SIM CITY 2000™

[SCURK]

QUICK-START GUIDE

DOS Edition

IBM or 100% compatible computer, 386 or above

MS-DOS 3.3 or above

4 MB RAM minimum, hard drive with at least 5 MB free

Microsoft-compatible mouse (driver version 8.2 or equivalent, or later)

Super VGA graphics card and monitor capable of displaying 640 x 480 x 256 colors (512K Video RAM)

Optional support for Ad Lib, Media Vision, Sound Blaster and 100% compatibles

SimCity 2000 DOS version required!

The SimCity 2000 Urban Renewal Kit (SCURK) must be installed to your hard disk before it can be run. Furthermore, it cannot be installed until after SimCity 2000 has been

System Requirements

Installing and Starting SCURK

SIM CITY 2000

installed, and it must be installed in the same directory as SimCity 2000.

Installing

1. Make sure SimCity 2000 for DOS has been installed on your hard drive.

2. Locate the drive and directory where SimCity 2000 has been installed. The default location is C:\SC2000. If SimCity 2000 resides in a different drive or directory on your hard drive, write it down. You'll need to tell the SCURK Install program where to find it.

3. Put the SimCity 2000 Urban Renewal Kit Disk 1 into your A: or B: floppy disk drive.

4. Type **A:** [Enter] or **B:** [Enter], depending on your drive.

5. Type **INSTALL** [Enter].

6. Follow the instructions on the screen: enter your name when asked and answer the questions.

7. At the end of the installation, you will be shown a text file with last-minute information about SCURK. Please take the time to read it. If you want or need to look at it again later, it is called SCURK.TXT, and is located in the directory where SCURK has been installed. It can be read by any text editor or word processor.

8. After the installation, remove the disk from your drive.

Starting

After installation (see above), make sure you are in the proper drive and directory (the default is C:\SC2000) and type **SCURK** [Enter].

- If Install won't work, make sure your mouse is connected and your mouse driver is installed. If it still won't work, run the VESA driver for your card before you run Install.

- If Install works, but SCURK doesn't, then you may have conflicts with memory resident programs. In this case, the easiest thing to do is to make a SCURK boot disk. You can boot from this disk when you want to run SCURK, and boot from your hard drive when you want your normal setup. Here's how to make a SCURK boot disk:

  1. Get a blank floppy disk that will fit into your A: drive, and label it SCURK BOOT DISK.

  2. At the DOS prompt, type C: [Enter] (or whatever drive SCURK is on).

  3. Type **CD SC2000** [Enter] (or whatever directory SCURK is in).

  4. Type **BOOTDISK** [Enter].

  5. Follow the instructions on the screen.

  6. When the boot disk has been made, put it into your A: drive and reboot your computer to run SCURK.

- If that doesn't do it, see the Troubleshooting section in the SimCity 2000 Addendum. It has lots of helpful information on sound and video card compatibility. (If SimCity 2000 runs on your computer, then SCURK will.)

- If all else fails, see the Maxis Maxims card in the SCURK box. It has all the information you'll need to contact Maxis Technical Support.

- One of SCURK's main features is that it makes changes to the SimCity 2000 program (actually to its data file, SC2000.dat). If, by any chance, something goes wrong (like your cat reboots your computer while SCURK is in the middle of modifying this file) and the data file gets corrupted so SimCity 2000 will no longer run, then: run the SCURK Install program and select **RESTORE SC2 DAT FILE**. Then everything will be wonderful again.

Keyboard and Mouse Shortcuts

At Any Time
Esc Returns you to the Main screen.

Alt-Q Quits SCURK.

In Paint the Town Only
The **cursor keys** scroll the contents of the Drawing Area.

Clicking with the **right mouse button** acts as an Eraser, no matter what Edit tool has been selected.

Holding down the **Alt key** and clicking with the left mouse button in the Drawing Area picks the color you click on as the foreground color.

In the Import Screen Only
Clicking with the **right mouse button** to pick the background (transparent) color.

In Place & Print Only
Hold down the **Alt key** while placing objects to rotate them.

The **cursor keys** scroll the contents of the Work Area.

Note: Other keyboard shortcuts are available, and are listed in the SCURK menus.