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SIM CITY VERSION 1.0 FULL DOCUMENTATION SCANNED BY PONYBOY

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Greets And Hellos At The End Of The Manual

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*Note: The documentation was originally for the Macintosh, but after checking
thro it, it appears little or almost no changes has been made for the AMIGA version. Since I can't type as fast and as accurate as the
guys at Southern Star, this entire text was scanned.
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Enter SimCity and take control. Become the undisputed ruler of a sophisticated real-time City Simulation.

Take control of San Francisco 1906, just before the great quake or Tokyo 1957, just before a monster attack.

Show your pioneering spirit. Start with virgin territory and create a living, growing city.

The quality of life in your city depends on you. Zone land, balance budgets,
install utilities,manipulate economic markets,control crime,traffic and pollution, and overcome natural disasters.

Your city is populated by Sims-simulated citizens.
Like their human counterparts, They build houses, condos, churches, stores and factories. And, also like humans, they complain about things like taxes, mayors, taxes, city planners, and taxes. They Iet you know if they need more housing, better transportation, an airport or a sports stadium. If they get too unhappy, they move out; you collect excess taxes,
the city deteriorates.

A WALK THROUGH YOUR CITY

Boot your Macintosh, then insert your SimCity disk and double-click the SimCity icon. After a few seconds, a screen with the options to start a new city, load a city, or select a scenario appears. Click START NEW CITY.

A map of undeveloped land will be generated and displayed. You will be

given a choice: GENERATE A NEW TERRAIN or USE THIS MAP. Click USE THIS MAP

You are now given a choice of GAME PLAY LEVEL. Click EASY, then click OK.

You will now be asked to name your city. Go ahead and name it, or accept the default name SOMEWHERE. Click the OK box.

You are now in the MAPS WINDOW, looking down on an overall view of your entire terrain, approximately 10 miles by 10 miles in area. The icons along the left side of the MAPS WINDOW can be used to display different demographic views of your city. We'll play with them later.

The small flashing box located somewhere on the map indicates the portion of your terrain that will be visible in your EDIT WINDOW, your main work area. Click and drag the box around the map, chooslng the area you wish to work on, then double- click in the box to go the EDIT WINDOW.

NOTE:The BUDGET WlNDOW will pop up once a year in city time. When it does,
just click the GO WITH THESE FIGURES box at the bottom.

You are now in the EDIT WINDOW, looking at a close-up view of the area box in the MAPS WINDOW. Note the icons on the left. They work just like icons in various draw and paint programs on the market.

You can use the scroll boxes along the right side and bottom of the window
to the window quickly around the terrain. To scroll over the terrain, use the arrows on each end of the scroll bars or the joystick box in the upper
right-hand corner EDIT WINDOW. If you have cursor keys, they can be used to scroll.

The EDlT WlNDOW may be resized by clicking and dragging the bottom right corner or by using the zoom box to the left of the joystick box.

The EDIT WINDOW may be moved around on the screen by clicking and dragging
the title bar across the top of the window.

Your available land is made of three types of territory. The light areas are clear the grey areas are forests and shrubs, and the dark areas are water. You can build on clear land. You can clear forest and extend coastlines with your bulldozer can run roads, rails and power lines across water.

To clear the terrain, click the bulldozer icon in the upper-left corner of the EDIT WINDOW. The "pointer~ is a small square, outlining the area will be bulldozed every time you click the mouse. Move your bulldozer pointer over some forest land and click. The forest section under your pointer is now clear land. Now, hold the button down and move slowly across the forest. Clear a large a land to prepare for building.

Click the house icon, then mouse back to your terrain. Your pointcr is now a large square outline. This outline indicates how much clear space you will need to create a residential zone. Clicking the mousc button in clear terrain "zonesÓ the land. The "R" in the center of the zone indicates that it is a residential zone. The flashing lightening symbol indicates that the zone has no power. Place a few more residential zones adjacent to the first one.

Now decide where to position a power plant in your city. Point to the power plant icon and hold down the mouse button. A small menu will appear, giving you the option of choosing a coal or nuclear plant. For now, choose the coal power plant. Then place it in some open space near your residential zones. If your power plant is not directly adjacent to a zone, you will have to run a power line from your power plant to the residential zone. To do this, click the power line icon. Using your mouse pointer and button, lay power lines from your power plant to your residential zones. Adjacent power line sections will automatically connect themselves to one another. Roadways and transit lines conncct in the same manncr. In a moment, the flashing symbols will disappear,indicating that your zones have been powered. Any zones that are adjacent to a powered zone do not need separate power lines run to them. Soon you will see small houses start to appear. The Sims have started to move in.

When you zone land, you designate where building is allowed. It is the Sims who actually build.

Now that you have a few residential zones, youÕre ready for commercial and industrial areas. Select the commercial icon and place a few commercial zones near your residcntial ones. Then sclect the industrial icon and map out some industrial zones. Connect all necessary power lines.

Note that when you select different icons, the icon dcscription and its associatcd cost will be displayed in the lower Ieft-hand corner of the EDIT WINDOW. Thc message bar across the top of the EDIT WINDOW displays your total funds available. If you do not have enough money in your treasury to pay for a certain function, that icon will be Òghosted" on your screen and is unavailable for use.

Now click the road icon and add roads from your residential housing to the
commercial and industrial areas to allow the Sims to commute to work. Once you have roads, traffic will be generated.

Now select the BUDGET WlNDOW from the WlNDOW SMENU. This is where you set the level of funding for your fire police and transportation departments. Click the up or down arrows to change the funding Ievel. You can also adjust the current property tax rate. If you have no police or fire departments they donÕt need funds. Click thc GO WITH THESE FIGURES box when you are done.

Now select MAPS from the WINDOWS MENU. By clicking on the icons along the left you can see different demographic views of your city. You will need this information to build and adjust conditions in your city. For example you can pinpoint the areas with the highest crime to determine locations for new police stations.

Additional information can be gained through the GRAPHS selection from the WlNDOWS MENU. Unlike the maps which only show the current state of your city, the graphs give you a record of the past so you can gauge trends and cycles.

This is all the basic information you need to run SimCity but we suggest reading on. The User Reference explains in detail how to use each program function. Inside SimCity explains thc inner workings of the simulator and gives some hints and tips for using it. There is also an essay on The History of Cities and City Planning and a Bibliography for serious City Planners.

USER REFERENCE

MENU BAR

SimCity Menus follow the standard Amiga/Macintosh interface.

FILE MENU

LOAD SCENARI0 provides you with a menu of available scenarios. Click a cily to load it.

START NEW CITY generates a new, empty terrain. You will he given the option to accept it or generate anothr terrain.

LOAD CITY Iets you load a previously saved city.

SAVE CITY saves any scenario or city-in-progress for later use. Once you have loaded a secnario, It can bc savcd and re-loaded, like any city, wilhout lhe impending disaster

PRlNT ClTY prints your city in either of two sizes; all on one page or on a three-page by two-page poster. Requiresan ImageWriter printer. Laser Printer is not supported.

QUIT ends SimCity

OPTIONS MENU

A checkmark to the left of an item indicates that the option is active.

AUTO-BULLDOZER allows you to place zoncs, roadways, etc., directly on top of trees and shoreline without manually bulldozing first. You will bc charged the same as for manual bulldozing.

AUTO-BUDGET keeps your budget at the same percentage setings without asking for approval every year.

AUTO-GOTO automatically transports you to the scene of a disaster or major event.

SOUND ON toggles the various city sounds on and off. Defaults to the "on" position. The simulalion runs slightly faster wilh the sound off. Make sure that the volume is up on the control panel.

GAME SPEED MENU

FAST sets city time to maximum speed.

MEDIUM is the default setting, about three times slower than FAST.

SLOW sets the spced about seven times slower than FAST.

PAUSE stops time. Zoning and building are possible in paused time.

DISASTERS MENU

FIRE starts a fire somewhere within the city limits

FLOOD causes a flood to occur near the water.

AlRCRASH causes a plane to crash.lf there are no planes in the air, one will be gcnerated

TORNADO causes a tornado to appear within the city limits.

EARTHQUAKE causes a MAJOR earthquake.

MONSTER ATTACK sets a monster loose in your city.

WINDOWS MENU

MAPS brings the MAPS WlNDOW up on the screen.

GRAPHS brings up the GRAPHS WINDOW.

BUDGET brings up thc BUDGET WINDOW.

EDIT brings up the EDIT WINDOW.

EVALUATION brings up thc EVALUATION WINDOW.

EDIT WINDOW GADGETS

TITLE BAR displays city name. Clicking and dragging the Title Bar allows you lo relocate the EDIT WINDOW.

MESSAGE BOX displays treasury information, current date, and messages. Status messages tell you about events - if a disaster occurs, the message box will indicate the nature of thc disaster, and supply a GOTO button to take you to the scene. Help messages are about the Sims' needs and wants, such as more housing.

DEMAND INDICATORS in the lower left-hand corner of the EDIT WINDOW give a constant reading of the residents' need for residential, commercial and industrial zoning. Above the center line indicates a positive demand. Below the line is ncgative demand.

CLOSE BOX closes thc EDIT WINDOW.

GROW BOX resizes Ihe window.

JOYSTICK BOX moves you around your city. The city scrolls in the direction
you point as long as you are holding the mouse button down.

SCROLL ARROWS scroll your city horizontally and vertically.

SCROLL BOXES quickly move you to distant portions of your city.

ZOOM BOX sizes the window to cover the entire screen.

SELECTED ITEM & COST BOX displays active item and related cost.

EDIT WINDOW KEYBOARD COMMANDS

(Some key commands are not available on older keyboards.)

Q - (Query) - Hold down the ÒQÓ key while clicking on parts of your city to bring up a status box identifying the spot (zone, road, terrain, etc.),
and giving informalion on Population Densily, Land Value, Crime Rate, Pollution and Growth.

Z and X - Cycle active icons in opposite directions.

B, R, T and P are shortcut keys. No matter which icon is selected, if you Push and hold down the "B" key, you will be in active Bulldozer mode. Release the "B" key to return conlrol to the selected icon. The "R" key activtes Roadbuilding mode in the same way. Thc "T" key activates Transit line building, and the "P" key puts you in Power line mode.

CURSOR KEYS scroll the terrain around under the EDIT WINDOW.

EDIT WINDOW ICONS

Active icons arc highlighted. Ghosted icons are unavailable due to lack of funds. Clicking on a ghoslcd icon shows the itemÕs cost.

BULLDOZER clears trees and shrubbery,creates landfill along the water, levels developed, existing zones and clears rubble caused by disasters. Bulldozing the center of a zone demolishes the entire zone. The Auto-Bulldozer option only works on natural terrain, not developed land. It costs $1 to bulldoze a section of land.

ROADWAYS connect developed ares. lntersections and turns are automatically created. Lay continuous roads by clicking and dragging your pointer. Be careful - if you accidentally lay a road in the wrong place you will have to pay for bulldozing and rebuilding. Roads may not be placcd over trees, shrubbery, or zoned areas. They can cross over power lines and transit lines only at right angles. Laying roads across water creates a bridge. Bridges can only be built in a straight line - no curves, turns or intersections. Shorelines must be bulldozed prior to building a bridge (unless the auto-bulldoze feature is on).

Roadways are maintained by the transit budget, and wear out if there is a lack of funding. It cosls $10 to lay one section of road and $50 to lay one section of bridge.

POWER LINES carry power from power planlts to zoned land and between zones.
All developed land needs power to function. Power lines cannot cross trees,
shrubbery, or zoned land. Power is conducted through adjacent zones. Unpowered zones display the flashing power symbol. There is a delay between
the line you power up a zonc and when the flashing light disappears. The delay grows longer as the city grows larger. Junctions and corners are automatically created. Lay continuous power lines by clicking and dragging
your pointer. Power lines across a river must be horizontal or vertical - no turns, curves or intersections. Power lines consume some power duc to transmission inefficiencies. It costs $5 to lay one piece of power line on land, $25 on water.

TRANSIT LINES create a railway system for intra-city mass transit.
Place tracks in heavily trafficked areas to help alleviate congestion. Intersections and turns are created automatically. Lay continuous transit lines by clicking and dragging your pointer. Tracks laid under rivers will
appear as dashed lines. These underwater tunnels must be vertical or horizon-
tal - no turns curves or intersections. Transit lines are maintained by transportation department funds. The level of funding affects the efficiency of the system.
It costs $20 per section of track on land $100 per section under water.

PARKS can be placed on clear land. Parks forests and water raise the land value of surrounding zones. Parks can be bulldozed as fire breaks or reserve

space for later mass transit expansion. It costs $10 to lay one segment of
park.

RESIDENTIAL ZONES are where the Sims build houses apartments and community
facilities such as schools and churches. Residential zones develop into one
of four values: slums, lower middle class, upper middle class, and upper class. They can range in population density from single-family homes to high-rise apartments and condominiums. Factors influencing residential value and growth are crime rate, pollution, traffic density, population density, surrounding terrain, roadway access, parks and utilities. It costs $100 to zone one plot of land as residential.

COMMERClAL ZONES are used for many things, including retail stores, office
buildings, parking garages, and gas stations. There are four values for commercial property and five levels of growth from the small general store
to tall skyscrapers. Factors influencing the value and growth of commercial
areas include internal markets, pollution, traffic density, residential access, labor supply, airports, crime rates, transit access, and utilities.
It costs $100 to zone one plot of land as commercial.

INDUSTRIAL ZONES are for heavy manufacturing and industrial services. There are four levels of industrial growth from small pumping stations and warehouses to large factories. Factors influencing thc growth of industrial areas are external markets, seaports, transit access, residential access, labor supply,and utilities. It costs $100 to zone one plot of land as industrial.

POLICE DEPARTMENTS lower the crime rate in the surrounding area. This in turn raises property values. Place these in high-density crime areas as defined by your Crime Rate map. Thc efficiency of a station depends on the level of police department funding. It costs $500 to build a police station.

FIRE DEPARTMENTS make surrounding areas less susceptible lo fires. When fires do occur, they are put out sooner and do Iess damage if a station is near. The effectiveness of fire containment depends on the Ievel of fire department funding. It cosls $500 to build a fire station.

STADIUMS encourage residentiaI growth. The message window wiII indicate when the city wants a stadium. You may build a stadium in your city prior to this request without negative effect. Stadiums indirectly generate a lot of revenue, but create a lot of traffic. Properly maintaining a stadium requires a good road and transit network. It costs $3000 to build a stadium.

POWER PLANTS can be coal or nuclear, chosen from a sub-menu provided when you click and hold on the icon. Thc nuclear plant is more powerful but

carries a slight risk of meltdown. The coal plant is Iess expensive, but Iess powerful and it pollutes. Connecting too many zones to a Power Plant
causes brownouts. You will get a message saying "You need to build another
power plant. Coal power plants cost $3000 to build, and supply enough electricity for about 50 zones. Nuclear power plants cost $5000 and supply
electricity for about 150 zones.

SEAPORTS incrcease the potential for industrial growth. They have little effect in a small city, but contribute a lot to industrialization in a large city.
Seaports should be placed on a shoreline. The shoreline musl be bulldozcd prior to zoning a seaport. Once the port is operational, you may see ships
in the water. It costs $5000 to zone land for use as a seaport.

AlRPORTS increase the growth potential of your commercial markets. Once a city starts geting large, commercial growth will Ievel off without an airport.
Airports are large and expensive and should not be built unless your city can afford one. Position airports to keep flight paths over water whenever
possible lessening the impact of air disasters. Once you build an airport
you will see airplanes flying above your city to and from the airport. There is also a traffic helicopter which alerts you to heavy traffic jams.
It costs $10,000 to zone land for use as an airport.

BUDGET WINDOW

When your first taxes are collected in a new city, and each year after, the BUDGET WINDOW will appear (unless you select the Auto-Budget function).
You will be asked to set the funding levels for the fire, police, and trans-
portation departments, and to set the property tax rate.

You can raise and lower budget levels by clicking on the little arrows that correspond to each category. A percentage indicator will display the level of funding that will be maintained if you turn on the Auto-Budget
function. You may adjust your tax rate by clicking on the arrows next to the
tax rate indicator. Click on ÒGO WITH THESE FIGURESÓ to exit the BUDGET WINDOW.

The level of budgeting requested by each department is based on the number
of fire departments, police stations, and the amount of roadways and transit
lines in your city. These figures increase as your city grows - it costs

money to maintain your city infrastructure.

WAITING... An hourglass icon is displayed at the top left of the budget window. It indicates the time remaining to enter the budget information. When the hourglass empties, the budget that is set is accepted. If you need more time, click in the budget window to reset the hourglass.

MAPS WINDOW

The MAPS WINDOW gives you various overviews of your city. The portion of your cily currently visible in the EDIT WlNDOW is represented by a flashing
box on your map. You can click and drag this box to the area you wish to edit. Double-click in thc flashing box to go to the EDIT WINDOW.
You cannol resize the MAPS WINDOW but you can move it on your screen by clicking and dragging the drag bar at the top of the window. Clicking on the close box in the upper left-hand corner of the window closes lhe window.
By clicking on the icons along the left side of the MAPS WlNDOW you can view
the following maps and cartograms.

The ClTY MAPS icon brings up a sub-menu allowing you to choose between views of developed sections of your city. You may individually display the residential commercial or industrial areas or all three.

POWER GRID shows you the network of the power Iines in grey and powered zones as black dots.

TRANSPORTATION is a road map of your city displaying all roads and rail lines in black. Use this view to examine your cityÕs acccss to specific areas and to plan future expansion of the network.

The POPULATION MAPS icon brings up a sub-menu offering two views.
The Population Density view uses degrees of shading to show the average number of people occupying an area each day. The Rate of Growth shows the mosl recent growth (positive or negative) of your city and where it is occurring.

TRAFFIC DENSITY shows the amount of traffic on your roads. Spot traffic problems and determine where new roadways and transit lines are needed.

The POLLUTION map shows Ievels of pollution throughout your city.
Pollution is generated by industry and traffic.

The CRIME RATE map shows the Ievel and location of crime in your city.
Crime is calculated from population density land value and proximity of police stations.

The LAND VALUE map shows the relative value of land within the city limits.
Land values are used to establish the amounl of revenue generated in taxes.

The ClTY SERVlCES icon brings up a sub-menu offering views of police or fire services. The service map displays the effective radius of each of your stations based on their location, power and funding levels.

GRAPHS WINDOW

The GRAPHS WINDOW gives you time-based graphs of various city data.

You cannot resize the GRAPHS WINDOW, but you can move it on your screen by clicking and dragging the drag bar at the top of the window. Use the close box in the upper left-hand corner of the window to exit.

Clicking on Ihe icons on lhe left side of the GRAPHS WINDOW will toggle each graph on and off. You may have any combination of graphs displayed at any time. Each graph is displayed as a different line pattern.

Data may be displayed on 1O-year or 120-year graphs.

The RESIDENTIAL POPULATION graph shows the total population in residential
zones.

The COMMERClAL POPULATlON graph shows the level of development in commercial
zones.

The INDUSTRIAL POPULATION graph shows the level of developmenl in industrial
zones.

The CRIME RATE chart shows the overall crime rate of the entire city.

The CASH FLOW graph shows your city's cash flow: money collecled in taxes lasl year minus money it took to maintain your city.

Note: Cash flow has little to do with your current funds, or how much you spend in building (except that city expansion will increase both taxes collected and maintenance costs).

The line in the center of the Cash Flow graph represents a cash flow of zero. Do not build more infrastructure (roads, rail, police departments, fire stations) than you can support with tax revenues.

The POLLUTlON graph shows the overall pollution reading of the entire city.

EVALUATION WINDOW

The EVALUATION WINDOW gives you a performance rating. You can acces it through the WINDOWS MENU.

You can click and drag the title bar of the window to relocate it on the

screen. Click on the close box in the upper-left corner to close the window.

PUBLIC OPINION data is presentcd in poll form, rating your overall job as mayor and listing what the public regards as the cityÕs most pressing problems. You are advised to keep your residents happy or they might migrate away, and you will be Ieft with a "ghost town."

Some example problem-solving strategies are:

Crime-Build more police dcpartments, or try to raise land values.
Housing - Provide more residcntial zones.
Unemployment - Build more industrial and commercial zones.
Traffic - Possibly add more roads or mass transit.

STATISTICS on population, net migration, and assessed value are displayed,
along with the city game level and an overall city score. This data is calculated once a year at budget time.

Population shows how many people Iive in your city now; net migration shows
how much the population changed over the last year. Assessed value represents
the net worth of all city-owned property.

CATEGORY - Your city will be assigned to one of six categories - Village, Town, City, Capital, Metropolis, and Megalopolis - based on its size. The overall city score is a composite index of many factors (including crime, pollution, employment, environment, housing), calculated once a year based on a scale of 0 to 1000. A higher score indicates a more efficient and successful city.

DISASTERS

Disasters will randomly occur as you play SimCity. At higher game levels the disasters will happen more often. Most disasters can be activated from
the DlSASTERS MENU.

FIRES can start anywhere in thc city. Fire spreads fairly rapidly through forests and buildings, somewhat slower over roadways and transit lines. Fire will not cross water or clear terrain.

The effectiveness of the fire department (which can be viewed in the MAPS WINDOW) is based on how close it is to the fire, and its funding levels. Fires inside this effective radius will be extinguished automatically. If you have no operational fire departments in the arcea you can try to control the fire yourself. Since fire will not spread across clear terrain, you can build firebreaks with the bulldozer. Just surround the fire with clear areas and it will stop spreading and eventually burn itself out. Note: You cannot directly bulldoze a fire.

FLOODS occur near thc water. They gradually spread and destroy buildings

and utilities. After a while the flood waters recede, Ieaving behind cleared
terrain.

AIR CRASHES can happen anywhere in the city if an airport is operational. This happens whenever aircraft collide with things, such as a tornadoes or
another aircraft. When a crash occurs, a fire will start, unless the crash is on water. A good strategy is to locate the airport away from the central city to minimize the fire damage.

TORNADOES can occur anywhere on the map at any time. Very fast and unpredictable, they can appear and disappear at a moment's notice. Tornadoes destroy everything in their path, and can cause planes, helicopters, trains, and ships to crash.

EARTHQUAKES are the most devastating disaster. This is a MAJOR earthquake between 8.0 and 9.0 on the Richter Scale. It will destroy buildings and start fires. The initial damage will vary with the severity of the earlhquake, and the eventual fire damage depends on your fire control efforts. When an earthquakce occurs, you will see the edit window shake for a while. When it stops, you will have to take charge and control the scattered fires. Use the bulldozcr to contain thc largest fires first and work your way down to the smaller ones.

MONSTER ATTACKS are provoked by high Ievels of pollution. A monster destroys everything in its path, starts fires, and causes planes, helicopters, trains, and ships to crash.

MELTDOWNS are only possible if you are using a nuclear power plant. If a meltdown occurs your nuclear plant will explode into flames. The surrounding area will be unusable for the remainder of the simulation due to radioactive contamination. Meltdowns are not available on the DISASTERS MENU.

SHIPWRECKS can occur once you have an operating seaport. They can cause fires where the ship crashes into a shore or bridge. Shipwrecks are not available on the DISASTERS MENU.

SCENARIOS

Thc scenarios provide both real and hypothetical problems for you to deal with in seven famous cities (and one not-so-famous). They present various levels of difficully. Some problems are in the form of disasters which will
occur some time after you start. Other problems are more long-term such as
crime. Your task is to deal with the problem at hand as well as possible under the circumstances. After a certain amount of time the city residents
will rate your performance in a special election. If you do very well you may be given the key to thc city. However if you do poorly they might just

run you out of town. To avoid the disaster which is tied to a scenario save
it to disk and reload the city from the saved file.

DULLSVILLE, USA 1900 - BOREDOM
Things haven t changed much around here in the last hundred years or so and the residents are beginning to get bored. They think Dullsville could be the next great city with the right leader. It is your job to attract new growth and development turning Dullsville inlo a Metropolis by the 21st century. (Easy)

SAN FRANClSCO, CA 1906 - 8.0 EARTHQUAKE
Damage from the earthquake was minor compared to that of the ensuing fires, which took days to control. 1500 people died. Controlling the fires should be your initial concern here. Afterwards clearing the remaining rubble will allow the city to start rebuilding. (Very difficullt)

HAMBURG, GERMANY 1944 - FIRE
Allied fire-bombing of German cilies in WWIV caused tremendous devastation
and loss of life. People living in the inner cities were at greatest risk.
You must control the fire storms during the bombing and then rebuild the city after the war.(Very difficult).

BERN, SWITZERLAND 1965 - TRAFFIC
The roads here are becoming more congested with automobile traffic every day, and the residents are upset. They demand that you do something about it. Some have suggested a mass tansit system as the answer, but this may require major rezoning in the downtown area. (Easy)

TOKYO, JAPAN 1957 - MONSSTER ATTACK
A large reptilian creature rose from Tokyo Bay and rampaged through the city, destroying much of the industry along the bay. (Moderately difficult)

DETROIT, Ml 1972 - CRIME
By 1970, competition from overseas and other economic factors pushed the once "automobilc capital of thc world" into recession. Plummeting land values and unemploymcent increascd crime in thc inner-city to chronic levels. You have just been elected after promising to reduce the crime and rebuild the industial base of the city. (Moderately difficult)

BOSTON, MA 2010 - NUCLEAR MELTDOWN
A major meltdown is about to occur at one of the new downtown nuclear reactors. Thc area in the vicinity of thc reactor will be severely contaminated by radiation, forcing you to restucture the city around it. (Very difficult)

RIO de JANEIRO, BRAZIL 2047 - FLOOD
In the mid 21 st century, the greenhouse effect raised globaI temp-eratures 6¡F. Polar icecaps melted and raised sea Ievels worldwide. Coaslal areas were devastated by flood and erosion. Unfortunately,

some of the largest cities in the world are located on the coasts. (Moderalely difficult)

GAME PLAY LEVEL
When you first start a new city you must pick a difficulty Ievel. Once a city is started you cannot change the game level; it remains at your initial setting for the life of the city. The game level setting is displayed in thc evaluation window. This Ievel - Easy, Medium, or Hard
- adjusts the simulation to your current abilities by altering several factors. A harder setting will increase the chance of disasters, make residents more intolerant of taxation, cause maintenance costs to grow, etc.

KEYBOARD REFERENCCE CHART
GENERAL KEYBOARD COMMANDS

COMMAND A - Activates Auto-Bulldoze option
COMMAND B - Brings up BUDGET WINDOW
COMMAND E- Brings up EDIT WINDOW
COMMAND G - Brings up GRAPHS WINDOW
COMMAND L - Loads a City
COMMAND M - Brings up MAPS WINDOW
COMMAND N - Starts a New City
COMMAND Q - Quits SimCity
COMMAND S - Saves a City
COMMAND 0 - Stops City Time
COMMAND 1 - Sets City Time to Slow Speed
COMMAND 2 - Sets City Time to Medium Speed
COMMAND 3 - Sets City Time to High Speed

SPECIAL EDIT WINDOW KEYBOARD COMMANDS

d Z - Cycle through and activate icon functions

Q - (Query) - Point to a zone or object in the EDIT WINDOW, hold down "Q"
while clicking the mouse to bring up information about the zone or object.

B activates the Bulldozer while depressed, overriding active icon.

R activates Road laying while dcpressed, overriding active icon.

T activates Transit line laying while depressed, overriding active icon.

P activates Power line laying while depressed, overriding activc icon.

CURSOR KEYS scroll thce terrain under the EDlT WINDOW.

INSIDE SimCity
HOW THE SIMULATOR WORKS AND
STRATEGIES FOR USING IT

Many factors influence the chance of your city's prospering or floundering:
both internal factors (the structure and efficiency of your city) and external factrs (the regional economy, disasters, etc.).

ZONES

Your city is divided into three primary zones: residential, commcercial and industrial. These zonces symbolize the three basic pillars upon which a city is based: population, industry, and commerce. All three are necessary
for your city to grow and thrive.

RESIDENTIAL ZONES are where the Sims live. Here they build houses, apartments
and community facilities such as churches and schools. Sims are thc workforce
for your cily's commercial and industrial zones.

INDUSTRIAL ZONES are used to site warehouses, factories, and other unsightly
and polluting structures which have a negative impact on surrounding zones.
One of the major goaIs of planning is to separate these nuisances from thc
areas where people live. In this simulalion, induslrial zones represent the
"basic" production of your city. Things produced here are sold outside the
city eo an "external market," bringing money into the city for future growth.

COMMERClAL ZONES represent the retail stores and services in your city, including gas stations, grocery stores, banks, and offices. Commercial areas are mainly dedicated to producing goods and services needed wilhin your city. This is callcd Ònon-basicÓ production or production for the "internal market".

POPULATION-RESIDENTIAL

The major factors controlling residential population are birthrate, availability of jobs and housing, unemployment,and quality of life within the city.

Birthrate as used here is actually a combination of the birthrate (+) and the deathrate (-). Within SimCity there is always a positive birthrate.

Availabilily of jobs (the employment rate) is a ratio of the current commercial and industrial populations to the total residential population.
As a rule of thumb, the number of commercial and industrial zones together
should roughly equal the number of residential zones.

If there are more jobs in your cily than residents, new settelers will be attracted. If the job market declinces during a local recession, your people will migrate away in search of jobs.

Housing for your residents is built in the residential zones. These zones must be powered and connected to the places of employment with a road and/or rail network. The structures built in residential zones are inffluenced by land value and population density.

Quality of life is a measure of relalive "attractivenessÓ assigned to different zone locations. It is affected by negative factors such as pollution and crime, and positive factors such as parks and accessibility.

EXTERNAL MARKET - INDUSTRIAL
There are thousands of variables that influence your city. All these variables can be influenced by your actions with the exception of one.

Thc external market (the economic conditions that exist outside of your cily) is controlled by the simulation-there is nothing you can do to change it.
ln many ways, this external market is the original source of all city growth.
Towns frequently begin as production centers (steel towns, refineries, etc.)
that service a demand in the surrounding region. As time passes,the exlernal
market grows to reflect the regional growth going on around your city.

The industry in your city will attempt to grow as the external market grows.
For this to happen there must be room for expansion (more industrial zones)
and an adequate labor supply (more residcntial zones).

INTERNAL MARKET-COMMERCIAL
Thc internal market is completely influenced by the conditions within your
city. Internal production, created in the commercial zones, represents all
the things which are purchased and consumed within the city. Food stores, gas stations, retail slores, financial serviccs, medical care, etc. - all depend on a nearby population to service. Within SimCity, the size of the

internal markel determines the rate at which commercial zones will prosper.
Commercial zones need enough zoned land to build on and an existent, sufficient workforce to employ. The structures built in commercial zones are mainly influenced by land value and population density.

Commercial zones grow and develop to serve the expanding internal market. Commercial growth will usually be slow at first, when the population is small and needs very little. As your city grows, commercial growth will accelerale and the internal market will become a much largcr consumer of your total city production. This accclerating effect, when the external/ industrial production is overtaken by the accelerating internal/commercial sector, can turn a sleepy little town of 50,000 into a thriving capital of 200,000 in a few short years.

TAX RATE
The tax rate you set controls the amounl of income generated by your city.
As taxes are collected each year (city time), Ihe BUDGET WINDOW will appear, giving you the fiscal details of your city and a chance to adjust rates. The simulation determines the amount of revenue collected by assessing each zone an amount based on its land value, current level of developmcnl and the current tax rate.

The tax rate has a global effect on your city's growth rate. If you set it low (O - 4%), growth will be brisk but the city income will be low. If you set it high (10 - 20%), you will collect a lot in the short run but in the long run tax income will decrease along with Ihe population. You must keep tax income high enough to meet city maintenance costs and invest in new development, but low enough not to scare off residents and businesses. A high tax rate is one way lo control city growth, should you want to experiment with "growth control measures.

BUDGETING
City budgeting effects the way your city grows. City infrastructure cost is represented by three departments: police, fire, and transportation. You may set the funding Ievels separately for each. All three departments will request a certain level of funding each year. You may supply all or part of the requested funds, in the attempt to balance safety needs and budgetary concerns.

POLICE DEPARTMENTS

Police stations lower the crime rate within a territory. Thc effective radius of your police station is related to the amount of funding allocated
to thc police department. There is a positive correlation between the value
of land and proximity to a police station. Police Stations cost $100 per year
to fund.

FIRE DEPARTMENTS
Fire departments prevent and extinguish fires. The Ievel of funding deter-
mines the effective radius of a fire department. Fire departments put out fires witnin this radius much sooner than outside it, and decrease the chance that they will start in the first place. Fire Departments cost $100
per year to fund.

TRANSPORTATION DEPARTMENT
When you build roads and rail systems you are charged for construction and
yearly maintenance. The larger your transportation network, the more it will
cost for upkeep. If you decide not to or are unable to pay this maintenance
cost, roads will slowly deteriorate and become unusable. The maintenance cost for each piece is: Road - $1, Bridge - $4, Rail - $4, Rail tunnel - $10.

POWER
Electrical power makes modern cities possible. Efficient and reliable powcr
transmission to all zones is thc goal of good "power management." Periodically in the simulalion thc entire power grid of your city is checked for links to power. If a zone is connected (by other zones or power lines) to a power plant, thc zone is considered powered (unlcess the power plant is overloaded).

Zones must be powered for developmenl to occur. Many things (such as fires,
floods monsters and bulldozers) can knock down power lines and cause blackouts in parts of your city. Development will stop in unpowered zones, and if power is not quickly restored, the zone will decline back to its original state of emptiness.

Redundant power connections can make your power grid more reliable,
but running more line adds construction costs and transmission line loss.

TRANSPORTATION - TRAFFIC
One of the most most important elements of city structure is the transportation network. It moves Sims and goods throughout your cily. Roads typically occupy as much as 25% - 40% of the land in urban areas. Traffic along these roads indicates which sections of your road system are used the most.

Traffic levels are simulated by a process known as "Trip Generation." Over time, each populated zone in the city will generate a number of trips, depending on the population. Each generated trip starts at the origin zone, travels down the road/rail network, and if a Òproper destinationÓ is reachcd, ends at the destination zone - otherwise, the trip fails. Trip failure indicates inaccessibility of a zone and limits its growth .

The majority of generated trips represent people commuting to and from work. Additional traffic is generaled by residenls traveling to shopping, recreation, etc.

Each road has a limited capacity for traffic. When this capacity is exceeded traffic jams will form. Traffic jams drastically lower the capacity of a road, compounding the problem and frustrating drivers.

Traffic condilions fluctuate quickly, responding to things such as open bridges, sporting events and port activity. Avoid traffic problems by

providing several routes for the traffic to take, and building rail systems when you can afford to. The traffic helicopter will spot traffic bottlenecks and report them.

POLLUTION

Pollution levels are trackcd in all areas of your city. This is a general Ònuisance levelÓ which includes air and water pollution, noise pollution, toxic wastes, etc. Pollution has a negative impact on the growth of residential areas. The primary cause of pollution is industrial-
ized zones. The level of pollution created by an industrial zone increases
with its level of growth. Traffic is anothcr cause of pollution. As your city gets large you may notice periodic smog generated from automotive commutes. Fires, Seaports, Airports, and Coal Power Planls also pollute.

There are limited means of combating the pollution Ievel. Lowering traffic
density, limiting industrial developmenl, and separating the pollution from
the residential areas will help.

CRIME

Crime rates are influenced by population density, local law enforcement and land values. As population density increases in an area, the number of crimes committed increases. Crime will also increase in areas of low land value. The most effective way to deal with high crime rates is to introduce a police station into the area. Based on its level of funding, the police slation will reduce the rate of crime in its sphere of influence. A long-lerm approach to lowering crime is to raise the land value of the area. One way to do this is to demolish and rezone (urban renewal) .

LAND VALUE

Land value is one of the most fundamental aspects of urban structure. The land value of an area affects how that area is used. In this simulation
the land value of an area is based on terrain, accessibility, crime, pollution, and distance to downtown.

The farther the residents have to go to work, the lower the land value where they live, due in part to transportation costs. The value of commercial zones depends greatly on accessibility by the populace.

Land value is also affected by surrounding terrain. If land is closer to water, trees or parks, its value will rise. Creative placement of zones within the terrain, with little bulldozing, can make good use of this natural advantage

Land value and crime rate have a feedback effect on each other. Lower land values cause crime rates to rise. Higher crime rates cause land values to drop, and can cause Òtransition areasÓ near your central city to rapidly decline in value.

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THATS ALL FOR THE DOCS -- HAVE FUN
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Some Personal Greetinx Go To: Puppet Master, The Freelancer, Bigfoot, Warehead
Rokman, Nomad, Blackhawk, The Agnostic, and of course all Spreadpoint/Defjam/CCS Members!