

S-ZONE! by The WizardWorks Group

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Game File Manager Information:

Important: Please read this brief section to learn about the "WizardWorks Game File Manager" required for S-ZONE!

You cannot use the WizardWorks .GFL (game file library) files in SIM CITY 2000 FOR WINDOWS without converting them. The game file manager will allow you to select, convert and export city files from CD-ROM disc into SIM CITY 2000.

A special version of "WizardWorks Game File Manager" has been included with the CD-ROM version of S-ZONE!. If you installed "Sim City 2000 for Windows" in the default directory locations, you do not have to configure the Game File Manager except to designate the location of your CD-ROM drive. The remaining setup options are ready to use with the default directory locations for "Sim City 2000 for Windows".

1. What is the WizardWorks Game File Manager?

Basically, it's a software program that lets you search, find, convert, install and play game files.

You can use the CD-ROM utilities in the Game File Manager to select, view and play the cities on your CD-ROM disc. You can also use the DISK utilities in the program to create your own "Game File Library" for SIM CITY 2000 and other games.

Special features in "WizardWorks Game File Manager" include:

- a. Sophisticated, yet easy-to-use, search utilities to find game levels (or cities) that you want to play.
- b. Built-in game launcher (preconfigured for SIM CITY 2000 FOR WINDOWS but can be altered).
- c. Built-in file compression to save disk space on your hard disk if you create your own game file libraries.

- d. Keyword and descriptive editor to add your own search criteria to files in a custom game file library.
- e. File import/export utilities, launch and "load'n'launch" game play functions.

2. Do I have to create my own Game File Library to use the WizardWorks Game File Manager with the S-ZONE! cities?

Absolutely not! The decision to create your own library on hard disk is strictly optional and it is provided for those players who want to maintain their own collections of files to use with SIM CITY 2000 and other games.

To use the Game File Manager with the S-ZONE! library, use the CD-ROM search and export utilities. Because you cannot write information on your CD-ROM disc, the import utilities are unavailable for the CD-ROM itself. Any files that are imported will be installed in the SIM CITY 2000 directory if you used the default installation.

3. What are some of the new features that have been added to the S-ZONE! version of WizardWorks Game File Manager?

Here are some of the new improvements:

- a. The Game File Manager now allows you to launch (1) SIM CITY 2000 FOR WINDOWS by itself or (2) to play the game with a specific city that you select from the S-ZONE! CD-ROM disc. File export utilities have not been changed and you can extract a file from the CD-ROM into your SIM CITY directory by using the export option.
- b. When using the CD-ROM, you can now preview a graphic image of the city prior to exporting or playing the game. The preview function is only available when using the CD-ROM disc. Graphic image files will not appear when you use the Game File Manager with your own game file library on hard disk.

CD-ROM Information:

Your CD-ROM disc contains:

- a. Over 800 cities that are ready to use with "Sim City 2000 for Windows".
- b. Over 250 "classic" cities that can be loaded into "Sim City 2000 for Windows" or edited with the EDITCITY editor (an MS-DOS application).

Note: If you do not want to edit the classic cities, there is no need to install them on to your hard disk. The 800+ cities which are ready-to-use with "Sim City 2000" already include preconverted versions of these files.

- c. Four FAQ (Frequently Asked Questions) Sheets from Sim City gamers on the Internet.
- d. Various Tips/Tricks/Cheats for "Sim City 2000 for Windows" and "Sim City Classic" games.

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"Game File Library" (.GFL) is a proprietary file format created by The WizardWorks Group, Inc. Copyright (c) 1995.

"Sim City", "Sim City Classic" and "Sim City 2000" are copyright software games by Maxis, Inc. Copyright (c) 1995 by Maxis, Inc.

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