

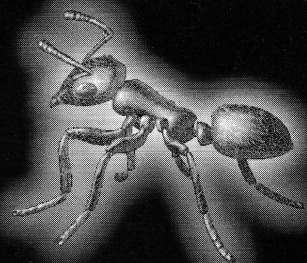
SIMANT™

THE ELECTRONIC ANT COLONY

**SYSTEM INFORMATION,
MANUAL ADDENDUM AND
QUICK-START GUIDE**

SIMANT

**MACINTOSH
VERSION**



SIMANT

SYSTEM INFORMATION

GENERAL INFORMATION

NO COPY PROTECTION

LARGE MONITORS

ADDITIONAL CREDIT

HARDWARE REQUIRED

Macintosh Plus, SE, SE/30, Portable, LC, II, IICx, IICI, IISI, IIX, IIfx

1 MB RAM required to run SimAnt in black and white.

2 MB RAM required to run SimAnt in color.

(Under System 7, you'll need 2 MB for black and white, 2.5 MB for color.)

800K or FDHD floppy disk required.

Hard disk required for color, recommended for black and white.

SOFTWARE REQUIRED

System 6.0.2 or higher. System 7 compatible.

This Addendum/Quick Start Guide contains all the Mac-specific information needed to start and play SimAnt on the Macintosh.

There are two versions of SimAnt for Macintosh included in this package: one for Macs with black and white monitors, and one for Macs with color monitors. The complete black and white version is on one disk, with the sample game used in the Tutorial. The color version is on another disk. It has been compressed to fit on one disk, and will need to be uncompressed before use. See Installation instructions below.

SimAnt is not copy protected. This is an experiment and a big leap of faith for us. We are trusting you not to give away copies of this game. Copy protection is a pain—for all of us—and we'd like to stop using it forever, but if SimAnt falls victim to piracy, then we will revert to using protection on future products.

If you have a monitor larger than 13", and are running the color version of SimAnt in MultiFinder, you may have to set your partition higher than the default setting of 1400K. To do this, click once on the SimAnt icon, then choose Get Info from the MultiFinder File Menu. Change the number in the Application Memory Size Box, then close the Info Window. (A setting of 2000K works on a 19" color monitor.)

Our thanks and appreciation to Bill Goodman of Cyclos, the creator of Compact Pro™—the excellent compression program we are using to fit the color version of SimAnt onto one disk.

BACKING UP

Before playing or installing SimAnt, we recommend that you make and use backup disk copies, and keep the original disks in a safe place. The distribution disks are shipped write-protected.

INSTALLING THE BLACK AND WHITE VERSION

To play SimAnt in black and white from a floppy disk, no installation is needed. You can play from the original disk, or from a backup copy.

SimAnt will load and run faster from a hard disk. To install it to your hard disk, make a new folder, name it SimAnt, and drag all the files on the black and white version disk into the folder.

INSTALLING THE COLOR VERSION

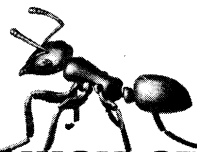
The color version SimAnt program has been compressed so it will fit onto one disk, and must be uncompressed and installed onto a hard disk before use. To install the color version:

1. Make a new folder on your hard disk, and name it SimAnt.
2. Insert the SimAnt Color Version floppy disk, and double-click on the file **SimAnt™ Color.sea**. When prompted, select the SimAnt folder as the destination for the uncompressed file.
3. Copy the file **Tutorial.Ant** from the black and white version disk to the new SimAnt folder.

After installation (see above), double-click on the SimAnt icon for the version (color or black and white) you wish to play.

After starting SimAnt, you will see the Select A Game Window. Click on the Tutorial button to start the On-screen Tutorial. This Tutorial will walk you through the basics of playing the game and being an ant. There is another, more complete Tutorial in the manual.

Nobody likes reading game manuals, but keep it handy. Besides the Tutorial, there is a complete Reference section that explains every window, button and insect in the game. There is also an extensive section on real ants, and lots of information about ants and humans and ant books and ant movies and ant myths and fables and other neat stuff.



QUICK-START GUIDE

INSTALLATION



SimAnt™ Color .sea



SimAnt™ B&W



SimAnt™ Color

STARTING THE PROGRAM

THE ON-SCREEN TUTORIAL

THE MANUAL

SIMANT

REFERENCE CHARTS

KEYBOARD CHART

FILE FUNCTIONS

Command-N	New Game
Command-O	Open Game
Command-W	Close Game
Command-S	Save Game
Command-A	Save As...
Command-Q	Quit

OPENING WINDOWS

Command-E	Edit
Command-M	Map
Command-B	Behavior Control
Command-C	Caste Control
Command-H	History
Command-I	Information
Command-T	Status

CHANGING VIEWS

Command-Y	Yard
Command-5	House
Command-6	Strategic
Command-7	Graphic
Command-8	Surface
Command-9	Black Nest
Command-0	Red Nest

OPTIONS AND SPEEDS

Command-G	Auto Track
Command-J	Music
Command-K	Sound Effects
Command-P	Pause/Unpause
Command-1	Slow
Command-2	Normal
Command-3	Fast
Command-4	Ultra

MISCELLANEOUS KEYS

TAB	Toggles the Edit and Map Windows to the front
Control	Allows click and drag movement of the terrain in the Edit Window
Option-Click	Replaces double-click
Shift-Click	Enters Yellow Ant commands in the Map Window
Shift-Option-Click	Replaces double-click in Map Window
Space Bar	Stops Yellow Ant if moving, centers on Yellow Ant if not moving
Cursor Keys	Scroll terrain in the Edit Window
Option Key	Puts experimental tools into "remove mode"

YELLOW ANT CONTROLS

1	Recruit 5
2	Recruit 10
3	Release 1/2
4	Release All
X	Exchange
0 (zero)	Lay Alarm Trail

YELLOW QUEEN CONTROLS

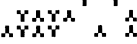
1	Dig Hole
2	Start Brood

BATTLE ODDS

	Worker	Soldier	Queen	Breeder
Worker	50/50	20/80	30/70	70/30
Soldier	80/20	50/50	60/40	90/10
Queen	70/30	40/60	50/50	80/20
Breeder	30/70	10/90	20/80	50/50

The above odds are modified +/- 10% depending on the health of the two combatants.

THINGS IN THE B&W MAP WINDOW

	Anthill		Spider
	Yellow Ant		Sow Bug
	Black Ant		Caterpillar
	Black Ant w/Food		Dead Ant
	Red Ant		Ant Lion
	Red Ant w/Food		Food