



SimCityTM

User Guide

www.ateliersoftware.com

© Copyright Atelier S.A. 1999

© Copyright Electronic Arts 1989, 1999

All rights reserved. This manual and the programs referred to herein are copyrighted works of Atelier S.A., Paris, France and Electronic Arts. Reproduction in whole or in part, including utilisation in machines capable of reproduction or retrieval, without the express written permission of the copyright holders is prohibited. Reverse engineering is also prohibited.

The information in this document is subject to change without notice.

Atelier S.A. accepts no liability for loss or consequential loss from misuse or any defect or failure of the programs howsoever arising.

© 1989, 1999 Electronic Arts. SimCity, Maxis, Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved.

3Com, the 3Com logo, Palm Computing and HotSync are registered trademarks, and Palm III, Palm IIIx, Palm V, the Palm III logo, the Palm IIIx logo, the Palm V logo and the Palm Computing platform logo are trademarks of Palm Computing, Inc., 3Com Corporation or its subsidiaries. Acrobat and PDF are trademarks of Adobe. All other brands and product names may be trademarks or registered trademarks of their respective holders.

Version 1.0

July 1999

Part no. 32-031-004-01

English

License Agreement

This Agreement governs your use of the software provided to you by Atelier (“Atelier”) with this product (the “Software”), including manuals and other documentation. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, PROMPTLY RETURN THE UNOPENED SOFTWARE AND THE ACCOMPANYING ITEMS TO THE PLACE FROM WHICH YOU OBTAINED THEM FOR A FULL REFUND.

1. **GRANT OF RIGHTS.** This license agreement permits you to use one copy of the Software with your computer. The Software is being used when it is loaded onto the device’s memory, hard drive or on RAM.
2. **RESTRICTIONS ON USE.** The Software is owned by Electronic Arts and Atelier and is protected by all applicable copyright treaties, laws and regulations. Electronic Arts and Atelier reserve all rights to the Software not expressly granted. You may not make any copies or distribute the Software to anyone else without Electronic Arts’ and Atelier’s permission. You may, however, make one backup copy solely for archival purposes. You may not sell or lease the Software to anyone else, but may transfer the Software and related documentation to someone else provided you keep no copies (on your computer or otherwise), and insure that the person to whom you give the Software and related documentation understands and agrees to be bound by this licence agreement. You may not reverse engineer, decompile or disassemble the Software unless that is expressly permitted by law.
3. **LIMITED WARRANTY.** For ninety (90) days from the date you have purchased this Software, Atelier warrants that the Software will perform substantially in accordance with the accompanying Software documentation. Atelier does not warrant the media that the Software is on, nor does Atelier warrant that the Software will meet your particular needs or that it will operate without interruption or be error free. If your Software does not work within the ninety (90) days after you got it, return it promptly to the entity you bought it from. If Atelier is responsible for the problem, you will either receive new software or will get a full refund. **THIS IS THE ONLY WARRANTY ATELIER GIVES WITH RESPECT TO THE SOFTWARE, AND ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.**
4. **LIMITATION OF LIABILITY.** To the maximum extent permitted by applicable law, in no event shall Atelier be liable for any other damage whatsoever (including, without limitation, damages for loss of business profit, business interruption, loss of business information, or other pecuniary loss) arising out of the use of or inability to use this Atelier product, even if Atelier has been advised of the possibility of such damages. In any case, Atelier’s entire liability under any provision of this agreement shall be limited to the amount actually paid by you for the Software. Because some jurisdictions do not allow the exclusion of these types of special damages, the above limitation may not apply to you.

TABLE OF CONTENTS

Getting Started	5
System requirements	5
Installing SimCity	5
Uninstalling SimCity	6
Running SimCity	7
Introduction.....	7
Tutorial - A walk through your city.....	8
User Reference.....	10
Moving between views	10
Menus	11
City List view	12
Edit view	13
Budget view	16
Maps view	17
Graphs view	19
Evaluation view	20
Disasters	21
Game play level	22
Inside SimCity	22
How the simulator works and strategies for using it	22

Getting Started

System requirements

To install and run SimCity you will need:

1. An organizer running Palm OS™ version 3.0 or later, like a Palm III™, Palm IIIx™ or Palm V™.
2. around 230 K of available system memory on your organizer.

Installing SimCity

To install using a PC:

1. Ensure the Palm™ Desktop organizer software is installed on your PC.
2. If you downloaded SimCity from the Internet, unzip the downloaded .zip file on your PC, using WinZip for example which can be downloaded from <http://www.winzip.com>.
3. Double click the file “Install.exe” on the SimCity diskette or in the uncompressed archive.
4. Follow the instructions on the screen.

To perform a manual installation using a PC:

1. Ensure the Palm™ Desktop organizer software is installed on your PC.
2. If you downloaded SimCity from the Internet, uncompress the downloaded .zip file on your PC, using WinZip for example which can be downloaded from <http://www.winzip.com>.
3. To install the English version of SimCity, double-click the file “SimCity.prc” inside the “English” folder on the SimCity diskette or in the uncompressed archive.
4. Follow the instructions on the screen.
5. Additionally, you can copy the English manual on your PC. This manual (file “manual.pdf” located inside the “English” folder on the SimCity diskette or in the uncompressed archive) is supplied in PDF format. To read the manual, you need Adobe Acrobat Reader which can be downloaded from <http://www.adobe.com/acrobat>

To install using a Macintosh:

1. Ensure the Palm™ Mac Pac software is installed on your Macintosh.
2. If you downloaded SimCity from the Internet, uncompress the .zip file on your Macintosh, using StuffIt Expander for example, which can be downloaded from <http://www.aladdinsys.com>.
3. To install the English version of SimCity, double-click the file “SimCity.prc” found inside the “English” folder on the SimCity diskette or in the uncompressed archive.
4. Follow the instructions on the screen.
5. Additionally, you can copy the English manual on your PC. This manual (file “manual.pdf” located inside the “English” folder on the SimCity diskette or in the uncompressed archive) is supplied in PDF format. To read the manual, you need Adobe Acrobat Reader which can be downloaded from <http://www.adobe.com/acrobat>

To install using UNIX:

1. Ensure an installation program such as Pilot-link, which can be downloaded from <ftp://ryeham.ee.ryerson.ca/pub/PalmOS/> is installed on your computer.
2. If you downloaded SimCity from the Internet, uncompress the .zip file on your computer.
3. To install the English version of SimCity, install the file “SimCity.prc” found inside the “English” folder on the SimCity diskette or in the uncompressed archive, using your installation program.
6. Additionally, you can copy the English manual on your PC. This manual (file “manual.pdf” located inside the “English” folder on the SimCity diskette or in the uncompressed archive) is supplied in PDF format. To read the manual, you need Adobe Acrobat Reader which can be downloaded from <http://www.adobe.com/acrobat>

Uninstalling SimCity

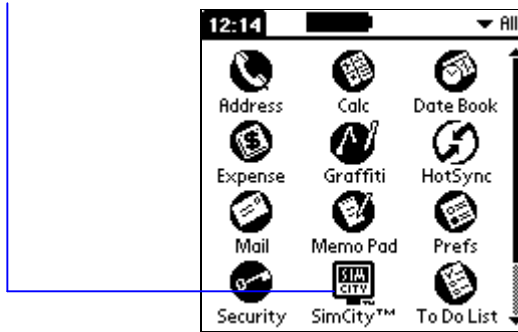
To uninstall SimCity:

1. Tap the **Applications** icon
2. Tap the **Menu** icon then choose **Delete** on the **App** menu.
3. Tap **SimCity™** to highlight it, then tap **Delete...** and confirm the deletion
4. Tap the **Done** button

Running SimCity

To start SimCity:

1. Tap the **Applications** icon
2. then tap the SimCity icon.



Introduction

Enter SimCity and take control. Become the undisputed ruler of a sophisticated real-time City Simulation.

Start with virgin territory and create a living, growing city. The quality of life in your city depends on you.

Zone lands, 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 let 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.

Tutorial - A walk through your city

Start SimCity. You are in the **City List View**. The city list is empty for now.

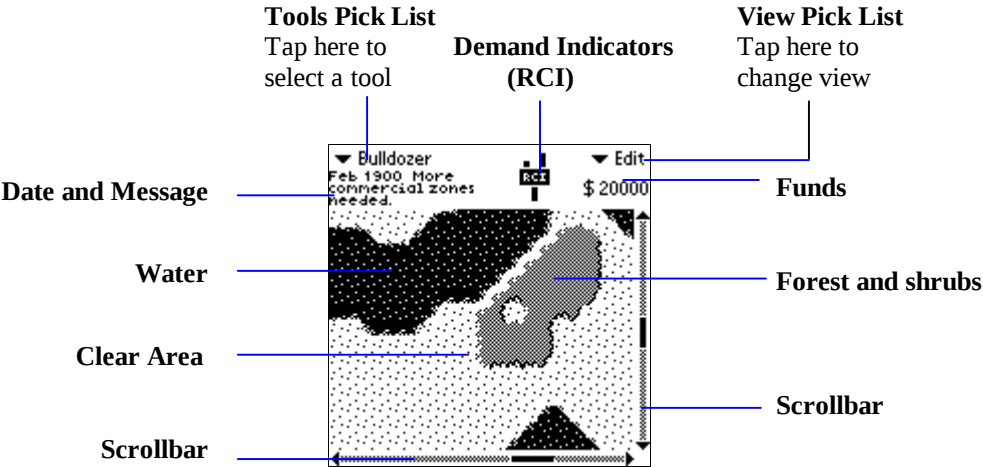


Tap **New** at the bottom of the view. You will now be asked to name your city. Go ahead and enter a name and choose the **Easy** game play **Level**, then Tap **OK**.

 To go back to the **City List View**, choose **Close this city** on the **Game** menu, then confirm whether you want to save the changes to the current city.



You are now in the **Edit View**. You can use the **Views** pick list at the top right of the screen to switch view. To scroll over the terrain, use the view scrollbars or the scroll button.





The **Budget Dialog** will pop up once a year in city time. When it does, just tap **Go with these figures** at the bottom for now.

Your available land is made of three types of territory:

- The light areas are clear: You can build on clear land.
- The gray areas are forests and shrubs: You can clear forest and extend coastlines with your bulldozer.
- The dark areas are water: You can run roads, rails and power lines across water.

▼ Bulldozer

To clear the terrain, choose the **bulldozer** tool on the tools pick list. Every time you tap inside the terrain, a small area will be bulldozed. Tap over some forestland. The forest section under your stylus is now clear land. Now, hold the stylus down and move slowly across the forest. Clear a large land to prepare for building.

▼ Residential

Choose the **residential** tool. Now tapping in clear terrain "zones" the land. The "R" in the centre 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.

▼ Coal power

Now decide where to position a power plant in your city. Choose the **coal power plant** tool on the tools pick list, then tap the terrain to place it in some open space near your residential zones.

▼ Power

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, choose the **power line** tool. Using your stylus, 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 connect in the same manner. 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.

▼ Commercial

Now that you have a few residential zones, you're ready for commercial and industrial areas. Choose the **commercial** tool and place a few commercial zones near your residential ones.

▼ Industrial

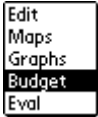
Then select the **industrial** tool and map out some industrial zones. Connect all necessary power lines.

▼ Road

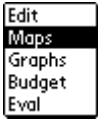
Now choose the **road** tool and add roads from your residential housing to the commercial and industrial areas to allow the Sims to commute to work. Once you have roads, traffic will be generated.



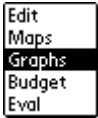
When you choose different tools, the cost associated with the tool appears in the **Tools** pick list. Your total funds available are displayed at the top right of the screen. If you do not have enough money in your treasury to pay for a certain function, that tool will be unavailable for use.



Now select the **Budget View** on the **View** pick list. This is where you set the level of funding for your fire police and transportation departments. Tap the up or down arrows to change the funding level. You can also adjust the current property tax rate. If you have no police or fire departments they don't need funds. Switch to another view when you are done.



Now select the **Maps view** on the **View** pick list . By choosing different maps on the Maps pick list at the top left of the screen, 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 View**. 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 the inner workings of the simulator and gives some hints and tips for using it.

User Reference

Moving between views

There are five different views in SimCity: **Edit**, **Maps**, **Graphs**, **Budget** and **Evaluation**.



To bring up a particular view:

- Select the view from the **View** pick list at the top right of the screen.

Menus

City menu

This menu is only available from the City List View.

- **Duplicate** creates a copy of the selected city.
- Choose **Beam** to send the selected city to another organizer.
- Choose **Delete** to delete the selected city.

Game menu

- **Close this city** stops playing the current city and goes back to the City List View.

Disasters menu

Use this menu to trigger disasters. Random disasters can also happen during the game.

- **Fire** starts a fire somewhere within the city limits.
- **Flood** causes a flood to occur near the water.
- **Air crash** causes a plane to crash. If there are no planes in the air, one will be generated.
- **Tornado** causes a tornado to appear within the city limits.
- **Earthquake** causes a MAJOR earthquake.
- **Monster** sets a monster loose in your city.



Random disasters can be disabled by choosing **Preferences** on the **Options** menu.

Options menu

- **Preferences** gives you access to SimCity settings:
 - **Speed** lets you set the city simulator speed: **Fast** sets city time to maximum speed. **Normal** is the default. **Pause** stops time. Zoning and building are possible in paused time.
 - **Auto-Bulldoze** allows you to place zones, roadways, etc., directly on top of trees and shoreline without manually bulldozing first. You will be charged the same as for manual bulldozing.
 - **Auto-Budget** keeps your budget at the same percentage settings without asking for approval every year. If you do not have enough budget, funds will be allocated to transit lines first, then to fire departments, then to police departments.
 - **Auto-Goto** automatically transports you to the scene of a disaster or major event.
 - **Sound** toggles sound on and off.
- **Enable disasters** lets random disasters happen during the game.

- **Key Settings** lets you configure the hardware keys to be used for horizontal scrolling in the Edit View and for the Goto function.
- **Goto** takes you to the scene of a disaster.

City List view

When you start SimCity for the first time, or when you were not currently playing a city, the **City List View** is displayed. The most recent city is displayed with a diamond next to it.



- Tap a city in the list then tap **Play** to play the selected city.
- Tap **New** to create a new city.
- Use the **City** menu to either **Duplicate**, **Beam** or **Delete** the selected city.

Edit view

Edit view gadgets

- **Status Messages** displayed at the top left of the **Edit View** tell you about events – if a disaster occurs, the message will indicate the nature of the disaster.

To switch between the current location and the scene of a disaster or an event:

- Choose the **Goto** command on the **Options** menu.

Help Messages are about the Sims' needs and wants, such as more housing.

- **Demand Indicators (RCI)** at the top of the **Edit View** give a constant reading of the residents' need for residential (R), commercial (C) and industrial (I) zoning. Above the center line indicates a positive demand. Below the line is negative demand.
- The **Tools** pick list also displays the active tool.

Edit view tools

Select tools by tapping the **Tools** pick list at the top left of the **Edit View**.

▼ Bulldozer

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.

▼ Road

Roadways connect developed areas. Intersections and turns are automatically created. Lay continuous roads by tapping 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 placed over trees, shrubbery, or zoned areas, except if you bulldoze the area first, or if the **Auto-Bulldoze** option in the **Preferences** is active. 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 costs \$10 to lay one section of road and \$50 to lay one section of bridge.

▼ Power

Power lines carry power from power plants 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 zone and when the flashing light disappears. The delay grows longer as the city grows larger. Power lines may not be placed over trees, shrubbery, or zoned areas, except if you bulldoze the area first, or if the **Auto-Bulldoze** option in the **Preferences** is active. Junctions and corners are automatically created. Lay continuous power lines by tapping and dragging your pointer. Power lines across a river must be horizontal or

vertical - no turns, curves or intersections. Power lines consume some power due to transmission inefficiencies. It costs \$5 to lay one piece of power line on land, \$25 on water.

▼ Transit

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 tapping and dragging your pointer. Tracks laid under rivers will appear as dashed lines. These underwater tunnels must be vertical or horizontal - 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

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

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. Some residential zones will be automatically transformed in churches or hospitals. 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.

▼ Commercial

Commercial 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

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 the 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

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. The efficiency of a station depends on the level of police department funding. It costs \$500 to build a police station.

▼ Fire

Fire departments make surrounding areas less susceptible to fires. When fires do occur, they are put out sooner and do less damage if a station is near. The effectiveness of fire containment depends on the level of fire department funding. It costs \$500 to build a fire station.

▼ Stadium	Stadiums encourage residential growth. A status message will 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.
▼ Nuclear power	Power plants can be coal or nuclear . The nuclear plant is more powerful but carries a slight risk of meltdown. The coal plant is less expensive, but Less 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.
▼ Coal power	
▼ Seaport	Seaports increase 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 must be bulldozed 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.
▼ Airport	Airports increase the growth potential of your commercial markets. Once a city starts getting large, commercial growth will level 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.
▼ Query	When the Query tool is selected, tapping on parts of your city brings up a status box identifying the spot (zone, road, terrain, etc.), and giving information on Population Density, Land Value, Crime Rate, Pollution and Growth.

Budget view

When your first taxes are collected in a new city, and each year after, the **Budget View** will appear (unless you enable the **Auto-Budget** option). You will be asked to set the funding levels for the fire, police and transportation departments, and to set the property tax rate. You can raise and lower budget levels by tapping on the little arrows that correspond to each category.

Tap the up/down arrows to increase/decrease funding level

1920 Budget			
Tax Rate ▼ 7% ▲			
Tax collected \$ 1285			
	Amount requested	Amount allocated	Funding level
Trans	\$ 352	\$ 352	▼ 100% ▲
Police	\$ 300	\$ 300	▼ 100% ▲
Fire	\$ 100	\$ 100	▼ 100% ▲
Previous funds		\$ 1386	
Cash flow		\$ 533	
Current funds		\$ 1919	
Go with these figures			

A percentage indicator will display the level of funding that will be maintained if you enable the **Auto-Budget** option.

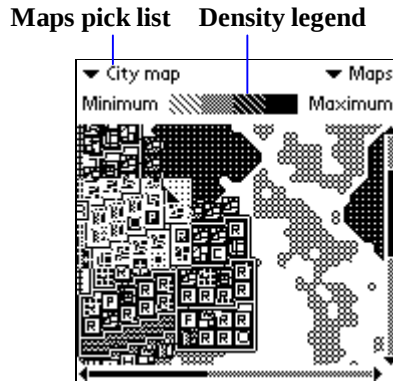
You may adjust your tax rate by tapping on the arrows next to the tax rate indicator.

Tap on **Go with these figures** to exit the **Budget View**.

At any time, you may display the Budget View by selecting it on the **Views pick list**. In this case, there is no **Go with these figures** button at the bottom of the screen and you can switch to other views using the Views pick list.

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.

Maps view



The **Maps View** gives you various overviews of your city. The portion of your city currently visible in the **Edit View** is represented by a flashing box on your map. You can tap and drag this box to the area you wish to edit. Tap in the flashing box to go to the **Edit View**.

Some maps display levels, densities or indexes. For these maps, a density legend is displayed at the top of the screen.

You'll also notice letters on the maps. They help you determine the location of moving objects on the map. A 'S' is displayed for a ship, a 'R' for a train, a 'H' for a helicopter, a 'A' for an airplane, a 'M' for a monster and a 'T' for a tornado.

By choosing a Map in the **Maps** pick list at the top left of the screen, you can view the following maps and cartograms.

- | | |
|--|---|
| <div>▼ City map</div> <div>▼ Power grid</div> <div>▼ Transportation</div> <div>▼ Population density</div> <div>▼ Population growth</div> <div>▼ Traffic density</div> <div>▼ Pollution</div> | <p>The City Map shows the physical shape of your city, both developed and non-developed areas. Use this map to plan city expansion.</p> <p>Power Grid shows you the network of the power lines in gray and powered zones as black dots. Use this map to determine non-powered zones and power failures.</p> <p>Transportation is a road map of your city displaying all roads and rail lines in black. Use this view to examine your city's access to specific areas and to plan future expansion of the network.</p> <p>The Population Density view uses degrees of shading to show the average number of people occupying an area each day.</p> <p>The Population Growth shows the most recent growth (positive or negative) of your city and where it is occurring.</p> <p>Traffic Density shows the amount of traffic on your roads. Spot traffic problems and determine where new roadways and transit lines are needed.</p> <p>The Pollution map shows levels of pollution throughout your city. Pollution is generated by industry and traffic.</p> |
|--|---|

▼ Crime rate

The **Crime Rate** map shows the level and location of crime in your city. Crime is calculated from population density land value and proximity of police stations.

▼ Land value

The **Land Value** map shows the relative value of land within the city limits. Land values are used to establish the amount of revenue generated in taxes.

▼ Police influence

The **Police Influence** map displays the effective radius of each of your police stations based on their location, power and funding levels.

▼ Fire protection

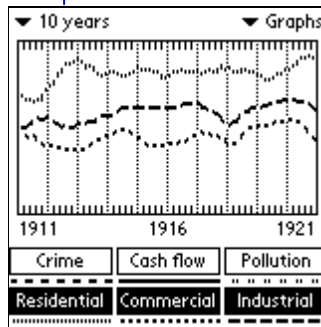
The **Fire Protection** map displays the effective radius of each of your fire stations based on their location, power and funding levels.

Graphs view

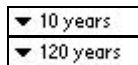
Time scale pick list

Graph selectors

Tap box to toggle graph



The **Graphs View** gives you time-based graphs of various city data. Tapping the graph selectors 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 **10-year** or **120-year** graphs. Just choose the corresponding option.

Residential

The **Residential Population** graph shows the total population in residential zones.

Commercial

The **Commercial Population** graph shows the level of development in commercial zones.

Industrial

The **Industrial Population** graph shows the level of development in industrial zones.

Crime

The **Crime Rate** chart shows the overall crime rate of the entire city.

Cash flow

The **Cash Flow** graph shows your city's cash flow: money collected in taxes last year minus money it took to maintain your city. 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.

Pollution

The **Pollution** graph shows the overall pollution reading of the entire city.



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).

Evaluation view

San Diego ▼ Eval	San Diego ▼ Eval	San Diego ▼ Eval
Is the Mayor doing a good job?	Statistics	Problems
49 % Yes	Population 31740	20% Traffic
51 % No	Net Migration (last year) -2200	16% Housing cost
Overall city score (0/1000)	Assessed Value 13035000	16% Taxes
Current score 511	Category City	14% Crime
Annual change -131	Game Level Easy	
Rating Statistics Problems	Rating Statistics Problems	Rating Statistics Problems

The **Evaluation View** gives you a performance rating.

- **Public Opinion** data is presented in poll form, rating your overall job as mayor and listing what the public regards as the city's most pressing problems. You are advised to keep your residents happy or they might migrate away, and you will be left with a “ghost town”.

Some example problem-solving strategies are:

- **Crime** - Build more police departments, or try to raise land values.
- **Housing** - Provide more residential zones.
- **Unemployment** - Build more industrial and commercial zones.
- **Traffic** - Possibly add more roads or mass transit.
- **Industrial pollution** – replace roads by transit lines. Create space between zones.
- **Housing cost** – Create new residential zones in areas with low land value.
- **Fires** – Build more fire departments
- **Taxes** – Lower the tax rate (if you can).
- **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 live 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 **Disasters** menu.

- **Fires** can start anywhere in the 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 View**) 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 area 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 the water. They gradually spread and destroy buildings and utilities. After a while the floodwaters recede, leaving 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 earthquake, and the eventual fire damage depends on your fire control efforts. When an earthquake occurs, you will see the **Edit View** shake for a while. When it stops, you will have to take charge and control the scattered fires. Use the bulldozer to contain the largest fires first and work your way down to the smaller ones.
- **Monster Attacks** are provoked by high levels 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.

Game play level

When you first start a new city you must pick a difficulty level. 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 the **Evaluation View**.

This level - 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.

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 factors (the regional economy, disasters, etc.).

ZONES

Your city is divided into three primary zones: residential, commercial and industrial. These zones 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 the workforce for your city'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 goals of planning is to separate these nuisances from the areas where people live. In this simulation, industrial zones represent the "basic" production of your city. Things produced here are sold outside the city to an "external market", bringing money into the city for future growth.
- **Commercial 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 within your city. This is called "non-basic" production or production for the "internal market".

POPULATION – RESIDENTIAL

The major factors controlling residential population are birth rate, availability of jobs and housing, unemployment, and quality of life within the city. Birth rate as used here is actually a

combination of the birth rate (+) and the death rate (-). Within SimCity there is always a positive birth rate.

Availability 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 city than residents, new settlers will be attracted. If the job market declines 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 influenced by land value and population density. Quality of life is a measure of relative "attractiveness" 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. The external market (the economic conditions that exist outside of your city) is controlled by the simulation-there is nothing you can do to change it. In 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 external 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 residential zones).

INTERNAL MARKET – COMMERCIAL

The 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 stores, financial services, medical care, etc. - all depend on a nearby population to service. Within SimCity, the size of the internal market 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 accelerate and the internal market will become a much larger consumer of your total city production. This accelerating 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 amount of income generated by your city. As taxes are collected each year (city time), the **Budget View** 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 development and the current tax rate. The tax rate has a global effect on your city's growth rate. If you set it low (0 - 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 the 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 to 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 levels 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. The effective radius of your police station is related to the amount of funding allocated to the 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 level of funding determines the effective radius of a fire department. Fire departments put out fires within 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 power transmission to all zones is the goal of good "power management". Periodically in the simulation the 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, the zone is considered powered (unless the power plant is overloaded). Zones must be powered for development 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 important elements of city structure is the transportation network. It moves Sims and goods throughout your city. 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 "proper destination" is reached, 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 generated by residents travelling 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 conditions 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 tracked in all areas of your city. This is a general "nuisance level" 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 industrialized zones. The level of pollution created by an industrial zone increases with its level of growth. Traffic is another cause of pollution. As your city gets large you may notice periodic smog generated from automotive commutes. Fires, Seaports, Airports and Coal Power Plants also pollute. There are limited means of combating the pollution Level. Lowering traffic density, limiting industrial development, 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 station will reduce the rate of crime in its sphere of influence. A long-term 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 "transition areas" near your central city to rapidly decline in value.