

# StuporMan's Supply and Demand Calculator Manual

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## I. Overview

I created this calculator to assist Civilization 2 players to understand and utilize the factors that affect what a city will supply and demand. This calculator is designed to allow you to easily enter and maintain the pertinent information about every city in a Civ 2 game. After the information has been entered, you can then select any of these cities and see what it is supply and demanding at the time, or you can change the parameters and see what it will supply and demand at some point in the future. By determining this information you can successfully manipulate the supply and demand commodities of both your cities and the cities of other civilizations to increase caravan/freight delivery payments.

This manual is designed to show you how to use this calculator to calculate the supply and demand commodities for all cities in a Civilization 2 game.

## II. Basics of using the Calculator

Let us begin with how to enter your first city:

- 1) Open the Calculator, it should look like the screen shot below.

The screenshot shows the StuporMan's Supply And Demand Calculator v1.012 window. The interface is divided into several sections:

- City Stats:** Includes dropdowns for City Number, City Size, Horizontal, and Vertical, and checkboxes for various city features like Aqueduct, Bank, Cathedral, Factory, Hydro Plant, MarketPlace, Mass Transit, Nuclear Plant, Power Plant, Recycling Center, SDI, Solar Plant, and Superhighway.
- Civilization:** A dropdown menu currently set to "American".
- Techs:** A section with a "Number" input and checkboxes for various technologies including Automobile, Combustion, Computers, Chemistry, Economics, Electricity, Industrialization, Iron Working, Mass Product, Nuclear Fission, Pottery, and Refrigeration.
- Terrain:** A grid of input fields for different terrain types: Desert, Forest, Glacier, Grass, Hills, Roads, Jungle, Mountain, Ocean, Plains, Swamp, Tundra, and River.
- Map Size:** A dropdown menu currently set to "Medium".
- Continent:** Includes input fields for Continent Number and Continent Size.
- Supply:** Displays the final supply (Gold, Silk, Oil), top 3 supply items (Gold, Silk, Oil), and wildcard (Hides). It also lists various commodity values like Beads, Cloth, Coal, Copper, Dye, Gems, Gold, Hides, Oil, Salt, Silk, Silver, Spice, Uranium, Wine, and Wool.
- Demand:** Displays the final demand (Hides, Beads, Wool), top 3 demand items (Hides, Beads, Wool), and wildcard (Hides). It also lists various commodity values like Beads, Cloth, Coal, Copper, Dye, Gems, Gold, Hides, Oil, Salt, Silk, Silver, Spice, Uranium, Wine, and Wool.
- Remove City:** A button at the bottom of the window.

- 2) The cursor should be placed in the drop down list just below City Status. In this field you can type the name of your first city. Let us call this city Madrid.



- 3) After entering the city name, hit the TAB key or the ENTER key and it will take you to the City Number field. In this field enter the order in which this city was founded (other civilizations included). You can do this either by typing the number in, or by using the arrows to increase or decrease the number. (Note: If you do not know the exact number for this field, go ahead and take your best guess.)
- 4) Now hit the TAB key and it will take you to the City Size field. In this field enter the cities size. This will be the same number as the number next to the City on the Civ 2 map (see picture below).



- 5) After hitting TAB again, you will now be placed in the Horizontal number field. This and the next field (Vertical) ask for the grid coordinates of the city. In order to find this information out, go to the Civ 2 map and Right Click on the city. To the Right hand side of the map should be two comma-separated numbers (see picture below). The first is the Horizontal coordinate, while the second is the Vertical coordinate. Enter the Horizontal Coordinate, hit the TAB key, then enter the Vertical Coordinate.

This is a good time to go ahead and check off any of the special city improvements that the city has built. These will be discussed more below.



- 6) Hitting TAB on the Vertical field will take you to the Civilization Drop Down list. In this list select the civilization to which the city belongs. In this case, select Spanish.
- 7) After pressing the TAB key, you will be placed on the Tech number field. In this field enter the number of techs the Spanish civilization has acquired, including the tech currently being researched. If you go back to your Civ 2 game and hit the F6 key, it will bring up the list of techs you have currently acquired. Note that each column can hold up to 8 techs. If you are recording the information about a city that does not belong to your civilization and have established an embassy with that civilization, you can check intelligence on that civilization and it will give you a similar list of technologies. Again, if you do not know this information, take your best guess. At this point you may want to check off any of the "Special Techs" listed below the Techs number field that the civilization has acquired. (Note: Combustion should be checked if ANY civilization has acquired it)
- 8) After hitting TAB again, you will be taken to the Terrain number boxes. In these boxes you will need to enter a count of the number of each type of terrain that is contained within the city. The easiest way to find this information is to open the city display in Civ 2 (shown below).



Remember, that any special terrain counts as 4 of that type of terrain and any others count as 1. Roads and Rivers only count as 1, regardless of the terrain they are placed upon.

In the case of this city, your terrain display should look like the picture below:

Terrain			
<input type="text" value="1"/>	Desert	<input type="text" value="1"/>	Jungle
<input type="text" value="8"/>	Forest	<input type="text" value="0"/>	Mountain
<input type="text" value="0"/>	Glacier	<input type="text" value="9"/>	Ocean
<input type="text" value="9"/>	Grass	<input type="text" value="1"/>	Plains
<input type="text" value="4"/>	Hills	<input type="text" value="1"/>	Swamp
		<input type="text" value="0"/>	Tundra
<input type="text" value="6"/>	Roads	<input type="text" value="3"/>	River

- 9) After entering the terrain information, you will be taken down to where you can enter the Map information. In the Map Size drop down select whether or not the map is of Small, Medium, Large, or Custom Size. If it is Custom size, please enter the Horizontal and Vertical sizes in the number boxes that appear.
- 10) Next comes the Continent information. Select first the number of the continent the City is upon. This can be found by Right Clicking on the City again. Look in the same place where you found the city coordinates earlier. The continent number is the number just to the right of the city coordinates (see picture below).

Loc: (35, 21) 9  
(Grassland)

- 11) After entering the continent number, you can now enter the Continents size. This number you will often have to (or want to) take an educated guess at. Note, this information is stored along with the Continent Number. If you change the Continent number, the continent size will also be changed to reflect this. This allows you to more quickly enter a number of cities on the same continent.
- 12) Now that the continent number is entered, you will be taken back to the City Improvement check boxes. Check the city you are entering and see if it contains any of the special improvements listed in the calculator. If the city contains the improvement, check that box in the calculator.

- 13) After entering all of these checkboxes, the TAB key will take you to the Special Techs check boxes. Again, check any of these boxes if the civilization has acquired them.
- 14) Some special notes. After entering information about a civilization, that information will be stored by the calculator. If you enter a new city and select that civilization again, all the information about its technologies will automatically be entered for you. You only need to update this again as the civilization acquires more Technologies.

Likewise, a city stores ALL of the information entered about it. If you select the city from the dropdown list it will re-enter all of the information for you again, including the Civilization and Continent information.

- 15) After entering all of this information, you may wish to save it. In this case you can either select Save from the File Menu, or you may press the CTRL and S keys simultaneously to bring up the Save File dialog. Select the location and file name for the file you wish to save. After you click on the Save button, all of the information will be saved out to that file so that you can load it later. Note, the name defaults to the name of the first city in the City Name drop down list.
- 16) Likewise, you most likely will want to reload your save files. To accomplish this, either select Load from the File menu, or press CTRL and L at the same time. This will bring up the Load File dialog. Select the CSD (Civilization 2 Supply and Demand) file you wish to load. Note, that if the name of the file is the same as some city in the calculator, then this file will be displayed first by default.
- 17) By this point you may have noticed that every time you change a value in the calculator the values in the Supply and Demand sections changes. These values are set to recalculate every time you change a value in the calculator.

### III. Understanding What the Calculator is Telling You

In this section I will tell you how to interpret the results of the calculator. On the far right hand side of the calculator are the Supply and Demand sections (see picture below). There are four parts to each of these sections.

The first of these is the Final Commodities line. This line contains the list of commodities that the City should be supplying or demanding (this calculator assumes that the list is NOT affected by the Copper/Dye bug).

The second section is the Top 3 commodities line. This line contains the 3 commodities with the highest amount of Supply or Demand.

The next section is the Wildcard commodity line. This line shows you the Wildcard commodity for the city.

The fourth and final section contains the calculated values for ALL commodities.

Supply	
<b>Final: Gold, Silk, Oil</b>	
<b>Top 3: Gold, Silk, Oil</b>	
<b>Wildcard: Hides</b>	
Beads: -39	Oil: 0
Cloth: 0	Salt: 0
Coal: 0	Silk: 2
Copper: 0	Silver: 0
Dye: 0	Spice: -78
Gems: 0	Uranium: -999
Gold: 2	Wine: 0
Hides: 0	Wool: 0

Demand	
<b>Final: Hides, Beads, Wool</b>	
<b>Top 3: Hides, Beads, Wool</b>	
<b>Wildcard: Hides</b>	
Beads: 58	Oil: -999
Cloth: 0	Salt: 0
Coal: 0	Silk: 0
Copper: 0	Silver: 0
Dye: 0	Spice: 0
Gems: -999	Uranium: -999
Gold: -999	Wine: 4
Hides: 232	Wool: 40

## IV. Acknowledgments

There are many people without whom this calculator would not be possible. They are truly great people and are part of the reason why Apolyton and the Civ 2 community is such an enjoyable place.

**Samson** – He is first on the list for a reason, he developed all of the formulas used in this calculator. Without his research, I would have never even thought of undertaking this project. On top of this he is widely considered as the best Civ 2 player ever.

**Solo** – Not only did he help Samson refine and test his formulas, but he also helped me understand these formulas, test my calculator, and helped me refine the program interface! He also wrote the amazing Early Landing Strategy Guide (aka the Civ 2 trading bible) and is again one of the best Civ 2 players around.

**Elephant** – He has given me some great ideas for further improvement to the calculator. Hopefully I will get around to them someday.

**Eil\_man** – He has also given me many great ideas for improving the calculator. Many have already been incorporated into the calculator and hopefully I can implement the rest of them soon.

If I have forgotten anyone I deeply apologize. Please let me know so that I can give them the credit they so richly deserve.