



ISLE™
Missions In The Rainforest



CD-ROM Quick-Start Guide Windows'95 Edition

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Introduction

Pack your bags, have the neighbors collect your mail, and take a working vacation in the rainforests of SimIsle. Build tourist hotels, exploit natural resources and develop industry in a land of beauty and danger. Can you become wealthy and keep native populations, tourists, and industry leaders happy? Or will your actions destroy the delicate balance of a fragile ecosystem?

SimIsle for Windows 95

System Requirements

- Any computer using Windows 95 (486/66 minimum recommended)
- 8MB RAM
- 5 MB free on hard drive
- 2x CD-ROM

Installing and Starting SimIsle

You must have the SimIsle CD in your CD-ROM to play the game. Since the CD is read-only, any games you want to save must be saved to your hard drive or a floppy.

If your CD-ROM supports AutoPlay

Put the SimIsle CD into your CD-ROM drive. The SimIsle AutoPlay screen will open, and you'll have the choice to install and play SimIsle, check out the Goodies, or quit the installer.

Click the "Play" button to begin installation. (If you have already installed SimIsle, clicking the Play button will begin the game.)

Follow instructions on the screen. You'll be prompted to select the directory where SimIsle will be installed on your hard drive. The default installation is in a Maxis folder within Program Files. If you select the default and do not have a Maxis folder in Program Files, one will be created.

You can start the game right away after installation, or play at a later time if you have more pressing engagements. The AutoPlay screen will open every time you insert the SimIsle CD.

If Your CD-ROM does not support AutoPlay

Put the SimIsle CD into your CD-ROM drive.

Open the Start menu from your Task Bar and select Run....

In the Run dialog box, type **d:\setup** and hit Enter. If your CD-ROM drive is some letter other than "d," use that letter instead.

Follow instructions on the screen. You'll be prompted to select the directory where SimIsle will be installed. The default location is in a Maxis folder within Programs. Either accept the default or specify a location which is more to your liking.

There are a few things in SimIsle that work a little differently than as described in the manual:

- The Main Menu has a slightly different arrangement of options and drop-down submenus. All the functions exist, and they work the same way as outlined in the manual.
- The Load and Save dialog boxes now follow Windows 95 standards.
- The Toolbar, Control Panel, Notebook and most windows can be moved around on the screen. The main window itself can be minimized and moved around on the screen. Many of the game messages are now in movable windows.

No matter how you install SimIsle, a shortcut will be created in directory where you install it. Drag this shortcut to your Windows 95 desktop so you can easily begin the game (as long as you have the CD in the CD-ROM drive).

Undocumented Enhancements

Handy Reference

Agents

Agents are the worker bees of your island. They carry out your orders for the development of your island. You have the authority to hire and fire agents according to your whims, moods and fancies, although you must have at least one agent at all times, and can never have more than ten.

Hire and fire your agents at Agent Headquarters. HQ is the building with a large green disk on your island. As long as any agent is present in HQ, you can hire and fire agents. If the agent present has Employment skills, that agent can also train other agents to increase their skill levels. However, agents can only improve on what they know. They can't learn new skills. A skill level of 100 is the highest an agent can have.

Agents cost money (surprise). Agents require some time to perform their assigned tasks. Also, map movements reflect distances: moving an agent from one end of an island to another takes more time than a short stroll along the beach. Finally, some scenarios can expose your agents to potentially fatal situations. (Don't worry though. Slain agents are only dead for that particular scenario, and can be used in other scenarios.)

There are 25 agents in SimIsle. Twenty four are listed below. The elusive Caption Sprout did not return our calls.

Andy Knitt	Local Culture	Criminal Contacts	Fauna & Zoology
Billy Tell	Negotiation	Local Culture	
Bob Moon	Industrial	Construction	
DeeJarvis	Negotiation	Employment	
Doug Hammer	Industrial	Flora & Forestry	
Emma Herby	Local Ecology		
Iain McNeil	Local Ecology	Fauna & Zoology	
Ian Banwell	Employment	Construction	
Joan Brett	Criminal Contacts	Fauna & Zoology	
John Balker	Industrial	Criminal Contacts	
Karen Krelin	Flora & Forestry	Exploration	
Kevin Ward	Industrial	Flora & Forestry	
Marty Henson	Construction		
Matt Stibbe	Local Ecology		
Mike Rune	Negotiation	Construction	
Molly Heart	Construction		
Morven Sloane	Fauna & Zoology	Construction	
Neil Crossbow	Negotiation	Industrial	
Nigel Dennis	Industrial		
Paul Smith	Industrial	Employment	
Randy Gates	Industrial	Construction	
Rick Groves	Exploration	Flora & Forestry	
Sandra Jenkins	Flora & Forestry		
Tod Swann	Fauna & Zoology	Flora & Forestry	

Terrain Types and Elevations

Sea

Sea level

Coastal (< 100m)

Lowland (100-200m)

Midlands (200-500m)

Uplands (500-1000m)

Foothills (1000-1500m)

High Foothills (1500-2000m)

Mountains (2000-2500m)

Forest Types

Beach/Mangrove Forest—Only at sea level next to the sea

Peat Swamp Forest — Only at sea level; acidic

Freshwater Swamp Forest—Only at sea level; needs peat swamp nearby; alluvial

Heath Land Forest—Sea level or coastal; acidic

Limestone Forest

Mixed Dipterocarp (tall trees) forest—Only in lowlands or midlands

Montane Forest—Only in uplands or higher

Grass—Due to human intervention, or if nothing else is possible

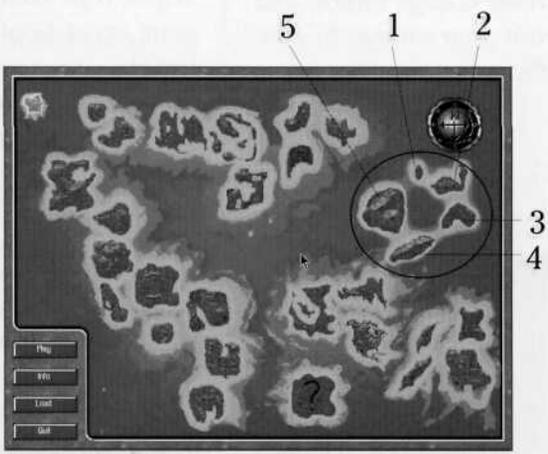
Weather

The weather in SimIsle is easy to understand: it's raining most of the time, and it's quite warm.

SimIsle "Mini- Tutorials"

The SimIsle manual provides you with a broad Tutorial that introduces the most critical gameplay commands, procedures and issues; the Reference section covers the program in comprehensive detail. You are well advised to immerse yourself in both to deepen your understanding of the program's complexities.

However, if you're more of a mind to just grab some basics and go, we've also provided five introductory islands that let you rapidly absorb some command fundamentals—these will allow you to jump into the regular islands at least partially armed. Most of these condensed tutorials can be completed within 10-30 minutes. However, it's necessary for you to read the first few pages of the manual's Tutorial to familiarize yourself with the game's interface and terminology first, and then you can come back here and do some island hopping.



Scenario Selection Map

Some Basics

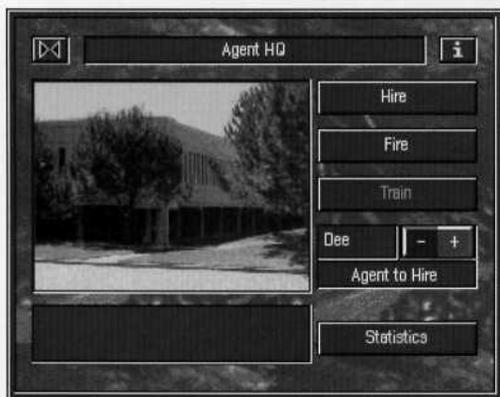
Unless you're told otherwise, click with your left mouse button. Pay attention to the Message Bar below the pictures of your agents. It will reveal to you what resources or agent skills are necessary to carry out assignments. Read the Notebook information—by clicking on the "i" button—within each island site window for elucidation on the commands found there.

Tutorial One

Create a large airport and train your village to 85% efficiency.

Click on the small island at the top of the five-island tutorial cluster, and then click on the Play button. Your task of creating a large airport and an efficient village is designed to acquaint you with the uses of your agents, without which all of your SimIsle intentions will come to naught.

When your island comes to onscreen life you can see that your agent pool is almost dry: Bob is sitting pretty—pretty lonely, as seen by the "1" above the red map pin representing the Agent Headquarters. Let's make that one into three: Click on that Headquarters pin to bring up the Headquarters window and put Bob to work pumping up your personnel pile.



Agent Headquarters Window

Varied skills for varied tasks: Iain's your man for village training, and Dee's the dude who can train your agents to enhance their skills. Click on the plus button on the right side of the HQ window to shuffle through potential hires. When you get to Iain, click on the Hire button. You'll see he's joined Bob on the Agent Panel. If Dee's name isn't next in the HQ window, click on the plus button until it is, and then click on the Hire button again. Close the HQ window by clicking on its Close box, at the top-left of the window.

We can quickly demonstrate the value of training: click with your right mouse button on the orange map pin below the Agent HQ, and then click on the bottom plus ("Zoom") button on the Control Panel. That's your HQ with the beaming green ball on top. Click with your right mouse button on Iain's picture in the Agent Panel, and then click with the "moving boots" cursor on the village, the small cluster of huts below and slightly to the left of the HQ. That will send Iain to the village.

Click on the Village itself to bring up its window. You can see in the info box for the window that the village is at 50% efficiency. Click on the Batch Train button, which will direct your agent to repeatedly train the village with one click. When Iain is finished with his work, you can see that the village's Efficiency has only risen 5%. There's got to be a better way—here it is:

Close the village window. Click on Iain's picture—this action will bring up a specific command and statistical panel for the selected agent; you can see that he has a 50 rating for his two agent abilities. You have the power to change him! Click on the Move button, and click on the HQ with the boots cursor. Now he's back at Headquarters and eager to learn. Click on the HQ to bring up its window and click on the Train button.

Click on Iain's picture with the mortarboard cursor; repeat this command seven times so that when you open his personal agent panel again, his ratings have gone up above 80. Note that Dee, the Employment agent, is the one doing the training. Now that Iain's supercharged, see what kind of work he can do. Close the HQ window, send him back to the village and click on the Batch Train button again. The results should be considerably different this time—you can hit your 85% goal with ease.

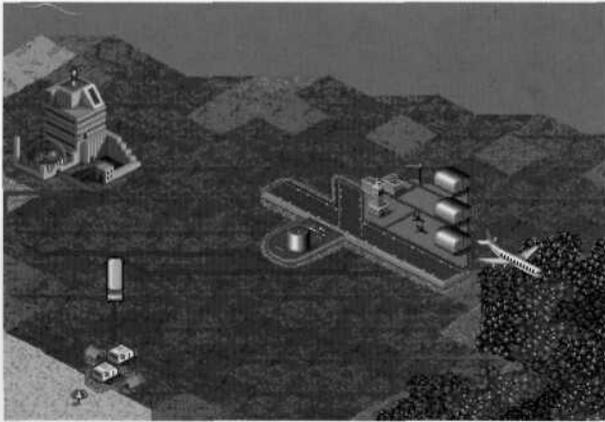


Mortarboard Cursor

Now about that airport—you know, the place where those planes keep going, just to the right of your HQ? Click on it, and in the Airport window, click on the dimmed Large Airport button, and look in the Message Bar. The last part of the message lets you know that you'll need a skillful Construction agent to expand its capabilities; if you open Bob's panel, you'll see that he's a hammer and nail man, but his talents need a little sprucing. Close the Airport window, click on the Agent HQ, and then the Train button. Train Bob through seven sessions, and then send him flying (driving will do) to that airport. Click on the airport to open its window.

Click on the Large Airport button and you'll see that piddly-squinch airport replaced by something a little more substantial, suitable for an island governed by a squire like yourself. You also should see a congratulatory message about your solid scenario achievements.

You could click on the New Scenario button to move on to other islands, or if you like the pace of things here on this island, you could click on the Continue button (you're too good to Re-Start). There is more to do here: You can press the "s" key to bring up a Balance Sheet window, and from there click on the Statistics button to see how your burgeoning tourist industry is doing. Then you can open the various tourist site windows and attempt to improve conditions there with the skills you've learned from this exercise. Consult the Balance Sheet again later to check your work. When you're ready, move on to Tutorial Two.



Large Airport

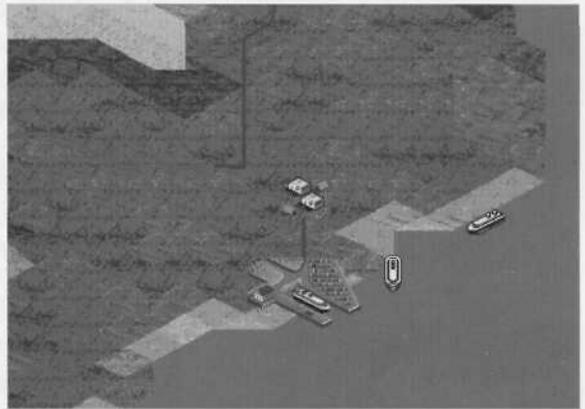
Tutorial Two

Create a tourist industry and earn 1,000 EMUs in any one month.

This island invites you to create a basic tourist industry, and pad your wallet in the process. You'll have to check your Balance Sheet periodically to see whether you are approaching the 1,000 EMUs (just think of it as dollars) profit for a single month. The lessons of the first tutorial island are valuable here: dispatch the correct agents to build, expand and improve some tourist accommodations. We'll let you in on a little secret as well: a few improved and extended hotels and tourist attractions provide more revenue than a lot of small ones—make the most of each facility, rather than building bunches of poorly maintained properties.

Start by opening the island onscreen and then sending Bob Moon (right-mouse click on his picture, remember?) over to the right corner of the island, anywhere near the yellow pin. Click on his pin (the blue one that just appeared) to open the Construction window and click on the Hotel button there. The map will go to the high magnification, and your cursor will be an image of the soon-to-be-placed Tourist Accommodation. Settle it in anywhere the cursor cross-hairs remain white and click. You're a landlord!

Move Bob to a couple of more sites in the general area; you can see Bob's jeep in this view, which you can click to open the Construction window. (Note that the close-by ferry port will bring in your well-heeled crowd.) Place two more accommodations. Now send Bob to a spot that is easily accessed from all three hotels, and that's also fairly close to the ferry port. When you've got the Construction window open, click on Attraction, and place your tourist trap.



First Hotel Placement

Now that Bob's warmed up, keep him movin'—shoot him over to all of your hotels, and click on the Extend Resort button in all of their windows. (You can click with your right mouse button on an active command button to check the resources required for Bob's work.) When he's finished, you should notice the total hotel rooms figure (and the total number of current occupants) has risen, and so has your bank account.

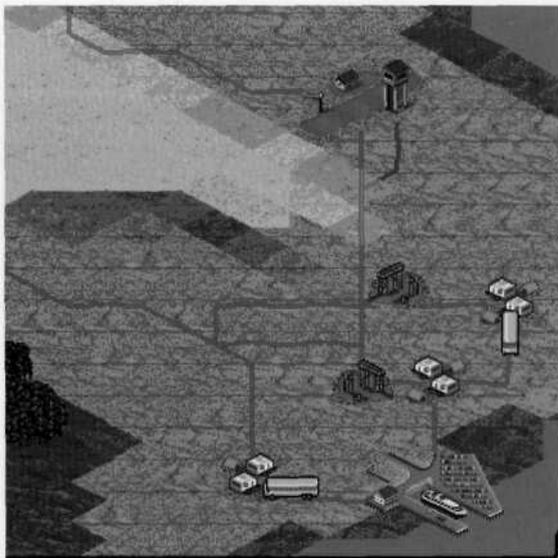
It would be a good idea to increase both the attraction excitement and to improve the hotels as well as extend them, but you'll need to do a little hiring first. Billy is the boy when it comes to Local Culture skills, so go to your Agent HQ,

locate Billy with the plus or minus buttons, and bring him on board. When he arrives, put him right to work: send him to all of the hotels, and click on the Improvements button.

When he's done putting Baccarat crystal in all the bathrooms, send him and Iain to your Tourist Attraction and click on the Inc. Excitement button a couple of times. Now

you've got the basics for steady income production. Press the "s" key (or click on the Files/Options button and then the Statistics button) to see your income and expense figures for the last couple of months. You should see good things happening, but you'll have to keep working.

Send Bob out to make another couple rounds of expansion at all your resorts, and then build another Tourist Attraction within convenient transportation range. Now you're ready to bring in some more suckers: send Bob to another nice spot, say up on the edge of the island a little towards your Agent HQ, and use the Construction window to place an airport.



PlacedHotel/AttractionBuildings

You should be ready to do some big-time expansion, though don't build so fast that your profits evaporate. Check the info box of your accommodations to see if they are ready for expansion. Then, improve, expand, and increase excitement at your accommodations and attractions (bring those Tourist Accommodations at least up to 30-room Motel size). Be sure to keep tabs on whether there are tourists waiting for hotel rooms at either your airport or your ferry port. If there are more than a few, you need to build more hotels. Keep tabs on your incomes as well as expenses in the Balance Sheet. If you continue to manage your buildings in this hand's-on fashion, you'll soon hit your scenario income requirement, and you can move on to Tutorial Three.

Tutorial Three

This island requires you to acquire and transport 100 logs to a warehouse, using unskilled labor derived from a village population. This scenario will clearly demonstrate the interconnections of SimIsle, where a successfully achieved task requires the integration of a host of elements, much like the complementary natural forces of the rainforest itself.

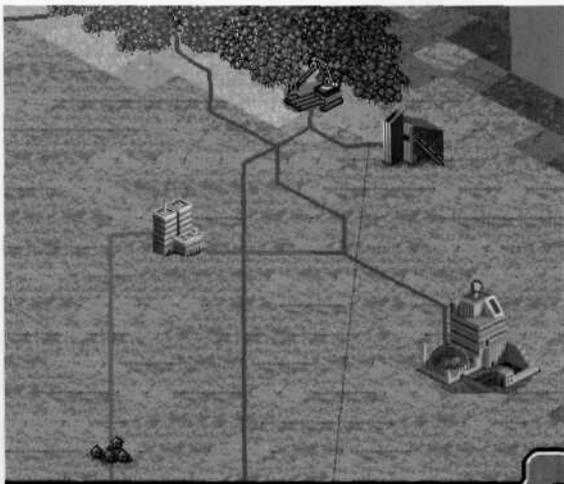
Bring the island onscreen, and then give Iain five or six training sessions (remember Tutorial One?) so that he's primed. Then send Dee and Iain from the Agent HQ to the nearest village, the orange pin a little below the Headquarters building. You need to increase the population of a village to produce the unskilled labor necessary to build your logging camp, and Dee and Iain's combined skills are necessary. Open the Village window after they've arrived and click on the Batch Train button a number of times, noting the Efficiency and Population levels rising as a result.

When the population reaches 140, put Dee to work by clicking on the Unskilled Labor button. (Note what hiring labor does to the Efficiency, Population and Happiness totals.) Repeat both Iain's and Dee's labors until you have 6 unskilled laborers, the number necessary to build a logging camp. And build you will: Right-click near the Agent HQ, zoom the map to high magnification and send Bob to a spot on the edge of the forest (the woods up above the Agent HQ will do), open the Construction window, click on Logging Camp, and put that sucker down. (Click Yes in the sawmill route dialog window that appears.)

Now you'll need a sawmill to gnaw those felled trees. Place one near in the cleared area near the logging camp, using Bob's immense building skills. You'll need to ensure that the mill is set up for internal use of the wood; otherwise your logs are going to be exported. Send Dee over to the mill. Open the mill's window and click on the Internal Use button.

Explore labor, build logging camps, transfer logs to a sawmill, then to a warehouse.

After a road-building delay, you should soon see some truck traffic between your logging camp and your mill, and not long after that, some loaded log trucks arriving at your warehouse below the HQ.



Placed Camp and Sawmill

You can check your log totals in your warehouse window or in the Stats window; the progress should be good and steady. There are some transportation considerations for map resources (such as wood) that you can learn from this exercise. One is that mills should always be placed near camps because they won't ship their wood very far. Requested materials will move a pretty long distance from their source to a warehouse, but the warehouse will only ship them to facilities that use them if the facilities (e.g., a factory) are nearby.

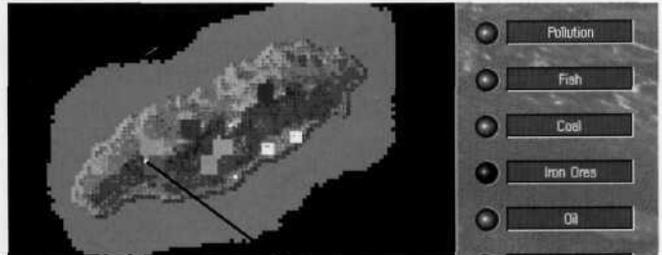
You can experiment with the various extraction choices (and extraction speeds) at the logging camp by sending Rick (and his Forestry skills) over, but use the "i" button in the camp window to read of the consequences of Slash and Burn or Non-Sustainable logging. Speeding up the log felling will fill your warehouse faster, though you must always consider environmental consequences in SimIsle. Of course, you can merely consider them, and then ignore your considerations, but your Ecology score will reveal your true face. Regardless, your 100 logs should pile up pretty quickly, and you can move on to Tutorial Four.

Tutorial Four

Fill your warehouse with 100 oil and 100 steel.

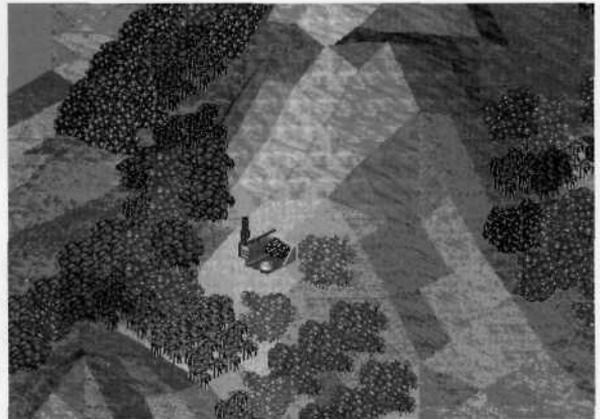
This scenario requires some more warehouse work, though your quarry this time is 100 units of steel and oil rather than wood. You'll need an iron ore mine for your raw materials and a steel mill to refine the ore. And for your oil needs, an oil rig for drilling and a pumping station to refine the crude. Let's get to work.

Put the island in high magnification. Go to the 2-D map and click on the Iron Ores button. You can see you have a high (red) concentration of ore near the western edge of the island. Right-click on Bob and then click on the left-upper edge of the red square, where the orange flows into the red. A small white square will indicate he's arrived. Open the regular (3-D) map and locate his jeep, in the little clearing below the gray mountain. Click on the jeep, and in the Construction window, click on Iron Ore Mine.



Send Bob Here

Now, for efficiency's sake, let's place the steel mill between the mine and the warehouse, for those shorter—and cheaper—transportation costs. Send Bob over to the flat area between the Agent HQ and the warehouse to the right of the mine. Open the Construction window and click on Steel Mill. Now send Dee over to each new site and click on the Internal Use button so that your materials are available for your purposes.



Placed Mine

Now let's get greasy. You'll want to try and place your pumping station first, because the program will warn you of

any impediments in routing the oil from your rig to your station. Check the 2-D map for oil-saturated spots—there are bigger deposits, but there's a small juicy one on the southwestern coast, where you can easily oversee both your mining and pumping operations at the second zoom level. Send Bob to build your station on a proximate coastal square—there's a good one on the southwestern edge of the

Ore Mine

Pumping Station



Map Overview

island, below and a little to the left of where you placed your mine. (Like ferry ports, pumping stations can only be built on a coastal tile located on deep water.)

Next send Bob to build a rig near where you saw the red square on the map—it should be pretty close to your pumping station. Send Dee over to the station to make sure that this crude's for internal use only. Your mining trucks and oil-laden tankers should be active on your landscape. You can check the accumulation of Steel and Oil through the warehouse window, or by using the Stats button. If things are

moving a little too slowly for you, up your personnel totals at the extraction sites, or send an agent out to double production levels. You could even order a New Tanker at the oil rig.

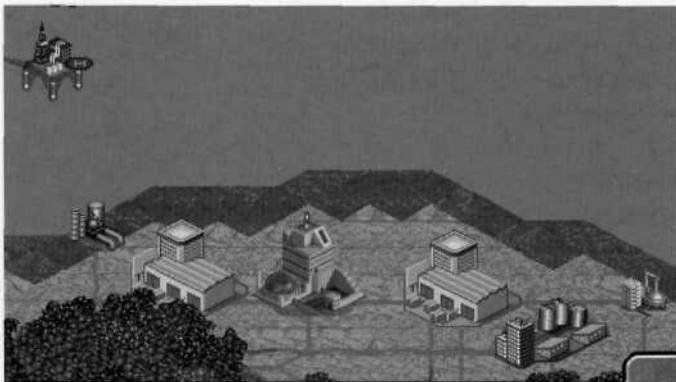
It will interest you to see the increased production, but you can also note immediate increases in pollution (2-D map) as well. This is not the most efficient use of development positioning (road-building distances will cause a little delay) but it shouldn't be long before you get your congratulations on making a steely, oily mess of things—at least your warehouse workers are happy. You're ready for Tutorial Five.

This final tutorial will use all your industriousness to go industrial. On this island, you've already got most of the initial resources and one available industry to begin on your car construction, but you need to link the chains—one of SimIsle's primary lessons—in the circle of creation. First of all, bring the island to life and then send John to the top, rightmost blue pin, your Heavy Industry factory. Open the factory window and click on the plus button above the Switch Job box until you get to C Car (Cheap Cars). Then click on the Apply Job button. You've set that plant in motion, but there are additional steps.

You'll need a Hi-Tech factory to produce a Quality Car; send Bob a little to the left of your chemical plant, near the Agent HQ—the roads are already in place, so your materials can get trucked there quickly. Open the Construction window and build the plant. In the Hi-Tech window, click on the Switch Job buttons to get to Q Car (Quality Cars) and click on Apply Job. (Bob has the Industrial skill for this work, as well as Construction talents.) Then send Dee over there and click on the Internal Use button so you can squeeze a nice Rolls out of the available resources.

Tutorial Five

Expand industry to produce a quality car and a cheap car.



Placed Buildings

One link that has to be established is a manufacturing plant that provides cheap manufactured goods—you know, like windshield washer blades—for both types of cars. (You can see what's required for the selected manufacture in the info box of plant windows.) There's still some room right above your Hi-Tech plant; send Bob over and put him to work building two manufacturing (Mfg) plants, one on either side of the Agent HQ.

As soon as they are up, switch one's production to CM Goods (Cheap Manufactured Goods), and click on the Apply Job button. Send Dee over to make sure that the goods are for internal use (but don't swallow any wiper blades). Do the same for QM (Quality Manufactured) Goods at the other.

You'll note that you can't make those goods without wood and wood waste, and there's no logging industry on the island. Well, you know what to do: Send Bob over to that little cleared area below the Agent HQ that's surrounded by forest, and have him build a sawmill. Then move him right up to the edge of the nearby trees and put down a logging camp. Dee can march right over and set up the mill to use that wood internally—there are cars to be built!

Well, you've set the whole complex scheme in motion, and it shouldn't be too long before the car-making materials are moving on the map. There are a number of variables you can exercise to alter the production process: you can change personnel totals to discover just how lean and efficient your plants can be; you can save a good deal of money by employing fewer people. While you're waiting for some

products (like wood waste), you can use Dee to export materials like oil and steel from the plants if you've got enough for car production at the two plants, and you can reduce personnel at those extraction sites to channel more money into production of needed goods.

You can speed up the process by employing more personnel at critical sites; remember the interdependencies: if you hire more loggers you might have to employ more workers at every related plant to balance the increased production. If you get one type of car produced, you can switch processes to produce the other (the Hi-Tech factory can produce both cheap and quality cars). You may see in some info windows that you have a surplus of something, like plastic, for instance, and thus you can shut or slow down production at your oil rigs, or reduce your employees to save money—just make sure you don't need the product elsewhere!

And of course if you want to cheat, you can click on the Buy Product button to have everything shipped to you from the outside world, but that would be a little weak-kneed, wouldn't it?

Well, when you get the BMW of your dreams, you can take a spin over to the unpolluted side of the island. You're probably ready for some of the more difficult scenarios. Remember that in these tutorials we often provided you with the needed money, resources and labor pool; in most of the scenarios, you'll have to obtain them on your own, and juggle their use to achieve the scenario goals. You've also got a lot of people to keep happy on the islands, and you don't want your industrialist's cigars to foul the air of too many rare songbirds either, do you? Whatever approach you take to island management, do have a jolly time. Be sure to go over the manual Tutorial and the Reference section for a complete overview of SimIsle.



Factory Window

Key List for SimIsle

Scenario Selection Map

Up/Left	Previous island on map
Down/Right	Next island on map
Enter	Get info on selected island
ESC	Quit/Cancel
Home	First island on map
End	Last island on map

Scenario Info Box

ESC	Cancel
Enter	Play

Load Dialog Box

Up/Down	Change load slot
ESC	Cancel
Enter	Load
1-8	Slot number

Save Dialog box

Up/Down	Change save slot
Page Up	Top slot
Page Down	Last slot
ESC	Cancel
Enter	Save
Home	Clear whole line
Backspace	Clear character

When Entering Text

Backspace	Delete to left of cursor
Home	Delete to beginning of text

Playing a Scenario

F10	Takes a screenshot
Ctrl+L	Opens Load Game dialog box
Ctrl+	Opens Save Game dialog box
Ctrl+M	Toggles Music On/Off
Ctrl+E	Toggles Sound Effects On/Off
P	Pause Game On/Off
Ctrl+G	Toggles Grid On/Off
Ctrl+C	Toggles Compass On/Off
Ctrl+A	Toggles animation level— Off/Med/High
Ctrl+T	Toggles trees On/Off; non-growing polluted trees cannot be moved
Ctrl+Z	Go to DOS Shell
Ctrl+W	Tilt Map Up
Ctrl+X	Tilt Map Down
M	Toggles between Satellite or 3-D View
{ or [Sound FX volume down
} or]	Sound FX volume up
- or _	Music volume down
+ or =	Music volume up
? or <	Scroll next agent's stats
Shift #	Zoom in from 3-D View
'	Zoom out from 3-D View
1, 2, 3, 4	Set zoom level
, or .	Rotate 3-D view map
H	Center Map on middle of island
Up, Down,	
Left, Right	Move around map
S	Call Statistics box
Esc	Quit game

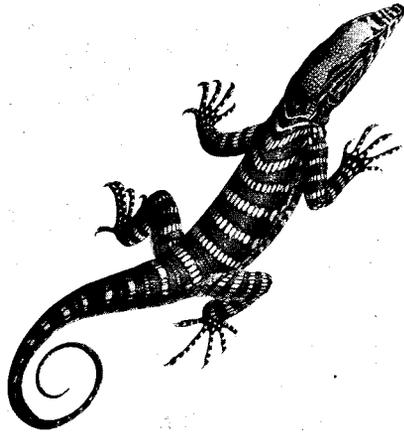


ISLE

Missions In The Rainforest

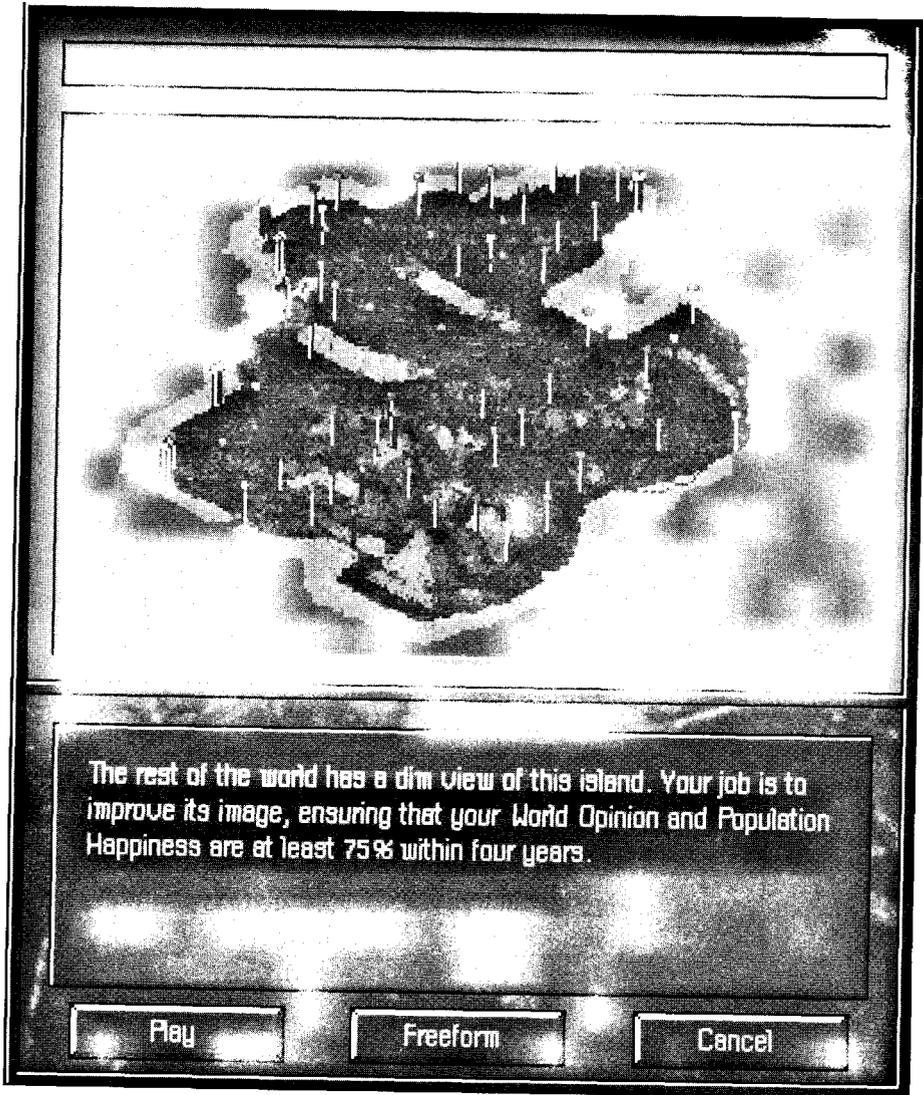
USER'S MANUAL

by Tom Bentley



Trees are a poem the Earth writes across the Sky.
Humanity cuts them down for paper so we may record
our emptiness.

— Kahlil Gibran



The rest of the world has a dim view of this island. Your job is to improve its image, ensuring that your World Opinion and Population Happiness are at least 75% within four years.

Play

Freeform

Cancel

If you lived here, you'd be home by now.



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INTRODUCTION



I think that I shall never see
A billboard lovely as a tree
Indeed unless the billboards fall
I'll never see a tree at all.

— Ogden Nash

SIM ISLE

Welcome to SimIsle, a game that invites you into an exotic world and then gives you the chance to decide that world's fate. At its simplest level, there are two forces wielded by you that determine how each island fares: an ecological force and a development force. But there's nothing simple about SimIsle—each island is a dense web of complex connection, of eco-interactivity: stick your foot in a freshwater swamp on the east edge of one island, and you might see the peat swamp on the west end lose its luster (well, depending on how long it's been since you changed your socks).

Like all Maxis simulations, SimIsle is about the dynamics of interrelationships, and no areas in the world have such a complexity of interrelationships as the rainforests, your primary island terrain. In the game, you are a provincial ruler representing a far eastern developing country. It's your job to manage the vast resources—timber, oil, minerals, ore—of the islands as a profit-making enterprise. It's a world of great exotica: clouded leopards, Mahakan river dolphins, thirty-foot pythons, cheerful leeches, and grandiose insects, and this incredible species diversity is matched by its plant life.

But the style of the management is all up to you. You can send your agents on missions of resource depredation to suck the island dry of all its precious commodities, or you can assign them training missions to aid the natives in their local, sustaining agricultural practices—or you can do both. You can tread into moral grey zones, by inviting ecotourists to view rare species and use the proceeds to protect the species—and use the tourist hotels to protect your bank account.

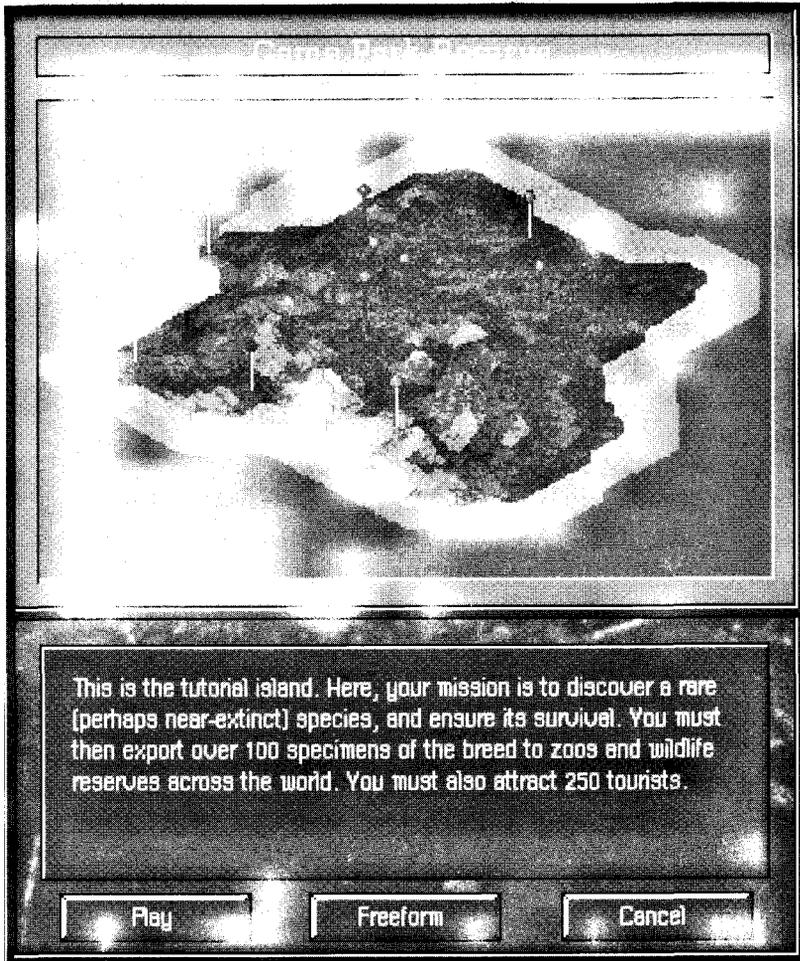
Each island scenario has different terrain, different degrees of existing development, and different teams of agents at your disposal. In addition to the wide variety of means you have to oversee and manage your resources, each island is subject to dramatic events—for example, crashing oil tankers—that can be triggered by the actions of your agents. Your prompt reactions to these events can improve island conditions, avert disasters, and increase your overall island knowledge. Of course, you could just spend your time drinking toddies in the governor's mansion while your beaches get greased, if that's your fancy.

Like the real world, SimIsle isn't just the tidy black/white, exploitation/exploration, good/evil dichotomy visualized on-screen for you. It's not so easy—but who'd want it to be? "Development" for a long time always presumed a good thing, an improvement of the human condition. Nowadays it's prevalent that the policy and action of development are thought to achieve much the opposite: species destruction, land degradation, cultural dislocation. But these pages aren't for preaching. Anyway, relax, explore; we promise not reveal to the Sierra Club how you choose to play. Take a jaunt into the rainforest, but be careful—the humidity's a killer on your CPU.

Tropical rainforests are the Earth's oldest continuous ecosystems. Fossil records show that the forests of Southeast Asia have existed in more or less their present form for 70 to 100 million years.



SIM ISLE



Try this island on for size

Make sure your mouse has its boots on—we're about to trek into the rainforest, and it ain't no stroll in the park. This tutorial will lead you right into the thick of things and show you how to get out with your khakis intact—and maybe even with a little weight gain for your onscreen wallet.

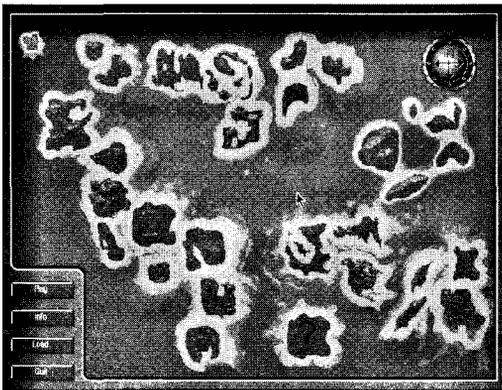
There are five "mini-tutorial" islands which will provide condensed grounding in different aspects of island management. The procedures for these islands are detailed in your Addendum.

Explanations and briefings about the practices and procedures in SimIsle will be shown in this plain type.

Instructions for you to follow onscreen as we proceed in the tutorial will be in this boldface type.

An Eyeful of Island

Please install SimIsle and load the program according to the information provided in your Addendum. As the program loads, you'll be treated to the lavish title screens and a "birds-eye view" fly-by of an island environment; you can hasten their departures by hitting any key on your keyboard or clicking your mouse. When the program opens, you'll see a map of an island archipelago. You can select the individual islands to access their scenarios or get information about them.



Scenario Selection Map

(By the way, from now on, when the tutorial says to click on a button or object, assume it means to click with your left mouse button. The right mouse button has some special functions, and you'll be alerted when you need to use it.)

If it's not already highlighted (selected islands are lighter than others), click on the first scenario island, the one at the top-left of your screen, and then click on the Play button.

You'll soon see an island with multicolored terrain elements surrounded by a sandy shoreline and ocean waters. The island is marked by a number of pins that we shall soon see represent developed sites; one of the pins has a red "8" near it. There is also a floating compass up above the left side of your island that will keep you heading in the right direction. If your sound card is paying attention, you'll also hear some lively island rhythms.

You may notice that the terrain vegetation periodically changes color—that is caused by the sun's movement across the horizon. Below the island is your Control Bar, the dashboard behind which you'll drive your island-management ambitions. (If you notice the little red ball with the "active-antenna" waves at the bottom of the Control Bar, it's not Big Brother tracking your movements, or merely eye candy—it means there's a message coming into the Message Bar, at the bottom of the Control Bar.)



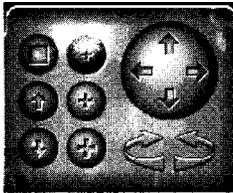
Full-screen island

There are a host of map manipulation buttons on the right of the Control Bar that can enhance your understanding of the island landscape. The three "plus sign" buttons in the middle of the button group are zoom buttons that change the magnification of your island view; the active (depressed) top one is the distant overview perspective you now see. We'll use the others in gameplay in a little while. For now, let's take a different look at your island territory.



Control Bar

SIM ISLE



Map control buttons

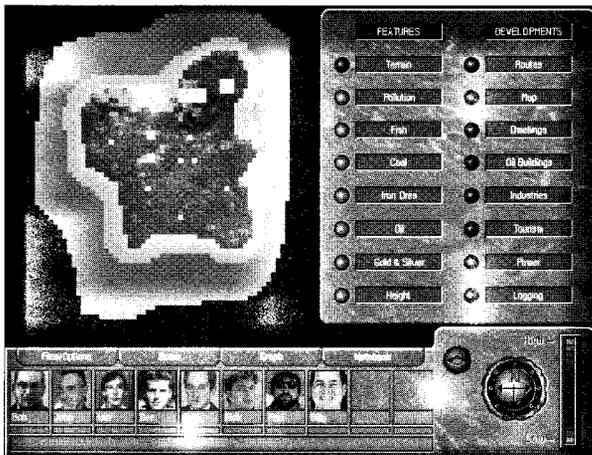


2-D button

Click on the top-left button, the one with the square (flat view) on it.

This is the 2-D (satellite) map view, which provides you with a top-down look at the island, representing developed sites as squares rather than pins. There is a group of labeled buttons on the right-hand panel that when clicked will provide you with specific terrain information, clarified by the color gauge that has appeared on the right side of the Control Bar. (You'll notice that all of your button clicks are accompanied by a distinctive sound.)

There are a number of buttons already selected, mainly the ones that display the map's pin sites, under Developments. The buttons for these default selections are black; the gray (unselected) buttons will measure a geographical feature or resource, any of which can be viewed one at a time. You will find these "reports" very useful later in the game when your development decisions have altered the landscape.



2-D map

Click again on the button (which now has a diamond—isometric view—on it) to toggle it back to the 3-D view.

Click on the left-facing circular arrow.

Click on the right-facing circular arrow.

Clicking on the circular arrows will shift your map 90 degrees in the arrow's direction, which can be useful for a quick look at adjacent zones of the map, particularly at high magnification. You'll notice that the

compass will change its orientation with those actions. You can also change the island's orientation with the up-arrow and down-arrow buttons below the 2-D button, which will

incrementally alter the opening "three-quarters" 3-D view. You can choose from an aerial view directly above the island all the way to a "floating" ground-level perspective that displays the island's topography, and set it at many levels in between. We'll leave the island as is for now, but this function is fully explained in the Reference section.

The Control Bar also has a series of pictures that represent your agents, all of whom you can employ in your supervision of the island's resources. The red number "8" near one of the pin sites (in this case, your Agent Headquarters) indicates the present location of all of your scenario's agents. When you move them to various locations around the map, pin sites at this low magnification will display the number of agents present there.

Below them is the Message Bar, which among other things will report the status of your agent's actions when you've engaged their talents. Let's make sure that your agents aren't all watching soap operas.

Click with your left mouse button on Rick, the agent third from the right.

You've opened up Rick's personal Control Panel. The panel contains the selected agent's picture, a Close box that when clicked will return you to the main Control Panel, and a Stats box that will open the Notebook to display a curriculum vitae for the agent. There is also an abilities/specialties list pertinent to the chosen agent to the right of all these boxes—you can see that one of Rick's talents is Exploration. But for the moment, we're going to concern ourselves with the last two buttons in the panel, the Move and Location buttons.

The Message Bar Doesn't Serve Drinks



Agent Rick Groves



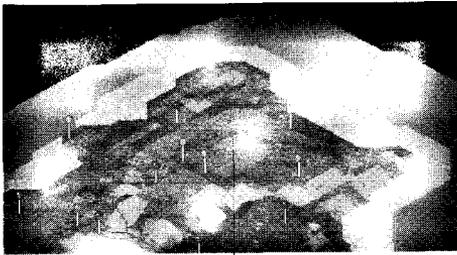
Rick's control panel

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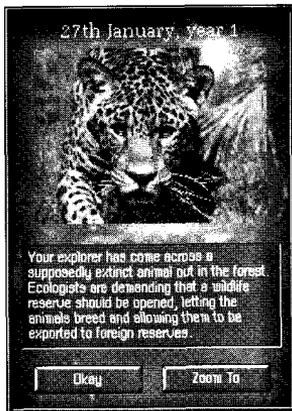
A Man With a Mission



"Moving boots" pointer



Send your explorer here



Rare animal window

Click on the Move button, and after the pointer changes into the moving boots, move it up into the middle of the "circle" of five pins at the top corner of your island.

Click on a terrain area with the tip of the pointer somewhere in the middle of the pin cluster to boot your agent along.

You'll hear his jeep start, and you should see a line in the Message Bar identifying his movements. If you've placed him correctly (and he's not out of gas), a window will come onscreen telling you of your agent's good fortune in having discovered one of the forest's many rare animals. Congratulations! In other scenarios, you'll have to determine which agent is right for which job—for example, sending a non-explorer to a job that requires one will get you nowhere. In other scenarios, you won't have the luxury of getting these free directions to the island action. Since this is the Tutorial, we're going to throw you right into the lion's—or in this case, leopard's—den.

Click on the Zoom To button in the "Rare Animal" announcement window.

You'll see a new pin (with the number 1) amid the cluster of original pins. A new pin indicates a new development or map property. Let's get a little closer to that action.

Click on the second of the zoom buttons on the right side of the Control Bar.

(You might notice that during the course of your island work you receive SimFaxes, which are pointers on what action you might take next to solve a particular problem. Once the fax is completely onscreen, you can just click on it to

make it go away. If you find the faxes more hateful than helpful, click on the Files/Option button in the Control Bar and click on the Messages: On button, which will toggle to Messages Off. That will disconnect your fax line.)

At this second level of zoom, you can more clearly distinguish terrain characteristics, existing roads, and constructed properties. Among other buildings, you should see a small observation hut, which represents your developing Game Reserve headquarters. This should be near the center of your screen—the observation hut is the building represented by the new pin in the lower magnification.

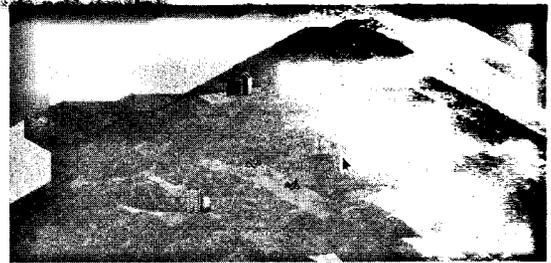
(You can center your map—at any magnification—in a specific spot by clicking with the right mouse button on the desired spot. You can also center the island onscreen by clicking in the middle of the arrow cluster.) But there's much more to be seen.

Click on the Files/Options button and click on the Grid:Off button.

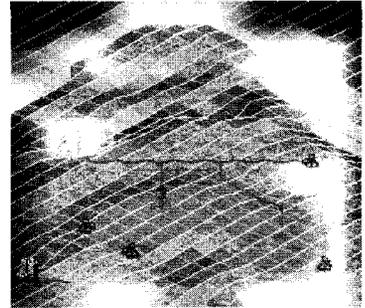
This command puts a grid pattern on your terrain elements, allowing you to more tangibly discern elevation patterns and island topology. The grid is only visible at the second and third levels of magnification.

Click on Grid:On to toggle it off.

Click on the Files/Options button to close the menu.



2nd zoom level with Reserve headquarters



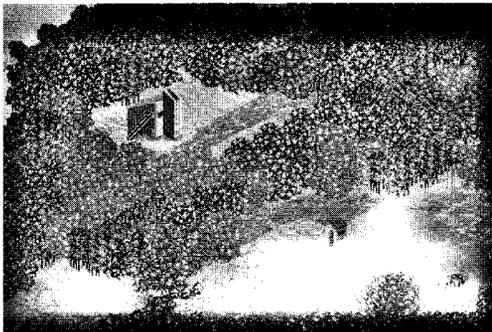
Grid on

The primary problem with tropical forestry is that once rainforests have been logged, they are often so drastically altered that the forest does not return to its original diversity. Therefore, to satisfy demand for tropical timber, the logging industry must continue to exploit primary rainforests. Though only a few tree species have commercial value, as much as 70% of the forest is destroyed in the logging process.



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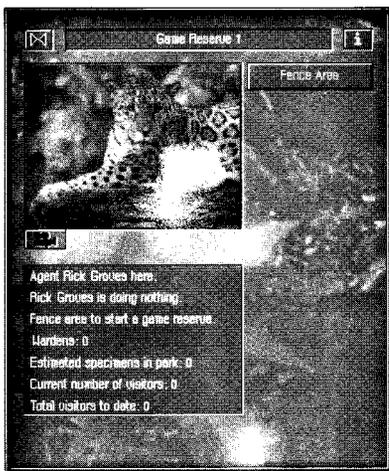
Up Close and Zoomable



Third zoom level



Message in Message Bar



Game Reserve window

Click on the third zoom button. (The largest plus sign.)

We couldn't keep this a secret long—there are *all kinds* of things going on here on your island. The trees are only visible at this zoom setting. Just for starters, look around onscreen for some particularly interesting stand of trees or bright foliage. Information is king: get some.

Click on the terrain element that interests you.

A simple explanation of terrain composition will appear in the Message Bar. There are more detailed descriptions of island environments in the Reference section and in the game's Notebook. But right now we're after bigger game. The structure that we're immediately concerned with is the observation hut. Remember that agent of yours, the intrepid Mr. Groves? Let's make sure he's manning his post, at your service.

Click on the Location box on Rick's agent panel.

You'll see Game Reserve command window. When you have an agent at a particular site, you can click on the Location box to open the developments window. Whether or not an agent is present, you can click directly on the property site itself (at any zoom level). If the site has the correct agent, you'll see active command buttons that can employ that agent's talents toward your ends. (Grayed-out buttons tell you that different agent skills are required or that you don't have the required resources.) Regardless whether an agent is at the site,

these windows also reveal useful information about current conditions there. Give Mr. Groves a task.

Click on the Fence Area button.

Well, no matter how much coffee he's had, your agent can't fence the reserve all by himself. You might have noticed that the button was dim—that means you're missing a key ingredient to carry out the command. Among other things, the Message Bar tells you that you need an agent with Construction skills to build that fence. It just so happens that we have one on hand.

Click on Rick's Close box.

Click on the agent named Bob in the agent panel.

Click on the Move button and click on the hut at the Game Reserve.

You should see that the Fence Area button is still dim. But *you* needn't be!

Click on the Fence Area button again.

Drat! Another setback—or perhaps a learning experience. The Message Bar also indicates that you need six unskilled laborers to do your fencing. You certainly have enough money; you began with a pile of dough, and you're nowhere near a shopping center. You can determine your island's Unskilled Labor totals and other resource factors in the Graph window.

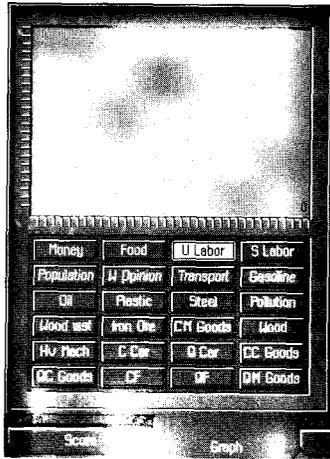
Close the Reserve window.

Click on the Graph button.

Click on the U Labor button in the Graph window.

Two hectare (2.4 acres) of rainforest, the equivalent of two U.S. football fields, are destroyed per second around the world. Distinguished scientists estimate an average of 137 species of life-forms are driven into extinction every day, or 50,000 each year.





Graph window

The Graph window charts the amounts of your particular resource holdings. Clicking each of the named buttons will display constantly updated volume information about the selected material's presence on the island, color-coded by button. The chart line moves from left to right over time, so that you can calculate from the relative height of the right terminus of the line what the trend has been. You can see that you haven't got squat in the Unskilled department. The U Labor figure represents the amount of unskilled labor on the entire island, and those folks are available for your construction projects wherever you might need them. You'll only need a few of these hard-working sorts to build the reserve.

Click again on the button to close the Graph window.

Click on the Close box of Bob's panel.

It will become important to periodically check the Graph and 2-D windows to see how your development decisions are affecting the presence of each of these terrain elements and resources. Severely reducing or even wiping out one or more of the island biomes will tilt the land's ecology at an unhealthy angle, and your Ecology score will consequently decrease.

Village in Training

But now it's labor we're concerned with, and the source for unskilled labor can only come from a village. You'll need someone with knowledge of the local angle and someone with personnel power. Lucky for you, Iain McNeil and Dee Jarvis are primed and ready at your Agent Headquarters. And there's a quicker method to send them on their way than opening their individual panels.

Click on Iain's face with your right mouse button.

Click (left button) on the cluster of village huts to the left of the reserve.

Click on Dee Jarvis' face with the right mouse button.

Click on the village again.

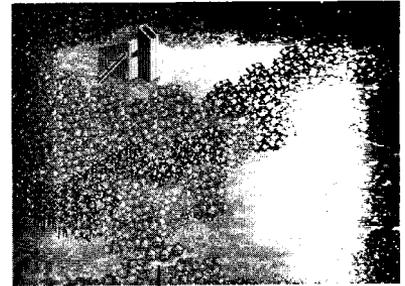
Using the right mouse button is a faster way of getting those jeeps on the road, particularly when you want more than one agent to hop to your commands. You can assign multiple agents to one map development or to properties all over the map. When you see that your lads' jeeps have finished traveling (the moving jeep in your active agent's "picture panel" will be replaced by the agent photograph), don't let them pause to start reading magazines.

Click on the village.

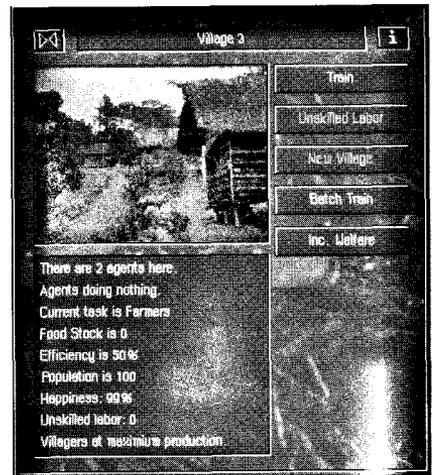
In the Village window, click on Train.

You'll find that most of the villages on this island are practicing various types of sustainable agriculture or fishing. You can read in the window's info box that the inhabitants of this village are farmers (described by Current Task), but the grayed-out Unskilled Labor button in the window indicates further possibilities. (You can see that when a game object window is open, agents present at that location will be highlighted in red in the Control Bar.)

Training villagers enhances the abilities they have for their current work, improving their Efficiency, and thus bumping their Food production. Improving the food production increases village population, and increasing the population can diversify its interests—you'll get a chance to



Click on this village

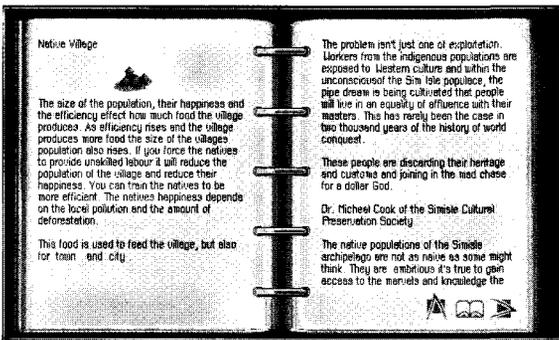


Village window

choose some suitable unskilled labor with a broad population base. However, altering their lifestyles from farming to labor can decrease their happiness. (Generally, though, the village's happiness is dependent on low local pollution levels and how many trees have been logged on the entire island.)

(Batch training is a swifter, more efficient method, but your agent must have skill levels of at least 80 to utilize this procedure. Batch training is explained in the Reference section.)

You can see in the main Control Bar that Iain's picture has been replaced by the image of the village where he's working. Underneath his name is a moving black bar that indicates the progress of his assignment. Different tasks will take different amounts of time. While Mr. McNeil is about his task, let's find out a bit more about this village.



Village Notebook page

Click on the "i" button at the top-right of the window.

The window's Notebook page comes onscreen. The Notebook is a repository of island facts and gameplay information. The information ("i") button for each game object (developed site) will provide you with a deeper understanding of that particular site and gameplay options to further your island ends. Notebook functions are thoroughly reviewed in the Reference section.

Click on the Notebook button on the Control Bar to return to the game.

Bring up the Village window and click again on Train, when it's available.

The village will need several rounds of training to boost Efficiency to the point where the village's population base is increased. There will be a short lag time before you see the Population line leap. Keep Mr. McNeil busy training until the Unskilled Labor button becomes active. (Keep your eye on the Efficiency total—it needs to be over 90 percent; population totals will begin to increase with the Efficiency hike.)

You can examine other relevant island information in the Graph window while you wait. When you are familiar with more of the game techniques, you'll see that you can engage your agents in simultaneous tasks at different island sites, so you'll be too busy to wait for anything. When that Unskilled Labor button is available (village population has to hit 140), jump on it.

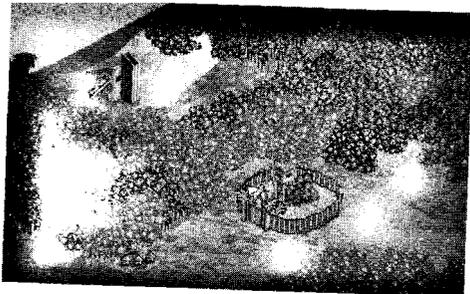
Click on Unskilled Labor.

Dee will now orient some of the villagers to labor practices, which will cause a modest drop in the Population, Happiness, and in the Efficiency levels for the village's food production, but it will give you a couple of fence builders. You'll need about six laborers, so click on the Unskilled button two more times; use Iain for more training if necessary.



Agent picture replaced by present worksite

Each click will reduce the village's population by 10, but will produce 2 unskilled laborers. When Dee's progress bar disappears after the third training, indicating the completion of his instructional efforts, you can attend to the erection of your Game Preserve fence. (It's not a bad idea to return here to keep Efficiency levels up—you'll see why soon.)



New fenced reserve

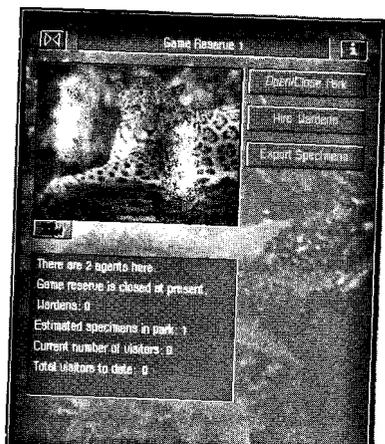
Using a Little Reserve

Click in the village's Close box.

Click on the reserve building.

Click on the Fence Area button.

Bob's photo in the Control Panel will be replaced by the reserve site, indicating the whereabouts of his present labors. When his face returns, you can see that the Game Reserve window has a couple of new agent action choices, and that the info box has some new data. You might also notice a sharp new look at your game reserve, with its new headquarters and fancy fencing. Your animal population should begin to rise.



Updated Game Reserve window

You'll eventually want to use all of those reserve command buttons, but since there aren't any tourists around, opening the park will just wear out your gate and there isn't a trained warden on the entire island. But every problem has a solution, eh?

Close the Game Reserve window.

Click on the down arrow and the left arrow in the scroll-arrow cluster until the town and the agent headquarters are prominent onscreen.

Click on the town.

The Town and the City

Skilled labor can only be found in the urban jungle, and your wardens have to be highly trained sharpies if you want them to fend off the cutthroat poachers infiltrating your game reserve. What you need to do is increase the town's population to city size, so that there's a broader labor base to choose from. When you've developed your town into a

city, you'll need to provide it with more power for its growing industries. We'll make sure now that your city will immediately have the power it needs. Anyway, that old power station to the right of the town won't run without coal—keep your agents hopping.

Send John down to the coal mine, located off to the right of the agent headquarters.

Click on the coal mine to open its window.

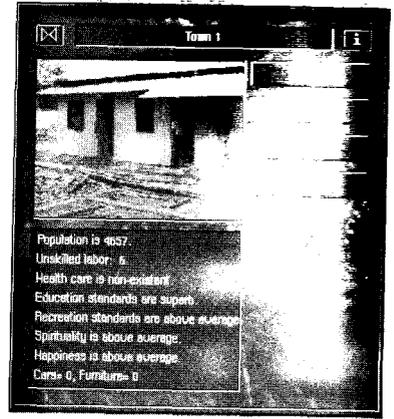
Click on the Mine Double button.

After your agent gets his and the other workers' hands dirty, you can see in the window's info box that you've doubled the mining capacity. (There will be some subsequent increase in pollution, something you can check later in the 2-D window. You can change capacity to Mine Normal later.) But power alone does not a city make—in order to entice some more visitors to settle in, you've got to spruce up some of the local amenities. Be an empire-builder, build!

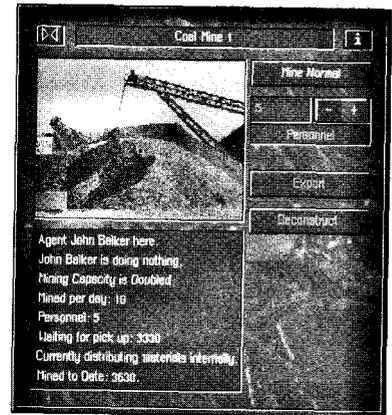
Send Bob Moon over to the town.

Click on the town and click on the Hospital button in the Town window.

After your agent completes his deed, you can see in the town's info box that the Health Care rating has improved. The population may soon skip upward as well, boosted by that new well-being. However, doesn't it seem obvious that you can't have a specially trained warden without special training? Education could turn a town bumpkin into warden material. Back to the job site.

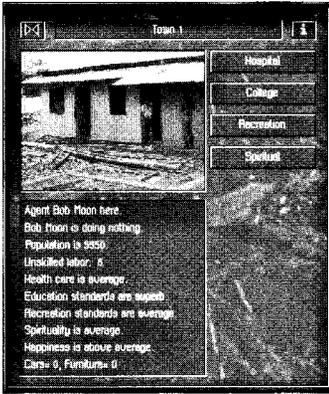


Town window



Mine window

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Town window after command choices

Click on the College button.

Unfortunately, it's not going to be just a matter of a few waves of your mouse to make your town's population crest to a city's—we said this would be work, didn't we? Remember how you trained that one village to boost its population, using Iain and Dee? Well, you need to continue doing that at various villages all over the island, because the higher food totals from those villages will prompt those well-fed villagers to procreate, and that good food will also draw in more outsiders to your island.

Go ahead and train other villages of your choice—any and all will do—for higher food production while you engage other agents in simultaneous tasks. This island is an interconnected web, and we're going to keep those spiders humming. Make sure to repeat the food production efforts all over the island and improve the town's other amenities in between the assignments below.

A Woodsman's Tale

The rate of rainforest logging in British Columbia (which contains 25% of the world's remaining temperate rainforests) has tripled over the last 30 years. A 1991 report from the Canadian government estimates that if the current rate continues there will be no substantial unprotected ancient forest left on the coast of British Columbia by 2008. The U.S. is the biggest consumer of Canadian wood products.



It's likely that your hospital and university projects have depleted your wood supply, and your burgeoning tourist industry doesn't stand a chance without you doing some more building. You're surrounded by trees on this island, and you've already got a sawmill—the course is clear. (Uh, don't get too many chainsaw chuckles out of this—there is a World Opinion button in the Graph window that frowns on clearcut islands, and we haven't even talked about the Score button yet.)

Scroll up near the sawmill west of the game reserve.

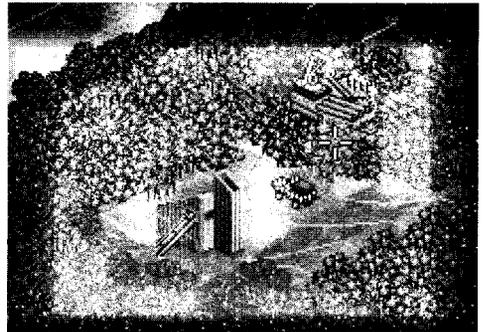
Send Bob to the edge of the clump of trees just below and to the right of the sawmill by clicking there.

When he arrives (his jeep will appear in the terrain), click on his jeep to open the Construction Site window.

(If his jeep has been obscured by the trees, you can also click on his Location button to bring up a command window.)

Click on the Logging Camp button in the Construction Site window.

After you've clicked on any active construction button in a Construction Site window, your pointer will change into an image of the selected development. You can move the pointer around a restricted distance within the area, indicating the boundaries of your placement choices. If the cross-hair that follows your pointer movement is red, you won't be able to build there. When you're in the white, place it right. (The building will be placed where you center the cross-hair.)



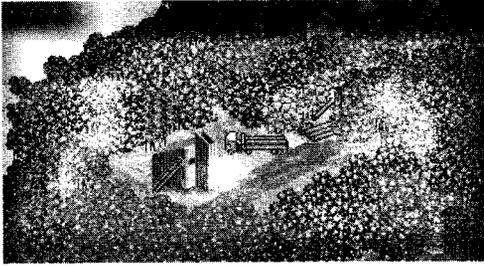
Logging camp pointer

Click with your logging camp pointer in a "white zone."

A construction crane will appear, letting you know that Bob and some of your island's unskilled laborers are at work. After Bob's progress bar is gone, you'll see your new logging camp, which will soon have some logging truck traffic between it and the sawmill (you might catch the bulldozer building the road).

Because you'll need a lot of building materials, we'll advise the inadvisable: send Rick over to the logging camp and click on the Non-Sustainable button. You can get your morals back at the lost and found later. In a short while, you'll be in

SIM ISLE



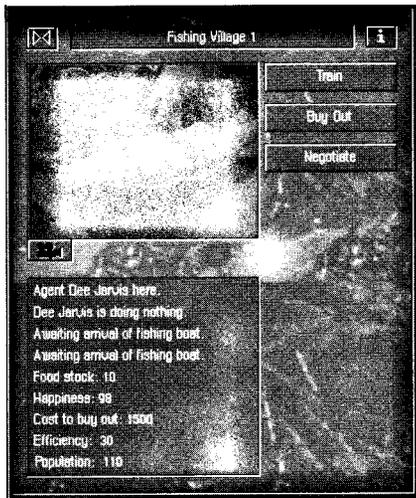
Placed logging camp (with truck)

log heaven (your Wood totals in the Graph window will rise). You're in business — so get busy.

Besides wardens for your reserve, you'll need some goggle-eyed tourists to gawk at your rare flora and fauna there, and the only way they can dock near your reserve at the moment is by inner-tubing into that grubby old fishing village. Give them a little more consideration and they'll give you a little more coin.

Your Money or Your Fish

Use the arrow buttons to scroll up to the native fishing village on the left edge of the island, not too far from your game reserve.



Fishing Village window

Send Dee (Negotiation skills) to the village.

Click on the village and click on the Buy Out button.

That silver-tongued devil Mr. Jarvis is going to buy out the fishing village with a little green persuasion, because it's the ideal site for a handsome ferry port — it's one of the few spots on this island where deep water touches the land, a port requisite.

Once Dee is through with his negotiations, you'll see that the village has been removed from the map. Don't worry, the village people have all moved to the town to get jobs dressing funny and singing in nightclubs. No, actually you'll probably see another pin added to your map —they are very likely to relocate to another village.

Now you've got an empty site of prime property. What would any self-respecting tourist-hungry governor do? Build, man, build!

Send Bob to the coastal edge of the cleared fishing village property.

Click on his jeep.

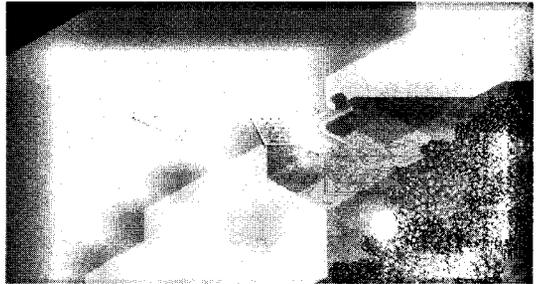
In the Construction Site window, click on Ferry Port.

(If the Ferry Port button is inactive, click on it to see in the Message Bar how many units of wood (building materials) are required. The number in parenthesis will be the amount you still need. Your logging operation should fulfill that total shortly.)

Locate a workable site within the pointer bounds that intrigues you and click the mouse button.

If You Build It...

The ferry port will appear after Bob finishes supervising its construction. Your money and wood totals will decrease, as they will any time you construct something. You've still got a little money to burn—you don't want your guests to sleep on leaves, do you?



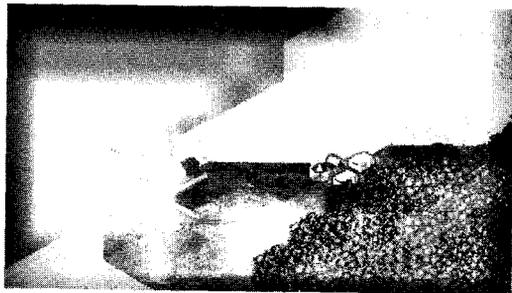
New Ferry Port

Locate a nice site above and the right of your port, on the beach but nestled at the edge of the trees, and send trusty Agent Moon there. (If you don't see his jeep appear somewhere near your chosen spot, scout another nearby, get the boots pointer, and click again.)

Click on his jeep and click on the Hotel button in the Construction Site window.

If you have a lack of building materials, send Dee over to the sawmill and click on the Import Materials button. It's costly, but you'll reap rewards later.

Select the site and place the hotel.



Completed Tourist Accommodation and ferry site

As you'll see, Mr. Moon knows his way around the building of a spiffy hotel. Right now, your tourist trap is a modest Tourist Accommodation, but you can upgrade the property to bigger and better. Remember that commercial developments do produce pollution, and that will affect both flora and fauna in the immediate area. Also, tourists are reluctant to travel too far to get to lodging or attractions, so plan accordingly. Now that you've got a way to bring in the tourists, and a place to park them, you should set your reserve in order.

You'll only be able to do this if you've built up your town into a city. If not, keep working on boosting food production by using the proper agents in every village (Iain or Matt can be used in any of the villages for training, even simultaneously!) When your town becomes a city, you'll see it on your map in all its glory, including the buildings representing the urban amenities Bob built.

Send Dee Jarvis to the game reserve.

Click on the reserve.

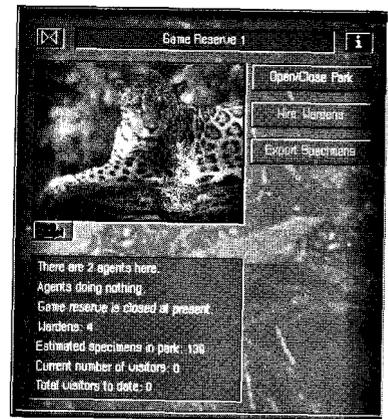
Click four times on the Hire Wardens button.

Click on the Open/Close Park button.

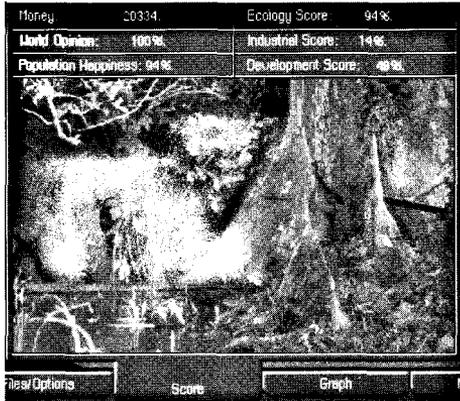
Mr. Jarvis will eagerly canvass the city (by phone) for wardens and will fetch two back for you. You'll notice the park specimen total will increase more rapidly after your wardens have been hired, because the warden's job is to deter those nasty poachers from decimating your exotic beasts. You should also notice the number of those other nasty beasts, the tourists, on the rise, though you might have to place another hotel near by. Be sure to hire more wardens over time.

Perhaps you're a touch anxious because you've spent a pretty penny or two building up your empire. However, your hotel and game park should begin building up your funds. There are a number of other means to increase *your* means on the island, some of which might be a touch predatory, some of which are more benign. What's nice — and challenging — about SimIsle is that you can make choices, and those choices come in various shades. If you ever need a quick, uncomplicated way to slap your cash register awake, you can always send an agent to your sawmill to sell some of those extra logs.

Cash flow problems aren't all you can face in SimIsle, though. One situation that would be decidedly fretful is a shark attack, a dire event that could customize the swimwear of your carefree tourists. This disaster (and others in different scenarios) can occur randomly, so you may want to take your aspirin now. If they do occur, you might be given an opportunity to send agents to the disaster sites. In some cases (but not all), the right agent will be presented with emergency options — you're on your own, gov'nor.



Reserve window with warden increase



Score window

Knowing the Score

Dreadful calamities like that and your response to them are monitored by the Great Scorekeeper in the Sky, and if you've got the moxie, you can check to see how you're doing.

Click on the Score button.

The window that appears lets you know how well you've balanced your island interests. The figures for Ecology, Industrial and Development can individually go from 1 to 100 percent, and your slant in any direction will also be pictorially rendered in the window, from vibrant forest images to choking power plant gases. You can also see just what the world thinks of you here, as well as what your island world thinks of you overall.

For example, you probably received some World Opinion points for your early discovery and breeding of the rare animal, though we did help a touch on that count. How you might deal with a disaster could add to that score, as well as affect your Ecology count. Keep your eye on the score, while it keeps its eye on you. (Opening certain system windows, such as this Score window, will pause the game.)

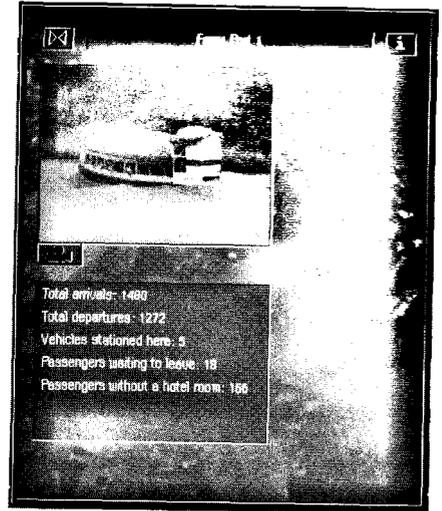
Click on the Score button again to close the window.

Charting the Numbers

It's time to do a little property assessment and development. Use your scroll arrows or whatever means you find comfortable to go over to your ferry port.

Click on the ferry port.

This is just a quick glance to see how things are going at the port. You can see by the inbound and outbound traffic at the port whether the island has been hosting many Rubber Band Engineers conventions and the like. Of course, if there's been a tourist boom at the port, it might be time to enlarge your accommodations and pick up a few more dollars.



Ferry Port window

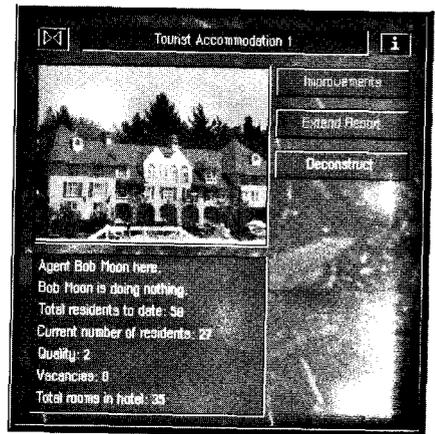
Scroll to your hotel and click on the building.

Send Mr. Moon over to the site.

You can see that you can click on a development while another site's window is open, and the open window will be replaced by the newly clicked site's window. The window indicates that business has been good, and that no rooms are available. Do the sensible thing—expand.

As soon as Bob arrives, click on the Extend Resort button.

Mr. Moon doesn't seem to ever get tired, does he? You can see that he'll immediately go to work with a crew to knock together a few more rooms. (Your cash and wood totals will take a little hit.) You should soon return and open up some more rooms, or send Billy over to choose the Improvements button and put some nicer carpet in every room, and those machines that dispense \$4.00 candy bars. (You'll need at least



Extended Hotel info box

250 visitors to "win" this scenario.) You might even have to find another logging camp or Import Materials to supply your expansion needs. Logging camps will shut down when they use up nearby trees.

Of course, keep in mind with expansion of any sort, whether it's new construction, more coal extracted or more logs cut, your island's overall ecological balance will be affected. All developments pollute to some degree, and heavily developed areas pollute to a considerable degree. SimIsle does present you with some chances to pad your pocket while you're putting some gilt writing on your ecological resume, though.

Let My Animals Go!

Scroll to your game reserve and click on the reserve building.

Send Iain to the reserve.

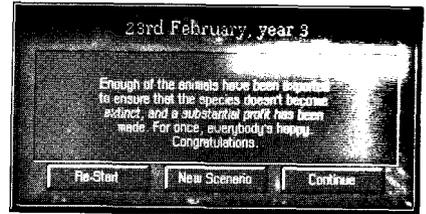
Click on the Export Specimens button when it's available.

If you've managed the reserve well, your Export button will be active. (You'll need to have hired at least 4 wardens and have over 140 specimens.) Mr. McNeil will snap to attention and arrange for the export of your rare creature to preserves and zoos all over the world, thus enhancing the chances of the species' survival. And if that ain't a kicker, just look at your Money total: it goes up with every creature you put in the mail. Nice job. However, if you've placed your hotels or other developments too close to your reserve, the noise and pollution could affect the breeding success, and you might not see the Export Specimens option.

And if you're really desperate for more tourists, you could even put in an airport, but in true SimIsle style, you must

consider all related consequences: big expenditures, lots of required materials, new tourist housing needs, etc. All actions have reactions on your islands, but if you're up to it, proceed.

If you continue to draw enough tourists and export animals over time, you might even get a congratulatory onscreen message about your ecological insights. If so, just click on Continue. If your curiosity is piqued about other creatures and plants in your island's grab bag, there's a way to get some pertinent info.



Export congratulations window

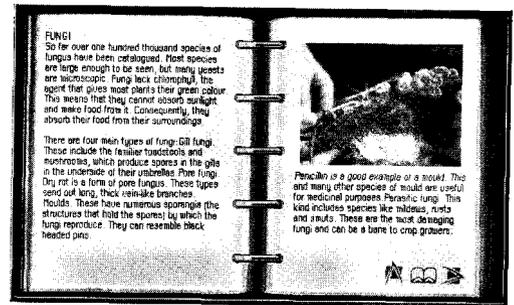
A Brief Study Session

Click on the Notebook button on the Control Bar.

Click on the Ecology button.

Click on the topic that interests you.

The Notebook is your island encyclopedia, filled with enlightening facts about the composition of your island terrain, what animals and insects reside there, and all the whys and wherefores of your island properties. You might want to keep the Notebook material in mind when you build a tourist attraction—the Triple-Nostriled Wing-wooble that you squish with a french-fry stand might be the only one left in creation. You can also select a pin site and click on the "i" button in its window, which will open the Notebook and reveal information specific to that site.

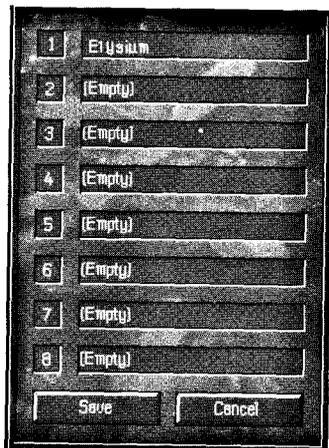


Notebook window

Click again on the Notebook button to close the window.

Save the Island!

Well, even if your territory is looking more like Coney Island than Paradise, we should probably assign it its place in history. Besides, in SimIsle all islands are works in progress: there are so many conditions that can be changed by so many choices—you can always do some touch-up strokes here and adjustments there.



Named island in Save box

Click on the Files/Options button.

Click on the Save button.

Type in your island's name in one of the numbered text boxes.

Click on the Save button.

You can check how well you've done in regards scenario goals by clicking on the Files/Options button and then the Stats Box button. Click on the Statistics button there in the Balance Sheet window to assess your game goals status.

Well, that's *one* approach to island management. Over time, you will learn how to more effectively use the particular talents of each agent, so that you employ the most suitable person for the job. We didn't even get into the hiring, firing and training of agents—in other scenarios, you have 16 additional personalities at your disposal. (Whatever personnel decisions you make, at least make Bob Moon a sandwich.) As we indicated, what's compelling about SimIsle is that there are many approaches to this scenario, and this scenario has only about one-quarter of the complexity of the other islands. (We didn't want you to head back to the mainland in terror by springing anything too complicated on you.)

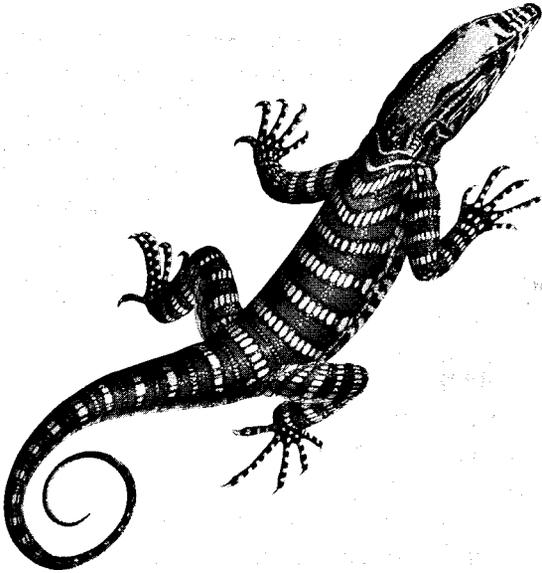
Try your hand at some of the other scenarios—ah, they're not that easy; you'll probably have to use *both* hands. You can approach islands with a single-minded purpose, just aiding villagers with their planting and fishing efforts, and keep it as green as the Garden of Eden, or you can ride roughshod over the land using the devouring mouth of your bulldozer. But there are always myriad ways to mix your roses with your weeds.

Spend some time in the Reference section to familiarize yourself with all of the program's features—we only took a sip from a tall glass for the tutorial. There's also a nice essay on the real rainforest, and reading it will give you a small understanding of the staggering complexity and marvelous diversity of these regions. Well, that's probably enough for a year or two. Enjoy your time on the islands, and try and keep your socks dry.

Experts agree that the number-one cause of extinction is habitat destruction. Quite simply, when habitat is reduced, species disappear. If deforestation continues at current rates, scientists estimate nearly all tropical rainforest ecosystems will be destroyed by the year 2030.



REFERENCE



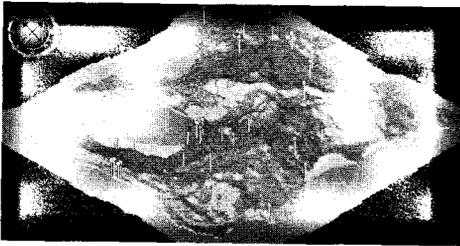
Every leaf, flower, liana, every insect, frog, fish or bird was a lifetime's study in itself, and I knew that there was another hidden, secretive army of creatures that would emerge at night to take over. As any naturalist knows, there is nothing like a tropical rainforest for replacing arrogance with awe.

— Gerald Durrell in *The Enchanted Canopy*
by Andrew Mitchell

This Reference section for SimIsle will supply you with detailed profiles of all of the commands, windows, and procedures for the program. This section also contains an overview for each of the SimIsle scenarios. Go through the Tutorial to get a handle on program basics, and refer to this Reference section to enhance your view of the big program picture. See your Addendum for approaches to the "mini-tutorial" islands.

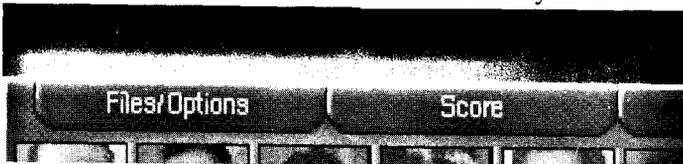
The Basics

All of the SimIsle scenarios present you with an island landscape, with varied terrain and development features particular to each selection. You are the island's governor, with comprehensive decision-making power over resource allocation and commercial development. There are a host of approaches that you can take to the "management" of your island, from giving low-impact farming assistance to the native islanders to gonzo gobbling of island resources and manic expansion of tourism and other industries.



Low-magnification island view

In addition to overseeing the myriad responsibilities native to these complex ecosystems, you might have to respond to circumstantial events on the islands, triggered by your gameplay decisions. These events are situations that require your responsive hands-on touch, be they ecological disasters or rare rainforest discoveries. Since as governor you'll probably need to spend a lot of time opening schools and champagne bottles, you're provided with a team of agents to perform your clean and your dirty work. Your agents have varying talents and expertise, and some of them aren't so savory—all the better for unsavory undertakings.

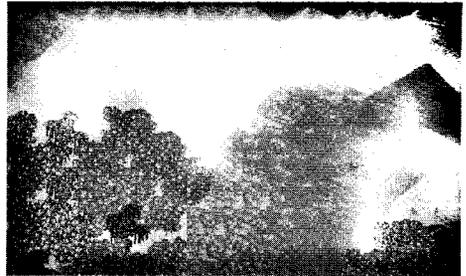


Control Bar with agents

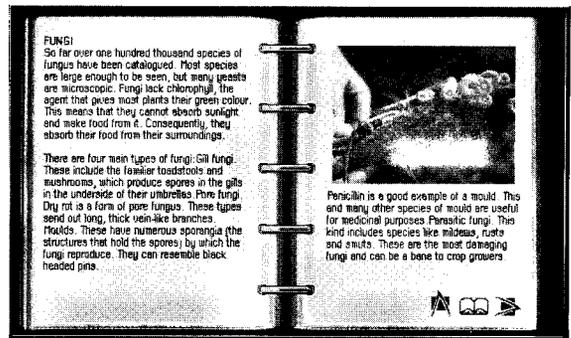
The island is dynamically responsive to your actions. To use a fanciful example, you might invite 3,000 tourists to summer at a delicate section of coastal mangroves (where you've erected a zoo to house its specimens), and you might note that the mangroves will soon look a bit peaked. Of course you could always put some of the tourists in the zoo cages, if the mangrove fauna thin out. (Well, you can't, really. But you can do a lot of other good stuff.) If you're particularly hungry for cash and all its glittering cousins, you can squeeze the island like an orange, to render all of its oils and minerals and substances for your money mills—but the ecological consequences won't be pretty.

Whether you govern with an iron or a velvet fist, every island has a unique character, with endless possibilities for experiment and exploration. Poking around in the underbrush might uncover a rare species or old archaeological site—or maybe just give you a rash.

Whatever course you chart, you'll find that each island is its own compelling complex small world, brimming over with life. Touch a spot on the island with your mouse, and it will react (or at least report its biotic composition). Here's a chance to test the island's—and your—reflexes.

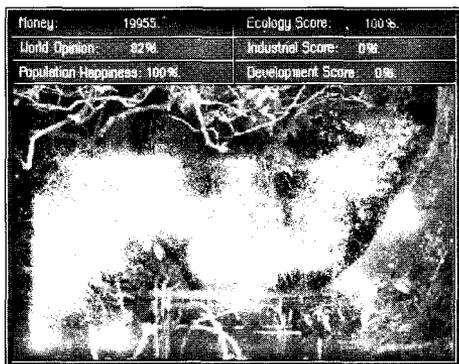


Depleted landscape



Notebook Ecology entry

SIM ISLE



Score window

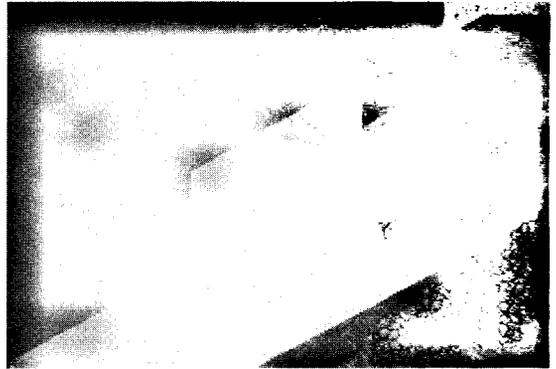
Don't expect that if you save enough swampland or show enough eco-tourists your hawk-tailed Kissinger—or some other mythical beast—that the island will light up like a cheap casino or Neptune will lift the island out of the ocean on his tail. However, some scenarios will have particular goals, and if you attain those, you could receive some onscreen congratulations. These game islands aren't "won" in the standard sense of "points accumulated, game over." Instead, at any time you can check out your island's balance using the Score button, which will display how well you've managed the island on the ecology front and the economic front.

This "score" is more a reflection of your management approach, a sample of your personal taste in islands. You never definitively lose the game, even if you run out of money, materials, or a sense of conscience—your island might just cry a little. (You can, however, run out of time attempting to complete scenario challenges.) The islands aren't ever truly finished: you can always go back to saved islands and give fresh farming advice to some natives or increase some logging or put in a new factory, all to adjust the big picture. SimIsle is a picture that's always developing.

Island Models

The islands are modeled after an area in Southeast Asia renowned for its high biological and cultural diversity. The model encompasses broad variety in natural terrain conditions, some of that terrain containing villages, towns, oil wells, timber-processing plants, and factories. As an equatorial territory, it is subject to tremendous amounts of rainfall and tropical humidity, with a consequential proliferation of forest types ranging from the high leaf canopy (trees over 200 feet tall) to freshwater swamp forests and river-delta mangroves.

SimIsle's territories try to reflect the fact that this model is the most complex ecosystem in the world, with as many as 800 different species of tree in the same plot. The teeming wildlife and extraordinary insect population are a significant part of the mix, and a delicate mix it is. The rainforests are said to be home to two-thirds of the world's organisms—you can participate in the current worldwide controversy over rainforest exploitation with your game choices.



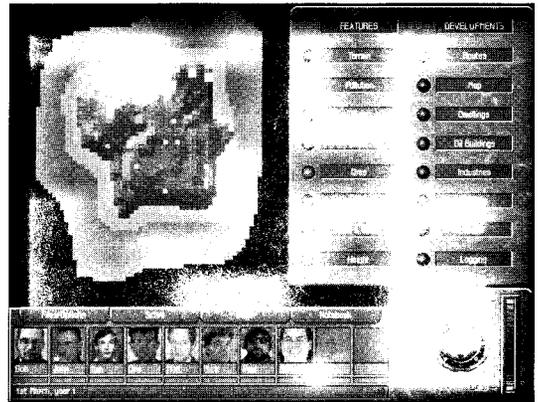
Terrain and development variety

Islands

Each island comprises a variety of terrain types with accompanying ecological conditions that change with game dynamics. The terrain can be viewed at three levels of magnification, controlled by the magnifying buttons in the Control Bar (reviewed below). The distinctions in terrain color at low magnification can be seen to be highly differentiated foliage and geographic variety in higher magnifications. Specifics about terrain biomes can be found in the Notebook.

The sun's movement over the course of a day will also cause variations in terrain illumination, and thus its coloration. Terrain variables can affect the courses of roads and limit your ability to build at some sites. You can get specific terrain information in the Message Bar by clicking on individual map areas at any magnification, though it might be more visually informative at the high zoom. The 2-D map view also gives you a number of terrain information buttons that gauge environmental conditions.

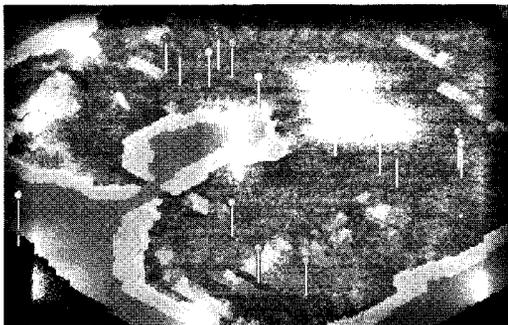
Interface Fundamentals and Presumptions



2-D map

Pins

The pins seen at the lowest map magnification represent enterprise sites (villages, mills, hotels, etc.) on the island; their information and game action windows can be opened with a click of your left mouse button on the pin. (You'll be advised which functions are controlled by the right mouse button.) The pins are color-coded according to what type of development exists there.



Island pins indicate developed areas

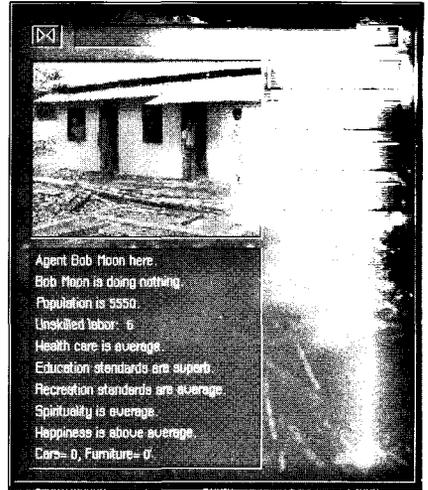
You can put a pin-code panel onscreen by choosing Pin Key: Off in the Files/Options menu. The clicked pin will be highlighted in pink when its site dialog window is displayed; you can click again on the pin to close the dialog. (Any agents at a clicked site will be highlighted in the Control Bar.) Any newly constructed property or event site will be marked by a pin as well. Opening any of the site windows will produce sound effects appropriate to that site.

Mouse Buttons

The island map will center wherever you click the right mouse button; if you've clicked that button at an island area in low magnification and then click on the high magnification button, you will see the area in question close-up and centered. Thus, you can use your right mouse button to quickly move about the island. (And since random disasters that need immediate attention can occur, the more fleet-footed your mouse, the better.) You can center the map itself by clicking in the center of the Control Bar's arrow cluster. The compass at the top-left of your screen (which can be turned off through the Files menu) will reflect any changes you make to your island's orientation.

Island Properties

All of the developed sites on the island can be examined through their command windows, which often allow you to use your agents to manipulate conditions there. These window dialog boxes reveal facts about the site, the presence of agents, and if agents there have the proper skill sets, give you available button choices of actions that affect current conditions there. For example, you can induce your agents to increase logging at a logging camp, decrease personnel at a mine, etc. (You need certain resources to exercise commands as well.) Some existing buildings/sites may be upgraded if certain events occur: for example, a town can turn into a city if the population sufficiently develops and an efficient power station is operating nearby, conditions that are dependent on the effective use of your agents.



Town window

In a broad sense, each developed site either consumes or generates money, and sometimes both. To have the greatest success managing your island, you'll have to involve yourself with every activity site on the island, repeating command actions in some cases, or choosing new commands that result from prior choices.

The majority of the land in any scenario is state land under your stewardship. In a few cases, your agents might have to instantly respond to developing emergency situations threatening island stability or ecological preservation, usually relating to developed island properties. You won't be able to remove some island developments, though in most instances, you'll have the option of removing those you've built.

Up to one-third of the tropical forest cover is removed just to make way for logging roads and tracks. Japan, the United States and Europe each consume about \$2.2 billion worth of tropical hardwoods each year. Most tropical timber-exporting countries are already in trouble because they have over-exploited their forests. Some traditional exporters such as Nigeria and Thailand are now net timber importers.



Resources

The island's natural resources are: gold, silver, iron ore, oil, timber and coal. Coal and ore are limitless, but there is a fixed stock of the other resources at the beginning of the game; each scenario has different resource reserves. Extracting resources depletes them until they are exhausted; however, a forest can be renewably exploited in the right circumstances—you know, that *friendly* brand of exploitation.

Although Americans represent only 5% of the world's population, we consume at least 30% of the world's mineral and energy resources. The clearing of rainforest land for beef cattle pasture is one of the largest destroyers of rainforest, especially in Central America and Brazil. Most of this beef is imported into the U.S.



All resources are automatically transported from their place of origin to their destination after the program builds the roads, whether that destination is a sawmill, factory or port. Thus, timber will be taken via logging trucks from a logging camp to a sawmill. You'll see on your maps the webwork of roads for the automatic transport of these "pots" of resources from place to place.

Extracted resources become part of a global resource pot, so they are available wherever you need them for building materials, industrial production, consumer goods and direct export after the transit system is in place. Island labor works on the same global basis.

These resources are extracted in "units" through each game cycle or game day. Of course, if you increase the resource units extracted, you increase your cash, you salivating miser, you. Heavy extraction of resources will result in environmental degradation.



Mine window

(The game turns are an internal program calculation that regulates time's passage and event sequences on your island.) You'll see regular additions and subtractions of island resources and changing conditions with each turn, measured as a single day. For example, items monitored in the Graph window will update periodically onscreen. The changing game dates are reported dynamically in the Message Bar and also by selecting Scenario Recap in the Files/Options menu.

The Central Bar

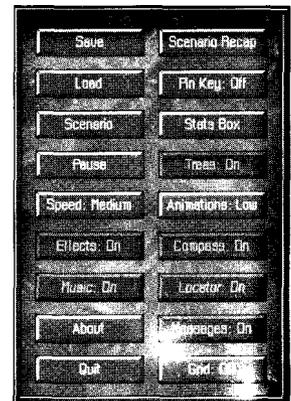
The Control Bar is the hub of your island operations—it is the figurative headquarters and mission control for your agents. The Control Bar contains tools to manipulate map views, gives you feedback on your island work, and lets you access system and file functions for the program. The top of the Control Bar holds a series of buttons that when clicked with your mouse bring up command menus or information windows. These menus or windows can be closed by clicking again on their associated buttons.



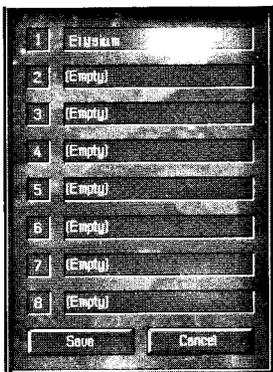
Control Bar

Files/Options Button

The leftmost button is the Files/Options button, which when clicked with your mouse displays a panel of buttons that control system and file functions and that provide you with game options. Some of the game and scenario-loading procedures will take a moment to load from the CD. The game will continue to run when this panel is open. The panel will close when you click again on the Files/Options button.



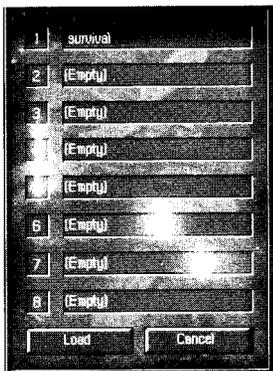
Open Files window



Save window

Save

Clicking the Save button presents you with a list of numbered boxes (all titled "Empty" if you're saving your first game) in which you can enter the name of your game file. Type in your island's name ("Empty" will disappear) and click on the Save button. Games will be saved to your hard drive in the Savegame directory within your SimIsle directory. You can save new changes under a different name by clicking in an Empty text box and following the procedures above, or you can save changes to the old file by selecting its name—it will highlight—and clicking the Save button.

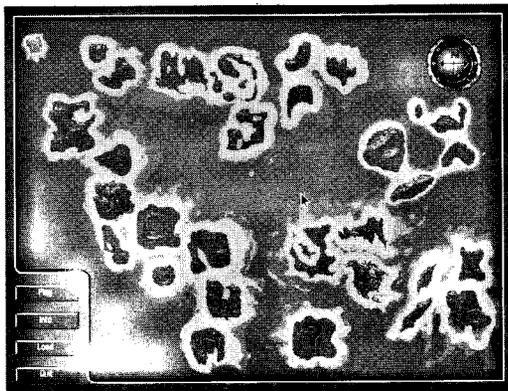


Load window

You can backspace over the names of old games and re-title them, to save games under new names. You can also delete any highlighted item by hitting the Home key, giving you a blank line. Clicking the Save button will exit the window; you can also leave without changing anything by clicking on the Cancel button. You can save up to eight games total, and you can name them what you please.

Load

The Load button will bring up a box list much like that of the Save window; there you can find the names of all your saved games. Click on the game you want to load (it will highlight) and then click on the Load button or press the Enter key to bring your island to life. You can also double-click directly on the game name to load it. Click on the Cancel button to go out the back door, game untouched.



Scenario Selection Map

Scenario

The Scenario button is your key to opening SimIsle's treasure chest of challenge: each of the scenario islands that you can see in the Scenario Selection Map has a different terrain, different agents, different developments, and

different event possibilities. Take the risk by clicking on one of the scenario islands (it will highlight), then click on the Play button, or just double-click the island itself.

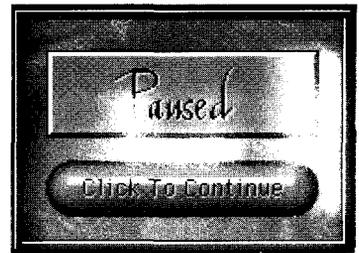
You can get information about island specifics by clicking on the Info button after you've highlighted the island. Clicking on the Load button will bring up your list of saved games, which can be brought onscreen from there. Clicking on the Freeform button lets you play on the selected island as it's described in the Info window, but without the strategic gameplay demands for "winning" the scenario. Those of you with more pressing concerns (disk drive on fire?) can opt for the Quit button. Choosing the Scenario button from an active game will bring up the Save window, to save your game before displaying the Scenario window; click the Continue button if you don't want to save changes.

Pause

You'll not be surprised to learn that the game will pause when you click on the Pause button, and you might even be pleased to see the handsome Paused box that comes onscreen. You can click on the Click to Continue button to get back to your exotic island world after you've caught your breath.

Speed

The Speed button is a three-way toggle: its default is Medium. Clicking on it will change game speed (the passage of game turns described above) to Fast, clicking it again changes speed to Slow, and another click returns it to Medium. If you're impatient for your timber to be cut or your tourists to arrive, you might enjoy the Fast setting. If you're a person that likes the dripping of the rainforest waters to lazily trickle down those broad leaves, Slow might be just about your speed. Experiment and see.



Paused dialog

Effects On

The Effects On button is a toggle that when clicked changes to Effects Off. When the effects are on, you will hear sounds—such as your agent's jeep starting up, the buzzing of saws when you open sawmill windows, button clicks—when certain commands are executed. The button defaults to On.

Music On

The Music On button is a toggle that when clicked changes to Music Off. When on, you will hear the rhythms of the rainforest at program and scenario startup and occasional music that accompanies game development. The default is On.

About

The About button displays the version and copyright information for the software. Click the Continue button to return to the rainforest.

Quit

The Quit button gets you outta that steamy tropical world, but you do get a chance to reconsider, because an Are You Sure? dialog box comes onscreen to let you think about it. Choose either the Yes or No button when your beating heart stills. You'll be prompted to save any new changes to your open game.

Scenario Recap

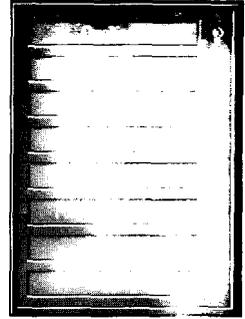
The ScenarioRecap Button displays (by way of the SimFax machine) the Same island information Seen by Using the Info button on selected islands in the Scenario Selection Map. The faxed message will also tell you the current game date, which can be critical for those scenarios that are time-dependent.

The clearing and burning of rainforest for farm and cattle grazing (or any other activity) releases vast amounts of carbon dioxide, methane and nitrous oxide — all potent greenhouse gases. It is estimated that tropical deforestation annually contributes 23-30% of all carbon dioxide, the gas believed to play a large part in global warming.



Pin Key: Off

The Pin Key: Off button toggles to Pin Key: On when clicked. When on, the command puts a small window on the right side of your screen that details the color-coding of the pins that represent the island's developed properties. The window will disappear when you choose the higher map magnifications and reappear (until turned off in the Files window) when you return to low magnification. The Info Box Up item refers to the color a pin will be when you've opened its information window.



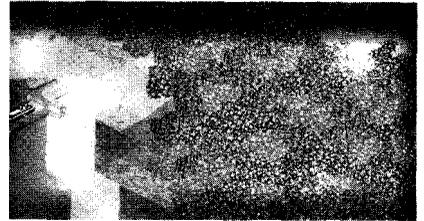
Pin Key window

Stats Box

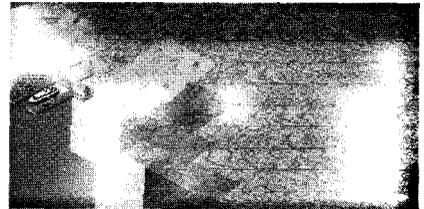
The Stats Box displays a balance sheet detailing incomes and expenses, broken down by the Last Year and Last Month, contrasted with This Year and This Month. Click on the Statistics button to see the facts and figures about your current resource holdings, tourism statistics and scenario goals progress. Click on OK to return to the island.

Trees: On

The Trees: On button is a toggle that when clicked turns to Trees: Off. When on, you can see (at high magnification) all of the foliage colors, sizes and varieties of the diverse rainforest flora. When off, your island terrain will still have some color differentiation, but all of the dense stands of forest trees and bushes will be removed. (You'll still be able to see logged and polluted trees.) You can get a clearer sense of relative area elevations by turning off the trees and using the Grid command (see below). Trees defaults to On.



Trees on



Trees off

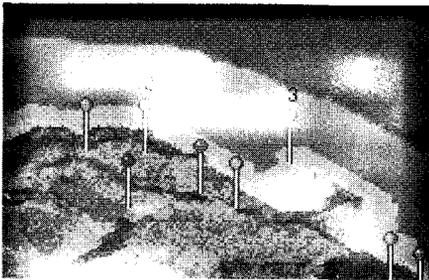
Animations: Low

The Animations: Low button is a three-way toggle: its default is Low; clicking on it will change game animations to High,

clicking it again turns the animations Off, and another click returns the button to Low. At the Low setting, the animations you see at game sites—the conveyor belts at the mines, the log harness at the logging sites, the spinning disk on top of the Agent Headquarters, etc.—will occasionally amuse your eyes. When High is your selection, these and the more vivid animations—flying helicopters, floating boats—are visible. The High setting requires more processor power, so your game speed might be a little slower. Turning Animations to Off will quiet all these jitters in your landscape. The default is Low. Animations can only be seen at the highest level of magnification. (Machines with only 8MB of RAM will default to Off.)

Compass: On

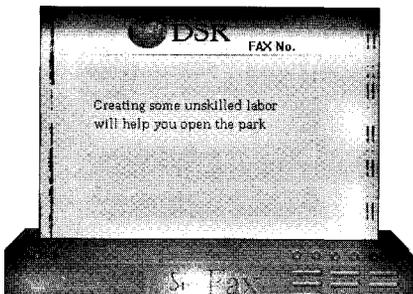
The Compass: On button is a toggle that when clicked changes to Compass: Off. When the function is active, you will see the trusty compass floating above it all at the top-left of your island, displaying the land's present orientation. The game defaults to the displayed compass.



Locator numbers

Locator: On

The Locator: On button is a toggle that when clicked changes to Locator: Off. When the function is active and the map is displayed at its lowest magnification (the smallest "cross" button depressed), you will see a red number at the tops of any map pin (development sites) where an agent is present. The pin number will reflect the number of agents at that site. The Locator function is On at game startup.



SimFax

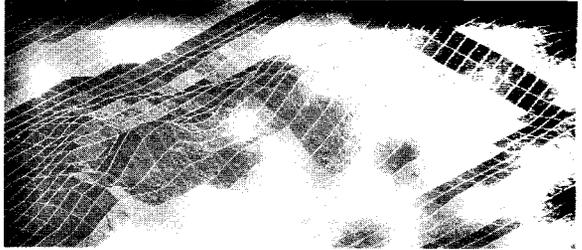
Messages: On

The Messages: On button is a toggle that changes to Messages: Off when clicked. When the messages are active, you will occasionally receive onscreen SimFaxes, sometimes from the Far Eastern territory

that owns these islands you govern, sometimes from island sources. (A sender I.D. on the fax machine will identify the source.) Click on the fax to make it go away. Of course, if the messages begin to sound like your parents lecturing you, you can always turn them off.

Grid: Off

The Grid: Off button is a toggle that when clicked changes to Grid: On. With the game grid on, you can get visual feedback on some of the terrain diversity—differences in elevations are easier to discern, and the biome types are more clearly circumscribed at the two higher levels of map magnification, though trees are seen only at high zoom. At high magnification, heavy foliage will obscure the grid lines. Clicking with the left mouse button will reveal the landscape type (and other details) of the selected grid square in the Message Bar.



Grid pattern on

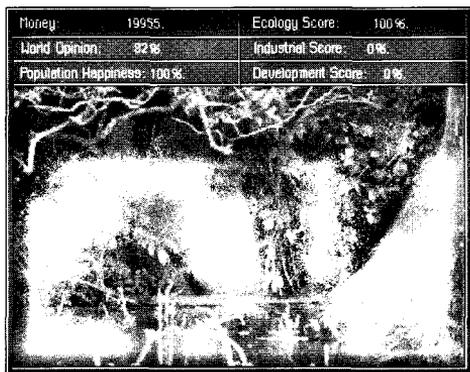
Score Button

The Score button, when clicked, displays a pictorial/information window that reveals your development orientation as governor of the island. Some of the basic game statistics, such as your cash total (the EMUs, or Ecological Monetary Units referred to in scenario Info windows), the World Opinion figures, and the overall Population Happiness of the island inhabitants can be found here. (You can gauge the happiness of individual villages and other sites through their respective windows; World Opinion is explained in a bit more detail under the Graph button info.)

Destroying the rainforest worsens the greenhouse effect both by releasing increased amounts of carbon into the atmosphere and by removing one of the planet's primary means of storing it at the same time. (The United States is at present the largest contributor of greenhouse gases in the world.)



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Score window

Your Ecology score voices what percentage of your management effort has gone into preservation of the island's environment, through your various development decisions. Preservation interests don't always conflict with economic acceleration—the tutorial scenario demonstrates that you can create a nature preserve that protects and breeds rare animals, some of which can be exported for a profit to international zoos. Providing more agricultural training to native villages might increase this Ecology score.

Your Industrial score states the percentage of your success in developing (some uncouth types might say sucking dry) and selling the resources of the island, by the number of sites placed. There are often resource-processing sites on each island (and you can place more, though the resources are finite). There are also many means of manipulating the output of each site through agent actions, so that you'll have plenty of opportunity to increase the piles of coins to clink through your sweaty fingers.

Your Development score reflects how much you've built on your island world in general, whether the buildings are specifically industries, or some other property, such as a tourist attraction.

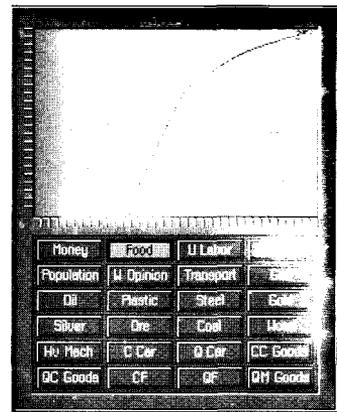
You'll notice that the picture in the Score window will shift its focus in accordance with your performance: you will see more (or less) of the forest flora and fauna in favor of the smoking power stations depending on how you slant—ecology/economy—your island services.

Graph Button

The Graph Button is your island's surveyor: click on it and you'll see an X/Y graph with a number of labeled buttons

below. The factor that each button measures is displayed on the graph in the selected button's highlight color. The number at the top-right corner of the window tells you the current amount (in resource units) of the item measured. You can see the growth or decline of the measured factor by the rising or falling of the chart line; the current reading is the right terminus of the line, and the oldest measure is the left terminus. The last 50 game days are tracked.

You can use these buttons to compare the state of the island's ecology with its industrial base, and to check your resource reserves. For many factors, there isn't a preset range for the scaling numbers: something like Food may continue to increase over time during the scenario, so that your evaluation of the current Food total is informed by comparing it with the older totals.



Graph window

The resources that are listed in the graph are those that are in your possession, those at your mines and industries. Thus you might see in the 2-D (satellite) window that there's a lot of gold on the island, but the Graph window says you have none. You don't—go and get some! The Graph window can simultaneously display the conditions for multiple factors if you click on more than one button at a time.

A couple of the factors that aren't so obvious: W Opinion represents the sum of a host of assessments—happiness, pollution, percentage of trees logged and others—all compiled to tell you what the world thinks of your island management. Transport represents the transportation costs you've incurred moving materials about the map.

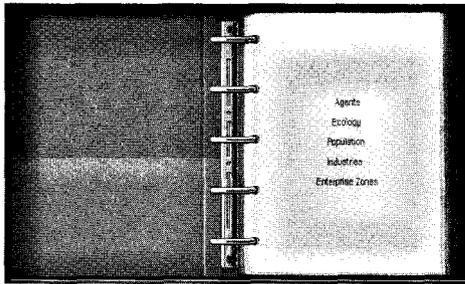
CC Goods and QC Goods register how many of those cheesy, oops, *cheap* consumer goods and quality consumer goods, respectively, you've produced. QM Goods details the same for quality manufactured goods. CF and QF reflect the same for furniture, as C Car and Q Car do for vehicles.

Tropical rainforests play a major part in regulating the flow of freshwater through the ecosystem, which in turn significantly affects local and regional precipitation patterns. Already, in some deforested regions of Brazil, annual rainfall has dropped considerably. Researchers fear that deforestation could lead to a disruption of the water cycle, which could lead to a drying out of remaining forest cover.

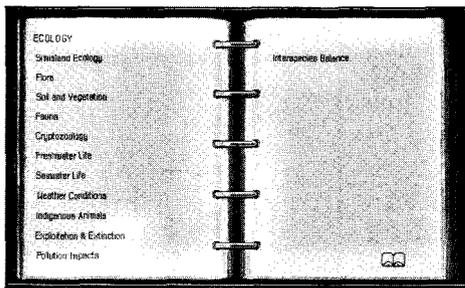


Notebook Button

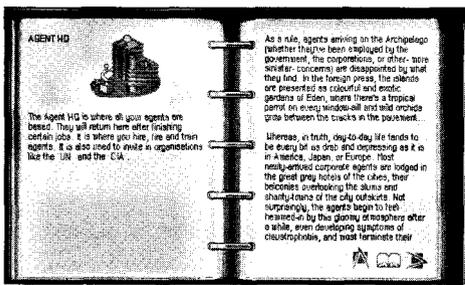
The Notebook button lets you access a database of facts and background information about the state of the islands and gameplay conditions, divided into five categories: Agents, Ecology, Population, Industries and Enterprise Zones. Clicking on the Notebook button opens up a binder-like book on your screen, with the Table of Contents category titles on the right. Clicking on any of the titles takes you to another page, where the chosen category is broken down into a number of related subjects (except for Agents, which brings you individual agent names). Click on one of the subjects and you'll go to lists of clickable individual topics relevant to the subject, or if it's a simple subject (or name), an article that covers the subject in detail.



NotebookTOC



Notebook subheadings



Notebook game object (pin site) page

If there is a narrow topic list, clicking on a topic will take you to the database pages that review the topic in depth (or a deeper subject breakdown), often with accompanying photographs. There are a number of navigational icons on the right-hand page of the Notebook: the up-arrow will return you to the outline level you just came from, the open book will take you to the Notebook's "home page" (its Table of Contents), the right-arrow will advance you a page for continuing articles, and the left-arrow will take you back a page.

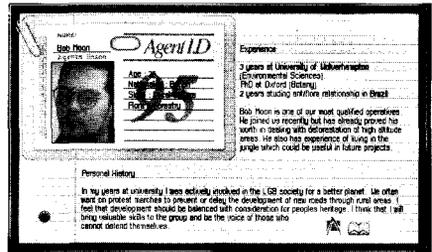
Within articles, you might see specific words highlighted in blue. Those are hypertext links that when clicked will take you to other Notebook pages that amplify the highlighted term or have related information. There will be a related

highlighted term in the info you've just jumped to that when clicked will return you to the original article.

The Notebook is also a repository of information for the developed sites of the islands. If you open the info window of any of the game objects, you can click on the "i" button in the top-right of the window, and you'll go to the Notebook page containing information relevant to the chosen place. Among other things, the page will reveal which agent skills are necessary to most effectively accomplish the various actions at the location. (Some information is withheld—you don't want us to wrap up the game with a bow, do you?)

The up-arrow in these information pages will take you to subject titles relevant to the type of property window you've opened—for instance, if you open the site window for a mine, the first up-arrow click will take you to a number of subject headings germane to the mining industry.

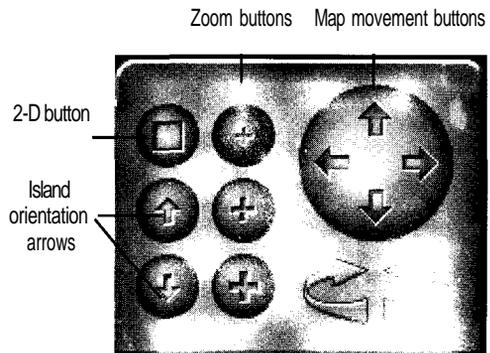
The Notebook will also open to display the curriculum vitae of individual agents when you click on their respective Stats buttons. This provides you with biographical information about the agent and elaboration on the agent's talents to help you in your personnel decisions.



Stats card

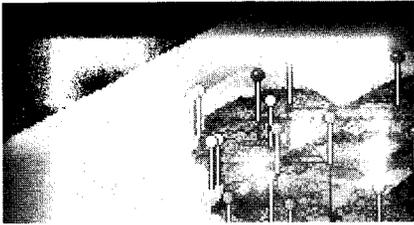
Map Buttons

The right-hand portion of the Control Bar contains tools to manipulate your views of the island terrain. At the far-right of the toolset is a circular cluster of arrows that can be clicked to incrementally move the map in the arrow's direction. These arrows work at all levels of magnification and while other windows are onscreen. You can also



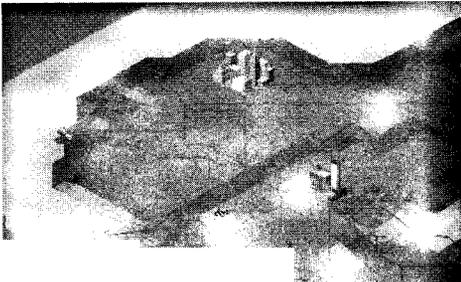
Map arrow cluster and buttons

use the keyboard arrow keys in the same fashion. Clicking in the center of the arrow cluster will center the island onscreen. Below the cluster are a pair of "half-circle" arrows. Clicking on either of these arrows will rotate the map 90 degrees in the arrow's direction; the compass will reflect the island's new orientation.



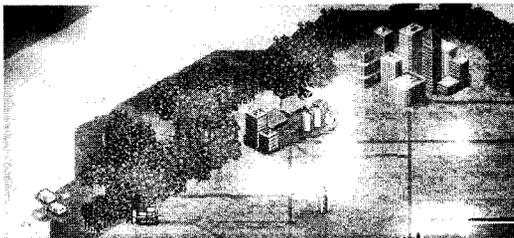
Low-magnification map view

To the left of these arrow sets are the magnification buttons. The top button with the smallest cross produces the lowest level of magnification. Here the surveyed island is seen in its entirety, with its surrounding waters. Commercial or developed sites are visible as colored pins on the map. The pins can be clicked to bring up information/action dialog windows about the site.



Medium-magnification map view

The second magnification button zooms in from the first so that more terrain detail and roads can be viewed; you can now see the developed map properties that were represented by the pins. The third zoom button gives you highly detailed resolution of terrain and commercial map features, so that you can see the face of the hillside you're fouling with your mining interests—if that's your bent, of course. You can only see the map animations and trees at this third zoom level.



High-magnification map view

Clicking anywhere on the map at any magnification level with the right mouse button will center the map at the spot clicked. You can use this feature to click on an area in low magnification and then have it centered in full view at high magnification. All of the zoom buttons and this right-mouse magic work with dialog windows onscreen. Agent functions can be executed at all map zooms.

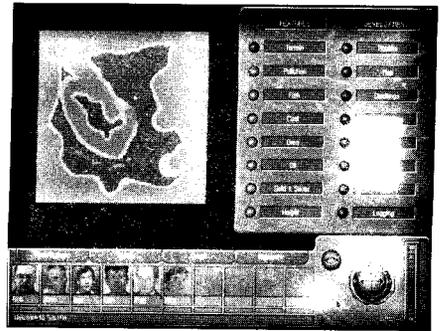
2-D Map Button

At the top-left of the magnification buttons, the button that has a square in its center will, when clicked, show your island in a two-dimensional projection from a "satellite" view. This flat-plane view defaults to the Terrain button, giving you a small display of the island from above, with white squares depicting the developed zones. (Any red squares indicate the presence of agents at the site.)

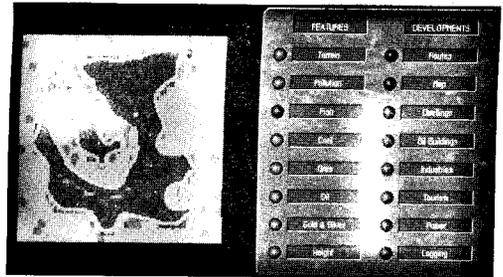
The map's additional buttons give you a color-coded profile of significant island conditions and resources, which you can interpret using the High/Low color gauge now found at the bottom-right of the Control Bar. Since you can move your agents around the island and exercise commands in all of the 2-D map readings, you can send them on assignments in resource-rich areas. You can have the toggling right-hand Developments buttons selected simultaneously (they are dim when selected), but the left-button Features counts can only be used one at a time.

Clicking the Pollution button color-codes the map according to pollution levels at various island sites. The Fish button will inform you of the proliferation or scarcity of edible marine life off your island's coast. Pollution and over-fishing can reduce the number of fish available to feed your island population, though they will continue to breed. The Coal, Iron Ores, Oil, and Gold & Silver buttons give you a reading of these types of mineral deposits on your island, which can aid you in positioning construction and mining sites that provide options to build plants that process these resources.

The Height button lets you see the relative terrain levels of your entire island. On the Developments side, the Routes



2-D default



2-D, Fish selected

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For indigenous peoples, life and the earth are synonymous. The earth is our foundation, the source of our spirituality, the fountain from which our cultures and language flourish. The earth is the keeper of events and the bones of our forefathers, the substantial evidence of our people's existence before memory. The earth is our historian, our educator, the provider of food, medicine, clothing, and protection. She is the mother of our races.

—from a speech from the World Council on Indigenous Peoples



button—default is on—shows you the roadways on your island. Clicking off the Map button (default is on) will isolate the game objects (developed sites) without all that messy island map business getting in your way. You can click on these squares (their map size is proportional to their size on the island) to get to the information and command windows for these properties, just like clicking on them directly in the standard views.

The Dwellings button (default on) displays the island's villages, towns and cities. The Oil Buildings button, when on, displays properties connected with the oil industry, on land and on the water. The Industries button lets you see or hide the presence of the manufacturing businesses on the island. The Tourism button displays or removes those squares associated with island visitors, including attractions you've built, airports or ferry ports. The Power button lets you see or hide your generating stations, and the Logging button does the same for your timber operations.

These buttons in combination provide you with a deeper understanding of your island resources; most of these resources are finite, and are sensitive to your development decisions. The square 2-D button becomes a diamond when it's selected; clicked again, it returns you to the normal Control Panel view.



Ground level view

Island Orientation Arrows

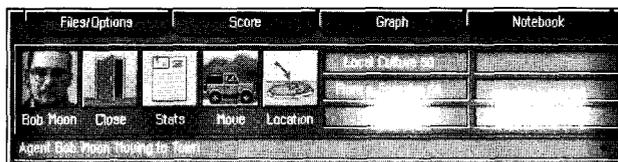
The Island Orientation Arrows let you incrementally change your view of the island, allowing you to see it from a full-overhead "flat" perspective to a "ground-level" viewpoint that lets you see the terrain variety and relative elevation of terrain elements.

Click on the up-arrow to move the island's bearing several degrees more towards full overhead; click on the down-arrow to reorient the directional plane so that it appears more as if you were approaching the land head-on. The arrows work at all levels of magnification, though if you tilt the land too far up towards ground level, island objects at the highest magnification will revert to being displayed as pins. All of the game commands work at any angle, though to completely negotiate the island from the flat perspective, you'll probably have to make considerable use of the 90-degree arrows.

Message Bar

At the very bottom of the Control Bar is the Message Bar, which will give you an accounting of current agent endeavors, construction variables, reports and breaking gameplay events. After you command agent actions, you can get an up-to-the minute digest on their status or the results of their efforts, which will be broadcast in the Message Bar. When there is no present event to report on in the Message Bar, you can see the display of the game date. Here are some of the subjects treated by Message Bar messages:

You will see that it costs money (surprise!) to build any commercial or extraction developments, and if you don't have the dough, when you try to place a property, you'll get a message here in the bar about your impoverishment. It's here you'll also receive the reasons why some construction effort of yours can't be completed. You'll see in the scenario Info windows references to EMUs: they are your island's ecological monetary units—another fancy term for your money.



Message in Message Bar

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The plight of indigenous rainforest peoples can be likened to that faced by the North American Indians. In one case, Brazilian Indians were intentionally given measles-infected blankets to get them out of the path of development. The official policy of the Indonesian government states that indigenous people "are not contributing to the progress of the Nation and Slate," and thus must be removed.



It also takes wood to build, and you must concern yourself with making certain that your timber interests are providing you with some measure of supply, though if you work them too hard, you can deplete all that your good earth holds. Your development practices can also pollute the source of this bounty and render it more difficult to obtain wood; pollution

also affects the happiness of nearby villages. (Clicking on any site window's command button with the right-mouse button will reveal which resources are necessary for the command's success; when a numerical figure is shown, any resource deficiency will be displayed as a number within parentheses next to the required number.)

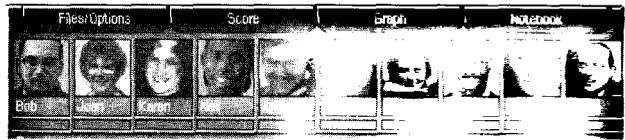
The Food count (seen in the Village and Graph windows) tallies the remaining stock of the three squares a day for everybody on the island (they don't like that snooty imported food), and its source is the farming and fishing villages. (The fishing villages produce more food.) Your cities and towns depend upon village food. It's a sensible idea to keep some of your villages in food production, unless you're planning on a strictly spiritual diet.

Messages referring to skilled or unskilled labor tells you if you have the labor to erect your commercial and extraction properties. The unskilled labor pool is taken from the village populations, and they must be trained by your agents to be up to the task. (Skilled labor originates in island cities.) Labor training options are reviewed in the Agents and Windows material below.

Agents

Probably the most intriguing element of the Control Bar is the Agents panel, the series of boxes containing a photo of

the agent, his or her first name below, and a progress bar below that. Your ability to assess and dispatch your agents is a critical factor in shaping the island to your purposes. Each agent possesses certain abilities, some of them widely disparate. Each of those talents can be applied with varying success on the numerous ventures, commercial and ecological, that are available in each island scenario.



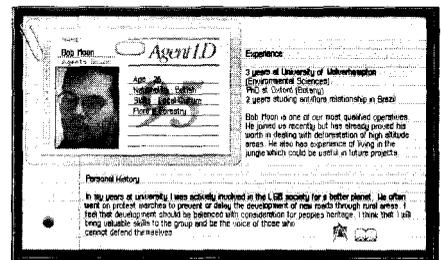
Agent panel



Single agent's panel

The agents' abilities are not static—you can train them to enhance their existing skills. You'll sometimes be given different agents for different scenarios, but a certain agent's skills at any scenario's outset will be the same in other scenarios, no matter which ones they appear in. Some agents can even work in concert for certain tasks—collaborative agents with the correct skills will automatically be chosen for these endeavors if they are present to undertake the commands. (Also, multiple tasks can be simultaneously undertaken on the map, though not by the same agent, of course.)

There are 10 different skills comprising the agent "aptitude bank," and a single agent can possess up to six of these, in varying degrees of proficiency. The agent's facility in these talents is rated from 1-100, and these skills and their ratings can be viewed by clicking on an agent's picture. When clicked, the selected agent's picture occupies the left-most box in the panel. Next to that is the Close box, which when clicked will return you to the main agents' panel.

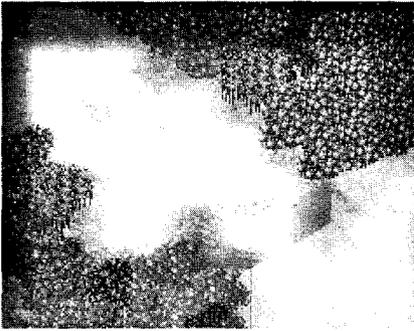


Stats card

Clicking on the Stats box will open the Notebook to the agent's dossier, with pertinent details of your agent's background and qualifications. You must click on the

Notebook button to remove the I.D. card and return to the game, or you can use the Notebook icons at the bottom of the identification window to search out deeper island information through the Notebook database. (See the Notebook material for details.)

Next to the Stats box is the Move box, which is the departure point for all of your agent undertakings. Clicking on the Move box will transform the mouse pointer into a pair of scootin' boots, ready to ramble. The next spot you click on the map—water as well—will be the area from which your Construction or Exploration agent will search for the nearest construction site, development or island discovery.



Agent's jeep in jungle

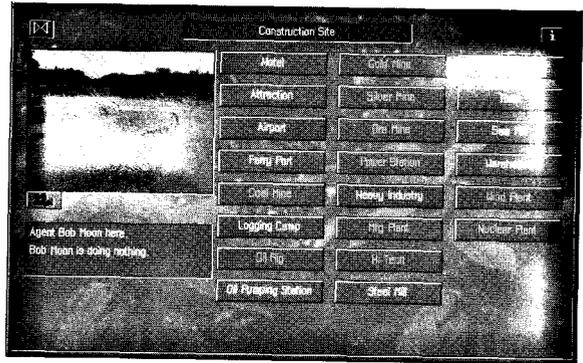
If there isn't an established zone—be it village, mine, or whatever—of some type in the immediate area, the agent will search for a likely construction site, a potential mission, or some place to buy a strawberry daiquiri. (Just kiddin', but you know this is the equator; it's *hot* out here!)

And if you really want to be slick with your clicks, you can click with the boots pointer on another agent's face in the Control Bar, and your chosen agent will be transported to wherever the Control Bar agent is. You can also click the boots on an open game object property window, and the agent will be sent there.

You will see the results of the agent's journey in the Message Bar; specific sites will be referred to by name. If you send the "wrong" agent into an area where you want something constructed—say an agent who couldn't even *carry* a hammer into a zone—you won't see that agent arrive anywhere, and you won't be able to proceed with a command task for that agent.

(Agents that don't have Construction or Exploration aptitudes can only be sent to established pin sites—they don't even get jungle jeeps, poor beggars.) You'll need to reconsider the agent or reconsider the area where you've sent them if you don't get results. Explorers that don't make any discoveries (indicated by an onscreen dialog) are just camped out there in the underbrush, God bless 'em.

If an agent has arrived at a workable zone, clicking on the Location button (or directly on the agent's jeep on the map) will then bring up a command window that informs you about present conditions at the location. If you've sent the right emissary, you'll get a number of active buttons to perform actions relevant to that area. (If you don't have the resources, the buttons will be grayed-out and unavailable for use.) The Location button will center the map area where the agent is located; at the lower magnification level, the pin indicating the location will be highlighted in pink.

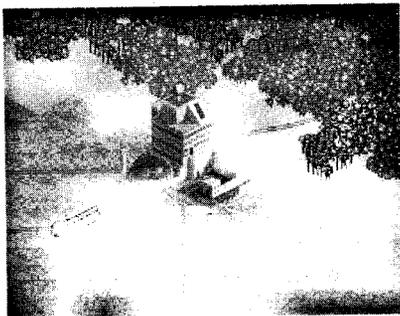


Construction Site window

Clicking on an unavailable (grayed-out) command button with your mouse button will reveal in the Message Bar the resources and agent skills required. Depending on where the zone is, you could see different building options; that is, you won't see a Gold Mine button available when there's no gold in that area.

You can click on various pin sites on the map when the standard Control Bar is displayed, and the agents at that location will be highlighted in the agents' panel. You needn't open a specific agent's panel to use the Move command—clicking with the right mouse button on any agent's picture

(it will highlight) in the lineup will bring up the boots-made-for-trekkin' pointer, whereby you can send them on their merry way.

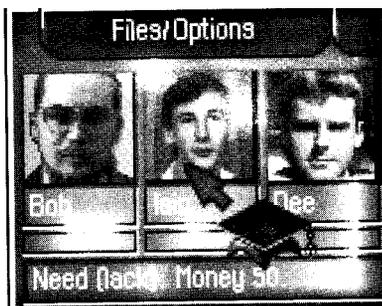


Agent HQ

Agent Headquarters

Every island will have an Agent Headquarters, where you can hire, fire and train your agents. Agents will also return to Headquarters (HQ) if you destroy the location where they were situated. You can locate the HQ by looking for the building with the discreet ten-foot green disc spinning on its roof. Certain agents with special skills (Employment) must be present at the headquarters in order to use the Train command, but you can do your hiring and firing without an agent present at the headquarters. Agents who are the subject of these personnel actions, like being trained, for instance, need to be present at the HQ to have their lives tampered with by these commands.

Once you've determined that you need some changes in your personnel structure and you've got your crony at the headquarters, here are your choices: click on the plus or minus sign buttons above the Agent to Hire box to locate the name of the desired agent, and then click on the Hire button—that agent's face (and talents) will be added to your available agent panel when they arrive at the HQ, at the ready to commit despicable acts on your behalf. You can have up to 10 agents at one time on your staff.



Training mortarboard

If any agents haven't been up to snuff, you can send them back to be baggers at the local grocery. Just click on the Fire button, point your transformed cross-hair pointer at your victim on the agent panel and click: your target and their miserable failures are flattened by the 10-ton weight of your decision, blasted from the panel, from the island and from your memory. (Though you *can* always rehire them.)

And, if you think you've got an agent worth salvaging, but they could use a little refinement, you can use the Train function. If a training agent is at the HQ, just click on the Train button and click on the trainee in the agent panel with your spiffy new mortarboard pointer, and after a brief educational session, you'll see some improvement in the skill levels of the trainee—sometimes improvement in all of their skills, sometimes just a few. (Agents being trained must be present at the Headquarters.)

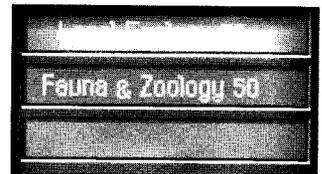
The Employment agents are so talented, they can even train themselves! The newly trained agents will be faster and more effective in utilizing their talents for your chosen tasks. For example, highly trained Local Ecology agents can use the village Batch Train command to produce a greater impact on the efficiency of village production. You can give them additional training if you want to create Super Agents, but they might gang up on you and steal your cigars, so be careful.

Agent Maneuverings

Since your agents are the worker bees by which your hive expands, you've got to delicately oversee their work to ensure the sweetest honey, be the work raging commercial expansion, careful rainforest exploration and utilization, or both.

You start with a balanced pool of agents, representing economic and ecological skills, but your utilization of them can change their orientation (see the Agent Profiles info below). As explained above, you can train them to enhance their talents.

Almost all of the island property sites will provide certain agents with an opportunity to pursue either development or environmental interests, so you can exercise your will or your whimsy. Actions at sites not controlled by you will always have a default behavior, viewed in their window info boxes. You can't remove some developments, but you can deconstruct nearly everything your construction agents can



Agent skill panel

build. You will be charged for deconstruction and will lose any resources at the demolished site.

When the agents have been assigned a task through one of the action buttons in a site dialog window, they are unavailable for other assignments. During the performance of assignments, the progress bar underneath each agent's picture in the panel will display how far along they are toward the completion of the work. If two agents are collaborating on a task or are on separate tasks, both their progress bars will be active. Their photos will be replaced by an icon of the site at which they are working, or with an image depicting their motions, such as a jeep indicating their travel to a site. This "action site" can also be seen in the Location box if you have the individual agent's panel open.



Active progress bars

If you have kept the dialog window of the site in question onscreen, the action buttons which disappeared during the task's undertaking will reappear, giving you the option of repeating the task (some actions are enhanced by repetition) or choosing anew. (Agent assignments can be dispatched at any level of map magnification.) Actions that will cause a change in statistics, such as your money holdings, can be later confirmed in the Balance Sheet, through the Stats button in the Files/Options window. You can, of course, go on to any other sites and set agents in motion there while your first-assigned lads and lassies are getting things done at your original development.

You may note that some agent tasks, such as training unskilled workers, will have a "lag" time between the registered completion of the task and related results showing in the Message Bar, Graph window or site window. Your higher intellect will tell you that all of the workers, being individuals, aren't equal in their training aptitude, and thus some will come along a little slower or faster than others.

Agents collect a wage from your cash coffers, and different skills will cost you different amounts. All agent actions take a certain amount of time, and the agent's skill level affects how rapidly—or how well—the job is performed. Also, map

movements will reflect distances: moving an agent from the top to bottom of the map will take more time than just strolling down to the beach from the hotel. Some scenarios can even expose agents to potentially fatal situations, so keep your mouse on its toes. (Happily, slain agents will rise from the dead in other scenarios.)

If you've been managing your islands from the racetrack bar at happy hour, and you discover a bit late that both supplies and money are running very low, you can even send your agents to certain sites, like the Oil Pumping Station and the Sawmill, to sell materials to the outside world to prop up your flagging empire.

Agent Profiles

There are 24 agents from which to choose to perform your skullduggery (and a Secret Agent too, but we'll let you find him.). Below are profiles of the aptitudes and abilities of your agents at the beginning of each scenario. Remember that the numerical figures reflect their ratings on a scale of 1-100 for that particular talent. You can usually logically determine which skills will be necessary for what undertakings, that is, you'll want to send someone with Negotiation skills to make purchase offers, or someone with Industrial skills to boost production at a plant, but it's not always so obvious. Clicking with your mouse button on a window's currently unavailable command button will reveal in the Message Bar the skill (or skills) necessary to activate the command.

All the skill levels can change—you'll see that rating change in their Info Panel—depending on how you use the agent within each game. Training will also improve their skill figures. The Batch Train option seen in village windows won't be effective unless the relevant agents are highly trained themselves. You can also obtain additional biographical information about agents by clicking on their Stats button when their individual panels are open. The skill ranges below are registered at scenario openings, before any actions have been taken.



ISLE Your Agent Pool



Bob Moon
Industrial - 50
Construction - 50

Mr. Moon



Paul Smith
Industrial - 50
Employment - 50

Mr. Smith



John Balker
Industrial - 50
Criminal Contacts - 50

Mr. Balker



Billy Tell
Negotiation - 50
Local Culture - 50

Mr. Tell



Iain McNeil
Local Ecology - 50
Fauna & Zoology - 50

Mr. McNeil



Marty Henson
Construction - 50

Mr. Henson



Dee Jarvis
Negotiation - 50
Employment - 50

Mr. Jarvis



Molly Heart
Construction - 50

Ms. Heart



Emma Herby
Local Ecology - 50

Ms. Herby



Sandra Jenkins
Flora & Forestry - 50

Ms. Jenkins



Rick Groves
Exploration - 50
Flora & Forestry - 50

Rick



Joan Brett
Criminal Contacts - 50
Fauna & Zoology - 50

Joan

Ms. Brett



Ms. Krelin

Karen Krelin
Flora & Forestry - 50
Exploration - 50



Mr. Ward

Kevin Ward
Industrial - 50
Flora & Forestry-50



Mr. Crossbow

Neil Crossbow
Negotiation - 50
Industrial - 50



Mr. Rune

Mike Rune
Negotiation - 50
Construction - 50



Mr. Knitt

Andy Knitt
Local Culture - 50
Criminal Contacts - 50
Fauna & Zoology - 50



Mr. Dennis

Nigel Dennis
Industrial - 50



Mr. Hammer

Doug Hammer
Industrial - 50
Flora & Forestry - 50



Mr. Gates

Randy Gates
Industrial - 50
Construction - 50



Ms. Sloane

Morven Sloane
Fauna & Zoology - 50
Construction - 50



Mr. Swann

Tod Swann
Fauna & Zoology - 50
Flora & Forestry - 50



Mr. Banwell

Ian Banwell
Employment - 50
Construction - 50



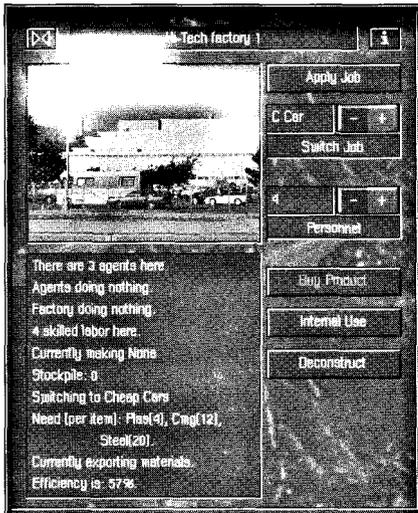
Mr. Stibbe

Matt Stibbe
Local Ecology - 50

SIM ISLE

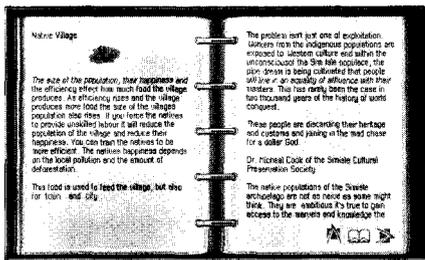
Windows and Island Development

There are many onscreen windows in SimIsle, most of them associated with developed ecological or commercial sites on the island, or with active missions. These windows have some of the features of dialog boxes, some of the features of information repositories, and some of the features of command menus—whatever their designation, they are the places where you engage the services of your agents and survey the results of their work.



Factory window

Windows associated with game objects (developments) can be brought onscreen with a click of your left mouse button on the site's pin or the site itself, at any map magnification. If the appropriate agent is there, the window will provide you with active agent command buttons. The command buttons will be grayed-out—unavailable for use—if your agent isn't up to the task. You can close the window while any command is being performed or you can leave the window open for further manipulations. The Enterprise Zones section of the Notebook will amplify the information below for every type of island development.



Notebook information window

You can click on any development and then click on the "i" (Information) button in the top-right corner of many site windows to get additional Notebook details about the site. There will usually be an accounting of that site's resources, and possibilities for gameplay options that can be undertaken there if your resources and agents are in order. The results and implications of using the site's command buttons (as well as the resources needed) are explained here.

Notebook terms in the blue type can be clicked to take a hypertext jump to further elucidation of the

term. Most game object windows also contain the Notebook manipulation icons that let you reach the main index of the Notebook, let you search for related information and broader island topics, and traverse nearby info blocks. Click the Notebook button to return to the island. (See the Notebook material for more details on its use.)

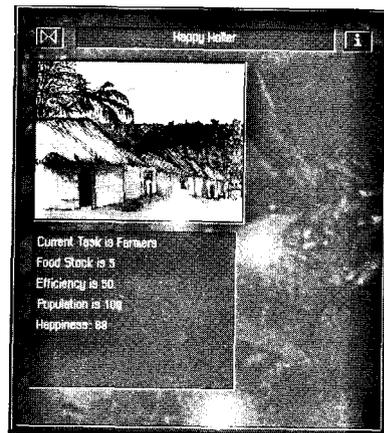
When command buttons are present in the windows, you can click on any command and the resources and agent skills necessary to carry out that command can be seen in the Message Bar. Many windows also have a small icon of a movie camera below the picture of the development; clicking on the camera will display a brief movie (which will repeat) of activities at the site. Click again on the camera to stop the movie.

Below are some descriptions of the significant windows found in many of the scenarios, and some of the possible uses that can be made of them. Window options will change over time in the scenario dependent on the prior choices you've made, and of course dependent on which agents are sent to which window's site. Not all potential island development options are covered, but you'll get the idea of general command possibilities from these descriptions.

You can change the name of any of the game object windows by clicking on the existing name, which will blank out the title bar of the site. Type in a new name and hit the Return key, and the new name will blank out and then reappear. The new name will appear in the bar every time you bring up the window.

Development Dependencies

There is a complex symbiosis between all of the island's developments, and between the undeveloped terrain as well.



Named village

The relationships between everything will become very clear when you try to manage even basic resource allocation and production for any scenario. Here is a list of resources, developments, products, and their relationships with one another.

Wood and Wood Waste

- 1) Produced by logging camps
- 2) Processed at sawmills
- 3) Taken to construction sites or used by industries

Ore

- 1) Produced by ore mines
- 2) Taken to steel mills or taken directly to industries
- 3) Converted to steel at steel mills and used by industries or sold for cash

Coal

- 1) Produced by coal mines
- 2) Taken to power stations to be converted to electricity for cities

Oil

- 1) Produced by oil rigs
- 2) Taken to oil pipe stations
- 3) Exported to the outside world for cash or taken to chemical plants
- 4) Processed at chemical plants into gasoline, which is used by cars in the cities, or processed into plastics that are used by your industries

Heavy Industry

- 1) Cheap Cars require Plastic, Ore, Steel and Cheap Manufacturing
- 2) Heavy Machinery requires Oil and Ore

Manufacturing Plants

- 1) Quality Manufacturing requires Steel, Wood and Plastic
- 2) Cheap Manufacturing requires Plastic, Wood and Wood Waste
- 3) Cheap Consumer Goods require Plastic and Wood Waste
- 4) Cheap Furniture requires Plastic and Wood Waste

Hi-Tech Plants

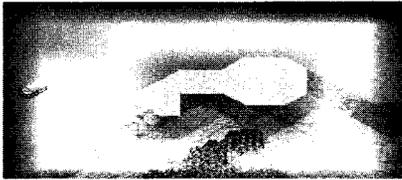
- 1) Cheap Cars require Plastic, Steel and Cheap Manufacturing
- 2) Quality Cars require Plastic, Quality Manufacturing, Cheap Manufacturing and Steel
- 3) Quality Consumer Goods require Plastic and Quality Manufacturing
- 4) Quality Furniture requires Wood, Wood Waste and Quality Manufacturing

Indian tribes in Brazil are known to use almost 2,000 plant species (or medicinal purposes—most of them yet unknown to our medical establishment. Fewer than 1 percent of rainforest plants have been analyzed for their chemical compounds.

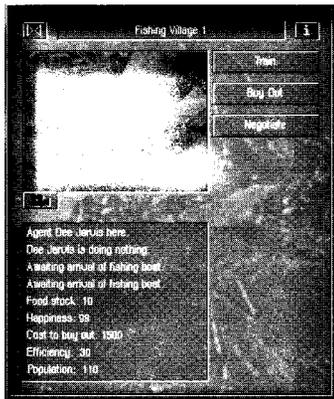


Villages

At the beginning of scenarios, any island's native villages, no matter what their populations, are either agricultural outposts practicing shifting plantings of crops, or fishing villages. Both types produce food for local consumption, over the whole of the island. Clever overseer that you are, you can decide to train the village's farmers to more efficiently produce these goods (food reserves are revealed in the Food Stock line of the particular village's window, and totaled overall in the Graph window). If the village's population is high enough, you can persuade some of them to become unskilled laborers, which will decrease village population.



Fishing Village



Fishing Village window

The conditions in the villages are specific to their location: certain island areas are more fertile than others and thus nearby villages will produce more food. Each native village's window has an information box on the left side that describes current conditions at that place; information (and information categories) can change dependent on the evolving state of the island. Here are some typical entries:

- the name of the agent(s) present, if any
- what the agent is doing
- the current occupation of the villagers
- Food Stock (used by the entire island)
- the performance efficiency of food production
- the village's population
- the overall happiness of its inhabitants

If you've sent the proper agent, the buttons on the right side of the window let that agent persuade the villagers to exercise your mandate. If there's a sufficiently large population, you can click on the Unskilled Labor button to

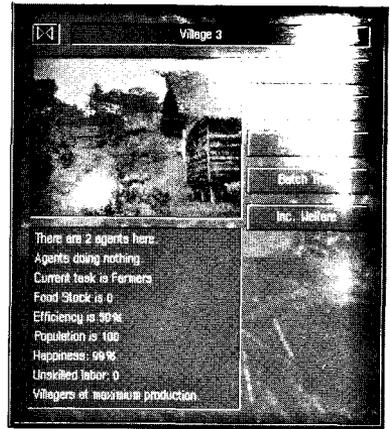
have your emissary orient them from food production to new talents, like becoming laborers for your construction projects. Your agent's progress bar after this choice then indicates the agent's familiarizing the farmers with the new activity of being unskilled laborers. (Batch training is only effective with highly trained agents.)

Some (usually two) of those adaptable farmers will obligingly convert into unskilled laborers, prime candidates to further your other island schemes. (This will reduce the village's population, and make them unhappy, since the village lads are leaving their mothers to do your laborious tasks.) Training will increase the speed at which the trained subjects accomplish their task, and also their efficiency at the task. Of course, the populations in all villages can increase over time, and those newcomers will need training, too.

Increasing the unskilled labor in a village will consequently mean there is less farming there, and thus less global food for the entire island. (Higher food production can result in higher village populations.) Very large villages can even split into two villages, by way of the New Village button. The button won't be available unless your population is high enough; some villages will split on their own.

If you just want to increase the island's food supply, you can click on Train while farming is the current task, and the village farmers will discover new skills with an old hoe, and you'll see higher Efficiency ratings and increasing food storeholds. (You'll need one agent with Employment skills and one with Local Ecology skills for effective training.) Food production in the villages is also affected by the Happiness levels; happier populations produce more food.

The village's Happiness level will also go down if you build polluting developments nearby, or if nearby logging



Village window

operations are too voracious. Making unskilled laborers out of some of the natives drops it a bit as well. It might be useful to remember that fishing villages that aren't happy will be less cooperative when you want to use them for future actions, such as buying them out for nasty development. Prices for buyout projects could rise, if you are thwarted the first time.

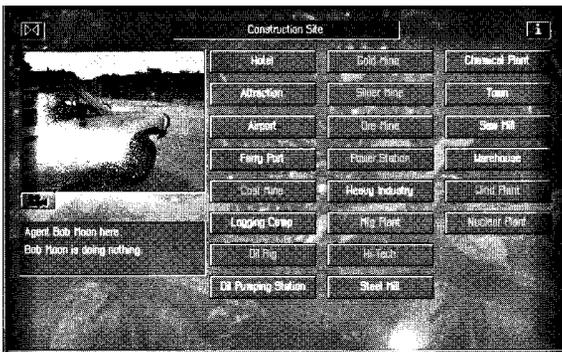
The proper agent can also use the Inc. Welfare button to let the villagers take it easy on the work load. Production will decrease, but Happiness will increase. You can use the Dec. Welfare button later if everyone's napping before noon.

Construction Sites

Many scenarios will come with pre-built commercial developments. However, part of the beauty of SimIsle is that you have the free will to erect monuments to your own taste or tastelessness at many sites on all of the islands for your profit, pleasure or plain piggishness. Sending the right agent on an exploratory mission to uncharted parts of the island (or the sea) might bring you an indication in the Message Bar that the agent has arrived at a Construction Site, where

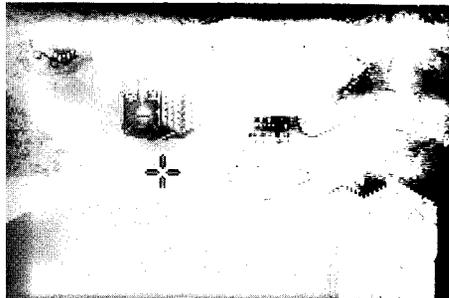
the agent's jeep (or boat, if it's in the water) can be seen in high magnifications, or as a new pin at low magnification.

You can also see if this has occurred by clicking on the Location box of a Construction agent a little while after you've sent him or her on their way; if successful, this will bring up a command window for the location. You will occasionally get messages in the Message Bar that the chosen agent can't be used for that situation, e.g., "Can't be



Construction Site window

placed in deep forest," so you may have to reconsider your goals for that agent's skill set. (Only Explorers can venture into the open forest.)

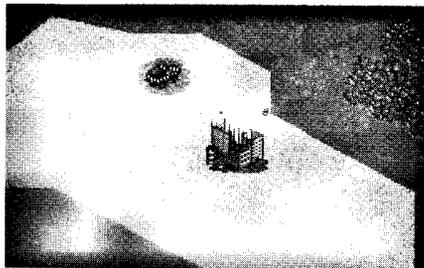


Construction Site pointer

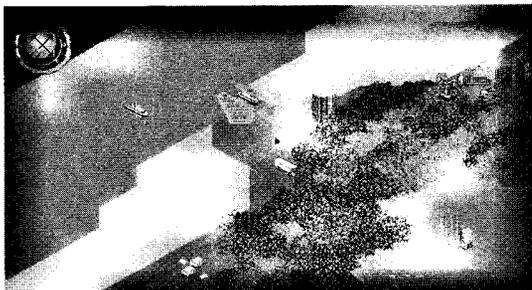
The info box for the window lets you know what agent(s) is present, what they are doing, and other site conditions. If conditions are right, the Construction Site window might provide you with available button commands to build a Hotel, Attraction, Airport, Ferry Port, Logging Camp, or a Coal Mine, among many others. You can even place a Town in some locations. Clicking on any of those respective buttons will change your pointer into an outline of the chosen development if it's possible to build there.

You can move the construction pointer a small distance around the construction zone to precisely position the development to your liking. The cross-hairs that follow your construction pointer will be white if the zone is feasible; they will turn red if you've positioned your building site in an unsuitable area. You can click your right mouse button to cancel placement if you change your mind.

If you're at a low map magnification when you click the "build" button, you'll immediately go to high magnification for placement. If you have a shortage of money or materials, or if there are restrictions about that particular type of property being placed there, your building efforts will fail—you'll hear an alert beep and you'll see a construction failure message in the Message Bar. (For instance, Ferry Ports can only be built on a land square next to deep water, areas that don't occur at many map sites.) If the site is feasible, you'll see a crane at a half-built site, indicating construction in progress. All developments will be supplied with roads if necessary.



Construction crane



Tourist bus, ferry and trucks in action

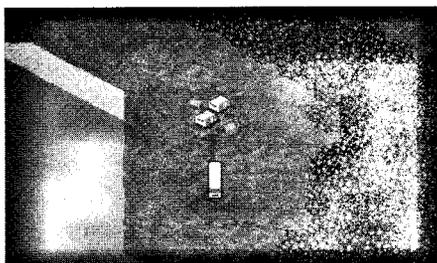
Construction costs will be deleted from your treasury. Airports and Ferry Ports don't directly generate income, but they are crucial to moving those tourist wallets closer to your trembling hands. At those sites, you'll probably see the incoming and outgoing boats and planes; clicking on boats and trucks will display their cargo statistics in the Message Bar. You don't have to assign agents to work at airports or ferries—they come with their own staffs.

Once a property is constructed, agents with different skills can be sent to manage the new enterprises: for example, you might send an agent with Industrial skills to increase production at a newly placed mine, or an Employment agent to hire new personnel. Remember that all commercial developments do produce varying levels of pollution, and that local flora and fauna can be adversely affected.

Spacing developments moderate distances from one another can help control pollution, but tourists are less likely to travel long distances to attractions. You can send an agent with construction skills to demolish existing sites if you want to remove polluters or clear space for some other type of development. It can be very costly to remove large developments—sometimes more than the cost of construction.

Tourist Industries

Properties that you manage for a profit are somewhat different than the villages, but their mechanisms of use are quite similar. Again, agents are your medium for action. Hotels, for example, can be provided with nicer carpets and a better wine list by clicking on the Improvements button, so that more tourists are likely to visit them. You can also instruct the trained agent



Placed Tourist Accommodation

to enlarge the property by clicking on the Extend Resort button (again, costing you in construction funds and materials), which will allow more of those witless tourists to take up residence there. Hotels begin as Tourist Accommodations, and can be improved from there into Motels, and then Hotels. (They can also lose rooms through degradation.)

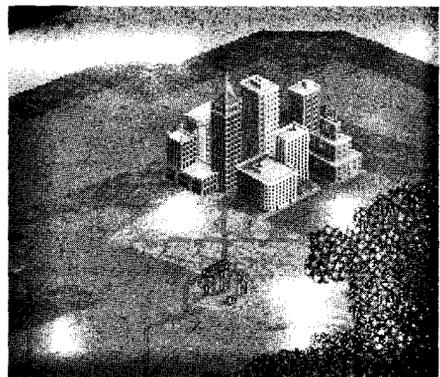
The greatest threat to Brazil's tribal people, most of whom live in the Amazon rainforest, is the invasion of their territory by ranchers, miners, land speculators and others, and the conflicts that follow.



You'll pick up a few more bucks from the patrons of improved or extended hotels, which are more appealing to the tourists. The hotel's info box lets you know how many people have stayed there since construction, the Quality rating, which goes from 1-20, how many rooms are currently available, and how many rooms there are total. Hotels placed next to the beach get you a little beach resort there as well, free of charge, that has its own command buttons. Don't place your hotels too near the airport, because your visitors won't like the pollution, and won't stay long or advise their friends back home to patronize your place.

Your Tourist Attractions (which could be something as benign as a museum, or as crass as an arena where you've taught the clouded leopards and Mahakan river dolphins to ride bicycles) can also be expanded. The right agent (Local Culture) can assure a wider flow of visitors when you click on the Increase Excitement button, which in our example, might have the dolphins sing Sinatra tunes while they ride the bicycles. (Unfortunately, you don't have any actual control over what kind of an attraction it is—they'll all look like Stonehenge developments.)

The Attraction info box lets you know how many visitors to that point have seen your attraction, the excitement level, which can go from 1-20, how



Placed attraction near the city

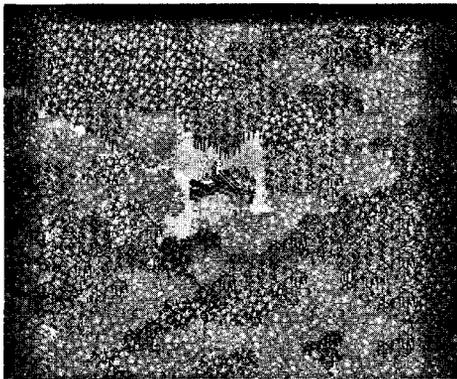
many potential visitors could be accommodated at that moment, and how many can be accommodated total. The Excitement level of your Attractions can degrade over time.

Some of your transit developments, such as Ferry Ports, don't have expansion capabilities, but their existence is absolutely necessary to ensure the steady flow of dupes, er, *tourists*, to your sites. Airports can be further developed.

On rare occasions when you place an airport, some "outside competitors" will place an attraction or hotel of their own. You'll have to enhance your own hotels or attractions to keep them competitive.

You won't be given too many boats or planes for your initial developments, so new building and expansion are important. You'll see your patrons approach your properties in buses from their arrival sites. Keep in mind that the tourists don't want to travel too far to reach an Attraction from their airport or their hotels, so don't build your attractions in too remote of an area. Be sure to keep a watch on your Money total to see how well your properties are doing.

Extraction and Processing Sites



Placed Logging Camp

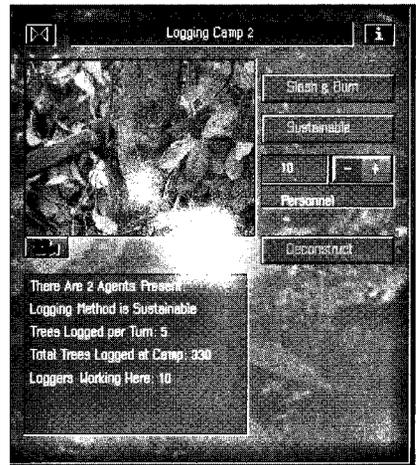
Every island is a rich repository of timber, ore, minerals and other natural resources. As governor, you have the power to gather those materials and process them for gain. Remember, though, that each island has a finite amount of certain resources. (Remember also that the program does keep an Ecology score, just in case you think no one's watching.) Some sites, such as a Sawmill, have simple options: you can dispatch an agent to sell the logs by clicking on the Sell Materials button, and the profits will touch up your treasury. You can also import logs if the timber's too thin. The Sawmill's info box will let

you know what agents are present, what they are doing, and how many logs have been processed to date.

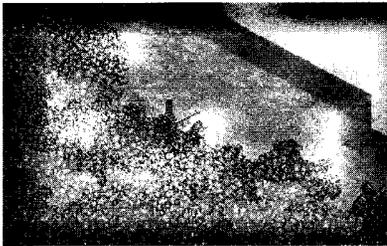
However, the place where those logs originated, a Logging Camp, will give your agents branching possibilities. With the right agent at your disposal, and the right area at your mousetips, you can build Logging Camps through the Construction Site window. Whether built by you or already established, the Logging Camp window's info box tells you which of your deputies are on the premises, their status, the current logging method, number of trees logged per day (a program "cycle," whereby all of the island's factors are recalculated after a short interim, according to your decisions), total trees logged, how many loggers at the camp, and how many trees are waiting to be taken to the sawmill.

The camp has to be built near a sawmill, and roads automatically connecting the two will be built, and will show the trucks transporting the logs from camp to mill not long after the roads are built. If you don't see those roads being built, you won't be able to process your logs for profit or for your building projects. Roads won't be built if the camp's too far from the sawmill, or if sawmill traffic is already at capacity. (Nearby Logging Companies will replant logged areas.)

The figures in the Logging Camp's info box are adjustable through your agent's dirty work: agent willing, you can click on the Slash and Burn button, and you can change the means by which your lads work from Sustainable to Non-Sustainable, meaning that they aren't going to do any planting, and they aren't going to give one good gosh darn for how they go about their cutting. Logging camps will shut down after they've removed the blocks of trees in close proximity to the camp placement. Keep this method up for a while and you'll see a denuded landscape.



Logging Camp window



Placed Coal Mine

Increasing personnel at any extraction site (you'll need an Employment agent) can also increase production, if there are sufficient reserves of the material in question. However, increased pollution is always a consequence of increased production.

If the right agent is there, mining properties work similarly. Your agent can change how goods are processed using the Mine Double (you'll see the specific mineral type, named) and Mine Normal buttons. Some agents can also hire and fire at the mines, tasks executed by your clicking on the plus or minus Personnel button choices. You'll see the Personnel number change with each click. (You have to have an available unskilled labor force to increase personnel.) Coal is used at the coal-fired Power Station, and Iron Ore as a raw component for your industries.



Coal Mine window

The info boxes for mine windows let you know how many "units" of minerals you are removing per program cycle and how many units remain, as well as the usual agent information. Certain agents may only have the power to increase or decrease the mining workload with the Mine Double/Mine Normal buttons.



Oil Pumping Station near Ferry Port

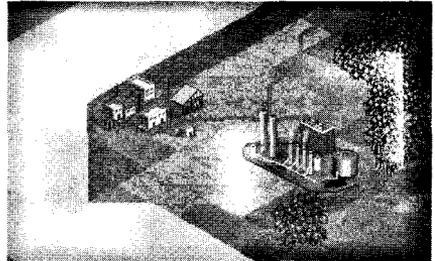
Oil rigs must be built on the oil reserves, and must be accompanied by a nearby Oil Pumping Station, where the oil is automatically offloaded by tanker. The stations can only be located on a coastal square where deep water touches the land—stations can't be built on the beach or in the shallows. Building mines or oil rigs requires heavy machinery, and in those scenarios without the machinery, you'll have to build the machinery at your factories.

Natural resources that are extracted through these commands can only be converted to some unit of secondary production—energy—if they are close to a map object capable of converting them. That is, you've got to place your mineral, logging, or coal-mining properties close to the map areas that contain those types of resources, and also close to their processing plants in order to properly utilize them as power sources or sellable consumer goods. Thus as mentioned above, logging camps and sawmills must be in proximity for good results. Gold and silver are simply a cash source and aren't used for industrial purposes.

Remember to set all extracting sites to Internal Use in their respective windows if you intend to use the raw products for manufacturing purposes on the island, rather than exporting them for sale.

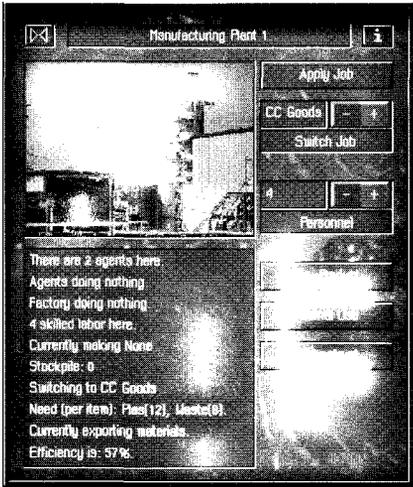
Factories and the Manufacturing Industry

With the right agent at your disposal, you can truly change the rainforest: from an almost hallucinogenic wonderland of staggering natural resources to a producer of cheap consumer goods. Agent willing, the plus and minus command buttons at these sites let you change factory orientation from Cheap Consumer Goods to Quality Manufactured Goods to Cheap Furniture, among others. Once you've chosen which product is going to make you rich, click on the Apply Job button, and you'll see the product type changing in the Currently Making line of the window's info box. Your island's cities will be pleased to purchase such fine goods, and they'll also be available for export.



Factory icon

A factory window's info box will reveal which raw materials are necessary for the selected product. With the proper agent at your service there, some windows will allow you to buy raw materials for production using the Buy Product button, and production will continue until the materials are exhausted.



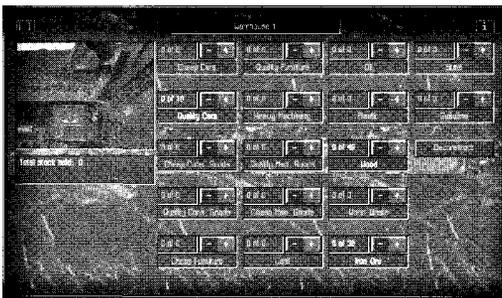
Factory window

If there are some shortages of raw materials or labor, you'll also see that information, which may require you to make changes elsewhere on the island to supply labor or raw materials. Shortages of things like gasoline or plastics can be remedied by employing the proper agent at the chemical plants where those materials are processed. Of course, you need oil to make gasoline, so your agent trail may have many stops (and starts)—an Oil Pipe Station and Chemical Plant among them. All of the island dynamics are intertwined in this fashion.

The gasoline is used by the cars that you've produced to sell to any island cities. Car-consumed cities will be all the happier with good gas supplies. Plastics are used as a basic material by many of your industries. As *with* other properties, there must be close proximity

between these related properties for efficient function of the transport vehicles. At many of these types of raw materials sites, certain agents can supervise the purchase of resource imports, such as oil. Remember to instruct your agents to set the Internal Use option if the scenario requires the products to be used on the island.

Warehouses



Warehouse window

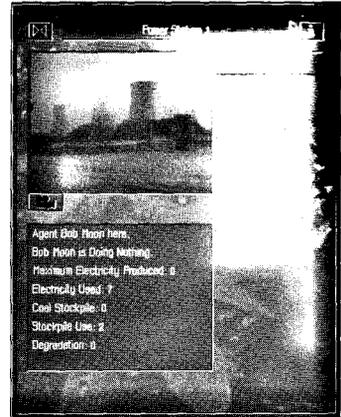
You can store goods or resources by requesting that these items be delivered to a warehouse. This is done by clicking the +/- buttons next to the respective items in the Warehouse window to set the desired number. Besides storage, there's a strategic use of warehouse placement: Developments only deliver goods to an industry which is within a certain range. You can extend this range by putting a warehouse between the site producing the goods and the site that uses

them. Manufactured goods and cars that are shipped to a warehouse will be automatically shipped to cities when the cities demand them.

Anytime the specified number for amount of goods to be stored at a warehouse becomes depleted through scenario demand, more of that product will be shipped to the warehouse (when available) to maintain the specified figure.

Power Stations

You can build (or will encounter in some scenarios) coal-fired, nuclear powered, or wind-powered Power Stations. The coal plants produce lots of pollution. Nuclear plants don't pollute, but they can have a meltdown. Wind farms are non-polluting, but produce less power and they're quite expensive, including placement and their upkeep. If you don't supply your island cities with enough power, it will limit their growth. Power stations can degrade, requiring more coal to produce the same amount of electricity. They will blow up at 5096 degradation, so be forewarned. You can deconstruct them beforehand.

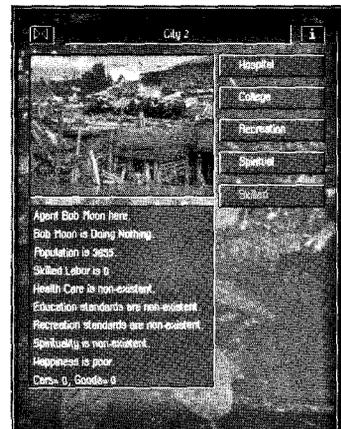


PowerStation window

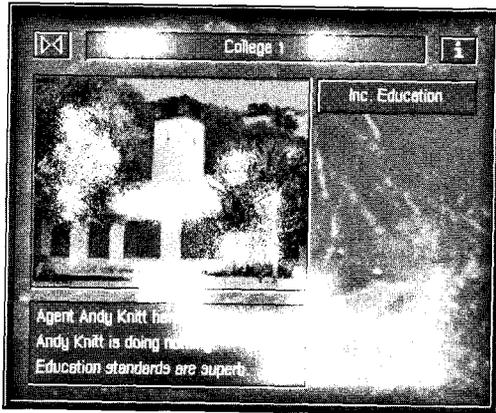
Cities

Your island's towns can develop into cities, if you successfully promote them in that direction. Population totals must greatly increase (to at least 8,000, with other optimal conditions) and must be accompanied by at least one commercial development of all amenities, such as the Hospital, College, etc. Some of the scenarios already come with cities or towns on the map. The cities are your source for skilled labor, which will become a necessity to progress in certain scenarios. The city must be provided with the proper power supplies and utilities to boost population totals, and thus provide you with the opportunity to produce skilled labor. High-level urban negotiations can take place in some cities, if you have an agent with the right talent and the right desire. (Yeah, this means you can build stuff.)

Basic city expansions that are possible (with the correct Construction agent) are the building of hospitals, churches, colleges, and recreational facilities, completed through



City window



College window

button commands in the City window. When these improvements are chosen and built, you'll see their buildings added to your cityscape, and their rating in their info box will change: for example, after the construction of a Hospital, Health Care will go from Non-existent to Very Low.

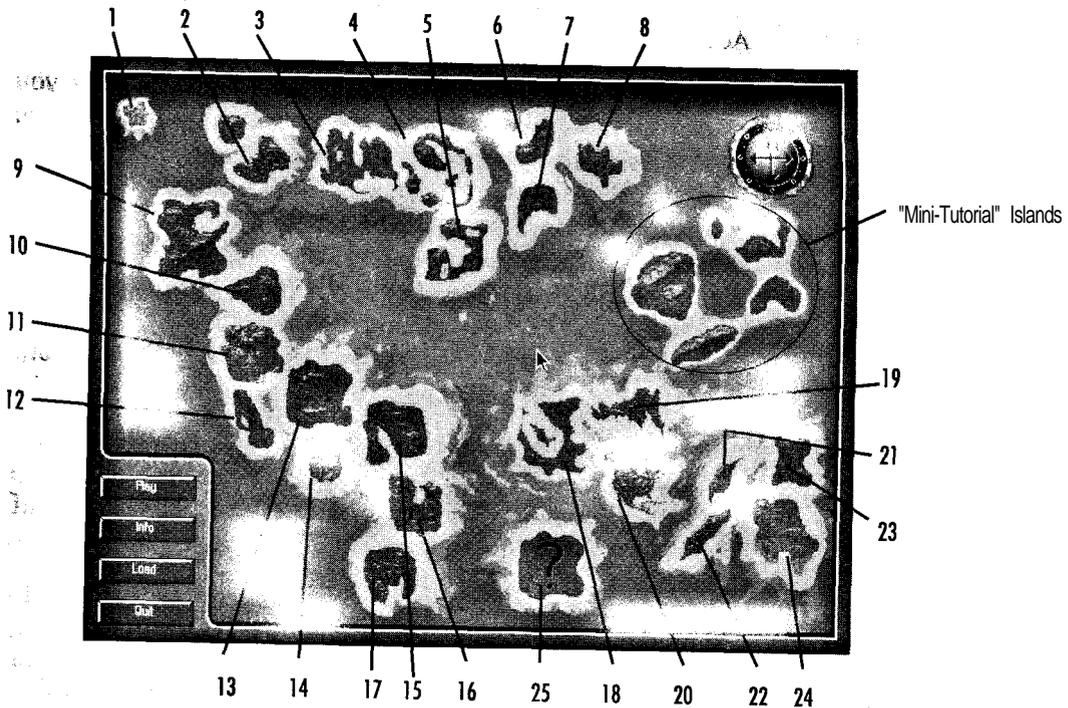
You can then click directly on the relevant building itself and—if the proper agent is moved there—upgrade the service relative to the property. The upgrade-scale gradient is: Very Low, Poor, Below Average, Average, Above Average, Good, Very Good, Excellent and Superb. City population will usually increase after the addition and upgrading of some city services, which can further many island-conquering ends.

Some service expansion can help reduce pollution, and all expansion will contribute to the city's happiness. When these factors are well-managed, tourism and income from city exports will increase. Once city population totals are high enough, you'll see the Skilled button available when the proper agent is present. Click on this button if you need additional employees for those island projects that require a body and mind to exploit, and your native villages are too slow producing them. (It's quite expensive to get skilled labor this way.) Cities will purchase consumer and manufactured goods from your factories—you'll see their holdings in the City window. Some goods, like cars, will increase their happiness.

By the way, cities have to start somewhere. You might find towns on your map with the same upgrade possibilities as the city. Shape the facilities and resources of your town properly and the population will rise, and you'll have a full-fledged city on your hands. (Hint: always make sure that some villages are steadily producing food—your population won't grow without their oatmeal.)



Scenarios



Scenario Selection Map

SimIsle provides you with 24 pre-designed scenarios, 5 "mini-tutorial" islands, and 1 "freeform" island, all of which has a different island terrain, development level, agent team composition, and initial cash reserves. Each scenario has its own missions and its own "slant," or developmental challenge in balancing the conflicting demands of economic growth and conservation. The islands can span the gamut from total virgin rain forest to throat-squeezed commercialization, and many realms in between.

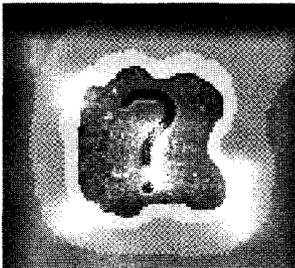
When you load the program, the game begins (after the title screens are gone) with the Scenario Selection Map. The Scenario Selection Map is the full-screen window that depicts

an archipelago—a group of scattered islands—all of which can be selected with your mouse. Once selected, they'll be highlighted a lighter color than unselected islands. (See your Addendum for info on the mini-tutorials.)

You can double-click directly on the selected island or you can click on the Play button at the bottom-left of the screen, both of which will bring that island to life, with you responsible for scenario management as outlined in the Info window. Clicking on the Info button while an island is selected will display an enlarged view of the chosen island, along with a description of conditions there and your scenario goals. You can click on that window's Play button to get to the island or click on the Cancel button to return to the Scenario Selection Map.

Click on the Freeform button to use the resources and situation of that island without being constrained by the gameplay demands or requirements for "winning" that scenario.

Clicking on the Load button while you're in the Scenario Selection Map will bring up the saved games dialog box, from which you can load any games you've saved in your past island-hoppings. Canceling from there will bring you back to the Scenario Selection Map. Clicking on the Freeform button after an island is selected from the map will bring up the island under the conditions described above for the Info window's Freeform button.



Random Island Generator

The island with the question mark on it (#25) is the Island Generator or "random map." This selection gives you the chance to generate a randomly designed island map with different terrain and development conditions each time it's chosen. It may take a few moments to produce the new map. The possibilities are limitless!

You can use any scenario as a theater of experimentation, or you can jump right in, attempting to "solve" the scenario. Some scenarios will require that you complete their

challenge within a certain number of years, the game cycles of the simulation. You can check the current game date in the Message Bar or by selecting Scenario Recap under the Files/Option menu.

You can save any island to disk under a different name if you want to try several approaches to the same island. If you're already playing one scenario and want to access another, click the Files/Options button and choose the Scenario button there. Either save your new changes or click on the Continue button to be whooshed to the Scenario Selection Map window to fly directly to your new island choice. Below is an example of the first scenario Info window, along with the descriptions of all scenario islands, derived from their Info windows.

Scenario 2 - Buy Out

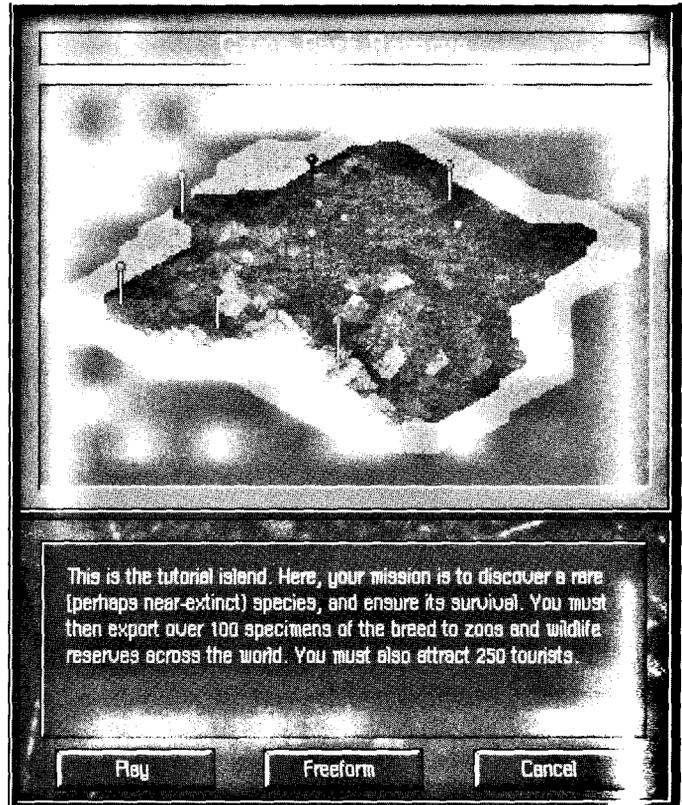
A millionaire wants to buy your island. Earn 80,000 EMUs in 8 years to fend him off.

Scenario 3 - Big Ideas

Make this island big. You need 50% Development, 30% Industrial, an average Population Happiness of 75%, and 1,000,000 EMUs, as well as the production of 250 quality cars and the hosting of 10,000 tourists. You have 50 years in which to do this.

Scenario 4 - Megatropolis

You must build one very large city, with a population of 40,000. You have 10 years to achieve this.



Scenario 1

Scenario 5 - Money Spinner

You have been set the task of earning 120,000 EMUs, while keeping Population Happiness above 75%, and World Opinion above 60%. You have 9 years to do this.

Scenario 6 - Motor City

Demand for your new cars has soared. Make 100 Quality Cars in 10 years.

Scenario 7 - Tourist Haven

The island has decided to make a major push for a tourist industry. It is up to you to ensure that 5000 tourists visit your island within 5 years.

Scenario 8 - Industrialization

You have just decided to take over a small, undeveloped isle. You don't wish to pollute your own isle, and so have decided to build your industry on the new one. Increase your Industrial score to 15% in order to provide goods needed for your isle. You have 6 years.

Scenario 9 - Drug It Up

There are rumors of some villages being influenced by a powerful drug baron. Use your wits to deal with this situation to close down these villages and keep them clean for 3 years or you'll be removed from office.

The majority of forest destruction in the Amazon basin is due to large-scale cattle ranching and speculators who burn huge areas to plant them with African grasses for pasture. Brazil is gifted with a full third of the world's rainforests, but it is one of the world's great rainforest destroyers, burning or felling 2.7 million acres each year.



Scenario 10 - Happy Tourists, Happy Locals

You have just opened your virgin island to the world's tourists. They are attracted by its clean, unspoiled nature.

You must make 40,000 EMUs, while maintaining low pollution, in 5 years.

Scenario 11 - Tourism

Your government has decided to make a major push for tourism. You must build at least 10 hotels, with a capacity of 51 each, and 10 tourist attractions, with an average Excitement of 10. Remember to watch for hotel degradation over time. You have 8 years.

Scenario 12 - The Development State

You must push forward with the development of your isle. Within 20 years, you must have achieved 15% Industrialization, 30% Development, and have at least 3 cities and 3 high-tech plants. The cities must have an average happiness of 70%.

Scenario 13 - Ripe for Tourists

You are heading a large corporation. You must build 50 units of each type of car and consumer goods in 10 years. You start off with a large amount of cash, but nothing else.

Scenario 14 - Deforestation

A major international lumber company is interested in the quality of your wood. Export 10,000 logs in 3 years.

Scenario 15 - Underdeveloped Villages

You have been placed in charge of an important UN mission. The native culture is ancient and underdeveloped. You have been charged with bringing them into the 20th century. You must bring their average Efficiency rating up to 90%, while ensuring that World Opinion is at least 75%. You must also build 2 cities, each with a population of 13,000 and an average Happiness of 70%. You have 6 years to accomplish this task.

Scenario 16 - Mystic Lines

Your cities are vastly underdeveloped. An opportunity may soon arise to make a large amount of cash. Rumors of UFO visits every century abound among the natives. By exploiting this event, you might rebuild your fallen cities.

Scenario 17 - City Blues

The people in your cities are deeply unhappy. Elections are coming up shortly, and you need to ensure that they come around to your way of thinking. You have 3 years to ensure that the cities' average Happiness is 80% and the population is at least 25,000, to secure your re-election.

Scenario 18 - Bigger and Brighter

You must build up 5 cities, with an average of 75% Happiness. You have 7 years.

Scenario 19 - Up for Sale

You must make 250,000 EMUs from tourism, by ensuring 5,000 tourists visit your isle in 11 years. You must also ensure that there is no private industry anywhere on the island.

Scenario 20 - Them Good Ol' Boys

Make 150,000 EMUs in any single year. You don't need to worry about the island's World Opinion, the Happiness of the locals, or pollution. You have 13 years to achieve this.

Scenario 21 - Baby Boom

You must bring the overall population of your island up to 150,000, and ensure a Population Happiness of at least 50% in 6 years.

Scenario 22 - Goods A Go-Go

Convert your 4 towns into cities in 2 years.

Scenario 23 - Land Romp

You must clear away one-third of your island's trees to make way for a major expansion program. You have 11 years to do this.

Scenario 24 - Pollution City

The world currently has a dim view of your island. You have 4 years to ensure that your World Opinion and Population Happiness are at least 75%.

Scenario 25 - Island Generator

Choose this island to generate a random map. (This might take a few minutes on a slow machine.)

Scenario Difficulty Table

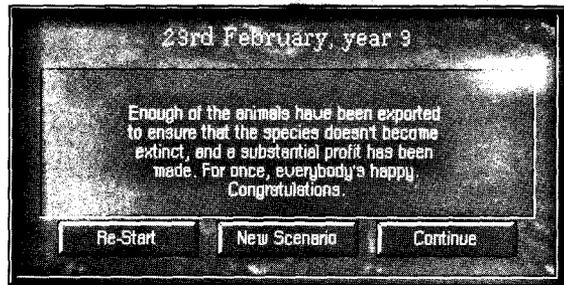
Scenario	Difficulty	Mission
1. Tutorial	Very Easy	Extinct Species
2. Buy Out	Easy	Prevent Sale of Island
3. Big Ideas	Hard	Built Up and Exploit
4. Megatropolis	Hard	Large City
5. Money Spinner	Medium	Get Rich
6. Motor City	Hard	Produce X Goods
7. Tourist Haven	Medium	Tourists
8. Industrialization	Medium	Build Up Island
9. Drug It Up	Easy	Stop Drug Lord
10. Happy Tourists, Happy Locals	Easy	Happiness of Locals
11. Tourism	Medium	Tourism
12. The Development State	Medium	Build Up Island
13. Ripe For Tourists	Hard	Tourism
14. Deforestation	Easy	Deforestation for Goods
15. Underdeveloped Villages	Medium	Ecology
16. Mystic Lines	Easy	Exploration/Build Up
17. City Blues	Hard	Population/Ecology
18. Bigger and Brighter	Easy	Ecology
19. Up For Sale	Hard	Growth/Ecology
20. Them Good Ol' Boys	Hard	Build Up Island
21. Baby Boom	Medium	Population
22. Goods A Go-Go	Easy	Consumer Goods

23. Land Romp	Easy	Deforestation
24. Pollution City	Hard	Ecology
25. Island Generator	N/A	Create Your Own Island

Events

Depending on your gameplay choices, you can trigger situational assignments or environmental challenges particular to each island, which must be resolved by employing your agents. These circumstances will keep your coffee breaks to a minimum: some are disasters, some environmental intrigues, some hothouse hanky panky—all will prove or disprove your mettle.

You'll be alerted onscreen to these developing situations; your agents are at your disposal. Just to get you sweating, among these events are shark attacks, air crashes, and maybe even a nuclear meltdown. Your success in confronting these game events will often be accompanied by onscreen congratulations.



Event dialog

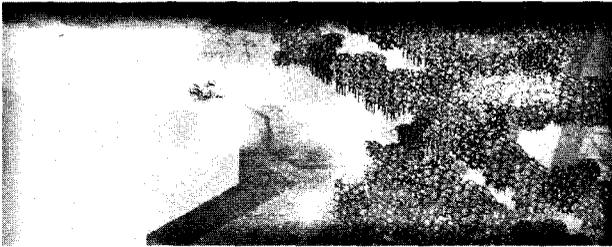
Dealing with these events is one means of gaining knowledge about the island and upping your Score totals, though acting upon them successfully doesn't mean that you have accomplished all that is to be done on an island. As a dynamic environment, each island is truly a developing nation, always in need of observation and adjustment. Some of the events are described under the Enterprise Zones/Other Locations headings in the Notebook.

SIM ISLE

The SimIsle Environmental Model

SimIsle is modeled on the Asian rainforest, the most complex ecological zone on the earth. The simulation attempts to display some of the extraordinary diversity of these areas, and uses some elementary program computations to render the effects of your altering of the islands. Between 25% and 40% of the rainforest has already been lost to misguided human exploitation, and it's predicted in 25 years much of the humid tropical forest could be gone or greatly altered by short-sighted use.

No program could accurately model the complex dynamics of rainforest biology without bruising computational demands. The game structures of environmental changes wrought by pollution, human traffic and the like are visible, tangible effects in the game, but they don't pretend to exemplify actual scientific calculation. The game's Notebook has many geographical and biological details about game models in the Ecology and Population sections.



Varied terrain

Terrain Types

Here are the presumed terrain types on the islands and their elevations:

- Sea
- Sea level
- Coastal (< 100m)
- Lowland (100-200m)
- Midlands (200-500m)
- Uplands (500-1000m)
- Foothills (1000-1500m)
- High Foothills (1500-2000m)
- Mountainous (2000-2500m)

Forest Types

- Beach/Mangrove Forest — Only at sea level next to the sea
- Peat Swamp Forest — Only at sea level; acidic
- Freshwater Swamp Forest — Only at sea level; needs peat swamp nearby; alluvial
- Heath Land Forest — Sea level, or more likely coastal; acidic
- Limestone Forest
- Mixed Dipterocarp (tall trees) Forest — Only in lowlands or midlands
- Montane Forest — Only in uplands or higher
- Grass — Due to human intervention or if nothing else is possible

Weather

The weather in SimIsle is pretty easy to understand: it's raining a great deal of the time.

Here are a number of techniques and explanations concerning various circumstances that can occur during your island work.

1. None of the scenarios start on Jan 1; they start just a bit later.
2. If you have placed a Construction agent in the jungle, and select an item to build from the Construction window, it is possible to get one of two pictures in the agent picture bar during construction. The two possibilities are a jeep or a building. The jeep means you are building on the exact location of the agent; a building means you are building on a tile not occupied by the agent.

Isle Gameplay Issues and Hints

3. When a construction agent is done building an object, if the object was not built right on the agent's location, you will hear the jeep sound effect. This is just the agent going into the completed building.
4. If you try to send a construction agent to a certain areas, you will hear a beep and the journey won't be completed. The move fails because Construction agents cannot be placed more than one tile into the jungle.
5. Certain scenarios require you to obtain a specified amount of money before you can win the scenario. The money in question is the money you have in your possession (the Bank), not the total money you have made to date.
6. The number of tourists indicated in the Stats box represents tourists that actually stay at a hotel. If the travelers remain stranded at any ports because you haven't provided them with rooms, they are not counted as tourists.
7. If you notice that your oil revenue is coming in unevenly, or in blocks every other month, build another tanker at the oil rig. Sometimes the oil tankers spend all their time in transit and they can't keep up with the supply.
8. A very effective way to get an agent to a valuable mineral deposit is to send the agent to that location while still in the 2-D map (by clicking on the specific 2-D map site with the "moving boots").
9. Be careful when importing items if your industries are set to export. There is a chance that the goods you just bought might be sold for a quick profit.

10. If you generate a random map from a previously saved random map, the original island will no longer be valid. Reloading a saved game from a previously generated random map may cause strange results.
11. If you are building an airport, and you see the words "Need enough room to build" in the Message Bar, the notice is just reminding you that large airports require quite a bit of space to be built.
12. When a hotel is built near the beach, occasionally a separate beach attraction will be built with the hotel. This beach attraction functions similarly to other attractions, and needs to be clicked on separately from the hotel to access its commands.
13. Industries need to have a function applied to them (Apply Job button) before they will build (or be able to import) the product associated with the job.
14. Agents with Exploration skills can be really helpful to you. However, for them to be effective, they often need guidance as to where they should be exploring. If you don't find anything your first time out, keep looking!
15. Pollution can be very dangerous to living things. If you let island pollution get out of hand, it will kill the surrounding trees, and sometimes the precious animals in the vicinity.
16. Pollution totals feed off of collective pollution sources and the effects magnify greatly. The easiest way to slow this down is to spread your industries out a bit. Just don't make them too far away from one another, because less distance means higher efficiency.

17. If city facilities have been upgraded, the city will have the facility buildings surrounding it, and these all can be clicked on separately to access their commands.
18. If you negotiate to buy out a fishing village, and fail twice, a third failed negotiation will result in a raising of the buy-out price, which will automatically be deducted from your bank account. Don't be so desperate next time.
19. If you try to place a sea-bound facility on a diagonal tile, there is a chance that it will be placed sideways; however, it will still function normally.
20. Buildings that are placed too close together may visually "clip" each other if the map is rotated.
21. Cities with adequate power, and superb facilities will make the citizens very happy. Goods and cars will make them happier yet. Fewer perks will upset them a little.
22. Nuclear plants cost an amazingly high amount of EMUs to deconstruct. This can be attributed to the fact that the local ecology could not specify anything less than a remarkably careful (and costly) disposal of the spent uranium.

SimIsle Item Building/Resource Costs

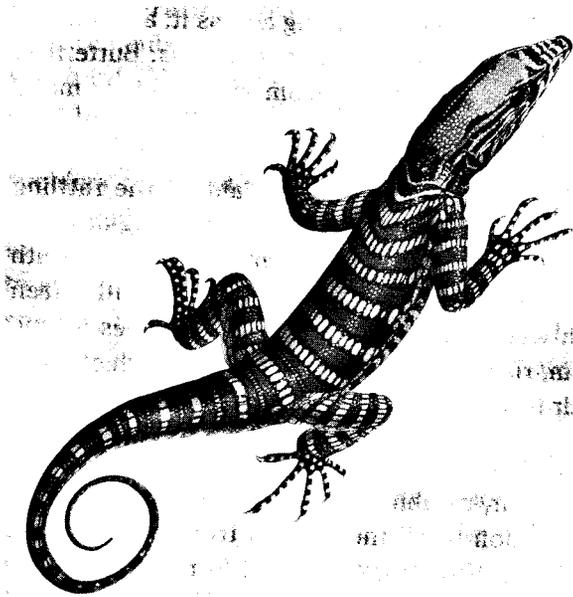
Object	Cost (EMUs)	Building Materials	Other
Hotel	250	150	N/A
Attraction	200	100	N/A
Airport	1000	400	N/A
Ferry Port	500	250	N/A
Coal Mine	500	150	5 U Labor/5 H Mach
Logging Camp	250	0	5 U Labor
Oil Rig	700	350	4 S Labor/8 H Mach
Oil Pump Stat.	150	50	N/A
Gold Mine	300	150	5 U Labor/5 H Mach
Silver Mine	300	150	5 U Labor/5 H Mach
Iron Ore Mine	300	150	5 U Labor/5 H Mach
Power Station	400	250	8 H Mach
Hvy. Industry	300	300	4 U Labor
Manuf. Plant	250	400	4 S Labor/10 H Mach
Hi-Tech	650	0	4 S Labor/10 Q MG
Steel Mill	400	250	5 U Labor
Chemical Plant	250	150	5 S Labor
Town	500	1000	N/A
Sawmill	400	0	N/A
Warehouse	500	0	N/A
Wind Plant	800	200	10 H Mach

Nuclear Plant	2000	300	50HMach
Church (City)	300	100	N/A
Rec. Ctr (City)	350	50	N/A
Hospital (City)	450	100	N/A
College (City)	400	100	N/A

Cost for Upgrades on Buildings

Buttons	Cost (EMUs)	Building Materials
Extend Hotel	125	75
Make Improvements	100	50
Extend Attraction	200	100
Increase Excitement	250	75
Large Airport	1050	550
Extra Tanker	700	N/A
Windmills +	900	200
Uranium +	100	N/A
Church +	100	N/A
Rec. Ctr. +	50	30
Hospital +	150	60
College +	150	N/A

ESSAY



I am the lizard king, I can do anything.

— James Douglas Morrison

On Rainforests

An Overview by Dr. Julian Caldecott

The tropical rainforests of the world are ancient, complex ecosystems, teeming with diverse life-forms. Here, there are soaring trees, their trunks often buttressed; a lofty canopy of branches and leaves, with deep shade below; climbing lianas and palm; plants growing on other plants; a rather bare forest floor, with lumpy roots writhing across it, a dusting of fallen leaves, and scattered ferns and seedlings. Butterflies dance in rare shafts of sunlight from above, birds make exotic noises, and insects sizzle and click.

This restless background is often overlaid by the rattling thunder of rain on distant leaves, and the dripping of water as it drains out of the canopy. The combination of warmth and rain makes the air of the forest very humid, often saturated with water vapor. Mists shroud the trees as sun succeeds storm, rising up to form heavy clouds which pour out rain in their turn.

High temperatures and rainfall, more or less constant throughout the year, combine to produce the warm steamy atmosphere common to all the world's tropical rainforest, from Queensland to the Amazon basin. In these hothouse conditions, protected from cold and drought, plants and animals flourish in dazzling and as yet incalculable variety.

Paradoxically, one of the elements on which this teeming life depends also poses its greatest natural threat, and it is everywhere: dripping, trickling, prying into every crevice, water if left to its own devices would leach away all the forest's scarce and precious nutrients. Every organism in the forest is adapted to this perpetual battle against the

insidious power of water. As a result, it has been estimated that only one percent of its total nutrients is eventually washed away by the rain.

Over the years, other adaptations have taken place; the longer a rainforest exists, the more intimate become the relationships between the multitudinous organisms of which it is composed. Over time, species adapt to one another: animals to plants, plants to animals, animals to animals and plants to plants, each lineage refining its ecological "niche" from generation to generation. This means that the requirements a species has for survival, and the ways in which it fulfills these needs, become more and more distant over time. Animals and plants thus become increasingly successful survivors, ever more efficient exploiters or avoiders of exploitation. The tendency is for animals to get better and better at eating fewer and fewer things, for prey to protect themselves more and more rigorously, for plants to grow in increasingly special situations, and for particular species to make arrangements of mutual benefit with others—food and shelter, for example, exchanged for help in defense.

As species become more specialized, they leave room for others, and so give rise to new species with narrower ecological niches. As this occurs, the collective mass of species present in the environment becomes increasingly efficient at gathering, using and re-using essential nutrients. Members of species with very narrow ecological requirements do tend to be scarce, however. The reason for this is that they can only make use of resources (such as nutrients) which are in the particular form that they are adapted to exploit, and any such specific form will not be common; in addition, only a limited quantity of resources in any form is available in the forest at any one time. The outcome of all this is that in rainforests there are very many (mostly rare) species, living in many curious and interdependent ways.

No other habitat on earth contains such a profusion or weight of plant life per hectare. Under the tropical sun, moreover, everything grows at astonishing speed. The rainforest produces new vegetable tissues faster than any other community on land. But death, too, is ever-present. A smell of decay hangs in the air and underfoot is a thin layer of debris. The forest's dynamism is fueled by the speed of decay in the hot, damp, atmosphere, which acts as an incubator for scavenging and digesting organisms, and by the powerful flow of nutrient-carrying water from the ground to the canopy, drawn by the suction of evaporation from its myriad leaves. The rainforest is thus in dynamic balance, at a hectic rate of turnover.

It is the bright light of the tropical sun which powers the rainforest. Using solar energy, plants manufacture simple sugars from carbon dioxide in the atmosphere and from water by the chemical process of photosynthesis. These sugars are the building-blocks of molecules which make up plants' cell walls and woody substance. Furthermore, they can be broken down as needed to provide energy and atoms for use in the complex biochemistry of life. They are used first by the plant that made them and subsequently, in one form or another, by organisms able to take them from the plant, or to retrieve them from its remains.

The structure of the rainforest is dictated by one overriding factor: almost all light is captured by the forest's canopy, casting the interior into deep shade. If a plant is to support itself by photosynthesis, it must therefore either be able to manage in semi-darkness, or it must somehow get its leaves into the canopy. A few plants are adapted to the shade of the rainforest floor, but they make up only a tiny portion of the forest's total flora. They include many ferns, the begonias, broad-leaved grasses and sedges, and gingers. More often to be seen in this twilight zone are small palms, bushes, seedlings, and saplings, most of them destined one day, with luck, to reach the canopy as trees or lianas.

The rainforest is essentially a gallery whose monumental structure is made up of trees: their trunks provide its lower levels with a vertical framework, while the higher branches form a latticework roof. The tallest trees may be as much as sixty meters (200 feet) high, their trunks five meters (16 feet) in diameter near the ground, and often braced by woody buttresses like massive twisted fins. Trees of this size, known as *emergents*, are in a minority, however, and their crowns usually tower over those of their neighbors. Below them, the forest canopy becomes more continuous, the crowns of most adult trees standing shoulder to shoulder in a deep layer fifteen to forty meters (50-150 feet) above the forest floor.

This main level of the canopy is translucent, the light declining steadily in intensity as it filters through the leaves. This mass of vegetation offers opportunities for life to plants adapted to different and very specific degrees of illumination and, since the air within the forest is wetter than outside, of moisture. Different tree species slot their adult crowns into the canopy at different heights depending on the physiological needs. Clinging to their branches and leaves, or to each other, are lesser plants which share their preferences—lichens and mosses, ferns and orchids in great and varied profusions. Interwoven within and draped across the canopy are the stems and foliage of climbing palms and lianas, which help to bind the forest into a continuous physical structure, and which often form a large part of the canopy itself.

In this intimidatingly diverse and dynamic environment, most of the action is hidden from view. Scientific documentation of the evolutionary relationships among the millions of rainforest species has only just begun, and many of the subtleties are only now starting to be explored. These include, for example, the way in which "arms races" between predators and their prey, herbivores and the plants they eat, can lead to chemical and behavioral defenses of amazing power and complexity. They also include ways in which

species manipulate each other to achieve their own reproductive ends through pollination or seed dispersal.

But we are rapidly losing the chances of furthering this knowledge, and the wisdom that might flow from it, for we humans are sending a hundred or more rainforest species into extinction every day.

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