

SIMCITY™



CONTENTS

KEY COMMANDS.....	2
WELCOME TO THE CITY	5
MAIN MENU	5
BUILDING A CITY	9
LIFE IN THE BIG CITY	33
YOUR REGION.....	34

KEY COMMANDS

GENERAL CONTROLS

Control camera	W/A/S/D/number keys/arrow keys
Rotate camera	Q/E
Zoom camera	Z/X
Tilt camera up/down	END/HOME
Center camera on the most recent <i>SimCity Wire</i> event	SPACEBAR
Camera zoom in/out	+/- or PAGE UP/PAGE DOWN
Back out of current menu or tool	ESC (while tool or menu is open)
Options menu	ESC (while no tool or menu is open)
Help System	F1
Jump to city	CTRL + (city number)
Population information	F2
Budget information	F3
Approval Rating information	F4
Open chat/Region Wall	ENTER
Enter/Exit region view	BACKSPACE
Screen capture	C
Video capture	V
Cheat panel	?

GENERAL CONTROLS (CONT.)

Residential zoning tool	CTRL + R
Commercial zoning tool	CTRL + C
Industrial zoning tool	CTRL + I
Unzoning tool	CTRL + U
Upgrade road tool	=
Bulldoze tool	B
Challenges	K
Leaderboards	L
Achievements	;
CityLog	'

DATA MAPS CONTROLS

Population	F5
Happiness	F6
Money	F7
Income/Expenses	F8
Building Density	F9
Residential System	F10
Commercial System	F11
Industrial System	F12
Cycle through data maps (when a menu is open)	[/]

TIME CONTROLS

Pause	~
Turtle	1
Llama	2
Cheetah	3

RESOURCE MAPS

Water map	4
Coal map	5
Ore map	6
Oil map	7

MENU CONTROLS

Disasters	SHIFT + X
Roads	SHIFT + R
Power	SHIFT + P
Water	SHIFT + W
Sewage	SHIFT + S
Garbage	SHIFT + D
Government	SHIFT + G
Fire	SHIFT + F
Health	SHIFT + H
Police	SHIFT + C
Education	SHIFT + E
Mass Transit	SHIFT + T
Parks and Culture	SHIFT + U
Big Business	SHIFT + B
Next menu or sub menu	TAB
Previous menu or sub menu	SHIFT + TAB

ROAD SHORTCUTS (WITH ROAD MENU OPEN)

Straight Road Tool	I
Circle Road Tool	O
Curvy Road Tool	U
Rectangle Road Tool	H
Arc Road Tool	J
Constrain Road Type	SHIFT
Toggle Grid On/Off	ALT

WELCOME TO THE CITY

In *SimCity*, you are the mayor of your very own city. You're the one who draws roads and zones and manages everything from health and safety, to education, industry and beyond. The more your city grows, the more you need to manage. It's an exciting challenge, and we're here to help guide you through everything you need to know to get started!

MAIN MENU

The first time you enter the main menu, you are taken to an initial scenario and are introduced to the *SimCity* Store. After you have finished the tutorial and return to the main menu, you gain the ability to access *SimCity* World. The Play option also becomes available.

GETTING STARTED SCENARIO

Before you begin building a shining utopia, you need to know the basics. To help explain the ins and outs of mayoral duty, you are first guided through a simple tutorial. Learn the basics and gain insight into key game features, such as drawing roads and zones, and using Ploppables. After you finish the tutorial, you can replay it again. Select the Options icon from the main menu, and click LEARN TO PLAY.

PLAY

Select PLAY to start your journey into *SimCity*. Before building, select CREATE GAME to start a new game, JOIN GAME to join a game, or RESUME GAME to resume your previous game from the last point played.

CREATE GAME

SELECT A REGION MAP

Select a region map where your city will be located. Each region has a number of city sites available.

SET NAME

Enter a name for your region. This cannot be changed once selected.

SET PRIVACY

Enable this option to allow only invited players to claim cities in your selected region.

SET SANDBOX MODE

Select the checkbox to turn Sandbox Mode on or off. When turned on, Sandbox Mode grants access to all Ploppables, turns off random disasters, and allows players to have access to some cheats. This affects every city in the region. With Sandbox Mode on, you are not eligible for leaderboards, challenges, or achievements.

CLAIM A NEW CITY

Select a starting city from one of the locations available in the region. Select any of the blue city sites to view the city's name along with information about its landscape and resources. When you are ready to begin creating, select CLAIM CITY. You can name your city once you are in your game.

INVITE FRIENDS

Once you have claimed a city, but before you select PLAY, you can invite friends to join your region. Choose any of the other available sites in your region and select INVITE FRIENDS. Choose the friends you wish to invite and select SEND INVITES. If they accept, then they are taken directly to your region.

PLAY

Enter your selected city and begin playing.

JOIN GAME

Select PLAY and then JOIN GAME to view a list of available regions being played right now. Playing with others offers benefits like trading services, power, and water. You can even exchange gifts, such as resources, with other mayors to create new industries.

NOTE: You can participate in up to 10 regions at a time.

You can select to filter the results by Map or Friends. There are also options to limit the search to regions with abandoned cities or Sandbox Mode regions.

To enter another player's game, select the player's region, and then select an open city site. While on the region's menu, you can also view the Region Wall, which contains posts from the players currently in that region. At the bottom of the region menu is its total population and Simoleons.

When joining a region, you also have the option of reclaiming a city that has been abandoned by an inactive mayor.

NOTE: Only public regions are shown in the Join Game option. To view a region made private by another player, click their *SimCity* profile avatar to access their profile page. Private regions cannot be played without an invite. However, from the player's profile you can view their city in spectator mode, regardless of if it is in a public or private region.

JOINING FROM AN INVITE

If you have an invitation to join a friend's game, you will find them in the invitation icon. Select the icon, and then select the invitation to be taken to your friend's region. You can then choose to enter that region by claiming a city in any of the available city sites.

RESUME

Return to any previously saved region and city. Select a region and then the desired city you wish to play.

SIMCITY WORLD



View all of the latest *SimCity* news, updates, leaderboards, and challenges, as well as the overall Global Market for the *SimCity* community.

CityLog

The pipeline to your fellow mayors, the CityLog feeds you messages and updates from the *SimCity* community. A popup appears whenever you have a new message. Click on the CityLog button in the lower left corner to read the latest message feed. The CityLog lists your friends' latest activities, including whenever they start a new region, their achievements and notable rankings, and invitations to play in their region. The CityLog also displays challenge updates, announcing the start of a challenge, and the eventual winner. Click any of these messages to view details of the message or update.

Leaderboards

Select to view any one of 10 General Leaderboards or one of five Big Business Leaderboards to see who is the best of the best in the chosen category. You can choose to filter the leaderboards to just friends, the global *SimCity* community, or your own top cities.

Challenges

Take challenges given to the community to earn big rewards and top rank amongst your friends. Once you start a new region, players are automatically entered into regional challenges that have all mayors within their region compete to clear a goal. Players can also compete in global challenges that pit them against all players in the *SimCity* community. Be one of the top players to complete a challenge to earn exclusive achievements.

Global Market

See how resources are selling in the Global Market. The prices are listed in Simoleons per truckload. You can filter the charts to view data just for the last day, last week, or the last month. Use the information here to determine which resources to focus on exporting and what you can expect to pay if you need to import any resources.

SIMCITY STORE

Click the banner on the main menu to enter the *SimCity* Store. Here, you'll find special addons for sale. Select STORE to view the full list of additional game content (both free and paid) that can provide you with new gameplay possibilities.

SAVING AND LOADING

Your profile holds all of your saved cities and regions, and you can always return to your game or start a new one at the main menu. The game automatically saves to the cloud. To access your saved games, simply log in on any computer with *SimCity* installed.

To return to your last played city, select RESUME from the main menu. To select to a different saved city to play, select PLAY from the main menu, and then the Resume Game tab. After choosing your region and city, select PLAY CITY to pick up where you left off, or ABANDON to remove the city from your save data.

BUILDING A CITY

Rome might not have been built in a day, but who says your city can't be? When you first start a game, all you have is an empty site. Inside this wide-open space, you can build homes, businesses, and industry. The menu at the bottom of the screen has everything you need to turn an empty grass field into a booming metropolis. Review all the different functions and features of each menu in the menu to get the most out of your city development.

MENU INFO AND DATA MAPS TABS

When you select any menu icon, two tabs appear on the right side of the menu. The Info tab displays the category's general info, like your city's power consumption, cost, and other stats based on that category. The Data Maps tabs allow you to access different map layers based on that category. To view other data maps not in that category, select the layer icon on the right side, and choose a data map from any menu category. Both tabs offer a wealth of information on all the buildings and infrastructures within your city, so use them to run a more efficient city.

ROADS



Roads are essential and are the building blocks that your city is based on. In order to start your urban construction, you need to first build a road from the Regional Highway into your city site. This allows you to interact with neighboring cities and for Sims to enter your city and populate it.

PURCHASING AND LAYING DOWN ROADS

Roads are purchased from the Roads menu in the menu. There are several types of streets available, and each serves a purpose. Hover over each option to view its name, a description, and how many Simoleons it takes to lay this type of road by the meter. Select your preferred road, and then click and drag where you'd like to place it. How much the total stretch of road costs is shown above your cursor. Release the left button to build.

The type of road can drastically change the zoning density in the city. The wider the road, the more Sims it can traffic, affecting how quickly your Sims can get to their destinations. Smoother traffic flow makes for happier Sims and more profitable businesses. Keep in mind the value and density of each zone as you lay down roads.

TIP: If you're not satisfied with your road draw, press **ESC** or right-click before you release the left mouse button to cancel it.

You can lay curved, arced, and rectangular roads. Click the curve, arc, or rectangle icons on the left side of the menu. The curve and arc tools allow you to build curved streets, while the rectangle tool can lay down entire city blocks. Select the road type, and click and drag along the ground to pave the road. Press **SHIFT** to quickly toggle your tool. Remember to leave enough space for houses, businesses, and factories as you start creating city grids.

TIP: As you lay down roads, you'll see white dotted lines appearing nearby. These lines are suggested guides for additional roads. Use them to help with spacing. The better planned out your roads are, the more organized your city. You can press **ALT** to toggle the guides on/off.

NOTE: Upgrading your roads is important because cluttered streets can cause problems, including slowing down fire or police services or delaying assistance from neighboring cities. Check out the Mass Transit menu to view various ways to improve your city's traffic.

ZONES



After you've laid down roads and are connected to the highway, you're able to plot city zones. There are three types of zones: Residential, Commercial, and Industrial. Each zone type has a specific purpose, and finding the correct balance of all three is key to your city's success. To start building, select a zone type from the Zone menu, and then click and drag along any road. Hold **CTRL** to highlight and fill all the zones along the side of a road. Keep in mind that you can only build next to already established roads.

NOTE: The size of a road directly correlates to the building's density level. For larger developments, build larger roads, or upgrade smaller roads by selecting them and choosing an upgrade option.

RESIDENTIAL ZONES

Create green Residential zones to designate where Sims can build houses and move in. As soon as part of your city is labeled as a Residential zone, Sims automatically move in, but it's up to you to keep them there.

Laying down large blocks of solid green can mean a large population, but if you don't have enough jobs, power, and utilities to keep all your residents happy, then a lot of those Residential buildings are going to be abandoned. Be smart about where you place homes, and beware air and ground pollution to avoid creating a sick ward.

COMMERCIAL ZONES

Lay down blue Commercial zones to indicate where shops and offices can be built. This type of zone draws in profit for your city, though not as much as the Industrial zones, and provides jobs for your Sims.

Commercial zones provide Industrial buildings an outlet to sell their products, and a place for your Sims to spend their hard-earned Simoleons to buy happiness. However, if there aren't enough jobs, your residents will stay at home or go to a park rather than go out and shop with Simoleons they don't have. No customers? No businesses.

INDUSTRIAL ZONES

Industry is what really drives your city and creates the most profit of the three zones. By providing jobs, industries provide money for your residents. Industries supply Commercial buildings with goods. Money keeps Sims happy and allows them to shop, which in turn makes the Commercial zones prosper.

Industrial zones also produce the most amount of pollution of the three zones. Because of this, it's a good idea to build your city's industry away from the residential parts of town.

CLEARING ZONES

On the left side of the Zone menu is unzone icon. Click the icon, and then select an area to clear out the current zone. You can then lay down a different zone type.

ZONING MAPS

While on the Zone menu, use the Data Maps tab to switch between different data layers.

Building Density	Displays the progress toward density upgrade of every structure in the city.
Land Value	View the land value of Residential and Commercial zones and see which buildings cause positive and negative effects on land value.
Industrial Tech	Displays the level of technology being developed in your Industrial zones and the buildings which influence Tech upgrades.
Population	View population data and examine where Sims are located.
Residential System	View happiness and money statistics for your residential areas.
Commercial System	View the movement of shoppers and tourists purchasing merchandise and souvenirs.
Industrial System	View the movement of industrial freight in your city.

BUILDING IMPROVEMENTS

Every Residential, Commercial, and Industrial building (RCI) has the potential to improve. All buildings have a density level that tracks how happy and prosperous its residents or workers are. Each building also accumulates value over time. The value measured depends on the type of building. A building can evolve through its density, or value levels.

A tiny house can eventually turn into a mansion, or a small clothing store can become a larger chain. Select any RCI structure or check the different data maps to view a building's density level. Passing a tier doesn't guarantee a structure's renovation, but reaching that level increases the chance of this occurring.

BULLDOZING



When buildings are abandoned, rubble, or unwanted, or you want to repave or upgrade a road section, you may choose to bulldoze them. Select the Bulldoze Tool icon on the bottom left of the HUD to enter Bulldozing mode, and then click any building or road you want to remove. The space is cleared in just seconds. Hold **CTRL** to select an entire road segment or a block of buildings for bulldozing. Bulldozing a road will automatically remove any buildings located along it. Bulldozing buildings and roads clears out space for new construction. Keep your eyes peeled for abandoned buildings, marked with a yellow icon. In addition to being fire hazards and eyesores, abandoned and rubble buildings also hinder profits and city growth. Do something about them as soon as possible to make sure your city stays attractive and turns a profit. To exit Bulldozing mode, click the Bulldoze Tool icon again.

DISASTERS

The forces of nature and fate can strike your city at any time. Earthquakes, tornadoes, and other natural disasters can bring down your city. These events can happen at any time, so stay alert, and perhaps your city can survive. While natural disasters can't be avoided, try not to tempt fate, as other disasters (technological, environmental) can surface from the decisions you've made as mayor.

NOTE: From the Disaster menu, you can select from several disasters to unleash upon any of your claimed cities. You are granted access to each selectable disaster by completing a special achievement. Disasters are stored on your player profile, not to a particular city. Once you are granted access to a disaster, you can use it in any future city.

PLOPPABLES



Now that your roads and zones are set up, structures of all shapes and sizes should begin to bloom all over your new city. As the mayor of this burgeoning area, you are responsible for constructing many key infrastructures and buildings. Buildings that can be managed and edited are called Ploppables. Each Ploppable is hand-placed. They have a specific and vital purpose to the city, and it's your job to maintain these structures in order to keep the residents happy and prosperous.

Once a Ploppable is plopped, click the structure to view its information panel. The panel displays general info about the building, including the daily expenses required to run it. Keep a close eye on these stats to ensure that Ploppables are functioning to their full potential.

EDITING AND UPGRADING PLOPPABLES

Select a plopped building to view detailed information about it. Choose from the buttons at the bottom of the window to adjust some of the building's functions or upgrade the building's features.

Open/Close

Click this button to shut down or reopen a building, which can act as an alternative to demolition. Temporarily shutting down a building can save your city some funds. You can then reopen it when you have the Simoleons to do so.

Edit Building

Opens Edit Mode, which allows you to customize or upgrade elements of the building with modules. Adding modules can help increase your building's productivity.

NOTE: Certain Ploppables, like power structures, have specialized options that let you adjust specific functions (like importing/exporting resources, etc.) of the building. See a detailed description of these options in their section.

POWER



A source of power is required for maintaining a city. Homes without power will eventually be abandoned, while businesses and factories without power will remain closed. Basically, without any power for your buildings, your city is a ghost town. Don't keep your Sims in the dark; open the Power menu to select a power plant.

There are different types of power plants, some greener than others. Part of the challenge of maintaining your city is balancing a growing demand for more power with pollution and health concerns. You also need to take into consideration your available natural resources and figure out the cost of importing what you don't have, while maintaining enough resources to run the plant. After a plant has been built, it will start powering the city after workers arrive.

POWER STATS

The stats on the Info tab display crucial information regarding your power output. The displayed gauge shows whether the amount of power being produced is meeting your city's needs. Next to that are details of how much power is available in the region and if you're currently selling power to any neighboring cities. Place your cursor over this area to see a breakdown of energy Needed, Produced, Buying or Selling.

POWER MAPS

While on the Power menu, use the Data Maps buttons to switch between different data layers.

Electric

View what buildings are powered, off, and unpowered.

Air Pollution

View where air pollution is blanketing your city and where it's most concentrated. Also, see which buildings produce the most air pollution.

Radiation

View where radiation is spreading and how great of a threat it poses to your residents. Also, see which buildings produce radiation.

WATER



Water is one of the necessities of life, and your Sims need it to stay healthy and clean. Building a water tower can distribute much-needed H₂O to your whole city, as long as there is plenty of water in the water table below.

Over time, ground pollution may build up from sewage and industry. Water towers that tap into ground pollution can potentially spread sickness. Make sure you regularly check on pollution levels and move your water tower to a fresher source or employ a Water Pumping Station with filter pumps.

TIP: If ground pollution is tainting your water, then it's time to start thinking about moving your water tower to a cleaner ground source. Make sure your new water tower is up and running before demolishing the old one. Remember, it takes a few hours for water to reach new utility and industry buildings, and you don't want to leave your residents without water during the transition.

WATER STATS

With the Water menu open, the Info tab on the right displays key information that is critical in monitoring your water distribution. Here, you can view a gauge displaying your current water distribution level, as well as numbers detailing how much water is being pumped, how much water is required to fulfill the needs of your city, the status of water pollution, and what percentage of your city's buildings have water. You can also view how many Simoleons your water distribution is costing per hour.

WATER MAPS

While on the Water menu, use the Data Maps tab to switch between different data layers.

Water Table View the water table map, which shows the best places in the city to place your water towers and pump stations.

Ground Pollution View where ground pollution is, how damaging it is, and what buildings produce it.

SEWAGE



What goes in must come out, and a lot comes out of your Sims. The question is, what do you do with all of their sewage? If left alone, sewage gets dumped in backyards and brings down the quality and health of your city. Build a Sewage Output Pipe to provide an output location, and place it away from your other buildings. Waste from the pipe is converted into ground pollution, but until you have earned the proper City Hall upgrade to find a cleaner solution, it's the only solution.

SEWAGE STATS

The Sewage menu's Info tab displays several statistics that can be a huge help in managing your Sims' waste. The gauge displays how well you're meeting the city's demand for sewage removal, while the mouseover stats show how much sewage is produced, your sewage system capacity, and any importing/exporting of sewage with neighbors. The bar on the right shows the percentage of your city's waste that is being treated.

SEWAGE MAPS

While on the Sewage menu, use the Data Map tab to switch between different data layers.

Ground Pollution View where ground pollution is, how damaging it is, and what buildings produce it.

Sewage View your city's sewage levels by building and see where it is flowing.

WASTE DISPOSAL



GARBAGE/RECYCLING

The more Sims in your city, the more trash they produce. If you let it pile up, it can lead to fires, injuries, and sickness, and can also bring down the overall appeal of your city. Start collecting waste from homes by building a Garbage Dump.

Select the Garbage Dump and move your cursor over the map. As you survey a suitable location, the roads around your building cursor are highlighted to indicate the coverage area. Once you are satisfied with the location, left-click to place the Garbage Dump.

The dump only comes with two garbage trucks, which may not be enough for your city. Consider adding more as your city grows to ensure that all of the waste your Sims produce is being collected properly.

Recycling is another option in the Waste Disposal menu. The facility helps reduce garbage problems and pollution caused by waste disposal. Recovered metal, alloy, and plastic can be used in your city or sold on the Global Market.

NOTE: Recycling isn't just good for the environment; it's also good for your business. Recycling provides your city with alloy, plastic, and metal. These are key resources used in the Electronics industry, and they can be traded for extra Simoleons.

GARBAGE AND RECYCLING STATS

While in the GARBAGE AND RECYCLING tab of the Waste Disposal menu, you can view important details on the Info tab. You can also see how many Simoleons your garbage collection is costing you per hour.

WASTE DISPOSAL MAPS

While on the Waste Disposal menu, use the Data Maps tab to switch between different data layers.

Garbage/Recycling View garbage/recycling levels and see where trash is piling up the most.

Ground Pollution View where ground pollution is, how damaging it is, and what buildings are producing the most of it.

Air Pollution View where air pollution is blanketing your city and which buildings are the biggest polluters.

GOVERNMENT

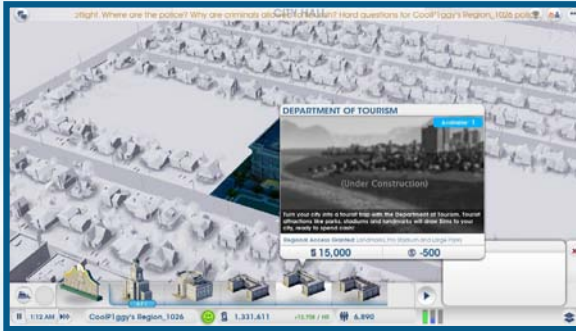


Build a Town Hall to give your city a local government and allow your Sims to voice problems. The Town Hall can be built after your city is connected to the Regional Highway, you're providing working power, and you're providing working water. Local government is crucial to your city. It not only gives access to tax control, but also allows you to further improve your city by granting permits for emergency service buildings like the Fire Station, Police Station and Clinic.

Upgrading your Town Hall to a City Hall permits you improved tax control, and the ability to further grow your city and create for it a specialized focus. To upgrade your Town Hall to a City Hall, select your Town Hall to view an information window detailing your progress. Once your progress target has been met, click the Upgrade button. Further upgrades unlock additional modules for your new City Hall.



CITY HALL UPGRADES



After reaching certain population levels, you'll be awarded with upgrades to your City Hall. Use these to allow for further city growth and to create a specialized focus for your city. There are six upgrades to choose from, and you can only select one at a time. The upgrade selected has a major effect on your city.

When playing in a region, talk to your neighbors to determine what specialization they are thinking about for their city. That way, you can each select a different upgrade, and where you may be lacking, your neighbor can fill that gap. These upgrades are regional, meaning only cities in your region can take advantage of them. For example, if you choose the Department of Safety, you can provide better police support for neighboring cities, whereas if your neighbor chooses Department of Education, they can become a college town, and your Sims can travel there for better schooling.

GOVERNMENT STATS

The Government menu's Info tab displays information on your taxes and Approval Rating. You can also view how many Simoleons per hour your government is costing.

TAXES

As the mayor, you have a hand in both certainties of life—death and taxes. But it's the latter that you have direct control over. Taxes are another form of income that can help boost your city's growth. But keep taxes too high for too long, and the residents may leave your town in droves. Additionally, high-wealth Sims are more averse to high taxes than low- and medium-wealth Sims. Access the Budget Panel to adjust the city's tax income. Upgrade your Town Hall or City Hall to increase your control over taxes.

- | | |
|------------------------------|---|
| Town Hall | Adjust the overall tax percentage rate. |
| City Hall | Upgrade to a City Hall to split up taxes between Residential, Commercial, and Industrial zones. |
| Department of Finance | Add this module to your city hall to increase your tax options. Within each zone, taxes are divided into three wealth classes (low, medium, or high). |

GOVERNMENT MAPS

While on the Government menu, use the Data Maps tab to switch between different data layers.

- | | |
|-------------------|--|
| Population | View population data and examine where Sims are located. |
| Happiness | View which buildings are happy and check out what areas need improvements. |
| Expenses | Find out which of the buildings you placed are costing you the most. |

FIRE



Fires have had a long history of burning down major cities, and if you're not too careful, a fire can really do a number on yours. The risk of a fire breaking out grows as your city expands. To stop the spread of fire across your city, build a Fire Station.

Select your preferred Fire Station from the menu and move your cursor over the map. As you survey a suitable location, the roads around your building cursor are highlighted to indicate the Fire Station's coverage area. Once you are satisfied with the location, left-click to place the building.

A single Fire Station can only protect a limited area, so improve coverage by adding more garages, or upgrade your services with a Large Fire Station. As your coverage grows, your fire services can even provide limited coverage to neighboring cities.

FIRE STATS

Use the Fire menu's Info tab to view information that can help prevent or prepare you for a major fire. View the number of extinguished fires, the number of fire trucks at the station, and how many Simoleons your system is costing per hour.

FIRE MAP

While on the Fire menu, use the Data Maps tab to open the Fire Risk data layer.

- | | |
|------------------|--|
| Fire Risk | Displays what locations are at the biggest risk of fire and keeps track of past fire events. |
|------------------|--|

HEALTH



Quickly treat sick Sims and keep others around them healthy by building a Clinic. Select your preferred structure, and move your cursor over the map. As you survey a suitable location, the roads around your building cursor are highlighted to indicate the health structure's coverage area. Once you are satisfied with the location, left-click to place the building.

This small treatment center provides coverage to your city, but depending on your population, it might be wise to build several or expand to include more ambulances and a large patient waiting room. This ensures that everyone is getting the healthcare they need. Your Clinic also provides limited coverage to neighboring cities.

HEALTH STATS

On the left side of the Health menu, several key statistics are shown. View a quick overall reading of how well you are providing healthcare to your city with the gauge displayed on the far left. The data shown next to that includes the number of sick and injured Sims, hospital capacity, and how many Simoleons per hour your facility costs.

HEALTH MAPS

While on the Health menu, use the Data Maps tab to switch between different data layers.

- Health** View the condition of Sims' health, how many patients are in the Clinics, the germ levels of the city, and past sickness events.
- Air Pollution** View where air pollution is blanketing your city and where it's most concentrated.
- Ground Pollution** View where ground pollution is, how damaging it is, and what buildings are affected by it.
- Germs** View a map of where the sick are specifically located.
- Radiation** View where radiation is spreading and how great of a threat it poses to your residents.

POLICE

Order must be preserved to keep your residents safe and happy. Rampant crime deteriorates your city's image and value over time. Build a Police Station to cut down on crime and make your residents feel more safe and secure.

Select your preferred structure and move your cursor over the map. As you survey a suitable location, the roads around your building cursor are highlighted to indicate the law enforcement structure's coverage area. Once you are satisfied with the location, left-click to place the building.

A Police Station can only protect a limited area, and as your city grows, the long arm of the law should extend to all residents in your city. Place additional police stations or add more patrol car lots to an existing station to increase your police presence within the city. As your police force grows, your law enforcement agencies can even provide limited coverage to neighboring cities.

POLICE STATS

While the Police menu is open, use the Info tab to view different important stats. The displayed gauge shows your overall police efficiency, while the numbers next to that show jail capacity and how many Simoleons per hour your law enforcement is costing you.

POLICE MAPS

While on the Police menu, use the Data Maps tab to open a new data layer.

- Crime Map** View areas where there is crime activity and where your police services are covered. Use this map to move your police services to high-level crime areas.

EDUCATION

Keep younger Sims off the streets and provide your residents with education for a brighter future. Some more advanced modules, businesses, and industry require higher education before they can be earned. There are two types of education—Schools and Colleges.

SCHOOL

Build a School to provide a place for younger Sims to gather and stay out of trouble. As you survey a suitable location, the roads around your building cursor are highlighted to indicate the School's coverage area. Once you are satisfied with the location, left-click to place the building. After building a School, you can expand it with various modules to accommodate more students. Be sure to build school bus stops throughout your city so that all of your residents have the opportunity to get to class.

COLLEGE

Build a Community College to further educate your residents and earn additional development for your city. Residents with a higher education can perform more complicated work, which allows you to build more advanced industry and rake in more profit.

EDUCATION STATS

The Info tab in the Education menu holds useful information. The displayed gauge shows the overall effectiveness of the school system, while the nearby stats show the desk space to potential students ratio, the number of Sims attending school, and how many buses are shuttling students to school. You can also see how many Simoleons your primary school system is costing you per hour. The higher education data relates specifically to College, and there is no school bus information.

EDUCATION MAP

While on the Education menu, use the Data Maps tab to open a new data layer.

Education Map View what the education levels are for Residential and Industrial zones, and see where students are located.

MASS TRANSIT

Connect your residents to the rest of the city and to the regions around them with mass transit. Mass transit improves traffic flow—a critical aspect of life in the city, as clear streets help your city prosper and grow. Mass transit also prevents traffic congestion that could potentially cause unexpected problems, such as late deliveries to a power plant that could lead to power outages.

There are five different types of transit—Bus, Streetcars, Trains, Boats, and Planes—and each has its own purpose. Buses, streetcars, trains, and ferries transport low to medium wealth Sims around the city, while higher end transits move around medium to high wealth Sims.

BUS

Build a shuttle bus system to pick up and drop off low-wealth Sims, allowing them to travel around the city without a car. Be sure to build a number of bus stops around the city to provide the best coverage possible for your Sims.

BUS STATS

While on the Bus tab of the Mass Transit menu, you can view key info in the lower right. Check on how many Sims are waiting to be picked up, the number of Sims on a bus, the number dropped off, the average wait time for a bus, and how many Simoleons per hour the system is costing.

STREETCARS

Build a streetcar system to quickly carry all Sims around your city. This mode of mass transit can only be built on Avenues with Streetcar Rails. When building, be sure to add streetcar stops to all for the best coverage possible.

STREETCARS STATS

The Info tab in the Streetcars section of the Mass Transit menu is where you can view the number of Sims waiting for pick-up, the number on the streetcars, the number dropped off, the average wait time for a streetcar, and how many Simoleons per hour the light rail system is costing.

TRAINS

Build a train system to allow Sims to come into your city, drawing more Sims from farther away to populate your metropolis.

TRAINS STATS

While in the Trains section of the Mass Transit menu, you can view key information in the Info tab. Check on the number of Sims waiting to be picked up, the number of Sims on a heavy train, the number dropped off, the average wait time for a train, and how many Simoleons the train system is costing you per hour.

BOATS

Build a boat system to allow ferries or cruise ships to come into your city from other locations around the region. Ferries can carry a large amount of low- to medium-wealth Sims, including tourists. A cruise ship can bring medium- to high-wealth tourists into the city.

BOATS STATS

With the Boats section open, the Info tab displays the number of Sims waiting to be picked up, the number of Sims on a ferry or cruise ship, the number dropped off, the average waiting time for a ferry, and how many Simoleons per hour the ferry system is costing.

PLANES

Bring in tourists to spend time and money in your city on local attractions and businesses. Planes can also be used for export, increasing the amount of cargo you distribute from your city.

PLANES STATS

With the Planes section, you can review key info on the Info tab. View the number of runways you have in the city, the number of tourists coming into the city per day, the amount of cargo leaving the city per day, and how many Simoleons per hour the air system is costing.

MASS TRANSIT MAPS

All of the modes of transit (except Planes) come with a Data Map. Select this icon to view suitable routes for that mode of transit, riders served and missed, and the overall neighborhood coverage.

PARKS



Parks come in a variety of sizes and provide a place for residents to relax and a location for the homeless to gather. These spaces can spruce up your neighborhood, attracting wealthier Sims.

PARKS STATS

On the Info tab of the Parks section in the Parks and Culture menu, you can find important data regarding your city greens. The gauge displays your city's overall desirability, while the numbers next to that show the number of park buildings and patrons, the total number of homeless and how many of them are in parks, and how many Simoleons your parks are costing the city per hour.

PARKS MAP

While on the Parks section of the Parks and Culture menu, use the Data Maps tab to switch between different data layers.

Happiness

View where your Sims are happy, and check out what areas need improvements in order for them to be happy.

Homeless

View where the homeless are located.

Residential System

View what areas of your city are most desirable for Residential zoning and determine which wealth classes would build in each area.

CITY SPECIALIZATION



Create large business ventures to lead your city into a particular industry. These businesses create a large number of jobs and can mean a lot of Simoleons for your city. You can of course dabble in all five of the business types, but focusing on one or two in particular gives your city more of an identity. Talk with your neighbors via the Region Wall to see which industries they are planning on pursuing. Then, use that information to work together to create a balanced region, or beat them at their own game and build up that business first.

CULTURAL

Cultural buildings like an Expo Center or Pro Stadium draw in a lot of out-of-towners. This can mean big money for your city. Just be sure that your mass transit systems are ready for the influx of Sims coming in for a large conference or the big game.

CULTURAL STATS

View key information about your cultural buildings in the Cultural tab of the City Specialization menu. The data displays your buildings' maximum capacities, the cost and payout of your buildings, and the number of cultural buildings and their patrons. You can also view how many Simoleons per hour these buildings are costing.

CULTURAL MAP

While on the Cultural tab of the City Specialization menu, click the Data Maps tab to view the Stadiums Map and see where your stadiums are located.

LANDMARKS

The crowning jewel of your city, a landmark can serve as an aesthetically appealing icon and draw a huge number of tourists from all wealth levels. You can build up to three landmarks per city, and landmarks are open 24 hours.

LANDMARKS STATS

Key stats are displayed in the Info tab of the Landmark section in the City Specialization menu. View the number of tourists in your city, how many tourists have been served and how many are remaining, and the attraction's capacity. You can also see how many Simoleons your landmark is costing per hour.

LANDMARKS MAPS

While on the Landmarks tab of the City Specialization menu, use the Data Maps tab on the right to switch between different data layers.

Tourism	View where tourists are located and where they tend to gather.
Tourism Attraction	Locate your tourist attraction buildings.
Hotel	Find where your hotels are located.
Stadium	View where your stadiums are located.

METALS

Extract coal and ore to become a mining master. These resources are in high demand for cities that use coal for their power plant and ore for manufacturing. Store large quantities in your Trade Depot to use for your own power, or trade with others.

METALS STATS

On the Info tab of the Metals section in the City Specialization menu, you can view your overall availability of coal and ore. You can also see how many Simoleons per day your industry is costing.

METALS MAPS

While on the Metals tab of the City Specializations menu, use the Data Maps tab to switch between different data layers.

Coal	View where coal deposits are located in your city.
Ore	View where ore deposits are located in your city.

PETROLEUM

Pump oil from the wells in the ground. This is a precious resource for cities that use oil to fuel their power plants. Store large quantities in your Trade Depot to use for your own power or to trade with others.

PETROLEUM STATS

View key stats in the Info tab of the Petroleum section of the City Specialization menu. See how much oil you have in production, how much oil you have pumped, how much oil is in reserves, and the number of oil barrels in storage. You can also see how many Simoleons your production is costing per hour.

PETROLEUM MAP

While on the Petroleum tab of the City Specialization menu, you can select the Data Maps tab to open the Oil Map and view where oil deposits are located.

TRADE

Import, export, and store resources you've gathered. Cities that select Metals, Petroleum, or Electronics industries would be wise to also develop trade.

TRADE DEPOT

If you are using power that relies on a fossil fuel, you can import any needed resources directly from the Global Market. However, building a Trade Depot allows you to store even more raw resources. Before building the depot, you can select the plant to manage your resources. Once a Trade Depot is available, enter the building's Edit Mode to use your own resources, import resources, or export resources. Using your own resources is always cheaper than importing, which is at the mercy of the Global Market prices. If you chose to export stored up resources, you can earn quite a pretty Simoleon.

TRADE STATS

The Info tab in the Trade section of the City Specialization menu displays the number of imports and exports per hour. You can also see how many Simoleons your trade industry is costing per hour.

TRADE MAP

While on the Trade tab of the City Specialization menu, you can select the Data Maps tab to open the Import/Export Map and view where you are importing and exporting resources.

GAMBLING

Build large casinos and gambling halls to bring in lots of tourists and increase revenue. These buildings can greatly generate traffic in your city, so make sure your mass transit is up to par. Gambling also leads to an increase in crime; ensure you have a police force large enough to combat it.

GAMBLING STATS

There is key information in the Info tab of the Gambling section in the City Specialization menu. View the number of tourists visiting your city, how many tourists have been served and how many remain, attraction capacity, and how many Simoleons your business is costing per hour.

GAMBLING MAPS

While on the Gambling tab of the City Specialization menu, use the Data Maps tab to switch between different data layers.

Tourism	View where tourists are located and where they tend to gather.
Tourism Attraction	Locate your tourist attraction buildings.
Hotel	Find where your hotels are located.
Commercial System	View what areas of your city are most desirable for Commercial development and determine which wealth classes would shop there.

ELECTRONICS

Become a high-tech hub and build up your Electronics industry. Create processors, computers, and TVs for export. The production of electronics requires alloy and plastic, which can either be collected via recycling or imported.

ELECTRONICS STATS

Important information is located on the Info tab of the Electronics section in the City Specialization menu. View the number of processors, computers, and TVs produced per day; your supply of alloy, plastic, and chips; and how many Simoleons your business costs per hour.

ELECTRONIC MAPS

While on the Electronic tab of the City Specialization menu, you can select the Data Maps tab to open the Electronics Map and view where your electronics are being made.

SIMCITY WIRE

Running along the top of the screen is the *SimCity Wire*. All the latest news for your city is displayed here.

TIME CONTROLS

Time controls are located in the bottom left of the screen. View the current time, fast forward the time in the game, or pause the game.

CITY SPECIALIZATIONS

Click on the city's crest to view a list of achievements for the seven types of city specializations: Metals, Petroleum, Gambling, Electronics, Trade, Culture, and Education. Select any of the specializations, and then click **GUIDE ME** to focus on that one industry. You can also click your city's current name to enter a new one.

SPECIAL MISSIONS

When you select the Guide Me button for any city specialization, you may be prompted to complete special missions specific to that specialization. Use this to quickly guide your city in your chosen direction.

APPROVAL RATING

The nearby smiley face also shows your population's overall happiness and represents your overall Approval Rating. Click the icon to view the Approval Rating panel. The panel displays three happiness meters, separating the residents into Residential, Commercial, and Industrial categories. The more each meter is filled, the higher your rating is for that category. If your Approval Rating is low and your people are unhappy in a particular category, click on each individual meter to see more detailed comments. Address these comments and concerns to increase your Approval Rating.

CITY BUDGET



Right next to the Approval Rating, you can view how many Simoleons you currently have and how many you are making (or losing) per hour. If you are making Simoleons per hour, the number here will be green, and if you're losing Simoleons per hour, the number will be red.

Click the Simoleons icon to open the City Budget panel and view an itemized list of expenses, income, and other recent transactions, or take out a loan. Look at the statistics to spot just where you're in the red and where you're making bank. Study your high expenses carefully: if there isn't much reward from them, perhaps you should choose to invest your city's funds elsewhere. The bottom of the expenses and income chart lists your total hourly Simoleons.

The loans section of the panel allows you to borrow money from different financial institutions. Loans provide your city with a quick influx of funds, but they need to be paid back periodically with interest.

On the right of the City Budget is your tax information and bank balance. Once you have a Town Hall, you can start adjusting taxes for your city. Use the tax section of the Budget panel to adjust the percentage you tax Residential, Commercial, or Industrial sectors of the city.

NOTE: You can further adjust taxes for your city after you have built the Department of Finance upgrade for your Town Hall.

POPULATION

Right next to the Budget panel is your population counter. As new Sims move into your city, the number increases. Click the icon to view a detailed window of your population stats. See what type of city you have, how many residents you have, your total building count, employment information, the population's wealth, the city's growth history, and shopping information.

OPTIONS

Select the options icon in the upper right corner of the screen to gain access to the following:

Achievements	View the Achievements that can be earned through a variety of conditions.
Settings	Adjust Graphics, Audio, and Gameplay settings.
Game Manual	The location of this digital manual.
Help Center	Enter the Help Center to gain information on a variety of topics.
Getting Started Scenario	Replay the opening tutorial.
Credits	View the credits for <i>SimCity</i> .
Exit To Main Menu	Leave your city and return to the main menu.
Quit <i>SimCity</i>	Exit <i>SimCity</i> .

LIFE IN THE BIG CITY

Life moves along pretty quickly. As your city grows, old buildings are demolished to make way for new ones. Sims move into your city, bringing along their dreams and aspirations. Big or small, you have to oversee all the activity in the city and keep the populace in high spirits. Remember, a happy Sim is a productive member of your community. Balancing the growth and evolution of your city with the overall pulse of its residents is the key to a successful city.

RESIDENT THOUGHTS AND REQUESTS

Want to know more about your constituents? As the mayor, you can peer into the life of any resident moving about your city. Click any Sim walking or driving around the city to view that Sim's current status. A small window opens and displays the Sim's name, general financial status, and where that Sim is headed. If you want to keep tabs on a particular resident, click the name bar, and the camera automatically centers on that Sim, tracking him or her until you click elsewhere.

You can only see so much monitoring individual Sims. To gauge the general populace's feelings, keep an eye out for the thought bubbles that pop up all over the city. Zooming in allows you to see more Thought Bubbles. These bubbles project the residents' positive and negative thoughts, giving you a peek into the public's attitude. Use these helpful hints to fulfill the Sims' needs and concerns.

Green Bubbles When you see these bubbles pop up over the city, you are doing something right! Mouse over them to see the satisfied commentary.

Orange Bubbles These neutral thoughts can give informative insight into a Sim's general view of the city. Mouse over a bubble to see the opinion.

Red Bubbles When Sims are unhappy with a situation in the city, these red bubbles spring up to inform you of their displeasure. Mouse over a bubble to view that Sim's complaint or suggestion.

WHITE REQUEST BUBBLES

Sometimes, a Sim, company, or organization directly appeals to the mayor's office with a request. When a white bubble appears on the map, click the bubble to view the request. Requests can be as simple as constructing a school or as ambitious as plotting a citywide mass transit system. After you review a request, you can choose to either accept or reject the proposal. Once accepted, an icon is displayed on the left side of the screen and remains there until it is fulfilled or canceled. To cancel a request, click the X icon over the mission progression on the left side of the screen. Click the icon to view the requirements needed to fulfill the request. Take on up to three requests to keep your residents happy and productive and improve your Approval Rating.

YOUR REGION

As you establish your city, you may find that you are rich in some elements but poor in others. If additional players have claimed areas in the region, then your city is not the only game in town. Once you connect your roads to the Regional Highway, your city is entwined with other claimed cities in the region. Utilize your neighbors, sharing resources and services to help your region grow and thrive.

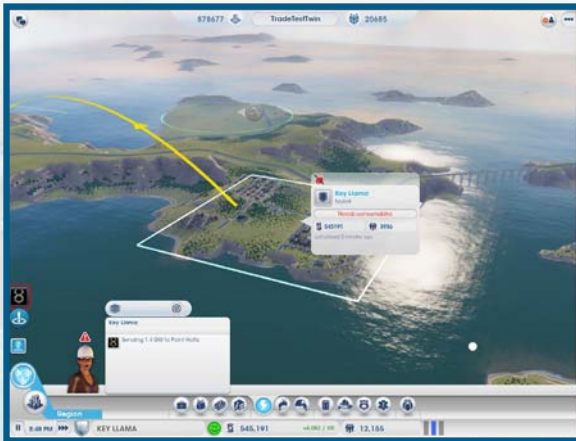
NEIGHBORS

As your resources and services expand, so does your relationship with your neighbors. Some of these resources and services, like fire and health, automatically reach out to your neighbors. When a neighbor's resources or services cross through the region's borders, an alert appears just below the *SimCityWire*.

The players who are also in your region are displayed on the left side of your screen. Click any of the player avatars to enter a regional view of their city.

REGION VIEW

When you are ready to collaborate with your neighbors directly, select the region view icon on the left side of the screen to see an overhead view of the entire region. Click your neighbor's city icon to enter a region view over their city. Once over a neighboring city while in region view, a window appears showing details about that metropolis. If the city is unclaimed, select claim to take on another city in the region.



CITY INFORMATION WINDOW

In region view, you can view information on another player's city.

Simoleons	View how many Simoleons the other player has. If you'd like, you can choose to send them a gift from your own funds. Click the present icon next to the Simoleons number, and then determine an amount to give.
Population	The player's city population.
Trade	The possible imports from this city.
Wants	The resources you could export to this city.
Load	Enter a neighboring city in spectator mode.
Gift (Icon)	Select from a list of resources to gift to the mayor of the city.

REGION VIEW MENU

While viewing a neighboring city in region view, a menu appears on the bottom of the screen. Click on the resources icons on the menu to gather more information about each city's relationship with one another. You can also gain details on assistance incoming from other cities or outgoing to other cities. When you click on any of these icons, a data layer representing that resource appears over each region, with graphs and stats that compare that resource/service between each city. If any city's general resources (like power, sewage, or water) are being supplied to a neighboring area, a colored arrow appears between each city to indicate whom it is sent from, and where it is going.

Other services, like police, fire, or transportation, can be volunteered to another city. To send help to your neighbor, you must first have enough resources to supply your own city. Once the needs of your people have been met, you can choose to assist others. If you have surplus, select the icon of the resource, and then select the number of vehicles to volunteer to that city. Your services are then on the move, and help will arrive in your neighbor's city shortly. Note that vehicles you volunteer do not subtract from the number of vehicles available to your city.

You can choose to gift as many resources as you want to any city. To gift, select the share icon, and send any available alloy, coal, electronics, computers, fuel, metal, oil, ore, and plastic.