

SIM CITY[®]

THE CITY SIMULATOR

INSTRUCTION MANUAL

ACORN 32 BIT



Krisalis Software Ltd.
Teque House, Masons Yard, Downs Row,
Moorgate, Rotherham, S60 2HD
Telephone: 0709 372290 Fax: 0709 368403



IMPORTANT

More Games

much work has gone into making this product, but software piracy is slowly destroying the games industry, with many companies going out of business. Projects of the depth and detail of **Sim City** becoming less viable. If you enjoy entertainment software of this quality, then please have a sense of responsibility.

**Any fool can copy software...
It takes a little more intelligence not to**



WARNING

It is a criminal offence to sell, hire, offer or expose for sale, or hire or otherwise distribute infringing (illegal) copies of this computer program and persons found doing so will be prosecuted.

Any information of piracy should be passed to the Federation Against Software Theft, 0628-660377.

CREDITS

ARCHIMEDES CONVERSION:	RICHARD WALKER
GRAPHICS RECOLOURING:	PHIL HACKNEY
SOUND FX:	MATT FURNISS
TESTING:	STEVE SUMNER
ARCHIMEDES MANUAL:	RICHARD WALKER

Copyright ©1989, 1993 Maxis and Will Wright
All rights reserved worldwide.

CONCEPT & DESIGN: WILL WRIGHT

Archimedes version licensed to Krisalis Software Ltd.
Sim City is a registered trademark of Maxis.

FOREWORD

Enter SimCity and take control. Be the undisputed ruler of a sophisticated real time city simulation. Become the master of existing cities such as San Francisco, Tokyo and Rio de Janeiro or create your own dream city (or dream slum) from the ground up. Whether you take over an existing city or build your own, you are the mayor and city planner with complete authority.

Your city is populated by Sims, simulated citizens. Like their human counterparts they build houses, churches, stores and factories, and, also like humans they complain about things like taxes, mayors, taxes, city planners and taxes. If they get too unhappy they move out, you collect fewer taxes and the city deteriorates.

The next few sections will explain the overall concept of SimCity and give you some information that will help you to win the scenarios and design and build better cities.

ABOUT SYSTEM SIMULATIONS

SimCity is the first of a new type of entertainment software called System Simulations. We provide you with a set of Rules and Tools that describe, create and control a system. In the case of SimCity, the system is a city. The challenge of playing a System Simulation game is to figure out how the system works and take control of it. As master of the system, you are free to use the Tools to create and control an unlimited number of systems (in this case, cities) within the framework and limits provided by the Rules.

In SimCity, the Rules to learn are based on city planning and management.

HUMAN FACTORS

- Residential space and amenities, availability of jobs and quality of life.

ECONOMIC FACTORS

- Land value, industrial and commercial space, unemployment, internal and external markets, electric power, taxation and funding for city services.

SURVIVAL FACTORS

- Strategies for dealing with disasters, crime and pollution.

POLITICAL FACTORS

- Public opinion, zoning and keeping residents and businesses satisfied with your city and your performance.

The Tools provide you with the ability to plan, layout, zone, build, bulldoze, rezone and manage a city.

- AN** - Mapping systems give physical and demographic overviews of the entire city.
- YOUT** - Design living and working areas, road and transit systems and recreational areas.
- INE** - Set zoning boundaries for parks, residential, commercial and industrial areas.
- ILD** - Place roads, rails, airports, seaports, fire and police stations, sports stadiums and power plants.
- ILLDOZE** - Clear forests for city growth, build landfill along waterways, clear and rezone developed areas.
- ANAGE** - Using the mapping and graphing systems, gather up to date information on traffic density, population trends, power grid status, pollution, crime, land value, police and fire department efficiency and cash flow. Set the tax rate and funding levels for city services.

One of the most important Tools of all is the simulator itself. Test your plans and ideas and watch your city grow or shrink through immigration and emigration of industrious Sims. Sims will live in and build homes, hospitals, churches, stores and factories in the zones you provide, or move out in search of jobs or a better lifestyle elsewhere. The success of your city is based in the quality of the city you design and manage.

SCENARIOS

Each of the eight included scenarios is actually a game in itself, with an unlimited number of ways to win or lose.

Each scenario is a city, which is either the victim of horrible planning or about to be the victim of a natural disaster. After you load a scenario, you will have a limited amount of time to correct or repair the problems. If you are successful you will be given the key to the city. If not, you may be ridden out of town on a rail.

If one strategy doesn't work, try another. There are a million stories in each city and you tell them.

YOUR DREAM CITY

Perhaps the main goal of SimCity is for you to design, manage and maintain the city of your dreams.

Your ideal place to live may be a bustling megalopolis with lots of people, lots of cars, tall buildings and high energy, high density living. Or, it may be a small rural community or a linked group of small communities providing slow paced country living.

As long as your city can provide places for people to live, work, shop and play, it will attract residents. As long as traffic, pollution, overcrowding, crime or taxes don't drive them away, your city will live.

INSTALLING SIMCITY ON A HARD DISC

SimCity can be installed on a hard disc by copying the !SimCity application to a suitable directory.

LOADING SIMCITY

Place your SimCity disk in any drive. Ensure that your computer is in desktop mode and click on the disk icon at the bottom left of your screen. To load SimCity, double click on the !SimCity icon in the directory viewer. After the title screen, the game will load and the SimCity icon will appear on the icon bar.

If you are loading SimCity from a hard disc, you will be asked to briefly insert the original SimCity disc into drive D. This is due to the protection system, and only needs to be done once each time the game is loaded.

If you get the error message 'System resources cannot be found', you need to double click on a copy of the !System application before attempting to reload SimCity. A copy of the !System application can be found on the original SimCity disc.

STARTING A NEW CITY

Click Select over the SimCity icon, or select Start New City from the Icon Bar menu to

New City

City Name	<input style="width: 80%;" type="text" value="Heresville"/>
Game Level	<input checked="" type="radio"/> Easy <input type="radio"/> Medium <input type="radio"/> Hard
<input type="button" value="Start new City"/>	

display the New City dialogue box.

If there is currently a game in progress, a Query dialogue box will be displayed before the

Do you really want to start a new city?

YES

NO

Click Yes to continue and display the New City dialogue box, or click No to return to the current game.

The default city name is Heresville. If you wish to change it, click inside the City Name box so that the red caret is visible. You can now alter the city name, which can be up to 20 letters long.

The game level setting adjusts many factors within the game including, how much money you have to start off with, how many disasters you will have and how tolerant the Sims are. Once you start a new city you cannot change the game level. It remains at the initial setting throughout the life of the city. To alter the initial game level, click on either Easy, Medium or Hard.

When you are satisfied with the settings, click on the Start New City icon to begin, or anywhere outside the New City dialogue box to cancel it.

LOADING A SAVED CITY

To load a saved city, drag the file from the directory viewer to the SimCity icon on the desktop bar.

Do you really want to load a new city?

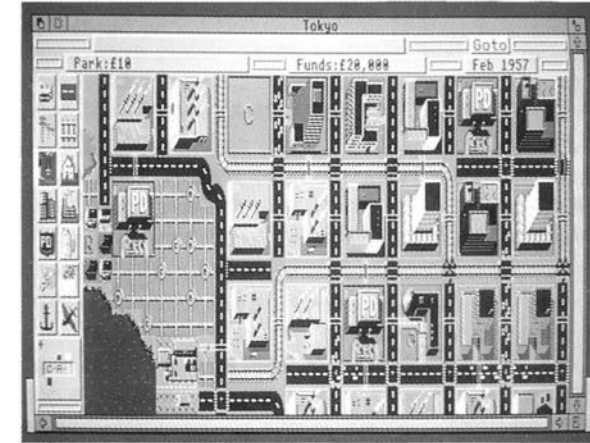
YES

NO

If there is currently a game in progress, a Query dialogue box will be displayed. Click Yes to continue and load the new city, or click No to return to the current game.

THE EDIT WINDOW

The Edit Window is where all the actual zoning and building takes place.



In the top left hand corner of the Edit Window is the Message Box. This displays status messages from the simulator, demand messages from the Sims and other useful information throughout the game.

To the right of the Message Box is the yellow Goto Button. When a disaster or event occurs somewhere in the city, clicking with Select on the Goto Button will take you to the scene. Clicking with select on the Goto Button a second time will return you to your original position.

Beneath the Message Box on the left is the Icon Box. This displays the name and cost of the currently selected Edit icon.

To the right of the Icon Box is the Funds Box. This displays your current funds.

To the right of the Funds Box is the Date Box. This displays the current date in city time.

Down the left hand side of the Edit Window are the Edit icons. These are described in detail later.

In the bottom left hand corner of the Edit Window is the Demand Indicator. This lets you know how many commercial, residential and industrial zones the Sims need. If the bar points up, there is a positive demand, they need more. If the bar points down, there is a negative demand, they have too many.

The rest of the Edit Window displays a portion of the city. This is where you apply the Tools, by selecting the Edit icons and then clicking with Select at the appropriate point on

the map. If you click Select and the Tool cannot be used for some reason, the Message Box will display the reason why.

There are three types of terrain shown in the city area of the Edit Window, open land, trees and water.

OPEN LAND

Open land is shown as red. This is where you can zone and build.

TREES

Trees and forests are shown as green. You cannot zone or build on trees. You may bulldoze trees and forests to turn it into open land. Whilst some bulldozing is necessary, clearing away too much green area will result in lower property values.

WATER

Water is shown as blue. You cannot zone or build on water. You must bulldoze coastlines to create landfills before you can build or zone there. Roads, rails and power lines can be laid across water, with no turns or intersections.

The displayed portion of the city can be scrolled by moving the pointer to within approximately 1 cm of the edge of the city area, in the required direction, and clicking or holding down the mouse button. If this fails to work, make sure that the window is fully open and try again.

When Edit icons are selected by clicking with Select on the required icon. If you have sufficient funds the icon will be highlighted with a yellow rectangle and its information will appear in the Icon Box. Otherwise, a message will appear in the Message Box informing you that you have insufficient funds to select the Tool.

When an Edit icon is selected, a rectangle will follow the pointer around the city area of the Edit Window, indicating the size and area of land that will be affected by the Tool.

BULLDOZER

The Bulldozer clears trees and forests, creates landfill along the water, levels developed and existing zones and clears rubble caused by disasters. The Auto Bulldoze option works on natural terrain, power lines, roads and rails, but not on zones. Bulldozing the centre of a zone will destroy the whole zone. Bulldozing one section of land costs £1.

ROADS

Roads connect developed areas. Intersections and turns are automatically created. Roads may not be placed over zoned areas. They may be placed over trees, shrubbery and shoreline only after bulldozing or if the Auto Bulldoze option is on. Roads can cross over power lines and rails only at right angles. Laying roads across water creates a bridge. Bridges can only be built in a straight line, with no curves, turns or intersections. Shorelines must be bulldozed prior to building a bridge unless the Auto Bulldoze option is on. Roadways are maintained by the transit budget and wear out if there is a lack of

funding. The amount of yearly funding requested by the transportation department is £1 for each section of road and £4 for each section of bridge. It costs £10 to lay one section of road and £50 to lay one section of bridge.

POWER LINES

Power lines carry power from power plants to zoned land and between zones. All developed land needs power to function. Power is conducted through adjacent zones. Unpowered zones display the flashing power symbol. There is a delay between the time you connect power to a zone and when the flashing symbol disappears. The delay grows longer as the city grows larger. Power lines cannot cross zoned land. They can be built over trees, shrubbery and shoreline only after bulldozing or if the Auto Bulldoze option is on. Junctions and corners are automatically created. Power lines across water must be horizontal or vertical, with no curves, turns or intersections. Power lines consume some power due to transmission inefficiencies. It costs £5 to lay one section of power line on land, £25 on water.

TRANSIT LINES

Transit lines create a railway system for intra city mass transit. Place tracks in heavy traffic areas to help alleviate congestion. Intersections and turns are created automatically. Tracks laid under rivers will appear as dashed lines. These are underwater tunnels and must be horizontal or vertical, with no curves, turns or intersections. Transit lines are maintained by the transit budget. The level of funding affects the efficiency of the system. The amount of yearly funding requested by the transportation department is £4 for each section of rail and £10 for each section of tunnel. It costs £20 per section of track laid on land, £100 per section under water.

PARKS

Parks can be placed on clear land. Parks, like trees 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 zone one park.

RESIDENTIAL ZONES

Residential zones are where the Sims live, build houses, apartments and community facilities such as schools, hospitals and churches. Most 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. Some residential zones will automatically develop into churches and hospitals. Factors influencing residential value and growth are pollution, traffic density, population density, surrounding terrain, roadway access, parks and utilities. It costs £100 to zone one plot of land as residential.

COMMERCIAL ZONES

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

alue and growth of commercial areas include internal markets, pollution, traffic density, residential access, labour supply, airports, crime rates, transit access and utilities. It costs £100 to zone one plot of land as commercial.

INDUSTRIAL ZONES

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 industrial growth are external markets, seaports, transit access, residential access, labour supply and utilities. It costs £100 to zone one plot of land as industrial.

POLICE DEPARTMENTS

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 the Crime Rate map. The efficiency of a station depends on the level of police department funding. It costs £500 to build a police station. Full yearly maintenance of each police station is £100.

FIRE DEPARTMENTS

Fire departments make the 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 department. Full yearly maintenance of each fire station is £100.

STADIUM

Stadiums encourage residential growth, once a city has become fairly large. You may build a stadium in a smaller city without negative (or positive) 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 £3,000 to build a stadium.

POWER PLANT

Select is used to click on this icon, a coal power plant is selected. If Adjust is used to click on this icon, a nuclear plant is selected. 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. All zoned land needs power to develop and grow. When developed land loses power, it will degenerate to barren ground unless power is restored. Connecting too many zones to a power plant causes brownouts. Coal power plants cost £3,000 to build and supply enough energy for about 50 zones. Nuclear plants cost £5,000 and supply electricity for about 150 zones.

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 unless the Auto bulldoze option is on. Once the seaport is operational you may see ships in the water. It

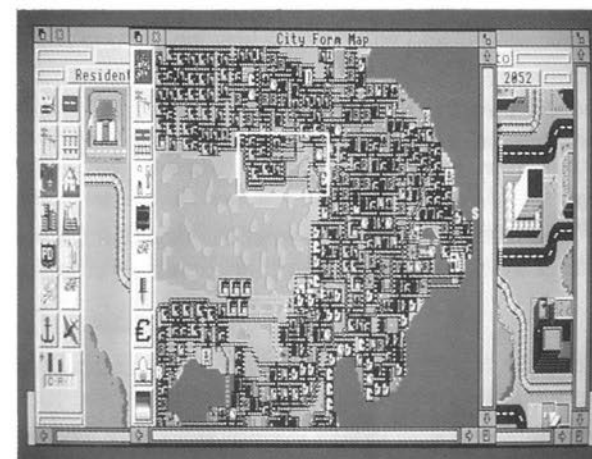
costs £5,000 to zone land for use as a seaport.

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 planes flying above your city to and from the airport. There is also a traffic helicopter that alerts you to heavy traffic areas. It costs £10,000 to zone land for use as an airport.

THE MAP WINDOW

The Map Window gives you various overviews of your city.



Down the left hand side of the Map Window are the Map icons. These are explained in detail later.

Beneath the Map icons is the Density Key. For demographic maps that show density, rate or comparative levels, red represents a low value, cream represents a mid value and blue represents a high value. For the Rate Of Growth map, red represents a negative change, cream represents no change and blue represents a positive change.

The rest of the Map Window shows an overview of a portion of your city. Within this area you may see a white rectangle. This represents the portion of the city which is currently displayed in the Edit Window. The rectangle can be moved by clicking with Select on the

nap at the required position.

You may also see some white letters on the map. These are markers to let you know where movable objects are. An 'S' marks the location of a ship. An 'R' marks the location of a railroad train. An 'H' marks the location of a helicopter. An 'A' marks the location of an airplane. An 'M' marks the location of a monster and a 'T' marks the location of a tornado.

The displayed portion of the map can be scrolled vertically by moving the pointer to within approximately 1 cm of the edge of the map area, in the required direction, and clicking or holding Adjust. If this fails to work, make sure that the Window is fully open and try again.

The Map icons are selected by clicking with Select on the required icon. The selected icon will be highlighted with a yellow rectangle.

CITY FORM

The City Form map shows the physical shape of your city, showing developed and non developed areas. Use this map to plan city expansion.

POWER GRID

The Power Grid map shows the power network of your city. Use this map to locate powered zones and breaks in the power lines.

TRANSPORTATION

The Transportation map is a road and rail map of the city. Use this map to examine traffic access to all parts of the city and to plan further expansion of the network.

POPULATION

Select is used to click on this icon, the Population Density map is displayed. If Adjust is used to click on this icon, the Rate Of Growth map is displayed. The Population Density map displays the average number of people occupying an area each day. Use this map to locate under utilized areas and over populated areas. The Rate Of Growth map shows the most recent growth (positive or negative) of your city and where it is occurring.

TRAFFIC DENSITY

The Traffic Density map shows the amount of traffic on the roads. Spot traffic problems and determine where new roadways are needed.

POLLUTION INDEX

The Pollution Index map shows levels of pollution throughout the city. Pollution is generated primarily by industry, traffic and coal power plants.

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 by taxes.

CITY SERVICES

If Select is used to click on this icon, the Police Influence map is displayed. If Adjust is used to click on this icon, the Fire Protection map is displayed. The Police Influence map displays the effective radius of police stations based on their location, power, funding levels and access. The Fire Protection Map displays the effective radius of fire stations based on their location, power, funding level and access.

The Map Window should be constantly referred to in all stages of city planning, building and managing

BEFORE YOU BUILD

Use the map to plan where you want your city centre, where you want the high class waterfront residential areas, where you will cross water with bridges, power lines and tunnels, where to place power plants, where to place large industrial sections away from the residential sections and the general layout of the city.

DURING CITY GROWTH

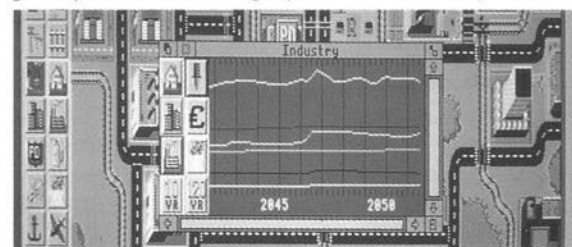
Use the map to guide your city's growth around forest areas to preserve the trees and improve property values, use the transportation map along with the traffic density map to plan traffic control and expansion, use the city maps to make sure you have the proper ratio of residential to commercial to industrial zones and use the pollution map to detect problem areas and disperse the industrial zones and/or replace roads with rails.

DURING CITY MAINTENANCE

Use the power grid to locate zones that have lost power, use the city services maps to evaluate the effective coverage of your police and fire departments, use the crime map to locate problem areas that need more police protection, use the pollution map to locate problem areas, use the transportation and traffic density maps to determine where to replace roads with rails, use the land value map to locate depressed areas for improvement or replacement and use the city maps to maintain the proper ratio of residential to commercial to industrial zones.

THE GRAPH WINDOW

The Graph Window gives you time based graphs of various city data.



Along the left hand side of the Graph Window are the Graph icons. The Graph icons are selected by clicking with Select on the required icon. Selected icons will be highlighted with a rectangle in the colour of the corresponding graph.

RESIDENTIAL POPULATION

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

CRIME RATE

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

COMMERCIAL POPULATION

The Commercial Population graph shows the total population in commercial zones.

CASH FLOW

The Cash Flow graph shows your city's cash flow, i.e. money collected in taxes minus money it took to maintain your city. The line in the centre of the Cash Flow graph represents a cash flow of zero. Do not build more infrastructure (roads, rails, police departments, fire stations) than you can support with tax revenues. Cash flow has little to do with your current funds or how much you spend in building and zoning (except that city expansion will increase both taxes collected and maintenance costs).

INDUSTRIAL POPULATION

The Industrial Population graph shows the total population in industrial zones.

POLLUTION

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

10 Year Display

Sets the graph time period to display the last 10 years.

120 Year Display

Sets the graph time period to display the last 120 years.

The graphs give information on many of the same factors as the maps, but show the information over time. Graphs are for locating trends in city life that won't be noticeable on a map. If you look at a map every year, for example the Crime Rate map, a very slight rise in the crime rate will not be noticeable. But on a graph, you would easily locate the upward trend in crime because you will be viewing the levels for a number of years at the same time.

Residential, commercial and industrial population growth and/or decline can be tracked and displayed.

Crime rate can be displayed, revealing slight but consistent upward or downward trends.

Use the Cash Flow graph to track your city's efficiency as it grows. If your maintenance costs are higher than your tax revenues you will have a negative cash flow.

Use the pollution graph to catch rising levels of pollution before they reach a problem level.

THE BUDGET WINDOW

1981 Fiscal Budget				
Tax Rate		↑	7%	↓
Taxes Collected		£921		
	Amount Requested	Amount Allocated	Funding Level	
Transport	£120	£120	↑ 100% ↓	
Police	£300	£300	↑ 100% ↓	
Fire	£100	£100	↑ 100% ↓	
Cash Flow		£393		
Previous Funds		£4,271		
Current Funds		£4,664		
Go with these figures				

When your first taxes are collected in a new city, and after each year of city time, the Budget Window will appear (unless the Auto Budget option is on). You will be asked to set the funding levels for the fire, police and transportation departments, and to set the property tax rate.

When the Auto Budget option is on, all the funding levels will remain at full funding or your last setting. If there is not enough money to completely fund the budget, the money will first go to the transportation department, then the fire department and finally the police department.

You can raise or lower the tax rate and funding levels by clicking with Select on the arrows surrounding each category. The percentages indicate the level of tax or funding that will be maintained if you turn the Auto Budget option on.

When you first load a city, all the budget amounts will be zeroed out until the next year. This first year is a 'grace period' and all city services will be considered completely funded.

When you are happy with the figures, click on Go With These Figures.

TAX RATE

The maximum tax rate you can set is 20%.

The minimum tax rate you can set is 0%.

The optimum tax rate for fast growth is between 5 and 7%.

To slow city growth without actually shrinking set the tax rate to 8 or 9%.

The taxes collected from each zone is based on the formula:

$T = \text{Population} \times \text{Land Value} \times \text{a Scaling Constant}$

The scaling constant changes with the difficulty level of the game.

FUNDING LEVELS

The amount of yearly funding requested for the police and fire departments is £100 per station that you have placed. Allocating less than 100% of the requested amount will decrease the effective coverage of the police or fire station.

The amount of yearly funding requested for the transportation department is £1 for each section of road, £4 for each section of bridge (roads over water), £4 for each section of rail and £10 for each section of tunnel (underwater rails).

Transportation maintenance funding slightly below 100% will cause slow, minor deterioration of the transit system, an occasional pothole or bad track section. Funding between 75% and 100% will cause noticeable damage, many sections of road and rail will be unusable. Funding below 75% will cause rapid deterioration of your transit system.

CASH FLOW

Cash Flow = Taxes Collected - Total Allocated Funds. It will be a negative number if your yearly maintenance costs are greater than your yearly tax intake.

A major difference between SimCity and a real city is that SimCity does not allow budget deficits. If you don't have the money, you can't spend it. Try not to let your city run with a negative cash flow.

THE EVALUATION WINDOW

The Evaluation Window gives you a performance rating.

1981 City Evaluation	
Public Opinion	Statistics
Is the Mayor doing a good job? 52% Yes 48% No	Population 18,180 Net Migration 88 Assessed Value £8,320,000 Category City Game Level Easy
What are the worst problems? 27% Traffic 15% Crime 15% Housing Costs 14% Taxes	Overall City Score (0 - 1,000) Current Score 570 Annual Change -89
<div>OK</div>	

To return to the game, click on Ok.

PUBLIC OPINION

Public opinion 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'. In general, if more than 55% of the populace thinks you are doing a good job, then you can feel secure of keeping your job.

These are most of the problems that citizens complain about and how to correct them.

- | | |
|----------------------|--|
| TRAFFIC | - Replace dense sections of roads with rails. |
| CRIME | - Add police stations and/or raise property values. |
| POLLUTION | - Replace roads with rails, disperse industrial zones. |
| HOUSING | - Zone more residences. |
| HOUSING COSTS | - Zone more residences in lower property value areas. |
| FIRES | - Build more fire departments. |
| TAXES | - Lower taxes (if you can). |
| UNEMPLOYMENT | - Zone more commercial and industrial areas. |

If less than 10% of people think something is a problem, then it's not too bad.

STATISTICS

Population is the number of residents in your city.

The Net Migration statistic provides a rating of the desirability of your city. If people are moving in droves, then you know something is rotten in SimCity.

The Assessed Value is the combined value of all city owned property, roads, rails, power plants, police and fire stations, airports, seaports, parks, etc. It does not include residential, commercial and industrial zones.

The Categories are defined by population as follows.

SMALLVILLE	- 0 to 1,999
WINDY	- 2,000 to 9,999
CITY	- 10,000 to 49,999
METROPOLIS	- 50,000 to 99,999
MEGACITY	- 100,000 to 499,999
MEGACITY	- 500,000 and above.

The Overall City Score is a composite score based on the following factors (some positive, some negative).

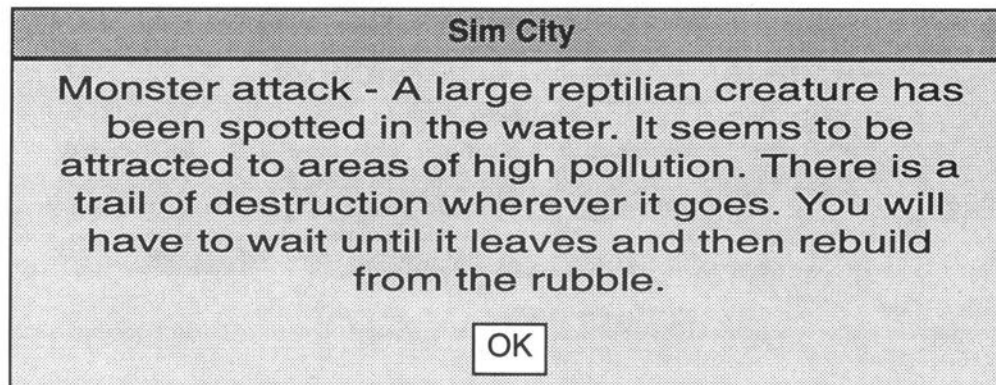
MAJOR FACTORS - Crime, pollution, housing costs, taxes, traffic, unemployment, fire protection, unpowered zones and city growth rate.

MINOR FACTORS - Stadium needed (but not built), seaport needed (but not built), airport needed (but not built), road funding, police funding, fire department funding and fires.

Large population is not necessarily a sign of a successful city. Population size does not affect the overall city score, since low population could indicate a new or growing city. Once city growth does affect the overall city score, a city in which growth has been internally stopped for environmental or aesthetic reasons will have a slightly lower score.

THE MESSAGE WINDOW

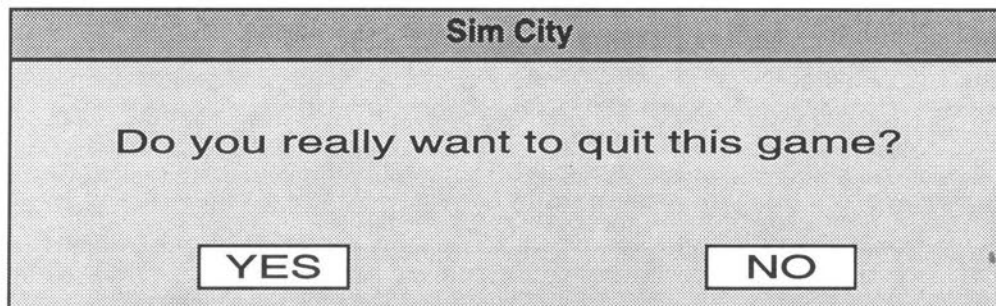
The Message Window is displayed when there is an important message from the simulator.



To return to the game, click on OK.

QUITTING A GAME

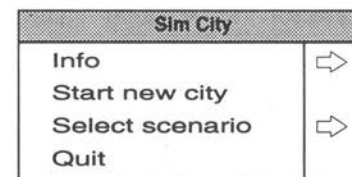
To quit the current game, close all of the SimCity windows. When you close the last window, a Query dialogue box will be displayed.



Click Yes to quit the current game, or click No to return to the current game.

THE ICON BAR MENU

Click Menu over the SimCity icon to display the Icon Bar menu.



INFO

ove over the arrow to display the Info dialogue box.

About This Program	
Name	SimCity
Purpose	City Simulator
Author	Riscy Business
Version	v1.00

START NEW CITY

lecting this has the same effect as clicking with Select on the SimCity icon.

SELECT SCENARIO

ove over the arrow to display the Scenario menu.

Scenario	
Dullsville	
San Francisco	
Hamburg	
Bern	
Tokyo	
Detroit	
Boston	
Rio de Janeiro	

ie scenarios provide both real and hypothetical problems for you to deal with in seven mous (and one not so famous) cities. They present various levels of difficulty. Some oblems are in the form of disasters which will occur some time after you start. Other oblems are more long term, such as crime.

ur task is to deal with the problems at hand as well as possible under the circum- ances. After a certain amount of time the city residents will rate your performance in a ecial election. If you do very well you may be given the key to the city. If you do poorly, ey may just run you out of town.

JLLSVILLE, USA 1900 - BOREDOM

ings haven't changed much around here in the last hundred years or so and the resi-

dents 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 into a Metropolis by the 21st century.

DIFFICULTY	- Easy.
TIME LIMIT	- 30 years.
WIN CONDITION	- Metropolis.

SAN FRANCISCO, 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 rubble will allow the city to start rebuilding.

DIFFICULTY	- Very difficult.
TIME LIMIT	- 5 years.
WIN CONDITION	- Metropolis.

HAMBURG, GERMANY 1944 - FIRE

Allied fire bombing of German cities in WWII caused tremendous devastation and loss of life. People living in the inner cities were at greatest risk. You must control the firestorms during the bombing and then rebuild the city after the war.

DIFFICULTY	- Very difficult.
TIME LIMIT	- 5 years.
WIN CONDITION	- Metropolis.

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 transit system as the answer, but this may require major rezoning in the down-town area.

DIFFICULTY	- Easy.
TIME LIMIT	- 10 years.
WIN CONDITION	- Low average traffic density.

TOKYO, JAPAN 1957 - MONSTER ATTACK

A large reptilian creature rose from Tokyo Bay and rampaged through the city, destroy- ing much of the industry along the bay.

DIFFICULTY	- Moderately difficult.
TIME LIMIT	- 5 years.
WIN CONDITION	- City score above 500.

DETROIT, MI 1972 - CRIME

By 1970, competition from overseas and other economic factors pushed the once 'automobile capital of the world' into recession. Plummeting land values and unemployment increased crime in the inner city to chronic levels. You have just been elected after promising to reduce the crime and rebuild the industrial base of the city.

DIFFICULTY	- Moderately difficult.
TIME LIMIT	- 10 years.
WIN CONDITION	- Low average crime density.

BOSTON, MA 2010 - NUCLEAR MELTDOWN

A major meltdown is about to occur at one of the new downtown nuclear reactors. The area in the vicinity of the reactor will be severely contaminated by radiation, forcing you to restructure the city around it.

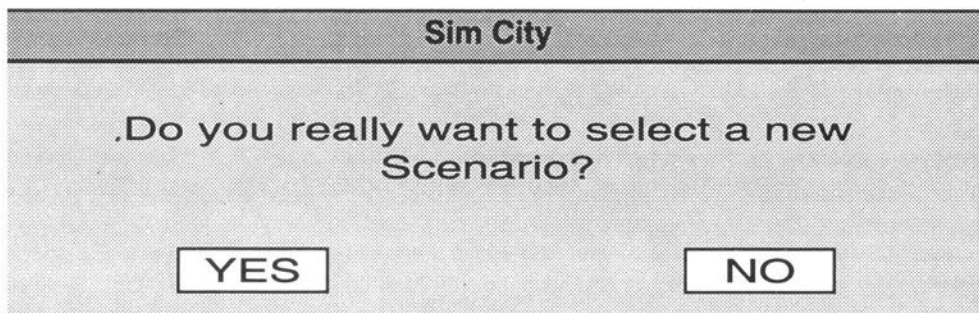
DIFFICULTY	- Very difficult.
TIME LIMIT	- 5 years.
WIN CONDITION	- City score above 500.

RIO DE JANEIRO, BRAZIL 2047 - FLOOD

By the mid 21st century, the greenhouse effect increased global temperatures about 4 degrees F. Polar icecaps melted and raised sea levels worldwide. Coastal areas were devastated by flood and erosion. Unfortunately, some of the largest cities in the world are located on the coasts.

DIFFICULTY	- Moderately difficult.
TIME LIMIT	- 10 years.
WIN CONDITION	- City score above 500.

When you select a scenario and there is currently a game in progress, a Query dialogue box will be displayed.

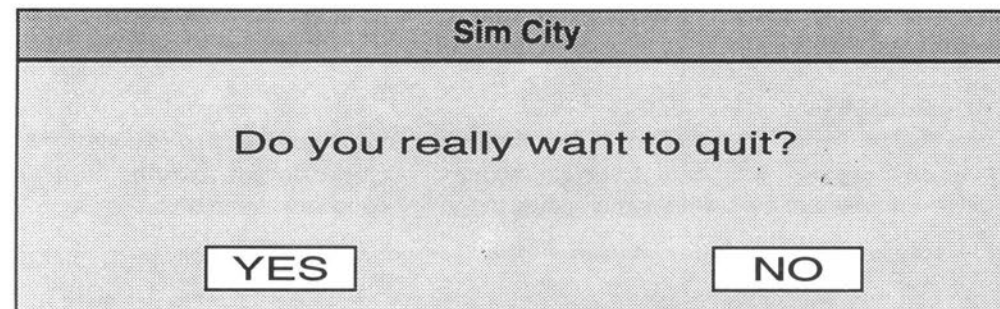


Click Yes to continue and load the scenario, or click No to return to the current game.

QUIT

Selecting this exits from SimCity.

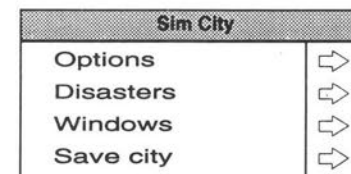
If there is currently a game in progress, a Query dialogue box will be displayed.



Click Yes to exit SimCity, or click No to cancel it.

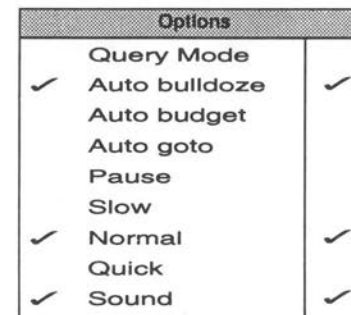
THE MAIN MENU

Click Menu over any of the SimCity windows to display the Main menu.



OPTIONS

Move over the arrow to display the Options menu.



When an option is on, it will be marked by a tick.

QUERY MODE

Query Mode allows you to display additional information of the area currently under the pointer (i.e. land, buildings, roads, etc.) Click on area to examine.

AUTO BULLDOZE

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

Auto Budget keeps your budget at the same percentage settings without asking for approval every year. If there isn't enough money to meet the budget, then the funds will first be allocated to the transit system, then to the fire department and then the police.

AUTO GOTO

Auto Goto automatically transports you to the scene of a disaster or major event. If Auto Goto is not active and there is a disaster or event, you will be given a message in the Message Box. To go to the disaster, click with Select on the yellow Goto Button. To return to your original position, click with Select on the Goto Button a second time.

PAUSE

Pause stops the simulator. Zoning and building are possible in paused time, but there will be no growth or evolution.

SLOW

Slow sets the simulator to its slowest speed.

NORMAL

Normal sets the simulator to its normal playing speed.

QUICK

Quick sets the simulator to its quickest speed. The maximum speed of the simulator depends on three factors, the speed of the machine it is running on, the mode it is running in and the number of SimCity windows open. To obtain maximum simulator speed, SimCity should be played in mode 12, with only one or two of the windows open at any time.

SOUND

Sound toggles the city sounds on and off. Most of the choices in the Options menu are saved with the city.

DISASTERS

Move over the arrow to display the Disasters menu.

Disasters	
Fire	
Flood	
Air crash	
Tornado	
Earthquake	
Monster	
Disable	

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

FIRES

Fires can start anywhere in the city. Fires spread fairly rapidly through forests and buildings and somewhat slower over roadways. Fires will not cross water or clear land. The effectiveness of the fire department 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 fire breaks with the bulldozer. Just surround the fire with clear areas and it will stop spreading and eventually burn itself out. You cannot directly bulldoze a fire.

FLOODING

Flooding occurs near the water. Floods gradually spread and destroy buildings and utilities. After a while the flood waters recede, leaving behind cleared terrain.

AIR CRASHES

Air Crashes can happen anywhere in city if an airport is operational. This happens whenever aircraft collide with other things, such as tornados or other 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.

TORNADOS

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

EARTHQUAKES

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 depend on the severity of the earthquake, and the eventual fire damage will depend on your fire control efforts. When an earthquake occurs the Edit Window will 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

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

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

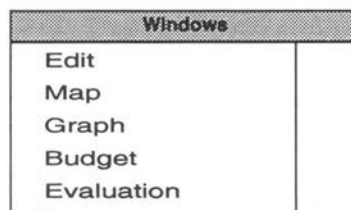
Shipwrecks can occur once you have an operating seaport. They can cause fires where the ship crashes into a shore or bridge. Shipwrecks are not available on the Disasters menu.

DISABLE

Disable toggles the random disasters on and off.

WINDOWS

Move over the arrow to display the Windows menu.



EDIT

Edit opens the Edit Window.

MAP

Map opens the Map Window.

GRAPH

Graph opens the Graph Window.

BUDGET

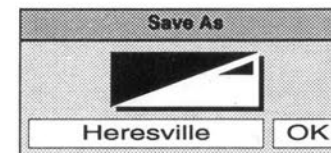
Budget opens the Budget Window.

EVALUATION

Evaluation opens the Evaluation Window.

SAVE GAME

Move over the arrow to display the Save Game dialogue box.



The default file name will be the first ten letters of the city name. This can be altered if you wish. To save the game, click on Ok or drag the icon to a directory viewer.

CHANGING COLOUR PALETTE

- You can change the colour palette of SimCity by using the desktop palette icon.
- The palette icon is located on the right of the icon bar.
- Double click with SELECT on this icon to access.
- The palette will define the set of 16 colours that are used by the desktop. Each colour is defined in terms of the intensity of the red, green and blue colour bars. The 16 desktop colours are shown in the middle section of the palette window.
- To change a setting, position the pointer within one of the sliders, and drag it to the level you want. The colours on the whole screen reflect the changes as you make them. Then simply set to your preference.
- A default palette is built into the computer. This is the palette used when first switching on the machine.
- If, however, you want to set the default palette without rebooting your machine, click menu on the palette icon and then click SELECT on "DEFAULT".

SPECIAL NOTE

Pressing the F12 key will activate the Command line prompt '*' at the bottom of the screen. To exit back to the game, first press the RETURN key. Please ensure SCROLL LOCK key is off before pressing the F12 key.