the picture to proceed, then follow the on-screen instructions.

- The installation program will copy Colonization onto your hard disk.

To play, open the Colonization folder and double-click the Colonization icon. Note that the CD must be in the CD-ROM drive if you want to hear the Colonization music.

KEYBOARD CONTROLS

All of the features of Colonization are available through keyboard control except Trade Routes and the Europe Display. Below are all the shortcut keys used in this game.

The Map

All of the commands available on the map are included in the pull-down menus at the top of the screen. To open one of these menus, move the mouse to the menu you want to open, then click on it.

Once the menu is open, there are two ways to select one of the listed features. You can highlight the option with the mouse and then click on it or, if there is a shortcut key (a "hot key") listed alongside the feature, you can simply press that key instead.

Advisors Shortcuts

Rather than going through the menu, you can consult your advisors at any time (even when not on the map) using the following shortcuts:

Religious Advisor F2

Continental Congress
Advisor. F3

Labor Advisor F4

Economic Advisor. F5

Colony Advisor F6

Naval Advisor F7

Foreign Affairs Advisor F8

Indian Advisor. F9

Current COLONIZATION
Score F10

Map Commands

The command keystrokes for the Map View are listed below. Most of the keys give commands to the active unit (the flashing one) or whichever unit the highlight box currently surrounds.

Command	Keystroke
Move Active Unit	Arrow Keys
Terrain Information	F1
Wait for Next Unit	⌘ W
Active Unit does Nothing this turn	Spacebar
Fortify Active Unit	⌘ F
Put active unit on Sentry	⌘ S
Build colony with Active Unit	⌘ B
Active Unit Join Colony	⌘ B
Clear Forest with Active Pioneer Unit	⌘ P
Plow Field with Active Pioneer Unit	⌘ P
Build Road with Active Pioneer Unit	⌘ R
Active Unit Go to a named place	⌘ G
Active ship dump cargo overboard.	⌘ O
Active ship/wagon load most valuable cargo	⌘ L
Active ship/wagon unload least valuable cargo.	⌘ U
Disband (delete) active unit.	Shift D
Put display in View mode	⌘ V
Put display in Move mode	⌘ M
Go to the Europe Screen	⌘ E
Zoom In.	⌘ Z
Zoom Out	⌘ X
Show hidden terrain.	⌘ H

The Colony Display

The Colony Display lists colonists and units that are present in the colony. One is highlighted. To select the highlighted unit, click on it.

Key Commands

The following key commands are available on the Colony Display:

Open Jobs Menu for a colonist . . . . Enter
Load Most valuable cargo . . . . ⌂ ⌘ L
Unload least valuable cargo . . . . ⌂ ⌘ U
Toggle between views in Multi-function display . . . . ⌂ ⌘ M
Show production view in Multi-function display . . . . ⌂ ⌘ 1
Show units view in Multi-function display . . . . ⌂ ⌘ 2
Show construction view in Multi-function display . . . . ⌂ ⌘ 3
Toggle production numbers on/off . . . . ⌂ ⌘ N
Open construction menu . . . . ⌂ ⌘ C
Buy the current construction project . . . . ⌂ ⌘ B
Exit and return to the map . . . . Esc

Some Examples

To change the orders of a unit: click to select the unit. Press Enter to call up the Orders menu. Use arrow keys to highlight the item you want on the menu and press Enter again.

Load all of the most valuable cargo: Click to select the ship you want. Press ⌂ ⌘ L to load the most valuable cargo currently available.

Unload cargo: Click to select the ship you want, press ⌂ ⌘ U to unload cargo.

Move a colonist to a different square in the area view: Click to select the colonist you want to move, then move the mouse pointer to the square on which you wish to move that colonist.

MUSICAL NOTE

If you like, you can play any of your favorite audio CDs while playing Colonization. Simply place the audio CD in the CD-ROM drive, and you'll hear our whimsical shuffle play. The background music will stop playing if you eject the CD from your CD-ROM drive during play. To reset the CD-ROM player, select Sound Option from the File Menu. Turn Background Music OFF then ON again; select OK. The music should resume. Note that Track #1 will not play.

OPERATING DIFFICULTIES AND LOADING PROBLEMS

If the program doesn't load or run correctly, make sure there are no unnecessary extensions, Startup documents (INITs), Control Panel documents (cdevs), or Chooser documents (rdevs) in your System Folder. Some of these programs might use up memory or otherwise alter your system environment in a manner that conflicts with Colonization. To turn off unnecessary extensions, hold down the Shift key when starting your system.

Note: On some machines, Quick Time has been found to be necessary for the operation of the game. Therefore, when turning off extensions, make sure Quick Time remains active.

If you still have problems, try loading Colonization on another machine. If it loads correctly on that machine, the difficulties are probably in your hardware. Similarly, Colonization might not work on other computers running a software or hardware emulation of the Macintosh.

On the Macintosh Models which support 32-bit addressing—especially the Quadra, Mac IIci, or Mac IIfx—select the control panel from the Apple menu, then select the "memory" control panel, turn 32-bit addressing "on", then reboot your Macintosh. You are now ready to launch Colonization.

If you have further questions, contact MicroProse Customer Service.

TECHNICAL ASSISTANCE

If you have read through the Problems Section of this Technical Supplement and still experience difficulties with the game, you might need some help from us. As we receive many calls every day, we can deal with your inquiry more efficiently if you have the following information available:

- The correct name of the game.
- The type of computer you are running on.
- Your system version number.
- How much total and free memory you have.
- The exact error message reported (if any).
- The version number of the game.

It is also handy if you are near your computer when you call.

MicroProse Customer Service can be contacted by telephone or by fax.

Alternatively, you can write to Customer Service at the address shown in this document.

SAVED GAME CONVERSIONS

Saved games from the PC versions of Colonization can be played on the Macintosh. The saves should work fine with modification.

To use games saved in Colonization DOS or Colonization Windows you must use a resource editing utility such as ResEdit. Change the file type to "SAVG" and change the creator to "PJS!" Colonization Mac will then recognize the file as a saved game.

In order to use Colonization Mac saved games with PC versions of Colonization you must pay careful attention to how they are named. For Colonization DOS, you must name the saved games colony##.sav (## can be a number from 00 to 09). For Colonization Windows you must use a file name that conforms to Ms DOS standards (8 characters with the extension .sav).

ON-LINE SUPPORT SERVICES

MicroProse OLS provides Upcoming News, Latest Versions, Updates, Product Demos, Reviews, Technical Support and more on the following On-Line Services. All US services are staffed by our On-Line Service Representatives, Quentin Chaney, Amy VanWestervelt, Brian Hellesen and Tim Patterson.

MicroProse Bulletin Board Service (MPS*BBS US)
     (410) 785-1841, with settings of 8,N,1, and supports up to
     28800 baud, 16 Lines, 24 hours a day, 7 days a week.

America On-Line: Industry Connection, Keyword: "MicroProse",
     Address: MicroProse

CompuServe: Game Publishers Forum, Keyword: "Go GAMBPUB",
     Address: 76004,2223

Delphi: GameSig, Address: MicroProse3

Fidonet: MicroProse Conference, Node 1: 2617/107

GEnie: Scorpia RT, Keyword: "Scorpia", Address: MicroProse

Internet: Address: 76004.2223@compuserve.com

Prodigy: "Game Club", Address: XHFK15D

FTP Site: ftp.microprose.com

World Wide Web: http://www.microprose.com

MicroProse/Spectrum HoloByte European Bulletin Board Services
MPS/SH*BBS UK
+44 (0) 454-327083 or +44 (0) 454-327084

MPS/SH*BBS Germany
+49 (0) 524 194-6484

With settings of 8,N,1, and supports up to 14400 baud, 2 Lines,
24 hours a day, 7 days a week.

Don't Trash!

This Official Proof-of-Purchase
is required when participating
in MicroProse promotions.

MICRO PROSE
S T R A T E G Y

0-403-47-206 0695