

ProjectBrasil 2000

The Ultimate Brazilian City Simulator

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Object and Rules

Tips

It's easy to register ProjectBrasil 2000

Credits

The shareware version of ProjectBrasil can be distribute widely for personal use
Commercial distributors must contact the author
Always include all the original files

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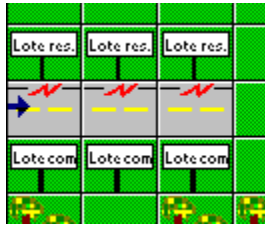
Opening Animation by Carlos Alexandre Pacheco



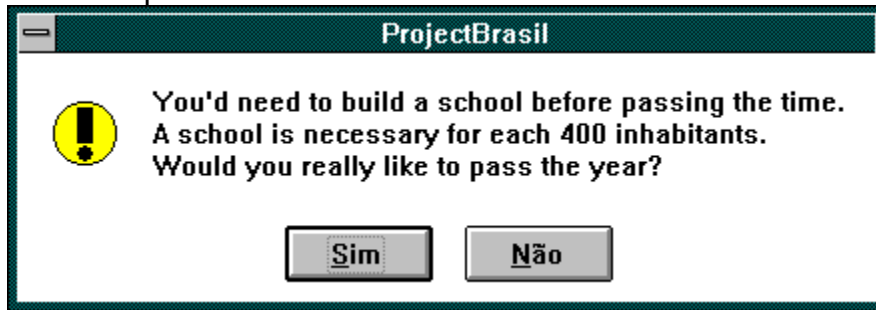
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Tips

- Try to start, for example, building a little road (such as 4 asphalt blocks) and delimit residential and commercial areas next to it, because nothing will grow if it isn't next to a road;
- Don't forget to supply the road with power lines;
- Remember that residential areas increase your population and commercial areas increase your cash. Try to balance the use of them;
- The commerce only will grow if there's people to buy. Some kind of business (banks, supermarkets, shops, gas stations, hotels, restaurants, small markets, office buildings, shoppings centers, cinemas and theaters) will grow depending on the people, on the competition in its specific segment and on the distance from residential areas;
- Shoppings Centers need 3 commercial lots horizontally joined for growing;
- The **Hot Hint**: Don't build anything such as water pumps, schools, police departments, hospitals, etc, if ProjectBrasil doesn't ask you for (showing you a messagebox). If ProjectBrasil doesn't ask you for, it's because you don't need to;
- The collected taxes from port units depends on the population and the amount of business of your city;
- When you put pass the time for the first time, ProjectBrasil will ask you for building a water pump, next to a lake. Try to choose a good place for it, thinking in your city growth;
- Don't try to build a big city in few years. Think as a mayor: the object is to be re-elected the more times you can, if you build a big city in few years, it'll be hard to keep on growing it... The object is not to build a big city!




Por exemplo:







Object and Rules


- You have to obtain 50% or more of popularity to be re-elected every 4 years;
- The increase of the cash and the population of your city, comparing with the first of your four-year government, increases your popularity;
- The lack of something ProjectBrasil asks you for building (such as schools, nurseries, hospitals, etc) reduces your popularity;
- Be careful with the deforestation rate, it can pick your popularity down;
- Start a new city choosing the board size (40x40 ou 20x20) on the menu item Game;
- With the 40x40 board you only can view 1/4 of your city. To select which part of your city you'd like to view use the scroll bar.
- You make the time goes by clicking on the  button on the menu bar;
- You can pass the time season by season or year by year;
- Click on Object, on the Game menu item, if you want to know how much cash and how many people your city had in the beginning of your current government;
- Only in the first 4 years you don't need to increase your cash for being re-elected, as you have to borrow from the bank;
- You can borrow up to D\$ 1000 from the bank, but watch out the interest;
- Click the mouse right button for getting information about anything in your city;
- With the QuickInfo Bar you got quick information about anything in your city, clicking the mouse right button while pressing the shift key;
- View the city zones and the population density with the View menu item;
- Clicking on Level, in the Game menu item, you can be re-elected easier or harder;
- If you want to build a coastal city, for getting the taxes from the sea ports, click on the Coastal City menu item, and choose the board size.




Game	Tools	View		Jan 0 - Popularity 0.0% - D\$ 0.00 - Pop.0 - Paving Stones Credit D\$ 0
<p> <u>N</u>on-paved road (1st.=D\$50, others=D\$10) Road with paving stones (1st.=D\$60, over an already built road=D\$10, others=D\$20) <u>A</u>sphalt (1st.=D\$80, over an already built road=D\$30, others=D\$40) Bridge (D\$200) Port <u>U</u>nit (D\$400) <u>R</u>emove paving stones (D\$1) Put paving stones (D\$5) </p>				
<p> <u>W</u>ater pump (D\$20) Park (D\$50) School (D\$200) City <u>H</u>all (D\$250) Nursery (D\$100) Police <u>D</u>epartment (D\$350) Bus Depot (D\$150) Hospital (D\$500) Power <u>L</u>ines (D\$3) Demolish and clean (buildings=D\$10, others D\$5) Tree (D\$3) </p>				
<p> Delimit residential area Delimit <u>c</u>ommercial area </p>				
<p> Tools Bar Scroll Bar </p>				
<p>QuickInfo</p>				

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20x20				
<u>C</u> oastal City				
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Level ▶				
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Lood city		CTRL+L		
<u>O</u>bject		CTRL+O		
<u>T</u> he Top Ten				
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<u>A</u> bout ProjectBrasil 2000 ...				
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Game	<u>T</u> ools	<u>V</u> iew		Jan 0 - Popularity 0.0% - D...
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Game	<u>T</u> ools	<u>V</u> iew		Jan 0 - Popularity 0.0% - D\$ 0.00 - P...
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<u>O</u> bject				CTRL+O
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Game		Tools	View		Jan 0 - Popularity 0.0% - D\$ 0.00 - P
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20x20					
Coastal City					
Speed		Season by Season			
Level		√ Year by Year			
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Load city	CTRL+L				
Object	CTRL+O				
The Top Ten					
Read me first!					
About ProjectBrasil 2000 ...					
Exit					

Game	<u>T</u> ools	<u>V</u> iew		Jan 0 - Popula
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Game	T ools	V iew		Jan 0 - Popula
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✓ <u>Z</u> ones			
Population Density			

Game	Tools	View 	Jan 0 - Popu
Normal			
Zones			
✓ Population Density			

It's easy to register ProjectBrasil 2000 and not to see this message anymore

**ProjectBrasil is shareware!!!
If you've enjoyed to play it and are wishing to keep on playing it, I strongly
recommend you to register it, sending only US\$ 19 to the author**

All you got to do is:

- Contact the author.
- Fill the registration form.
- Pay the registration fee.

- You will receive an unique and personal password for being installed in your ProjectBrasil copy. It will enable all the ProjectBrasil features.
- You will get all the futures versions TOTALLY free.
- You will be treated as a special client, participating in the development of the future versions.





ProjectBrasil 2000



Sorry

This feature is only available for registered users.

How to register and why

OK

