



CITY
THE ORIGINAL CITY SIMULATOR



SYSTEM/REFERENCE MACINTOSH VERSION

WITH TERRAIN EDITOR

SYSTEM INFORMATION

HARDWARE INFORMATION

COLOR SIMCITY

Requires a Macintosh SE/30, Mac II, IIx, IIcx, IIfx, IIsi, LC, LCII, or Quadra with 16-color or grey-scale monitor
2 MB RAM required (2.5 MB RAM required for System 7)

Hard disk or high-density floppy **required**

Printer Option

MONOCHROME SIMCITY & TERRAIN EDITOR

Requires any of the machines above set to black and white two-color, or: Plus, SE, Portable, Classic, Classic II
1 MB RAM required (2 MB RAM required for System 7)

One floppy disk, at least 800K (double-sided) required; Hard disk recommended; Printer option

SOFTWARE INFORMATION

System 6.0.2 or later required — System 7 friendly; MultiFinder and 32-Bit QuickDraw compatible
SimCity Graphics™ Sets 1 and 2 optional

HARD DISK INSTALLATION

To install SimCity and the Terrain Editor to your hard disk, first, make a new folder called SimCity.

For color SimCity, drag all the contents of both disks—except SimCity 1.4 (the b&w version)—into the folder on your hard disk. For monochrome SimCity, drag all the contents of both disks—except SimCity 1.4c (the color version)—into the folder on your hard disk.

BE SURE THE SCENARIO FILE AND THE PROGRAM FILES ARE IN THE SAME FOLDER.

The file **Cities.sea**, on disk 2, is a self-extracting archive containing a bunch of cities. If you want them on your hard disk, double-click on Cities.sea, select the SimCity folder on your hard disk, then click on EXTRACT.

SIMCITY TERRAIN EDITOR™

The SimCity Terrain Editor is an add-on utility program that lets you custom-design terrains for SimCity. Complete instructions for the Terrain Editor can be found at the end of the SimCity Classic manual.

NOTES

- The first time you play SimCity you will be asked to enter your name to license your copy.
- Color SimCity will not run on the internal monitor in an SE/30; Monochrome SimCity will.
- When playing Monochrome SimCity on a color or grey-scale monitor, set it to black and white two-color mode in the Control Panel.
- If you have enough memory and still get a "Not enough memory" message, lower your RAM cache on the Control Panel and/or remove large desk accessories, then restart your Mac.

IMPORTANT! SEND IN YOUR REGISTRATION CARD!

We'll keep you informed of updates, upgrades, and options for SimCity.

		Maintenance Funding	Taxes Collected	Land Value	Crime	Pollution	Traffic Density	Population Density	Industrial Population	Commercial Population	Residential Population	Overall City Score
		L	E	V			E		L		S	
Residential Population	S	☐					☐		☐		☐	
Commercial Population		☐					☐		☐		☐	
Industrial Population		☐			☐		☐		☐		☐	
Population Density				☐								
Traffic	R				☐	☐					☐	
Pollution			☒						☒	☒	☒	☐
Crime			☒						☒	☒	☒	
Land Value	O	☐		☒					☐	☐		
Trees and Parks			☐									
Water			☐									
Proximity to City Center	T		☐									☒
Radioactivity					☐							
Tax Rate	C	☐					☒	☒	☒	☒	☐	
Unemployment									☐	☒	☒	
Stadium									☐			
Seaport	A						☐					
Airport								☐				
Police Departments	F	☐		☒								
Fire Departments		☐										
Roads		☐										
Mass Transit		☐										

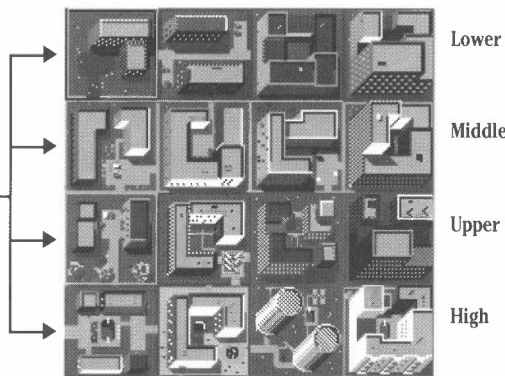
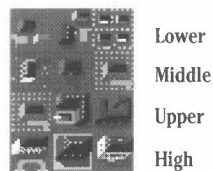
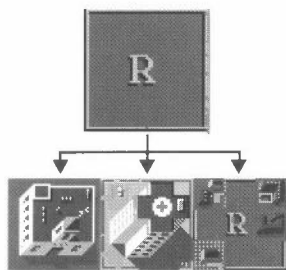
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☒ Lowers level

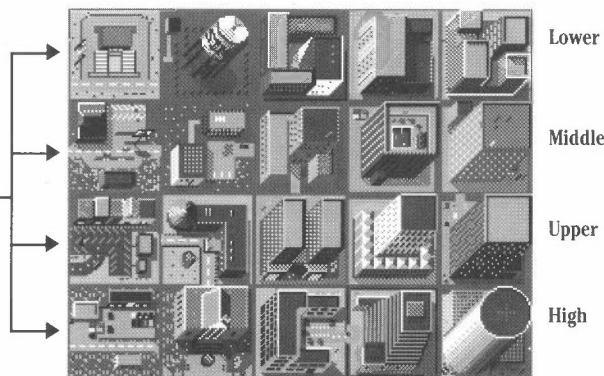
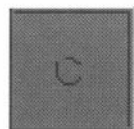
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ZONE EVOLUTION CHART

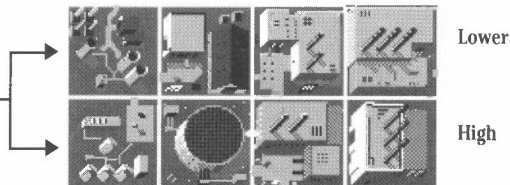
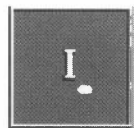
← Low DENSITY High →



LAND
VALUE



LAND
VALUE



LAND
VALUE

SIMCITY KEYBOARD CHART

- COMMAND A** — Activates Auto-Bulldoze
- COMMAND B** — Brings up BUDGET WINDOW
- COMMAND E** — Brings up EDIT WINDOW
- COMMAND G** — Brings up GRAPHS WINDOW
- COMMAND L** — Loads a city
- COMMAND M** — Brings up MAPS WINDOW
- COMMAND N** — Starts a new city
- COMMAND Q** — Quits SimCity
- COMMAND S** — Saves a city
- COMMAND 0** — Stops city time
- COMMAND 1** — Sets city time to slow speed
- COMMAND 2** — Sets city time to medium speed
- COMMAND 3** — Sets city time to fast speed
- X and Z** — Cycle through and activate icons
- Q (Query)** — Brings up an information window about a zone or object in the EDIT WINDOW. Hold down "Q" and click to activate.

B temporarily activates the Bulldozer function while depressed, overriding active icon.

R temporarily activates the Roads function while depressed, overriding active icon.

T temporarily activates the Transit Line function while depressed, overriding active icon.

P temporarily activates the Power Line function while depressed, overriding active icon.

CURSOR KEYS scroll the terrain under the EDIT WINDOW.

TERRAIN EDITOR KEYBOARD CHART

- COMMAND B** — Smooths both trees and water
- COMMAND E** — Brings up the Edit Window
- COMMAND L** — Loads a City
- COMMAND M** — Brings up the Map Window
- COMMAND N** — Generates Random Map
- COMMAND P** — Sets Map Parameters
- COMMAND Q** — Quits Terrain Editor
- COMMAND R** — Smooths Rivers
- COMMAND S** — Saves City
- COMMAND T** — Smooths trees

E and **B** temporarily activate the clear land function, while depressed, overriding active icon.

R temporarily activates the river function, while depressed, overriding active icon.

T temporarily activates the tree function, while depressed, overriding active icon.

Y temporarily activates the boat path function, while depressed, overriding active icon.

CURSOR KEYS scroll the terrain under the Edit Window.