SIM CITY
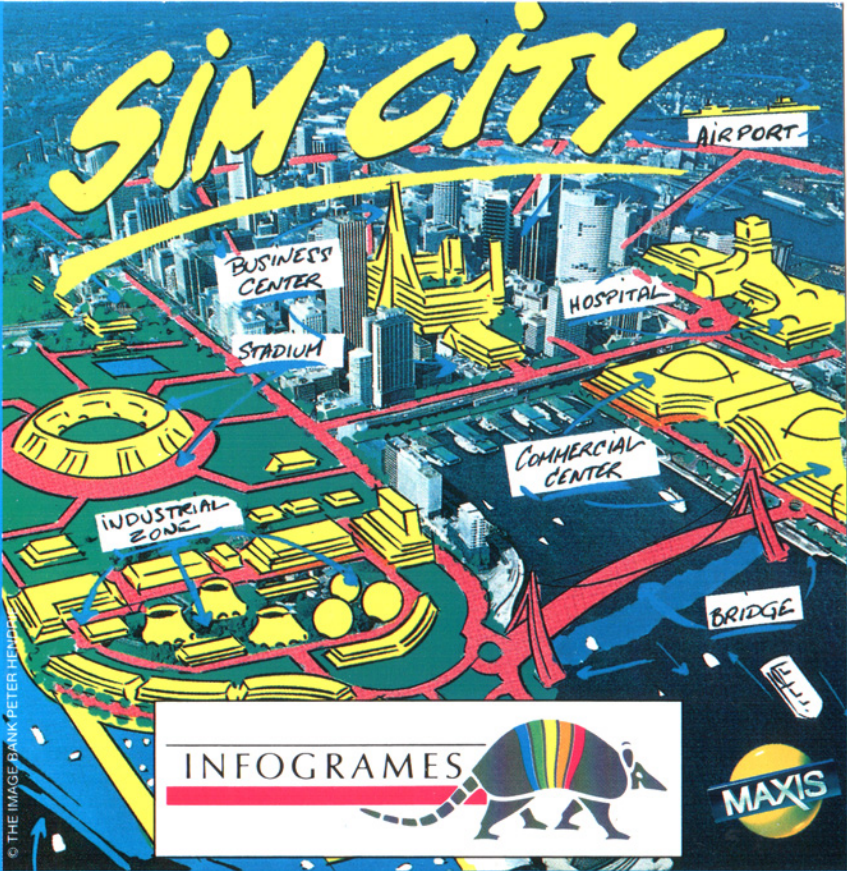
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AIRPORT

BUSINESS
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STADIUM

COMMERCIAL
CENTER

INDUSTRIAL
ZONE

BRIDGE

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I - INTRODUCTION

SimCity provides you with an environment, a set of rules and tools; then it's up to you to develop and manage your cities. Every decision and action affects your citizens' life instantly.

In SimCity, the RULES to learn are based on city planning and management, including:

- Human factors - residential space and amenities, availability of jobs, and quality of life...
- Economic factors - land value, industrial and commercial space, unemployment, electric power, taxation, and funding for city services...
- Survival factors - strategies for dealing with disasters, crime and pollution...
- Political factors: public opinion, zoning, and keeping residents and businesses satisfied with your city and your performance...

THE GOALS OF SimCity

* THE SCENARIOS

Each of the included Scenarios is actually a game in itself, with an unlimited number of ways to win - or lose. Each Scenario is a city which is either the victim of terrible planning or about to be the victim of a natural disaster. After you load in a Scenario, you will have a limited amount of time to correct or repair the problems.

* YOUR DREAM CITY

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

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

II - START-UP

1. LOADING

- Switch on the TV and the CDTV.
- Place the disk in its caddy, then insert it into the drive.
- The program will load automatically.

2. ADVICE

- Avoid touching or scratching the disk surface.
- Never place the disk in the drive without the caddy.
- After use, keep the disk in a caddy or in its plastic box.
- The game runs in MOUSE mode. Check that you are in that mode referring to the user manual of your device. Do not touch the Joy/Mouse button any more: this would disable certain commands.

3. GENERAL COMMANDS

To select a zone or action, move the cursor pressing the direction keys, and confirm by pressing the A button.

4. START OF THE GAME

The introduction pictures appear on the screen. Press a key on the remote controller to stop them and enter the mayor's office.
With the remote controller select (A button) one of the following folders:

NEW / LOAD /SCENARIO / HELP

* **NEW CITY**

This folder concerns the construction of a new city in the setting that is the era of your choice: MEDIEVAL, WESTERN, ACTUAL or FUTURE. Having selected the setting, choose the level of difficulty: EASY, MEDIUM or HARD.

* **LOAD A CITY**

This folder concerns a city already created and saved on RAM-card or disk (if you have a floppy disk drive). The list of cities already saved will display, choose the one which interests you.
(Use the A button to confirm, the B button to cancel).

* **SCENARIO**

This folder concerns the existing cities provided by SimCity. The list of available cities will display. Just select the one which interests you. (Use the A button to confirm, the B button to cancel).
Whatever folder you have chosen (except HELP), after selection the EDIT SCREEN is automatically accessed.

III - THE EDIT SCREEN

1. DESCRIPTION

Most of the screen is used to display a section of the terrain on which the city is (or will be) built.
The brown parts represent Open land, the green parts represent forests and shrubbery, the blue parts represent water.
At the bottom of the screen you see three items (from left to right):
* the current action: the action that will be executed on the place indicated by the cursor on the map (see 4) Possible Actions).
* the current date,
* the funds available.
Near these items, you will sometimes see important messages.

2. SPECIAL COMMANDS

HELP

By pressing the ESCAPE key on the remote controller, the player gets some information about the zone indicated by the cursor on the map.

ZOOM

By pressing the ENTER/VALID key on the remote controller, the picture will be enlarged twice. Press ENTER/VALID again to switch back to normal size.

3. ACCESS TO THE VARIOUS SCREENS FROM THE EDIT SCREEN

To access the various screens such as ICONS, MAP, FISCAL BUDGET, CITY EVALUATION, OPTIONS, GRAPHS and CITY OVERVIEW, press the B button on the remote controller to cycle through the pages.
To turn back to the EDIT SCREEN, press the ENTER/VALID key.

4. POSSIBLE ACTIONS

* **ICON SCREEN** (access with B button)

The 15 icons appearing on the screen correspond to the various actions available (build residential zones, industries...).

To select an icon, place the cursor on it (direction keys), and press the A button or ENTER/VALID to confirm.

Use the direction keys to move the cursor, then press the A button to confirm the chosen place in the edit screen.

Other method: every icon has a number. Therefore you are able, while being in the edit screen, to type the corresponding number on the remote controller, then choose the place where you will execute the action (direction keys, then A).

Note: To type numbers greater than 10, you must type an 0 instead of the tens figure. E.g.: 10 becomes 00, 11 becomes 01, 12 becomes 02 and so on...

* **DEMAND INDICATORS** (ICON SCREEN)

At the bottom of the screen, you will see three demand indicators: RESIDENTIAL, COMMERCIAL and INDUSTRIAL (R, C, I) When the indicator is to the right of zero, the demand is positive (e.g.: more residential zones required); on the other hand, if the indicator is to the left of zero, the demand is negative (e.g.: too many commercial zones).

5. MAP (access with B button)

A map displays: it represents the entire terrain on which you build up your city.

* **VISUALIZATION OF THE PROBLEMS:**

The various icons shown on the left side of the screen allow you - when selected - to view the following information:

TRANSPORTATION	All the roads and rail systems are shown.
POWER GRID	The power grid will display on the map.
LAND VALUE	To know the land value of the terrain (very useful to evaluate the taxes).
POPULATION	To locate high population density in the city.
GROWTH RATE	To observe the changing growth rate of the population.
TRAFFIC	Allows you to locate heavy traffic and traffic jams.
POLLUTION	To observe the pollution level in the city.
CRIME	Shows the crime level and the critical zones.
POLICE PROTECTION	Shows the effective radius of the police departments.
FIRE PROTECTION	Shows the effective radius of the fire departments.

Move the cursor (direction keys) on the icon of your choice, then confirm by pressing the A button.

* **DENSITY INDICATOR**

The indicator is at the bottom of the screen, allowing you to know the approximate value of every zone.

IV - FISCAL BUDGET

Every year the BUDGET window pops up.
You can raise and lower the TAX RATE and the various AMOUNTS of Funding ALLOCATED by pressing the buttons on the remote controller:
- button → to raise the feature 1 point, button ← to lower it 1 point,
- buttons A and → to raise it 10 points;
- buttons A and ← to lower it 10 points.

To switch from one zone to another, press the direction keys ↑ and ↓.
The level of the AMOUNTS REQUESTED is evaluated according to the number of fire and police departments, the roads and railroads.
To turn back to the edit screen, press ENTER/VALID.

V - CITY EVALUATION, CITY OVERVIEW, GRAPHS

Bringing up these screens allows you to know what your citizens are thinking about you (PUBLIC OPINION), and give some statistics regarding the development of your city: fluctuations in the population, commerce, industry, crime, pollution and also financial balances for the last ten or one hundred and twenty years.

Note: Cash flow corresponds to the amount of money earned from taxes collected minus expenses for city maintenance

* GRAPHS
  Place the cursor (direction keys) on the icons of your choice and confirm by pressing the A button to obtain the graphs. You can display 6 graphs at a time, however, if you want to remove one or several graphs from the screen, confirm the icons corresponding to the graphs to be deleted (A button).

VI - OPTIONS

This window allows you to activate or disactivate a certain number of options: just place the cursor (direction keys) on the desired option, then confirm with the A button.

SPEED
To increase or lower the speed, move the indicator by pressing the keys ← or →.

DISASTERS
Select the disaster(s) of your choice (direction keys, then A to confirm). An enabled disaster is displayed in red.

AUTO-GOTO
When activated, this option automatically transports you to the scene of a disaster or major event in the EDIT SCREEN.

SIM CITY

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