

Instructions: SimCity 2000 Demo

System Information:

DOS Requirements IBM or 100% compatible, 386 or above, 4 MB ram, hard drive, Microsoft compatible mouse, graphics card capable of the 640 x 480 x 256 color extended VGA mode, and MS DOS 3.3 or above required.

Introduction

Welcome to *SimCity 2000*. When you play *SimCity 2000*, you become the planner, designer and mayor of an unlimited number of cities. You're in charge. You can choose to build small, rural towns, or huge bustling megalopolises. As you design and build your cities, simulated citizens, known as Sims, move in and build their homes, stores and workplaces, raise their families and invite their friends. If your city is a nice place to live, your population will increase. If it's not, your Sims will leave town. And be assured that they'll let you know what they think about you and your policies. This interactive demo will give you a good feel for the game.

Its limitations are:

- o One pre-built city
- o No scenarios
- o No loading cities from disk
- o No saving cities to disk
- o Limited terrain editing capabilities
- o Limited feature set
- o The game will automatically stop after 20 minutes.

If you enjoy the demo and want more, contact your local dealer or call Maxis at 1-(800)-33-MAXIS.

IBM/DOS INSTALLATION:

1. Put the SimCity 2000 Interactive Demo Disk into your A: or B: floppy drive.
2. At the DOS prompt, type A:[Enter] or B: [Enter], depending on which drive the disk is in.
3. Type INSTALL [Enter].
4. Answer the questions and follow the directions on the screen.

Before You Begin

Mouse Stuff

Whenever this manual refers to clicking, double clicking or clicking and dragging, use the left mouse button.

Getting Help

There is on-line help built into *SimCity 2000*. Any time you need help, just hold down either Shift key and click on anything you want to know about. What Makes a (Sim)City? It's fairly easy to get a small city started.

All you need is:

- o A place for the Sims to live: a residential zone

- o A place for the Sims to work: an industrial zone
- o A place for the Sims to shop and conduct business: a commercial zone
- o A way for Sims to travel between work, home or shops: roads
- o A source of power: a power plant
- o A way to get the power from the power plant to the zones: power lines

Once you've supplied that, Sims with pioneering spirit will move into your city and build their own houses, factories and offices. They'll drive their cars and carry on business and complain about taxes. If you build it, they will simulate. Once your city has begun to grow, you can add more zones, above and below ground transportation, a water system, custom landscaping, airports, seaports, police and fire stations, educational and recreational facilities, and a whole lot more. Enough talk...time for a simulating experience.

The City Window

Once you start the Demo, you'll find yourself looking at the City window, the main view and control center for your city building activities. A city called Demo City will automatically load. First we'll take a look around. You can rotate the land, and zoom in and out, depending on whether you want a closer view or the big picture. The tools for rotating and zooming are in the City toolbar, which is explained in the next section.

The City Toolbar

These are all the tools you'll need to build and run your city. When you're first learning *SimCity 2000*, you can just click on most of the buttons in the toolbar to activate them, then click on the land to use them. Once you're ready for more depth, click and hold on the buttons and a submenu will open, giving you more tools, more choices and more power. The contents of the submenus will change, depending on the year (e.g. you can't build a nuclear power plant in 1910).

For now:

- o Explore the city. Look around.
- o Play with the Center button.
- o Click a couple of times on the two Rotate buttons and see what happens.
- o Play with both the Zoom in and Zoom Out buttons.
- o Hold down the Shift key and click on tools in the toolbar.
- o Hold down the Shift key and click on buildings, roads and anything else you can find.

Zoning Out

Zoning is one of your prime duties as mayor and city planner. As mentioned before, Sims won't move into your city until you've supplied them with places to live and work: residential, commercial and industrial zones.

- o Use the Center tool so the buildings nearest the lower left section of Demo City are in the center of the screen.
- o Use the Zoom in button to get as close as you can.
- o Look at the Demand Indicator in the toolbar. The green bar shows the demand for residential zones, the blue bar for commercial, and the yellow for industrial. There seems to be some demand for commercial zones, so let's place some.
- o Click on the Commercial Zone button in the City toolbar.

o Click and drag to form a rectangle, then release the mouse button to place the zone below and to the left of the buildings.

The Road More Traveled

The next thing we need to provide for our Sims is a transportation system.

- o Click on the Road button in the City toolbar.
- o Click or click and drag to "paint" roads around and through the zone
- o Connect roads together to give your sims access to all parts of the city.

After trying your hand at these exercises, you now have the basics of city building to help you develop DemoCity into a great city! Have fun!

Credits

Designed By: Fred Haslam and Will Wright
Mac Programming: Fred Haslam, Will Wright, Justin McCormick, Mick Foley
DOS Programming: Jon Ross, Daniel Browning, Andrei Snegov, James Turner
Producer: Don Walters
Computer Art: Jenny Martin (Art Director), Suzie Greene (Lead Artist), Bonnie Borucki, Kelli Pearson, Eben Sorkin
Music: Sue Kasper, Brian Conrad, Justin McCormick
Newspaper Articles: Debra Larson, Chris Weiss
Manual: Michael Bremer
Package: Vera Jaye, Kristine Brogno
Product Manager: Larry Lee