



TECHNICAL SUPPLEMENT

HARDWARE & SYSTEM REQUIREMENTS

To play Colonization, your computer must have:

- a 386SX processor or better (For best play, we recommend at least a full 386 with a system speed of 33MHz or more),
- at least 575,000 bytes (approx. 565 Kb) of free conventional memory,
- VGA graphics or better, and
- DOS version 5.0 or higher.

For ease of play and convenience, we strongly recommend that your computer system include a mouse.

SOFTWARE COMPATIBILITY ISSUES

Please note that this list includes only the known conflicts and incompatibilities. Since no test procedure can ever be totally comprehensive, you may run into undiscovered problems. Please consult with Customer Service if you do.

This game has not been tested under Microsoft Windows; therefore we suggest you do not use it with Windows. Chances are very good that the two will not work together.

We strongly recommend that you not have any Terminate-and-Stay-Resident programs (TSRs) other than disk caching programs (SMARTDRV, for example) loaded into memory when playing *Colonization*. Not only will they decrease the amount of free memory available (thus slowing the game), but there may be unpredictable interactions.

KEYBOARD CONTROLS

All the features of *Colonization* are available through keyboard control except Trade Routes. If you do not have a mouse attached to your system, or if you prefer using the keyboard, the control system described here is for you.

THE MAP

All 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, hold down [Alt] and press the letter that is highlighted in the menu name. (For example, to open the game menu, you would press [Alt][G].)

Once the menu is open, there are two ways to select one of the listed features. You can use the arrow keys to scroll the highlight bar to the feature you want, then press [Enter] to select it. If there is a shortcut key (a “hot key”) listed alongside the feature, you can simply press that key instead.

Advisers Shortcuts

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

Religious Adviser	[F2]	Colony Adviser	[F6]
Continental Congress Adviser	[F3]	Naval Adviser	[F7]
Labor Adviser	[F4]	Foreign Affairs Adviser	[F8]
Economic Adviser	[F5]	Indian Adviser	[F9]
		Current Colonization Score . .	[F10]

Map Commands

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

Move active unit	Arrow Keys	Active ship/wagon, Load most valuable cargoL
Activate unitA	Active ship/wagon, Unload most valuable cargoU
Wait for next unitW	Disband (delete) active unit(Shift)-D
Active unit, do nothing this turn(Spacebar)	Put display in View modeV
Fortify active unitF	Put display in Move modeM
Put active unit on SentryS	Got to the Europe screenE
Build colony with active unitB	Zoom inZ
Active unit, join colonyB	Zoom outX
Clear forest with active Pioneer unitP	Show Hidden terrainH
Plow field with active Pioneer unitP	Center view on cursor or active unitC
Build Road with active Pioneer unitR	Get terrain information[F1]
Active unit, Go to a named placeG	Exit game(ESC)
Active ship, dump cargo OverboardO		

THE COLONY DISPLAY

Rather than menus, the colony display has colonists and units. If any are present in the colony, one is highlighted. To select the highlighted unit, tap [Tab]. The [Tab] key moves the highlight between the different views, while the arrow keys move the highlight within the active view.

Key Commands

The following key commands are available on the colony display:

Move highlight from view to view	[Tab]
Move highlight within a view	Arrow keys
Open Jobs menu for a colonist/unit	[Enter]
Load most valuable cargo	L
Load all of selected cargo onto selected ship/wagon	[=]
Load some of selected cargo onto selected ship/wagon	[+]
Unload cargo from ship	U
Unload all of selected cargo from ship/wagon	[-]
Unload some of selected cargo from ship/wagon	[_]
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
Get information about the selected item	[F1]
Exit and return to the Map	[ESC]

SOME EXAMPLES

To change the orders of a unit: [Tab] to select the unit, press [Enter] to call up the orders menu, then highlight the item you want on the menu and press [Enter] again.

Load cargo onto ship or wagon: [Tab] to select the ship you want to load (move the cursor to a different ship, if you have to, using the arrow keys), [Tab] to select the warehouse strip at the bottom of the screen; move the cursor to the cargo you wish to load, then press [=] to load all of that cargo (up to 100) or [+] ([Shift]-[=]) to load some of it.

Load all of the most valuable cargo: Tap the load key ([L]) to load the most valuable cargo currently available.

Move a colonist to a different square in the area view: Use [Tab] and the arrow keys to select the colonist you want to move (the highlight box flashes when the colonist is selected), then move the white cursor to the square to which you wish to move that colonist. Press [Enter] to command the colonist to move.

EUROPE DISPLAY

The Europe display functions much like the colony display. [Tab] moves the highlight from area to area, and the arrow keys move it within each area. [Enter] selects the highlighted item or opens a menu related to the highlighted item. The menus themselves function exactly like those on the map.

The key commands available at the Europe display are:

- Move highlight from view to view [Tab]
- Move highlight within a view Arrow keys
- Open dock options menu for a Colonist. [Enter]
- Open harbor options menu for a Ship [Enter]
- Buy full load of selected cargo L
- Buy full load of selected cargo [=]
- Buy some of selected cargo. [+]
- Sell cargo from ship U
- Sell all of selected cargo [-]
- Sell some of selected cargo [_]
- Open recruit menu R or 1
- Open purchase menu P or 2
- Open train menu T or 3
- Get information about the selected item F1
- Exit and return to the map ESC or E

ALSO:

Special thanks to Murray Taylor for “debabelizing” and to Errol Roberts for the “dog’s teeth”.