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0501

MAC
CD
ROM
GAMES

EARTH COMMAND

save the world from environmental disaster



PHILIPS

GAMES

Installation

SYSTEM REQUIREMENTS

Macintosh LCII or higher

System 7.0 or above

5 MB RAM

Double-speed CD-ROM drive

QuickTime™ 2.0 and SoundManager™ 3.0
(included on CD-ROM)

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

This Program was written with MacApp®: © 1985-1988 Apple Computer, Inc.™ "APPLE COMPUTER, INC. MAKES NO WARRANTIES WHATSOEVER, EITHER EXPRESS OR IMPLIED, REGARDING THIS PRODUCT, INCLUDING WARRANTIES WITH RESPECT TO ITS MERCHANTABILITY OR ITS FITNESS FOR ANY PARTICULAR PURPOSE." "The MacApp™ software is proprietary to Apple Computer, Inc. and is licensed to Visionary Media, Inc. for distribution only for use in combination with Earth Command®."

To install Earth Command on your Macintosh computer:

1. Insert the disc into your CD-ROM drive and the Earth Command icon will appear on screen.
2. Make sure that you have QuickTime 2.0 (or above) and SoundManager 3.0 (or above) installed in the Extensions folder. To do this, open the System folder from the hard drive and select EXTENSIONS.
 - If you don't have these items, go to Step 3.
 - If you have QuickTime 2.0 and SoundManager 3.0 installed in your Extensions folder, skip to Step 4.
3. To install QuickTime 2.0 and SoundManager 3.0, double-click the Earth Command icon, then select the folder named COPY TO SYSTEM. Drag QuickTime 2.0 and SoundManager 3.0 into the Extensions folder in the System Folder. Then restart your Macintosh by selecting RESTART from the Special Menu.
 - If you have QuickTime and SoundManager, but you are not sure of the version, select the item, then open the File Menu and choose GET INFO. If you have the correct versions, skip to Step 4.
 - If you have older versions, restart your Macintosh

while holding down the shift key to disable the extensions. Then remove the old versions of QuickTime and SoundManager from the Extensions folder. (You may want to keep them in a different folder in case they are required for another application.) Restart your Macintosh again normally and drag QuickTime 2.0 and/or SoundManager 3.0 into the Extensions folder. Restart your Macintosh again to load the new extensions.

4. Drag the Earth Command application (which can be found by double-clicking on the EARTH COMMAND icon) into the desired folder on your hard drive.
5. To ensure maximum performance, set your monitor to 256 colors. To do this, select the Apple menu, then click on Control Panels and choose MONITORS. Go to the box named CHARACTERISTICS OF SELECTED MONITOR, then click 256.
6. To start playing Earth Command, double-click on the EARTH COMMAND icon that is now on your hard drive. Do not try to start the application from the icon on the CD-ROM disc; however, you will need to leave the CD-ROM disc in the drive while you run the program.

Your mission

Earth Command gives you complete control of the Earth for the next 30 years. But you are working on borrowed time. As head of a special United Nations command post in space, you must counter emerging world crises and foster sustainable global economic development to save our planet.

The United Nations budget is at your disposal to control pollution, keep peace, alter world lifestyles to conserve resources, invest to boost industrial development and impose sanctions on environmental and human rights offenders.

Your actions affect an evolving simulation of future world events such as famines, economic booms and busts, wars, environmental protection or degradation and natural disasters.



Your superior is Arthur Carlyle, Director of ECOM (Environmental Command). Ignore his advice, your fellow crew members or changing world events and you'll soon have problems. Within minutes you could be out of the game, in more

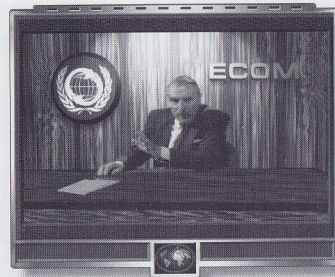
ways than one, facing a bleak future exiled to a remote outpost of the U.N. universe.

Can you juggle all the pressures skillfully? Can you keep the pace of progress moving fast enough to bring about the necessary changes to the world order — but not so fast as to plunge the world's economies into recession or cause outright protest from governments and populations? If so, you can become the savior of the world in a matter of hours—and the creator of the first sustainable global society.

Preliminary briefing

You must cause all six of the game factors — Quality of Life, Population, Sustainability, Pollution, Climate and Economy — to evolve to Level Green. You will not find this easy, Commander. It will require much practice before you can begin to accomplish it. A winning game can take from one to four hours; a disastrous game, under ten minutes.

Creating a sustainable society means racing successfully against time. New ecologically oriented policies — at world and local levels — must be instituted quickly and adjusted dynamically, as the world's social, political and economic systems respond. Each of your actions has an impact on your resources. For example, invest more in health and you reduce your environ-



mental or military spending, resulting in climate deterioration and war.

Note: It takes time for your policies to affect the world.

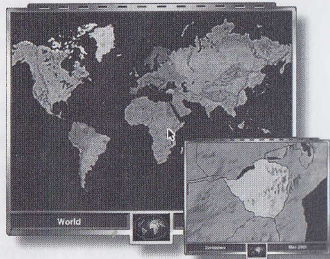
You can fend off problems either by using your global U.N. budget or by employing the separate budgets of

individual countries. Although there are more than 100 individual countries to visit, you can facilitate change across broad regions, returning later to problem areas as they are brought to your attention.

Your fellow crew members, Ryder and Estrada, offer encouragement, advice and criticism.

How long will you last in the hot seat before the final call comes to end your glittering career?

Maps



There are four viewing levels: World, Continent, Sub-Continent and Country.

To zoom to a closer view of any map area, move the cursor over the land portion you wish to examine and click. If you wish to zoom down two levels, double click on the region you want to examine.

To return to a wider view, click on the world icon below the map window. To zoom directly back to world level, double click on that icon.

Reports

As you move through the map areas, you are bombarded with flashing reports for the region displayed. These are the two different types of reports you receive:

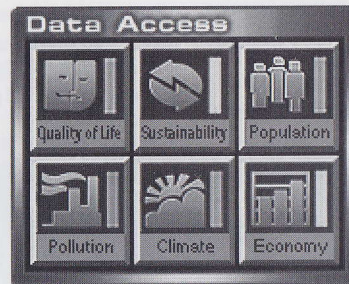
- Country Communiqués on the ECOM Network, represented by circular icons
- ▲ Breaking News and Overview reports on the World News Net, represented by triangular icons

RED indicates a critical situation, YELLOW a warning stage and GREEN a positive report.

To discover the general subject of a report, move the cursor over a flashing icon and click. If you wish to receive the full report, click again on the report icon. If you don't want the report, click anywhere else on the map, even on another flashing icon.

At the end of a Country Communiqué, you are awarded a point score. This reflects your current score for that category in the country where the report originated.

Data Access



To the right of the large map window is the Data Access panel. These buttons provide information regarding the current map area's status in six different categories.

The light bar in each Data Access button is colored according to the current status of the area shown in the map window. RED indicates critical, YELLOW means warning and GREEN indicates a positive status.

When you click on a Data Access button, a colored graph appears in the window above the Data Access panel showing you the current trend in that category. Remember, in Population and Pollution an upward trend is a negative change.

Clicking a Data Access button at continent or sub-continent level also colors the map area to indicate the high and low scoring countries in that category.

Your points for that category appear below the graph. They show you how well, or how disastrously, your

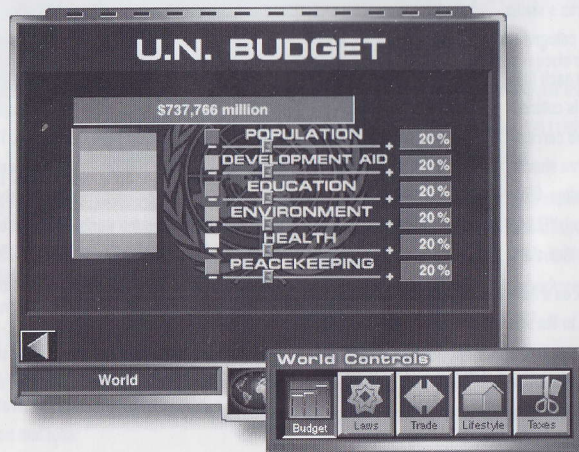
policies are affecting the world. The point levels range from -100,000 to -33,000 (red/critical), -33,000 to +33,000 (yellow/warning), up to a maximum of +100,000 (green/good).

Your goal is to achieve green status in all six categories at world level by setting and adjusting the appropriate country and world policies.

World Controls

When the map is at world level, a set of controls appears below the map window.

These controls affect the United Nations budget and worldwide laws, taxes and policies.



Budget

The U.N. Budget may look massive, but it's amazing how a few poor decisions can eat through it in no time! You must distribute funds skillfully between the elements shown at right.

The U.N. Budget is determined by totaling contributions from every country. Therefore, what you decide at Country Level affects the available Budget at World Level.

The World Budget for Development Aid and Peacekeeping sets up funds that you can draw on for Development and Sanctions (see Country Controls on page 15). An Insufficient Funds indicator appears at the Country Level if you are eating too rapidly into these global funds.

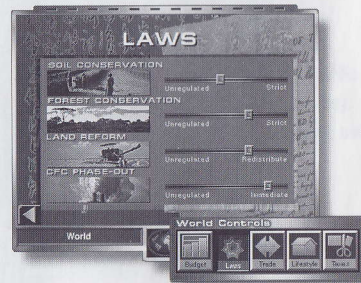
When setting budget percentages, click on the colored box to the left of each slider to lock or unlock that setting.

Laws

Determine the level of enforcement for the following areas:

- Soil Conservation
- Forest Conservation
- Land Reform
- CFC Phase-Out

These areas all impact on Climate, Quality of Life and Sustainability. If strict enforcement is made too rapidly, the economy may be plunged into a depression.



Trade

These are the three areas of trade and loan policy which you can manipulate.



• Global Trade

Eco Sanctions: Enforce economic sanctions against countries that don't protect the environment.

Protection: Help developing nations protect their home industries by imposing tariffs on foreign imports. This helps local development, but could disrupt world trade.

• New Loans to Develop

Fund development projects in under-developed countries to process raw materials into more valuable, profitable products for export or domestic use. Developing for export often means exporting raw materials (such as trees or minerals), which can strip the country's natural resources and does not create the need for an infrastructure, industrial base and skilled labor force.

• Existing Debt

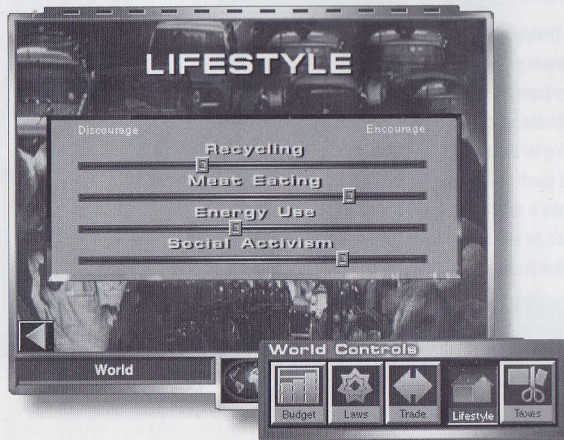
Canceled vs. Fully Paid: Cancel countries' debt (primarily benefits Third World Nations). While this may free up money for other uses, beware of rapid cancellations that will impact the economy of the developed world to whom this money is owed. Cancellation takes place over time; when you set the slider to 50% it means a nation's debt will be reduced to half of its original value within 12 months.

Reinvested vs. Paid Out: Establish a reinvestment program. Some economists think that instead of having to repay their debts to creditors, under-developed countries should be allowed to invest the money back into their own economies. In this way, their development will be accelerated, providing new markets for creditor countries.

Lifestyle

You can encourage changes in the world's lifestyle by acting on these issues.

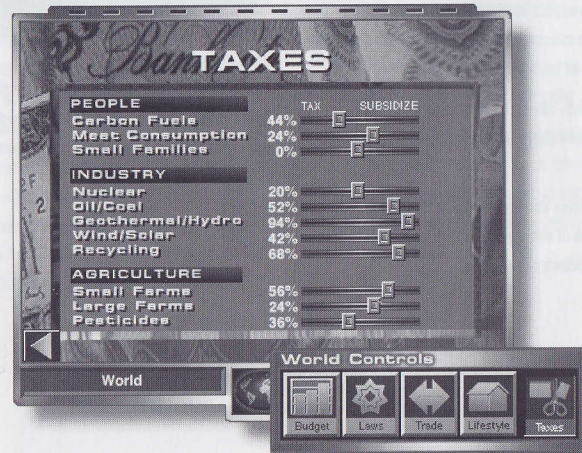
Discouraging meat eating may increase overall food production since meat is an inefficient food to produce. Rewarding social activism encourages individuals to take part in their community, which can affect quality of life and may produce other benefits as well.



Taxes

Generally, taxes discourage an activity and subsidies encourage it.

There are three groups you may tax or subsidize. ➤



- People

Carbon Fuels: You can tax people on natural gas, gasoline and oil. This should limit the carbon emissions that impact the climate through global warming.

Meat Consumption: You can encourage production of non-meat products by taxing meat consumption. This tends to conserve resources and it can result in greater overall food production.

Small Families: You can lower taxes on small families to slow down the critical rise of population.

- Industry

Your tax policies can encourage or discourage various types of energy production as well as encourage industry to recycle.

Nuclear

Oil/Coal

Geothermal/Hydro

Wind/Solar

Recycling

- Agriculture

Small Farms: You can use taxes on agriculture to help encourage small farms, which tend to conserve their natural resources more effectively, but may not mass produce food as efficiently.

Large Farms: You can encourage or discourage large farms, which are less sustainable but are capable of producing plenty of cheap food — at least in the short term.

Pesticides: You can discourage the use of toxic pesticides, although this will reduce the size and quality of crops if alternatives are not available.

Country Controls



No political or economic controls operate at Sub-Continent or Continent Level. This set of controls only appears below the map window when you are at the country level.

In these control panels, you can use the Policy button to set policy for all of the countries in each region. In other words, when you click on the Policy button on one country's Control Panel, the settings for all countries in that region will be adjusted to match it.

The world is broken up into these regions:

- North America
- Africa
- The Middle East
- Western Europe
- Latin America
- Oceania (Australia and New Zealand)
- Eastern Europe (including Russia)
- Southeast Asia
- Asia (including China, Korea and India)

Controls are not automatically readjusted unless you click the Policy icon. Select the Lock icon to prevent the Controls from being reset when you are setting policy in a nearby country. Or, adjust them individually without using the Policy option.

Budget

A country's budget is determined by its level of development and the state of its economy. The Budget provides money to the areas indicated below.

The Loan Payment slider may jump back to a certain level after you release it. This happens when a country

has a large debt and must at least pay off the interest on it. When you set budget policy for an area, the Eye1 computer automatically adjusts each country to match your budget as closely as possible, while keeping the minimum payment set.



Sanctions

Funds for Sanctions are allocated from the U.N. World Budget. Therefore, if you have used up all the money you allocated in the U.N. Budget, you will receive an Insufficient Funds message.

You can click on embargo or troops to set how much funding goes to each. Embargoes are useful for forcing democratic changes in a government; Troops are useful for restoring order.





Development

The Development budget is drawn directly from the U.N. World Budget.

The order of development is important. A country must have developed its infrastructure — roads, electricity, education etc. — before it can develop its industry. The exceptions are Emergency Aid and Environmental Technology. Emergency Aid can be applied even to a developed country to rebuild agriculture and infrastructure shattered by drought, flooding or war.

Environmental Technology can help an underdeveloped country improve a simple agricultural economy to a sustainable level, or it can enable a developed economy to move away from environmentally damaging technology.

Lights next to each category indicate its level of development, ranging from RED (bad) to bright GREEN (good). The light next to Emergency Aid indicates whether that country needs assistance.

Remember that Policy sets controls for countries in similar geographical and developmental situations. If there are insufficient funds to set all countries, the message, Insufficient Funds, appears. Controls in neighboring countries are not readjusted automatically, they are only readjusted when you click the Policy icon.

Click Lock to prevent later policy changes from affecting the country you are in now. For example, if you set the lock in France and later try to set policy from Germany, France will be unaffected.

Ship Controls



These controls are located in the lower right hand corner of your screen.

INTELLASSIST Click on the eye for advice from the Eye 1 Voice IntellAssist, your artificial intelligence on-board computer. It may give you a clue to finding one of the ECOM agents who can provide key information to help you save the planet. Then again, don't be surprised if IntellAssist is too busy to bother with you.

SPACE CAM Clicking on this icon will bring up the current view of the Earth from the ship.

PAUSE Click Pause to return to the main menu and access these options:

- **START NEW GAME** Resets the controls and starts a new game
- **SAVE GAME** Saves your present situation so that you can return to it later
- **LOAD GAME** Restores previously saved game
- **RESUME WORLD OPERATIONS** Sends you back to your present game
- **INTRODUCTORY BRIEFING** IntellAssist orients you to game layout
- **QUIT** Ends the game

We never said it was easy!

Are you ready to take on governments, warlords, multinationals, pressure groups, the nervous twitterings of your superiors—and the sheer selfishness of a world happy to go down the tubes rather than change the way we live?

Yes?

In that case, Commander, take your seat!

Strategy Hints

- Before setting policies for the different regions, set up your overall budget and policies, so they will begin to take effect while you adjust budgets and policies for individual regions and countries.
- At the start of the game, set the Country Budget for one country in each region and click the Policy icon. This gets things moving and gives you time to change those nations that require special attention later. Do the same with Development.
- While setting Policy for a region is a good way to implement broad changes, there are always exceptions to the rule. For example, India requires far more Development Aid than neighboring Nepal, due to its tremendous population.
- Your U.N. and country budgets should complement each other. Don't attempt to use one as a substitute for the other, such as greatly expanding your U.N. environment budget while ignoring country environment budgets.
- Ultimately, you need to get all of your trends going in the proper direction; try to turn around the worst indicators first. As the game progresses, balance trends (the rate of change) against status (the number of points). If one indicator is doing well, you can often afford to let its trend be stable or decrease slightly in order to improve another indicator.
- Keep an eye on the rate of change of trends, as well as the trends themselves and the indicators. A negative trend that is becoming more positive may be a healthy sign; a positive trend that is losing momentum can indicate a problem. As long as your trends don't get worse—if they are improving or staying about where they were at the start of the game, even though they might be negative—you probably won't get fired.
- Subsidies generally work well; they don't take much from your U.N. budget, but can have a strong impact on the areas they affect, and often stimulate the economy as well. Taxes, on the other hand, always slow down the economy to some extent. While taxes

are necessary to reduce the impact of some activities, they must be levied carefully if you want to avoid additional problems.

- Emergency Aid is necessary for helping countries in need, but unless it is combined with Agricultural Development they will be dependent on your handouts.
- If the overall economy is in trouble, developing nations will find it even more difficult to establish healthy economies. Trade protection for developing countries is useful at first, but once they are stable, countries may benefit more from free trade, which in turn helps the world economy.
- As the economy improves, individual countries acquire more money, so the U.N. has more funds and you'll have more money available for development, as well as for peacekeeping. You should periodically go to countries that are receiving development money (or sanctions) and adjust the amount as necessary.
- It is useful to keep money in U.N. Peacekeeping even if you aren't using it for Sanctions. It deters aggressive countries from starting wars with their neighbors. Countries at war will lose a lot of progress in Development unless you stop them quickly.
- Strict environmental protection laws won't do any good unless you set aside money to enforce them. This means increasing the percentage of U.N. and individual country funds for environment.
- In addition to your normal agents, seven special agents on the ground are compiling strategic briefings with important information on world problems. IntellAssist will give you clues to their locations. Click on the round communiqué icons in places you think they may be located to get helpful hints on winning the game.
- Don't let the media cause you to panic or to rush into quick fixes. Improving the world situation takes a while.

Produced by Visionary Media

Executive Producer	Kelly Jones
Associate Producer	Steve Cowan
Macintosh Design and Software Engineering	Rachel Bernstein
	Bert Molinari
	Alexander Peck
Original Design	Kelly Jones
	Steve Cowan
Art Direction	Melissa Lubofsky
	Ric Tringali
Artists	Sarah Silverstein
	Michael Kuehn
	Jeri Johnston
	Donald Grahame
	Paul Bedford
Music	Phillip Blackford
Special Sound Effects	Kia Simon
Research and Production Assistance	Elie Sasson
	Erin Smith
	Mike Nathe
	Jeff McDonald
	John Brebner
Actors	Robin Karfo
	Brian Vouglas
Voices	Jane Mickelson
	Ed McClune
	Adrian Smith

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EARTH COMMAND

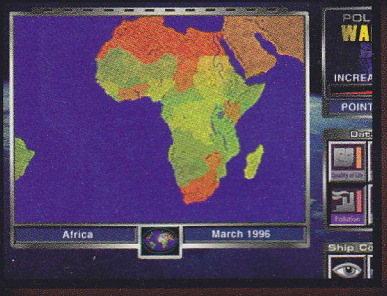
CONDITION RED: The earth is riddled with great crises...wars, natural disasters, nuclear meltdowns. The United Nations has agreed to a unified international response by your agency, ECOM.

Perched above the Earth in an orbiting spacecraft, you work against time to initiate a crash program to save the planet. Decree emergency laws, allocate budgets and taxes, dispatch emergency assistance and take other critical actions. You have full control and must be prepared to grapple with an increasing and ever-changing series of complex events.

Earth Command is a game of strategy simulation with real-world relevance. Ecological and social dangers that threaten our planet unwind before your eyes in dramatic video clips.

Produced by Visionary Media, Inc. in association with
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PHILIPS





EARTH COMMAND

SAVE THE WORLD FROM ENVIRONMENTAL DISASTER



PHILIPS

MAC CD-ROM

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