**SIM CITY**

**Phase 1 – Setup**

- In Origin, click on the menu titled “Origin” and select the option for “Go Offline”. This allows you to not need to connect to the internet to play the game.
- SimCity software automatically defaults to Multiplayer mode. Go into the game anyway and you will be able to select Single-Player mode.
- Choose any region you would like to develop
- Remember to turn off random disasters! Go to options -> gameplay -> switch off random disasters. This will ensure that the game will not cause random disasters in your city. Note: You can still manually cause disasters to occur if you wish.
- If your computer is an older machine and cannot handle the graphics, there are options you can change to help the computer run the game faster. The game should auto-detect your capabilities and adjust accordingly but you can reduce the graphics further if you wish.

**Phase 2 – God Mode**

- Does not exist anymore
- Do not use sandbox mode!

**Phase 3 – Mayor Mode**

**Building the City**

- PLAN THE CITY BEFORE YOU BUILD. It gets very expensive to adapt the city as you go.
- Think about what you’d want in your own town and where different things should be located. For example: nobody wants to live next to a smelly chemical plant but people don’t like long drives to their office.
- Sims will walk about 300 yards from their location (roughly 6 tiles). Any more than that and they will need to drive or ride public transportation. See below for tips on public transportation.

**Design Tips**

- If you want to use a grid pattern for your streets to allow for the easiest traffic flow, build your main streets before you zone. Plan out your streets and zones but don’t build them until you need to.

**Streets**

- A checkerboard pattern for residential and commercial zones will allow Sims to walk and use public transportation to work. This will help both your traffic and environmental ratings.
- Expensive streetcar avenues are attractive and add public transportation, but they take up more space and money. If you plan on using streetcar avenues, only use them for a few main streets.
Zoning

The new version of SimCity deals with zoning differently than in previous versions. There are only four options in the zones menu: Residential, Commercial, Industrial, and Dezone. Zone density is now based on other factors such as road type and how much space exists behind the zone. See below for further details.

- Residential Zone - This is where people live. Low-density residential buildings will be small houses for the poor or large mansions for the wealthy. Higher density buildings will be apartment buildings or condos.
- Commercial Zone - This is where people shop, generally speaking. High-wealth commercial buildings are offices, and can double as jobs for white-collar workers. As with all zones, you have no control over what specific buildings are built on the zone.
- Industrial Zone - This is where people work. If your city has low education, your industrial zones will include manufacturing facilities or large factories. Industrial zones are your biggest polluters (other than dirty power plants), and will cause nearby land values to decrease. Unless your city is full of high-tech manufacturing, you'll want to be sure to keep your residential zones far away from them.
- Dezone - The dezone tool lets you unmark zones. Dezoning does not destroy any buildings that are already there. Existing buildings that have been dezoned will not upgrade in density or wealth. Note that if you lay down anything over the zone, such as a new road, the zone and building are automatically destroyed.

Zoning is accomplished by selecting which type of zone you want and then applying it to the side of any road. The zone mark is a colored strip that borders the road. The road type that borders the zone sets its upper limit. All buildings that are initially built on the zones will be low-density and likely low-wealth. In order to develop into higher density and/or wealth, these buildings/zones need to be supplied with water, power, and increased land value. Further, they need some physical room to grow.

To increase land value and zone wealth, keep the land as pollution-free as possible, and decorate it with parks and other attractions. The land value screen shows which areas are higher and lower values and the influence the parks and attractions have on the value. Realize that it is not practical to try to make all your land high-value, but having several distinct "rich" sections of town can encourage your most wealthy Sims to have a goal in life.

Remember to build services such as police, fire fighters, hospitals, schools, etc. to attract wealthier Sims to your city. Also, wealth and education go together so make sure to have an adequate number of schools and universities to handle the student demand.
For public transportation, if the closest public transportation stop is behind them on their way to work or home, they will not use it. Place public transport stops on street corners as opposed to in the middle of a block. This allows Sims to access the stops from multiple directions and will increase the likelihood of using public transportation.

Don’t build fire stations or police buildings until you need them. You can save money on the monthly fees associated with these services.

Don’t build water utilities until your city asks for it.

If you build a coal fired power plant or other polluting service, try to put it in a far corner of the city. The coal fired power plant generates a lot of pollution but it has the best power per cost ratio. In the beginning when money is tight, you may want to build a coal fired power plant and replace it later with a less polluting form of power.

Playing the game

SAVE OFTEN. Computer errors do happen and you don’t want to start from scratch.

I recommend using a “play-stop” strategy. Let the game run at the fastest speed and then pause the game to work on your city and address issues that have come up (demands for water, police, etc).

Various advisors will pop-up during the game. Usually there is a prize associated with completing the task they set for you. Some of these tasks are fairly simple and the reward is worth the effort. Just keep your eyes open for various speech bubbles on the screen. Keep in mind that the advisor quests are voluntary so you can ignore them if you don’t want to do what they are requesting.

It’s a good idea to build up the neighboring cities in your region so that you can have neighbor deals. However, do NOT become completely dependent on another city for anything because when the cities are judged you cannot see the neighbor deals.

NEVER click the disaster button!!! Unless you have saved, you cannot easily recover from a disaster!

Play the game twice. The first time, go through the tutorials and learn the software and the various interactions. The second time, build the city that you wish to submit for judging.

Use the query tool to check the efficiency of schools, power plants, safety and health care facilities. Note: You can upgrade these facilities to increase their efficiency.

At the bottom right of the screen there are icons that show various data such as land values, education, fire risk, etc. This is a new and useful feature. For example, previously you had to go into the fire department screen before you could get the fire risk data. Now that information can be found from any screen.

If you run into a problem, try searching in any search engine for solutions. There are several forum pages with strategies and tips. www.simcity.com has a users’ forum under the community tab.
NEW VIRTUAL CITY REQUIREMENTS

- Select two goals from the Sample Goal List
- Need to create a slideshow about the Virtual City using the Future Cities Template
- **PHASE 1**
  - When the population range reaches between 8000 – 20,000 Sims, record progress and develop a Phase 1 report. Report includes:
    - 4 screenshots
      - 1 birds eye view
      - 1 budget panel detail view
      - 2 views showing population panel details
    - Benchmark worksheet
    - Progress toward goals chart
      - List the two goals
      - Report on goals status
      - Screenshots that supports status
    - List of development strategies for each goal (3 strategies each)
  - Recommend pausing progress and saving the city as PHASE 1 as a backup.
- **PHASE 2**
  - When population reaches 20,000+ Sims, record progress and develop a Phase 2 report. Phase 2 report includes:
    - 4 screenshots
      - 1 birds eye view
      - 1 budget panel detail view
      - 2 views showing population panel details
    - Benchmark worksheet
    - Progress toward goals chart
      - List the two goals
      - Report on goals status
      - Screenshots that supports status
    - Strategies that worked and what didn’t work
    - Report on lessons learned
    - Discussion on the creation of the VC and the impact on other FC deliverables

**Taking screenshots**

- Have the screen and window you wish to capture showing on the monitor
- Push the “C” button on the keyboard
- Repeat the above actions for the views you would like to capture
- Minimize the game and navigate to “My Documents” -> SimCity -> Pictures
  - Actual location: C:\Users\Username\Documents\SimCity\Pictures
- Move pictures to report location and insert into presentation as needed