

# SIM CITY

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CDTV Version by INFOGRAMES

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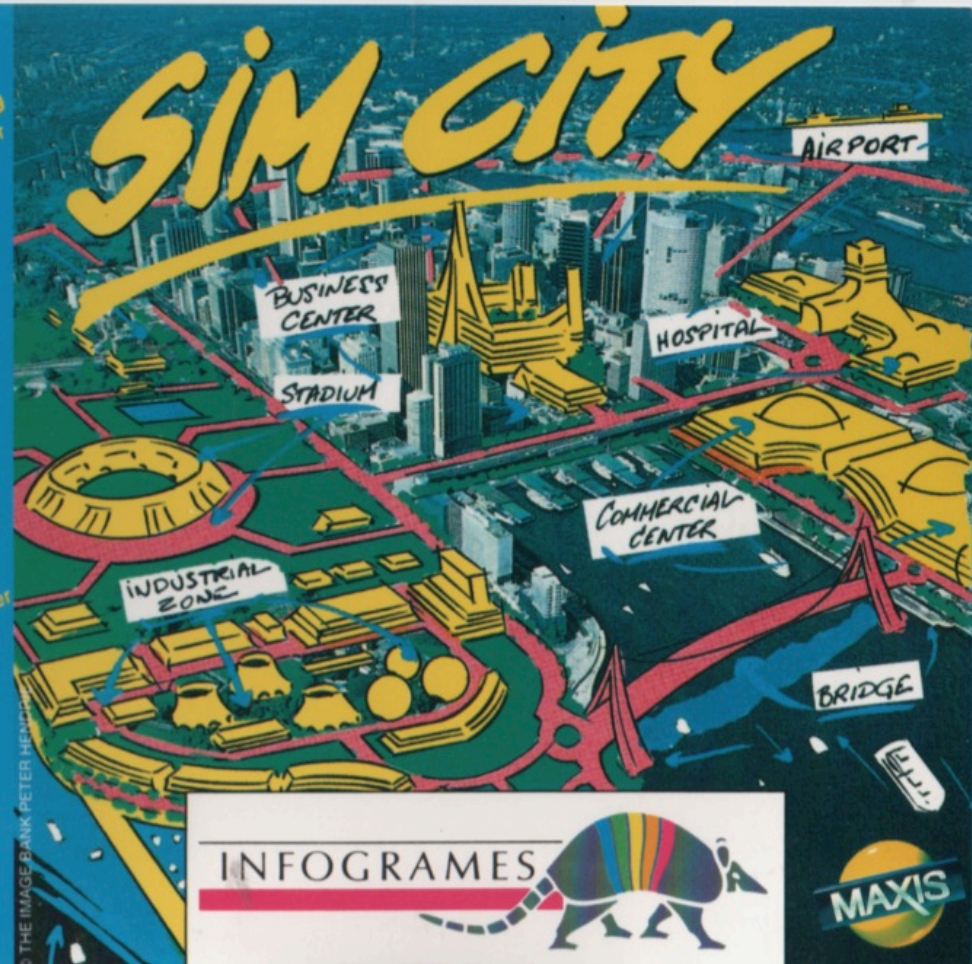
BEST  
SIMULATION  
PROGRAM OF  
THE YEAR 1989  
Software Publisher  
Association

TILT D'OR  
DU JEU  
LE PLUS  
INNOVATEUR  
Tilt Magazine

BEST  
EDUCATIONAL  
PROGRAM  
AWARD 1990  
European Computer  
Leisure

BEST COMPUTER  
STRATEGY GAME  
1989  
Video Games  
and Computer  
Entertainment

# SIM CITY



INFOGRAMES



MAXIS

## 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.

**ME**

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

**/ HELP**

construction of a new city in the setting that is the era of your choice: MEDIEVAL, WESTERN, ACTUAL or ted the setting, choose the level of difficulty: EASY, MEDIUM or HARD.

ty already created and saved on RAM-card or disk (if you have a floppy disk drive). The list of cities already se the one which interests you. firm, the B button to cancel).

existing cities provided by SimCity. The list of available cities will display. Just select the one which interests o confirm, the B button to cancel). ve chosen (except HELP), after selection the EDIT SCREEN is automatically accessed.

d to display a section of the terrain on which the city is (or will be) built. t Open land, the green parts represent forests and shrubbery, the blue parts represent water. t you see three items (from left to right): action that will be executed on the place indicated by the cursor on the map (see 4) Possible Actions).

sometimes see important messages.

**IDS**

key on the remote controller, the player gets some information about the zone indicated by the cursor on

VALID key on the remote controller, the picture will be enlarged twice. Press ENTER/VALID again to switch

**VARIOUS SCREENS FROM THE EDIT SCREEN**

creens such as ICONS, MAP, FISCAL BUDGET, CITY EVALUATION, OPTIONS, GRAPHS and CITY button on the remote controller to cycle through the pages. 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.

## SIM CITY

Window pops up.  
The TAX RATE and the various AMOUNTS of Funding ALLOCATED by pressing the buttons on the remote  
Increase 1 point, button ← to lower it 1 point,  
Increase it 10 points;  
Decrease it 10 points.  
If you want to go to another, press the direction keys ↑ and ↓.  
If REQUESTED is evaluated according to the number of fire and police departments, the roads and railroads.  
When you see, press ENTER/VALID.

### CITY OVERVIEW, GRAPHS

This allows you to know what your citizens are thinking about you (PUBLIC OPINION), and give some statistics  
about your city: fluctuations in the population, commerce, industry, crime, pollution and also financial balances  
over a hundred and twenty years.

It depends on the amount of money earned from taxes collected minus expenses for city maintenance

Use the direction keys on the icons of your choice and confirm by pressing the A button to obtain the graphs. You can display  
them in reverse, if you want to remove one or several graphs from the screen, confirm the icons corresponding to  
them by pressing the A button.

To activate or deactivate a certain number of options: just place the cursor (direction keys) on the desired  
option and press the A button.

To change the speed, move the indicator by pressing the keys ← or →.

Use the direction keys on the icons of your choice (direction keys, then A to confirm). An enabled disaster is displayed in red.

The cursor automatically transports you to the scene of a disaster or major event in the

