

Civilization Editor

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File Menu Commands

Original

Opens the CIV.EXE file for modifications.

You can choose from the following:

City Improvements Editor

Leader Characteristics Editor

Terrain Editor

Units Editor

Saved

Opens the CIVILX.SVE file for modifications. (X-number of saved game)

You can choose from the following:

City Editor

Miscellaneous Editor

Money Editor

Palace Editor

Spaceship Editor

Units Editor

Wonders of the World Editor

Help Menu Commands

Help Index

Opens this file to the table of contents.

Using Help

Starts the Windows Help file that shows you how to use help.

About Civilization Editor

Displays the current version of the Civilization Editor.

Setup

Use this option to setup the location of you Civilization*game file, and to register your copy of civilization editor.

* Civilization is a Registered Trademark of Microprose Corporation.

Introduction

Welcome to Civilization Editor !

Civilization Editor is a utility that allows you to modify most of the data tables and other information in the CIV.EXE file and the saved games file, so before you begin hacking, be sure to complete these 3 steps:

1- make a backup of the civ.exe file and all saved game files you intend to modify (civil#.sve #-number of saved game).

2-run setup from the help menu and enter the location of where your original civilization game files reside.

3-have fun !

The editor is basically self explanatory, at any screen just hit the F1 key get help. The rest is up to you, I left out most restrictions and limitations, so use your imagination and experiment when entering values for all fields.

PS: I am not asking for any money for this program but I would like you to write to me with your comments, suggestions and any ideas you might have. If you do have some codes or information that you feel would be helpful for other civ addicts, send it to me and I will try to incorporate it in the next version of the civilization editor. If you do write to me send me a self addressed stamped envelope and I will mail you a registration number that should let you use future versions of civilization with this civilization editor. (no promises)

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City Improvements Editor

Improvement Select the city improvement to modify.

(Use up-down arrows, type first letter of unit, or select it with the mouse.)

Cost Amount in shields to build improvement.

Maintenance Amount per turn to maintain this improvement.

Technology Which technology advancement makes this improvement available.

(Use up-down arrows, type first letter of unit, or select it with the mouse.)

Leader Characteristics Editor

Leader Select leader to modify.
(Use up-down arrows, type first letter of unit, or select it with the mouse.)

Aggression Choose whether this leader is friendly or aggressive.

Development Choose whether this leader is a perfectionist or an expansionist.

Militarism Choose whether this leader is civilized or militarist.

Terrain Editor

- Terrain Select terrain to modify.
(Use up-down arrows, type first letter of unit, or select it with the mouse.)
- Movement Movement Cost.
(Number of movement points units uses up on this terrain)
- Defense Defense percentage modifier.
(2 = 0%, 3 = 50%, 4 = 100%, 6 = 200%)
- Food Base food production this square provides.
- Shields Number of shields this square provides.
- Trade Number of trade arrows this square provides.

Units Editor

- Unit Select the unit to be modified.
(Use up-down arrows, type first letter of unit, or select it with the mouse.)
- Available Choose when the unit becomes extinct.
(127 Unit stays available throughout the whole game.)
- Type Type of unit.
(0 = Land, 1 = Air, 2 = Sea)
- Movement Movement allowance per turn.
- Special
(Airplanes) Unit Attributes.
(0 = None, 1 = Return to Base after number of Movements or die, 2 =
Return to base next turn)
- Attack Attack Value.
- Defense Defense Value.
- Cost Cost in number of shields.
- Visibility Visibility in adjacent squares.
(0 = 1 Square, 2 = 2 Squares, 3 = 2 Squares at Sea.)
- Carry Number of units this unit can carry.
- Special
(Transport) Special Attributes.
(5 = Can carry other units.)
- Technology Which technology advancement makes this unit available.
(Use up-down arrows, type first letter of unit, or select it with the mouse.)

City Editor

City Choose the city to modify.
(Use up-down arrows, type first letter of unit, or select it with the mouse.)

Population Enter the population of the city.

Food Enter the quantity of food in city.

Shields Enter the number of shields in city.

Owner Choose the owner of the city.
(It is not advisable to make one of enemy's capital city one of your city's.)
(Use up-down arrows, type first letter of unit, or select it with the mouse.)

Improvements All to give that city all possible improvements.
None to remove all improvements from that city.
(Use up-down arrows, type first letter of unit, or select it with the mouse.)

Miscellaneous Editor

New Date Enter the new current date of the game

New Turns Enter the number of turns played so far.
(The lower the number the more points you get.)

Difficulty Select difficulty level

Technology All to give your civilization all technological advancements.
None to remove all technological advancements.

Government Select your government type.

Money Editor

Bank Fill up Bank to give yourself 30,000 coins.

LightBulbs Fill up LightBulbs to get next technological advancement.

Palace Editor

Type Select type of palace to build.

Stage The higher the stage the closest your palace becomes to being finished.

Road Choose whether you want a cement, brick, or dirt road.

Garden Choose whether you want trees, statues, or bushes.

Space Ship Editor

Modules Select only one of options from the modules section.
All gives you all of the modules.
None destroys all modules.

Components Select only one of options from the Components section.
All gives you all of the components.
None destroys all components.

Structures All gives you all of the components.
None destroys all components.

NC Do not change.

Wonders of the World Editor

Wonder Select wonder to give to chosen city.
(Use up-down arrows, type first letter of unit, or select it with the mouse.)

City Select city to receive wonder.

Setup

Game Location	Specify the location of the original civilization game file.
Serial Number	Enter number given to you when you register your copy of Civilization Editor.
Registered	Enter your name here.
Version	Enter the Civilization version you are using.

