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# HAIL TO THE MAYOR

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# HAIL TO THE MAYOR!



Welcome to *SimCity 3000™* Unlimited! Congratulations on your entry into the elite mayoral force of this growing SimNation. Whether you've cut your political teeth as mayor in other SimNations, or this is your first elected office, there are a few things you need to know before you begin making executive decisions.

As Mayor, your power may seem unlimited. You can build roads, or decide to create a city where no one needs a car. You may want to try your hand at building an industrial powerhouse, or an island paradise. Perhaps you'd like to have both the Eiffel Tower *and*

the Empire State Building in your city. Or maybe you are one of those artistic mayors who prefers to design their own buildings. You have the power to create cities, buildings, strategies, even city goals that other mayors must try to fulfill. And your cities are not limited to your own imagination; you can share your creations and gain insights in global meetings with other mayors all over the world.

Did we say your power was unlimited? Not entirely correct. See those little beings walking about in your city? They are Sims, the inhabitants of any SimNation. Remember, you are holding an *elected* office. Those little beings can *unelect* you if they are unhappy with your mayoral decisions. There's a lot of leeway here, as Sims come with all sorts of needs and desires. Some Sims want to live where captains of industry roam the streets and skyscrapers abound. Others harbor dreams of operating a farm on the edge of town, or of living in an eco-friendly mountain community. As mayor, you will need to balance your visions of city growth with providing your Sims an attractive place to live. Every decision you make ripples from one end of SimCity™ to the other. If your Sims move to other communities, you are out of a job. If they are happy, your city will prosper. Of course, one never knows when disaster may hit. Unless, as mayor, you planned it all along.

So get creative and unlock that shady Machiavellian side of yourself that rarely gets to let loose. If you read this guide, give ear to your advisors, and learn from your fellow mayors; you will be orchestrating the operations of a megalopolis sooner than you think. After that, who knows where your political aspirations might lead?



## IMPORTANT: READ BEFORE YOUR INAUGURATION (OR HOW TO USE THIS MANUAL)

*SimCity 3000 Unlimited* is a game of strategy. If you follow the **Tutorials** and read the **Resource Sections** of this guide, you will become familiar with many of the tools and strategies needed to become a successful mayor. But there are endless ways to play *SimCity*—as many as there are individuals who try out their mayoral robes. The following suggestions will help you get the most out of this guide, as well as out of your experience as mayor of *SimCity 3000 Unlimited*:



**Already been a mayor? There is a good deal of new information in this manual. Look for flagged new features, and use the index to look up references to aspects of the game you would like to know more about.**

- ◆ Start by going through the **Tutorial**, especially if you are new to the world of *SimCity*. The **Tutorial** will give you hands-on experience with the basic tools you'll need to begin creating your own cities.
- ◆ Use the **Scenario Tutorials** provided. These scenarios will introduce you to some more advanced building tools, and will help you become even more familiar with various aspects of *SimCity 3000 Unlimited*.
- ◆ Read this manual. There is a ton of information in here, both pragmatic and strategic. The **Reference Guide** tells you about the functions and menus on the screen. It's a good idea to take a look at this so you don't miss out on some neat application you may not have known existed. The **City Departments** section is full of good information on how cities in *SimNation* work. A good manual-reading strategy is to read it once as a beginner, play a bunch, then read it again. Already been playing for a while? Read the manual anyway. You may find out something you didn't know before. Whoever you are, you'll be a better player if you read these instructions! We promise.
- ◆ *SimLanguage* got you confused? There's a **glossary** of terms in the appendices of this guide.
- ◆ Play. Experiment. Fail. The best way to hone your mayoring skills is to practice them. As you play *SimCity 3000 Unlimited*, you'll create your own strategies to accomplish your goals.

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HAIL TO THE MAYOR



- ◆ In the middle of a game and forgot how to build a highway ramp? Use the **index** to help pinpoint the information you seek.
- ◆ Want to know more? Use the SimCity website ([www.simcity.com](http://www.simcity.com)). There are all sorts of hints, how-to's, and notes on strategies from the folks who created *SimCity 3000 Unlimited*; and from players like you. Also regularly check out the **Frequently Asked Questions (FAQs)** on various aspects of the game. These are updated as new queries arise.
- ◆ Share your skills. Use **SimCity Exchange** to expand your horizons. Talk to friends who have also been elected. There's a whole community of politicians out there who may have developed a new twist for handling high pollution levels, or who think your architectural creations are worthy of Frank Lloyd Wright status. You'll never know until you begin comparing notes!
- ◆ Have fun! It's a game!

# TUTORIAL

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# TUTORIAL

This Tutorial walks you through the beginning stages of building a city and familiarizes you with some of the basic tools of *SimCity 3000 Unlimited*. There are many types of cities you can build with *SimCity 3000 Unlimited* and many ways to begin construction. Here's one way to go about it.

## STEP 1: LAUNCH AND LOAD

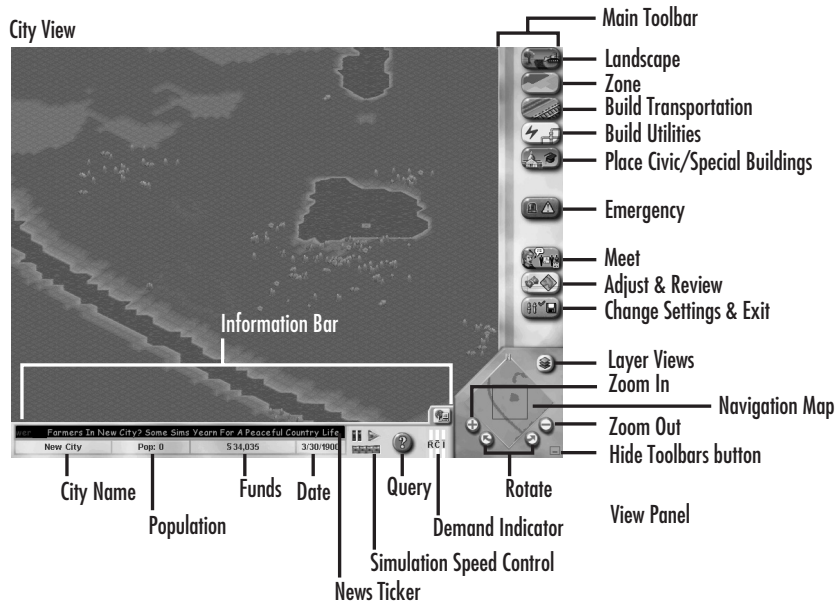
This tutorial calls for the use of a specific saved game.

1. The first thing you need to do is launch *SimCity 3000 Unlimited*. If you need any help, please see the **Reference Card**.
2. When the **Opening Menu** appears, select **Load City**, then open the city named *Tutorial*.

Each time you start a new city or load a city, the simulation speed is set to **Pause**. Keep it that way for now so you can build in peace, without the demands of your incoming Sims. You'll be ready for them soon.



## STEP 2: SELECTING AN AREA TO BUILD



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TUTORIAL

Well, here it is! This is where the magic happens. Over on the right, you have all of the tools you'll need to build any kind of city you can dream of. This is called the **Main Toolbar**. Across the bottom of the screen, you have at a glance all the information you'll need to make sure every gear is spinning just the way you like it. This is your **Information Bar**.

Your first step is to find a large open area to build your future metropolis—the bigger the area, the better. When you start a new city, the city view is set to the furthest zoom level.

1. To scroll freely around the **City View**, click and hold the right mouse button then move the mouse in the direction you wish to scroll.
2. To center the view on your cursor, single-click the left mouse button.
3. Zoom In one level using the **Zoom In** button in the **View Panel**.



## STEP 3: BUILDING ROADS

Transportation is critical to the growth of your city. Let's build a few roads.



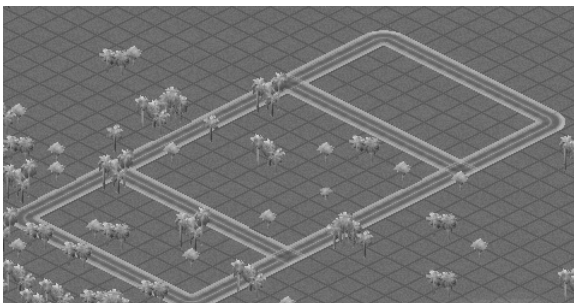
1. Click the **Road** button from within the **Build Transportation** button menu.
2. Move the cursor over to the **City View**.

You'll notice that as you move the cursor into the **City View** window, the cursor will change appearance to indicate the selected tool. In this case, the cursor represents a transportation tool—roads, to be exact.

3. Click and drag the mouse where you wish to place your first road. Create a road that is ten tiles in length.

The line you've drawn represents where the road you're creating will be placed; it is called the **Drop Shadow**. Upon releasing the mouse button, the **Drop Shadow** turns into a road. If you cannot place an item, the **Drop Shadow** will turn red indicating you need to select a different location. If you start to place any item and change your mind about placement, you can cancel the action by making sure the **Shift** key is pressed before you release the mouse button.

4. Build a series of straight roads along the grid to end up with a square that is 10 tiles by 10 tiles.
5. Continue drawing roads until your map looks like the following picture.





## STEP 4: ZONING RCI

There are three zone types that Sims need in order to have a functioning city: Residential, Commercial and Industrial. Residential zones are where your Sims live. Commercial zones contain shops and offices. The Industrial zones contain various factories, industries and warehouses. Sims need a lot of room to live, so let's zone the middle area you've created with your roads as residential.



Click on the **Zone** button on the **Main Toolbar**. A menu of icons will pop up. Click and hold the **Residential** button.

The **Residential** icon contains a submenu of options. The active item from each submenu is designated by a **Checkmark**. In the case of the **Residential** zone button, the default is for **Light Residential**. Once a different zone density has been selected in this submenu, it will become the new default.

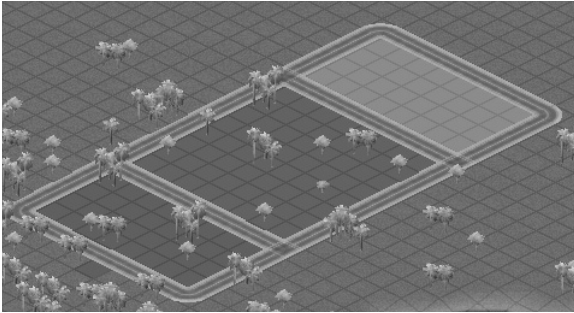
Residential areas can be zoned in 3 different densities: Light, Medium, and Dense. This allows you precise control over what your Sims can build.

1. Move the cursor to highlight **Medium Residential** and release the mouse button.
2. Move the cursor to the **City View** and click on one of the corners of the 8x8 enclosed area, but do not release the mouse button.
3. Drag the zoning **Drop Shadow** until it covers the tiles within the 8x8 enclosed area.
4. Release the mouse button; the **Drop Shadow** will become a medium density residential zone. Don't worry if you don't fill in the square in one swipe. You can designate zoning by clicking on individual tiles if you need or wish to. For this tutorial, zone as many tiles as you need to fill in the square.

In the two remaining rectangles created by your roads, you want to provide an area where Sims will be able to work and shop.

5. Select **Light Commercial** from the **Zone** menu and fill one of the smaller enclosed rectangles.
6. Select **Medium Industrial** from the **Zone** menu and fill the remaining enclosed rectangle.

You should now have a layout that looks like the following image:



As you become more familiar with aspects of city zoning, you will find that you need plenty of residential areas to support the commercial and industrial districts of your city. Don't be skimpy with providing your Sims with areas to live.

## STEP 5: POWER

Sims need power, yet typically do not like living next to power plants. Usually, the more distance between power plants and residential zones the better. However, for the sake of this tutorial, pick a location just a short distance from your zoned area.



**Ready to power your city? Click on the POWER PLANTS button located within the BUILD UTILITIES button menu on the MAIN TOOLBAR.**

This brings up a window containing a selection of power plants. Because this city started in the year 1950, you have a very limited selection of power plants.

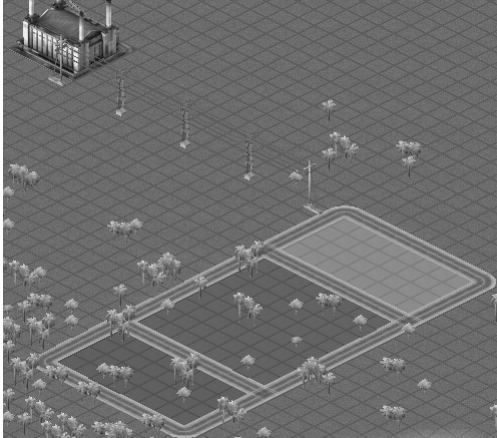
- 1. Select the coal plant and click the **Checkmark** to signal your choice and close the window. Then move the cursor to the **City View** over the area you have chosen to locate your power plant. Notice that the **Drop Shadow** for the coal plant is 4x4.**
- 2. Place the coal plant with a single-click of the left mouse button.**

Now you need to run power lines from the power plant to the zones.



**Select POWER LINES from within the BUILD UTILITIES button menu. Power lines are built just like roads; you can click and drag the DROP SHADOW in a line.**

- 3. Draw a row of power lines that connects the coal plant to at least one point of any of your zones.**



Move the speed of the simulator from **PAUSE** to full speed by clicking on the extreme right speed marker on the **SIMULATION SPEED CONTROL** located in the **INFORMATION BAR**. Then click the **Run SIMULATION** arrow to turn the simulation on.

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TUTORIAL

For more information on what your Sims' power needs are, please refer to your **Utilities Department**.

## STEP 6: BRINGING YOUR CITY TO LIFE

Are you ready to see your city come to life? It's time to see the first fruits of your labor.

Let a few months tick by. Sims are starting to move into their new homes, and workplaces are being established. The types of buildings that are built reflect both the density and land value of that zone. For more information on the relationship between zones and land value, see the **City Planning Department**.

You can see time pass by looking at the **Date** next to the **Simulation Speed Control**. So what else is happening in your city?



1. Look at the **RCI Demand Indicator** in the **Information Bar**. This tool provides feedback regarding what zone types are in demand in your city. When the meter, or bar, for a zone type is up, that means the Sims could use more of that zone type. If the meter is down, then there is a surplus of that zone. It is possible to have the **RCI Demand Indicator** levels up even though you have a lot of that zone. See the **City Planning Department** for more information.
2. Pause the game again by clicking on the **Pause Simulation** button on the **Simulation Speed Control** arrow; it's time for more additions to your city.



## STEP 7: WATER AND GARBAGE

There are two more utilities that are absolutely essential to your Sims' lives: Water and, yup, Garbage Disposal.

### WATER



1. Click on the **Meet** button on the **Main Toolbar**. This is where you'll go to meet with an Advisor or Petitioner.

2. Select the **Utilities Advisor** and select **Briefings** from the drop-down menu. **Briefings** contain reference documents provided by SimNation.

3. Read through the briefing *Getting Water To Your Sims*.



4. When you're done, close the **Advisor Window** and select **Water Structures** from within the **Build Utilities** button menu. This brings up a window containing a selection of water supplying structures.

5. Select the **Pumping Station** from the list of available water structures.

6. Move the cursor to a site near your zones in the **City View** window and place a **Pumping Station** by clicking the mouse button. Water pumping stations must be built near a fresh water source to operate. If the location you have selected for your water pumping station is not within two tiles of fresh water, the pump will have no pumping capacity. The easy solution is to create surface water (See the **Landscape** section of the **Reference Section**).

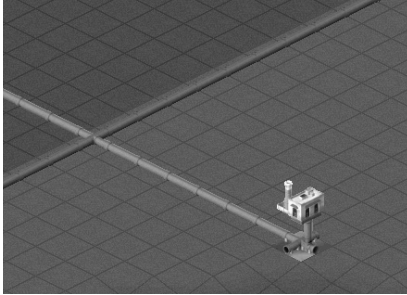
7. You need power to pump water to all of your Sims! Select the **Power Lines** button from within the **Build Utilities** button menu.

8. Draw a row of power lines that connects the nearest powered zone or power plant to the pumping station (Again, learn about power in your **Utilities Department**).

9. The pumping station holds and pumps water to the thirsty Sims, but we doubt they'll come to the pumping station with buckets. You need to build a way for the water to travel to your Sims. You do this by connecting the water pumping station to the zones with pipes (but don't forget that power!).



10. Select the **Water Pipes** button from within the **Build Utilities** button menu on the **Main Toolbar**. You'll see this:



Whoa! Don't worry! You are now looking at the **Underground View** of your city. This layer shows how your water pipes are laid out as well as all of the structures that are providing water. It also shows which tiles are watered by the pipes, and which ones are still out of reach. Notice the tiles change color from brown to blue within a few weeks of laying the water pipes. The tiles colored blue are watered. The only building you currently see is the **Underground View** of your water pumping station

11. Click and drag a line of water pipes that connects the water pumping station to your developing zones. Again, this is done just as if you are building a road.
12. All tiles within seven tiles of any part of the pipe will be watered as long as there is water running in the pipes.
13. Start the simulator by clicking on the fourth tick mark (African Swallow) and then the **Run Simulation** arrow on the **Simulation Speed Control** in the **Information Bar**.
14. Let a little time pass and watch as water begins to radiate from the pipes to the zones. Watered areas will appear in blue in the **Underground View** for pipes.
15. Now return to the above ground view by clicking on the **View City Layers** button at the top right of your **Navigation Map**.
16. Click on the **Default View**.
17. Now click on the **Checkmark**. You should be back in the land of clouds and sky.
18. Let's pause the game again and deal with your city's garbage.



## GARBAGE

Since Sims are moving in and happily going about their daily lives, you should start seeing messages in the News Ticker (the text scrolling along in the Information Bar) letting you know what is going on in your city. The Sims may not be complaining about waste management yet, but trust us—deal with garbage *before* you need to. An ounce of prevention here can save you from being overwhelmed by tons of trash later.

1. Click on the **Meet** button and then select the **Environmental Advisor** for a little talk.
2. Read through the **Briefing on *Dealing with Garbage***, and then close the **Advisor** window.

Pause the simulator again so you can do some more work while the Sims spend a little time in suspended animation. We've got to get to work on a landfill! Usually you'd want to keep a landfill as far from your city center as possible. For this tutorial, though, let's put it relatively close in.



3. Find some land near your zoned area and then select **Landfill** from within the **Zone** button menu. Since landfills are a type of zone, you can place them in the same way you placed the residential, commercial, and industrial zones.
4. Zone a landfill that is 4x4.

You don't need to worry about powering a landfill, but you need to be sure there's a way for the garbage trucks to get there.

5. Build a road from the zones to the landfill.
6. Unpause the simulator again.
7. Zoom in using the **Zoom** button (+) in the **View Panel** and watch as garbage trucks start taking trash to the dump.

Over time the landfill will show signs of use. This is just one example of how *SimCity 3000 Unlimited* gives you visual feedback to let you know the status of your city. Always keep an eye on various aspects of your city to see how well everything is doing. The query tool and the maps view will help you watch over your SimCity and your Sims. These tools are discussed later in the manual.



## STEP 8: PROTECTING YOUR CITIES



Safety is very important in your city. Without police and fire protection, how do you expect your Sims to sleep at night? You need to place a police station and a fire station to satisfy the security needs of your Sims.



1. Click on the **Place Civic/Special Buildings** button menu. Here you will find the **Police** and **Fire Station** buttons.

The submenu in the **Police** button contains the **Police Station**. The **Fire Station** has its own button under the **Place Civic/Special Buildings** button.

2. Place one of each building along the road near your landfill. If you place the buildings more than five tiles away from the zoned area (which has power), you need to run power lines to them from any powered building or zone. Not sure if they have power?



3. Click the Query button at the right side of the Information Bar. You can click on anything in your city with this tool and a window containing information about that particular item will appear on the screen.
4. Armed with your query tool, click on your newly built police and fire station. If they are not powered, you will need to run power lines to them.



Anytime you provide your Sims with a new water or power connection, make sure you are not in Pause mode when checking to see if the connection is working. Time needs to pass for the power to travel and water to flow. You might want to build in Pause mode, then run the simulation for up to a month before checking to see if buildings or zones are provided with water and power.

**5. Got your information? To close the Query Window, click the Checkmark in the lower, right corner.**

Keep in mind that having a single police department and a single fire station is fine as long as your city remains small. As your city grows, and your population of Sims multiplies, you will need to build more police and fire stations to keep everyone safe and sound. For more information on maintaining proper safety coverage, see the **Public Safety Department** section in this manual.

## STEP 9: FINANCES

Did you happen to notice that as you built your roads, power lines, and water pipes a number of increasing value followed your cursor about? Did you think water pipes were free? Ha! Practically anything you build in your city comes with a pricetag. The monetary unit of SimNation is the **Simoleon**.



1. Open the **Budget Window** by clicking on the **Budget** button from within the **Adjust & Review** button menu. This is where you monitor and control the way you spend your money.
2. Look at the **Police Budget** line item.



3. You can adjust each budget by moving the **Percent Sign Slider** that appears to the right of each department name. Each slider has a marker. The marker represents the percentage of your annual budget the Advisor for that department *wants* you to allocate (and, just as in real life, your advisors are somewhat biased). Leave the Police and Fire Budgets at the spending levels recommended by your Public Safety Advisor.

Budget		Expenditures	Income	
2047 Budget July 2047	Adjust:	Yr. To Date Expense	Year End Estimate	Meet Advisor:
Ordinances		\$ 12,824	\$ 25,838	
Neighbor Deals		\$ 0	\$ 0	
Loans		\$ 0	\$ 0	
Education		\$ 10,470	\$ 20,940	
Public Health		\$ 3,300	\$ 6,600	
Fire		\$ 3,024	\$ 6,048	
Roads		\$ 7,200	\$ 14,400	
Police		\$ 4,428	\$ 8,856	
Mass Transit		\$ 5,400	\$ 10,800	
Year to Date Income		\$ 173,468		
Estimated Income			\$ 349,754	
Year to Date Expense		\$ 46,546		
Estimated Expense			\$ 93,482	
Year to Date Cash Flow		\$ 126,822		
Estimated Cash Flow			\$ 256,272	
Current Funds			\$ 2,746,770	
End of Year Funds			\$ 3,003,042	



4. At the bottom of the window, you're told whether you are projected to make or lose money at the end of the year. If projections show you will lose money, you can try raising taxes to increase your income.
5. Click on the **Income** button at the top of the **Budget Window**
6. Adjust the tax rates for **Residential**, **Commercial** or **Industrial** categories by clicking on the **Up/Down Arrow** in the appropriate line to increase or decrease the tax rate.



Raising and lowering taxes can have large consequences for your city. While taxes are key to your budget, tax rates are also a means by which you can attract or discourage certain kinds of development in your city. Low residential tax rates will attract Sims to move into your town. Decrease the industrial tax rates and watch new factories (and pollution) pour in. Other factors can have an effect here, but understanding tax rates will help you immensely as you plan your city's future. Check with your **Financial Advisor** for more information.

7. Look through and familiarize yourself with your city's **Income** and **Expenditures**.
8. Close the **Budget Window** by clicking the **Checkmark** in the lower right corner.

## STEP 10: DATA MAPS, CHARTS, AND GRAPHS

You are not limited to visual feedback for information about your city's status quo. Your advisors provide you with up-to-date Data Maps, Charts, and Graphs to help you gain a better understanding of your city. You can get different overviews of the current state of your city, or you may choose to obtain historical data on various aspects of your city's growth.



1. Click on the **View Data** button located within the **Adjust & Review** button menu on the **Main Toolbar**. Choose from a list of subject maps on the left to see an overview of your city as it stands now.
2. Now click on the **Chart** and **Graphs** buttons to review all the kinds of information you can access and compare. You'll get more information on these in the **Maps, Charts, and Graphs** section of this manual.
3. When you are finished looking at your city's statistics, close any open windows by clicking on the **X** in the upper right corner.



## STEP 11: DISASTER AND DESTRUCTION

Disasters happen all the time in the real world and SimCities are no exception. In fact, it seems as if more and more disasters are occurring all the time. As mayor, you may have to deal with several unforeseen disastrous events. You might also decide that you want to see what happens when an earthquake rumbles through, or a plague of locusts descends. Before you unleash anything in your city, it's a good idea to save the game.



1. Click on the **Save As** button found within the **Change Settings & Exit** button menu; this opens the **Save City Window**.
2. Name the file anything other than *Tutorial* (otherwise you'll save over this tutorial).
3. You can choose the location of the file in which you save your city, but let's leave this one in the default directory.
4. Click the **Checkmark** to save.

Back to the game? Good. Time to destroy what you have created.



5. Press the **Start Disaster** button located within the **Emergency** button menu on the **Main Toolbar** and select **Fire**.

A fire will soon start in your city. The City View will automatically center on the location of the fire as it breaks out.



You can choose to turn off the **Auto Go To Disasters** feature in the **Preferences Window** from the **Opening** menu. You may also open the **Preferences Window** during game play under the **Change Settings & Exit** menu in the **Main Toolbar**.

During a disaster the Simulator runs at a very slow speed so you have time to deal with the effects. The Simulation Speed Control is disabled until the disaster runs its course. Once the devastating event is over, the simulation speed will return to the setting it was at prior to the disaster.

You have to hurry and get some firefighters out to the blaze before it reduces your city to rubble!



6. Click on the **Dispatch Firefighters** button, located within the **Emergency** button menu.



You have firefighters to dispatch because you built a fire station. If you had no fire coverage, your Sims would rally a volunteer group to dispatch at your command. Click on a tile near the fire.

This dispatches one of your two fire units—one of professional firefighters from the fire station and one of volunteers. Each subsequent fire station you build will give you one additional dispatch unit. After leaving the fire dispatch unit next to a fire for a long enough time, the fire will be put out.

7. Click on another tile near a fire to dispatch your second fire unit.
8. If you click on yet another tile, it will move the first of your two dispatch units to this new location.
9. Continue to dispatch your fire fighting units to surround the blaze until you manage to put it out.

Ready to move on?



10. Once you have either put out all of the fires, or your city is burnt to the ground, click on the **Load City** button from within the **Change Settings & Exit** button menu in the **Main Toolbar**.
11. You will be asked if you want to save your current city. Select **No**, and then click on your saved game when the **Load City** window comes up. Voila, good as new!

As you continue to explore what you can create as Mayor of a SimCity, Sims will continue to ask for more and more things (keep your eye on the **News Ticker!**). It's up to you to make their dreams, as well as your own, a reality. Feel free to continue building this city, or start a brand new one. The choice is yours!



A stylized illustration of a city skyline. On the left, a tall, dark grey building with a stepped profile and several small white rectangular windows. To its right, a cluster of various buildings in different heights and shades of grey and black. Some buildings have white rectangular windows. One building on the right has a prominent white circular feature. The entire scene is set against a plain white background.

# SCENARIO TUTORIALS

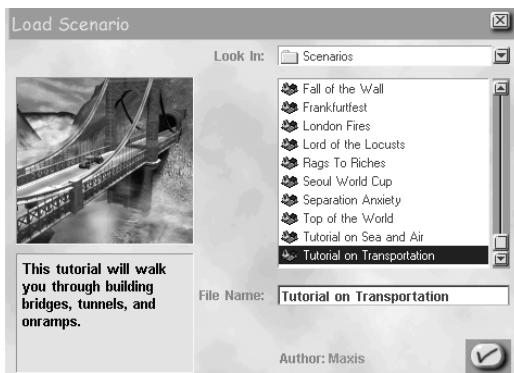
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# SCENARIO TUTORIALS

## New Feature

Want a little more experience before you dive in? Scenarios are cities which require you, as mayor, to perform certain tasks and achieve specific goals in an already existing city. Don't worry, you'll have plenty of help along the way. Just remember to read your News Tickers and any Pop-up Messages that appear. These messages will tell you what you need to do and how to do it. To access these tutorials, you need to open the **Load Scenario** window.



4

SCENARIO TUTORIALS

If you are at the **Opening** menu:

1. Click on **Play Scenario**.
2. Select one of the **Tutorial Scenarios** from the browse menu.
3. You'll see a **Thumbnail** of the scenario town and a description of what you'll learn on the left.
4. Found one that sounds interesting? Click on the **Checkmark** and *SimCity 3000 Unlimited* will get the tutorial ready for you.
5. Don't feel like doing a tutorial right now? Click the X at the top right and you'll return to the **Opening** menu.

If you are playing a game:

1. Open the **Change Settings & Exit** menu on the **Main Toolbar**.
2. Click and hold the **Load** button, then select **Scenario** from the submenu.
3. You'll see a window that asks if you want to save the current city. Make your selection.
4. After you've saved (or declined to save) your current city, the **Load Scenario** window will appear.
5. Follow the above procedures so that you can play one of the **Tutorial Scenarios**.

# THE JOY OF MAYORING: A REFERENCE GUIDE

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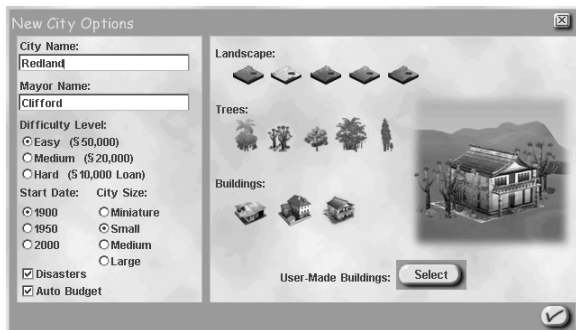
# THE JOY OF MAYORING: A REFERENCE GUIDE

This section gives you a breakdown of the tools, buttons, and menus you'll see in *SimCity 3000 Unlimited*.

## OPENING MENU

After you launch *SimCity 3000 Unlimited*, the **Opening Menu** is the first place you'll begin making decisions. You have seven options in this menu: **Start New City**, **Load City**, **Starter Town**, **Real City Terrain**, **Play Scenario**, **Preferences**, and **Exit**. Each option is detailed below.

## START NEW CITY



## NEW CITY OPTIONS WINDOW

When you click on **Start New City**, your first step is to determine your **New City Options**. You'll need to fill in information or make selections in the following areas:

### CITY NAME

Anything that suits your fancy, up to a maximum of 50 characters.

### MAYOR NAME

This is how your Sims will address you. Select any name less than 50 characters. Those seeking your attention will address you as Mayor 'MAYOR NAME', so take this into consideration when choosing your name.



<b>DIFFICULTY LEVEL</b>	Choose an easy game, a hard game, or something in between. Easy games give you more money to start with.
<b>START DATE</b>	The year your city is established. The date you choose here has an impact on immediately available structures and utilities.
<b>CITY SIZE</b>	The number of tiles in your city. (Low end systems will have better game performance with smaller cities).
<b>DISASTERS</b>	This button allows you to enable or disable disasters during game play. Do you want to play it safe, or take your chances?
<b>AUTO BUDGET</b>	When this is checked, the financial advisor will maintain status quo on each budget item. The <b>Budget Window</b> will only appear at the end of the year if your city's available funds are negative (you are in the red).

## New Feature

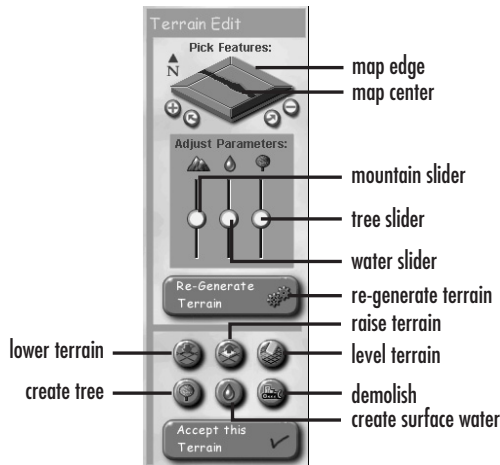
<b>GRAPHICS PREFERENCE</b>	Your first major creative decision. <i>SimCity 3000 Unlimited</i> allows you to choose the overall look of your city. By clicking on the different selections under each category, you can choose the type of <b>Landscape</b> , <b>Trees</b> , and <b>Buildings</b> for your city. The image at the right will show you how your selections will appear. You may change your city's look anytime during the game under the <b>City Options</b> window found in the <b>Change Settings &amp; Exit</b> menu of the <b>Main Toolbar</b> . If you save your city, your selections will be saved as well.
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## New Feature

<b>USER-MADE BUILDINGS</b>	This button will open the window for the <b>Building Replacement Manager</b> . From this window, you can choose to replace individual buildings or entire building groups in your city with available User-Made Buildings from your SimCity files. See the section on Building Replacement: Customize Your City for more information about this feature.
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Once you make your selections in the New City Options window, click on the Checkmark.

## TERRAIN EDITOR



After you make your city option selections, you'll see the **Terrain Editor** window. You may decide the pictured terrain is just fine, or you may choose to sculpt your city's look from the ground up.

- ◆ Click **Accept This Terrain** at the bottom of the **Terrain Edit** window to immediately start building your city using the terrain you see in the City View window.
- ◆ Click **Re-generate Terrain** to create a new random terrain based on the same landscape profile.

You may also create your own personalized city terrain by using the features of the **Terrain Edit** window as described below:

### MAP EDGE

If you click on any of the four map edges, it will change from a land border (or neighbor border) to a coastline, and then back again. Do you want your city to be a peninsula? Land-locked? Decide here.

### MAP CENTER

When you click on the center section of the map, you see the following four terrain choices: rivers, mountain, dry land, and lake.



## New Feature

### ROTATE/ZOOM IN AND OUT

Use the arrows and the + / – signs to get a different view of your landscape (pictured in the **City View** to the left of the toolbar).

### MOUNTAIN SLIDER

Raising and lowering this slider will increase and reduce the amount of mountainous areas on your terrain.

### WATER SLIDER

Raising and lowering this slider will increase and reduce the amount of water on your terrain.

### TREE SLIDER

Raising and lowering this slider will increase and reduce the amount of trees on your terrain.

### RE-GENERATE TERRAIN

Any time you make adjustments in the Terrain Toolbar you must press this button for the changes to take effect on the actual map.

## New Feature

The above controls give you quite a bit of creative control over your city's terrain, but you can get even more specific. The following features allow you to micro-manage the topography of your town. You can create trees and lakes and mountains while you are playing the game too, using the **Landscape** button on the **Main Toolbar**. But if you make changes during game play, it'll cost you. Make your adjustments here and add a forest of trees for free.



Remember to click on **RE-GENERATE TERRAIN** after you've made the macro-edits to your landscape. *Then* do your micro-editing. If you click on **RE-GENERATE TERRAIN** after you've made specific changes, you will lose all your work. After you've added a tree here, a pond there, click on **ACCEPT THIS TERRAIN**. Your micro-edits will be included in your city topography.

### LOWER TERRAIN

Clicking on this button will allow you to choose where in your landscape you would like to lower elevations, perhaps creating a canyon, or a river valley. As tiles are lowered, the surrounding terrain will lower as well.



## RAISE TERRAIN

Click on this button and you have the power to create mountains. Add some gently rolling hills, or create a precipitous peak.

## LEVEL TERRAIN

Click on this button and you can level any terrain. Click on a tile with the left mouse button and drag the mouse with the button still held down. Terrain will be leveled to the elevation of the first tile selected. Remember, Sims need level terrain for building homes, businesses, and factories.

## PLANT TREES

Click on this button and then click, or click and drag, on the tiles where you would like to plant trees. The more you click, or drag, the more trees you'll place. If you click on the same tile repeatedly, your trees will become redwoods, or giant palms (depends on what you chose in the **New City Options** window).

## CREATE SURFACE WATER

Click on this button and then click, or click and drag, to place ponds, lakes, rivers, or marshlands.

## DEMOLISH

Click on this button and you can take out a tree. Click on the tile where the tree appears and, poof, it's gone. You can not demolish a mountain.

Are you delighted with your topography? Ready to build your next urban empire?

## ACCEPT THIS TERRAIN

Click here and *SimCity 3000 Unlimited* will establish your new city using the terrain pictured in the City View. Start building!

# STARTER TOWN



If cities are allowed to grow by themselves, their layouts may have charm, but often lack a guiding principle of organization. Some hardy souls realized this and began to decide how cities should look before they were built. Many of the city plans which evolved from these



early (and more recent) urban designers are used to guide city growth throughout the world. These templates are available to you in the form of **Starter Towns**. These are ready-to-go templates for your town based on city planning theories through the ages.

1. From the browser menu on the **Load Starter Town** window, highlight your selection. You will see the selected town layout in the city view box at the left of the window. Click on the **Checkmark**.
2. This will bring you to the **New City Options** window, described above. Make your selections, decide upon your town's 'look', and click on the **Checkmark**. Your city is Sim-ready!

## LOAD CITY



The Load City button allows you to load prepared, downloaded, and saved cities from both SimCity 3000 and SimCity 2000.

- Select the city you'd like to continue playing and click the **Checkmark**. That's all there is to it!

## REAL CITY TERRAIN

*SimCity 3000 Unlimited* offers players the ability to build upon terrains based on geographic data from real cities all over the world. From Hong Kong to Detroit, you'll find many of the world's major cities here. How would London look if you had arrived there first?

1. Highlight the city terrain upon which you would like to build.
2. Click the **Checkmark** to proceed to the **New City Options** window described above.

## LOAD SCENARIO

### New Feature



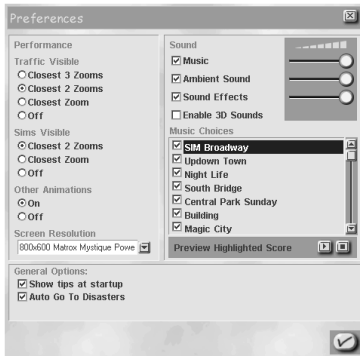
With *SimCity 3000 Unlimited*, you have the option to play the game in scenario mode. Scenarios are cities that come with certain goals or parameters for their development. Your challenge, as the newly elected mayor, is to either achieve the explained goals, or to maintain your city within the set parameters. See the section on the **Scenario Creator** for direction on how to create your own scenarios for game play.

Want to give it a try? The **Play Scenario** button allows you to access prepared scenarios for game play. You may also access the **Load Scenario** window while playing a game by clicking and holding the **Load** button located within the **Change Settings & Exit** menu on the **Main Toolbar**.

1. Select a scenario from the browse menu at the right of the **Load Scenario** window.
2. A **Thumbnail** image and a **Scenario Description** of the selected scenario town will appear at the left.
3. When you've found a scenario you'd like to play, click on the **Checkmark**.
4. *SimCity 3000 Unlimited* will load the selected scenario, and you'll be ready to play!



# PREFERENCES



Everyone likes to run their city a certain way. Select the choices among the options of the **Preferences** menu that will make you a happier Mayor. When you have made your selections, click on the **Checkmark** to return to the **Opening** menu.

## PERFORMANCE

These settings allow you to fine tune your game to suit the performance of your system. When you turn any of these settings OFF, *SimCity 3000 Unlimited* will run at a faster rate.

### TRAFFIC VISIBLE

This determines the zoom level at which you can see your Sims' vehicles zipping about. Use **Closest 3 zooms** only if you have a recommended system (see the system requirement information on the outside of the box or see the **Reference Card** that comes with the game literature for more information).

### SIMS VISIBLE

This determines the zoom levels at which you can see your Sims walking the streets, or even rioting in the streets.

### OTHER ANIMATIONS

This selection includes building animations and graphic effects that are not essential for game play (e.g., neon signs on buildings).

### SCREEN RESOLUTION

This selection will allow you to set the screen resolution of your game window. The smaller the size, the faster the game will run. Changes in screen resolution will not take place without restarting *SimCity 3000 Unlimited*.

## GENERAL OPTIONS

### SHOW TIPS AT STARTUP

Allows you to toggle ON/OFF the **Startup Tips** that display at the beginning of a new game.

### AUTO GO TO DISASTERS

Allows you to toggle ON/OFF the Auto Go To Disasters function when disasters occur in your fair city.

## SOUND

Check or uncheck the boxes for these options to turn the selection **On** or **Off**. The sliders increase or decrease the volume.

### IN GAME MUSIC

Control the volume or toggle ON/OFF the selection of scores that will be played in random order throughout game play.

### AMBIENT SOUND

The noise of your city that you hear when you zoom in and get close to your Sims.

### SOUND EFFECTS

The noises you hear when you do action items in the game.

### ENABLE 3D SOUND

This option is available only if the game has detected the necessary hardware.

## **New Feature**

## MUSIC CHOICES

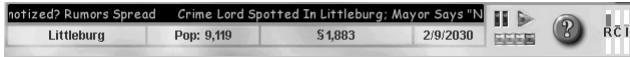
Highlight a music selection and preview it by clicking the **Play Button** below the list of selections. Check the selections you want to hear during game play. Selections that are left unchecked will not be included in the random selection of music. There are several new selections available in *SimCity 3000 Unlimited*. See if you want to add them to your sound loop.

## EXIT

Just like it sounds, this button will exit the game.



# INFORMATION BAR



The **Information Bar** across the bottom of your screen gives you citywide information at a glance. Keep your eye on all the information available here. It helps you to read and predict certain situations, and will guide you as you make your next policy decision.

## NEWS TICKER

See the messages scrolling along at the top of the **Information Bar**? These are **News Tickers**. **News Tickers** will tell you about everything going on in your city, from premonitions of disasters to what's happening at the skating rink. If a town teen would like you to build a Haunted House, or your Financial Advisor has an issue to bring to your attention, you'll be informed on your **News Ticker**.

**News Ticker** messages are coded by color.

<b>ORANGE TEXT</b>	Indicates general information about the goings on in your city.
<b>UNDERLINED GREEN TEXT</b>	Indicates that an Advisor or Petitioner would like your attention. Click on these messages to open the <b>Meet</b> window to hear them out.
<b>YELLOW TEXT</b>	Indicates information on game states, including when your simulation speed is set to pause.
<b>UNDERLINED RED TEXT</b>	Pay particular attention to these. These messages alert you to emergency situations in your city that require your immediate attention. Click on these messages to take you to the site of the emergency in progress.

## New Feature

You will now see **News Tickers** when you play scenarios, and can write your own when you create scenarios in the **Scenario Creator**.

5

THE JOY OF MAYORING

## CITY NAME

Mount Rodentia

Your city's name will appear here.

## POPULATION

Pop: 23,164

The current population of Sims living in your city appears here. Don't assume your population will continue growing ad infinitum. This might be the first place that lets you know that raising those residential tax rates was perhaps not such a good idea.

## FUNDS

\$57,776

This is where you'll see your current funds balance. The currency of the SimNation is called the Simoleon.

## DATE

12/24/2007

This is the current date of your SimCity. New inventions come along as the years pass (the date especially impacts what kinds of utilities you can build), and demands of your Sims change with the passage of time. The faster your simulation speed is set, the faster time will pass. While the simulation is paused, time stands still.

## SIMULATION SPEED CONTROL



Want time to move slowly, relatively speaking? Want to see the months fly by? You can control how quickly time passes in your city using the **Simulation Speed Control**.

Simulation Speed—Click on one of the four speed categories—Turtle, Llama, Cheetah, or African Swallow—to determine the simulation speed.

**PAUSE SIMULATION** You can halt time's effects by pressing the Pause Simulation button.

**RUN SIMULATION** Unpause the simulation by clicking on Run Simulation.

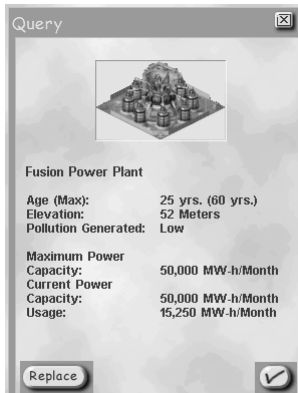
## RCI DEMAND INDICATOR



The **RCI Demand Indicator** tells you at a glance whether your Sims are clamoring for more residential zoning, or if you have zoned for more industrial buildings than are currently needed. Demand is indicated above the letters, oversupply below.



## QUERY TOOL



The **Query Tool** can be used to obtain information on any structure within your city, even trees! Want to know if a certain building or piece of land is supplied with water and power? The information that appears in the **Query Window** will change depending on the structure you query. For instance, if you query a power station, you'll see information about its maximum capacity and current usage. If you query a house, you'll see the density of its residential zone and its land value. To use the **Query Tool**, click on the **Query** icon, then scroll about your **City View** and highlight the item you would like to know more about. Click on the highlighted item, and the **Query Window** appears. A few more things you'll want to know about the **Query Tool**:

### ***New Feature***

#### **ABANDONED BUILDINGS**

If a structure has been abandoned, you can use the **Query Tool** to find out why. This information might help you to revise certain policy decisions you have made as mayor.

#### **MAKE HISTORICAL**

The **Query Window** will ask if you want to give historical designation to certain structures. A building with an historical designation has special protection, but can still be abandoned if you don't take care of it.



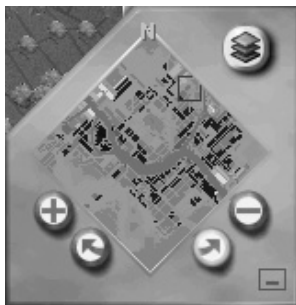
## New Feature

The **Query Window** includes the command that will allow you to replace individual buildings in your city with custom-built architecture you've created or downloaded and saved into your **Building Architect** files. For more information on replacing default *SimCity 3000 Unlimited* buildings with your own, see the section on **Customize your City: User-Made Buildings in SimNation**.

### REPLACE

The **Replace** selection will appear in the **Query Window** for any building that can be replaced with a building from your saved **Building Architect** files. If you click on **Replace**, the **Building Replacement Dialog** will appear.

## NAVIGATION PANEL



The **Navigation Panel** allows you to rotate your map, zoom your view in or out, or go to a specific point in your city. Using the **Layer Views** button, you can also decide to view your city's subterranean systems, or customize your above ground view.

## NAVIGATION MAP

The **Navigation Map** gives you an aerial view of your city's entire terrain. Click anywhere on the map to center your **City View** on that location.



**Rotate Map Clockwise:** Rotates your **Navigation Map** and **City View** clockwise.



**Rotate Map Counterclockwise:** Rotates your **Navigation Map** and **City View** counterclockwise.



**Zoom In:** Zooms your **City View** in one level each click.



**Zoom Out:** Zooms your **City View** out one level each click

## VIEW CITY LAYERS



This button gives you access to the **View City Layers** window. From here you can turn on and off the display of certain city elements and have quick access to **Data Views** in your **City View**. Determine view options by clicking on your selections, then click on **Apply**. Your chosen **City View**, above or below ground or city layer views, will update to reflect your choices. Click on the **Checkmark** to close the window and have the selected view serve as your **City View**.

### ABOVE GROUND

Checking or un-checking these selections allows you to turn on and off elements in your **City View**.

- **Transportation:** Toggles ON/OFF all of the transportation networks in your city.
- **Power Lines:** Toggles ON/OFF all of the power lines in the City View.
- **Flora:** Toggles ON/OFF all the trees in the **City View**.
- **Zoned Buildings:** Toggles ON/OFF all of the zoned residential, commercial, industrial, airport and seaport buildings in the City View.
- **Other Buildings:** Toggles ON/OFF all non-zoned buildings in the **City View**.
- **Zones:** Toggles ON/OFF the zones in the **City View**.

### UNDERGROUND

Any good mayor knows her way around her city's subterranean systems. The **Underground** view gives you a quick way to check out what's going on in the bowels of your town. In both underground views colored areas indicate the following: brown represents open terrain; bluish brown represents where natural

water appears above ground; gray represents where roads are placed above ground; dull orange represents zoned yet undeveloped areas; and bright orange represents zoned and developed areas.

- **Subways:** This underground view shows the city's subway system as well as the underground portion of the subway system transit buildings.
- **Water Pipes:** This underground view displays the underground portion of your water structures as well as the water pipe network. Once watered, an area will appear blue (opposed to bluish brown representing natural water above ground).

## CITY DATA VIEWS

These radio button selections enable display of the selected **Data Views** in your **City View** window. You may only display one set of data at a time.

- **Aura** – the higher the intensity of blue, the better the aura.
- **Crime** – the higher the intensity of red, the more crime.
- **Density** – the higher the intensity of blue, the higher the density in the area.
- **Electric Power** – powered areas vs. non-powered areas. Blue is powered. White is not powered.
- **Flammability** – the higher the intensity of red, the higher the fire hazard.
- **Land Value** – the higher the intensity of blue, the higher the land value.
- **Pollution** – the higher the intensity of red, the higher the pollution.
- **Traffic** – the higher the intensity of red, the higher the density of traffic on that road or transit system.

## APPLY

Once you have adjusted the settings, **Apply** will update your **City View** to reflect your choices. Toggle between view types using the **Above Ground**, **Underground** and **City DataViews** buttons.

## DEFAULT VIEW

Returns all of the above to their original settings, after you click on **Apply**.



## TERRAIN GRID



Click on this to turn ON/OFF the display of the tile grid in your **City View**.

## CHECKMARK

Clicking on the **Checkmark** will apply the current view selection to your **City View** and will close the **View City Layers** window.

## HIDE TOOLBARS



You can use the **Hide Toolbars** button to toggle the information and main toolbars ON/OFF. You might want these interfaces turned off to give you an unobstructed view of your city. You can still use the **Hotkeys** (listed in the **Reference Card**) to get things done.

# MAIN TOOLBAR

The **Information Bar** and the **Navigation Panel** are both means by which you can get up-to-date information about what's going on in your city. Are you ready to act on that information? Think of the **Main Toolbar** as your control center. Using the functions here, you can build, demolish, accept deals with neighboring cities, or reject a bothersome petitioner. Any decision you make will cause endless side effects in your city, unless, of course, you're just taking a snapshot for your own personal photo album. Here are a few general instructions for the functions you'll find in the **Main Toolbar**.

### MENUS AND SUBMENUS

The Main Toolbar contains buttons that can have up to two levels of tools within them. Clicking on a button on the **Main Toolbar** displays the tools that button menu offers. Some of these buttons have a submenu within them. To activate the submenu, simply click and hold on a button. The active tool in the submenu is designated by a **Checkmark**.



Landscape

Zone

Build Transportation

Build Utilities

Place Civic/Special Buildings

Emergency

Meet

Adjust and Review

Change Settings and Exit

## DROP SHADOWS

In order to achieve the exact placement of roads, power lines, etc. in *SimCity 3000 Unlimited*, everything you can place has a **Drop Shadow**. The **Drop Shadow** is a preview of what you are about to place. In general, if the **Drop Shadow** is blue, an item can be placed or built. If the **Drop Shadow** is red, it is not possible to build or place the selected item.

## PLACEMENT

Everything in *SimCity 3000 Unlimited* is placed with a single click of the left mouse button. Items like transportation systems, pipes, wires, and zones can also be placed by clicking and dragging the cursor over an area and then releasing the left mouse button.

## BUILDING COSTS

The cost of construction is actively displayed as you place an item. This cost will be subtracted from your operating funds as you release the left mouse button.

## CANCEL PLACEMENT

You can cancel the placement of any item by holding down the **Shift** key *before* releasing the mouse button. Be careful, if you end up building something where you don't want it, you pay both for its construction and for the demolition crew.

Ready for a rundown of your executive powers? Here we go.

## LANDSCAPE



Need a mountain? Are your Sims clamoring for water? The **Landscape** menu is where you shop for all of your terrain editing needs. When it comes to placing items like trees or surface water (a lake, a river, perhaps a marshy area), a single click or a click and drag of the mouse in the **City View** will place those items. The terrain modifying tools alter your landscape by creating areas of lower or higher elevation, or getting rid of annoying dips and rises that are in the way of construction.

The **Landscape** menu tools are the same as the tools described in the **Terrain Editor** section of **New City Options**. We'll list them here as well as there are a few differences in how they work in the game. Just remember, if you edit your city's terrain before you've started the game, it's free. When you build lakes, or flatten ridges during game play, it costs you precious Simoleans. And, once again, the tools are:



**Plant Trees:** Click on this button and then click, or click and drag, on the tiles where you would like to plant trees. The more you click, or drag, the more trees you'll place. If you click on the same tile repeatedly, your trees will become redwoods, or giant palms (depends on the kind of Trees you chose in your **New City Options** window—a choice you can remake during game play by choosing the **City Options** button from the **Change Settings & Exit** button menu).



**Create Surface Water:** Click on this button and then click, or click and drag, to place ponds, lakes, rivers, or marshlands on undeveloped tiles.



**Lower Terrain:** Clicking on this button will allow you to choose where in your landscape you would like to lower elevations, perhaps creating a canyon, or a river valley. As tiles are lowered, the surrounding terrain will lower as well. You cannot lower terrain if buildings or other structures like bridges are affected.



**Raise Terrain:** Click on this button and you have the power to create mountains. Add some gently rolling hills, or create a precipitous peak. You cannot raise terrain if buildings or other structures like ponds are affected.



**Level Terrain:** Click on this button and you can level terrain at any elevation. Click and drag to choose the area to be leveled. The selected area will level to the height of the first tile selected. This is especially handy when you want to build your new museum into that hillside at the east edge of the city.



**Demolish:** Click on this button and you can take out any Sim-made object, or trees. If you really want to get the job done, you can click and drag over an area to demolish all objects in that entire area.

## ZONE



A city that works well is zoned well. This is an area where you really need to draw on your city planning skills. In the Zone menu, you'll find all of your zoning tools. Zoning means you designate a kind of zone, and the Sims will develop the appropriate buildings within that zone. Zones are placed by clicking and holding the mouse button and then moving the mouse to draw the desired zone shape. You can place a single tile of zone with a single-click of the mouse button. Zone an area residential, only Sim dwellings will be built there. Zone an area heavy industrial, and watch the smelters move in.

What actually builds in the **Residential**, **Commercial**, **Industrial**, **Airport** and **Seaport** zones is up to the Sims. You are merely placing restrictions on types of buildings, kinds of business, and zone densities. But remember, zoning an area **Dense Residential** doesn't necessarily mean that high-rise apartment buildings will immediately appear. You will not see zones develop to their peak capacity until you have created conditions that spur demand for those zones. Keep your eye on your **RCI Demand Indicator** to let you know if your zoning is in line with the needs of your Sims.



## RESIDENTIAL

The density choices are:

- **Light:** Zoning for primarily single family homes.
- **Medium:** Mostly smaller apartment buildings.
- **Dense:** This density includes large apartment buildings and high-rises.



## COMMERCIAL

The density choices are:

- **Light:** You'll see some mom and pop stores, gas stations, and other small business.
- **Medium:** This zone includes medium size office buildings and stores.
- **Dense:** Large office buildings, large stores, and skyscrapers.



## INDUSTRIAL

The density choices are:

- **Light:** Depending on conditions, you'll see agricultural areas, small manufacturing plants, and office buildings.
- **Medium:** This zone includes office parks, factories, and warehouses.
- **Dense:** Mega-industry. Large factories, incinerators, or perhaps gleaming high-tech industry complexes, among other things.



## LANDFILL

Landfills are a cheap way to deal with your garbage, but they destroy the land upon which they are built and lower the land values of surrounding areas. Each tile of landfill can hold up to a certain amount of your Sims's trash. As the landfill reaches capacity you will notice garbage piling up. Use the **Query Tool** on a landfill tile to find out the disposal capacity system-wide. Over time, the garbage in a landfill will decompose. You cannot demolish a landfill while garbage is present, but you may de-zone the area once all of the garbage has decomposed. Once a landfill is de-zoned, you can try to recoup some of the value of the land. Makes you think twice about accepting some of those neighbor trash deals, doesn't it.



## SEAPORT

Zoning a seaport helps industry and commercial zones to grow, and opens an effective means of removing garbage from your city. Seaports must have water access to a neighbor and be at least 2x6 tiles to develop.



## AIRPORT

Available beginning in 1930, airports help your commercial districts grow by bringing travel options into the 20th century. Who knows what travel options may be available in the 21st, 31st, or 41st centuries. Keep SimCitying and you'll find out. Airports need to be at least 3x5 tiles to develop.



## DE-ZONE

As ye shall zone, so shall ye **De-Zone**. The **De-Zone** tool removes any pre-existing zoning ordinances you have passed. In order to **De-Zone** an area, though, you better not be telling the Sims in those nice residential neighborhoods that you're planning on building a hazardous waste burning plant in their midst. You cannot **De-Zone** an area where there are existing buildings, so you may have to demolish the area first.



## DEMOLISH

Click on any Sim-made object to destroy or remove it. Click and drag over an area to demolish all objects in that entire area.





## BUILD TRANSPORTATION

Everything you need to create a smoothly functioning transport network for your Sims is available here, from roads to subway systems, train stations to highway ramps.

Transportation networks are drawn very much like zones, except they can only be drawn in a line (straight or diagonal). The types of transit you can build are: roads, highways, rail, and subway routes. To place a line of any of these items, click and hold the mouse button while moving the mouse where you want to place the object. As long as the **Drop Shadow** highlight is blue, the item will be successfully built. If the terrain or presence of surrounding buildings prevents your route from being placed, the **Drop Shadow** will turn from blue to red. The selected transit type will not be built along the path of the red **Drop Shadow**. See the **Transportation Department** section for more information.

City engineers will jump to your assistance in building some of those trickier transportation elements:

### CONNECTIONS TO NEIGHBORS

To make a connection to one of your neighboring cities, simply draw a road, highway, rail or subway to the edge of your city terrain. The city engineers will ask if you wish to build a connection and will apprise you of the cost. If you accept the cost, they will construct the connection.

### BRIDGES

To build a road, highway or rail bridge, drag the **Drop Shadow** for the selected transit type across a body of water. The line must go straight across the water. The blue highlight will let you know that bridge construction is possible. The city engineers will let you know the cost of the span, and, if you accept, they'll build you the bridge you need.

### TUNNELS

A road, highway or rail tunnel will be recommended by the city engineers when traversing mountainous terrain. Drag the transit **Drop Shadow** to the base of steep terrain. If the underground distance is sufficient for the tunnel to be constructed (six tiles minimum), the city engineers will ask if you wish a tunnel to be bored. And, of course, they'll let you know the cost of this construction. If you dole out the Simoleans, the city engineers will get busy digging, and you'll be able to build routes to and from the tunnel exit and entrance.

The Build Transportation menu offers you the following construction options:



## ROAD

Roads can be placed as a single tile, or clicked and dragged to be placed in straight or diagonal lines.



## HIGHWAY

Available beginning in 1940, highways are elevated, high-capacity roads. They allow traffic to travel more efficiently over greater distances. You'll find two tools under the **Highway** menu.

- **Highway:** To build a highway, select a location and drag the highway tool across the terrain, release the mouse button to place the highway.
- **On-Ramp:** To place an on-ramp to a highway, you must first have a road to highway intersection or highway to highway intersection. Position the **On-Ramp Tool** in the tile adjacent to any corner of the intersection and single-click. An on-ramp will be built.



## BUS STOP

Available beginning in 1920, bus stops must be placed adjacent to a road tile to be effective. Remember, Sims don't like to walk very far, so if you want a bus system to be effective, make the stops convenient for your Sims.



**Sims need bus stops only to get on the city busses. They can get off anywhere they like. You might want to factor this into your bus route planning.**



## RAIL

Sims won't ride your trains unless you've built a train station to give them access. Within this button, you have access to:

- **Lay Rail:** Trains run on rail.
- **Train Station:** Train stations are where Sims get on and off the rail. Train stations must be placed adjacent to rail to be effective.



## SUBWAY

Selecting the **Lay Subway Rail** tool will automatically place you in the underground view. The colors in this view indicate what you would see above ground; brown is open terrain (the darkest brown indicates terrain you can not build subways on), gray represents above ground road or rail, dull orange is zoned yet undeveloped area, and bright orange is zoned and developed area. Placing a **Subway Station** will leave you in the current **City View**, but these stations are visible in both above ground and underground views. The following items are available in the **Subway** submenu:

- **Lay Subway Rail:** Available beginning in 1912, subway is underground rail. Trains transport your Sims in tunnels built under your city.
- **Subway Station:** Also available beginning in 1912, subway stations provide your Sims access to the subway routes you've built. Stations must be placed adjacent to the subway rail to be effective.



## SUBWAY TO RAIL CONNECTION

A necessary structure for mayors who believe in mass transit, this structure allows Sims to transfer from train to subway and vice-versa. To be effective, this building needs to be placed directly adjacent to both subway rail and train track.



## DEMOLISH

Does just what it says. Clicking on any Sim-made object (as well as trees) with this tool destroys or removes it.

## BUILD UTILITIES



Utilities are not very glamorous, but your Sims will move on in a hurry if you haven't provided them with power, water, and garbage disposal. As time progresses in your city, new technology becomes available for you to provide these necessities to your Sims. New technology may cost a little more up front, but, in general, is more efficient and less polluting. Each utility includes buildings or structures that serve specific functions. Utility buildings require connection to developed zones in order to function. So be sure to connect your water structures to pipes, power structures to power lines (if necessary), and garbage disposal areas to roads. Here's the rundown of your utility-building capabilities:



## POWER LINES

The **Power Line** tool gives you the ability to place high voltage power lines. You can lay power lines in much the same manner you do roads. Sometimes high tension power lines are necessary. See the **Utilities Department** for more information.



## POWER PLANTS

You will have a selection of up to nine different power plants with which to grace your city. Inventions occur during the course of time. Some of these plants will only become available as they are invented. Here's a full list of possible power plants:

- **Coal Power:** An inexpensive power plant to build, but costly in terms of the amount of pollution it creates. This plant is good for starting out, especially in cities which are developing in the early 1900s, but you'll probably want to replace it over time with a source of power that is less polluting. The coal power plant becomes available in 1900.
- **Oil Power:** Oil power plants don't produce a lot of power, and they tend to pollute a fair amount. But, hey, they're inexpensive! The oil power plant also becomes available in 1900.
- **Gas Power:** You don't get much power for the cost of natural gas, but these plants pollute less than the fossil fuel plants, and less smog makes for happier Sims. The gas power plant becomes available in 1955.
- **Nuclear Power:** Please be careful when handling a nuclear plant. Why? The possibility of an explosion and nuclear meltdown is very real if these plants are used over their capacity. Use your **Query Tool** to keep an eye on any nuclear plants you build. Nuclear power becomes available in 1965.
- **Wind Power:** Wind power is very clean. You'll need many wind generators to power even a small sized city. Place these structures on top of hills to be most effective. If you play it right, these little guys can provide clean, inexpensive power to smaller cities. Wind power becomes available in 1980.
- **Solar Power:** Ah, the sun. Solar power is rather expensive to maintain, but it's very clean and may someday save this planet when fossil fuels run out. Solar power becomes available in 1990.

- **Microwave Power:** A satellite up in space collects solar energy 24 hours a day and then beams it down to your Sims as microwaves. Microwave power becomes available in 2020.
- **Fusion Power:** This plant won't be available until 2050, but once you can get it, you'll be glad you did. Fusion power, though expensive, is clean, efficient, and powerful.



## WATER PIPES

This **Water Pipes** tool allows you to build systems of water pipes that will carry large amounts of water to an area. Selecting this tool will automatically place you in the underground view. **Water Pipes** are built in the same manner as roads—select the Water Pipes tool, select where you would like to begin laying pipe, and hold your mouse button down while moving it to direct placement of the pipeline. A **Drop Shadow** will appear to show you where your pipe will be installed. Water pipes will provide water 7 tiles out in each direction. See the **Utilities Department** for more information.



## WATER STRUCTURES

Something needs to get the water into those pipes. Water structures are necessary for a working water system. You must connect these structures via pipes to the developed areas of your city. **Water Structures** come in the following forms:

- **Pumping Station:** Pumping stations hold and process the water that the Sims drink. They must be placed directly next to a source of fresh water to pump at full capacity. Remember, you can create surface water with the **Landscape Tool**.
- **Water Tower:** Water towers are a smaller capacity version of a water pumping station. They draw water from underground springs so they can be placed anywhere and run at full capacity.
- **Water Treatment Plant:** Available beginning in 1935, water treatment plants lower the amount of pollution in the water.
- **Desalinization Plant:** Available beginning in 1960, desalinization plants convert otherwise unusable seawater into drinking water. It's the wave of the future. These must be placed directly next to salt water in order to run at full capacity.



## GARBAGE DISPOSAL

The following structures, available in the **Waste Management Buildings** window, allow you to manage your garbage. Remember, **Landfills** are zoned areas, and are designated in the **Zone** menu.

- **Recycling Center:** Available beginning in 1970, recycling centers help lower the amount of garbage that is taken to landfills and incinerators. Building recycling centers also pleases your environmentally-minded Sims.
- **Incinerator:** Available beginning in 1920, incinerators can dispose of large amounts of garbage, but create a lot of air pollution.
- **Waste To Energy Incinerator:** Available beginning in 2000, this incinerator provides power as it burns garbage. Your trash is treasure as it is converted to usable energy within this structure.



## DEMOLISH

Familiar with this yet? Does just what it says. Clicking on any Sim-made object (as well as trees) with this tool destroys or removes it.



To demolish a historical building, you must first uncheck the **Make Historical** box in the **Query Window**.

## PLACE CIVIC/SPECIAL BUILDINGS



You would like to build the mayor's house that your grateful Sims have offered? Perhaps you would like to improve education in your city by building a college. Increase tourism and city pride with a landmark? It's all here. Government buildings such as hospitals, police stations, and schools can be found here, as can city landmarks from around the world. Here's a rundown of what this menu offers. Most of these buildings will show up as **Government Zones**.



## POLICE

- **Police Station:** The presence of police stations helps lower the crime level in your city, and provides you with police dispatch units in times of emergency. Each police station has a range of coverage which you can check out in your **View Data** window. The presence of police and fire stations also helps boost land value.
- **Jail:** Provides a place to keep your criminals, otherwise they go back out onto the streets.



For more information on combating crime, speak with your **Public Safety Advisor** in the manual section on the **Public Safety Department**.



## FIRE STATION

Use this tool to build a fire station. Fire stations also have ranges of coverage. Check out how well you've protected your Sims in the **View Data** window. For more information on flammability, consult your **Public Safety Department**.



## HEALTH AND EDUCATION

Building a hospital, school, or a library will help to increase your Sims's health and education levels. This may in turn attract more Sims to your city, as well as high-tech industries. To know more about how you can keep your Sims healthy and well-read, check out the information in the **Health, Education and Aura Department** section in this guide.

- **Hospital:** Sims are very concerned about health issues. They like to know doctors are available when illness strikes. Each hospital can handle a certain amount of patients. You'll need to keep track of how your hospitals are doing. Having an insufficient number of hospitals can result in a shorter life span for your Sims.
- **School:** An essential investment toward the education of your Sim population. Each school has a limited capacity. You'll need to support your growing population with an adequate number of schools.



- **College:** Colleges are another essential component to the education of your Sim population, especially if you want to attract high-tech industry to your city. Each college can enroll a limited number of students. Make sure you provide an adequate number of colleges to satisfy your Sims's thirst for knowledge.
- **Library:** Libraries help keep adult Sims sharp, and improve your city's aura.
- **Museum:** Museums keep adult Sims entertained and knowledgeable.



## PARKS AND RECREATION

These structures add to a city's feeling of well-being, and also increase the health and happiness of your Sims. A city which combines a healthy economy with plenty of recreation becomes very desirable for Sims seeking new homes. Again, the **Health, Education and Aura Department** will provide you with more information on maintaining Sim well-being. As mayor, you can order construction of the following:

- **Small Park:** Ah, a nice quiet park where your Sims can enjoy a sunny day.
- **Large Park:** A larger open space where your Sims can relax and have picnics.
- **Fountain:** Nice for downtown areas and entrances to high-end neighborhoods.
- **Pond:** A nice place for Sims to picnic and feed the ducks.
- **Playground:** Young Sims love a place to play. A nice addition to residential neighborhoods.
- **Marina:** Even if you get seasick, many of your Sims love to go boating. Provide them with a place to house and launch their vessels.
- **Zoo:** Sims of all ages love to see the wondrous beasts at the zoo. If you find the RCI indicates a plateau of the residential zone demand, try adding a zoo and watch the demand grow.
- **Sports Park:** A place where your Sims can join together and burn some calories while having fun.



## New Feature



### LANDMARKS

Want to place a signature building in your city? In *SimCity 3000 Unlimited*, you have more landmark buildings available to you than ever before! When you select this option, a browse window opens that allows you to pick a famous landmark building to add to your city's skyline.

- ◆ If you have already placed a specific landmark building, and you try to place it again, a message will appear letting you know that landmark already graces your fair city. You can only place one of each landmark in a city.
- ◆ Feel free to mix and match landmark buildings from all different countries and cities!



### REWARDS & OPPORTUNITIES

Occasionally you are given a special building as a gift or approached with an opportunity from a Petitioner. Whenever this happens, and we hope it happens often, come to this window to place these special buildings. Each building has a description, so you'll know exactly what you are about to place. You can place these buildings immediately as they become available or decide to wait until you feel the moment is right.



### DEMOLISH

Does just what it says. Clicking on any Sim-made object (as well as trees) with this tool destroys or removes it.

## EMERGENCY



New millenniums seem to bring on more opportunities for disaster. Just when we think we have our cities under control, everything running smoothly, the unexpected occurs. Or are you one of those mayors who thrive on crisis? You'll find ample outlet for keeping yourself and your Sims on edge as you use the tools to fight or create disasters. Disaster-minded mayors can go to the **Public Safety Department** for additional information. One reminder: when a disaster occurs, the simulation speed defaults to disaster mode, and you cannot change the speed to make the disaster go away more quickly. Just like your Sims, you'll have to sit and wait it out, or use whatever tools are at your disposal to mitigate the



damage. Mayors who are just too jittery to contemplate even the possibility of a disaster can turn disasters off by using the **Disasters** toggle in the **New City Options** window or from the **City Options** button in the **Change Settings & Exit** menu. Okay, here's your arsenal.



## GO TO DISASTER

When a disaster is happening in your city, this button will center your **City View** on the location. If there is more than one disaster happening at a time, pressing this button centers your **City View** from one emergency to the next in the order in which the disasters started.



## ACTIVATE WARNING SIREN

Keep your eyes on the **News Ticker**. When disastrous events are hinted at, you can use this button to give your Sims an early warning. Sims will respond by getting off the streets. Be careful, though. After too many false alarms, the Sims aren't likely to heed your cries.



## DISPATCH POLICE

Police will fight various crimes. Police men and women are especially handy when it comes to rioting Sims. To dispatch police units, select this button, then click on a tile in the **City View** window as close to the "incident" as possible. The police will rush to the scene, indicated by a blue dispatch icon. As long as you are funding the department adequately, you'll only need to dispatch police to crises occurring outside police precincts. Check the **View Data** options to see precinct coverage.



## DISPATCH FIREFIGHTERS

Firefighters put out fires. To dispatch firefighting units, select this button, then click on a tile in your **City View** as close to the fire as possible. Firemen will rush to the blaze, as indicated by a red dispatch icon. If you have adequate fire coverage due to the proper placement of precincts, you won't need to use this tool to signal your firefighters. You only need to signal a dispatch when an emergency occurs outside of a precinct, as long as you are funding the department adequately. Check the **View Data** options to see how much of your city is protected.

## New Feature



### DISPATCH CROP DUSTERS

Your defense against the locusts descending upon your fine SimCity is to dispatch **Crop Dusters** to poison the crops the locusts eat. Then the locusts eat the poisonous crops and their reign of destruction ends.

To dispatch the Crop Dusters click on the plane icon in the **Disasters Menu**. Then click on the area you want the Crop Dusters to spray. Notice the dispatch icon appears. This is just like when you dispatch police or firemen. Soon, the Crop Dusters will fly in and spray the vegetation in the general area of the dispatch icon. You may dispatch up to 3 crop dusting planes at once. Try to spray areas you think the locusts will attack, or as a last resort, aim directly at the bugs themselves!



### START DISASTER

Every now and then you may get the desire to wreak havoc on your city. Here's the place to come to scratch that evil itch. Just click on your selection, and watch the disaster begin.

- **Fire:** Burn, baby, burn!
- **Tornado:** Mobile home owners watch out!
- **Earthquake:** Shake those plates!
- **Riot:** Power to the Sims!
- **UFO:** Little green men!

## New Feature

- **Toxic Cloud:** Industry meltdown, clear the streets!



## New Feature

- **Whirlpool:** The briny fights back!

## New Feature

- **Plague of Locusts:** Grasshoppers on steroids!

## New Feature

- **Space Junk:** Smashing satellite shards!

## MEET



Want some tips on building a functioning water supply system? Has an advisor indicated the need for an audience? Is a petitioner pushing for a new city ordinance? A neighbor wants a deal? Open the **Meet Advisors and Petitioners** window by clicking on this button, and you'll have instant access to all of those people who have been waiting so patiently to speak with you.

The great thing about Sims is that they believe in being active members of their community. When one of your Sims has something to say, he won't hesitate to do so. And your advisors are always eager to share their opinions about pending policy decisions. Just remember, each one of these Sims has their own point of view. You can't always depend on your Sims for unbiased information.

For the most part, your mayoral duties will bring you into contact with the following Sims: **Advisors, Petitioners, and Neighbors.**

## ADVISORS



A group of seven **Advisors** are always available to help you with the many aspects of being Mayor. Your **Advisors** represent the following departments: **Finances**; **Transportation**; **City Planning**; **Environment**; **Public Safety**; **Health, Education & Aura (HEA)**; and **Utilities**. You'll learn more about each advisor in the **City Departments** section of this guide.

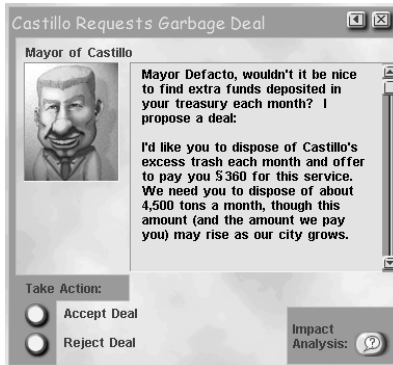
To meet with an Advisor open the **Advisors** and **Petitioners Window** from the **Meet** button on the **Main Toolbar**.

1. Select the Advisor you wish to meet by clicking on his or her picture in the top half of the **Advisors and Petitioners Window**. Each Advisor has a list of relevant **News Topics**, **Briefings** and **Department Ordinances** he or she may want to discuss.
2. Choose the type of information you wish to discuss from the selection box: **News Topics**, **Briefings** or **Ordinances**.
3. The list of topics will update to reflect your choice of topic.
4. Select from the list of topics by double clicking on a message.
5. When you are done reading any specific message, click the X in the upper right corner of the message window to close it, or use the left arrow button to return to the previous screen.

Advisors keep up with all developments in your city. They'll give you up-to-the-minute feedback on issues relating to their departments.



# PETITIONERS



5

THE JOY OF MAYORING

**Petitioners** can be one of your friendly Sims offering a suggestion to the Mayor of a Neighboring Town. Usually, **Petitioners** want something, even when it sounds as if they are the ones doing the giving. **Petitioners** are located at the bottom of the **Meet Advisors and Petitioners** window, which you access from the **Meet** button in the **Main Toolbar**. Once there, click on any **Petitioner** to see what they have to say. They may be offering you a deal or complaining about the way you are doing your job.

In the above example, the Mayor of one of your neighboring cities is offering you a deal. It's always a good idea to assess the pros and cons of any petitioner deals that come your way. The first thing you may want to do is consult with one of your Advisors.

1. Consult your Advisor by clicking on the **Impact Analysis** button.
  2. When you are done reading, click the **Checkmark** to take you back to the previous screen.
  3. Once you know what you're dealing with, you can either **Accept** or **Reject** the offer. If you reject the offer, the Petitioner leaves. Sometimes they never come back. If you accept the offer, it goes into immediate effect, unless you need to place a building to complete the deal.
- ◆ Sometimes a Petitioner pops up just to give you some information. When there is no decision to be made, you can click on the **X** in the upper right corner to close the message.
  - ◆ If you don't want to hear from a certain Petitioner again, click on **Dismiss Petitioner**. This will keep him or her out of your office for a little while.

If you need to place a building to complete the deal, select the **Rewards & Opportunities** button from within the **Place Civic/Special Buildings** menu on the **Main Toolbar**. This opens the **Rewards & Opportunities** window, from which you can select the appropriate building for construction.

## NEIGHBORS



Your neighboring cities can provide critical resources or even cash flow to your city by setting up deals to trade for power, water, or garbage disposal. To enter into a deal with your neighbor you must first construct a connection at your border. See the **Utilities Department** and **Environmental Department** sections for more details on **Neighbor Deals**.

- **Power:** To exchange power, you need a power line connecting your city to one of your neighboring cities.
- **Water:** A water deal requires a water pipe connection to one of your neighboring cities.
- **Garbage Disposal:** If you are looking to make a deal for garbage disposal, you will need a road, highway, rail or seaport connection.

When these connections are in place and the conditions are right (you have excess or insufficient resources or disposal means), the Mayor of the neighboring city will approach you via the **Petitioners Meet** window with terms for an import or export deal. Deals are updated periodically to reflect both your city's and the neighboring city's needs.



You can check up on your neighbors as well as any active **Neighbor Deals** at any time by clicking on **Adjust & Review** on the **Main Toolbar** and selecting **Neighbors**. The **Neighbors** window shows each of your neighboring cities, their population, names and locations as well as details on all current deals.

- ◆ To check greater detail on any deal, highlight the deal in question and then click the **Meet With Neighbor** button.
- ◆ To cancel a deal, select the appropriate deal and then press the **Discuss Deal** button. From there you can choose to terminate the current deal. Remember, this could result in a hefty termination fee.

## ADJUST & REVIEW



This menu contains tools to help you make executive level changes to the way your city functions. Or you can take some pictures for your scrapbook. Executives need scrapbooks. What better way to remember when your city was just a small suburb? Or to share your developmental pride with other mayors? Besides snapshot taking capabilities, you can also access important data via various high-tech maps and charts of your city's current or historical status. Important information, just not so fun for the scrapbook.

Here's a rundown of these high level tools. We'll start with the scrapbook.

### **New Feature**

## TAKE SNAPSHOTS



*SimCity 3000 Unlimited* gives you the ability to take customized screenshots of your city. You can describe your photos, and they'll automatically be saved in a photo album made especially for your city. Keep this pictorial record for yourself, or swap pics with other mayors. You may be especially proud of a certain bit of city planning, or perhaps you want to share before and after pictures of a transformed town. It's up to you.

Here's how your camera works.

1. Click on the **Take Snapshots** button in the **Adjust and Review** menu. Choose the size of your snapshot—small, medium, or large. The default size is medium.



2. Your cursor is now a **Snapshots Cursor**, which you can move about your **City View** to frame your image. You can take a snapshot of any area, at any zoom level.
3. While trying to frame your picture, you can use the **Spacebar** to cycle through the available snapshot sizes.
4. Ready? Left-click your mouse button and voila! You have preserved an image of your city!
5. Once you've taken a snapshot, you'll see the **View Snapshots** window.



- ◆ Don't like the picture? Click **Delete** to remove it.
- ◆ It's a keeper? You'll see your city's name, mayor name, date, current population, and funds listed at the right of the image. Underneath the image, you may enter a brief description of your photo.
- ◆ At right, you'll see a list of photo albums. When you take a snapshot, a **photo album** is created for your city and appears here.
- ◆ To **Save** your photo and its description, click on the **Checkmark**.

## New Feature



### VIEW SNAPSHOTS

When you wish to review or edit your snapshots, click on the **View Snapshots** button. Sit back and get all misty-eyed as you see how your cities (and perhaps your mayoral skills) have grown. Clicking on the **View Snapshots** button will open the **View Snapshots** window, described above. Here are a few more things you'll want to know about this window:



- ◆ Choose the **city photo album** you'd like to view from the list on the right. Albums are saved to a default folder on your hard drive.
- ◆ Photos are arranged chronologically within each city's album. Use the arrows at either side of the snapshot description to view photos taken before or after the displayed image.
- ◆ You may edit the photo's description by entering new text.
- ◆ The + button will enlarge the current photo, so you can get a closer look. Use the left arrow button to return to the smaller view.
- ◆ Want to trash a snapshot? Click on **Delete**.
- ◆ Click on the **Checkmark** to save your editing and return to the **City View**.



## BUDGET

Click on the **Budget** button to open the **Budget** window any time you want to review or manage your city's finances. For more information on your financial affairs, see the section on your **Financial Department** in this guide.



## NEIGHBORS

You can check on your neighbors as well as adjust and check on current neighbor deals in this window. For more information on neighbors and deals see the section on **Neighbors** under the **Meet** function and your **Utilities Department** section in this guide.



## ORDINANCES

You always wanted to enact laws, didn't you? Will there be parking fines in your city? A clean industry incentive? Ordinances are a means for you to protect your Sims, generate (or spend) income, and direct the development of your city. Petitioners will ask you to enact certain ordinances, but be advised that almost any ordinance you put into effect will greatly please some and outrage others. You can access ordinances through the **Ordinance** window. Here you'll see each ordinance and it's yearly cost (or addition) to the city budget. The **Ordinance** window can also be accessed from the **Budget** window. To find out information on each ordinance, check with your advisors. Each Advisor will provide information on ordinances that affect their department.

## New Feature



### SCENARIO STATUS

This button functions only when you are playing *SimCity 3000 Unlimited* in scenario mode. Click here to check on the scenario status. A pop-up window will inform you of original goals, any subsequent goals, and will indicate which goals have been satisfied.



### VIEW DATA

From this button you have access to all of the maps, charts, and graphs that are kept up by your Advisors.

### DATA MAPS

**Data Maps** show how specific areas of your city are functioning. Each map has a legend in the bottom right corner that explains what data you are viewing. You can also access **Data Maps** using the **View City Layers** button in the Navigation Panel.

- ◆ You can use any of the data maps as your **Navigation Map** by clicking the **Use As Map** button in the **Data View** window.
- ◆ To see the information from each data map in your **City View**, use the **View City Layers** button in the **Navigation Panel**.

The following maps are always available to you:

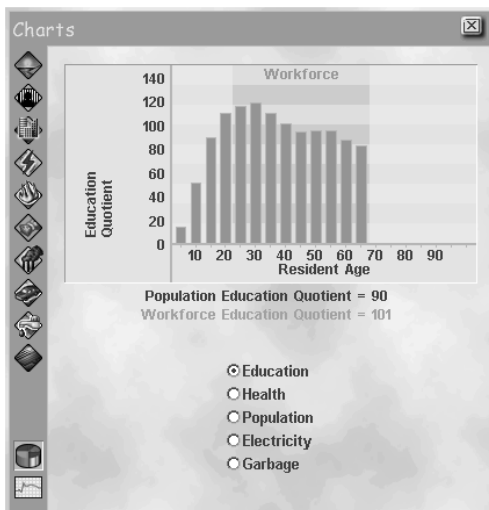
- **Aura Data Map:** Aura shows the overall happiness in a city. This map gives you an idea of what areas are in a better mood than others.
- **Crime Data Map:** This map shows you not only where crime is a problem, but where you've set up police stations and their precincts. Precincts are represented as circles surrounding a dot, which denotes the location of a police station.
- **Density Data Map:** With this map you can see the areas where Sims are moving in. The various densities of each zone are made visible here.
- **Power Data Map:** You are able to see areas that are powered, and those still lacking power with this map. The map shows roads, power lines, and dots that represent power plants.





- **Flammability Data Map:** The city's flammability as well as fire stations and their precincts are found here. When viewed as a map, you can see roads and dots with circles around them. This represents the station and its precinct.
- **Land Value Data Map:** This map shows the varying land values throughout your city.
- **Pollution Data Map:** The city's pollution is segmented on this map, showing where air pollution, water pollution, and garbage are a problem. When viewed as a map, only landfills, litter tiles, and roads will be visible. Litter tiles, our dear Mayor, are places where the garbage has gotten so out of control that it is swallowing up any available space.
- **Traffic and Transportation Data Map:** Traffic density for both road and rail is displayed in this map—as well as structures representing any type of public transportation, including bus stops, rail stops, and subway stations.
- **Water Supply Data Map:** Check out which areas are supplied with water.
- **Zones Data Map:** This map shows the location and area of each zone type in your city.

## CHARTS



There are five different charts available to you. They are as follows:

- **Education:** This chart shows the Education Quotient (EQ) of your Sims at their various ages. The EQ of your work force is very important. When this level gets high enough, you can see all kinds of positive changes occur in your city, not the least of which is nasty polluting industries leaving to make room for cleaner, high-tech industries.
- **Health:** This chart helps you keep track of your Sims's Life Expectancies. The higher this level, the longer your Sims live. The longer they live, the longer they work, which means a larger work force.
- **Population:** Here you can see what percentage of your population makes up your work force. You can also see your city's total population.
- **Electricity:** This chart shows you a breakdown of the different Power Plant types in your city as well as a breakdown of the percentage of the total power they are contributing. You can also find out how much electricity is produced annually.
- **Garbage:** Here you are shown a breakdown of the different methods you are employing to get rid of garbage in your city. You can find out which method is dealing with what percentage of your garbage. You'll also be able to see how much garbage your Sims are producing annually.

## GRAPHS





The Graphs window can show you the status of a variety of items over a period of time. You can view more than one set of data at a time to check for correlations. You can view the graph in increments of 1, 10 or 100 years, depending on the scope of information you want.

- **Approval Rating:** Global Aura vs. Time
- **Pollution:** Combined Pollution Level vs. Time
- **Crime:** Crime Level vs. Time
- **Residents:** Sims living in the city vs. Time
- **Education:** Education Level vs. Time
- **Health:** Health Level vs. Time
- **Land Value:** Overall City Value vs. Time
- **Traffic:** Traffic Density vs. Time
- **Funds:** Operating Funds vs. Time
- **City Size:** City population (includes Residential, Commercial, and Industry populations) vs. Time
- **Commerce:** Sims employed by Commerce vs. Time
- **Industry:** Sims employed by Industry vs. Time
- **National Population:** National Population vs. Time
- **Unemployment:** Unemployment Level vs. Time
- **Power %:** Power Usage vs. Time
- **Water %:** Water Usage vs. Time



## CHANGE SETTINGS & EXIT

Set preferences, change your city's look, add some buildings, or go to a different city or scenario. You can do it all here. And if you are exhausted from your mayoral efforts, you may exit back to the mundane world.



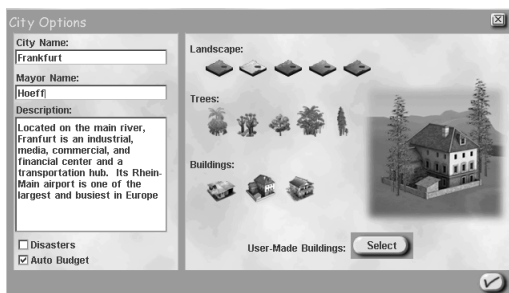
## PREFERENCES

This button opens the **Preferences** window that also is accessed in the **Opening** menu. You can reset your choices here during game play. These settings will be saved with each city. See **Preferences** in the **Opening** menu section for more information.

## New Feature



## CITY OPTIONS



Clicking here will take you to the **City Options** window. This window consists of the overall city design choices that you can also make in the **New City Options** window accessed from the **Opening menu**. See the **New City Options** above for more information.

Have you tired of the desert palette and palm trees you chose at the beginning of the game? Change it now, and see your city transform. Want to change the name by which your Sims address you? It's up to you. You can also choose **User-made Buildings** to replace buildings in your city with customized creations. For more information on building replacement, see the section on **Customize Your City: Building Replacement in SimNation**. **City Options** are not available when playing a scenario.



## SAVE CITY

This allows you to save the city you are currently working on.



## SAVE AS

This opens the **Save** window allowing you to save and re-name the city your are currently working on.



## LOAD CITY

This button gives you the option of loading a Saved City, a Starter Town, a Real City Terrain, or a Scenario. You will be given the option of saving the city you are currently working on first.



## NEW CITY

Selecting this button allows you to start a new city. You will be given the option of saving the city you are currently working on.



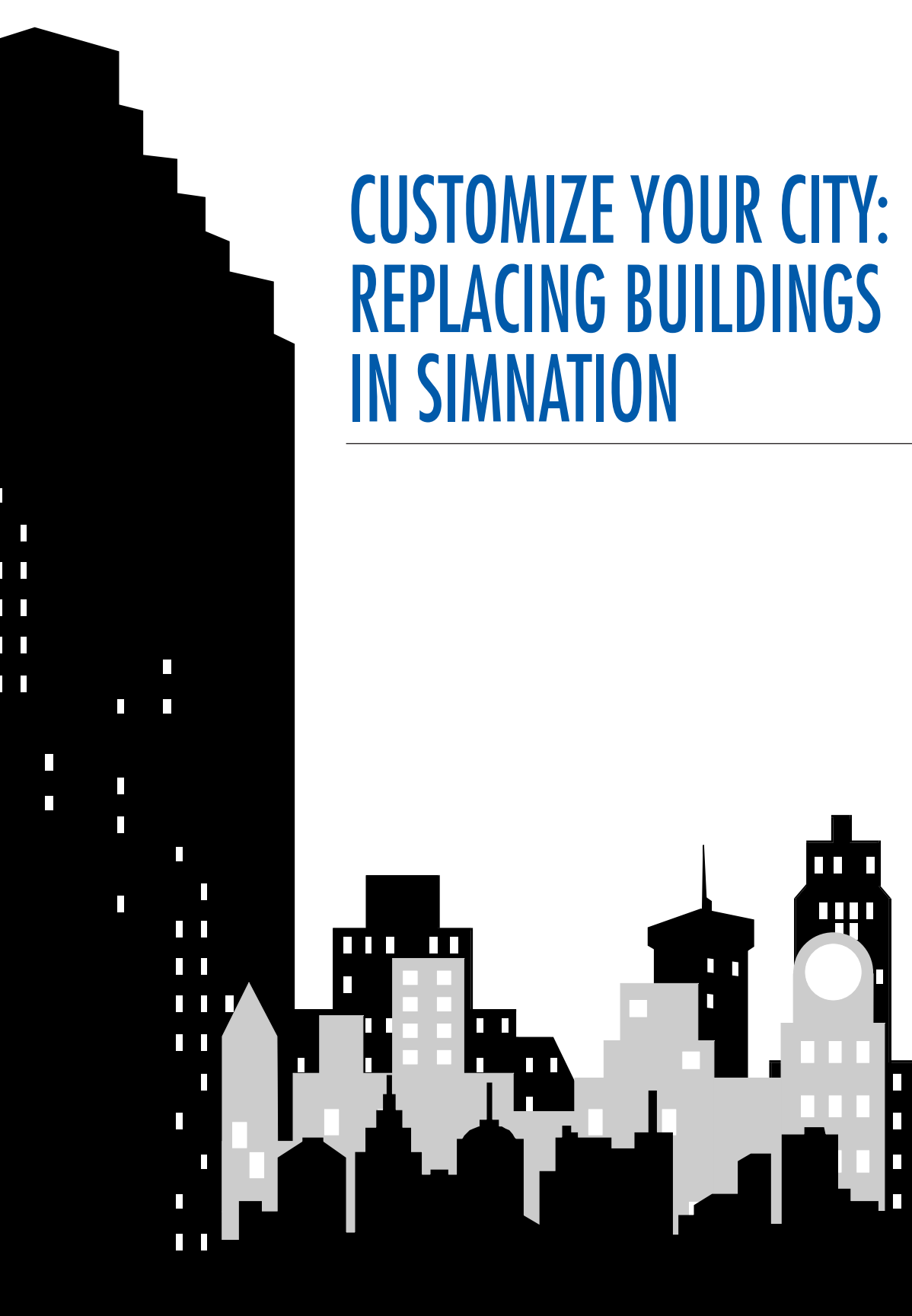
## EXIT

Just like it sounds. When you've had your fill of complete power, you can click this button to go back to the real world. You will be prompted to save your city before exiting.



# CUSTOMIZE YOUR CITY: REPLACING BUILDINGS IN SIMNATION

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# CUSTOMIZE YOUR CITY: REPLACING BUILDINGS IN SIMNATION

## ***New Feature***

Are you especially fond of Bauhaus architecture? Or perhaps you go more for the Notre Dame kind of thing. Gargoyles are a beautiful example of form following function, don't you think? Whether you prefer post-modern or rococo, *SimCity 3000 Unlimited* gives any Mayor the power to customize city skylines to reflect personal tastes. And it all happens with a few clicks of your mouse button!

*SimCity 3000 Unlimited* lets you replace buildings in your city while you are playing the game. You can choose to replace one building at a time, or many. You can even choose which custom buildings will appear in your city before the city is built! Some custom buildings are already provided, or to expand your possibilities, you can download buildings built by others from SimCity.com. And you can always create your own, you Michelangelo you.

Sound complicated? It's not. Whether you are a newly-minted mayor or an already revered SimNation architect, placing custom buildings in your city is a breeze. As for you novices out there, once you get a taste of the artistic possibilities open to you as mayor, you may not be satisfied with merely *placing* custom buildings. You may discover the need to begin *creating* them. With the **SimCity 3000 Building Architect Plus** you can build that skyscraper you designed at the beach ten years ago. But we won't be covering how you build your dreams here. See the section on the **SimCity 3000 Building Architect Plus** for more architectural information.

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CUSTOMIZE YOUR CITY

## CITY CUSTOMIZATION CONTROLS

You can access the **Building Replacement** tools from three sites while in SimCity.

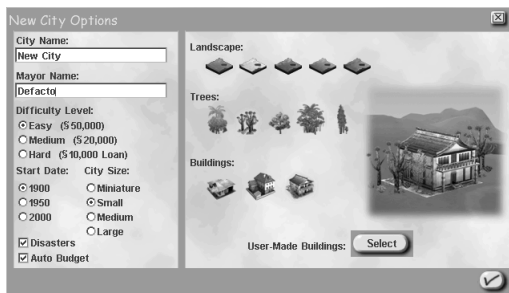


**Query Tool:** Use the **Query Tool** during game play to replace individual buildings.



**City Options:** Use the **City Options** button from within the **Change Settings & Exit** menu to replace individual or multiple buildings in your current city. This will take you to the **City Options** window, where you can get to your **Building Replacement** tools through the **User-Made Buildings** button.

**Start New City:** When you select this button from the **Opening Menu**, you will open the **New City Options** window. Once again, use the **User-Made Buildings** button to signal use of custom buildings in place of regular SimCity buildings. The difference here is that you are telling the game to use your custom buildings before your city is even built.



Let's start with single building replacement and move on from there.

## REPLACING INDIVIDUAL BUILDINGS

Using the **Query Tool** is the easiest way to place custom buildings in your city. Although you may **Query** an individual building, you are not replacing only that building, but all instances of that building which occur in your city. This makes it easy to quickly give your city a customized look.



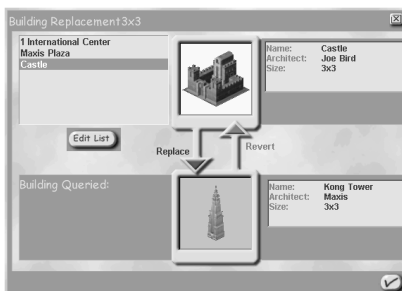
- Use the **Query Tool** and click on the building in your city you would like to replace. In the **Query Window**, you'll see a picture of the building along with information about the building. If the building you've selected is replaceable, you'll see the **Replace** button in the lower left corner of the window.



If the queried building has already been replaced, its background in the **Query Window** will be light yellow and the architect's name, if provided, will appear.

- Click on Replace to open the Building Replacement window.

## BUILDING REPLACEMENT WINDOW



Here's the **Building Replacement** window. You should see the building you've selected for replacement at the bottom of the window, in the **Building Queried** section. You'll see the name, architect, and tile size of the selected building to the right of its image.

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CUSTOMIZE YOUR CITY

Now you need to choose the building with which you're going to replace the original structure.

## BUILDING LIST



You will see an alphabetical list of buildings ready for use in *SimCity 3000 Unlimited*. The list will only include buildings the same tile size as the building you have queried. We'll talk about getting more custom buildings ready for use in the game later.

- ◆ When the window opens, the first building on the **Building List** will be highlighted, and you'll see its image and description at the top of the screen.
- ◆ Scroll through the list and select buildings by clicking on the name in the list. As each building is selected, its image and description will display.
- ◆ Made a choice? Great. You are ready to customize.



You can only replace existing buildings with custom buildings that are the same size (or "tile size" as we call it at Maxis). You'll see the tile size for each building listed in the text to the right of its image. You can replace a 4x4 building only with another 4x4 building.

## REPLACE



When you've chosen a building from the **Building List**, the **Replace** button will become bright green, meaning it is "active."

- ◆ When the **Replace** button goes from gray to green, it is active.



- ◆ Click on **Replace**. The original building will now be replaced with the chosen structure from the **Building List**. The image will look like this:



- ◆ See that folded-over corner on the replacement image? That's your **Peek-a-boo Tab**. Everyone should have one. If you click and hold on the **Peek-a-boo Tab**, you'll see the image of the building that was replaced. When you let go of the mouse button, the replacement building, complete with **Peek-a-boo Tab** will reappear.

## REVERT

Once you've hit the **Replace** button successfully, the **Revert** button will 'light up' and become active.

Change your mind? Want the original building back?

- ◆ Click the **Revert** button and the original building will reappear in the **Building Queried** space, discarding the replacement building.
- ◆ You can also use this process to bring back an original building long after it has been replaced. If the building you selected with the **Query Tool** is already a replacement, the yellow background and **Peek-a-boo Tab** will indicate that fact. Of course, you are free to choose a different building from your list to replace the replacement, ad infinitum.

## COMPLETING THE PROCESS

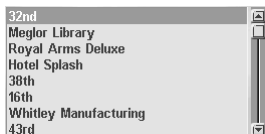
Ready to tell the City Engineers it's a go?

- ◆ If you've made your choice, and you're ready to see the effects of the demolition/construction process, click on the **Checkmark** to save the changes you've made.
- ◆ Presto! Wherever the originally queried building appeared, it has now been replaced with your **User-Made Building**. You have already had an impact on your city's skyline, and you've only changed one building style!
- ◆ If you click on **Cancel** or **X**, the **Building Replacement** window will close with no changes made.

Take a minute and look around. Neat, huh.

- ◆ When you save your city, building changes will be saved in place; and all available replacement buildings will be saved as a 'list' linked to your city's file.

## ADDING BUILDINGS TO THE BUILDING LIST



Sharp mayors may have noticed we neglected to address the Edit List button. Well, there has to be a way to add more buildings to your replacement options, whether you've created them or received them from another player. Right? Clicking on the Edit List button will open the Building List Editor, which will be described later.

## REPLACING MULTIPLE BUILDINGS

Now that you have a taste of the kind of control you can have over the look of your city, you might be ready to make global changes to your skyline. While using the **Query Tool** allows you to replace one building type at a time, using the **Building Replacement Manager** enables you to replace many building types at a time. If you feel like it, you can customize every replaceable building in your city with just one visit to the **Building Replacement Manager**. With more than 300 replaceable buildings, we're talking quite a makeover. You can do this before your city has developed, or in mid-stream, trying out different architectural guises as you play. You can access the **Building Replacement Manager** from two points:

### *Start New City*

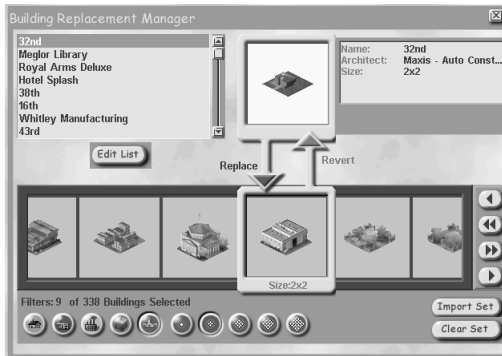
- ◆ From the Opening Menu, choose Start New City. This will open the New City Options window. Click on User-Made Buildings to open the Building Replacement Manager.

### *City Options*

- ◆ In the course of a game, open the **Change Settings & Exit** menu and click on **City Options**. This will open the City Options window. Click on **User-Made Buildings** to open the **Building Replacement Manager**.



# THE BUILDING REPLACEMENT MANAGER



You will see the same window whether you access the **Building Replacement Manager** via **Start New City** or the **City Options** button. Many of the functions here are found in the **Building Replacement** window, explained above. Here's a rundown of functions.

## BUILDING LIST

Located at the top left. The **Building List** is a scrollable list of all buildings ready for placement. As buildings in the list are selected, the preview image along with the name of the building, the architect, building type, and tile size will be displayed.

## REPLACE/REVERT

These functions work identically to the **Replace/Revert** buttons in the **Building Replacement Window**, described above. When you have found a building you want to replace, the **Replace** button will become active. Click on **Replace** to make the switch (and see the **Peek-a-boo Tab** appear). Now the **Revert** button will activate. Click **Revert** to get that old building back.

## THE BUILDING SET



Instead of just one building type slated for replacement, you have real possibilities here. Each pictured building in the **Building Set** represents a structure that has

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CUSTOMIZE YOUR CITY



been or will eventually be built in your city, if conditions are right. Replace only five building types, or two hundred! The whole town could be named after you! Here are some navigational instructions for the **Building Set**.

### *Current Building Indicator*



As you scroll through the **Building Set**, the building that appears in the **Current Building Indicator** frame is the structure available for replacement.

- ◆ When a building appears in this frame, you'll see its tile size listed on the bottom part of the frame.
- ◆ To replace all buildings of this type in your city with the custom building you've chosen, simply click on **Replace**.
- ◆ Buildings that have already been replaced will appear in the **Building Set** with the yellow background and **Peek-a-boo Tab** at the top right of the image.

To change the current building, simply use the buttons at the right to move through the images.



- ◆ The single arrows move through the images one at a time. If you click and hold on an arrow, the image in the **Current Building Indicator** will keep on changing.
- ◆ If you want to scan the **Building Set** more quickly, the double arrows move through the images three at a time. If you click and hold on the double arrows, the images will continue to roll through three at a time.

### *Filters*



You just built an amazing neo-Gothic factory the size of 4x4 tiles. It's ready and now on your **Building List**. Now you can't wait to see your creation in your city's industrial sectors. Do you want to scroll through all the replacement buildings possible? No! Well, you can narrow your search by using the **Filters** located below the **Building Set**.



The **Filters** are buttons which toggle ON/OFF by clicking on them. There are two types of filters: building type, and building size.

- ◆ The first five **Filter** buttons allow you to choose building types you wish displayed. These types are: Residential, Commercial, Industrial, Opportunity, and Reward buildings.
- ◆ The second five **Filter** buttons allow you to choose building tile sizes, from 1x1 to 5x5. When you select a building tile size, it affects both the Building Set Strip and the **Building List**.
- ◆ Above the **Filter** buttons, the number of buildings that meet your criteria will appear (e.g., 243 of 357 Buildings Selected).
- ◆ As you make each filter selection, the **Building Set** will immediately be updated.

### *Clear Set*

If you click on the **Clear Set** button, you will remove all replaced buildings from the entire **Building Set**. It's a global **Revert** button. Every building in the set will revert to the original default buildings.

### *Import Set*



If you click on the **Import Set** button, you will open the **Import Set** window. Did you save a city in which you were particularly pleased with your building replacements? Instead of doing it all over again, do you want the same **Building Set** to be available in your current city? Whenever you save a city in SimCity 3000 Web Edition, the building set is saved as well. The **Import Set** button allows you to import **Building Sets** from saved city files.

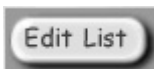
1. Select the saved city's name you would like to import from the list.
2. Click on the **Checkmark**. This will return you to your current city's **Building Replacement Manager**. Any buildings replaced in the city you selected will now be replaced with the same choices in your city's **Building Set**.
3. Click on the **X** to close out the window and cancel the import process. You will be returned to your current city's **Building Replacement Manager** with the original **Building Set** displayed.

## COMPLETING THE PROCESS

- ◆ As in the **Building Replacement** window, click on the **Checkmark** to save and implement any changes you've made to the **Building Set**. You'll be back in the **New City Options** window.
- ◆ If you're starting a new city—edit your terrain, start building, and watch your city develop with your custom buildings from the ground up.
- ◆ If you've made changes to the **Building Set** after your city has become a sizable metropolis, close the **New City Options** window and admire your city's makeover!
- ◆ Don't want to make any changes? Click **Cancel** or **X**. The **Building Replacement Manager** will close out with no changes saved.

## EDITING YOUR BUILDING LIST

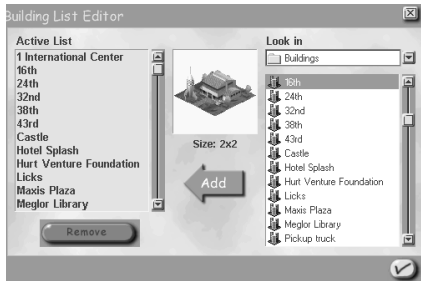
Whether you are working in the **Building Replacement** window or the **Building Replacement Manager**, you may find you wish to make changes to your **Building List**. The **Building List** contains all the custom buildings ready and available for placement in your city. Are there some buildings you would like to remove from the list? Would you like to expand your choices? You can do either in the **Building List Editor**.



- ◆ To open the Building List Editor, click on the Edit List button in either the Building Replacement window or the Building Replacement Manager.



# BUILDING LIST EDITOR



The **Building List Editor** lets you browse *SimCity 3000 Unlimited* files for buildings you'd like to add to your **Building List**.

## ACTIVE LIST

- ◆ When you first open the **Building List Editor** this list will have the same buildings that appear in the **Building List** in the left replacement window.
- ◆ When you select a building from the list, the preview image of the selected building will appear in the middle of the window. The **Add** button will be inactive, and the **Remove** button will be active.
- ◆ Click **Remove** to delete the selected building from the **Active List**.

## LOOK IN

This list gives you access to any user-made building files in your computer. User-made building files are saved buildings you created using the *SimCity 3000 Building Architect*, or architectural masterpieces that which others have graciously made available through the *SimCity.com* (which you have downloaded to your own files).

- ◆ Use the drop-down menu to browse through the **Building Architect** folders on your hard drive. As each file is selected, the building names within that file will appear listed in the scrollable list below.
- ◆ If you click to select one of the buildings from your **Building Architect** folder, the building in your **Active List** will be de-selected. The **Add** button will become active, and the **Remove** button will be inactive.
- ◆ A preview image of the building you have selected from **Look In** will appear in the middle of the window.

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CUSTOMIZE YOUR CITY

## ADDING BUILDINGS

When you have found a building you would like to include in your **Building List**, click on the **Add** button.

- ◆ The building's name will now appear in the **Active List**.
- ◆ If you have chosen to add a building that already exists in your **Active List**, you will be asked if you want to replace the building in the **Active List** with the new building. Select yes or no, and you'll return to the **Building List Editor**.
- ◆ You can keep selecting and adding buildings to your **Active List** until you've expanded the list to your satisfaction.

## COMPLETING THE PROCESS

Are you satisfied with all the edits you've made to your **Active List**?

1. Click on the **Checkmark** to save and implement your changes.
2. *SimCity 3000 Unlimited* will now do some fancy footwork to make the buildings you've added to your **Active List** SimCity ready. This could take a few minutes. You'll see a pop-up message informing you of this fact, and you can choose to proceed or cancel the process.
3. If you choose to proceed, you'll be returned to the **Building Replacement** window or the **Building Replacement Manager**, with any selections you've already made still in place. The only difference will be all those new buildings to choose from in your **Building List**.
4. As always, clicking on the **X** will close the **Building List Editor** to return you to the building replacement window you were in with no changes made.

# CITY DEPARTMENTS: PUTTING IT ALL TOGETHER

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# CITY DEPARTMENTS: PUTTING IT ALL TOGETHER

As Mayor, you must oversee the operation of seven city departments, and therefore you have seven different roles to play. Quite a responsibility! Luckily, each city department has its own advisor; an expert to help you solve problems and make decisions.

It's easy to grow a happy and healthy little town. The trick is to be able to get the big picture, to see how the workings of all the departments are interconnected. As you play, you'll find that every decision you make has widespread effects throughout your entire city.

In the pages that follow, you'll meet your advisors and learn the ins and outs of running each department. While your advisors are experts in their areas, they are only Sims! And Sims can be a biased lot. So be aware that your advisors represent only one point of view. Their own!

At the end of this section, we've included some **Frequently Asked Questions (FAQs)** about *SimCity 3000 Unlimited* operations that may help you understand more about political strategies, or the day-to-day operations of your city. Visit the [www.simcity.com](http://www.simcity.com) to check in on other **FAQs**. You'll also find scads of other information there that will greatly enhance your game experience.

## FINANCIAL/BUDGET DEPARTMENT

### MEET YOUR FINANCIAL ADVISOR

**Mortimer Green: Financial Advisor**



Mortimer Green received his Ph.D. in Post-Classical Economics from Grendletown University and accepted a teaching position there. During his tenure, he worked to turn the Economics Department into a now widely respected model of idealized application. His book, *Tightening The Belt: A Primer for Parsimonious Pro Formas*, is considered the definitive work on frugality theory. Green left the Ivory Tower to follow his dream of public service. He rarely regrets the decision.



## MORTIMER SPEAKS:

The purpose of the **Financial Department** is to control income and expenditures in the city. It may sound simple, but it's not. The Financial Department is responsible for funding the city treasury by collecting taxes, enacting certain ordinances, and looking for money-making deals. The goal is to collect at least as much money as the city needs to fund development and pay for city operations. On the flip side, this department is also responsible for controlling city expenses. The other city departments just want to spend, spend, spend and the Finance Department must keep spending in check.

Money management is the key to a healthy economy, but holding the city purse Dialog Text is a thankless job. Know that I'll be there to support you. If you ever want help making financial decisions, just ask for me.

## BASICS OF THE FINANCIAL DEPARTMENT

### SIMOLEONS

Simoleons are the currency of the SimNation, and are considered legal tender for all transactions. The primary goal of any mayor is to keep Simoleons in the treasury. Your city can carry debt up to a point, but if it gets so deep in debt there is no hope for escape, your Sims will start looking for a new mayor. Your Financial Advisor will warn you when things start looking grim.

You can always see how much cash you have available by looking at the **Information Bar** at the bottom of the screen. A running tab of the available cash in your treasury is displayed in the funds section.

If you run out of Simoleons, you will not be able to do any new construction or zoning. If you run out of cash in the middle of a construction project, like building a new road for example, you'll be notified and the project will be cancelled.

Even if you are completely out of cash, certain expenses will continue being paid each month, sending the treasury further into debt. City departments will receive their budget allotments. Ordinance costs will be deducted each month. If you have deals to buy power, water, or garbage disposal services, the monthly costs will still be charged to the treasury.



## BUDGETS AND TAXES

### *Setting Taxes*

Taxes are your main source of income. City taxes are broken down into sectors based on the three zone types: **Residential**, **Commercial**, and **Industrial**. Tax rates affect the demand for each type of zone, and determine the amount of income your city collects in taxes. Typically, when you lower tax rates for any sector, demand for that sector will increase. If you raise taxes, demand decreases.

Lowering taxes gives Sims an incentive to move in to your city, so demand goes up. Just remember that demand is influenced by other things too, not just tax rates. Depending on conditions in the city, lowering taxes can either raise or lower city income. If the tax cut attracts lots of new taxpayers (Sims) to your city, income may increase even though each taxpayer pays a small amount. But if the tax cut does not increase your population of resident Sims, the city might lose money.

Raising taxes gives Sims a good reason to move out of your city, so demand goes down. Sometimes raising taxes is a smart thing to do. If you have strong demand for a certain zone type, but don't have any cash left to zone for that demand, taxes are probably too low. Raising taxes may either raise or lower city income. It just depends on the current conditions in the city.



**The amount of taxes paid by any one interest is determined by the following computation. Tax Rate \* Population of Sector \* Average Land Value \* Constant = Tax Revenue. As you can see, increasing land values or population are both ways to increase your city's tax revenues.**

### *Funding City Departments*

The Mayor makes the final decision on how to fund six city services. The optimal funding level for each branch changes as the city changes. An over-funded branch will waste money. Under-funding causes a loss of effectiveness of the branch, and may even cause the workers to go on strike. The following items are covered under each department budget.

- **Police Budget:** Pays for equipment, maintenance of police stations and jails, as well as salaries of police officers and wardens.
- **Fire Budget:** Pays for equipment, maintenance of fire stations, and firefighter salaries.
- **Roads Budget:** Pays for road and highway maintenance, and keeps roads pot-hole free.



- **Mass Transit Budget:** Pays for upkeep of train and subway tracks and stations, bus stops, and pays for salaries of train crews, subway workers, and bus drivers.
- **Healthcare Budget:** Pays for hospital equipment, building maintenance, and salaries of doctors, nurses, and orderlies.
- **Education Budget:** Pays for equipment, maintenance of schools and city colleges, and salaries of teachers and aides.

## Understanding the Budget Window

2017 Budget July 2017	Adjust:	Yr. To Date Expense	Year End Estimate	Meet Advisor
Ordinances		\$ 12,824	\$ 25,838	
Neighbor Deals		\$ 0	\$ 0	
Loans		\$ 0	\$ 0	
Education		\$ 10,470	\$ 20,940	
Public Health		\$ 3,300	\$ 6,600	
Fire		\$ 3,024	\$ 6,048	
Roads		\$ 7,200	\$ 14,400	
Police		\$ 4,428	\$ 8,856	
Mass Transit		\$ 5,400	\$ 10,800	
Year to Date Income		\$ 173,468	\$ 349,754	
Estimated Income				
Year to Date Expense		\$ 46,646	\$ 93,482	
Estimated Expense				
Year to Date Cash Flow		\$ 126,822	\$ 256,272	
Estimated Cash Flow				
Current Funds			\$ 2,746,770	
End of Year Funds			\$ 3,003,042	

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CITY DEPARTMENTS

The **Budget Window** is where you make all of your financial adjustments. It can be accessed by choosing the **Budget** button from within **Adjust & Review** button menu on the **Main Toolbar**.

The **Budget Window** shows you how you are allocating your money for the year. There are two faces to the **Budget Window**: **Expenditures** and **Income**. To switch between the two, click on the desired button at the top of the window.

The **Expenditures** window shows you where you're spending the city's Simoleons. You'll see the city department budgets displayed, and can change allocations from this window. Each department has an amount of money considered optimum (indicated by the light blue marker on their slider). The amount you allocate is up to you. For details on other things you're paying for, click on **City Ordinances**, **Neighbor Deals**, or **Loans**.

The **Income** window shows you where the money in the treasury is coming from. You'll see the tax rates you've set, and may adjust them if you like. For details on other sources of income, click on **City Ordinances**, **Neighbor Deals**, or **Business Deals**.

The bottom line is, well, at the bottom of the window. If the end of year funds are displayed in black, you're in good shape and should make money at the end of the year. If the end of year funds are in red, you are projected to lose money. That means you have more expenses than income for the year, and will have to use cash reserves in the treasury just to make ends meet. If you don't have enough cash, you'll start accumulating debt. When you're in the red, it is best to start looking for ways to increase your income or decrease your expenditures.

## **DEALS**

### ***Neighbor Deals***

You can make money by selling your city's power, water, or garbage disposal services to a neighbor. You'll receive monthly income from the neighbor that is automatically added to your treasury. Just be sure the income you receive more than covers *your* cost of providing the commodity.

If you contract with neighbors to buy their power, water, or garbage disposal services, you have to pay. A monthly charge will be deducted from your treasury. Try to be sure the price you pay your neighbor is less than what it would cost to provide these services at home.

### ***Business Deals***

From time to time, Petitioners will offer deals to construct certain buildings in your city. Business deals provide the city with a monthly stipend for as long as the building stands. Sound tempting, except that these buildings bring problems to the city such as high crime or pollution. If you need cash, they may be worth the trouble.



## LOANS

Maturity Date Mo/Yr	Total	Amount Owed	Amount Paid
7/2057	\$30,000	\$30,000	\$0

Borrowed: \$25,000  
Borrowing Limit: \$250,000

Consult Financial Advisor

New Loan: 5000  
Accept Loan

When times get tough, or you are looking for rapid growth, you can take out a loan to raise quick cash.

Here are some facts about loans:

- ◆ You may have up to ten loans outstanding at any time.
- ◆ A loan can be taken for any reason, and at any time (unless you have ten loans outstanding).
- ◆ Loans are available in 5000 Simoleon increments, up to 25K per loan.
- ◆ Each new loan is extended for ten years, and cannot be paid off early.
- ◆ The city must make annual payments on each loan for ten full years.
- ◆ Annual payment amounts are based on principal and interest.
- ◆ When the final payment is made in the tenth year, the loan is repaid and comes off the books.
- ◆ Total payments made will equal 150% of the original loan amount.

## DISASTER RELIEF

In the event of a catastrophic disaster, the powers that be in SimNation may take it upon themselves to assist you in the clean up costs. Be forewarned, a mayor that is well prepared generally receives better treatment.

## STRATEGIES FOR INCREASING CASH

### *Cutting Expenses*

- **Stop Construction!** Zoning and building use up your cash reserves faster than you'd think. When cash reserves are low, build up your treasury before you build anything else.
- **Cut Budgets!** A quick way to cut expenses is to lower the budgets for some or all of the city departments. Be careful though, as your departments will not run as effectively as they do with an adequate budget. This may cause problems in your city. If you cut the budget too far, you may end up with a strike on your hands.
- **Repeal Ordinances!** Most ordinances, when enacted, will cost the treasury a certain amount each month, usually based on population. If the ordinance is repealed, the monthly charge will stop. You can see all your current ordinances by going to the **Ordinance Window**. Click the box to remove the **Checkmark** and repeal the ordinance.
- **Review Neighbor Deals!** If you're spending money each month to buy a commodity from a neighbor, decide if it's best for the contract to continue. If you think it is best to cancel a contract, try to wait for an opportunity to cancel without paying the hefty penalty. Try to wait until the neighbor comes to you asking for renegotiation of the deal. At that time you can cancel the deal without penalty.

### *Raising Income*

- **Raise taxes!** Watch that taxes are not so high that everyone leaves town, or you're in real trouble.
- **Enact Money-Generating Ordinances!** A small percentage of ordinances bring monthly income to the treasury. This money comes from groups in the city affected by the ordinance, and they will not be pleased when forced to pay.
- **Look for Money-Making Neighbor Deals!** If you have excess water, power, or garbage disposal capacity, check in the Petitioner Window for neighbors who will pay you to supply these commodities.
- **Accept a Business Deal from a Petitioner!** From time to time, Petitioners may approach you with an opportunity to construct a specific facility in your city in return for cash. These generally come with Dialog Text; you make the choice.



- **Take Out a Loan!** Even though you have to pay back the money, plus interest, loans are a quick way to build up the treasury. If you use the money wisely, paying back the loan shouldn't be too painful.
- **Look for ways to Increase Land Values and Population!** Both will increase your tax revenues, which can help get you out of any financial holes you've fallen into without jeopardizing the status quo by raising taxes.

# TRANSPORTATION DEPARTMENT

## MEET YOUR TRANSPORTATION ADVISOR

Moe Biehl: Transportation Advisor



In contrast to his folksy demeanor, Moe Biehl is a well-connected political insider. His credentials (never independently verified) include: Alderman, Ombudsman, Councilman, Chairman, Elector (appointed), Sergeant at Arms, and Minority Whip. "There isn't a function of city government I don't know something about," he admits. Moe feels right at home as Transportation Advisor, despite accusations that he has never set foot on a bus, subway, or train in his entire life.

### MOE SPEAKS:

Even if you create a city with the nicest houses or cheapest office space, no one will move in if they have no way to get around. Sims need to get from one place to another, and they are willing to walk only so far. The Transportation Department is where all of that is handled. It covers everything from roads and rail lines to tunnels and bridges. When you build a city, transportation is one of the first aspects you will want to consider. If you lay out an inadequate transportation system, you can have real problems in the long run. Suppose you have a busy downtown that needs a larger road due to bad traffic. This is going to be a problem when you look at the area and see that skyscrapers line the small road.

There are mass transit systems that can help eliminate traffic, so you are rarely stuck with only one solution. Just think ahead and you should have few, if any, gridlock problems.

# BASICS OF THE TRANSPORTATION DEPARTMENT

## BUILDING YOUR TRANSPORTATION SYSTEM

A transportation system can be based on private transportation (meaning roads for cars), or public transportation (meaning trains, subways and bus routes).

In general, Sims prefer to drive their cars. If roads are plentiful, more Sims will be willing to live in your city, especially when the city is small. But if you rely exclusively on roads, you'll find that as your population grows, traffic problems become horrendous.

Public transit gets cars off the street, and limits air pollution. It's the right thing to do for your city. In fact, it's difficult to build a large city without using any public transit at all. When planning your public transit routes, be sure that they are convenient, or your Sims won't use them. Certain ordinances provide incentives for Sims to forego their cars in favor of mass transit.

### *Building Travel Routes*

To place a transportation route, click on the **Build Transportation** button menu in the **Main Toolbar**. Select the desired type of route, e.g. **Roads**, **Highways**, **Rail**, or **Subway Rail**. Your cursor will change into an icon of the chosen route type. Click and drag a line where you want the route to be placed. The **Drop Shadow** will be blue as long as you are placing the route in an area where one can be constructed. If you are attempting to build a travel route where one cannot be built, the **Drop Shadow** will change to red and your construction attempt will be cancelled.

If you hold down the **Shift** key before releasing the mouse button, construction will be cancelled.

## ROADS AND HIGHWAYS

- ◆ **Roads** are two-lane paved routes that Sims like to drive on, but you probably knew that already. **Zoom In** close to see traffic flowing through your city. If you keep a good eye on things, you'll be able to assess and remedy traffic problems before they develop.
- ◆ **Highways** are basically elevated, high capacity roads. They allow Sims to travel more efficiently over long stretches of terrain. So if you want to connect two very distant zones, highways are a good choice.



## INTERSECTIONS AND ON-RAMPS

- ◆ **Intersections** allow your Sims to drive off of one road and onto another. They are usually trouble-free, though if traffic is heavy, intersections can become bottlenecked with Sims trying to merge. When you build a road that crosses an existing road, city engineers will automatically create an intersection for you.
- ◆ **On-Ramps** provide access to Highways. Highways may be built over roads, but if you want your Sims to be able to get from one to the other, the intersection requires an on-ramp. To build an on-ramp, use the **On-Ramp Option** from within the **Highway** button. Click on a tile at the corner of the intersection of a road and highway or highway and highway. The city engineers will construct the on-ramp.

## BRIDGES

You can build roads, highways and rails across water. Your city engineers will automatically be notified to build a bridge for you. The main thing to remember is this: *Don't be disheartened by the red **Drop Shadow** as you move the mouse over waterfljust have faith and keep dragging until you reach dry land again.* When the mouse is back on land, the **Drop Shadow** will turn blue again. When you release the mouse button the city engineers will notify you of the cost of the proposed span. If you accept, the bridge will be built.

Causeways are built over short spans of water. Suspension bridges are built over large spans of water.

If the surrounding terrain is not stable enough to build a bridge, a text box will notify you construction could not occur. Try using the terrain tool to build up the land surrounding the beginning and ending points of the bridge. Sometimes the bridge just needs more support.

## TUNNELS

When you're building a road, highway, or rail route in mountainous terrain, your omnipresent team of city engineers may suggest you bore a tunnel if the incline is too steep. This will happen automatically if you drag the selected **Drop Shadow** to a point where the incline is too steep to simply cross over. Your city engineers will inform you of their ability to construct a tunnel, along with the cost. If you accept, they will bore the tunnel for you.



## MASS TRANSIT

### *Busses*

**Bus Stops** must be placed along the side of roads to be effective. If you place bus stops and Sims don't seem to use them, they may be too far apart. But remember, you only need to place **Bus Stops** where Sims want to get on the bus. They can pull the string to signal the driver and get off whenever they want. Use the **Query Tool** on any **Bus Stops** to get information on how many Sims are using that particular stop.

### *Trains*

Setting up a rail system is much more expensive than roads, both in time and money, but the reduction in traffic and pollution can make it extremely worthwhile. Simply laying track will not be enough to get things working. Once the track is laid, you must place **Train Stations** on tiles that touch the track. This tells trains where to stop, and provides Sims a place to get off and on the train. Use the **Query Tool** on **Train Stations** and **Rail** to get information on how popular trains are.

### *Subways*

When you select the **Lay Subway Rail** tool from the **Build Transportation** button menu, the **City View** will automatically switch to underground viewing so you can build subway routes. In this view you can see where the city has roads and zoned and developed areas. You will also see the below ground portions of subway stations or subway to rail stations. Use the **Query Tool** on **Subway Stations** and **Subway Rail** to get information on how popular subways are.

**Subway Stations** must be placed next to or directly above **Subway Rails** to be effective. This can be done in either the above ground or underground view.

### *Subway to Rail Connection*

This station allows Sims to transfer from rail to subway, making your city's mass transit options more versatile. These stations need to be placed directly adjacent to train tracks, and directly next to or above subway rail to be effective. Use the **Query Tool** to see if the connection is working.

## FUNDING ROADS AND THE MASS TRANSIT SYSTEM

The road budget pays for maintenance of all roads, highways, bridges, and tunnels in the city. Roads, especially well-traveled routes, will begin to fall apart if they are not maintained. This causes Sims to seek out alternate routes. If the commutes become too difficult, you may find your Sims are leaving town.



The mass transit budget pays for the upkeep of rail and subway track, as well as the salaries of conductors and bus drivers. If the mass transit budget is low, systems will begin to deteriorate and Sims will be less likely to use the train, bus, or subway. If the budget is far below adequate, transit workers will go on strike.

## CONNECTING TO NEIGHBORS

Making connections to neighboring cities helps your industrial sector by creating a way to export goods to other cities. Inter-city connections help your commercial sector as well, by opening up borders so new customers can visit and shop. Only when connections are built will you be able to contract with neighbors to buy or sell garbage disposal services.

To create a land connection, build a road, highway, or rail line right to the city border. If you signal your city engineers that you are willing to pay for a connection, one will be built. You can have connections of all types to all neighbors.

**Seaports** and **Airports** are considered connections to all neighbors.

- ◆ Seaports are a connection for industrial/commercial growth, as well as garbage exchange, but only if there is transportation from the edge of the map to the seaport.
- ◆ Airports are a connection for industrial/commercial growth only.

# CITY PLANNING DEPARTMENT

## MEET YOUR CITY PLANNING ADVISOR

Constance Lee: City Planning Advisor



Constance Lee has an infectious energy that bolsters everyone around her. Her professors at San Bolima State College of Urban Design remember her as one of their brightest, most hard-working students. Accepted into the City Planning Commission Office right out of college, Constance rose quickly to the top of her profession through sound judgment, quick learning, and cheerful enthusiasm for serving in city government.

### CONSTANCE SPEAKS:

The function of the **City Planning Department** is to oversee the layout of the city. Your role is to grow the city by zoning parcels of land for different purposes. You must make sure to maintain a good balance of the various types of zones, and see that they are developing as planned.

Your Sims will continually judge your city planning decisions. When things are going well, Sims will be clamoring to live and do business in your city. On the other hand, they are quick to complain when things are not to their liking, and will leave as fast as they arrived.

Planning a city may well be the most difficult task of being a Mayor. You can rely on me to help you solve problems as they arise.

## BASICS OF THE CITY PLANNING DEPARTMENT

### UNDERSTANDING ZONES

Zones are areas of the city that you designate for a specific use. Every city must contain the three main types of zones—**Residential**, **Commercial**, and **Industrial (called RCI)**—because every city needs a place for Sims to live, to shop, and to work.

Sims will only build on areas of the city that are zoned. The buildings they choose to construct in a zone depend on the type of zone, the density of the zone, and the land value.

Zoning an area does not guarantee that Sims will build there. Sims will only develop zones that are in demand (see the **RCI Demand Indicator** for more information), and that are usable. A usable zone has power and adequate transportation to other zones. Having water helps tremendously. Light density zones can develop without a water supply, but water is a necessity to sustain medium to dense zone development.

### TYPES OF ZONES

#### *Residential Zones*

This is where your Sims will live. Keep in mind that every Sim needs a place to call home, so don't be surprised to find your city needs more Residential Zones than any other type of zone.

Residential areas can be zoned **light**, **medium**, or **dense**. The density of the zone influences the type of buildings that get constructed. If you want huge apartment buildings, build Dense Residential. Townhouses are built in medium density areas. And for single-family homes, choose light density. The higher the land value, the nicer the properties will be.

#### *Commercial Zones*

This is where your Sims shop, and where some of them work. Office buildings as well as stores of various shapes and sizes are located within Commercial Zones. The type of commercial buildings that get built depends on the density of the zone, as well its land value. Large stores and office buildings will come with the higher densities. You'll need light or medium density commercial zones to let the small business Sim get a foot in the door. The demand for commercial zones typically rises as a city ages. Keep your eye on the **RCI Demand Indicator** to see what the trends are.



**Density sets the maximum density for a zone. Land value of the zone must be very high in order for full density to be reached.**

## *Industrial Zones*

Industrial Zones define areas where manufacturing, agriculture, and high-tech enterprises can do business. Young cities, especially those established in the 1900's, normally attract heavily polluting industries, especially in dense industrial zones. Sometimes farms will develop in light density industrial zones that are far from the hustle and bustle of the city. As your city ages and you raise the education level of your Sims, you may be able to attract cleaner, high-tech industries. Of course, more modern cities, those established in the year 2000, for instance, are much more likely to attract clean, high-tech industry right from the beginning.

## *Airport Zones*

Airports help your Industrial and Commercial Districts to grow by bringing in tourists and workers, as well as making your city more accessible to the outside world. Just like **RCI zones**, you zone for airports and wait for Sims to develop them. Available in 1915, airports must be at least 3x5 tiles or larger in order to develop. They also require power, water, and a road nearby.

## *Seaport Zones*

Seaports help your Industrial and Commercial sector to grow by providing a means to transport goods to the outside world. They allow you to make deals to import or export garbage to neighboring cities (though rail, road, or highway connections can provide the same service). Seaports must be zoned at least 2x6 tiles or larger in order to develop. They require power, water, and a road nearby. They must be located along a shoreline to do anything, either seacoast or river edge. Always be sure the your **Seaports** are connected by some sort of path to the edge of your map. Otherwise they may not develop as you had hoped.

## *Landfill Zones*

All cities create garbage, and one option for dealing with garbage is to zone a landfill. Landfills decompose garbage at a fairly slow rate and have a maximum capacity dependent on size. Once a landfill is full, garbage will accumulate around the city unless you have other means in place for disposal. When zoning a landfill, remember to lay a road which connects it to your city so trucks have a way to carry garbage from parts of town to the landfill.

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CITY DEPARTMENTS

## HOW TO ZONE

- ◆ First you must choose a zone type. Click on the **Zone** button on the **Main Toolbar** to display buttons for the various types of zones. Click on a button to select a zone type, and your cursor will change shape, indicating that you may begin zoning.
- ◆ **Residential**, **Commercial**, and **Industrial** buttons have a density submenu. If you click one of these buttons without viewing the submenu, the last chosen density will be active. To view or change the density, left-click and hold the mouse button down. A submenu of density choices—**Light**, **Medium** or **Dense**—will pop up. Click on a density to select it. Your cursor will change shape and you can begin zoning.
- ◆ To begin zoning, click and drag the cursor over a section of land. (You can do single clicks if you prefer.) When the mouse button is depressed, you'll notice the area is highlighted with a **Drop Shadow**. The **Drop Shadow** shows you where you're about to zone. The cost of laying the zone is displayed as well, and updates as you increase or decrease the size of the zone. When you release the mouse button, a colored zone will replace the **Drop Shadow** and the cost will be deducted from your operating funds.
- ◆ You may **cancel** a zoning process in progress if you hold down the **Shift** key before releasing the mouse button.
- ◆ If you zone an area and later change your mind, you can zone over it, or you can use the **De-Zone** tool to return the land to its pristine, un-zoned state.

## RCI DEMAND INDICATOR



The **RCI Demand Indicator** gives you a constant readout of the demand for Residential, Commercial, or Industrial zones. The bars rise up when there is demand for a particular type of zone, and drop-down to show oversupply.

When demand for a certain zone is high, you should zone more land for that type of building. The **RCI Demand Indicator** will not tell you what density to zone; you'll have to choose a density based on your evaluation of the city and where you plan to add the new zone.



## LAND VALUE

The more pleasant a place is to live or work, the higher its land value. Land value is influenced by many factors such as pollution levels, crime rates, and the availability of convenient access, to name a few. In residential zones, land values are particularly affected by proximity to desirable buildings (like a school), or undesirable sites (who wants to live near the Toxic Waste Conversion Plant?). Extremely undesirable buildings or services are known as NIMBYs (Not In My Back Yard), so watch carefully for their effects on your city.

Land values fluctuate as conditions in an area change. As land values change, the buildings in the zone will be replaced with other buildings. Rising land values allow zones to develop to higher densities, represented by bigger, taller, more exclusive buildings.

To find the land value of a particular building or piece of land, use the **Query Tool** on the **Information Bar** and click on your selection. Land value is included among the many details provided in the **Query Window**.

## CITY PLANNING MAPS, GRAPHS, AND QUERIES

Certain maps and graphs can give you a broad overview of your city planning progress. Maps most helpful to a city planner are:

- ◆ Land Value
- ◆ Density
- ◆ Zones

To see these maps, click the **Adjust & Review** button menu on the **Main Toolbar**, and select **View Data** to see a list of available **Maps**, **Charts**, and **Graphs**. You may also see these maps in your **City View** using the **View City Layers** function. And don't forget the **Query Tool**, which provides up-to-date status information on any building or zone in your city.

# ENVIRONMENTAL DEPARTMENT

## MEET YOUR ENVIRONMENTAL ADVISOR

Karen Frawl: Environmental Advisor



Karen Frawl describes herself as an overachiever. As if to prove the point, she earned simultaneous degrees from the University Of Heckford Falls (Eco-Statistical Analysis) and Le Academe d' Chateau a Villeau (Comparative Literature). She continues to travel extensively, and regularly attends environmental proof-of-concept demonstrations in test cities all over the globe. She blends a compassionate vision with a practical application of new technologies and methods. When not traveling, she spends time with her twelve cats.

### KAREN SPEAKS:

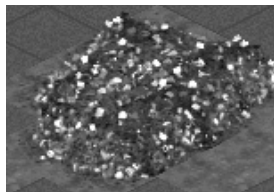
The function of the **Environmental Department** is to handle the city's garbage and keep pollution in check. When you reduce garbage and pollution, you make the city a better place to live, and a place where happy, healthy Sims are more likely to live longer.

Environmental problems may not seem a top priority at first, but I warn you not to ignore them for too long or you'll see all sorts of problems crop up. Problems such as garbage in the streets, low health levels, and a reduced water supply can all be attributed to a neglected environment.

Starting early to keep your city clean and pollution-free will help the entire SimNation in the long run. Remember, you can count on me for help and encouragement.

## BASICS OF THE ENVIRONMENTAL DEPARTMENT

### TRASHING GARBAGE



Trash happens. You simply can't stop Sims from generating it. Though there are ways to reduce the amount of trash Sims produce, you can't eliminate it completely. You must find a way to dispose of trash or reduce the amount you must dispose of through **Recycling Centers**. Your disposal alternatives are to dump it in landfills, burn it, or ship it out of town.



If you don't provide a means for your city to dispose of garbage, Sims will be forced to dump their trash right out their window and you'll be able to see it pile up. It isn't pretty.

When garbage levels get very high, health levels drop dramatically (lowering life expectancy), as will the overall happiness of the Sims. It won't take long for everyone to find a cleaner city in which to live. What follows is a list of garbage disposal systems you can build in your city.

## **Landfills**

If you want to bury your city's garbage, you need to zone landfill space. Landfills slowly decompose garbage that is buried there, but they are not black holes; overused landfills will reach a point where they can't handle any more trash. When a landfill is full, garbage will accumulate around the city unless you have other means in place to dispose of it.

Put some thought into choosing a landfill site. Landfills don't make good neighbors. They stink up the air and cause surrounding land values to plummet, so choose a spot far from residential and commercial zones or Sims will complain. Remember to lay a road connecting the landfill to your city so dump trucks can get there. If garbage can't get to the landfill, it may end up dumped in the streets.

If you're having trouble with a landfill and you think bulldozing it will solve the problem, think again. You can't bulldoze over landfills; however, you can decommission them by removing road or rail access. Over time the landfill will decompose all of its accumulated garbage, at which time you can **De-Zone** it.

## **Incinerators**

**Municipal Solid Waste Incinerators** get rid of garbage by burning it. Unfortunately, they are nasty metal monsters that spew out lots of air pollution and ash. Sims don't like them, and they especially don't like them built in their backyards.

**Waste-To-Energy Incinerators** are not any kinder to the environment. They have a greater disposal capacity and actually create electricity by burning garbage that can be used to supply power to your Sims. The catch is that they are expensive to build, and like all new toys, must be invented before you can play with them.

Both incinerators become less efficient as they age. You can check on their disposal capacity by querying them. As with landfills, incinerators need to be near a road so garbage trucks can deliver garbage to them.



## *Recycling Centers*

Recycling Centers can significantly reduce the amount of trash that Sims produce. It's much cheaper to recycle trash than it is to dispose of it, so build a Recycling Center as soon as they become available. These centers pay for themselves quickly, and no city should be without one.

Each recycling center can only deal with a limited amount of garbage, so large cities should have them in multiple locations for maximum effectiveness. Enact the **Trash Presort Ordinance** and you'll raise the efficiency of all recycling centers.

## NEIGHBOR DEALS

Mayors from neighboring cities may approach you from time to time with offers to dispose of your garbage for a price, or to pay you to take their garbage and dispose of it for them.

Garbage deals are available only if you have built connections to neighboring cities. Transporting garbage in or out of your city requires a road, highway, rail, or seaport connection. When a deal of either type is in place, open the **Neighbors Window** from the **Adjust & Review** button menu to check on it.

## *Exporting Garbage*

An easy, but sometimes expensive, way to dispose of garbage is to pay a neighbor to haul it all away. Each month, a contracted neighbor will take all your excess garbage (meaning any garbage that your city's landfills and incinerators cannot handle). Each month, funds are deducted from your treasury based on how much garbage the neighbor toted away. Even if you don't generate any excess garbage, you still have to pay a minimum fee. And there is a large penalty for canceling the deal.

## *Importing Garbage*

If you have excess landfill space, you can make a deal to dispose of a neighbor's trash. Each month, a set amount of trash will be added to your city's garbage. Each month, you'll receive a cash payment.

If your garbage disposal services become overloaded and you want to cancel the deal, you'll be charged a large penalty.

## AIR POLLUTION

While you can't see air pollution, you'll notice its effects. Air pollution lowers land value and health levels in the city. These conditions distress your Sims. Many things contribute to air pollution. The two biggest culprits are heavy traffic and smokestack industries. If you can encourage mass transit and clean industries, you are well on your way to solving your city's air pollution problem.



The addition of trees and parks helps to clean the air a bit, as will any **Clean Air Ordinances** you can activate.

## WATER POLLUTION

Invisible contaminants, primarily from industry, can invade your water supply. When the pollution becomes severe, any water around the pollution source becomes brown. When this happens, pumps lose efficiency, and Sims complain loudly about smelly drinking water and falling health levels.

**Water Treatment Plants** can mitigate minor water pollution problems, but to attack the source of pollution, you must go after polluting industries. Enact **Clean Water Ordinances** that offer tax incentives to encourage non-polluting, high-tech industries to replace heavy manufacturing firms.

## ENVIRONMENTAL MAPS, CHARTS, AND QUERIES

Certain maps and graphs can give you a broad overview of the state of your environment. Maps and charts most helpful are:

- ◆ Pollution
- ◆ Water
- ◆ Garbage Chart
- ◆ Global Pollution vs. Time graph

To see these maps, click the **Adjust & Review** button menu on the **Main Toolbar**, and select **View Data** to see a list of available maps, charts, and graphs. Or use the **View City Layers** window to see data maps in your **City View**. As always, use the **Query Tool** to see up-to-date information on your waste systems usage and capacity.

# PUBLIC SAFETY DEPARTMENT

## MEET YOUR PUBLIC SAFETY ADVISOR

Maria Montoya: Public Safety Advisor



Maria Montoya knew she would dedicate her life to public safety at age eight when fire destroyed her family home. She graduated from the Cornwrath Police and Fire Academy with top honors. Her senior thesis, *Advanced Theories of Urban Geographic Response Route Calculation*, earned her high public acclaim, as well as her first job, assistant warden at Hollyview Women's Prison. It was not long afterward that she made the move to city services, working her way up the managerial ranks. Throughout her career Maria has mixed a no-compromise stand on safety with a dogged insistence that the Sims in her department have the necessary resources to do their jobs right.

### MARIA SPEAKS:

The **Public Safety Department** is responsible for providing police and fire protection to the city. In addition to overseeing day-to-day operations, the department must be prepared to respond immediately to any disasters that strike.

Sims expect a certain level of safety when they move to a city. If high crime forces them to cower behind closed doors, or if no one answers their calls when a fire breaks out, Sims' survival instincts take over and they will leave town. On the other hand, good police and fire coverage raises land values in a city, which makes Sims happy and proud to be citizens.

Your job is to see that the Sims in the city are protected. I'll be around to remind you if they are not.

## BASICS OF THE PUBLIC SAFETY DEPARTMENT

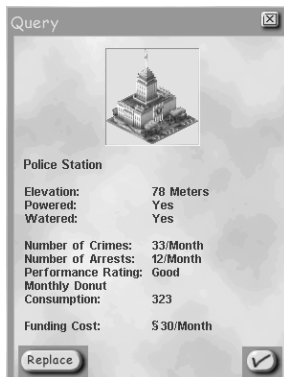
### POLICE AND CRIME

Crime is a fact of life in any city, but it can and should be kept to a minimum. High crime in a neighborhood lowers land values and makes law-abiding Sims very unhappy.

You can deal with crime from several angles. First, provide adequate police protection in your city. Police presence alone deters crime, and when crimes do occur, officers can arrest the offending Sims. Second, don't encourage crime with crime-attracting buildings like casinos.



## Police Protection



Police stations provide protection in a radius around each station called a precinct. The size of a precinct expands as you raise the police budget. Criminals can roam free in any area that is not covered by a precinct, so try to place police stations in strategic areas around your city.

Funding not only affects a precinct's size, but also its effectiveness. Police effectiveness is the likelihood that a criminal who commits a crime within a precinct will get caught. Effectiveness is always highest in a small radius around the police station, and starts to fade as distance from the station increases. As police funding increases, police effectiveness throughout the precinct rises.

If you fail to adequately fund your police department, you may very well find that your trusty officers tend to go on strike. If all of your police force is picketing, chances are very few criminals are being apprehended.

Police stations placed near one another may have precincts that overlap, and effectiveness in these overlapping areas is additive.

The **Crime Data Map** available from your **Data Views** menu shows the location of police stations and the effectiveness within the precincts, as well as areas of high crime in the city. Use this map to find the best spots to place new police stations. You can use the **Query Tool** to get details on how any individual station is doing.

## Jails

Jails are where convicted criminals are put to pay their debt to society. If you do not have enough jails in your city, the police will be forced to release any new criminals they catch. Keep enough jails around or your police effectiveness will drop.



Sims don't like living near jails, so build them away from residential neighborhoods.

### *Lowering Crime*

- ◆ The best way to lower crime is to increase police protection (either by placing additional police stations or by raising the police budget), and by building jails when needed.
- ◆ High land value goes hand in hand with low crime. The more you can do to make your city a more desirable place to live, the fewer crimes will occur.
- ◆ Enacting some ordinances can reduce crime, though you should weigh the cost of the ordinance against the cost of providing additional police protection. Be aware that some ordinances, and construction of certain buildings, tend to increase crime levels.

### *Dispatching Police*

When an emergency occurs, you may manually dispatch a police squadron to any area in the city. The number of squadrons you can send at any one time is equal to the number of police stations in the city plus one. You always have at least one unit to dispatch, even with no police stations.

When an emergency arises in an area with sufficient police coverage, you probably do not need to dispatch additional police. You still may want to though, especially for larger disasters. Police are good at quelling angry mobs, but tend to mostly stand around and watch any of the other disasters.

To dispatch a police squadron, click on the **Dispatch Police** button within the **Emergency** button menu and then click on any location in the city. The officers arrive immediately and go straight to work. A blue police dispatch pylon will mark their location.

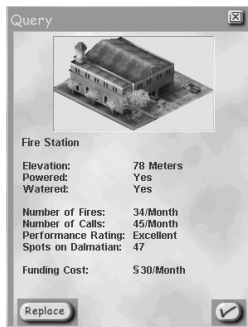
### **FIRE**

Fires occur at random locations, but fire coverage is systematic. By having fire stations placed strategically throughout the city, you can rest easy knowing that if a blaze does break out, you have everything set up to solve the problem without your intervention.

When a fire is so bad that it demands your personal involvement, you can dispatch firefighters to the scene. Or you can bulldoze a firebreak around the blaze to try and contain it. What you can't do is turn off disasters when a fire is already in progress. Sorry.



## Fire Protection



Each fire station you place provides a radius of fire protection around it. The size of the coverage area expands up to a limit as you raise the fire budget. Though a fire is just as likely to break out in an area with fire protection as in one without, fires in protected areas are less likely to do any damage because firefighters respond immediately.

Funding not only affects the size of the coverage area; it also influences the effectiveness of firefighters within a covered area. Firefighter effectiveness is the likelihood that a fire that breaks out in a protected area will get put out before damage occurs. Effectiveness is always highest in a small radius around the fire station, and starts to fade as distance increases. As fire funding increases, firefighter effectiveness rises.

Fire stations placed near one another may have cover areas that overlap, and effectiveness in these overlapping areas is additive.

The **Flammability Data Map** available from your **Data Views** window shows the location of fire stations and their coverage areas. It also shows areas at high risk of fire. Use this map to find the best spots in your city to place new fire stations. Use the **Query Tool** to get details on individual station effectiveness.

## Dispatching Firefighters

When an emergency occurs, you may manually dispatch a unit of firefighters to any area in the city. The number of units you can send at any one time is equal to the number of fire stations in the city plus one. You always have at least one dispatch unit, even with no fire stations.

When an emergency arises in an area with sufficient fire coverage, you probably do not need to dispatch additional firefighters. If fire is rampant, though, you may feel more secure knowing that you have dispatched extra units.

To dispatch a fire fighting unit, click on the **Dispatch Firefighters** button within the **Emergency** button menu and then click on any location in the city. The unit arrives immediately and firefighters go straight to work. A red fire dispatch pylon will mark their location.

### *Flammability*

Flammability is a measure of how easily something will burn. All buildings in your city have an inherent flammability rating, which you can see by using the **Query Tool** on the building. The higher the rating, the more likely that building will be consumed by fire if one occurs.

The most effective way to reduce the flammability of a building is to see that it is receiving water, meaning that it is located on a watered tile. To be watered, a tile must be located within seven tiles of a water pipe that is supplying water. Try to see that all buildings in your city sit on watered tiles. The reduction in potential fire damage is significant.

Ordinances can be enacted to reduce the global flammability level in your city.

### *Dispatching Crop Dusters*



Your special corps of Crop Dusters will be available if swarming locusts decide to visit your town.

Clicking on the **Dispatch Crop Dusters** button from the **Emergency** menu will allow you to deploy up to three planes, as indicated by white dispatch icons. You'll be able to see the planes if you Zoom In on your **City View**. Crop Duster planes will protect farmland in your city from oncoming locusts. Click on the **City View** to indicate the area which should be dusted. If you happen to dust fields in which the locusts are currently gorging, you can destroy the swarm. Be sure to protect all your farms by continuing to dispatch your planes to undusted fields after they have finished at your last dispatch location. If you work quickly, you'll be able to save farmland and greenery in your city.

## **DISASTERS**

### *Predicting Disasters*

It seems that there are more and more disasters occurring these days. Just as savvy mayors think they have prepared for all eventualities, new and improved calamities occur. Disasters occur at random, but sometimes you may see hints that they're coming. Keep your eye on your **News Ticker**.



## Early Warning Siren

Though you can hope for the best, it is always best to prepare for the worst, especially if that worst is a tornado or an alien attack. If you can get your Sims off the streets and inside before a disaster strikes, the damage from the disaster will be much less. Activate the **Early Warning Siren** from the **Emergency** menu and Sims will heed your warning and take cover.

You are the only one who can control this siren, and you should not abuse the privilege. If you activate the siren when no emergency is imminent, Sims will start to doubt you and may not respond when the need is real. This is all well and good until you are actually *trying* to help them, so tease with caution.

## When Disaster Strikes

Fires, riots, and locust plagues are the only disasters where you can make a difference by dispatching police, fire, or crop duster units. It doesn't matter how many police officers you send to an earthquake, an alien attack, a whirlpool, or other disasters. Your public safety forces won't make any difference once these disasters hit, though the **Early Warning Siren** helps if activated in time.

If, for some reason, you actually want a disaster to occur, select the **Start Disaster** button from within the **Emergency** button menu and pick your means of destruction.

7

CITY DEPARTMENTS

# HEALTH, EDUCATION, AND AURA DEPARTMENT (HEA)

## MEET YOUR HEA ADVISOR

### Randall Shoop: HEA Advisor



Eschewing the traditional academic route, Randall Shoop received a Certificate of Completion in general studies from Gonzo Community College. He landed an internship with the Jackersville department of Social Services, learning his profession, as he likes to say, from the ground up. Ten years ago, Randall founded the Urban Paradise Movement, a group that believes cities themselves are living entities. Two years ago he renounced the movement. Probably due to his natural sensitivity to the plight of those less fortunate, Randall's input on matters of social welfare is sought SimNationwide.



## RANDALL SPEAKS:

The **HEA Department** focuses on the overall quality of Sim life. The **health** aspect involves life expectancy rates as well as Sims's relative health while they are alive. The **education** branch makes sure the Sims are getting the schooling they need and want. **Aura** is the general "feel" of the city and reflects the overall happiness of the Sims.

Keeping Sims happy is a tough job, but when they're pleased with your work, they'll give you special buildings as gifts. I'll do everything I can to help you. Being a Sim who lives in your city, helping you helps me, too.

## BASICS OF THE HEA DEPARTMENT

### IMPROVING SIM HEALTH

Good health brings long life, and that makes Sims happy. The average Sim living in the average city has an average life expectancy of fifty-nine years. But who wants to be average? If you take steps to raise the health levels in your city, you can increase the Sims's life expectancy to as high as ninety years.

The key to raising health levels is to build plenty of hospitals in the city. Hospitals need to be located in easily accessed areas. More importantly, your city's hospitals need to have adequate funding.

The importance of healthcare funding cannot be overstated. Insufficient funding reduces the number of healthcare workers and, therefore, the quality of patient care suffers. Sick and injured Sims will be denied hospital stays due to lack of beds. All requests to see specialists will be flatly refused. It doesn't take long for health levels to drop when funding is cut. If funding levels wallow in inadequacy for an extended period of time, you not only damage health levels, but risk demonstrations and strikes on the part of your healthcare workers. Strikes cause hospital efficiency to plummet, and health levels deteriorate even further.

Unfortunately, even with plenty of well-funded hospitals, city health levels can decline when air and water pollution are present. In order to raise life expectancies to any great extent, pollution and traffic must be kept in check.

And finally, enacting pro-health ordinances can give Sims a healthy shot in the arm.

### HOW SIMS LEARN

Young Sim brains are like sponges, soaking up and learning everything to which they are exposed. Strangely, they learn best when sitting at small wooden desks in formal classrooms. Sadly, adult Sims must work to merely retain the education level they achieved in their youth. If they aren't continually exposed to educational environments, their accumulated knowledge starts to decay.



## RAISING EDUCATION LEVELS

Education levels determine a city's potential. Non-polluting high-tech industries are attracted to cities that have a pool of educated employees. High education levels in a city mean less pollution, less crime, and happier Sims.

- **Schools:** If you want to raise education levels in your city, concentrate on educating the children. You should place enough schools and colleges in your city so that every young Sim has a place to learn. When young Sims do well in school, they pull up the educational average for the entire city.
- **Adequate Funding:** Schools require funding to be effective. Insufficient funding means schools can not provide students with an adequate number of teachers. Not even average education levels can be achieved under these conditions. If education funding is very low for an extended period of time, teachers will go on strike. The minimal education students receive during a strike holds them back for their entire life.
- **Museums and Libraries:** Do not neglect the educational needs of adult Sims. Though they can't raise the education levels in the city, they can definitely pull it down. If you build museums and libraries, you can halt the natural decay of knowledge in adults, and keep them from pulling down city education levels.

## KEEPING SIMS HAPPY-AURA

The key to happiness is elusive at best. Sims (a group well-versed in the art of complaining) admire those who put aside their own personal quests for happiness to focus instead on creating good feelings for the city as a whole. These good feelings are a city's *aura*. Like invisible vibrations, aura resonates feelings through the city, touching the lives of all Sims who live there.

Many things affect a city's aura. High education levels, high life expectancy, a growing economy, and desirable buildings such as parks and zoos can raise aura. Pollution, crime, traffic, excessive regulations (ordinances), high tax levels, and the presence of undesirable buildings such as landfills and prisons can lower aura. A city with a high aura is home to happy Sims, and happy Sims give high approval ratings to the Mayor (and often bring gifts!).

Neighborhoods each have their own aura. Study the **Aura Map** available in your **Data Views** to see which areas of the city are happiest, and which areas could go for some special loving.

## HEA MAPS, CHARTS, AND QUERIES

Certain maps and charts can give you a broad overview of the state of health, education, and aura in your city. Most helpful are:

- ◆ Health Chart
- ◆ Education Chart
- ◆ Aura Map

To see these maps and charts, click the **Adjust & Review** button on the **Main Toolbar**, and select **View Data** to see a list of available maps, charts and graphs. Another good source of information comes from using the **Query Tool**. Click on your hospitals and schools to see up-to-date information on their effectiveness.

# UTILITIES DEPARTMENT

## MEET YOUR UTILITIES ADVISOR

Gus Oddman: Utilities Advisor



Gus Oddman was voted “Most Likely to be Forgotten” by his high school classmates. He earned a degree in Applied Pipes and Wires (Summa Cum Mediocre) before entering public service as a grout width inspector in the Beezeltown Office of Municipal Brickwork. Gus’s ability to understand complex systems and to sidestep most major decisions made his steady ascent up the ladder of public service inevitable. Now, as Utilities Advisor, he performs his duties with unflagging loyalty and provides information based on years of hands-on (and often neck-deep) experience.

### GUS SPEAKS:

The function of the **Utilities Department** is to supply power and water to the city. It’s as simple as that. All you need to worry about is building an infrastructure so that all zones are hooked up to the grid. Actually, there are two utility grids—power and water—and both are important.

A city without power can never attract Sims. In fact, if any building or zone loses power for too long a period of time, the Sims will move out. Sims are not very forgiving when it comes to being without power. As for water, Sims will get very cranky if they don’t have running water, but they will not react as strongly as they would to a lack of power.

Keeping the utilities flowing to your city can be tricky at times, but I’ll be around to answer questions when you need help.



# BASICS OF THE UTILITY DEPARTMENT

## WHO NEEDS POWER?

All zones need power in order to develop. Power plants generate power, but the electricity they produce must travel from the power plant to all zones in your city. Hmm, maybe not a landfill. You can tell at a glance if a building needs power because unpowered buildings display the following flashing symbol:



## HOW POWER IS CONDUCTED

Power plants provide power, and high tension wires conduct this power to your undeveloped zones. You can, however, avoid running wires due to the superb work of the city engineers. Zones and buildings come with built in power infrastructure, handled by the omnipresent city engineers. *Any building or zone placed within five tiles of an already powered building or zone automatically gets power.* Connections over roads are not necessary. As long as power flows to a zoned tile or building, it will just keep going!

Thoughtful zoning makes it feasible to create a chain of power, enabling you to power an entire city with nary a power line! You only need to lay power lines if you wish to transmit power beyond five tiles.

There may be cases where laying power lines is the better option. For instance, if you place a power plant in an unzoned area on the far outskirts of the city, there may not be enough zoned tiles to relay the power to where it's needed. In this case, power lines are needed to transmit the power to the zones. Power lines allow you to place heavy polluting, undesirable power plants far from your developing zones.

## HIGH-TENSION POWER LINES

High-tension power lines carry power any distance over zones or unzoned tiles. Power lines can originate at a power plant or at any point in your city that has power and can end at any tile in the city needing power. Power is conducted through the lines to the end point, and also radiates out five tiles along the path of the power line. Power lines can cross most types of terrain, including large bodies of water. However, if the terrain is too mountainous you'll need to find another path.

## POWER PLANTS

*SimCity 3000 Unlimited* offers nine types of power plants, though not all of them are available all the time. (They must be invented first!)

Each power plant has a different cost, generates a different amount of power, and produces some level of pollution. You need to decide which is best for your city's needs. If you can afford it, it's worth spending the extra money to lower pollution, but there will be times when you have no choice but to cover your Sims in black soot.

As power plants age, they lose efficiency. Areas of your city that draw power from an aging power plant may experience blackouts as the power plant loses capacity. Keep an eye on your power plants by using the **Query Tool** to find out their current capacity vs. their potential capacity.

Power plants can be destroyed if they are systematically overused. Run your plants beyond full capacity for a little while, and you can expect to see blackouts. Run them beyond full capacity for months on end, and they'll explode. Hope you built some fire stations.

## BLACKOUTS

A power loss (or blackout) occurs when a building or zone that normally receives power is not receiving enough power to operate. It's easy to spot a blackout. If a building is unpowered it displays a no power symbol to show you it needs power.



Most blackouts occur when a power station can't generate enough power to meet the demands of the area it serves. Power will radiate as far as possible from the power station and then will just stop, leaving structures farthest from the plant without power.

Another cause for blackouts is when a "break" in the grid occurs. This can mean that a power line was destroyed, or that the established path where power radiated was disrupted through the de-zoning of powered tiles, or when a powered building on an unzoned tile was destroyed.

## WATER: A BASIC NECESSITY

Sims need water. Zones that are not watered will never reach full development and are at a high risk of fire disasters. If a developed zone is cut off from water for too long, Sims will pack up and leave. It's not easy to tell if a tile is watered just by looking at your city. Slow (or no) development is an indication, but the only sure-fire methods are to use the **Query**



**Tool**, or switch to the underground view where watered tiles are easily distinguishable– they will appear blue. You can also go to your **Data Views** to check out watered and un-watered areas of your city.

## TYPES OF PUMPS

Though you have natural water sources like lakes and rivers in your city, it's your responsibility to get this water to your Sims. Water must be pumped out of a source and then carried through a network of water mains to locations where it's needed. There are three kinds of water sources in your city and, not surprisingly, three kinds of pumps. These are described below.

All three pumps lose pumping capacity as they age. Keep an eye on your water supply in the underground view. If zones previously watered now appear un-watered, check the nearby pumps by querying them. They may require replacing.

### *Water pumping stations*

Regular water pumping stations pump water from fresh water lakes and rivers. Power them with electricity and water pumping stations will pull up more water than any other kind of pump. They must be built very near a fresh water source, or they won't work. Pay attention to water pollution levels, as high pollution slows down the efficiency of water pumping stations.

### *Water Towers*

Water towers pump water from hidden underground springs. These springs exist everywhere, so water towers can be built anywhere. The problem with water towers is they don't pump very much water. Water pollution can slow down water towers even more than it would pumping stations.

### *Desalinization Plants*

Desalinization plants pump water from the sea and convert salt water into fresh water. They do their job amazingly well, but they do come with some potential problems. These pumps must be built on a seacoast to be of any use; they are less efficient than a water pumping station; and they lose efficiency when water pollution is present. The SimNation Council on Anachronism expressly forbids the construction of desalinization plants before they are invented.

## WATER PIPES

Water mains are large pipes that carry fresh water from pumps to buildings in the city that need water. (Don't tell the Sims this, but these same water mains also carry sewage from the buildings back to the water sources).

Water seeps out along water mains (also called pipes), watering all areas within seven tiles of any part of the pipe. Unlike power transmission, watered tiles do not act as relay stations. For a tile to be watered, it must be within seven tiles of a water pipe, not seven tiles from a watered zone.

To get water to the Sims, you must lay a water main from a water pumping station to the city, and build a network of pipes underneath the city. For full coverage, these pipes should be no more than twelve tiles apart.

When you choose the **Water Pipes** tool from the **Main Toolbar**, the **City View** will automatically change to an underground view. The colors in this underground view reflect the above ground structures. Open terrain is represented in shades of brown, the darkest brown representing areas that cannot be built upon. Roads are represented in gray, zoned areas are dark orange and developed areas are light orange. As you lay pipes, the areas that are successfully provided with water will turn blue. If the pipes are not receiving water the ground underneath them will remain orange. You can also see the underground components of water facilities so you can make the connections with ease.

## WATER SUPPLY PROBLEMS

A water pumping station can only pump out a certain amount of water each month. Water from a pump that is connected to a water main will flow toward the city and through the network of pipes until the water supply is exhausted. You may have tiles piped for water, but unless your pumps can generate enough water to fill all the pipes, some areas won't get the water they need. Build more pumps and connect them to the pipe network to increase the flow.

## CLEANING UP DIRTY WATER

Pollution can really gum up the waterworks. Pumps lose efficiency when they're pumping polluted water. You can add more pumps to increase the supply in the short term, but don't forget to clean up the pollution.

### *Water Treatment Plants*

One way to help clean up the water supply is by building water treatment plants. They must be connected by pipes to the water grid in order to be effective. Treatment plants lose efficiency as they age. Check on them regularly using the **Query Tool**.



## *Ordinances*

If water pollution in your city is severe, or you don't want it to become severe, consider enacting ordinances to reduce pollution. They cost money, but they make a real difference.

## **NEIGHBOR DEALS**

Mayors from neighboring cities may approach you from time to time with offers to sell power or water, or offers to pay you to supply them with power or water.

These deals are only available if you have built connections to a neighboring city. Trading power requires that you build a power line connection to a neighbor; trading water requires a water main connection be built. To make the connection, run a power line or water main up to the city border. Your city engineers will help you make the final connection. You may make power and water connections to any or all land-adjacent neighbors. You can't build power or water connections across water, so if your city is an island, you can't build any connections or make any utilities deals.

Whenever a deal is in place you can check up on it by opening the **Neighbors Window** from the **Adjust & Review** button menu in the **Main Toolbar**.

### *Buying Power and Water*

If you don't want to clutter up your city with unsightly and expensive facilities, you can purchase power or water from a neighbor. You must have the proper utilities connection in place before a deal can be made. Each month, a contracted neighbor will look at your city's power or water needs at the connection point, and will supply any deficit.

The connection point is critical. Any area of the city that you want to supply with purchased power or water must be able to be served from the connection point. If no pipe network or power transmission path exists between the connection and an area that needs utilities, the neighbor will not recognize the deficit and will not sell you enough power to cover that deficit.

Each month, funds are deducted from your treasury based on how much power or water you needed. If you didn't need any during the month, you still have to pay a minimum fee. Before entering into this sort of arrangement, take into account that there is a large penalty if you cancel the deal.



### ***Selling Power or Water***

If you are generating excess power or water and you have the appropriate utility connection in place, you may be approached by a neighbor looking to purchase these resources. Each month you are responsible to supply them with the contracted amount. Each month, you'll receive a cash payment.

The connection point is critical. If you're generating excess power or water in areas that cannot serve the connection point, you may not be able to fulfill the contract. Make sure there is a clear transmission path (pipe, zones or wires) from the source of your excess utilities to the connection point.

If conditions change and you can no longer provide the power you promised, the deal is canceled and you'll be charged a large penalty.

### **UTILITIES DEPARTMENT MAPS, GRAPHS, AND QUERIES**

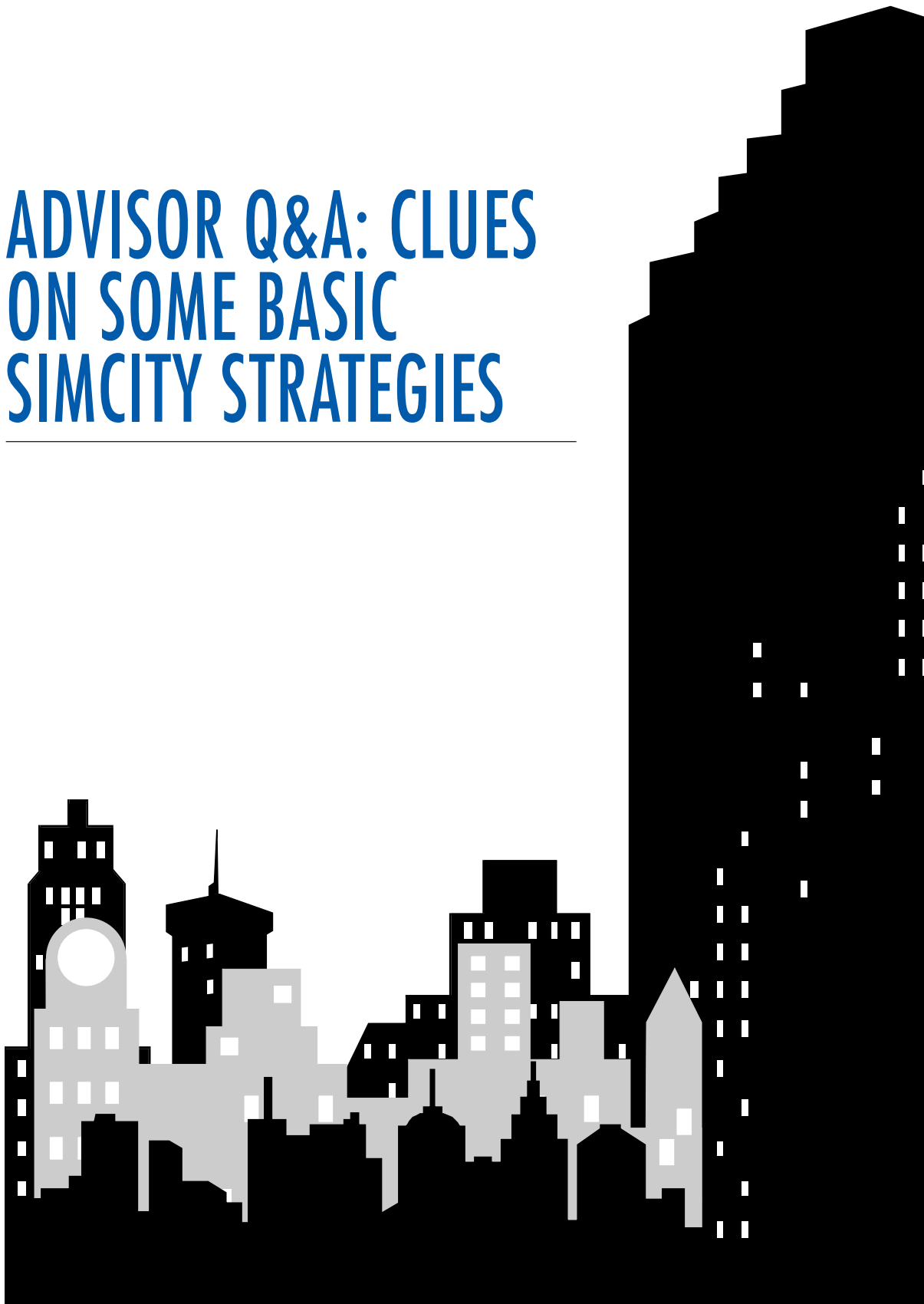
Certain maps and graphs can give you a broad overview of the status of your utilities coverage. Maps most helpful are:

- ◆ Electric Power Coverage
- ◆ Water Supply
- ◆ Pollution

To see these maps, click the **Adjust & Review** button on the **Main Toolbar**, and select **View Data** to see a list of available maps, charts and graphs. Or access the maps through the **City Layer Views** button on the **Navigation Panel**. Another good source of information comes from using the **Query Tool**. Click on your power plants and pumps to see up-to-date information on their capacity.

# ADVISOR Q&A: CLUES ON SOME BASIC SIMCITY STRATEGIES

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# ADVISOR Q&A: CLUES ON SOME BASIC SIMCITY STRATEGIES



We are very fortunate to have all the Advisors of *SimCity 3000 Unlimited* gathered here to answer some frequently asked questions we've heard from mayors around SimNation. We hope this forum is helpful. Remember, the Advisors also make themselves available to answer questions at [www.SimCity.com](http://www.SimCity.com). Keep up to date with the ins and outs of burning policy issues by checking in regularly.

So, ask away. Whichever Advisor feels he or she can answer the question will jump right in.

***Q: How do I make money?***

**Mortimer:** The easy answer is: you never spend more than you make. The truth is, there is no easy answer. You need to take certain risks when expanding your city. If you never expand, there is no way to increase funds. Sure you can play the tax game, where you raise and lower taxes to bring in and then drain new Sims. That's a dangerous game to play, though, because eventually they will catch on and perhaps not be so willing to move to your city at the drop of a hat. Playing with ordinances and cutting deals with neighbors can be a way to steadily increase cash.

***Q: It seems like it'd be easiest to build a ton of roads. Why should anyone bother with mass transit?***

**Moe:** Sims love their cars, there's no denying that. But let's think about something for a second. When the only way to get from place to place is via car, then that's how everyone will travel. If every Sim in the city is driving their own car, there is going to be an unreasonable amount of traffic on the roads. Sure you can put ordinances into effect which promote carpooling, but that won't cut it if your population gets large enough.



Also, think of it like this: Sims aren't willing to drive as far if traffic is bad. That means that you are forced to make a tiny congested city with no real hope for expansion. When mass transit is introduced, Sims tend to get their cars off the road. Fewer cars means less traffic, and less traffic means Sims are willing to travel further. Oh yeah, and then there's the benefit of cleaner air. If you can get a good rail system going, you can eliminate even more pollution while creating a way for Sims to travel even further. And then your city can grow.

***Q: What density should I make my zones?***

**Constance:** Stick with light and medium density zones to start with. You can't get certain kinds of buildings until your city has achieved a certain population and your land a certain value. You will never see a building like a bristling skyscraper in a town of 2000.

When you start the game, you'll find that only low-density buildings, such as houses or small apartment buildings are being built, even if you've zoned an area for high density. High density zoning tends to kick on earlier in Industrial areas than in Residential or Commercial areas. If you are successful at increasing your city's population and land values, you'll begin to see tall apartment buildings in your Residential zones. If you continue to expand your city, and successfully build and zone and airport, your Sims will sooner or later start building beautiful skyscrapers in the Commercial areas you've zoned for high density.

***Q: Why do I have slums?***

**Constance:** There are many factors that contribute to the existence of slums, but they all boil down to one simple thing: Land Value. High crime and pollution will lower the land value of any area. Being too close to a landfill or other undesirable area also lowers land value. It's not a bad thing to have low income housing, but if it is dominating your city, you may want to reevaluate.

***Q: Some of my buildings look dark and empty. Why did the Sims leave?***

**Constance:** Sims will abandon buildings in a developed zone when conditions warrant it. They are likely to leave if power, water or transportation to the zone is cut off. If you fix the problem, Sims may come back and restore life to the buildings. The only time Sims won't return is when an area has been contaminated by radiation from a nuclear explosion. Too dangerous. Use your **Query Tool** to get information on why a particular structure has been abandoned.

***Q: Can I build something in un-zoned areas?***

**Constance:** Yes! An un-zoned area cannot be powered or watered, so Sims won't build anything there, but you can. Individual buildings that are offered in the **Main Toolbar** (power plants, schools, landmark buildings, etc.) can be placed anywhere on your city map. Neat, eh?

***Q: My RCI Indicator shows no demand, how do I continue to grow my city?***

**Constance:** In order to lead productive, happy lives, Sims need to be able to sell the goods and services they produce and relax when they are not busy working. When growth stalls, it generally means that your city has reached a threshold for one or all of these requirements. In order to allow your city to grow further you must look for new outlets for the sale of your goods and services and more ways for your Sims to enjoy themselves in their spare time. Connections to your neighbors provide a means to get your economy moving forward again, and entertainment centers are a great way to encourage new Sims to come and play, and hopefully stay.

***Q: What's the difference between a landmark and a reward?***

**Constance:** Landmarks are available all the time, and are based on famous real-world buildings. Rewards are buildings and features you gain by being a successful mayor. Anytime your performance warrants it, a News Ticker or Petitioner will show up to let you know about your reward. (A small side comment: Aliens who have attacked SimNation seem strangely attracted to landmarks)

***Q: How do I encourage the development of Farms?***

**Constance:** Sims are likely to build farms on low density industrial zones that are away from roads, relatively unpolluted, and have low land value. If you zone a large area of low-density industrial with less than three edges with roads, you have a good chance of seeing a few farms develop. Farms are an exception to the rule that nothing will develop unless it's close to a road (part of it must be close enough to a road for the barns to be built, but fields and pastures can spread over a large area). As time goes on, though, and local land value or pollution increase, some canny Sim land developer will convert farms into other types of low density industry. So you will usually only see farms in small cities or on the edges of large cities. If you are successful in developing a healthy agricultural sector, watch out for those locusts!



### ***Q: How does pollution work in SimCity 3000 Unlimited?***

**Karen:** Industry, power plants, cars, landfills – all generate pollution. As mayor, you will have to contend with air and water pollution, and possibly even with radiation from nuclear power plants. Pollution can have an extremely negative effect on your city's attractiveness to current and potential Sim residents. Sims will simply refuse to live near pollution sources, so if you zone your residential areas near such sources it is unlikely that they will develop. Waste from factories and landfills will also seep into your city's water supply and turn your lakes, rivers, and coastal waters a discomfoting black. Water pollution causes your water system to lose efficiency. Soon, your Sims will begin complaining and move away if you don't deal with the problem.

There are a number of ways in which you can cope with pollution. First, it's a good idea to create residential and commercial zones away from pollution sources. Mass transit systems will cut down on air pollution. You can cope with water pollution by creating water treatment plants, and by finding alternatives to landfills – such as incinerators, garbage-to-energy plants, or making a trash export deal with a neighbor.

In the end, however, the best way to deal with pollution is through strategy and long-term thinking. At the beginning of the game, especially in cities that begin in the 1900s, you'll have little choice but to accept dirty industries to get your city going and growing. But as you build schools, colleges, museums, libraries, and even site a university, you'll raise the educational quotient of your Sims. Higher educational quotients in a population attract cleaner, high-tech industries that are less polluting. Don't forget to use ordinances and tax-incentives to help keep your city clean, too!

### ***Q: What happens when disaster hits?***

**Maria:** It depends on the disaster. The trick is to consider what kind of disaster is going on and then decide what department is best suited to handle the problem. Let's take a fire as an example. The first thing you want to do is get the fire department out there to start containing the fire. Police officers are very good at quelling angry rioters. Locusts respond only to Crop Dusters. If, for some reason, you haven't prepared for anything and have neither police nor fire protection, then your city is at risk of being destroyed. Although you can try to demolish everything in the path of a fire in a desperate attempt to save at least some of your city. It's worth a try.

***Q: How many hospitals do I need in my city?***

**Randall:** The number of hospitals needed is directly a factor of your population. Each hospital can accommodate only so many patients. Simply having plenty of hospitals is not enough. Each requires adequate funding to do its part in improving Sim health. Use the **Query Tool** to check the effectiveness of your hospitals. Good grades mean good health and longer life expectancies. Bad grades may mean you need better funding or more hospitals.

***Q: How do I go about increasing aura?***

**Randall:** All you need to do is increase the overall happiness of your Sims. That can come in many forms, from building a stadium to setting an ordinance that lowers pollution. The healthier the area and the more ways a Sim can unwind after work, the happier everyone will be.

***Q: Sims are complaining about blackouts. How do I restore power?***

**Gus:** When a blackout occurs, you should investigate the cause of the problem before making a hasty conclusion. First, query the power plants to see how close to maximum capacity they have been running. You may need to place more power plants. If the plants seem fine, query tiles between the power plant and the location of the blackout to find a break in the line. Then use zoning or power lines to restore power.

***Q: Why isn't any water getting to my Sims?***

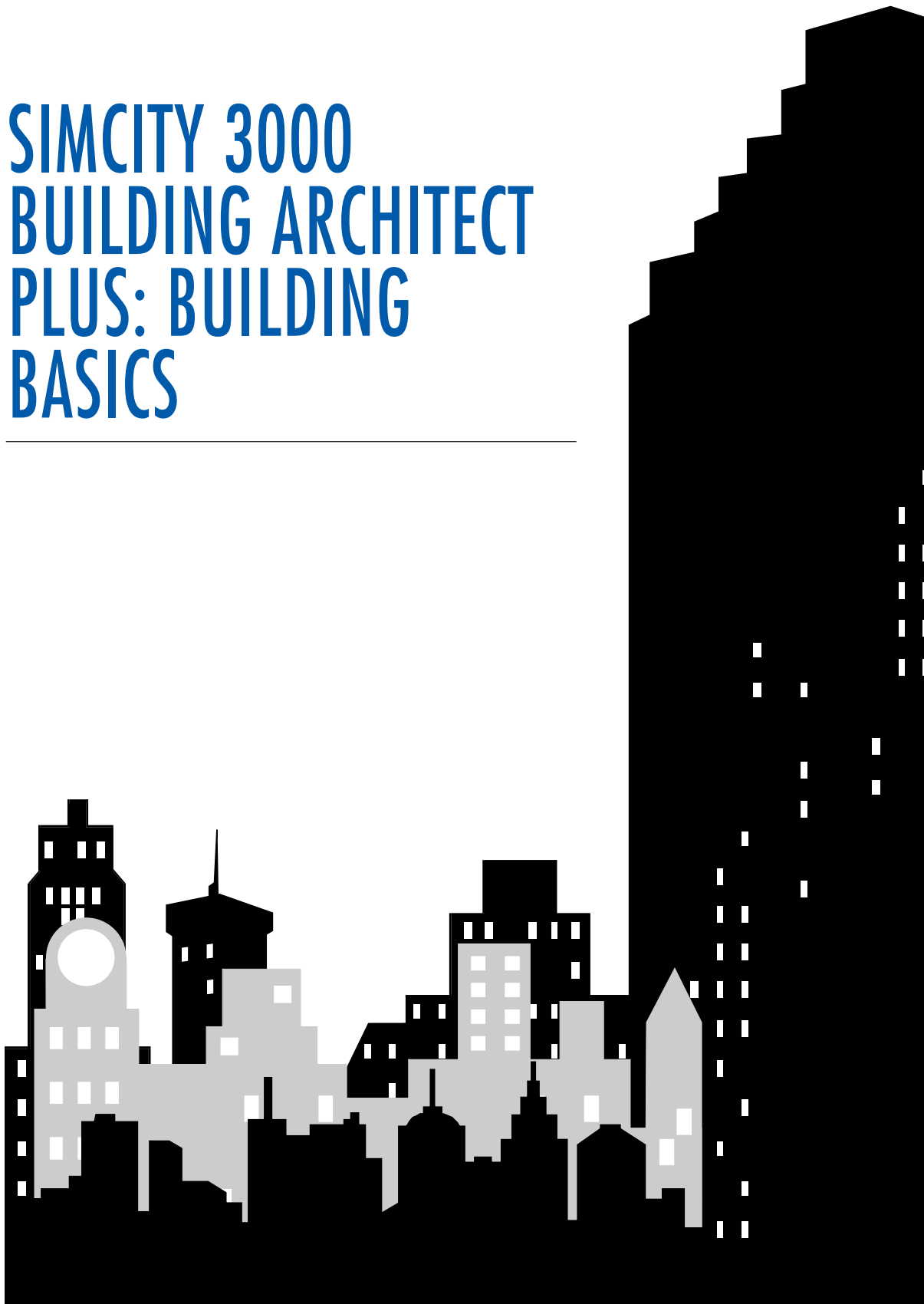
**Gus:** If you've built a network of water pipes to bring water from your pumps to your zones, it's likely that the pumps aren't pumping enough water to meet the demand. First thing I'd do is query the pumps to see what capacity they are running at. When they are being used to their max, you will need to build more. If the capacity is not reaching its potential you might have a water pollution problem that's reducing their efficiency, or it could indicate that you need to place them closer to a source of water.

***Q: Is it my imagination or do Sims not want to live near power lines?***

**Gus:** Good catch. You are talking about the high-tension power lines that are big and ugly and take up a lot of space. Yes, they will lower an area's land value. Try to keep them away from Residential and Commercial zones.

# SIMCITY 3000 BUILDING ARCHITECT PLUS: BUILDING BASICS

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# SIMCITY 3000 BUILDING ARCHITECT PLUS: BUILDING BASICS

## ***New Feature***

You are mayoring like mad. Road construction is a breeze. You've got parks, marinas, airports, and skyscrapers. Gus Oddman, your Utilities Advisor, is very impressed with your grasp of electrical subsystems. You have built a city. Several, in fact. But you are an ambitious mayor. You would like to leave a lasting imprint on your city. The **SimCity 3000 Building Architect Plus** offers you mayoral immortality. How can your Sims forget you when they live, work, and shop in buildings you have designed and built?

Do you think only those mayors with artistic or engineering-type sensibilities can aspire to these creative heights? Think again. **SimCity 3000 Building Architect** offers tools for everyone—from those of you who wouldn't know a trowel from a cornice, to those who are seasoned designer/builders. With the **SimCity 3000 Building Architect**, you can hire a design team to help you construct new buildings, or lovingly create your Michael Graves inspired factory block by block.

To get a handle on **SimCity 3000 Building Architect** basics, go through the Tutorial. After that, those who are new to the Building Architect will probably want some constructive help, especially for some of those larger structures.

And don't forget, when you feel a building represents your creative and design skills at their zenith, you can share your building with others on SimCity Exchange. Why shouldn't Sims throughout SimNation share in your immortality?



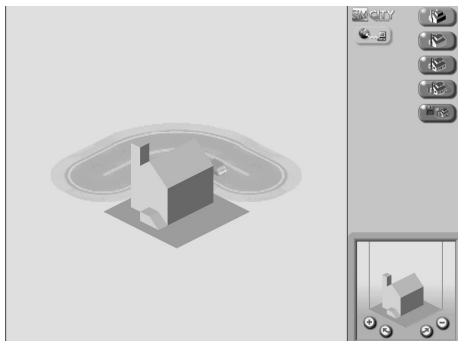
# SIMCITY 3000 BUILDING ARCHITECT TUTORIAL

Nothing fancy here. This should serve as an introduction to the basic tools of **SimCity 3000 Building Architect**. We'll give you a leg up by starting with a pre-constructed house to serve as the basis for learning your building basics.

## STEP 1: LOAD TUTORIAL HOUSE

1. The first thing you need to do is launch **SimCity 3000 Building Architect Plus**. If you need any help, please see the **Reference Card**.
2. When the **Opening Menu** appears, select **Load Building**.
3. From the browse menu of the buildings folder, select **Tutorial House**.
4. Click the Checkmark. **SimCity 3000 Building Architect** will load your building.

## STEP 2: SHAKE HANDS WITH THE ARCHITECT TOOLKIT



1. The **Load Building** menu will take you to the **Architect Toolkit** window. You'll see your **Tutorial House** displayed in the center of the workspace.
2. See the SimCity street scene behind your house? That's there to give you a sense for how buildings will fit into your city. This background will display only when you **Zoom Out** from the building.
3. At the bottom right of the window, you'll see the **Navigation Panel**. Just as in SimCity, use the buttons to **Zoom In** or **Zoom Out** on your structure.
4. Use the **Rotate Buttons** to turn your structure around counter-clockwise or clockwise. Remember, your buildings have three

dimensions. You'll need to rotate the structure to build, paint, whatever. Otherwise you'll end up with a house that is only partly roofed, and you wouldn't want your Sims to catch a cold just because you forgot to provide their heads with cover. Would you?

5. Rotate the view of the **Tutorial House** in both directions. Then come back to the original view.

6. The buttons along the right toolbar represent the five modes of the **Architect Toolkit**:

- ◆ Construct
- ◆ Paint
- ◆ Detail
- ◆ Props
- ◆ File Options & Exit

7. We'll get to the **Construct Mode** later. Let's start by painting your house.

## STEP 3: PAINTING YOUR HOUSE



You'll use the **Paint Mode** to apply textures and colors to the surfaces of your building. Imagine a city filled with skyscrapers in a rainbow of pastels. My oh my.

1. Click on **Paint**.



2. There are two **Paint Tools** available to you: **Fill** (the bucket) and **Paintbrush** (the paintbrush). For right now, click on **Fill**.

3. See the panel of selections above the **Navigation Panel**? That's your **Paint Palette**. The drop-down menu above the **Paint Palette** allows you to select a surface type. For now, you want to look at Walls. Scroll through your options and choose a style for the walls of your house. Click on your selection.

4. Move the **Fill** cursor to one of the walls of the house. A square highlight frame under the cursor indicates the plane the paint will cover. Give that mouse a click. Voila! You've painted an entire wall of your house. And you didn't even have to scrape or powerwash. Now paint the other visible wall.

5. Now you're going to need those **Rotate Buttons** so you can get to the other walls of your house. You are welcome to choose a different color/texture, but do go ahead and paint those walls.



You can tap your Spacebar to rotate your building 90 degrees.



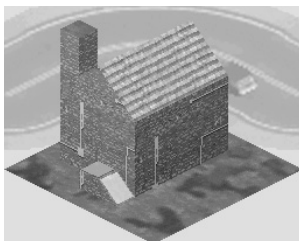
6. For more finicky painting, select the **Paintbrush**. Use this tool to paint the chimney and porch. Stick with the **Walls Palette** here. Remember to paint all surfaces.

7. Now that we have the walls painted, let's paint the roof. Select **Rooftops** from the drop-down **Palette Menu**.

8. Shingle? Asphalt tile? Select a roof covering you like and 'paint'.

9. If you can paint a roof, why stop there? Let's paint us a lawn. Select **Ground** from the **Palette Menu**, and give your house a nice lush lawn.

10. Your house should now look something like this.



## STEP 4: WINDOWS, DOORS, AND CORNICES (YOU KNOW, DETAILS)



Like your house so far? Good. Does it seem to lack a bit of character, though? We thought you might feel that way. In **Details Mode** you can add all those little details that make a house so special. You know... windows, doors. Okay, okay. You can get a bit fancy here, too.

1. Click on **Detail**.

2. There is only one **Detail Mode** tool available to you, **Apply Detail**. Select this tool.

Take a look at your **Details Palette**. As with **Paint Mode**, there is a drop-down menu for selecting from types of **Details**. For now, stick with the default set of details. Moving your cursor over the groupings will highlight the individual elements. Go ahead and select a door. You may need a few tries to get one the right size.

3. **Rotate** the house so that the steps are showing and move the cursor to the area just above the steps. The highlight shows where the bottom left-hand corner of the decal will be placed. Click the left mouse button to place the door.

4. Go ahead and choose some windows and other details.



5. If you don't like the way something looks, just erase it. The **Erase Tool**, one of the **Edit Tools**, can be used to remove any details you don't like.



Holding down the right-button on the mouse also activates the erase Tool.

6. If you accidentally misplace a detail, you can click once on the **Undo** button to recover quickly and try again.

## STEP 5: HOW ABOUT A FEW PROPS?



What's a **Prop**? Props are things external to your building which, when placed on or around a building, give it that 'lived in' look. No mayor wants to build a bunch of buildings that seem empty. So place a few trees, put a pickup truck on the roof of your skyscraper. Continue to add character to your creation.

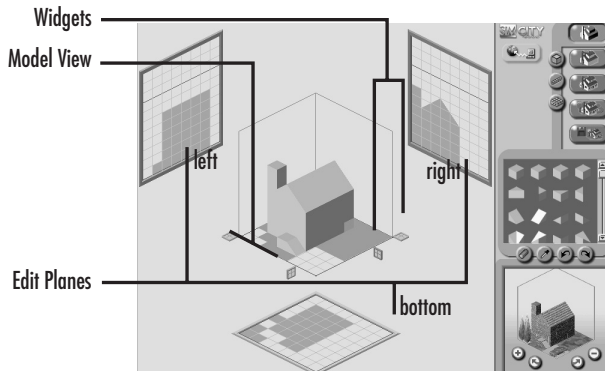
Click on the **Props** button to open the **Props Palette**. We've divided the props into various categories on the drop-down menu for your convenience: **Architecture**, **Building Decoration**, **Plaza and Streets**, **Yard Objects**, **Vehicles**, **Industrial**, and **Rooftops**.

1. **Props** are grouped in the palette in multiple rotations (just like the blocks in the **Construct Palette**). When selecting a **prop** you'll want to be sure to select the rotation that works best for your current building rotation. Don't forget to pay attention to the lighting angle!
2. Scroll through the **Palette** until you find the desired **Prop**. How about a tree?
3. Click on the **Place Prop** tool, and place your cursor in the position where you would like to see your prop.
4. As you move your cursor over your building, you'll notice blocks lighting up. These highlights should give you a rough idea of the size of your selected **prop** and where it will position itself when you click to place.
5. Click to place your **prop**.



6. Now, rotate the model. Notice that the **prop** seems to rotate too!
7. Go ahead and place lots more props on your model. You may notice that sometimes one prop will “eat into” another, making it look incomplete. **Props** are very territorial and don’t like it when another gets too close. A little practice and you’ll learn to respect **props’** personal space.
8. Use the **Erase** or **Undo** tools if you are not happy with a **prop** placement.

## STEP 6: HARD HAT AREA (IT’S CONSTRUCTION TIME)



Constructing 3D structures on a 2D screen can be a bit challenging—especially if you, like some of us, are spatially challenged. Just remember, the process is extremely simple: buildings are made by stacking blocks on top of one another. You can do that. To start you out, let’s build an addition to your house.

### 1. Click on **Construct** to enter **Construct Mode**.

As you can see, your construction area is comprised of four workspaces.

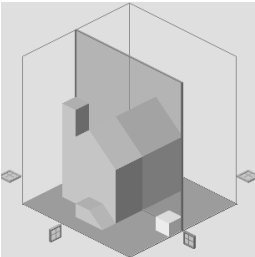
- ◆ The center area is called the **Model View**, which shows a 3D image of the structure.
- ◆ The other three areas (right, left, and below the **Model View**) are the **Edit Planes**.

You'll be doing your actual block stacking on the **Edit Planes**, not in the **Model View**. As you build, notice your structure take shape in the **Model View**. Once you get the knack of how the **Edit Planes** and **Model View** work together, you are pretty much on your way to mastering the **Construct Mode**. Ready to get started? It's a good idea to keep referring to the labeled image above.

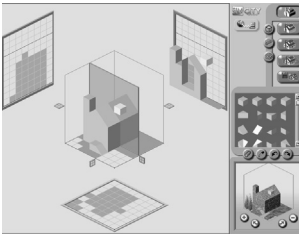
2. Now, look at the **Model View** of your house. See the toggle at the structure's base?



3. That's a **Widget**. Move your cursor over to the red **Widget**. When the cursor becomes a hand, click and hold the mouse button.
4. See the red screen thing? That's a **Highlight Plane**, and it corresponds to the red-outlined **Right Edit Plane**. You'll be using **Widgets** to move **Highlight Planes** around your structure in the **Model View**. This is important, because the placement of each **Highlight Plane** in the **Model View** tells each **Edit Plane** just where you want the blocks you're stacking to be placed.



5. Go ahead and move your mouse slowly so that the **Highlight Plane** bisects the center of the house. Release the **Widget**.
6. Now move your cursor over the **Right Edit Plane** (the red one). On the **Right Edit Plane** you will see all of the blocks drawn on that plane of the building, like a big slice has been taken of the building and served to you on a plate. It's this slice that **Construct** mode lets you edit.
7. In the **Model View** and on the **Right Edit Plane** you will also notice a floating yellow block under your cursor. This block is a highlight block. If you were to click the left mouse button, a block would appear in that position in both places—on the **Edit Plane** and in the **Model View**. Pick an open space and place a block just so you see how it works. All three **Edit Planes** work exactly the same; they just represent different perspectives of the **Model View**.



8. See your new block? Don't get too proud yet. Click the **Undo** edit tool to remove the block you drew.

So, that's the basic method for stacking a block. Let's move this up a notch and stack blocks that will make an addition to your house.

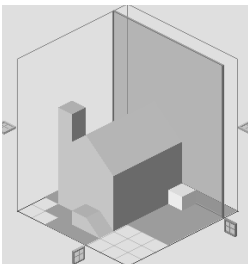
9. Once again, **Rotate** the house so that the steps are out front.

10. The **Construct Palette** displays fourteen different building blocks available in four different rotations. Select one of the square blocks from the top row of the palette. It will become highlighted.



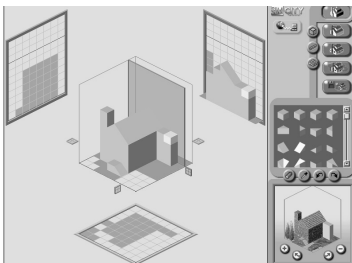
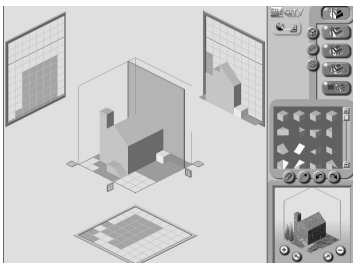
11. Now select the **Plane Tool** from the **Construct Tools**.

12. Select the **Right Edit Plane Widget** again (the red one). Move it to the second block from the right on the base of your **Model View**, bisecting the last plane of blocks of the house.

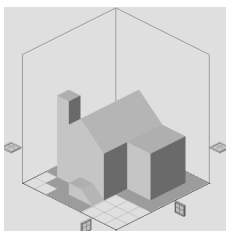


13. Still with us? Okay. Now go to the **Right Edit Plane**. Move the cursor to the block next to the lower-right corner of the house. Click and drag the cursor up four and over two blocks, then release the mouse button. This will draw a plane of blocks next to the house.

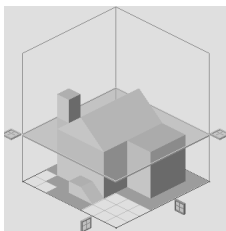




14. Move the **Widget** one block to the left on the **Model View** and draw another 4x2 plane. Now repeat the process once more. Look at that! You have now added a nice 2x3 room to the house.



15. Now for the roof. Move the **Bottom Edit Plane Widget** (green) to the same level as the first layer of roof tiles on the existing house.



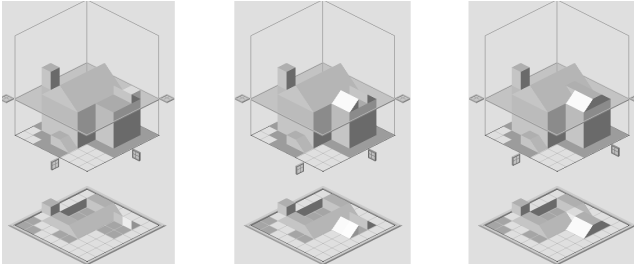
16. Select the single **Block Tool** from your **Construct Tools**, and the left-facing slanted block from the **Construct Palette**.



17. Return to the **Bottom Edit Plane**. Place a row of blocks above the wall of the addition facing you.
18. Then select the opposite block (opposite blocks are always two away on the same row in the **Construct Palette**), and place those above the wall facing away from you.

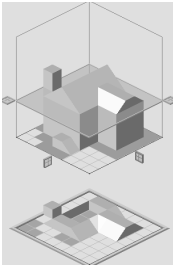


19. Lastly, fill in the area between with square blocks and place an additional square block to connect to the existing roof. You should now have a nice barn-style roof on your addition.



20. You still need to connect the new addition to the existing roof. Select the front-facing flanged block.

21. Place it on the corner facing you where the two roofs connect. It should now look like this:



22. Now repeat for the other side. Use this shortcut. Rather than selecting the opposite block, **Rotate** the view clockwise once (90 degrees). Using the same block, place it where the two roofs connect. This technique is very useful for roofs, since it is difficult to see the slants when they are not facing you.

23. Now back to **Paint Mode...** Select **Paint**.

24. Here's a shortcut technique to give the addition textures and details that match your work on the original house. Click on the **Select Tool** (eyedropper), and then click on one of the finished walls in the **Model View**. The **Select Tool** allows you to pick a texture directly from the model, instead of having to hunt through the palette to find it again.

25. Now select the **Fill** or **Paintbrush** and apply the texture to the new areas.
26. Next, switch to **Detail Mode** and use the same technique. Use the **Select Tool** to pick up an element you want to use again.
27. Click on **Apply Detail**, and place the element wherever you want.
28. Nice job! You've just built a Sim a house.



## STEP 6: SAVING YOUR STRUCTURE



1. Are you happy with your house? Then let's save it. Click on the **File Options and Exit button**.



2. You may notice that the image of your building changes slightly. In **File Options Mode**, the shading is the same as it will be in *SimCity 3000 Unlimited*. To save your modified version of the **Tutorial House**, select **Save As**.
3. A thumbnail image of your house is shown in the **Save Building As** window. When saving a building, you also have the chance to add the name of the **Architect** and a **Building Description**. Enter the Architect name and add a quick comment about the building to the description. Then, rename the file as *My House* and click the **Checkmark** to save it.
4. Remember that you'll be able to use **SimCity Exchange** to share your buildings at [www.SimCity.com](http://www.SimCity.com). Saving your building with an Architect name, Building name, and description lets others keep track of your creations.

# SIMCITY 3000 BUILDING ARCHITECT REFERENCE GUIDE

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# SIMCITY 3000 BUILDING ARCHITECT REFERENCE GUIDE

This section gives you a breakdown of the tools, buttons, and menus you'll see in *SimCity 3000 Unlimited's* **Building Architect Plus**.

## OPENING MENU

### NEW BUILDING

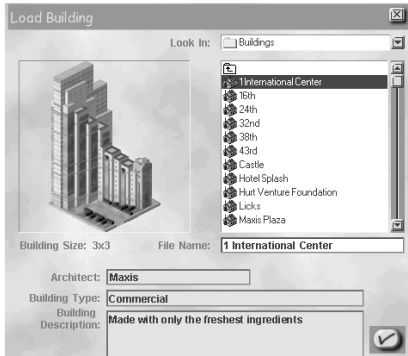


Clicking on the **New Building** button in the **Opening Menu** will open the **Tile Size Dialog**.

- Choose the tile size of the building you want to create.
- Click on the **Checkmark**. The program will take you to the **Building Architect** workspace. You'll be in **Construct Mode**, ready to place some blocks.



# LOAD BUILDING



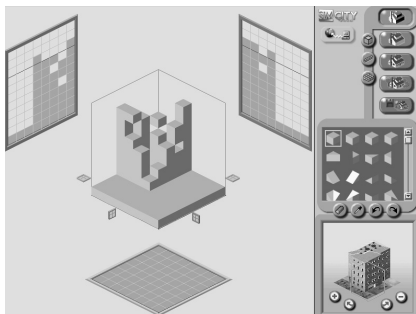
Clicking on the **Load Building** button in the **Opening Menu** will open your **SimCity 3000 Building Architect** list of saved buildings.

- Scroll through the **Building List**. If you click on a selection, a preview of the building will appear in the window to the left. The Architect and a brief description of the building, along with its tile size, will appear below the **Building List**.
- When you have chosen the building you would like to edit, click on the **Checkmark**.
- You will now be in the **Building Architect**, with the chosen building appearing in the **Model View**.

## EXIT

Decided you didn't really want to be here? Click **Exit** to leave.

# THE BUILDING ARCHITECT WORKSPACE



The **Workspace** is where you will create, edit, and embellish any building you are working on. It is comprised of the five modes needed for creating Sim Buildings, these are: **Construct**, **Paint**, **Detail**, **Props**, and, of course, **File Options & Exit**. In each of these modes the screen is separated into four areas: the **Workspace**, the **Toolbar**, the **Palette**, and the **Navigation Panel**.

Each of the **Building Architect** modes has its own set of tools that you will find in their secondary menus. To switch from one mode to another, use the main button in the toolbar associated with each mode:



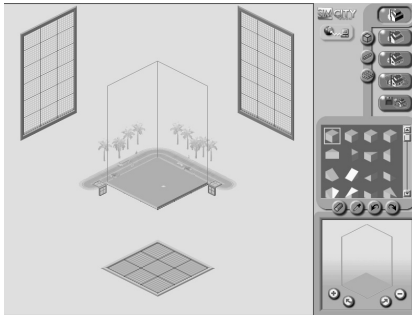
We'll describe each mode in detail below.

## CONSTRUCT

You'll use the **Construct** mode to build structures from scratch, or to make structural alterations of existing buildings. Buildings which have gone through the **Construct** mode (and no other) appear gray and somewhat like a blank canvas. They appear this way because that is exactly what they are, a canvas waiting for your creative touch to improve them. Go ahead and add windows, doors, textures, colors, and maybe a swimming pool shaded by trees in the back yard. Fill this canvas with the color of your imagination.



## THE CONSTRUCT WORKSPACE



This area will probably take the most getting used to. The **Tutorial Section** will give you some tips and suggestions on how to work with this area and will take you step-by-step through some simple construction operations. This section discusses the various elements of the construct workspace and how they function.

- You can build (stack blocks) on any of the three **Edit Planes: Left, Right, or Bottom**.
- Select a block from the **Construct Palette**.
- Select one of the **Construct Tools**.
- Move the cursor into the workspace. When you move to one of the **Edit Planes**, a yellow highlighted **Reference Block** will appear on the grid. This indicates where the block(s) will be placed when you use the selected **Construct Tool**.
- Each **Edit Plane** shows only a cross-section of the building under construction. The **Model View** shows the entire image of the building.
- Use the **Selection Plane** (red, green, or blue) on the **Model View** to select a specific cross-section of the building to edit.
- Move the selection plane by using the **Plane Widget** controls. The **Plane Widgets** are color-coded to their respective **Edit Planes**: green for the bottom, red for right, and blue for left.
- To use the **Plane Widgets**, click and hold the mouse button on the widget and drag it in the direction you wish to move the **Edit Plane**.
- When the **Plane Widget** is active, the cross-section of the building under construction will be highlighted in the model view; this is called the **Selection Plane** and it, too, is color-coded to help orient you to your building.



- The **Selection Plane** in the **Model View** shows the cross-section of the building that you will build on in the associated **Edit Plane**.



If you are using a mouse with a roller wheel, when the cursor is over one of the edit planes, you can roll up or down to move the selection plane just like using a widget.

## CONSTRUCT TOOLS

### *Single Block*



Once you have chosen a block shape from the **Construct Palette**, you can place a single block of that shape with this tool.

- Select **Block**, then move to the **Workspace** – the block cursor will be active.
- When you move to an **Edit Plane**, a yellow highlight will appear where the block will be placed if you click the left mouse button. This same block will be mirrored in the **Model View** on the **Selection Plane**.
- Click and hold the left mouse button and drag to place multiple blocks. If you place the tool in a position that a block already occupies, it will replace the existing block with the currently selected block.

### *Line*



You can place a line of the currently selected block with this tool.

- Select this tool then move to the **Workspace** – the line cursor will be active.
- When you move to an **Edit Plane**, select a position to place the first block of a row of blocks. Click and hold the left mouse button, then drag in the direction you wish the row of blocks to be placed. A yellow highlight appears showing where the line of blocks will be placed when you release the mouse button.



## Plane



The **Plane Tool** allows you to place a plane of the currently selected block. This is extremely effective for building walls or other large areas.

- Select the **Plane Tool**, then move to the **Workspace** – the plane cursor will be active.
- When you move to an **Edit Plane**, a yellow highlight will appear under the plane cursor. This indicates the position where the plane will begin when you click the left mouse button.
- Hold the mouse button and drag in the direction you wish to create a plane of blocks. The yellow highlighted area will expand to indicate where the blocks will be placed. Release the mouse button and the blocks will appear.

With both the **Line** and **Plane Tools**, if you decide you do not want to complete the line or plane, hold down the **Shift** key before you release the mouse button.

## THE CONSTRUCT PALETTE

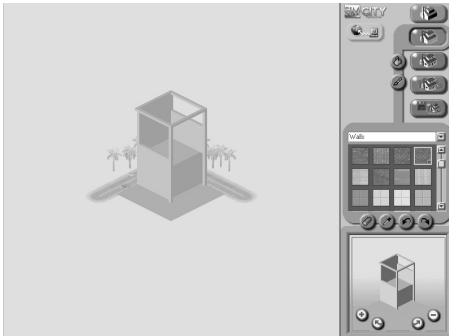
The **Construct Palette** displays the set of blocks available for building.

- There are fourteen block types that run vertically down the palette. Each type is represented in four rotations.
- To select a block, position the pointer over the block and click the left mouse button. The selected block will become highlighted to indicate that it is selected.
- When you use any of the **Construct Tools**, the block you have selected will be used.

## PAINT

Painting is the application of materials to walls, rooftops, or ground areas. The **Paint Mode** includes a palette of textures like brick and stucco, grass and asphalt, as well as a palette of paints to be used in any way you wish. You may find that just one building, painted in various ways, can add to the variety of your **Building Set** without building several different buildings. Play with some of the buildings provided with **SimCity 3000 Building Architect** and see how texture and color can make a difference in your building's aura (to borrow a term from Randall, our HEA Advisor).

## THE WORKSPACE



- In the **Paint Mode Workspace**, you will apply paints and textures directly to the **View Model**.
- While in the model view, use the **Navigation Panel** to move to a specific point on the model.

## THE PAINT TOOLS

### *Fill*



This tool allows you to paint large areas of your building.

- Select this tool and then select a texture or paint from the **Paint Palette**. When you move to the workspace, the fill cursor will be active.
- Position the cursor over a tile – a highlight will appear on the tile that will be painted.
- Click the mouse button to fill all tiles on the plane contiguous with the highlighted tile.
- If you select another paint from the **Paint Palette**, and click the area again, it will replace all contiguous tiles of the same paint type with the new selection.



## Paintbrush



For finer details, use the **Paintbrush Tool**. This tool allows you to place a single tile of the selected texture or paint.

- Select the **Paintbrush** tool and move to the workspace. Position the cursor over the tile you wish to texture or paint – a highlight will appear on the tile that will be painted.
- Click the left mouse button to apply a single tile of the selected texture or paint.
- Click and hold the left mouse button and drag to apply the selected texture or paint over an area of tiles.

## THE PAINT PALETTE

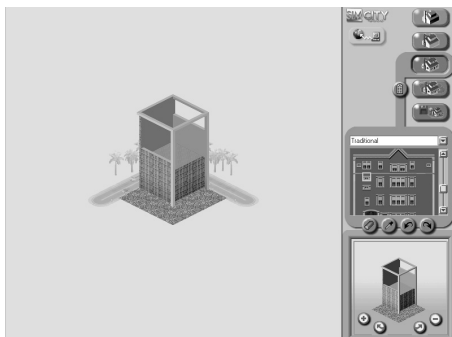
The Paint Palette displays the available textures and paints, which have been organized into sets.

- Use the drop-down menu above the Paint Palette to select a particular set.
- To select a texture or paint, position the pointer over the texture or paint in the palette and click the left mouse button – the selection will become highlighted.
- When you use any of the paint tools, the texture or paint you have selected will be placed.

## DETAIL

In this mode, you apply all of the elements that give your buildings detail. The building elements supplied in **SimCity 3000 Building Architect** are organized into several categories. You can select which category you'd like to use in the drop-down menu above the **Detail Palette**.

## THE WORKSPACE



In the **Detail** mode workspace, you will apply building elements directly to the **Model View**.

- You can apply these elements to a building before applying paints. Any paint you apply later will glide smoothly “under” the detail.
- When you move the **Apply Detail** cursor about the **Model View**, a highlight shows you where the decal will be placed.
- If you try to apply an element on an area that is smaller than the detail – for example the edge of your building – the decal will simply place only the part it can.

## DETAIL TOOLS

### *Apply Detail*



This is the single tool available in the **Detail Mode**.

- Select this tool and the design element of your choice from the **Detail Palette**. Move to the workspace – the detail cursor will be active.
- Position the cursor where you want to apply the element – the highlight indicates where the lower-left corner of the detail will be placed when you click the left mouse button.
- If there is not enough room for the detail, as much of it will be placed as possible on the plane of placement.



## THE DETAIL PALETTE

The **Detail Palette** displays the available design elements.

- The elements (doors, windows, cornice, ledges, etc.) have been organized into several sets.
- Use the drop-down menu above the **Detail Palette** to select a particular set of design elements.
- To select a specific detail, position the pointer over the detail in the palette and click the left mouse button.
- When you use the **Apply Decal** tool, the selected detail will be placed.

## PROP PLACEMENT

### ***New Feature***

If you would like to add some life to your building, this is the place you need to be. Trees, a nice family station wagon, or how about a shiny blue pickup truck? Props are placed around or on your buildings to help them either stand out or fit into your city.

## THE WORKSPACE



In the **Prop Placement** mode workspace, you will place objects directly to the **Model View**.

- You can place these objects at any time during construction.

- Props must be placed on at least one block space, either on the building or on the ground.
- When you move the **Place Prop** cursor about the **Model View**, a highlight that roughly corresponds to the size of the Prop shows you where the object will be placed.
- If you try to place a **Prop** on an area that is smaller than the area available—bound in by walls or off the edge of the model space—the **Prop** will be cropped.

## PROP PLACEMENT TOOLS

### *Place Prop*



This is the single tool available in the **Prop Placement** mode.

- Select this tool and the **Prop** of your choice from the **Prop Palette**. Move to the workspace – the prop cursor will be active.
- ❖ Position the cursor where you want to apply the prop – the highlight indicates the size and placement of the **Prop**. Remember, if there's not enough room, the object will be cropped.
- You place the **Prop** when you click the left mouse button.



**If you want to place a prop in mid-air, you'll have to place a block up there first to give the prop something to anchor to. After you've placed the prop, you can erase the block and the prop will remain. Magic.**

## THE PROP PALETTE

The **Prop Palette** displays the available objects you can place.

- **Props** are available in the following categories (found on the drop-down menu): **Architecture, Building Decoration, Plaza and Streets, Yard Objects, Flora, Vehicles, Industrial, and Rooftops.**
- **Props** appear in the palette in multiple rotations, much like blocks do in the **Construct Palette**. When choosing a **Prop**, be sure to pick the rotation that works best for your immediate needs. Also, pay attention to the lighting on the model as well as on the **Prop**; you want it to appear that the light is coming from the same direction – left or right.



- To select a specific Prop, position the pointer over the detail in the palette and click the left mouse button.

When you use the **Place Prop** tool, the selected object will be placed

## EDIT TOOLS

These are located between the **Palette Area** and the **Navigation Panel**. The **Edit Tools** function similarly in each mode of the **Building Architect**. Differences will be noted.

### ERASE



- Select **Erase** then move to the workspace. The eraser cursor will be active.
- Position the cursor over the block, area of paint, detail, or prop you wish to erase and click the left mouse button. When you are erasing a **Prop**, there will be no highlighting until the cursor locates a **Prop**, at which time the existing **Prop** will take on a blue hue. Clicking will then remove the offending object.
- Click and hold the left mouse button and drag to erase multiple items.
- **Erase** is also available by pressing the right mouse button, which allows you to erase blocks in the same manner that you apply them. This is useful if you want to remove a line or plane of blocks in **Construct** mode.

### SELECT



The **Select** tool is kind of fun. Instead of hunting through various **Palettes** to find that greeny-grayish kind of stucco-looking wall color to match the porch of your building, you can just use the **Select** tool. That little eyedropper will take in whatever you click it on and apply the contents elsewhere.

- Click on the **Select** tool then move to the workspace – the eyedropper cursor will be active.
- Position the eyedropper over any block, paint surface, detail, or prop and click the left mouse button. When you are selecting a block, you'll need to be in **Construct mode**, and so on.



- In **Prop Placement** mode, the selected **Prop** will only be available when the cursor has found it and turned it that cool blue hue.
- This tool does not edit your building. The element with which you have filled your eyedropper will be automatically selected in the corresponding **Palette Menu**.
- Pick your application tool, and stack, paint, or place away!

## UNDO



This tool will **Undo** the last tool action. If you just placed a line of blocks, clicking on **Undo** will remove the line. A wall of paint? It's gone. Continue clicking on to back up action by action.

## REDO



If you decide you did not want to **Undo**, click **Redo**.

## NAVIGATION PANEL

The **Navigation Panel** always shows a complete image of the building lit as it will appear when placed in your SimCity. The preview looks the same in all modes of the **Building Architect**. It also includes the **Navigation Buttons** for zooming and rotating the view.

- **Highlight Frame:** The **Highlight Frame** shows the area of the building currently visible in the workspace. Click anywhere in the **Preview Area** to move the **Highlight Frame** to a new location. This will be necessary when the building exceeds the workspace area.
- **Construct Mode Highlight Frame:** **Construct** mode handles things a little differently. The highlight frame here is in a hexagon shape, and you cannot move it in the **Preview Area**. To pan your view of the model in this mode, you need to drag with widgets off into the direction you want to go. The hexagonal highlight frame will keep up with you as you pan this way.
- **Plus Sign/Minus Sign:** These tools zoom the current building in and out, respectively.
- **Right and Left Arrows:** Select to rotate the building clockwise and counterclockwise, respectively.



## FILE OPTIONS & EXIT

This mode is pretty self-explanatory – it is where you save, name, and load your buildings or exit the **Building Architect**.

### THE WORKSPACE

The image of your building shown in the **Workspace** when in **File Options Mode** represents what it will look like when rendered and in use in *SimCity 3000*. This is a quick way to double-check that you have everything exactly as you want it, before you save.

### FILE TOOLS

#### *Render to SimCity 3000 Building List*



Use this button to prepare (or render) a saved building for use in the *SimCity 3000 Unlimited* ready collection of possible replacement buildings.

- When you click on the **Render Building** button, the program will first check to see: 1) the building was saved, 2) *SimCity 3000 Unlimited* is not open, and 3) if a building of this name was already rendered.
- If any of these issues presents a conflict, the appropriate dialog box will pop up and sweetly inform you of the fact. In other words, take care of it!
- If everything is as it should be, the rendering process will commence.
- Next you'll see a window letting you know the render is complete. Click **OK** to seal the deal.

Your building will now be available in your **SimCity Building Replacement List**. To learn more about using this building in *SimCity 3000 Unlimited*, see the manual section on **Replacing Buildings in SimNation**.

#### *Save Building*



Click this button to save your building. If you have not saved the building previously, the **Save As** dialog will appear, prompting you to name your building.

### *Save As*



This button brings up the **Save As** dialog. This allows you to save your building, rename an already-saved building, and place the file in the directory of your choice. This dialog also allows you to add the name of the architect and a description of your building. This is your opportunity for fame! Share your buildings with other *SimCity 3000 Unlimited* players on the SimCity.com and become a noteworthy architect in someone else's city!

### *Load*



This button brings up the **Load Dialog**. This allows you to browse your directories and load any previously saved or downloaded buildings.

### *New Building*



This button allows you to start a new building. The **New Building Tile Size** selection dialog will appear, prompting you to select a tile size for your new building.

After selecting a tile size and clicking on the **Checkmark**, you will proceed to the **Construct Mode** of the **Building Architect**.

### *Exit*



Are your mortaring joints sore? You have painter's elbow? Use this button to exit **SimCity 3000 Building Architect**. You will be reminded to save your current work; or, if you decide you still haven't had enough, you can cancel this action.

# SIMCITY 3000 SCENARIO CREATOR

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# SIMCITY 3000 SCENARIO CREATOR

## New Feature

The **Scenario Creator** offers players a whole new way to play *SimCity 3000 Unlimited*. This tool literally puts you in the driver's seat by giving you the control to create your own personal game plans for *SimCity 3000 Unlimited*. You can decide the goals for your scenario. Create a city which only uses mass transit? Increase the education levels of your Sims? It's up to you. You can also decide when a swarm of locusts will descend, and what messages will appear when they do. You can even choose how your advisors will react in any given situation. With the **Scenario Creator**, you can program your own greetings, messages, goals, timelines, disasters—literally creating your own way to play SimCity. Once you become an old hand at creating scenarios, you can upload them to [www.SimCity.com](http://www.SimCity.com) so that other players can become embroiled in your machinations.

Who is the **Scenario Creator** for?

- ▶ This might look like a feature aimed at more advanced players of SimCity. But, if you follow the **Tutorial** and read the **Reference Section**, you'll be able to create scenarios even if you are a SimCity newcomer. All players are encouraged to go through the **Tutorial**, no matter how advanced.

Once you have read about the **Scenario Creator** here, there are other resources that will help you to work your way up to becoming a scenario mastermind.

- ▶ *SimCity 3000 Unlimited* includes some sample scenario scripts for you to look at. These scripts are rated as to difficulty. We've even included some script templates for you to follow as you get the hang of scenario creation. You'll see these scripts when you open the **Load Scenario** dialog in **Scenario Creator**.
- ▶ Go to [www.SimCity.com](http://www.SimCity.com) for tips and **Frequently Asked Questions** on creating scenarios. (There are also some **FAQs** at the end of this manual section).
- ▶ Trade prepared scenarios and scenario scripts with your friends! You can find prepared scenarios at [www.SimCity.com](http://www.SimCity.com). Sharing scenario scripts with friends is one of the fastest ways to learn scripting. Look at as many scripts as you can get your hands on.
- ▶ Take an advanced computer programming course at your nearest university (just kidding).



# SCENARIO CREATOR TUTORIAL

## STEP 1: GETTING STARTED

For this tutorial, we'll start with a fairly simple scenario idea. You'll learn how to script a "Roadless Paradise." The goal of this scenario is to maintain a viable city without building any roads for at least two years. Note: Throughout the tutorial instructions, all text you need to enter will appear in *italics*.

1. Launch the *SimCity 3000 Unlimited Scenario Creator*.
2. Click on the **New** button.

## STEP 2: CREATING A SCENARIO



1. You should now see **New Scenario** window in which you will enter the basic information about your scenario. In the **Name** space, enter *Roadless Paradise*.
2. In the space for **Presenter**, you will need to choose the advisor or petitioner who will present your scenario. Make your choice from any presenter who appears on the drop-down list.
3. For the **City** entry, press the browse button next to the space ... . What you see on the screen is a browse window where you can choose a city that has been prepared for your scenario. For this tutorial, *Roadless Paradise.sc3* has been prepared. As you create your own scenarios, you may want to save cities you have prepared for scenario play to this location. Select *Roadless Paradise* from the list and click on the **Checkmark** to choose this city.

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SCENARIO CREATOR

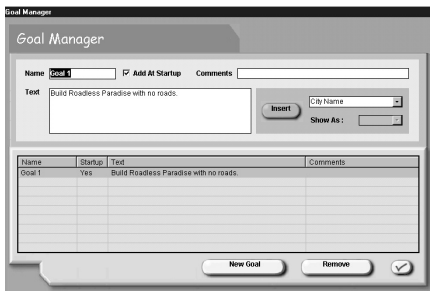
4. Once you have made all three entries, click on the **Checkmark** in the bottom right corner. The **Scenario Overview** window will now appear on the screen.
5. The **Scenario Overview** window shows you the basics of your scenario. For any scenario, there are three default scripts (Main, Add Goals, Add Ranks). We'll talk more about scripts later. We'll need to return to this window when it is time to save and prepare the scenario you have created. For now, double click on **Main** under the **List of Scripts**.

## STEP 3: WELCOME TO THE SCRIPT EDITOR



From the **Script Editor** you can access the different scripts and commands you'll need to mastermind your scenario. The lines of code you enter will determine your goals, ranks, pop-up messages, and other variables of scenario game play. Take a little time to familiarize yourself with the layout of this window. You'll be coming through here often.

## STEP 4: SETTING YOUR GOALS



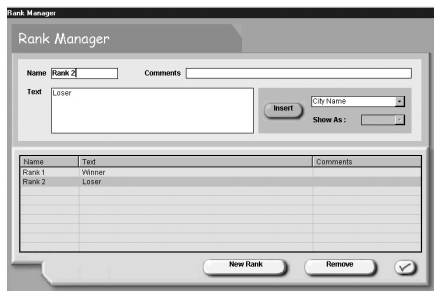
Any scenario needs a goal, right? This is where you decide the point of your scenario. You are not limited to the assignment of only one goal to those who become ensnared in your scenario. You may assign several tasks to mayors who accept your challenge. Some of these tasks might not even show up until mid-game. It's up to you! So let's script a goal for this tutorial.



1. You'll recall that the goal of this scenario is to maintain a city with no roads. Click on **Goals** at the bottom of the window. This will take you to the **Goal Manager** pictured above.
2. Click on the **New Goal** button at the bottom of the screen.
3. You can name your goals whatever you like. You won't see these names when you are playing your scenario. The names are meant to help keep track of what you have written in your scenario. To make it easier to keep track of goals and other script commands, you might want to keep the names simple (Goal 1, Goal 2, etc.). For the tutorial, enter *Goal 1* in the **Name** space.
4. The **Add At Startup** box right next to the **Name** space should be checked. Keep this box checked if you want your scenario to automatically read your goals at the beginning of scenario play.
5. Now you need to write out a brief description of your goal in the **Text** box. Whatever you write here will appear during game play to inform the player of scenario goals. Enter *Build Roadless Paradise with no roads*. You may also use the pull down **Variable** menu to the right and have the program automatically enter the city name for you. To do this, go to the **Variable** menu and choose **City Name**. Then click on **Insert** (the program will insert %CITYNAME%). Complete your sentence. When your scenario goal is listed, the name of the city will appear. Using the **Insert** function this way is useful when you are playing/creating a scenario with several scripts. (Don't worry, there will be more on scripts later).
6. Goal 1 all entered? Great. Click on the **Checkmark**. This will take you back to the **Script Editor** window. You have just programmed a goal into your version of *SimCity 3000 Unlimited*. Congratulations!



## STEP 5: RANKING YOUR PLAYERS



Ready to do some more programming? Let's add your ranks. At the end of a scenario, ranks provide the player with information about how well (or how badly) they have fulfilled the goals of your scenario.

1. To go to the **Rank Manager**, click on the **Ranks** button in the **Script Editor** window.
2. Click on the **New Rank** button at the bottom of the window to add rank information.
3. For the Roadless Paradise scenario, we'll add two ranks. Winner or loser (Remember, we're keeping this simple). In the **Name** box, type *Rank 1*.
4. In the **Text** box, type *Winner*. This is how the player's rank will be identified at the end of the game (e.g., first place, gold medalist, etc.).



The text you enter in the **Rank Manager** is the name or identifier of a player's rank. If you want a message to appear that informs players of their rank and explains how they were ranked in that manner, you'll need to write your message in the **Dialog Text Manager**. You'll then use the **Set Results Dialog** command to insert the message you'd like to appear with your player's rank.

5. To add the second rank, click on **New Rank**.
6. In the **Name** box, type *Rank 2*.
7. In the **Text** box, type *Loser*.
8. Click on the **Checkmark**.



## STEP 6: THE WONDERFUL WORLD OF SCRIPTS

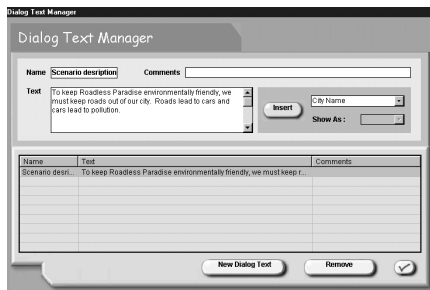
Think of scripts as plotlines in a novel or a film. As you decide how to map out your scenario, you are actually choosing how different plots and subplots will intersect. How the player negotiates these plots determines different end results of the game. The **Scenario Creator** automatically creates three of these plots, or scripts: **Main Script**, **Add Goals**, and **Add Ranks**. You are not limited to these scripts, you can also create new ones. Let's take a look at the scripts you've just written.

1. You should be back at the **Script Editor**. In the upper right hand corner, use the drop-down menu to select the **Add Goals** script (we're at the **Main** script now). In the lines of script, you can see that *Goal 1* has been added to the **Add Goals** command.
2. Go back to the drop-down menu and select the **Add Ranks** script. The ranks you entered should show up in the script.
3. Use the drop-down menu once more and select **Main** to get back to the **Main Script** once again.

## STEP 7: UNDERSTANDING THE MAIN SCRIPT

The **Main Script** is the first script your computer will read, and it will read it only once. The first two lines in the **Main Script** field will always be **CALL (Add Goals)** and **CALL (Add Ranks)**. This means that the Scenario Creator program automatically reads the **Goals Script** and the **Ranks Script**. For other scripts you create, you will have to tell the program how often they should be read (This is why there is a **Repeat Regular** command). For events or commands that you want to occur only once at a specified time, you would use the **Main Script**.

## STEP 8: CREATING OPENING SCENARIO DIALOG



When creating a scenario, it is helpful to think chronologically about what you want the player to see and experience. The first thing you want to see when you begin to play a scenario is a message that tells you what the scenario is about. For the most part, these messages are referred to as **Dialogs** by the **Scenario Creator**. So, let's write our opening dialog.

1. **Most of your dialog text will be written in the Dialog Text Manager. Dialog Text** refers to the text of various messages a player sees during scenario game play, except **News Tickers**. Click on **Dialog Text** at the bottom of the **Script Editor** window.
2. Click on **New Dialog Text**.
3. In the **Name** box, type in Scenario Description. Remember, you can use any name you like, just make it easy to remember.
4. In the **Text** box, write a description of your scenario. This will be the text that the player sees (usually the words of the presenter/advisor you have chosen) as the game opens. So write something about the goal of creating a viable city with no roads. The way you write the description may be influenced by the presenter you have chosen.
5. Click on the **Checkmark** to return to the **Script Editor** and the **Main Script**. You are now ready to enter a **Command**.
6. Any command you choose from the drop-down menu under **Command** will be described in the **Command Description** box. These descriptions let you know how the commands are used. A list of **Commands** and their descriptions appears later in this manual. Let's command the program to display the scenario description text you just wrote.
7. Place your cursor on the next available line of script in the **Main Script** field.
8. Now use the drop-down menu under **Command** and choose the command **Make Dialog Text**.
9. Whenever you add commands, you will need to make specifications about what you want the command to do in the **Command Arguments** (under the **Command Description** box). For the **Make Dialog Text** command, there are two arguments. The first argument allows you to select the text you wrote in the **Dialog Text Manager. Scenario Description** should already be in the box for your first argument (1), since it is the only text you have written.
10. The second argument is available if you chose an **Advisor** to be your presenter. This argument allows you to choose the mood of your **Advisor**. Go ahead and choose a mood!

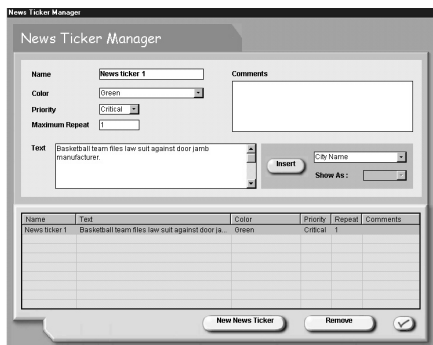


## STEP 9: PROGRAMMING A POP-UP MESSAGE

**Pop-Up Messages**, as you know, are one of the best ways to communicate information to the player. As mentioned above, you will write most of the text you want to appear in your scenario in the **Dialog Text Manager**, just as you did for your scenario description.

1. Once again, click on **Dialog Text** at the bottom of the Script Editor window.
2. Select **New Dialog Text** (bottom) and name this one *Pop-up 1*. You could put *Barney* in the **Name** box, it's up to you.
3. In the **Text** box, enter *Welcome to Roadless Paradise*. Since you only want this message to appear at the beginning of the scenario, we will put it in the **Main Script** (the **Main Script** is only read once, remember?).
4. Click on the **Checkmark** to return to the **Main Script**.
5. Put your cursor on the next blank line of script. Use the drop-down Command menu and choose the command **Pop Up Message**.
6. There are four arguments or selections you must make when using the **Pop Up Message** command. The first argument (1) allows you to choose which text string you would like to display. Choose **Pop-up 1** (or **Barney**, if that's what you named your text).
7. For the second argument (2), **Scenario Status button**, choose **Yes**.
8. The third argument (3), lets you choose a presenter for this dialog. Choose one from the list.
9. The fourth argument (4) is available if you chose an **Advisor** as your presenter. Once again, you can choose the mood of your advisor.
10. You can choose to display this message at any specified time, it doesn't have to appear on the first minute of the first day of your scenario. At the bottom right of the window you will see a section to enter days, hours, and minutes. Let's have this message appear on the second day of your scenario. Go ahead and enter 2 in the field for **Days**.

## STEP 10: GOTTA HAVE NEWS TICKERS



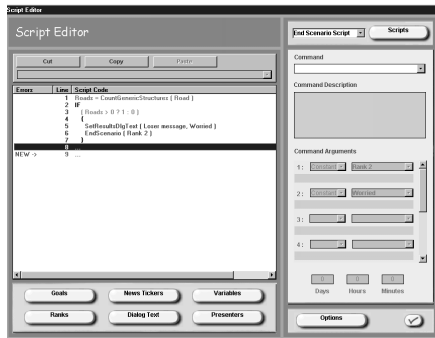
Players have another way to gain information about what's happening in scenarios. Yup, reading the news which ticks along at the bottom of the city view. What would we do without **News Tickers**? Let's create a message which appears this way.

1. Click on **News Tickers** at the bottom of the Script Editor window.
2. Click on **New News Ticker**.
3. In the **Name** box, enter *News Ticker 1*.
4. Under the **Name** field is the box labeled **Color**. Choose the color in which you'd like your **News Ticker** to appear from the drop-down menu. Usually, red is chosen to denote urgency.
5. At the **Priority** box, select **Critical**. **Critical** priority means that this news ticker message will show up ahead of the regularly programmed news tickers in *SimCity 3000 Unlimited*.
6. One more choice here. At the **Maximum Repeat** field, you need to decide the maximum number of times which this news ticker message can appear in your scenario. You can enter any number you like. For this scenario, let's enter 6. The number you enter here will reset each time the program reads that script.
7. Now you are ready to enter the text for your news ticker. In the **Text** box, write whatever you would like. Perhaps, *Penguins mob city buses*. Or maybe you would like to enter something more to the point.
8. Text entered? Click on the **Checkmark** to return to the **Main Script**.
9. Click on the next blank line of the **Main Script**. Now select the command **Show News Ticker**.
10. There's only one argument for this command, which is to select the news ticker you would like displayed. Choose **News Ticker 1**.



Voila! You have just gotten a good start on creating a **Main Script**. Are you ready to move on and create some new scripts? Let's go!

## STEP 11: HOW TO SAY GOODBYE: CREATING AN END SCENARIO SCRIPT



Remember that there are three default scripts for any scenario? Do you suppose that you are limited to working within these scripts? Not with a program where you can name your Pop-up message Barney. As you continue on your way to becoming a scenario master, you will find that creating your own scripts is the best way for you to organize your scenario. Let's create a script now that specifies how the scenario for *Roadless Paradise* can end.

1. To create any new script, click on the **Scripts** button at the top right of the **Script Editor** window.
2. Click on **New Script** and enter *End Scenario Script* in the **Name** field.
3. Click on the **Checkmark** to return to the **Main Script**.
4. Before you go to this new script, you first need to tell the **Main Script** to read it, otherwise the program will ignore it. Put your cursor in the next free line of the **Main Script**, and choose the **Repeat Regular** command from the drop-down **Command** menu. This command will tell the scenario to read your created script on a regular basis. You have two arguments to define under the **Repeat Regular** command.
5. The first argument (1) is where you tell the program how often to read the script. Choose **Week** so that the program will read your script weekly during scenario play.
6. In the second argument (2) you indicate which script this command refers to. Choose **End Scenario Script**.

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SCENARIO CREATOR

7. Now you are ready to go to your script. From the drop-down list of scripts in the upper right corner, select the **End Scenario Script** you have just created.
8. The overall goal of this scenario is to maintain a city with no roads. So, the player loses if she builds any roads. This means your script has to periodically check for how many roads exist. You are telling the program to do the following: If there are any roads (your variable), then end the game. To make it possible for the program to do this, you need to create a **Variable**.
9. Click on **Variables**, and click on **New Variable**.
10. In the **Name** box enter Roads.
11. Click on the **Checkmark**.
12. Put your cursor on the first line of your **End Scenario Script**, and choose the command **Count Generic Structures**.
13. There are two arguments for this command. The first argument is your variable. Use the drop-down window to choose the variable you just created—**Road**.
14. The second argument requires that you choose the generic structure you are commanding the program to count (pretty much anything you want counted is a variable). You want the program to look for roads, so, again, choose **Roads** from the drop-down menu.
15. If any roads are detected, the game is over. Here's our statement again: If there are any roads, then end the scenario with **Rank 2** (loser). Let's script our statement.
16. On line 2 of the **End Scenario Script**, select the command **If** from the **Command** menu.
17. On line 3, select the **Greater Than** command. There are two arguments for this command. We want to say that the variable (Roads) is greater than the constant (0), or **Argument 1** is greater than **Argument 2**. You'll need to choose between variable and constant for each argument.



There is no **Less Than** command. If you want to script a situation where your variable is less than a constant, just switch places in your arguments. So **Argument 1** will be your constant, while **Argument 2** is your variable. Get it? Variables are items or values in your scenario that you want to count or compare to other values. Constants are the numbers in your scenario that never change, and are usually used as comparison values for your variables.



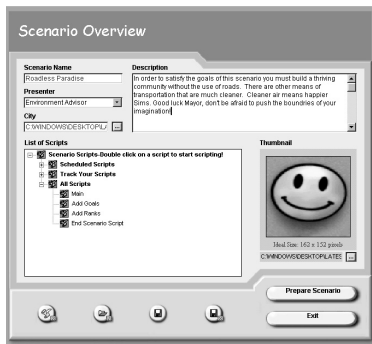
18. The first argument is where you choose between using a variable or a constant. The drop-down window says **Constant**. Use the arrow to select **Variable**.
19. Now choose the variable **Roads**.
20. The second argument is where you define your constant. Make sure the drop-down window says **Constant**, and enter 0 in the appropriate space.
21. If our variable, **Roads**, is greater than 0, we want the scenario to end. But first let's create some **Results Dialog**. This is the message the player sees at the end of the game.
22. Open the **Dialog Text Manager**.
23. Click on **New Dialog Text**. In the **Name** box, enter *Loser message*.
24. In the **Text** box, enter the message you'd like your road-builder to see. Don't be too nasty. This could be a message to yourself.
25. Click on the **Checkmark**.
26. On the next available line of your script, enter the **Begin Block** command.
27. Next line, enter the **Set Results Dialog** command. Under the arguments, choose the **Dialog Text** you just created—*Loser message*.
28. Next line, enter the **End Scenario** command, assigning **Rank 2** (Loser) in the arguments.
29. Okay, next line enter the **End Block** command. This way the program will only read the block statement if the **If** statement above is true, and the scenario will end.
30. Another way to end the scenario is based on time. If the player can maintain their *Roadless Paradise* for two years, they win. Make sure you're in the **Main Script**.
31. Open your Dialog Text Manager and click on New Dialog Text.
32. Name this text *Winner message*. Now write the message you would like the winner to see in the **Text** box. Pat them on the back – they've done a good job. Click on the Checkmark.
33. Now enter the **Set Results Dialog** command to the next available line of the **Main Script**.
34. In the arguments, choose the text that you have just written—*Winner message*.



35. Put your cursor on the next available script line and choose the command **End Scenario**.
36. Since you want the scenario to end at two years, enter 730 in the Days box at the bottom of the **Script Editor** window ( $365 + 365 = 2$  years, right?).
37. Under arguments, choose **Rank 1 (Winner)**.
38. Click on the **Checkmark**.

Congratulations! You have just created your first scenario! There's just one more thing you need to do before you can put your scenario into the game and start playing!

## STEP 12: SAVING YOUR SCENARIO



You need to save the series of scripts you have written so that you have the ability to go back and make changes in them later. You also need to save your work so that you can then prepare your scenario for use in *SimCity 3000 Unlimited*.

1. You should be back at the **Scenario Overview** window.
2. If you wish, you can write a description of your scenario here. Write it in the **Description Box** at the top right. This text will appear in *SimCity 3000 Unlimited's Load Scenario* window when your scenario is highlighted.



3. Ready? Click on the **Save Scenario As** icon at the bottom of the window.
4. Name your scenario and choose a folder on your hard drive in which to save your script.
5. You can also choose to further describe your scenario by choosing a **Type of Scenario** and **Level of Difficulty** from the drop-down menus in this window.



6. Click on the **Checkmark**.
7. When your scenario has been successfully saved, return to the **Scenario Overview window**.

## STEP 13: PREPARING YOUR SCENARIO FOR GAME PLAY

When you prepare your scenario, you are putting your scripts into a format that *SimCity 3000 Unlimited* can read. You need to do this so that you can access your scenario from the game. Preparing your scenario also makes it possible for you to upload your masterworks to **SimCity Exchange** for others to play.

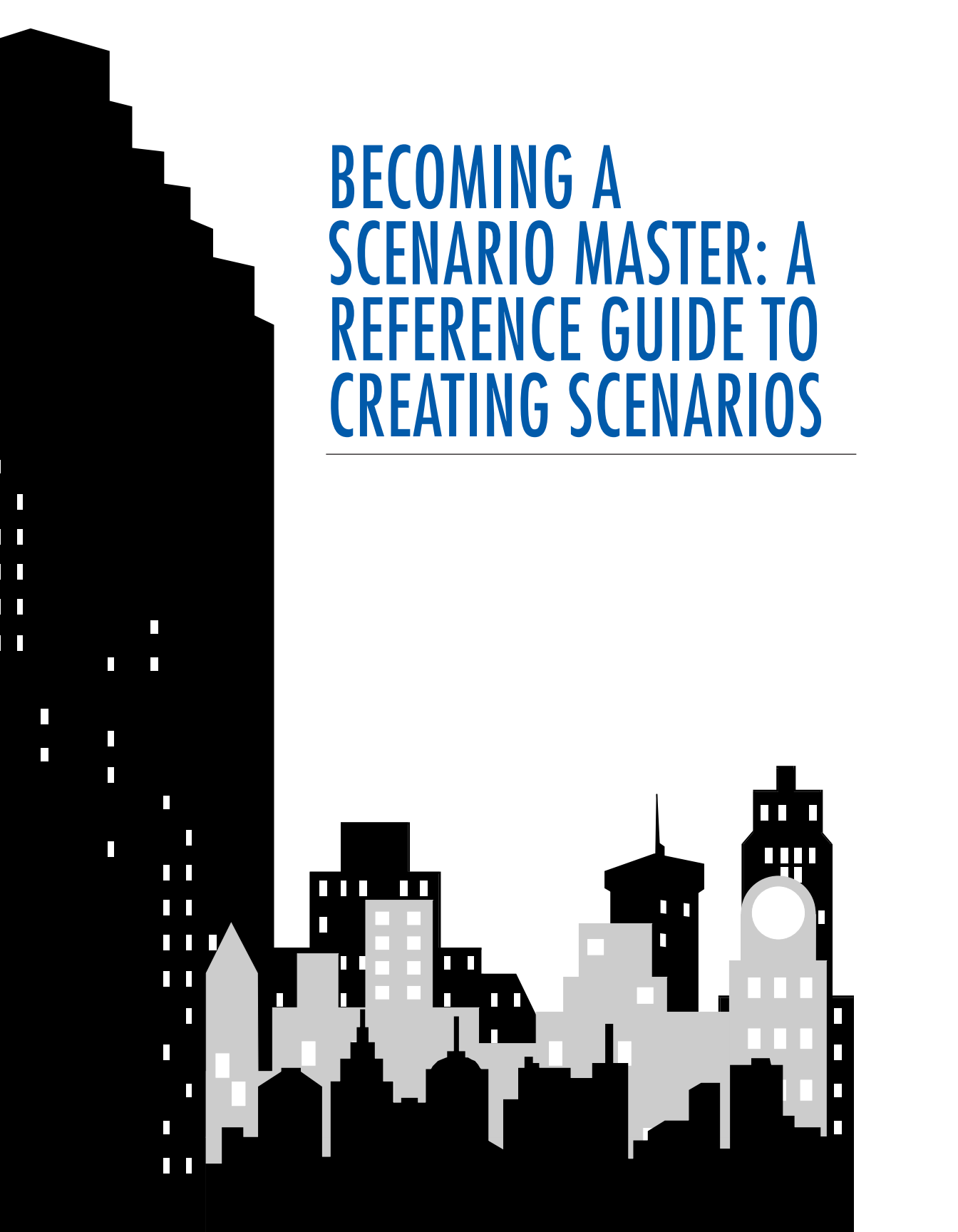
1. Click on **Prepare Scenario** at the bottom right of the **Scenario Overview window**.
2. Choose where you want the file to go. It's best to save it in the **Scenario Folder** within the game (/Program Files/Maxis/SimCity 3000 Unlimited/Cities/Scenarios).
3. Click on the **Checkmark**.
4. Ready to see your scenario come to life? Launch *SimCity 3000 Unlimited*.
5. Select Play Scenario and double click on **Roadless Paradise**. Have fun!

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SCENARIO CREATOR

# BECOMING A SCENARIO MASTER: A REFERENCE GUIDE TO CREATING SCENARIOS

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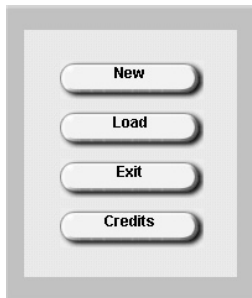




# BECOMING A SCENARIO MASTER: A REFERENCE GUIDE TO CREATING SCENARIOS

If you are one of those game players who skips tutorials in order to jump straight into the reference section, STOP! We strongly recommend that you go through the tutorial to learn about the **Scenario Creator**, even if you've played SimCity for years. It doesn't take long. Believe us, it's worth it. What follows is a breakdown of the different screens from the **Scenario Creator**.

## OPENING MENU



From the **Opening Menu** you can choose to either **Load** or **New**.

- **New** will take you to the **New Scenario** window of the **Scenario Creator**. We'll talk about all the functions involved in scripting a new scenario below.
- **Load** will take you to the **Load Scenario** window, where you may browse menu of scenario scripts which you have saved. Select the script you'd like to see, and it will be loaded for edit or review.
- **Exit** will take you out of the **Scenario Creator** back to your regular computer functions.

# NEW SCENARIO

## NEW SCENARIO WINDOW



You will enter the basic information about your scenario here. You'll be able to change this information later, if you wish. All scenario scripts are editable.

### SCENARIO NAME

Enter the name of your city.

### PRESENTER

From the drop-down menu, choose the petitioner or advisor who will present the goals of your scenario to the player. If you go with an advisor, you will be able to choose the mood of that advisor as your scenario progresses.

### SELECT A CITY

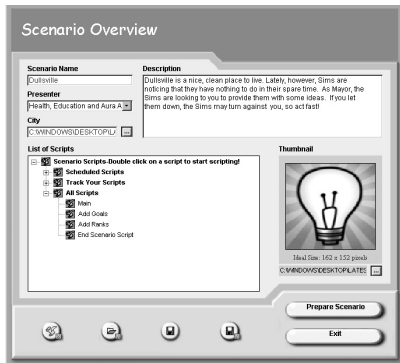
By pressing the browse button next to this field, you'll access the file where cities prepared for scenario use are stored. When you create a scenario, you will want to prepare a city to go with the scenario. You'll need to choose a city in order to be able to create a scenario.

### CHECKMARK

When you have made your three entries, this button will take you to the **Scenario Overview**.



# SCENARIO OVERVIEW



You can create, load, save and prepare (which means to put into a format which *SimCity 3000 Unlimited* can read) scenario scripts here.

## NAME, PRESENTER, CITY

These fields will appear with the data you entered from the **New Scenario** window. You may change your entries here if you wish.

## DESCRIPTION

Whatever you write here is the text that will appear in the **Description** window of *SimCity 3000 Unlimited's* **Load Scenario** window. You might want to include your city and the current year, as well as some information about why the goals of your scenario are important to your Sims. As you can see, the window is scrollable, but space is limited. Keep your description concise.

## LIST OF SCRIPTS

This is where any scripts you have created will appear. All scenarios have three default scripts: **Main**, **Add Goals**, and **Add Ranks**. You can open your scripts just as you would a document. Double click on the script you want to see, and you will open that script window.

## THUMBNAIL

This is the picture you will choose to represent your scenario. You can review available thumbnail pictures by clicking on the browse button. You can also create your own bitmap image files in a standard paint program, and use them as your scenario thumbnail.

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BECOMING A SCENARIO  
MASTER

### *New Scenario*

This is the icon at the bottom of the page of the paper scroll and plume. Clicking on this icon will take you back to the **New Scenario** box.

### *Load Scenario*

The icon of the folder. This will take you to the **Load Scenario** window. You are loading the scenario in scripted form here. To play scenarios, they need to be prepared and launched from SimCity itself. The **Load Scenario** function is especially handy if you want to use or alter previous scripts in your current scenario.

### *Save Scenario*

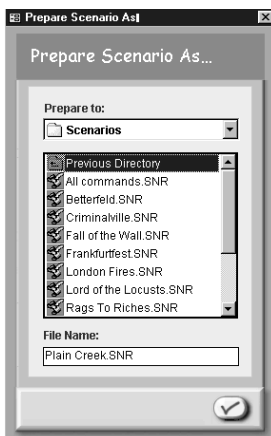
The icon of the disk. Click here when you want to save your scenario at any time during your creative process.

### *Save Scenario As*

Want to save one version of your scenario, or someone else's, after you've added some interesting complications? Click on the icon of the disk with a note attached to save both versions. You will need to choose a name and the file in which you would like your scenario saved. Of course, if you are saving a scenario for the first time, the **Save Scenario As** window will pop up.

### *Prepare Scenario*

Once you have saved your scenario, preparing it will put it into a form which *SimCity 3000 Unlimited* can read. You'll need to do this so that you can access your scenario from the game.

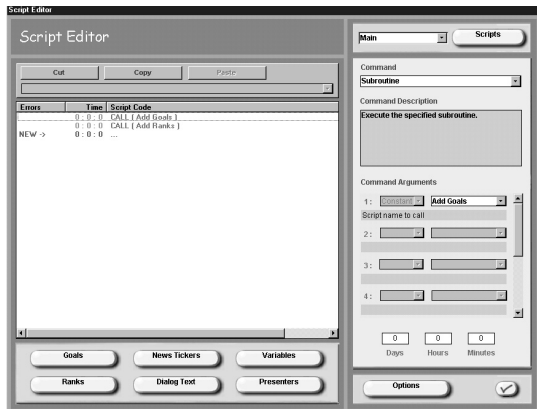




## Exit

Hmmm. Yup. Takes you right outta there, back to the land of your personal computer.

# SCRIPT EDITOR



Think of the **Script Editor** as your command central while you are seeing your creations take shape. From the **Script Editor** you can access different scripts, choose commands, and create all the messages that will be seen by those who play your scenario. You will use commands to add lines of script to your scenario while in the **Script Editor** window. Here's a rundown of what you see in this window.

## SCRIPT CODE

This is what the program will read when it is figuring out how to put together your scenario. When creating new lines of code, place your cursor on the next available line and then choose the appropriate command. Use the **Cut**, **Copy**, and **Paste** buttons to edit lines of code that are already written.

## DROP-DOWN SCRIPT MENU

Located at the top right. Each scenario has three default scripts: Main, Add Goals (where you tell the program what the goal(s) of your scenario), and Add Ranks (where you tell the program how to categorize the player's efforts. Were they superb? Abysmal?). As you create new scripts, the name of the script will appear here. You will choose the script you are currently working on from this window. When each script appears in the menu window, the lines of code you have written for it will appear in the **Script Code** field.

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BECOMING A SCENARIO  
MASTER



## *Scripts*

Click on this button (at the top right of the screen) to open the **Script Manager** in order to review existing scripts and to create new ones.

## *Command*

This is the drop-down menu of commands that tell the program what you want it to do. Anytime you add a line to a script, you will need to use one of these commands.

## *Command Description*

We weren't going to leave you hanging! This window displays the function of the command that appears in the **Command** window. There's a full list of commands, organized both alphabetically and by function, in this manual.

## *Command Arguments*

Anytime you enter a command into your script, the **Scenario Creator** will ask you to fill in information that tells the program how to read that particular command. This information is referred to as the **Command Arguments**. When you choose a command, the arguments you need to complete will automatically show up in this space (sometimes there will be only one argument, sometimes more). For instance, if you choose the command Add Goal, the **Command Arguments** will be where you tell the program which goal you are adding (You may have several). Any goals you have created will show up in the drop-down menu under the first argument (1).

## *Days, Hours, Minutes*

For certain commands, such as **Pop Up Message** or **Start Earthquake**, you can tell the computer how much time in the scenario should elapse before the message appears, or the disaster takes place. As you can see, you can program that earthquake down to the minute, so that it occurs on the 378th day, at 2:34 p.m.

## *Goals*

Click here to access the **Goal Manager**, where you are able to create the goals for your scenario.

## *News Tickers*

Click here to access the **News Tickers Manager** where you can create your news ticker messages.



## Variables

Clicking on this button opens the **Variable Manager** window. This is where you will create and name the **Variables** you need for scripting. If you are asking the program to count how many roads are in a city, then you need to create a **Variable** named *Roads*.

## Ranks

Click here to access the **Rank Manager**, where you will choose the conditions under which your scenario players will win, lose, or did fair to middling.

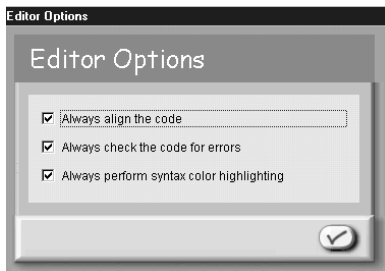
## Dialog Text

Takes you to the **Dialog Text Manager** where you will write text for pop-up messages, zooms, and other information you want to convey to those playing your scenario. Anything except **News Tickers**.

## Presenters

Click here to choose which **Advisor/Petitioner** you wish to appear to present your scenario. All the familiar faces from *SimCity 3000 Unlimited* are here, as well as some new folks who may have unique concerns (that's up to you). It doesn't stop there. You can even create your own bitmap images to further expand your stable of possible presenters.

## Options



This takes you to **Editor Options** window, where you can choose to align script code, have errors checked, and use syntax coloring within your script code.

## Checkmark

Clicking here will take you back to the **Scenario Overview** window.

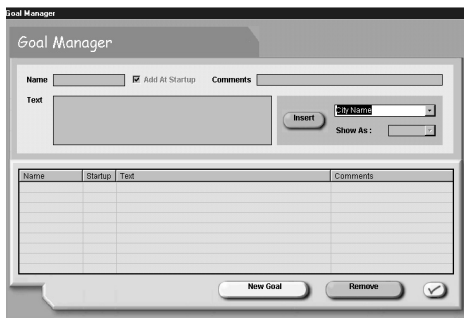
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BECOMING A SCENARIO  
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## MANAGING YOUR MANAGERS

Since you are now scripting your own scenarios, you have become management material. Upper level. While creating your scenario, you have to supervise what several managers are doing. Think of the **Script Editor** as that walnut-burled desk in your corner office. On your desk you have buzzers which will cause middle managers to scurry hurriedly into your presence. The eight managers you will supervise are: **Goals, News Tickers, Variables, Ranks, Dialog Text, Presenters, Options, and Scripts**. For all intents and purposes, we have already gone over the **Options Manager**. Here are some descriptions of the rest of your staff.

### GOAL MANAGER



You will be instructing your **Goal Manager** about the overall, er, goals you create for your scenario. For the tutorial, we only had one goal in our scenario, but it is possible to have several. Not all of your scenario goals need to be stated at the beginning. You can arrange it so some goals come into effect after other goals have been reached.

#### *New Goal*

You'll need to click here even when you are creating your scenario's first goal. If you are adding several goals, this button will clear the **Goal Manager** so that you are ready to enter an additional goal.

#### *Name*

Type in a name for your goal here. You might simply choose to number your goals (Goal 1, Goal 2, etc.), or you might want a more descriptive name here (Roads Goal, Crime Goal, etc.). Whatever you choose to name your goal(s), this is the text that will show up on pull-down menus in the **Script Editor**, and in your script codes.



## Add At Startup

If you leave this box checked, the goal will be read at the beginning of your scenario. You can uncheck this box if you have a goal you would like to add to your scenario at any other time than the opening. Perhaps you want to create a scenario where the startup goal is to increase your city's population to 100,000. After this goal has been reached, you might want to make things interesting by adding a new goal to decrease crime rates by a certain amount. You might not want your player to know of this goal from the outset.

## Comments

You may enter your own notes about goals here, either as a reminder, or further description. This text will not carry to any other field.

## Text

You'll need to type in the information about your goal here. When someone is playing your scenario in *SimCity 3000 Unlimited*, they can view the **Scenario Status Dialog** informing them about your scenario, along with the scenario's goals. Whatever you enter here is the text the player will see in dialog (e.g. Goal 1: Increase overall education levels of Sims). Be clear, so that the players of your scenario understand what tasks you have set for them to accomplish during their stint as mayor.

## Insert Variable

Using this function can save you time, especially as you begin writing more complex scenarios. Instead of writing *Build Greenworld so that 80 percent of the population uses mass transit*, you can put **City Name** in the pull-down menu under **Insert Variable** and write, *Build [Insert Variable] so that 80 percent....* The text will appear as follows: "Build%CITYNAME% so that ..." The program will automatically insert the city name for your scenario. This could be especially handy if you decided you wanted to change your scenario city's name. You would also use the **Insert Variable** feature if you want a message to occur in your scenario with the current data about a certain aspect of the game. Perhaps you want the player to be aware of current land values. To do so, you would create your variable in the **Variables Manager**, and then use **Insert Variable** and to put this variable into your message. See the section on the **Variables Manager** for more information.

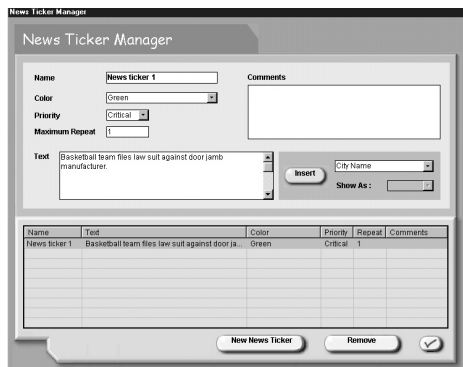
## Remove

Just like it sounds. This button will delete the highlighted goal.

## Checkmark

Takes you back to the **Script Editor**, where you can now use the **Add Goals** command while in the **Goals** script to add your goals to both the **Goals** and **Main** scripts.

## NEWS TICKERS MANAGER



The **News Tickers Manager** window enables you to create the messages that scroll along at the bottom of your city view. In the **Dialog Text Manager** section, we'll talk about creating a **Pop-Up Message** to accompany a zoom view of your city. If you would like a **News Ticker Message** to go along with your zoom, this is where you will write that text. Of course, your **News Ticker Messages** don't necessarily need to be linked to zooms or events you've scripted into your scenario. **News Ticker Messages** are an entity unto themselves, to be used any way you see fit. When creating a **News Ticker Message**, you have a few choices to make that don't exist in the other manager windows. Let's go over these.

## New News Ticker

As with the other managers, clicking here will clear all fields so that you can create new or additional **News Ticker Messages**.

## Name, Comments, Text, Insert Variable, Delete, and Checkmark

These features all work exactly as they do in the **Goals Manager**.

## Color Scheme

Based on the information in your **News Ticker**, you will want to choose the color in which it appears. Use the drop-down menu to choose the color of the message. Remember, most people use the color red to signify urgent information.



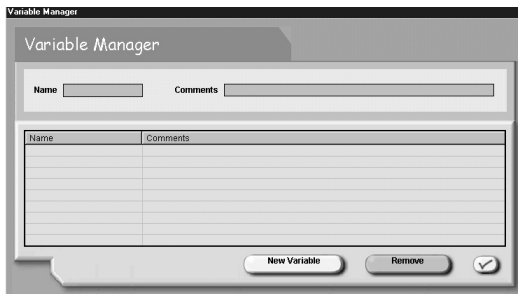
## Priority

Use the drop-down menu here to assign a priority level to your message. Priority means that your message will show up before the regularly scheduled news ticker messages in *SimCity 3000 Unlimited*. The different priority levels are **Critical**, **Notable**, and **Trivial**.

## Maximum Repeat

Enter the maximum number of times your message can appear during the game here. You can enter any number you like, except zero.

## VARIABLE MANAGER



Hmm. This window looks familiar. As a matter of fact, the **Goals**, **Ranks**, **Variables**, and **Dialog Text Manager** windows all look and function pretty much the same. You're just adding different kinds of information in each window. So refer to the **Goals Manager** section for a description of functions.

The term 'variable' tends to strike fear in the hearts of many people, but there is no need to fear. After you've played around with the **Scenario Creator** a bit, you'll be tossing variables around like popcorn. You'll need to create variables in order to script even the most basic scenario, and the **Variable Manager** is the place to do it. Again, this window has the same content as the **Goals** and **Ranks Managers**, and works the same way. So review the instructions for the keys of the **Goal Manager**.

Now think about it. One goal for your scenario might be to build a city with a healthy agricultural sector. Farms. In order for the program to assess whether or not a player has done well, what needs to be counted? You got it—Farms. So you'll need to create a variable named *Farms*. Once you have created your variables in the **Variable Manager**, they will show up in pull-down menus whenever you need to choose a variable in order to enter certain commands. As you look over the list of possible commands, you'll see that several require you to name a variable. You

will need variables whenever you want the program to count something, or to compare one value to another. You will also use the **Variables Manager** to create variables that you may want to use in messages you write for the player. Want to inform the player of some data about current scenario status? Create a variable to insert into your message. For more information on inserting variables, see the **Insert Variable** section under the **Script Editor**. For more information on **Variables**, check out the **Scenario Creator FAQs**, especially questions 1 and 2.

## RANK MANAGER

Rank Manager

Rank Manager

Name  Comments

Text

Insert

Show As:

Name	Text	Comments

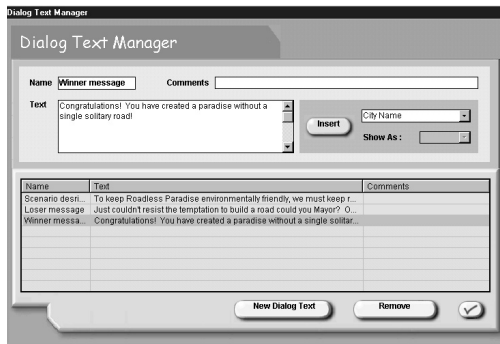
New Rank Remove

You will use the **Rank Manager** to create the different possible ratings you wish to assign players according to how they have fulfilled your scenario goals. You may wish to assign only two ranks (winner and loser), or perhaps your scenario is less black and white than this. You may need to recognize varying degrees of success. Create New Ranks just as you would your goals. The **Text** entered here will be seen by players of your scenario when they have reached the conclusion of the game (for reasons you determine). Once again, click on the Checkmark to be returned to the **Script Editor**. Choose the command **Add Ranks** to enter your ranks into the **Rank** and **Main** scripts.

A reminder: To create the **Results Dialog** you will need to write the messages you have assigned to each rank category in the **Dialog Text Manager**, and then use the Set **Results Dialog** command to have the **Results Dialog** appear.

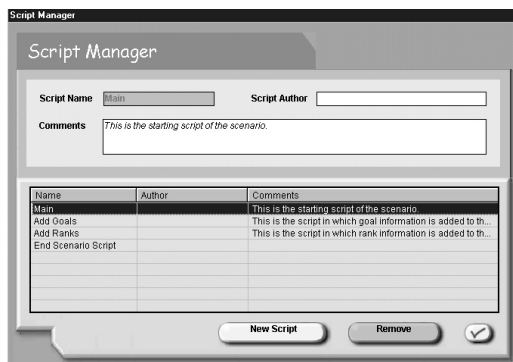


## DIALOG TEXT MANAGER



Another window which operates just like the **Goals Manager**. But, you ask, what is **Dialog Text**? Good question. **Dialog Text** refers to the messages that you want the player to see while playing your scenario. You will write all of your messages in the **Dialog Text Manager**, except **News Tickers**, which get their own manager. This is where you will write the opening description of your scenario as given by your presenter. You can write pop-up messages, or the text that accompanies the beginning of a disaster you have scripted. If you have used a **Move and Zoom City View** command, you will write the text that accompanies your pop-up message about the zoom here. After you have created your message (or Dialog Text), you will need to signal the program where and when these dialogs should appear. To insert these little gems of wit and information into your scripts, the command you will often need is **Make Dialog Text**. You may also choose the exact day and time when you would like your message to appear by using the **Days, Hours, Minutes** fields on the **Script Editor**.

## SCRIPT MANAGER



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BECOMING A SCENARIO  
MASTER



As you probably know by now, each scenario has three default scripts: **Main**, **Add Goals**, and **Add Ranks**. You will dictate the events of your scenario by creating a script for when, where, and why each occurrence will happen. Even the simplest scenarios will require that you create a script for how your scenario can end, an **End Scenario Script**. The **Script Manager** is where you will create other scripts you'll need for your scenario. The possibilities are endless. Before we tell you a bit more about scripts, let's go over the functions of this window.

### *New Script*

Click here to clear all the fields to make way for new or additional scripts.

### *Script Name*

Enter the name for your script here. It might be *End Scenario*, *Check Goals*, or *Tornado Disaster*. Whatever you choose, this is the name that will appear in the drop-down menu on the **Script Editor**.

### *Script Author*

That's you. If you are using a script created by someone else, their name will show up here if they have chosen to sign their creation.

### *Comments*

These amount to internal memos and aren't seen anywhere else. So enter a note here which describes the function of your script. You'll see that the Main Script is described as follows: This is the starting script of the scenario.

### *Existing Scripts*

All the scripts you have created for your scenario will be listed here, along with the comments you have written to describe what the script does. You can delete a script by highlighting it and clicking on the **Remove** button.

**Checkmark:** Takes you back to the **Script Editor**.

Once you are back at the **Script Editor**, use the drop-down window to choose your newly created script. The **Script Code** field will be blank, ready for you to write out the little plot twist you have dreamed up. When you have completed your new script, choose **Main Script** from the drop-down script window and use the **Commands** to enter your baby into play. But first, read the important note below.

**IMPORTANT:** The **Main Script** will only read your script codes once. Other scripts you create can be thought of as **Subscripts**. If you want the **Main Script** to read your subscript one time only, use the **Subroutine** command when entering your subscript. So what do you



do if you want to create a subscript which can happen over and over again? For instance you might want your scenario to regularly check on crime rates. If crime rates reach a certain level, this may trigger a riot. If you enter your crime rate script right into the **Main Script** using the Subroutine command, it will check your crime levels one time (that's what the **Main Script** does, it's its job). If the crime levels are not at a certain level, your beloved riot will never have a chance of occurring. To avoid this sorry state of affairs, use the command **Repeat Regular** when entering your created script into the **Main Script**. The **Repeat Regular** command tells the **Main Script** to read your subscript at certain intervals (you get to decide how often your subscript is read in the **Command Arguments**).

## SCENARIO CREATOR COMMANDS

Here's a list of the **Commands** and **Command Descriptions** available for your scripting use in the **Scenario Creator**. It's probably a good idea to go through the **Tutorial** and read the **Reference Guide** before you peruse these commands. That way you'll have a pretty good idea of how each **Command** can be used, even if it isn't specifically mentioned above. First we'll list all the commands along with their descriptions. These are arranged alphabetically, just as they are in the **Scenario Creator**. What follows is a list of **Commands** broken down into function areas. *The best way to become fluent in Commandese is to look at other scenario scripts and to keep on creating your own.* That said, here's the list. Have fun!

## COMMANDS AND THEIR DESCRIPTIONS

Listed alphabetically.

<i>Command Name</i>	<i>Command Description</i>
<b>Add</b>	Adds two numbers together and stores the result in specified variable. You will need to name a variable.
<b>Add Goal</b>	Adds a goal to the list of goals. This command is always used in the Main Script.
<b>Add Rank</b>	Adds information about a rank.
<b>All Goals Met</b>	Checks if all goals have been met.
<b>And</b>	Marks the beginning of the AND block up to the matching "EndAnd" instruction.

<b>Assign</b>	Assigns value returned by instruction that follows it.
<b>Begin Block</b>	Marks the beginning of a block and executes all the instructions until the next “EndBlock”.
<b>Business Deal Status Is</b>	Marks whether a specified Business Deal is active.
<b>Compute Percentage</b>	Computes what percentage of one number is of another number and stores the result in a variable which is determined by the user.
<b>Count Generic Structures</b>	Counts types of structures in the city.
<b>Count Generic Structures Near</b>	Counts types of structures near a specific location.
<b>Count Specific Structures</b>	Stores in the specified variable the number of structures of a similar type. For example, you can count all of the abandoned buildings.
<b>Count Specific Structures Near</b>	Finds the number of structures within a given area. You must specify the tile coordinates and radius of the area you would like to check.
<b>Count Unpowered Buildings</b>	Stores number of unpowered buildings in a specified variable.
<b>Count Unwatered Buildings</b>	Stores number of unwatered buildings in a specified variable.
<b>Decrement</b>	Subtracts 1 from a specified variable.
<b>Disable Business Deals</b>	Allows the user to disable all business deals that are not scripted in the scenario.
<b>Disable Neighbor Deal</b>	Disables a particular neighbor deal.
<b>Divide</b>	Divide the first number by the second number and stores the result in the variable you determine.
<b>Enable Disable Disasters</b>	Allows the user to disable all disasters that are not scripted in the scenario.
<b>Enable Neighbor Deal</b>	Enables a particular neighbor deal.
<b>End And</b>	Marks the end of an AND instruction.
<b>End Block</b>	Marks the end of a block statement. The block statement begins with “BeginBlock”.
<b>End Or</b>	Marks the end of an OR instruction.



<b>End Scenario</b>	Signals the end of scenario. Ends scenario with a specified ranking. Don't forget to put in the command to set the rank dialog text.
<b>Equal</b>	Tests if two values are equal.
<b>Generate Random Number</b>	Generates a random number within specified limits
<b>Get Aura</b>	Stores in the specified variable the average aura of the city. Mayor rating is the same as the average aura of the city.
<b>Get Crime Value</b>	Stores the average crime value in the variable specified.
<b>Get Current Date</b>	Gets current date.
<b>Get Funds Available</b>	Stores in the specified variable the amount of funds the city has.
<b>Get Land Value</b>	Stores in the specified variable the average land value of the city.
<b>Get Months Elapsed</b>	Stores the number of months elapsed since the beginning of the scenario
<b>Get Pollution Value</b>	Stores in the specified variable the average value of pollution of a particular type. (Air, water or garbage).
<b>Get Population</b>	Stores in the specified variable the population of the city.
<b>Get RCI Tax Rates</b>	Stores in the specified variable either the Residential, Commercial or Industrial tax rate currently existing in the city.
<b>Get Surplus Power</b>	Gets amount of surplus power.
<b>Get Surplus Water</b>	Gets amount of surplus water.
<b>Get Total Debt</b>	Finds the total debt the city has accumulated.
<b>Get Traffic Density</b>	Stores in the specified variable the average traffic density of the city.
<b>Goal Status Is</b>	Checks if the specified goal has a given status.
<b>Greater Than</b>	Used to determine if a variable is greater than a constant number.

<b>If</b>	<p>Marks the beginning of the if statement. Format of an If statement is:</p> <p>If Condition</p> <p>Action to perform when condition is true</p> <p>The “Condition” and “Action” instructions can be block-statements involving multiple instructions.</p>
<b>If Else</b>	<p>Marks the beginning of the IFELSE statement</p> <p>Format: IfElse</p> <p>Condition statement</p> <p>Action to perform when condition is satisfied Action to perform when condition is not satisfied Each of the three parts can be a multi-line statement (e.g. AND)</p>
<b>Increment</b>	<p>Adds 1 to the specified variable.</p>
<b>Neighbor Connection Status Is</b>	<p>Marks whether a specified Neighbor Connection is active.</p>
<b>Neighbor Deal Status Is</b>	<p>Marks whether a specified Neighbor Deal is active.</p>
<b>Make Dialog Text</b>	<p>Specify the text to appear on the scenario progress dialog.</p>
<b>Mark Goal Status</b>	<p>Mark a goal as satisfied or unsatisfied.</p>
<b>Move And Zoom City View</b>	<p>Move the view to a specific location and choose the zoom level.</p>
<b>Multiply</b>	<p>Multiply two numbers.</p>
<b>Not Equal</b>	<p>Used to show that two values are not equal.</p>
<b>Offer Business Deal</b>	<p>Offers a specific business deal building to the user.</p>
<b>Offer Reward</b>	<p>Rewards the user with a specified structure.</p>
<b>Or</b>	<p>Performs the logical OR of the following x lines until the corresponding “EndOr” instruction.</p>
<b>Ordinance Status Is</b>	<p>Marks whether a specified Ordinance is enacted.</p>
<b>Play Sound</b>	<p>Plays a sound.</p>
<b>Pop Up Message</b>	<p>Pop up a message to draw player’s attention to something important.</p>
<b>Repeat Regular</b>	<p>Call the specified subroutine regularly, with the specified frequency. For instance, use this command to check the status of your goals regularly.</p>



<b>Set Results Dialog</b>	Specifies the message to appear on the scenario results dialog.
<b>Set Scenario Speed</b>	The user can specify the starting speed of the scenario and specify whether or not the speed can be changed by the player.
<b>Set Variable</b>	Assigns a value to a variable.
<b>Show a Newsticker</b>	Triggers a news ticker message.
<b>Start an Earthquake</b>	Starts an earthquake of specified magnitude. The magnitude can be specified to be anywhere in the range 1 to 100.
<b>Start a Fire</b>	Starts fire at or near the cell specified.
<b>Start a Locust Swarm</b>	Starts a locust swarm.
<b>Start a Riot</b>	Starts a riot at or near the cell specified.
<b>Start Space Junk</b>	Starts dropping space junk.
<b>Start a Tornado</b>	Starts tornado at specific location. Specifies direction tornado travels, intensity, number of cells tornado travels, speed of travel and premonitions on/off
<b>Start a Toxic Cloud</b>	Starts a toxic cloud.
<b>Start UFO Attack</b>	Starts a UFO attack.
<b>Start a Whirlpool</b>	Starts a whirlpool.
<b>Subroutine</b>	Execute the specified subroutine.
<b>Subtract</b>	Subtracts one number from another number and assigns the result to the variable you specified.

## COMMANDS BY FUNCTION

Now we'll list just the **Commands** themselves in categories of the functions they perform.

### ACTIONS

These are commands which tell the program to do something. They are:

- Add Goal
- Add Rank
- End Scenario
- Goal Status Is
- Make Dialog Text
- Mark Goal Status
- Move And Zoom City View
- Offer Reward
- Play Sound
- Pop Up Message
- Repeat Regular
- Set Results Dialog
- Set Scenario Speed
- Set Variable
- Show a Newsticker

### GET A VALUE

These commands tell the program to count something or to check on the current status of an area by checking its value. These commands are:

- Count Generic Structures
- Count Generic Structures Near
- Count Specific Structures
- Count Specific Structures Near
- Count Unpowered Buildings
- Count Unwatered Buildings
- Get Aura
- Get Crime Value



- Get Current Date
- Get Funds Available
- Get Land Value
- Get Months Elapsed
- Get Pollution Value
- Get Population
- Get RCI Tax Rates
- Get Surplus Power
- Get Surplus Water
- Get Total Debt
- Get Traffic Density
- Ordinance Status Is

## MATH

These commands tell the program what to do with the obtained numerical information, or how to assess variables. The MATH commands are:

- Add
- Compute Percentage
- Decrement
- Divide
- Equal
- Generate Random Number
- Greater Than
- Increment
- Multiply
- Not Equal
- Subtract

## DEALS

Want to make a deal? These commands are needed to create or disable deals in scenarios. They are:

- Business Deal Status Is
- Disable Neighbor Deal



- Enable Neighbor Deal
- Neighbor Connection Status Is
- Neighbor Deal Status Is
- Offer Business Deal

## **DISASTERS**

A whole new level of disaster control. Disaster commands are:

- Disable Disasters
- Start an Earthquake
- Start a Fire
- Start a Locust Swarm
- Start a Riot
- Start Space Junk
- Start a Tornado
- Start a Toxic Cloud
- Start UFO Attack
- Start a Whirlpool

## **MISCELLANEOUS**

There is always a misc. category. These commands are mostly punctuation commands, letting the program know where a certain routine begins, where it ends, and how certain routines are connected. These are:

- All Goals Met
- And
- Assign
- Begin Block
- End And
- End Block
- End Or
- If
- If Else
- Or
- Subroutine



# PREPARING YOUR SCENARIO FOR LOADING

You've completed your scenario? Wow! Hope this is the first in a long line of scripting masterworks. Perhaps you should think about screenwriting next. We suspect that now that you've written your scenario with the **Scenario Creator**, you're going to want to see how it plays. We'll have to go back to the **Scenario Overview** to do this.

- You're there? Good. First you need to save your scripting. Click on the **Save** icon (the disk second from right). If this is the first time you have saved your work, the computer will ask you to name and choose a destination file for your scenario.
- Click on the **Checkmark**.
- When your scenario has been successfully saved, click on the **Prepare** button. This will format your scenario script so that it can be read by *SimCity 3000 Unlimited*.
- When the **Prepare Scenario** window comes up, choose where you want the file to go. It's best to save it in the **Scenario Folder** within the game (/Program Files/Maxis/ SimCity 3000 Unlimited/Cities/Scenarios).
- Ready to see your scenario come to life? Launch *SimCity 3000 Unlimited*.
- Select **Play Scenario** and double click on your saved scenario. Have fun!

You will also use the **Prepare** function to get your scenarios ready for **Uploading** to [www.SimCity.com](http://www.SimCity.com), so that your creations can awe and confound others. When your scenario has been put into this format, you are sending the playable scenario only, not the scripting that created it. For more information on uploading your prepared scenarios, see the manual section on the **Exchange Wizard**.

## A FEW NOTES ON SCENARIO GAME PLAY

There are two ways in which scenarios can be launched:

- Choose the **Play Scenario** button on the **Opening menu** of *SimCity 3000 Unlimited*. Double click on a scenario to see it's description. Click on the **Checkmark** to load and begin playing.
- You can load a scenario while playing *SimCity 3000 Unlimited*. Under the **Change Settings** of the **Main Toolbar**, choose the **Load** option, then choose **Scenario**. The program will ask you if you want to save the current game, and then will take you to the **Load Scenario** window.

Once you are playing a scenario, there are a few things that are different from playing *SimCity 3000 Unlimited* in the non-scenario mode.

## SIMULATION SPEED

The speed at which you play the game may have been set by the author of the scenario, and may not be subject to change.

## SCENARIO GOALS

These will show up at the beginning of your scenario, but you can check them at any time during game play. Under the **Adjust & Review** button of the **Main Toolbar** you'll find the **Scenario Goals** option. This will show you the goals you are working on in case you have forgotten. You might want to check your goals periodically in case some sneaky scripter has added a goal mid-way through the game and neglected to tell you about it. When a goal has been satisfied, its text will appear grayed out and the SimCity logo will appear next to it.

## SCENARIO RESULTS



When you have come to the end of a scenario, this window will appear. Your rank will be highlighted with the SimCity logo next to it, and specifics of your results may or may not appear below. To leave this window, you have three options.

- You may choose **Replay Scenario**, and start all over again.
- You might decide that you want to **Play Another Scenario** which will take you to the **Load Scenario window**.
- Finally, you can return to the *SimCity 3000 Unlimited*. **Opening menu**, where you can choose another play option, or exit the program altogether.



# FREQUENTLY ASKED QUESTIONS: EVEN MORE CLUES TO USING THE SCENARIO CREATOR

Here are some **Frequently Asked Questions (FAQs)** we have come across while using the **Scenario Creator**. Remember to visit **SimCity.com** to see updated questions and answers. Keeping up with FAQs is a great way to learn more strategies for the Scenario Creator and *SimCity 3000 Unlimited* itself.

## *1. Once a goal has been satisfied, how can I make sure it has not been unsatisfied later in the scenario?*

Through some clever scripting, you can cover both satisfied and unsatisfied goals. Let's say you have a goal of increasing the population to 100,000. Create a script called Check Goals and remember to use the Repeat Regular command in the Main Script to check this script weekly. Now, you need to go into the Variables Manager and create a variable to represent this goal. Call it Population Variable. Here are the series of commands you would have to script:

<i>Command</i>	<i>How It Will Look</i>
<b>Get Population</b>	Population = Get Population
<b>If</b>	IF
<b>And</b>	AND {
<b>Greater Than</b>	{population > 100000? 1:0}
<b>Equal</b>	population variable ==0
<b>End And</b>	} // AND
<b>Begin Block</b>	{
<b>Mark Goal Status</b>	Goal Status (population goal) = Satisfied
<b>Set Variable</b>	(population) = 1
<b>End Block</b>	}
<b>If</b>	IF
<b>And</b>	AND
<b>Greater Than</b>	{100000 > population? 1:0}

<b>Equal</b>	population variable ==1
<b>End And</b>	} // AND
<b>Begin Block</b>	{
<b>Mark Goal Status</b>	Goal Status (population goal) = Unsatisfied
<b>Set Variable</b>	(population) = 0
<b>End Block</b>	}

The program detects if the player has subsequently unsatisfied the population goal. If you didn't use the variable, the program would not recheck the goal to let the user know the goal had been unsatisfied.

## 2. What are variables used for?

The use of a variable is important in the example above. If the user has called on this script every week, then that pop-up message would display every week if the variable did not exist. The first section of the script says that if population is greater than 100,000 then the variable equals zero. The second part says that if the first part is true, mark the goal satisfied, pop up a message and set the variable equal to one. Then we reverse the situation to make sure the goal hasn't been unsatisfied. The next time this script is read, the Population satisfied pop up message will not display again since this script the variable is set at 1 instead of 0 like the first part of the script asks for.

## 3. What are the good and bad ranges for aura, crime and land value?

	<b>Bad</b>	<b>Good</b>
<b>Aura =</b>	-127	- 127
<b>Crime =</b>	0	- 255
<b>Land Value =</b>	0	- 255

## 4. What is the perfect size for a presenter image?

92 x 114 is the perfect size for a presenter image. If you use a larger image, the creator will crop the image to fit the screen.

## 5. I prepared a subscript to make lots of disasters occur but they aren't happening. Why not?

If you create a subscript, you must remember to tell the main script to read it. Use the **Repeat Regular** command in the **Main Script** and refer to your disaster script.



### ***6. When I ended my scenario, I set the advisor mood to be “Worried” and wrote text for the Rank Dialog command but it’s not showing up. Why?***

Once you use the **End Scenario** command, the game will not read anything beyond that. Always use the **Make Dialog Text** command, or in this case **Set Results Dialog**, first then use the **End Scenario** command.

### ***7. How can I show a news ticker with the current land value?***

In the **Variables Manager**, create a variable called land value. In the **News Ticker Manager**, write a news ticker named **Land Value NT**. In the text box type, **Land Value is:**. To the right of the text box, select the variable **land value** then insert. It will now read. **Land Value is: %SCN\_VN <<Land Value>>%**.

Create a new script or use a current script to place your commands in. On the next available line in your scripting screen, use the command, **Get Land Value**. In the **Arguments**, choose **land value**. On the next line, use the command **Show Newsticker**. In the **Arguments**, select the **Land Value NT** that you wrote earlier. When you play this scenario, you will now see the land value on your news ticker.

### ***8. How do I insert a blank line in a script?***

Use the **Paste** button. You may have previously copied a line and that is still in memory. You can tell by looking at the paste selection line below the **Cut**, **Copy**, **Paste** buttons. If that line has three dots, consider that a blank line. If it has anything else there, you will need to copy a blank line and then paste it wherever you would like it.

### ***9. How do I delete a line in a script?***

Highlight the line you’d like to delete and press the **Cut** button in the upper left hand corner.

### ***10. Sometimes my scripted disasters do not start up to 8 months after they are triggered! Why does this happen?***

Turn off **Premonitions** to have disasters start right away. **Premonitions** are a series of messages that will appear to give warning of an impending disaster.

A stylized city skyline illustration. On the left, a tall, dark grey building with a stepped profile and several small white square windows. To its right, a cluster of various buildings in white and dark grey, including a building with a prominent circular window and another with a pointed roof. The background is a light blue gradient.

# SHARE YOUR WARES: SIMCITY EXCHANGE

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# SHARE YOUR WARES: SIMCITY EXCHANGE

## ***New Feature***

What sorts of spins are other players putting on *SimCity 3000 Unlimited*? Where are the best scenarios being created? Has the kid down the street finished the **User-Made Building** he's worked on for the last week? Are you dying to upload your new city so that woman in Peoria can see how you designed a desert oasis? **SimCity Exchange** connects you to the world community of SimNation so you can share the following:

- **Cities:** Any city you build can be shared with the world.
- **Scenarios:** Prepared scenarios can be shared for game play.
- **Buildings:** Share custom-made constructions.

And guess what? You can do all of this by pressing one button! (You will need an Internet connection and a web browser to access **SimCity Exchange**).

**SimCity Exchange** can be reached in the following ways:

- In the **Main Toolbar** of *SimCity 3000 Unlimited*.
- In the **Building Architect Workspace** of *SimCity 3000 Building Architect Plus*.
- By selecting the **Visit SimCity Exchange** shortcut installed with the game.



Here are some things you can do when you visit **SimCity Exchange**:

- If you are not already logged onto the Internet, you will be prompted to do so.
- You'll be able to create and update your SimCity.com registration.

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SHARE YOUR WARES

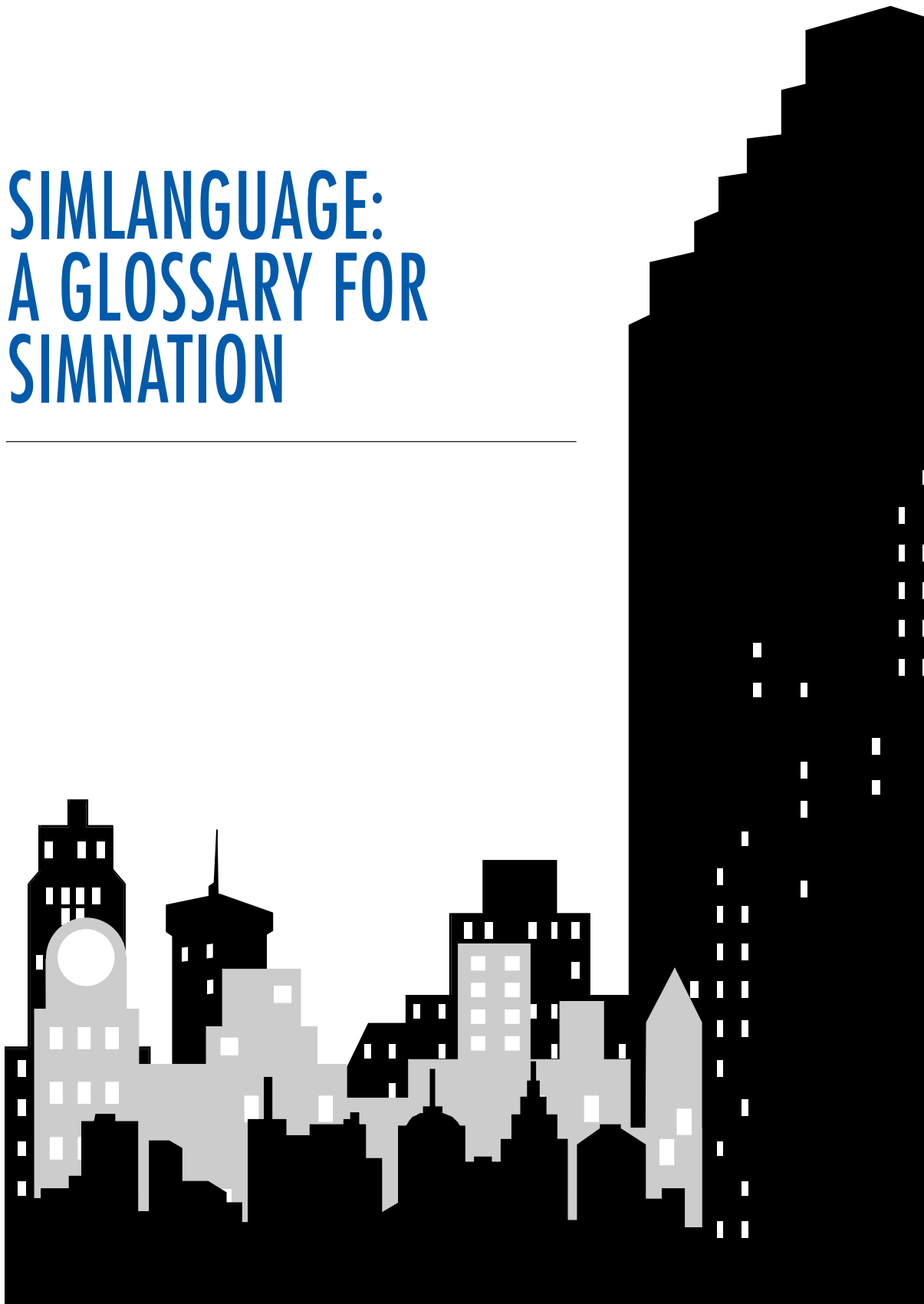


- You can find a list of files you have uploaded to [www.SimCity.com](http://www.SimCity.com). Files will be organized under the following categories: **Cities**, **Scenarios**, and **Buildings**.
- You will be able to **Upload** any cities, scenarios, or buildings you have created. This is your way of showing off your talents to the SimCity community!
- Or, you can **Search** and **Download** from the collection of files that other players have posted.

The contents of **SimCity Exchange** will change regularly, so be sure to check back often!

# SIMLANGUAGE: A GLOSSARY FOR SIMNATION

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# SIMLANGUAGE: A GLOSSARY FOR SIMNATION

<b>Advisor</b>	The experts who advise SimCity mayors on different aspects of city growth and maintenance. There are seven advisors, one for each city department: Financial; Transportation; City Planning; Environmental; Public Safety; Health, Education & Aura (HEA); and Utilities.
<b>Aura</b>	The overall well-being of your city, or a sector therein. A variety of factors contribute to your city's aura, including: health, pollution levels, educational and recreational opportunities, tax rates, and so on.
<b>Blackouts</b>	Occur when a building or sector that usually gets power is suddenly cut-off. You'll see the flashing no power symbol above affected areas to alert you of this circumstance. Sims in the area may suffer memory loss.
<b>Briefings</b>	Information or advice from your Advisors on current city issues.
<b>Building Architect</b>	The construction program that allows players to create User-Made Buildings for use in <i>SimCity 3000 Unlimited</i> .
<b>Building</b>	This refers to the act of replacing current SimCity buildings with User-Made buildings.
<b>Building Set</b>	Every city you save will have its own Building Set. The Building Set is the library of replaceable building designs available for that city. Each building design will appear more than once in your city.
<b>Cheat Codes</b>	There are mayors who work within the system. There are mayors who are constantly looking for ways to – how shall we say this – “evade” the system. Tsk Tsk.



<b>City Layers</b>	Cities can be viewed in different layers: Above ground or Underground. You need the different views to enable you to implement construction of water and subway systems.
<b>City Options</b>	Refers to the overall 'look' of your city. Players can customize their city either before or during game play. City Options include choices of terrain palette, building styles, and tree genres. City Options also provides the link to Building Replacement.
<b>City View</b>	Where all the action in <i>SimCity 3000 Unlimited</i> takes place. The City View is the main view of your city, and can change with your needs by using the functions in the Navigation Panel (or by simply clicking on the mouse button to center the view).
<b>Command Arguments</b>	Each time a command is entered into a line of script, the player will need to complete the highlighted arguments (these appear in the Script Editor window of the Scenario Creator). Command arguments specify information the program needs in order to read the entered command.
<b>Command</b>	The command menu appears in the Script Editor window of the Scenario Creator. Commands tell the program how to read each line of script that is added to a scenario. A list of commands and their descriptions is included in this manual.
<b>Connection to Neighbor</b>	Connections are routes that allow trade, commerce, and utilities (including garbage) to flow between your city and those surrounding it. Viable connections require roads, rails, utility lines, airports, or seaports.
<b>Constant</b>	Values which do not change. Players will need to assign values to constants in the Scenario Creator, to provide comparative values for different variables (e.g. If a scenario ends when crime rates reach a certain level, the constant will be the level (a number) at which the game ends. The variable will be the current crime rates throughout scenario game play).

<b>Data Views</b>	Refers to your City View with selected data superimposed. For instance, you can view your city's pollution levels, or check to see which areas are receiving power.
<b>De-Zone</b>	De mindstate sought by Sims hoping to shed weight.
<b>Deals</b>	Deals will periodically be offered by neighbors or business concerns. Neighbor Deals require viable city connections. Business Deals can be lucrative, but often have long-term costs in other areas.
<b>Density</b>	Density refers to the number of Sims or businesses per tile in a certain zone. You can zone for light, medium, or dense density – although density is not determined by zoning alone.
<b>Details</b>	Refers to two-dimensional images that are applied to buildings in the Details Mode of the Building Architect. Details include doors, windows, and building trim, among other elements.
<b>Dialog</b>	Usually, this refers to the messages a player will see while playing SimCity 3000 World Edition. In the Scenario Creator, these messages can be created in the Dialog Text Manager and added into the script using the Make Dialog Text command.
<b>Download</b>	The process of importing cities, buildings, scenarios or other information from SimCity.com.
<b>Drop Shadow</b>	When constructing anything in <i>SimCity 3000 Unlimited</i> , a Drop Shadow will appear when you use the click and drag method of designating construction/zone placement. The Drop Shadow shows where the item will be built or designated. Blue Drop Shadows signify that construction is possible. Red Drop Shadows signify the impossible.
<b>Edit Plane</b>	Located in the Construct Mode workspace of the Building Architect. There are three Edit Planes surrounding the Model View. Each Edit Plane represents a building dimension. Actual construction occurs only on the Edit Planes.
<b>Emergency</b>	The situation whenever a disaster strikes.



<b>End Scenario</b>	A command term from the Scenario Creator. This command is used when a player is entering the conditions under which a scenario game will end.
<b>Exchange</b>	Uploading or Downloading or participating in any way with the SimCity website. Exchange also refers to the function accessed through the Building Architect or from within SimCity which allows players to upload and download cities, user-made buildings, and scenarios.
<b>FAQs</b>	Frequently Asked Questions.
<b>Field</b>	Spaces in which information appears, or needs to be entered.
<b>Filters</b>	Used in the Building Replacement Manager – filters allow players to screen out or include various replacement buildings for review in the building set strip.
<b>Footprint</b>	Another way of referring to tile size.
<b>Goal</b>	Goals are the rules or conditions under which scenarios are played. A player will usually see a scenario's goals listed at the beginning of each game. Sometimes, new goals are added as the game progresses. Using the Scenario Creator, a player can write their own goals for personalized scenarios.
<b>Hotkey</b>	Shortcut keys for SimCity functions. See the Reference Card for a rundown.
<b>Import Set</b>	Refers to transferring a customized building set from one (saved) city to another. Building sets can be imported into current cities.
<b>Insert Variable</b>	A function within the Scenario Creator. This function allows players to insert assigned names/values into written text and commands allowing for global changes as scripts are edited.
<b>Land Value</b>	Refers to the assessed monetary values (in Simoleons) of land in your city. Land Values fluctuate and are affected by many factors.

<b>Landmarks</b>	Structures based upon famous real-world buildings. Not to be confused with reward buildings.
<b>Landscape</b>	A genre of painting especially used to celebrate the pastoral elements of... What? Oh. Not the time for Art History lessons. Still, you may not have brushes, but you have quite a bit of creative control. Who needs buildings?
<b>Llama</b>	A long-legged creature disinclined to hurry.
<b>Load Scenario</b>	Available in several locations of <i>SimCity 3000 Unlimited</i> . Allows players to access and play any available scenarios. In the Scenario Creator, the Load Scenario selection provides access to scripted scenarios, not game play scenarios.
<b>Main Script</b>	One of the default scripts of the Scenario Creator. The Main Script is how scenarios are organized chronologically, and is read only once by the scenario program. Any subscripts or actions that need to occur on an ongoing basis need to be entered into the Main Script along with the command Repeat Regular.
<b>Model View</b>	Appears in the Building Architect workspaces. Provides selected views of the building currently under construction. The Model View can be manipulated with the controls in the View Panel of the Building Architect.
<b>Navigation Map</b>	Appears in the Navigation Panel of <i>SimCity 3000 Unlimited</i> . Players can manipulate the City View by using the functions available in the Navigation Map.
<b>Neighbors</b>	The cities that are adjacent to your new metropolis. Each SimCity has four neighboring municipalities.
<b>New Scenario</b>	The main menu choice in the Scenario Creator that allows you to begin scripting new scenarios.



<b>News Tickers</b>	The messages that scroll along the bottom of the SimCity screen. News Tickers inform players of their Sims's needs and desires, the current state of various aspects of the city, and of impending disasters.
<b>News Topics</b>	Available in the Advisors window. News Topics provide general information relevant to each city department and are available at any time.
<b>Ordinance</b>	Ordinances are laws that you, as mayor, can enact.
<b>Palette</b>	The selection area for design elements in each mode of the Building Architect Plus.
<b>Peek-a-boo Tab</b>	A folded-down corner that appears at the upper right corner of previews of buildings that have been replaced. Clicking on the Peek-a-boo Tab allows players to see the replaced building.
<b>Petitioner</b>	Sims who will show up to represent requests of various special interest groups. Petitioners can provide a player with important information.
<b>Photo Album</b>	The collection of saved city snapshots.
<b>Plague</b>	What you wish upon your computer when it does not maintain sleek operating functions. Bugs, locusts, viral infections, etc. You may wish such things upon your city when it, too, fails to operate in a manner conforming to your mayoral visions.
<b>Pop-up Message</b>	Boxed messages that show up during SimCity game play. These messages can give a player information about goals, or certain aspects of their city.
<b>Premonitions</b>	Messages that appear in the News Ticker warning players of impending disasters.



<b>Prepare</b>	A function in the Scenario Overview window of the Scenario Creator. A player must prepare a saved scenario script before it can be played or uploaded to <a href="http://www.SimCity.com">www.SimCity.com</a> .
<b>Presenter</b>	The advisor or petitioner who appears to provide scenario players with information.
<b>Preview Image</b>	In the Building Replacement windows, Preview Images allow players to see both replacement and to-be-replaced building selections.
<b>Priority</b>	A status given to news ticker messages created in the Scenario Creator. The priority of a message determines when a message will appear in relation to other news ticker messages.
<b>Props</b>	Props are free-standing elements which are used to further customize user-made buildings in the Building Architect Plus. Props include, but are not limited to: automobiles, trees, architectural elements, and Sims.
<b>Query</b>	An important function in SimCity. Querying an item using the Query Tool obtains all current information on that item. The Query window is also one way to access Building Replacement functions.
<b>Rank</b>	Status assigned to players upon their completion of a scenario game.
<b>RCI</b>	Refers to zoning: Residential, Commercial, Industrial.
<b>Reference Block</b>	Appears in workspaces of the Building Architect, and is especially important in the Construct mode. The Reference Block works like a drop shadow, letting you know where a block will be placed if you click on the mouse.
<b>Render</b>	The process user-made buildings need to go through to be made available to <i>SimCity 3000 Unlimited</i> Building Lists. User-Made Buildings also need to be rendered first to enable uploading to <a href="http://www.SimCity.com">www.SimCity.com</a> .



<b>Repeat Regular</b>	A command within the Scenario Creator. This command signals the program to read through a subscript on a regular basis. If this command is not used, the program will read the subscript only once.
<b>Results</b>	The dialog that appears at the end of a game to let a scenario player know how they did.
<b>Rewards &amp; Perks</b>	When your Sims are happy, they will offer Opportunities you special buildings, such as the Mayor's House. Different opportunities for various events or structures may also appear according to the time of year. Keep an eye on your News Ticker.
<b>Run Simulation</b>	Time passes in SimCity. In other words, you are not in Pause mode.
<b>Scenario</b>	A way to play SimCity 3000 Web Edition in which the player attempts to meet goals set by SimCity staffers or other players who have written scripts for game play using the Scenario Creator. Also the term used to refer to each completed script created.
<b>Script Code</b>	The lines of commands entered in the Script Editor window of the Scenario Creator when creating different scripts.
<b>Script/Scripting</b>	Scripts are the programmed or written instructions which create different scenarios. Creating or editing these instructions using the Scenario Creator is referred to as scripting.
<b>Selection Plane</b>	The cross-section of the building under construction in the model view of the Construct mode workspace in the Building Architect.
<b>SimNation</b>	The world of which SimCity is a part. All SimCities in existence join to create SimNation.
<b>Simoleon</b>	The monetary unit of SimNation.

<b>Sims</b>	The inhabitants of SimNation.
<b>Simulation Speed</b>	The speed at which time passes for your Sims. There are four velocities.
<b>Snapshot</b>	A freeze frame of your city. Using the Snapshot tool, you can choose snapshot size and location, and can take snapshots of your city at any time during game play.
<b>Starter Town</b>	Available in the Opening Menu of SimCity, Starter Towns are city layouts based upon different theories of city planning.
<b>Submenu</b>	List of daily fare available on undersea-going vessels.
<b>Subroutine</b>	A command within the Scenario Creator. This command signals the program to read through a subscript one time. When a player wishes that a subscript be read at regular intervals, she will use Repeat Regular command.
<b>Subscript</b>	Specific actions or directions for a scenario that are created as a distinct script (e.g. End Scenario Script, Check Goals Script) of their own. The player will then tell the Main Script (using either the Subroutine or Repeat Regular commands) to read the subscript once or on a regular basis. Subscripts are created using the Script Manager window in the Scenario Creator.
<b>Terrain</b>	The land upon which your cities are built. You may alter terrain before or during game play.
<b>Thumbnail</b>	A representative image of a city or scenario.
<b>Tile(s)</b>	Each square on the grid of <i>SimCity 3000 Unlimited</i> is a tile.
<b>Tile Size</b>	Refers to the base area of buildings. Also known as Footprint. Buildings may only be replaced with buildings of the same tile size.
<b>Upload</b>	The process of sending cities, prepared scenarios, or user-made buildings to the SimCity website.



<b>User-Made Buildings</b>	Any custom building in <i>SimCity 3000 Unlimited</i> . User-made Buildings are constructed with the <i>SimCity 3000 Unlimited</i> Building Architect Plus. They may also be downloaded from SimCity.com using the Exchange Wizard.
<b>Variable</b>	An item, value, or name created in the Scenario Creator. Variables may change, as opposed to constants, which always remain the same. Variables are needed whenever players want the Scenario Creator program to count something, or to compare one value to another. Variables are created and named in the Variables Manager window of the Scenario Creator.
<b>Water Slider</b>	An individual who partakes in water-sliding activities.
<b>Widget</b>	The device that allows architects to move selection planes to different locations on the Model View.
<b>Workspace</b>	The areas in the <i>SimCity 3000 Unlimited</i> Building Architect Plus where the actual building, painting, detailing, prop placement, or mutating is done.
<b>Zone</b>	An area in your city designated for a specific use (and sometimes density). Residential, Commercial, and Industrial development can be zoned, as can landfills, airports, and seaports.

A stylized city skyline illustration. On the left, a tall, dark grey building with a stepped profile and several small white rectangular windows. To its right, a cluster of various buildings in different shades of grey and black, including a prominent building with a large white circular window. The entire scene is set against a white background.

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A stylized city skyline illustration. On the left, a tall, dark silhouette of a skyscraper with a series of small white squares representing windows. To its right, a cluster of various buildings in different shades of gray and black, some with white window patterns. The background is a light gray gradient.

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