SIM TOWER

THE VERTICAL EMPIRE

ADDENDUM

Macintosh® Version

Macintosh 68030 (68040 recommended; SimTower runs fine on Power Macs, though not in native mode)
4 MB Free RAM
256-Color (8-bit) video

System 7.0 and above; System 7.5 compatible

Under the license agreement, you are allowed to make one backup copy of SimTower's program disks. This is only a precautionary measure, in case your original disks become damaged in some way. We recommend that you make your backup copies first, and then use the backup disks to install the program.

To install SimTower:

1. Insert Disk 1 into your floppy drive.

2. Double-click on the **SimTower Install** icon.

Hardware Requirements

Software Requirements

Installing the Program

SIM TOWER

3. You will see a window welcoming you to the SimTower installer. This window and other subsequent installer windows contain buttons to quit the installation or obtain help about the installation. Click on the **Install** button to install the program.

4. You'll see a progress bar displaying the running percentage of the total installation. Change disks when you are prompted. You can abort the installation at any time by clicking on the **Cancel** button.

5. When the installation is complete, you'll be returned to the Finder. If you chose the default storage path, you'll find the SimTower application icon in the SimTower folder.

Take time now to fill out the registration card. As a registered user, you'll have access to free technical support and information about upgrades.

Starting the Program

Locate the SimTower application icon in the folder where it's been stored and double-click on it. You'll see the splendid Maxis title screen for the program, which will soon be enhanced with the addition of a dialog box prompting you to build a new tower, load a saved tower, or exit the program.

Since this is your first time at bat, take a swing: click on the **New Tower** button and witness a new world. Stroll through the Tutorial in the User Manual for some advice on how to mix up your first batch of concrete to build your towers tall and true.

Late-Breaking News

There were some adjustments and enhancements (for your towering pleasure) made to the program just prior to its

release, and those program changes aren't reflected in the user manual. Among those changes, the Condominium facility has been added to the 1-star tower rating, and is thus available at program startup.

However, the Tutorial doesn't explore the charms of condo placement, since that feature wasn't implemented at manual layout. Our suggestion is to familiarize yourself with the program as the existing Tutorial suggests, but if you can't live without a condo in your building, and you've got the dough, feel free.

At higher star ratings, lobbies will have maintenance fees—the furniture is much nicer, you'll see. Thus, you'll be able to click on lobbies to access the Finance window, which will now detail new debits such as these fees.

Also at higher star ratings, your Simtenants will begin to show a little more tolerance for stressful situations; what once made them steam will only make them simmer. It's a little congratulations for getting that far.

Remember, as mentioned in the Inside the Simulation section, manual numbers suggested as models for program calculations are just that: models. Program variables—such as prices, numbers of customers in shops, and frame calculations—have all been fine-tuned.

Memory Concerns

SimTower has a host of visual and aural delights, and the price paid for such treats is a hunger for memory. The program requires 4 MB of *free* Ram, which means that even if your machine has 5 MB of total RAM, it might be too pinched to run Tower. There are a couple of means to open up your memory a bit:

One of them, of course, would be to buy additional memory for your computer. Of course, you might suspect that we're in league with the SIMM manufacturers, and darn it anyhow, didn't you already pay for the program? and we're sympathetic to that. It's just that this particular game has so much to offer, and unfortunately that offer has these demanding conditions. If it's any consolation, many of your other programs might run better with the additional memory.

A cheaper method of memory expansion would be to use your machine's virtual memory capability, a software scheme that substitutes hard-drive space for RAM. You can allocate hard drive space as RAM by selecting the Memory control panel and adusting its settings. You can find the Memory panel by choosing Control Panels from the Apple menu. Once you switch on Virtual Memory, you can increase or decrease the memory allocation.

It's best to use the default setting, a doubling of the actual RAM installed in your machine. Choosing a larger amount of virtual memory is likely to slow the computer's performance. Read your computer's manual for more information on the use of virtual memory.

If you aren't in the mood to shell out any more dough, you can also try booting your machine with the extensions off. You may have loaded down your machine with all sorts of intriguing memory-gobbling additions. If you are running System 7.0 or higher, you can remedy that by holding down the Shift key when you start up the computer. This will streamline the System memory to using only its mandatory components, freeing up memory that you can use to build a titanic tower.

By the way, saved towers can consume a wedge or two of hard-disk memory as well, but we're not even going to *think* about suggesting you get a bigger hard drive.