

ABOUT

THE AMIGA FILE REQUESTER

The Amiga File Requester was not documented in the manual, so here is a brief explanation of how to deal with it.

When you select Load City or Save City from the menu, you are presented with the Load or Save File Requester.

Near the top is the word **VOLUMES**. Below Volumes is a big blue box containing the names of the available volumes (or disks in drives). To select the volume you want to save to or load from, click on the name of the disk. The name will appear in the small blue Drawer Strip below the big blue box. This shows the default, or active disk and subdirectory (if any).

Below the drawer strip is another big blue box - the File Box. This displays the files and directories in the default, or active disk.

To select a file or directory, just click on its name. If it is a directory, then its name will be added to the drawer strip, and its contents will be displayed in the File Box. If it is a file, then its name will be displayed in the File Strip below.

If you are loading, and the file you wish to load is displayed in the File Strip, then click on the OK button, and the file will load.

If you are saving, and the correct name is in the File Strip, then click the OK button and the file will save. If you wish to save the file under a different name, you may click on the name, and use the delete, backspace and letter keys to rename the file. When you are happy with the name, click OK, and it will save.

If you wish to save the file to another disk

or directory, the click on the name of the disk and directory before you click OK.

At the bottom of the File Requester, to the right of the OK button are two other buttons. If you are viewing the files in a sub-directory, and want to see what is in the containing, or parent directory, click on the PARENT button. This button moves you up one level of directory each time you click it.

To the right of the PARENT button is the CANCEL button. Use this to cancel the load or save function if change your mind.

ABOUT SIMS

Sims are small (approximately .3mm tall) but industrious inhabitants of simulated cities. When you operate SimCity you are in simbiosis with them. They are similar to humans, leading full and productive lives; building homes, churches (Siminaries), and factories (out of siment), working at their jobs, raising families and enjoying their leisure time.

Favorite leisure activities include a nice foursim of golf, going out for dim sim and listening to the music of Frank Simnatra and Simi Hendrix. Their favorite song is Everybody Loves Simbody Simtime. Sims love to watch Johnny Carsim on television, and their children watch The Simurfs and Tarsim of the Jungle.

Unlike humans, they are an electron-based life form, not biological. They can live their lives at different speeds, and are easily put into suspended animation. They will calmly accept tragedies, such as earthquakes,

tornados, and Users bulldozing their homes (a common saying among Sims is "you win sim, you lose sim"), but don't ever make the mistake of calling a Sim a Simian - they consider that remark to be anti-Simetic. Disasters are a part of Sim life. There are many fires caused by arsonists, and ships often crash into flotsim and jetsim. When Sims die they are buried in simetaries.

Most Sims are handsim, wholesim, sympathetic individuals (Good Simaritants), but there have been a few simister characters in their past; Charles Mansim and Richard Nixsim for example. Early Sim war consisted of Sims smacking each other on the head with simitars, but there was also the bloody Simil war.

The earliest reported sightings of Sims were in the vicinity of Sim Francisco, but their influence on us is vast. We all know that famous quote from English Literature, "Please sir, I want sim more."

Some famous Sim inventors are Thomas Edisim and Clive Simclair.

Sims consider themselves The Chosim People, and all they want out of life is to be simbody and to love simbody.

Once you visit SimCity, you'll want sim more. Please come back soon: Sim Time, Sim Station.

If this is too much for you, take two anasim and call me in the morning. It's all simantics, anyway.

COMING IN THE NEXT ISSUE OF THE SimCity SUPPLEMENT:

Interview with the monster - Primitive
beast from hell, or ecological activist?
More hints and tips.
Answers to your questions.

KEEP THOSE
CARDS AND
LETTERS
COMING IN

Send us your cities!
ALSO: send us your
Sim Jokes!

