



SYSTEM INFORMATION

ABOUT THIS ADDENDUM

INSTALLING SIMEARTH

ADDITIONAL CREDITS

HARDWARE REQUIRED

IBM/Tandy/100% compatible computer
640K RAM
5.25" or 3.5" floppy disk drive
Hard disk with 1.5 Mb free space
Tandy, EGA, VGA, MCGA, or Hercules graphics capabilities
Optional sound boards: Covox Sound Master, Ad Lib, Sound Blaster, Tandy

SOFTWARE REQUIRED

MS- or PC-DOS 2.1 or above

This addendum has useful, machine-specific information about the IBM/Tandy/Compatibles version of SimEarth.

If you don't find something in the manual, it should be here.

If something on your screen is very different from the manual, it will be explained here.

SimEarth must be installed to a hard disk before it can be run. You will need at least 1.5 Mb of space on your hard disk to install SimEarth. After installation, depending on your graphics capabilities, you will need between 800 Kb and 1.5 Mb to hold the program, plus approximately 40K for each planet you save. (Planets may also be saved to floppy disks.)

1. Place either the 5.25" or the 3.5" disk #1 in either the A: or B: drive.
2. Type A: [ENTER] or B: [ENTER] depending on which drive you are using.
3. Type **INSTALL** [ENTER].
4. Answer the questions the Install program asks about your system.
If you aren't sure about an answer, choose the default.

When the Install program ends, you're ready to rule the world.

Maxis QA/Tech Support: Carter Lipscomb, Alan Barton

Special Thanks to: Janice Linden-Reed, Kimberly Schmidt, Morris Meislik, Michael Clapp and Eric Albers.

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SimEarth is a memory hog. Depending on the type of graphics your computer uses, you may need as much as 540K free RAM. That's *free* memory, not *total* memory. To find out how much free memory you have, use the DOS CHKDSK.COM program.

If SimEarth doesn't run, or crashes, the first thing to do is make sure there are no memory-resident programs running. If you've cleared your memory-resident programs and still have problems, you may need to clear out your CONFIG.SYS and AUTOEXEC.BAT files. Since it's a real pain to change these files every time you want to play a game, then change them back, a SimEarth Boot Disk is the easiest solution.

THE SIMEARTH BOOT DISK

Boot from this disk when you want to run SimEarth, and boot from your hard drive when you want your normal setup. Here's how to do it:

Step 1. Place a blank disk in the A: drive and FORMAT it with the SYSTEM option: `FORMAT A: /S`. This will format the disk and copy your system files onto it all in one step, making it bootable.

Step 2. If you use a mouse, copy your mouse driver (usually called MOUSE.COM or MOUSE.SYS) to the boot disk.

Step 3. Create an AUTOEXEC.BAT file on your boot disk to run SimEarth and your mouse (if applicable):

- 1) Type `A: [ENTER]`
- 2) Type `COPY CON AUTOEXEC.BAT [ENTER]`
- 3) Type `PROMPT $PSG [ENTER]`
- 4) Type `MOUSE [ENTER]` (If you are using MOUSE.COM)
- 5) Type `C: [ENTER]`
- 6) Type `CD \SIMEARTH [ENTER]`
- 7) Type `SIMEARTH [ENTER]`
- 8) Press the F6 key, then [ENTER]

If SimEarth is not in C:\SIMEARTH, change lines 5 and 6 to the correct drive and directory. If you are using a MOUSE.SYS file instead of MOUSE.COM, remove line 4 and make a CONFIG.SYS to run your mouse:

- 1) Type `A: [ENTER]`
- 2) Type `COPY CON CONFIG.SYS [ENTER]`
- 3) Type `DEVICE=MOUSE.SYS [ENTER]`
- 4) Press the F6 key, then [ENTER]

Step 4. Reboot your machine with your new SimEarth Boot Disk in drive A:. When you finish playing, remove the disk from the drive and reboot from your hard disk to return to your normal setup.

**IF SIMEARTH
DOESN'T
WORK**



LEARNING TO USE SIMEARTH

GENERAL INFORMATION

SCREEN GRAPHICS

MANUAL GRAPHICS

MOUSE AND KEYBOARD

SimEarth is a fairly complex toy, so we've provided three tutorials.

The quickest, easiest way to get started with SimEarth is to read and play through the Quick-Start Guide on page 15 of this addendum.

There is a more in-depth tutorial in the manual, and an on-line Tutorial Window that can be accessed from the Windows Menu for a quick refresher course.

SimEarth for IBM/Tandy/Compatibles supports the following graphics standards and modes:

GRAPHICS MODE	RESOLUTION	COLORS
Hercules	720X348	2 (monochrome)
Tandy	320X200	16
EGA low-res	320X200	16
EGA high-res	640X350	16
EGA high-res	640X350	2 (monochrome)
VGA/MCGA	320X200	256
VGA/MCGA	640X480	2 (monochrome)
VGA high-res	640X480	16

The graphics shown in the manual are from the black and white Macintosh version of the program, which are almost identical to the Hercules, EGA or VGA monochrome graphics on IBMs, and very similar to the high-resolution color EGA and VGA graphics.

If you are running SimEarth in any of the low-res modes (320X200), there will be a few major differences between your screen and the manual. These differences will be pointed out below, as each window is discussed, and in the Menus section.

SimEarth is easiest to run with a mouse, but can be run without one.

All functions, controls and settings in SimEarth can be used by either the keyboard alone or by the mouse alone, but once you get to know the program, you will find that a combination of the two is the fastest way to play.

A Keyboard Chart of all key commands and shortcuts is found on the back page of this addendum.

ADDENDUM /QUICK-START GUIDE

MOUSE BUTTONS

When the manual or addendum refers to "clicking" the mouse, use the left mouse button. The right mouse button is used to get help. If you have three mouse buttons, don't use the middle one.

THE CURSOR

Whether or not you use a mouse, there will be a cursor or pointer on the screen. It will usually look like an arrow, but will change sometimes, depending on the status or mode of the program.

In Help mode, the cursor becomes an arrow with the word "Help." When the computer is busy, the cursor becomes an hourglass to indicate "time out." When the Investigate Icon in the EDIT WINDOW is active, the cursor becomes a magnifying glass.

Use the mouse or the arrow keys on the keyboard to move the cursor around the screen, point to things, and "click" on them.

CLICKING, DOUBLE-CLICKING, AND DRAGGING

To activate or select an object, icon, or button, move the cursor to it and "click."

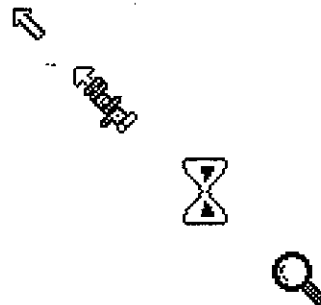
Clicking with a mouse is pressing and releasing the left mouse button.

Clicking with the keyboard is pressing and releasing the space bar or the Insert key.

To activate some functions you will need to "double-click," which is just clicking quickly twice in a row.

There are also times when you need to move or "drag" something across the screen. To do this, point to the thing you want to drag, and press *and hold* the mouse button, Space Bar or Insert key. While still holding the button or key down, move the object with the mouse or the arrow keys to the new location, then release the button or key.

Menus are used extensively in controlling SimEarth. They are located at the top of the screen in the "Menu Bar." Only the names of the menus show until you open them.



USING MENUS



To open a menu, move the cursor to it (with either the mouse or the arrow keys) and click. To select a menu item, move the cursor down until the item you want is highlighted, and click again.

To close a menu without choosing an item, either click somewhere on the screen off the menu, or press the Escape key.

There are also keyboard shortcuts for opening and using menus.

You can hold down the ALT key and press the first letter of a menu name to open it.

Once a menu is displayed, you can use the up and down arrow keys to highlight the item you want, then click. You can also highlight a menu item by hitting the key with the first letter of the item. If there is more than one item in that menu beginning with the same letter, then repeatedly hitting the letter key will cycle the highlight through all the items beginning with that letter. For example, once the Windows Menu is open, if you hit the "G" key, "Globe" will be highlighted. Hit it again, and "Gaia" is highlighted. Hitting the key again highlights "Glossary." Hitting the key again cycles back to "Globe."

Many of the menu items can be activated with keyboard shortcuts without even opening the menus. See the Keyboard Chart on the back page.

WINDOWS

All the action in SimEarth happens in windows. You can have multiple windows open on the screen at once. Windows can overlap and cover each other. The window in "front" is the active window. If you click on any part of a window it will be brought to the front and made active.

For ease of use, when you have a few windows open, leave a part of each one showing so you can quickly activate it by clicking on the part that shows.

OPENING WINDOWS

Windows can be opened by selecting them in the Windows Menu. If a window is already open (on the screen) but not active (behind another window), selecting it in the Windows Menu will bring it to the front and activate it.

Some windows can also opened and activated by using the shortcuts in the Keyboard Chart on the back page of this addendum.

CLOSING WINDOWS

Windows can be closed (taken off the screen) by clicking in the "Close Box" in the upper-left corner of the window. You can also close the active window by the keyboard command Ctrl-C.

MOVING WINDOWS

Windows can be dragged across the screen:

1. Point to the Title Bar.
2. Press and hold the mouse button, space bar or Insert key.
3. Use the mouse or arrow keys to move the window.
4. Release the key or button.

RESIZING WINDOWS

Some windows, such as the Edit Window and Help Windows, can be resized and reshaped to fit on your screen with other windows.

To do this, just drag the Zoom Box in the lower-right corner of the window, or press Ctrl-Z. If there is no Zoom Box, the window cannot be resized.

Some windows have a Grow Box in the upper-right corner. If you click on this, the window will grow to fill the whole screen. Click on it again and the window will return to its former size and shape.

In some windows there is too much information to show all at once. When this happens you can scroll through the information with the Scroll Bar.

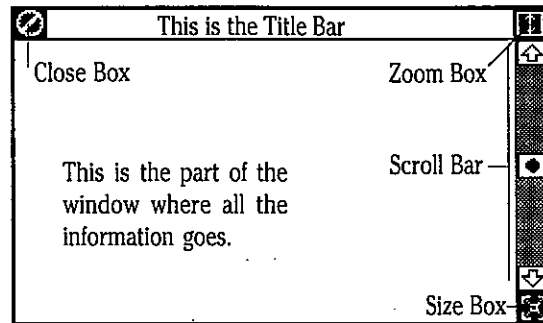
In SimEarth there are two basic ways to scroll information in a window: Windows that have text in them, like the Help Window and Tutorial Window, have "Scroll Bars."

The Edit Window can be scrolled by moving the cursor to the edge of the screen or by using special keyboard keys.

SCROLL BARS

There are three parts to the Scroll Bar: The Arrows, the Scroll Box and the Bar itself.

If you click on an up or down arrow, the text in the window will scroll up or down one line. If you click and hold on an arrow, the text will continuously scroll.



Typical Window

SCROLLING



Scroll Bar

SimEarth



Scroll Bar

MESSAGE BOXES

Clicking on the Scroll Bar above or below the Scroll Box scrolls the text a few lines at a time.

The Scroll Box moves up and down the Scroll Bar as you scroll through the text. It will be at the top of the bar when you are at the beginning of the text, and at the bottom of the bar at the end of the text.

You can drag the Scroll Box to move through the text quickly, or to jump to the beginning or end of the text.

SCROLLING THE EDIT WINDOW

The Edit Window has no Scroll Bars, but there are a number of ways to scroll the information in this window.

The simplest way to scroll is to move the cursor to any edge or corner of the screen with a mouse or with the arrow keys.

To speed up the process, you can use these keys to quickly move the cursor:

HOME moves the cursor to the left edge of the screen.

END moves the cursor to the right edge of the screen.

PgUp moves the cursor to the top edge of the screen.

PgDn moves the cursor to the bottom edge of the screen.

5 moves the cursor to the center of the screen.

The SCROLL LOCK key disables scrolling by moving the cursor to the edge of the screen.

The most precise way to scroll is by using the CTRL key. If you hold down the CTRL key while using the arrow keys, the cursor will stay where it is, and the terrain will scroll.

Every so often, a Message Box will pop up with a congratulating or warning message. These will go away by themselves in 30 seconds. To make them go away quicker, just click anywhere on the screen.

Sometimes message boxes have more text than can be displayed at once, and have scroll bars to scroll through all the text. These message boxes will go away by themselves in 30 seconds, but you have to click on the Close Box to make them go away faster.

Dialog Boxes are small windows that let you make choices by clicking on buttons or by typing in the names of things.

To activate buttons, use the mouse or keyboard to move the cursor to the button, then click.





To enter file or planet names, first click in the text bar, then type in the name. While typing, you can use the Backspace and Delete keys to make corrections.

HOT SPOTS

"Hot Spots" in a dialog box are places where you can click or type in information. Sometimes they are small and hard to point to when using the keyboard to control the cursor.

A keyboard shortcut for jumping from hot spot to hot spot is to use the + and - keys in the numeric keypad.

DIALOG BOXES

Name your Planet:		
World of Fun		
Select a TimeScale:		
	<input checked="" type="checkbox"/> Geologic LAST 4.5 B YEARS	-CONTINENTAL DRIFT -ATMOSPHERE -SINGLE CELL LIFE
	<input type="checkbox"/> Evolution LAST 600 M YEARS	-CLIMATE/DRIFT -COMPLEX LIFE -BIOMES
	<input type="checkbox"/> Civilized LAST 10,000 YEARS	-CLIMATE -LIFE/BIOMES -CIVILIZATION
	<input type="checkbox"/> Technology LAST 100 YEARS	-CLIMATE/WEATHER -LIFE/BIOMES -TECHNOLOGY IMPACT
Begin		Cancel

PLANET NAMES AND FILE NAMES

In the IBM/Tandy/Compatibles version of SimEarth, there are two distinct names for your planet: the Planet Name and the File Name.

FILE NAMES are the names of the files in which you save your planets to disk. They follow the DOS requirements for a file name: they can be no more than eight (8) characters, and can only include letters, numbers and a few symbols. All SimEarth Planet File Names end with .PLA.

PLANET NAMES can be longer (up to 25 characters) and more descriptive than Planet File Names. They can include spaces and symbols that you can't use in a DOS file name.

You name your planet when you start a new planet. You can rename it when you save it to disk.

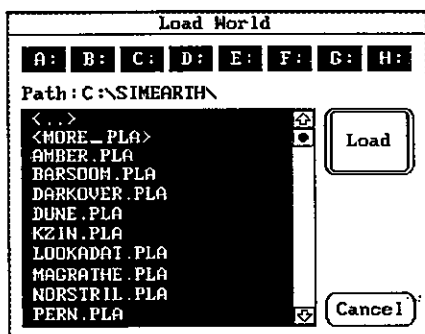
The name you choose will be displayed in the Edit Window Title Bar along with the date. If the Edit Window is too small to display the full Planet Name and date, it will continuously scroll across the message bar, which will slow the simulation down a little.

LOADING AND SAVING PLANETS



LOADING PLANETS

To load a planet, first select LOAD PLANET from the FILE MENU. The Load World dialog box will appear.



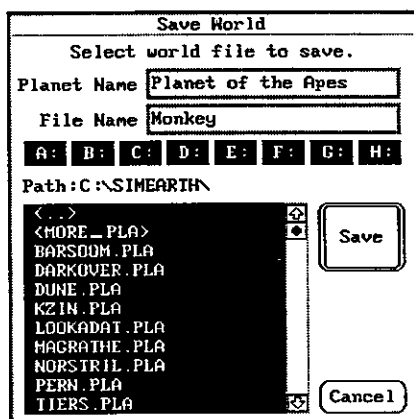
The biggest section of this box lists all the planets in the current directory. If there are more planets than can show at one time, you can use the scroll bar and arrows to search through them. When you find the world you want to load, click on it to highlight it and click on the LOAD button, or just double-click on the file name.

At the top of the list is <...>. Double-click on it to see what's in the parent directory (if any). Below <...> will be listed sub-directories (if there are any). Double-click on them to see the contents of the sub-directories.

You can search for planets on other disks by clicking on the disk you want along the top of the window. Below the disk display is a display of the current path. If you change your mind about loading a planet, click on the CANCEL button.

SAVING PLANETS

To save a planet, select SAVE PLANET from the FILE MENU. If it has already been saved before, it will be re-saved under the same name in the same place.



If it has not been saved before, you will be presented with the Save World dialog box, where you name your planet, name the file it will be saved in, and tell the computer where to save it.

The Planet Name can be up to 25 characters, and can contain spaces and symbols as well as numbers and letters. To enter the Planet Name, click in the box to the right of the words "Planet Name," and type in whatever you want.

The File Name, which is entered in the same way, must be named within the restrictions of a DOS file name—eight characters maximum, no spaces, etc. The File Name will always end with .PLA. You don't have to type in .PLA—the computer will add it for you.

Choose the disk for your planet file by clicking on one of the disk names along the top of the box. Double-click on <...> to move up to a parent directory, and double-click on sub-directory names to move down into them.

When you are happy with the Planet Name, the File Name and the location, click on the SAVE button.

ADDENDUM /QUICK-START GUIDE

If you have already saved your planet, but want to save it to a new disk or directory, or you want to change the Planet Name or File Name, select SAVE AS from the FILE MENU, and you will be shown the Save Planet dialog box.

If you change your mind about saving a planet, click on the CANCEL button.

There are one or two slight differences between the menus on your machine and the way they are described in the manual.

GLOBE IN THE WINDOWS MENU

The IBM/Tandy/Compatibles version of SimEarth has an additional item in the WINDOWS MENU: GLOBE. In this version, the Globe is displayed in a separate window, not in the MAP WINDOW.

SNAPSHOT

The item SNAPSHOT in the FILE MENU prints a compressed EDIT WINDOW view of the planet to disk. A complete explanation of SNAPSHOT can be found on page 14.

MENU NAMES WITH LOW-RES GRAPHICS

Because there are so many menus in SimEarth, they don't fit in the Menu Bar when you are running with 320x200 resolution (low-res EGA, low-res VGA, Tandy, MCGA). We had to abbreviate the names of the windows:

High-res: File Windows Models Graphs Options Speed DataSound

Low-res: File Window Model Graph Option Spd DSnd

There is on-line help available for just about everything in SimEarth. To get help:

1. Hold down a Shift key and click on anything.
2. Press and release the F1 key to enter help mode, then click on something. (If you change your mind and don't want help, hit the F1 key again to cancel help mode.)
3. Point to something and click the right mouse button or Delete key.

Help Windows can be resized and reshaped. They have Scroll Bars. They can be closed by clicking in the Close Box, and they will fill the whole screen if you click in the Grow Box.

If you ask for help in the display area of the Edit Window, you will get the Investigate Information Window for that spot instead of a text help message.

MENUS

HELP AND THE HELP WINDOW



TUTORIAL WINDOW

THE NAME YOUR PLANET DIALOG BOX

MAP WINDOW SPECIAL FEATURES

The Tutorial Window is a special Help Window with a quick refresher course in running SimEarth. It has all the same features and functions as other Help Windows.

In the IBM/Tandy/Compatibles version of SimEarth, the Tutorial Window can be on the screen at the same time as the Help Window.

An explanation of this dialog box is in the manual, but there is one major difference for the IBM version: The Planet Name you enter into this box is not the same as the Planet File Name. You will enter the name for the file in which you save your planet when you save the planet.

Name your Planet:	
<input type="text" value="World of Fun"/>	
Select a TimeScale:	
Geologic LAST 4.5 B YEARS	-CONTINENTAL DRIFT -ATMOSPHERE -SINGLE CELL LIFE
<input type="checkbox"/> Evolution LAST 600 M YEARS	-CLIMATE/DRIFT -COMPLEX LIFE -BIOMES
<input type="checkbox"/> Civilized LAST 10,000 YEARS	-CLIMATE -LIFE/BIOMES -CIVILIZATION
<input type="checkbox"/> Technology LAST 100 YEARS	-CLIMATE/WEATHER -LIFE/BIOMES -TECHNOLOGY IMPACT
<input type="button" value="Begin"/> <input type="button" value="Cancel"/>	

WRAP AROUND WORLD

In this version of SimEarth, the world is connected on the sides. When you scroll to the left or right side of the world, you will wrap around to the other side of the world.

THE MAP WINDOW IN LOW-RESOLUTION

With low-resolution graphics (320X200 EGA, Tandy, MCGA), all the icons don't fit in the Map Window Control Panel. Only three icons can be displayed at once. Click on the NEXT button to cycle through all the available icons.

EVENT MAP DISPLAY

In the Event Map, events are shown as colors or shades, not as icons when running SimEarth in low-resolution modes.

ADDENDUM /QUICK-START GUIDE

In the IBM/Tandy/Compatibles version of SimEarth, the Globe is displayed in its own window, and does not replace the MAP WINDOW.

The GLOBE WINDOW can be opened in three ways: select GLOBE from the WINDOWS MENU; click on the GLOBE button in the Map Window Control Panel; or use the keyboard shortcut, Ctrl-O.

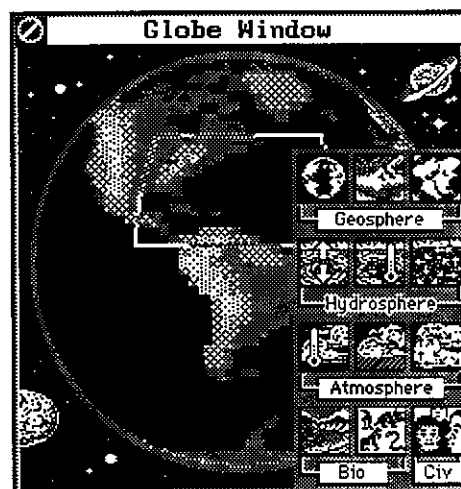
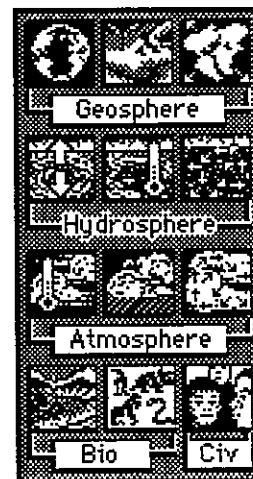
Clicking on the Globe icon opens the Globe Control Panel, which has all the same controls as the MAP WINDOW.

If both the GLOBE WINDOW and the MAP WINDOW are open, their control panels affect both world displays.

A single click in the Edit Rectangle (which is really more of a trapezoid) will stop the globe from spinning. A double-click in the Edit Rectangle will open or bring to the front the Edit Window. A double-click anywhere else on the globe will expose the planet's interior.

Events are shown as colors or shades, not as icons. Air Currents, Sea Currents and Continental Drift cannot be displayed on the Globe.

THE GLOBE WINDOW





EDIT WINDOW SPECIAL FEATURES

SNAPSHOT

WRAP AROUND WORLD

In this version of SimEarth, the world is connected on the sides. When you scroll to the left or right side of the world, you will wrap around to the other side of the world.

SCROLLING MESSAGE AND TITLE BARS

If there isn't enough room in the Edit Window Title Bar or the message bar to hold all the text necessary, the message or planet name and date will scroll across the bar like a tickertape display.

When you select **SNAPSHOT** from the **FILE MENU**, the entire world in the compressed **EDIT WINDOW** view is printed—to disk.

It will be written to disk in **.PCX** format, which will load into most major paint programs for modification, labeling, personalizing and printing.

The file will be in the same graphics mode, colors, and resolution as your installed SimEarth. Whatever Climate or Data Layers you have showing on the screen will be included.

You have a choice of writing the whole world into one huge file or four separate files. If you choose one huge file, it will be 1024X512 pixels in high-res modes and 512X256 pixels in low-res modes. If you choose four separate files, they will be 512X256 in high-res modes, and 256X128 pixels in low-res modes. Check with your favorite paint program to see which file size works best for you.

When you snap the world in one file, the file will be named **SNAP1.PCX**. If you take another shot, it will be named **SNAP2.PCX**, and so on.

When you snap the world in four files, they will be named **SNAP1A.PCX**, **SNAP1B.PCX**, **SNAP1C.PCX**, and **SNAP1D.PCX**. If you take another shot, the files will be named **SNAP2A.PCX**, **SNAP2B.PCX**, **SNAP2C.PCX**, and **SNAP2D.PCX**, etc.

ADDENDUM /QUICK-START GUIDE

STARTING THE PROGRAM

See the Installing SimEarth section of this document for installation instructions. Type **SIMEARTH** [ENTER] to start the program.

Once it has loaded, you will see a TITLE SCREEN, a HELP WINDOW, the MAP WINDOW, and the EDIT WINDOW. Click anywhere to make the TITLE SCREEN go away.

GETTING HELP

Help is available for almost everything in SimEarth, including Menus, Windows, Buttons, and Control Panels. To get help, you can either:

1. Hold down either Shift key and click somewhere on the screen. While you are holding down the Shift key, the cursor will change to indicate that the program is in help mode.
2. Press and release the F1 key to change the cursor and enter help mode. If you change your mind and don't want help, hit the F1 key again to cancel help mode.
3. Point to something and click the right mouse button or the Delete key.

A window will appear with information about the spot where you clicked.

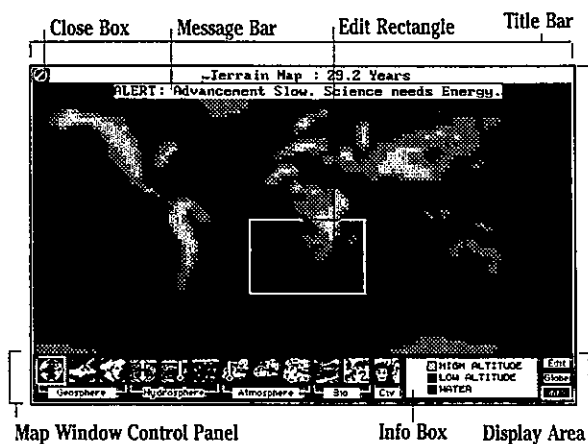
QUICK LOOK

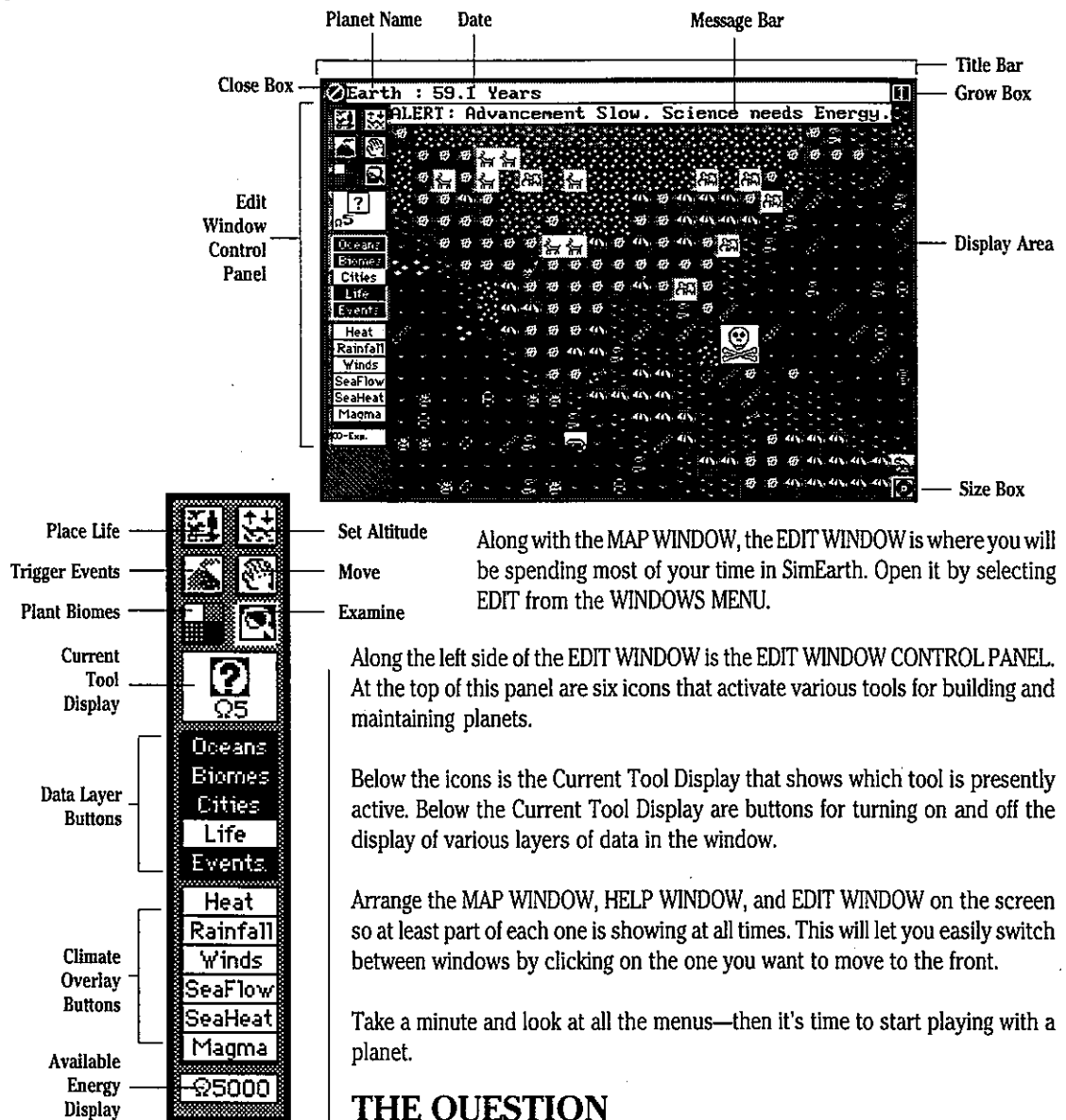
Before actually starting the simulation, we'll take a look around.

The MAP WINDOW gives you a view of your entire planet. At the bottom of the MAP WINDOW is the MAP WINDOW CONTROL PANEL. This control panel has (among other things) 12 icons that give you different map views of the planet. Go ahead and click on them if you want, but since there is no active planet yet, many of them won't do much.

Clicking on the little buttons that say GEOSPHERE, ATMOSPHERE, BIO, and CIV, as well as double-clicking on some of the icons will bring up other windows. For now, if something pops up unexpectedly, just close it by clicking in its Close Box.

In the upper-left corner of the MAP WINDOW is a rectangle. This rectangle marks the area displayed in the EDIT WINDOW.





THE QUESTION

Select NEW PLANET from the FILE MENU. You will be asked a question about one of the planets in our solar system. You will find the answer in the back of the SimEarth User Manual in the Planet Specification Sheets. Look up the answer, answer the question, and hit the Return key. Be sure to include decimal points or minus signs in your answer if they are on the Spec Sheet.

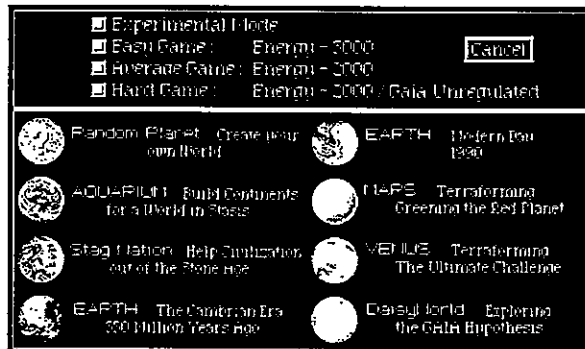
ADDENDUM /QUICK-START GUIDE

THE AQUARIUM SCENARIO

Once the question has been answered, you will see the NEW PLANET WINDOW.

At the top of the window are game level choices. For now, use Experimental Mode, which gives you unlimited energy to work with and makes learning SimEarth easier.

At the bottom of the window are seven scenarios and a Random Planet option. Click on AQUARIUM.



Aquarium is an ocean planet with life, but no land. The HELP WINDOW now tells you about the Aquarium Scenario. Go ahead and read it.

Now go to the EDIT WINDOW. Click on the EXAMINE icon. Now click and hold somewhere on the ocean. You will see a little Information Window that tells about the spot where you clicked. While still holding down the mouse button, slide the pointer around, examining various places on the planet.

CREATING CONTINENTS

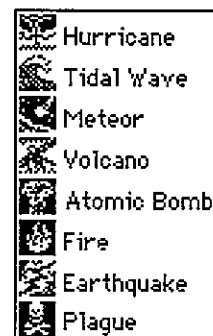
Click and hold on the TRIGGER EVENTS icon.

Slide the mouse over and down until VOLCANO is highlighted, and release the mouse button. Now move the pointer to the ocean, and click. You just triggered a volcano and created an island.

You can scroll to different places on the planet by using the arrow keys on your keyboard (with or without the Ctrl key) or by using the Scroll Bars. Trigger lots of volcanos and create a continent near the planet's equator.

Another way to make continents is with the SET ALTITUDE tool. Click on the SET ALTITUDE icon. Look at the Current Tool Display. The display shows that the SET ALTITUDE tool is active in "raise" mode (the arrow points up). Click on the icon again. Now it is active in "lower" mode. Click again to return to raise mode. Now click and hold on the ocean. While holding the mouse button down, slide the pointer around. You are raising the land.

The lighter the shade of the land, the higher the altitude. Life doesn't do too well at very high altitudes, so change the SET ALTITUDE tool to lower mode and lower some of the mountaintops to near sea level.





SPREADING PLANTS AND ANIMALS

Now that we have some continents, let's fill 'em up with plants and animals. Plants first.

SimEarth doesn't deal with individual plants, but with *biomes*, ecological systems such as forests or swamps.

Scroll the EDIT WINDOW so land is visible—preferably land in warm climates, away from the Arctic or Antarctic. Click and hold on the PLANT BIOME icon, and a submenu will appear.

While holding the mouse button down, slide the pointer and highlight one of the biomes, Boreal forest for example, and release the mouse button. Move the pointer to land and click, hold, and move the mouse to "paint" plant life on your continent. The various biomes can only survive in certain temperatures and altitudes. If you plant a Swamp in the Arctic Circle it won't last very long, and an Arctic biome won't last long at the equator.

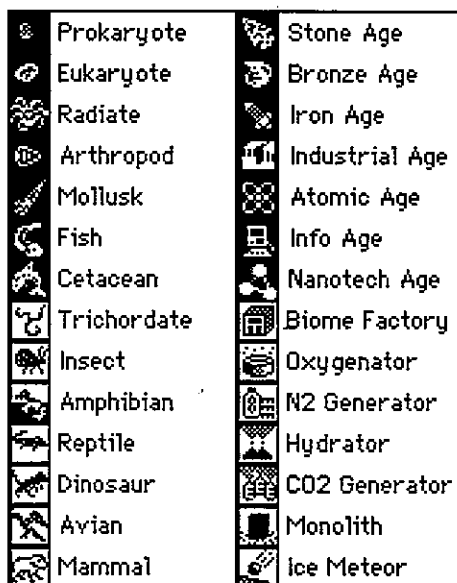
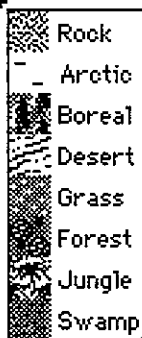
A chart of the conditions under which the various biomes survive is in the User Manual on page 66.

Now click and hold on the PLACE LIFE icon to reveal a submenu. On the left side of the submenu are life-forms—seven aquatic life-forms at the top and seven land life-forms below. On the right side of the submenu are cities (at various levels of civilization), and terraforming tools (for changing Mars and Venus into habitable planets).

While holding the mouse down, slide the pointer to highlight Dinosaurs, and release the mouse button. Move the pointer to the forest you just planted and click to place a few dinosaurs. If you watch a while, the dinosaurs will either begin to spread or die out. If they survive, they may evolve into avians (birds), or possibly develop intelligence.

Various life-forms can only survive in certain biomes. Fish can't live on the land, and Amphibians can't live in a desert.

A chart of what biomes each life-form prefers is in the User Manual on page 141.

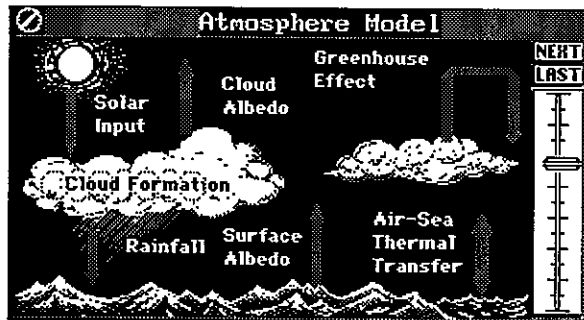


ADDENDUM /QUICK-START GUIDE

MODEL CONTROL PANELS

The most powerful tools for planetary manipulation are the MODEL CONTROL PANELS. There are four of them, and they are opened through the MODELS MENU.

For a quick example, select ATMOSPHERE from the MODELS MENU. This opens the ATMOSPHERE MODEL CONTROL PANEL.



Click on the words SOLAR INPUT. This regulates the amount of heat the planet receives from the Sun. Now click on and drag the slider bar on the right side of the control panel all the way down. This effectively turns off the Sun. Wait and watch for a while and the whole planet will freeze.

Now click and drag the slider all the way up. The planet will thaw, then eventually the oceans will boil away.

This example was a bit drastic, but it demonstrates how the MODEL CONTROL PANELS are used.

CONCLUSION

There are many more windows, graphs and control panels in SimEarth, but you have seen the main ones, and have an understanding of how they work.

For further information, there is a tutorial in the User Manual, and an on-line text TUTORIAL WINDOW. There is also a complete Reference section in the User Manual that explains everything in SimEarth in detail.

We hope you find SimEarth a simulating experience.

If you have any problems getting SimEarth to run on your computer, call or write:
Maxis, Two Theatre Square, Suite #230, Orinda, CA 94563-3041
Attn: Technical Support (510) 254-9700 FAX (510) 253-3736

