

Readme.txt

Now that you're reading this, I would like to take the time to ask you to download mbstory.zip, another little creation of mine; also available on the Sierra BBS.

First off, I would like to present this little disclaimer, which frees me from any responsibility that you might pin on me as a result of the cheat screwing up your computer. I have had no problems with it so far, and don't expect any either. So if you screw up your computer, it is your own fault, not mine. Thank you, that is all.

The first thing to do is to put c2.mdl into the same directory as the Universal Game Editor. See instructions below on how to do this. In order to get the Universal Game Editor to recognize your save-game files, you have to make a copy and put it in the same directory as the Universal Game Editor. I would do this anyway, and would recommend that you make at least three copies: the original, the one you put in the Universal Game Editor directory, and another one on a floppy disk. Have you seen the new Mel Brooks movie?

If you do not know how to make a copy of a file, you will need the following items: an I.Q. higher than Forrest Gump's, a computer, a keyboard, a twinkie, and a finger (preferably not the middle one). Hey you! Use more than one finger when you wave at me next time! Heh heh. After you have acquired these items, eat the twinkie and go get a beer. After you are done with the beer, type the following into the C:\> prompt at your computer: copy Ultra.sav c:\games\uge. You must be in the directory where the Caesar2 program is stored! Put the name of your save-game in place of Ultra, which I shrewdly decided to use as an example. All save-games have the file extension *.sav, so changing that part would really screw up your computer, and I cannot be responsible for that. c:\games\uge was also an example. To copy the save-game, type in c:\(path1)\(path2-if required)\(path3-if required). And voila, you have copied a file. Of course, this is much simpler if you just go to the file manager in Windows and click on **File**, then **Copy**. Then all you have to do is type in the drive, and path(s), and your computer, which could balance the national deficit while waiting for you to type t-h-e, does the rest. Simply repeat the process to make more copies. Thank you, that is all.

Now, to edit the save-game. Type "uge" after you are at the directory that the Universal Game Editor is stored. After this has been accomplished, select Caesar II from the game list, and press "m". Press "enter" when it prompts you for a new name. Do NOT type in a name such as "yo' mama". When it prompts you to select a *.mdl file, select c2.mdl and press "enter". If the c2.mdl is unavailable, you are hosed. It also means that you didn't follow my directions! Go back and try again. After you have selected the c2.mdl, then select the directory that the Universal Game Editor is in. Select the *.sav file that you want to edit and press "enter". You will then be taken to the screen where you can edit your game, specifically your personal savings, the money in your city's coffers, and the amount of plebs. Thank you that is all.

Use this at your own risk! Thank you, that is all

Also, I would encourage you to download mbstory.zip. Thank you, that is all.