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Introduction

Welcome to **Civilization Editor!**

Civilization Editor is a program that allows you to modify most of the data tables for the game of Civilization. It lets you modify both saved game files and also the original game file.

Before modifying any files be sure to follow the following steps:

- 1- Backup the original Civilization game file
Select Backup from the main menu or hit Ctrl-O
- 2- Backup any saved game files you plan on modifying
Select Backup from the main menu or hit Ctrl-S
- 3- Have Fun.

Civilization Editor is simple and easy to use. At any time simply hit the F1 key to get help on any of the functions of Civilization Editor.

The rest is up to you; I left out most of the restrictions and limitations, so use your imagination and experiment when entering values for all the different options.

This program is freeware, which means you can use it as long you want to free of charge. I would like and appreciate you contacting me with any suggestions and opinions about Civilization Editor.

If you do come across some combinations of values that work well, for example in the Units editor, please let me know so that I can share that information with other users of Civilization Editor. Also let me know if you think I should add any other options to the next release of Civilization Editor.

If you do write to me send a self addressed stamped post card, or contact me on CompuServe, and I will send you a registration number that should let you use this editor with future versions of Civilization. (No promises)

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CompuServe 72254,1574

508-679-9143 (8:00 am to 4:00 pm Eastern Time) Please use this number to report problems only.

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File Menu Commands

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Backup Menu Commands

Original game file

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City Improvements Editor

Improvements

Select City Improvement(s) to modify.

(Shift+Click or Shift+Arrow key extends the selection from the previously selected item to the current item. Ctrl+Click selects or unselects an item from the list.)

Cost of Improvements

This is the total number of shields needed to produce this improvement.

Maintenance per Turn

This is the number coins per turn to maintain (keep) this improvement.

Technology

This is the technology level required before this improvement can be built.



Leader Characteristics Editor

Leader

Select Leader(s) to modify.

(Shift+Click or Shift+Arrow key extends the selection from the previously selected item to the current item. Ctrl+Click selects or unselects an item from the list.)

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 which Terrain(s) to modify.

(Shift+Click or Shift+Arrow key extends the selection from the previously selected item to the current item. Ctrl+Click selects or unselects an item from the list.)

Movement

Enter the cost in moves to each units that passes over this terrain.

This is also a measure of how many turns to build roads, rail, fortress, pollution.

Defense

Enter the protection percentage this terrain will offer the unit currently above it.

Food

Enter the amount of food this terrain will produce each turn.

Shields

Enter the number of shields this terrain will produce each turn.

Trade

Enter the amount of trade that this terrain will produce each turn.

Turns to Irrigate

Enter the number of turns it will take to settler unit to irrigate this terrain.

Turns to Mine

Enter the number of turns it will take the settler unit to mine this terrain.



Units Editor

Units

Select Unit(s) to modify.

(Shift+Click or Shift+Arrow key extends the selection from the previously selected item to the current item. Ctrl+Click selects or unselects an item from the list.)

Available

Enter the time era code this unit is available.

Type

Enter the type of unit.

Movement

Enter the number of movements per turn for this unit.

Special (Airplanes)

Enter the special movement code for this unit.

Attack

Enter the attack value for this unit.

Defense

Enter the defense value for this unit

Cost

Enter the number of (shields X 10) to produce this unit.

Visibility

Enter the visibility for this unit.

Units Carried

Enter the number of other units this unit can carry.

Special (Transport)

Enter the special transport code for this unit.

Technology

This is the technology level that makes this unit available.



City Editor

City

Select the City(s) to modify.

(Shift+Click or Shift+Arrow key extends the selection from the previously selected item to the current item. Ctrl+Click selects or unselects an item from the list.)

Population

Enter the number of citizens to give to this city.

Food

Enter the amount of food to put in the city's storage.

Shields

Enter the number of shields to give to this city.

Owner

Tells you which civilization controls this city.

Improvements

Select which improvements to give to this city.



Miscellaneous Editor

Date

Enter the date to assign to the current game.

Turns

Enter the new number of turns to assign to the current game.

Difficulty

Select the new difficulty level of the game.

Civilization

Choose which civilization you want to modify the government and technology level.

Government

Select the new government to assign the selected civilization.

Tech. Available

Choose which technologies to give to the selected civilization.



Money Editor

Civilization

Choose which civilization you want to modify.

Leader

Enter a new name for the leader.

Your People

This is the plural name the computer uses to call your people.

You are

This the name of your civilization.

Treasury

The number of coins to put in you bank.

Light Bulbs

How close you are to reach your next technological breakthrough.

Make this your civilization

Click here to switch civilizations with this civilization.



Palace Editor

Palace

Your palace consists of 37 separate squares in 10 separate columns.

Click on the bottom square of a column to build that segment of your palace.

Click on a built segment to destroy it.

Click on the second square from the bottom to build that square and the one below it.

The three different colors above the top 7 columns represent the type of wall.

Click on the colors to change them.

The picture shows you how developed your palace is.



Spaceship Editor

Civilization

Choose the civilization that you want to modify the spaceship for.

Spaceship

Your spaceship consists of 62 separate sections(squares).

If the square does not have a picture; that section is not built.

If the square has a picture; that section is built.

Click on a square without a picture to build that section of the spaceship.

Click on a square with a picture to destroy that section of the spaceship.



Wonders of the World Editor

Wonder of the World

Select the Wonder(s) of the World to modify.

(Shift+Click or Shift+Arrow key extends the selection from the previously selected item to the current item. Ctrl+Click selects or unselects an item from the list.)

City

Choose the city to receive the wonder(s).



Original game file Backup

Backup Copies the CIV.EXE file to CIV.BAK

Restore Copies the CIV.BAK file to CIV.EXE



Saved game file Backup

File

Choose which saved game file you wish to backup or restore.

Backup Copies the CIVIL#.SVE file to CIVIL#.BAK

Restore Copies the CIVIL#.BAK file to CIVIL#.SVE



Setup

Location

This is the location of your Civilization original game files.

Find

Lets you choose another directory.

Serial Number

This is where you put the number you will be given when you register Civilization Editor.

Registered to

Put your name here.

Version

Choose which version of Civilization you are currently using.



About

Shows you the version of Civilization Editor, your name if you registered, and the available system resources of your computer.

If you report any problems, please have this information available.



Time Management Editor

Turns

Enter the number of turns for this time frame.



Active Units Editor

Civilization

Select the civilization to modify.

X Coordinates

Enter the X Coordinates for the current or new unit.

(Leave X and Y Coordinates (00) to build unit in the capital city.)

Y Coordinates

Enter the Y Coordinates for the current or new unit.

(Leave X and Y Coordinates (00) to build unit in the capital city.)

Unit Type

Choose new unit type.

Unit

Choose the unit. (Either an existing one or a new one to create.)

Selecting this option will let you make changes to the Original Civilization game file.

Selecting this option will let you make changes to the Civilization saved game files.

Selecting this option will terminate Civilization Editor.

Selecting this option will show the contents of the Civilization Help file.

Selecting this option will bring up a dialog box where you can search for help on any subject.

Selecting this option will show you how to use this help file.

Selecting this option will bring up the one time notice about Civilization Editor.

	Road	Rail	Fortress	Pollution	
00	1	1	1		1
01	2	4	5		4
02	4	8	6		4
03	6	12	7		4

Turns to Complete

2 = 0%
3 = 50%
4 = 100%
6 = 200%
Others = ???

0 = Land
1 = Air
2 = Sea
Others = ??

0 = None

1 = Return to base before end of turn

2 = Return to base on second turn

Others = ??

0 = adjacent

2 = 2 squares on land

3 = 2 squares on sea

Others = ??

5 = transport unit
Others = ??

127 = always available
Others = ??

