

SIM

CITY 2000™

THE ULTIMATE CITY SIMULATOR

for Pocket PC

USER MANUAL



MAXIS™

z!o™

PRODUCTS BY ZIO

FOR POCKET PC AND WINDOWS® CE DEVICES



ZIOGolf™ 2

Welcome to ZIO's worldwide golf resorts, a truly spectacular 3D golf experience. Contains multiple player characters; practice, normal and professional modes; and Internet rankings.



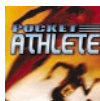
Pocket Bass Pro™

Fish for large mouth bass, lake trout, pike, perch, and more! With eight of the world's best fishing spots to choose from, you can't go wrong. Fish in solitude or compete in tournament mode.



Metalion™

This high-speed 3D shooting game is the world's first for Pocket PC. Choose from three different robots and then blast through space, demolishing all enemies that stand in your way.



Pocket Athlete™

Choose from 7 different Olympic-style events, including 100M sprint, hurdles, long jump, hammer throw, javelin throw, skeet shooting, and archery.



Pocket Gambler™

This fully outfitted casino includes: Caribbean Poker, Blackjack, Baccarat, Video Poker, Slots, Roulette, and Craps.



ZIO FunPack™

A collection of three Pocket PC favorites: Bubble Blaster™, PowWow™, and Fun2Link™. Multiple stages, challenging puzzles, explosive colors... hours of entertainment.

FOR PALM® OS DEVICES



ZIOGolf™ for Palm® OS

Now you can enjoy real-time 3D on your Palm® handheld! With its stunning graphics, real world courses, and sophisticated swing gauge, ZIOGolf is sure to entertain you for hours. Supports both color and mono devices.



Planet Fighter™

Struggle for survival at the edge of the galaxy! Take control of two different fighters and play the hero battling to save your crew in an uncharted galaxy millions of miles from home.



SixShooter™

Check out our best-selling Pocket PC game, PowWow™, on your Palm® device. Introducing SixShooter for Palm® OS. Supports both color and mono devices.

Contents

1. Welcome	2
2. Toolbars	2
2.1 The City Toolbar	2
2.2 The Terrain Toolbar	13
2.3 The Map Toolbar	16
3. Windows	18
3.1 City Window	18
3.2 Map Window	21
3.3 Budget Window	21
3.4 Ordinance Window	27
3.5 Population Window	29
3.6 Industries Window	30
3.7 Graphs Window	30
3.8 Neighbors Window	32
3.9 Power Plant Dialog Box	32
3.10 Arcology Dialog Box	33
4. Menus	34
4.1 File Menu	34
4.2 Speed Menu	35
4.3 Options Menu	36
4.4 Disasters Menu	36
4.5 Newspaper Menu	37
5. Warranty Info/Tech Support	38

1. Welcome to SimCity 2000

When you play SimCity 2000 for Pocket PC, you become the planner, designer and Mayor of an unlimited number of cities. You can also take the Challenge and run any of the included scenario cities, or build your own city from the ground up.

You are in charge. You can choose to build small, rural towns, or a huge metropolis. 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.

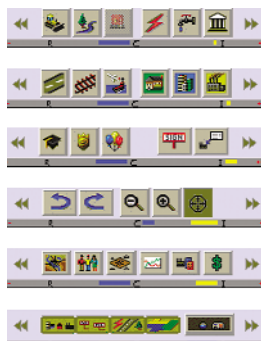
One of the toughest challenges of this game is to maintain a huge city without sacrificing your Sims' quality of life, without going broke trying to maintain the infrastructure, and without raising taxes so high that businesses relocate. You get to face the same dilemmas that mayors all over the world are facing.

SimCity 2000 for Pocket PC is primarily a "building" game, where you create and try to increase the size of your cities. From earthquakes and other natural disasters, the effects of terrible destruction are only a screen tap away. But remember, it's a lot more challenging to build than to destroy—and the lives, hopes, and dreams of millions of Sims are in your hands.

2. Toolbars

2.1 The City Toolbar

The City toolbar is your main method of building and controlling your city. All the available options, tools, and objects can be found in this Toolbar, and are activated by tapping on a button, or tapping and holding for a moment to see more options related to that particular button.



City Toolbar



Bulldozer

The bulldozer is a multi-function / multi-level tool, with a default setting and a submenu to choose from four additional actions. Tap and hold on the Bulldozer button to open the submenu.

To operate the bulldozer, choose the function you want, then tap or tap and drag where you want to Bulldoze. The **Demolish/Clear** option destroys and removes trees, rubble, and Man/Sim-Made objects without affecting the terrain or zoning status. Just tap on any desired tile to remove its contents from the scenario/city. *Cost: \$1 per tile.*

Level Terrain lets you choose an altitude level and slice off hills and mountains at your chosen height. While leveling, you also clear the area, removing all trees, roads, power lines and buildings. *Cost: \$25 per tile per altitude change.*

Raise Terrain lets you make mountains out of molehills. *Cost: \$25 per tile per altitude change.*

Lower Terrain lets you lower mountains and dig canyons. (Remember that if you lower the terrain below sea level, it will fill with water.) *Cost: \$25 per tile per altitude change.*

De-zone lets you change residential, commercial or industrial zones to De-zoned land. *Cost: \$1 per tile.*

***Hint:** Raising, lowering and leveling terrain can be very expensive, so do it sparingly. If you want to make a lot of changes to the landscape, do it in terrain-editing mode before you start your city, or save up a lot of cash.*



Landscape Tool

The Landscape Tool lets you add trees and water to your city. Tapping and holding on it opens a submenu that allows you to choose between trees and water. (These can only be added in areas that are unoccupied)

The Tree tool lets you place trees onto the landscape. Each tap will place either one or two trees. You can tap repeatedly on a single tile to create dense thickets, and tap and drag across many tiles to create forests. *Cost: \$3 per click.*

The Water tool lets you create lakes and streams by tapping wherever you want water to appear. *Cost: \$100 per tile.*



Emergency

The Emergency Tool lets you dispatch police and/or fire departments to the scene of a disaster. This tool will be ghosted and unavailable until a disaster is occurring that requires their attention. When active, the cursor will appear as an emergency beacon. Tapping and holding on it opens a submenu that allows you to choose between dispatching Police or Firefighters.

Once you activate the tool and choose the department you want to dispatch, tap on the area of the city where you want your city's finest to go. An icon representing either your dispatched fire or police troops will be placed where you tap. You can place one icon for each station you have. After you have placed them all, tapping again will move the first one you placed to the last place you tapped, enabling you to block, surround and contain a fire or riot. There is no cost for dispatching Police or Firefighters.



Power

Power is a multi-use tool. Tapping and holding on it opens a sub-menu that allows you to choose between two functions: laying power lines and placing power plants.

Power Lines (the default setting) lets you lay your power lines onto the land by tapping in the place where you want the line to start, dragging the cursor to the place where you want the line to stop, and releasing the stylus.

Power lines will give you a Warning Light (Red Lightning) if they are not hooked to a power source. Power lines can only be laid in straight lines and 90-degree angles. They can cross roads or rails, but not on curved sections or straight sections that run at 45 degrees. Laying power lines across water is a little more expensive, but it is possible. If you lay power lines across water, a dialog box will open and let you know how much it will cost. *Cost: \$2 per tile across land, \$10 per tile across water.*

Power Plants lets you choose the power sources for your city. Depending on the year and the technology level of your city, there may be three to nine types of power plants available. Tap on the power source

you want, then tap on the terrain where you want it to go. There is an info button for each power plant that tells you the advantages, disadvantages and costs for each type of power plant, as well as the approximate year that it becomes available.



Water System

The Water System tool is a multi-use tool. Tapping and holding on it opens a submenu that allows you to choose between five different water-related functions: laying water pipes, installing water pumps, buying storage tanks, building treatment and desalinization plants. When this tool is active, the cursor appears as a water faucet.

Depending on the year and existing technology level in your city, you may only have access to pumps and water towers. As time passes and inventions are implemented, the other options will become available. A city can exist without a water system, but the population density will be limited. When the Sims build, they install underground water pipes for their buildings. Your only responsibility is to link the buildings to the water system.

Pipes (the default setting) lets you lay your water pipes onto the landscape by tapping in the place where you want the pipe to start, dragging the cursor to the place you want the pipe to stop, and releasing the stylus. *Cost: \$3 per tile.*

Water Pumps are a good source of water. Water pumps need to be hooked to the power grid in order to function. When pumps are placed right next to a lake or river, they supply twice as much water as a well. A pump placed next to a coastline (salt water) only produces as much water as a well. *Cost: \$100 per pump.*

Water Towers let you store precious water so you won't have summer shortages in arid climates. *Cost: \$250 per tower.*

Treatment plants clean and recycle your city's water, lessening seasonal shortages. *Cost: \$500 per treatment plant.*

Desalinization plants remove the salt from sea water. They are expensive, but sometimes necessary in beach communities with little or no other source of water. Desalinization plants, which need power to function, have internal pumps, and don't require extra water pumps. They

produce approximately twice as much water as two water pumps next to a river. *Cost: \$1,000 per desalinization plant.*



Rewards

This button is like a surprise package. It will be ghosted and unavailable until you deserve a reward. Rewards are based on your city's population, and consist of special buildings and monuments to your mayoral prowess. The rewards you can strive to gain are... No, I won't tell you. You'll just have to wait and see for yourself.



Roads

Roads is a multi-use tool. Tapping and holding on it opens a submenu that allows you to choose between five different road-related functions: placing roads and highways, and building tunnels, on-ramps and bus depots.

Depending on the year and technology level of your city, you may only have access to roads and tunnels. As time passes, the other options become available.

Road (the default setting) lets you "paint" your roads onto the land by tapping in the place where you want the road to start, dragging the cursor to the place you want the road to stop, and releasing the stylus.

Roads can run in straight lines, 90 degree angles and 45 degree angles. When roads cross, they form an intersection. If you lay a road across water and it is possible to build a bridge, you will be told how much it will cost. If a bridge can't be built, you will be notified. *Cost: \$10 per road tile.*

Highways are high-capacity roads that are raised above the ground on pylons. They can handle four times as many cars as regular roads. They are placed the same way as roads. You will need to place on-ramps to allow cars to get on and off highways. When highways cross, they form cloverleaves. If you lay a highway across water and it is possible to build a bridge, you will be told how much it will cost. If a bridge can't be built, you will be notified. *Cost: \$100 per highway section (4 tiles).*

Tunnel lets you road pathways through hills and mountains. Tunnels cannot curve, and you cannot cross tunnels, even at different altitudes. To

place a tunnel, tap on the tile that you want as your entrance point. The entrance point must be a sloped tile. Your highway engineers won't try to build a tunnel where it's impossible to build, or where it is unsafe, due to unstable terrain. If you pick a good spot, an engineer's report will tell you how much the tunnel will cost and ask if you want to go ahead or not.

Cost: \$150 per tile of tunnel.

On-ramps allow cars and buses to travel back and forth between roads and highways. On-ramps are a little tricky to place. You can only put them at intersections between roads and highways. *Cost: \$25 per tile.*

Bus Depots allow commuters to take the bus to work and help alleviate traffic. They must be placed on level ground. You will need at least two bus depots since buses travel between them. Passengers can get on and off between depots. *Cost: \$250 per depot.*



Rails

Rails is a multi-use tool. Tapping and holding on it opens a submenu that allows you to choose between four different rail-related functions: placing rails, placing subways (underground rails), building rail depots and building subway stations.

Depending on the year and technology level of your city, you may only have access to rails and rail depots. As time passes, the other options become available.

Rail (the default setting) lets you lay the tracks onto the land by tapping in the place where you want the rail to start, dragging the cursor to the place where you want it to stop, and releasing the stylus. Remember that rails are useless without rail depots. *Cost: \$25 per tile.*

The Subway is an underground rail system. Subways are placed in the same way as rails, but while looking at the underground view. Subways are useless without subway stations. *Cost: \$100 per tile.*

Rail Depots allow commuters to get on and off trains. Without depots, rails are useless. They must be placed on level ground, and adjacent to tracks. *Cost: \$500 per depot.*

Subway Stations allow passengers access to subway trains. Subway trains only stop at stations. They must be placed on level ground,

adjacent to a subway line. It's usually easiest to place subway stations while looking at the underground level. *Cost: \$250 per depot.*

Subway to Rail junction allows you to hook up your subways and above-ground rails for a continuous transit system. They must be placed adjacent to a rail tile. *Cost \$250 per tile.*



Ports

Ports is a dual-purpose tool that allows you to place both airports and seaports. Tap and hold on the Ports button to open a menu and choose the type of port you want to place.

Ports are placed by tapping and dragging to form a square or rectangle, then release the stylus. Ports must be powered before they will develop. Seaports must be on a shoreline to be of any use. *Cost: \$150 per seaport tile, \$250 per airport tile.*



Residential Zone

The Residential Zone tool lets you, as mayor, designate areas of your city as places where people live. Tapping and holding on Residential Zones opens a submenu that lets you choose whether the zones will be low density (light) or high density (dense).

To zone an area as **residential**, tap and hold on the terrain, then drag the stylus, creating a rectangle, then release. If you zone residential over an area that includes some tiles that are already the same density residential, you will not be charged for rezoning those tiles. If you zone residential over an undeveloped area that is already commercial industrial or a different density residential, it will be rezoned and you will be charged. You cannot rezone an area that is already developed. *Cost: Light Residential \$5 per tile, Dense Residential \$10 per tile.*



Commercial Zone

The Commercial Zone tool lets you, as mayor, designate areas of your city as places where people build stores, offices and other places of commerce. Tapping and holding on Commercial Zones opens a submenu that lets you choose whether the zones will be low density (light) or high density (dense).

To zone an area as **commercial**, tap and hold on the terrain, then drag the stylus, creating a rectangle, then release. If you zone commercial over an area that includes some tiles that are already the same density commercial, you will not be charged for rezoning those tiles. If you zone commercial over an undeveloped area that is already residential, industrial or a different density commercial, it will be rezoned and you will be charged. You cannot rezone an area that is already developed. *Cost: Light Commercial \$5 per tile, Dense Commercial \$10 per tile.*



Industrial zone

The Industrial Zone tool lets you, as mayor, designate areas of your city as places where people build factories. Tapping and holding on Industrial Zones opens a submenu that lets you choose whether the zones will be low density (light) or high density (dense).

To zone an area as **industrial**, tap and hold on the terrain, then drag the stylus, creating a rectangle, then release. If you zone industrial over an area that includes some tiles that are already the same density industrial, you will not be charged for rezoning those tiles. If you zone industrial over an undeveloped area that is already commercial, residential or a different density industrial, it will be rezoned and you will be charged. You cannot rezone an area that is already developed. *Cost: Light Industrial \$5 per tile, Dense Industrial \$10 per tile.*



Education

Education is a multi-function tool that lets you provide your citizens with everything they need to improve their minds. Tap and hold on the Education button to open a submenu with the following smart choices: school, college, library and museum. *Cost: \$250 per school, \$1,000 per college, \$500 per library, \$500 per museum.*



City Services

City Services is a multi-function tool that lets you provide your city with those necessities of life that we all wish weren't necessary. Tap and hold on the City Services button to open a submenu with the following choices: police, fire station, hospital and prison. *Cost: \$500 per police station, \$500 per fire station, \$500 per hospital, \$1000 per prison.*



Recreation

Recreation is a multi-function tool that lets you provide your citizens with places to have a little rest, relaxation and plain old fun. Tap and hold on the Recreation button to open a submenu with the following exciting choices: park, zoo, stadium, marina. *Cost: \$5 per small park, \$25 per large park, \$500 per zoo, \$1,000 per stadium, \$500 per marina.*



Sign tool

The Sign tool lets you label streets, buildings and points of interest in your city. To make a sign, activate the Sign tool and tap on the place where you want it to appear. When the dialog box opens, type in the words you want the sign to say, then click OK. The display of your signs can be turned on and off with the Display Signs button. *There is no cost for placing signs.*



Query image

Query is a tool for closely inspecting different parts of your city. When this tool is active, the cursor appears as a magnifying glass. To get information, activate the tool, then tap somewhere or on something on the terrain. A dialog box will open, and display fascinating facts about the spot where you tapped.

Once you have viewed the dialog box, you can usually tap just about anywhere to make it go away. Sometimes the Query dialog box allows you to rename buildings (like stadiums). In these cases, you will have to tap on the OK button to close the box. Tap on RENAME if you want to change the name of the queried building. *There is no cost to use the Query tool.*



Query Dialog Box



Rotate Counter-Clockwise image

Tap on this button to rotate the entire city limits 90 degrees counter-clockwise.

There is no cost for rotating.



Rotate Clockwise

Tap on this button to rotate the entire city limits 90 degrees clockwise.

There is no cost for rotating.



Zoom in

Tap here to zoom in for an enlarged, closer view in the City window. There are four zoom levels. If you are currently zoomed all the way in, this button will be ghosted and unavailable. *There is no cost for zooming.*



Zoom out

Tap here to zoom out for a smaller, farther-out view in the City window. There are four zoom levels. If you are currently zoomed all the way out, this button will be ghosted and unavailable. *There is no cost for zooming.*



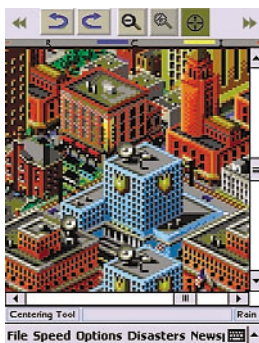
Center

The Center tool lets you pick a place in your city to be centered in the City window. Just activate the tool and tap anywhere in the city.



Map Window Button

Tap the Map Window button to open the Map window.



Zoom In



Zoom Out



Population Window Button

Tap the Population Window button to open the Map window.



Neighbors Window Button

Tap the Neighbors Window button to open the Map window.



Graphs Window Button

Tap the Graphs Window button to open the Map window.



City Industry Window Button

Tap the City Industry Window button to open the Map window.



Budget Window Button

Tap here to open the Budget window.



Show Buildings

Tap here to toggle on and off the display of all buildings in the City window. The buildings won't really go away, they'll just be invisible until you turn them back on.



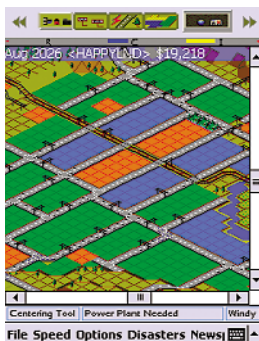
Show signs

Tap here to toggle on and off the display of all signs in the City window. The signs will be invisible until you turn them back on.



Show Infrastructure

Tap here to toggle on and off the display of all miscellaneous city infrastructure items in



Show/Hide Buildings



Show/Hide Infrastructure

the City window (roads, rails, subway lines, power lines, water pumps and subway stations).



Show Zones

This button works differently depending on whether you're looking at the normal or underground view. In the normal view, tapping here toggles on and off the display of all buildings in zones. It doesn't affect city-owned buildings like police and fire stations, educational facilities, depots or power plants, but does include ports and military bases. In underground view, it toggles on and off a color display that lets you know where your zones are.



Show Underground

Tap here to toggle between the surface and underground displays.



Demand Indicator

The Demand Indicator gives you a constant readout of what types of zones the Sims in your city need. Depending on the size of your city, the indicator can take up to a few minutes to respond to your changes, so be patient.

2.2 The Terrain Toolbar

The Terrain toolbar is your control center for modifying landscapes. Tap on the buttons below for a complete explanation of what each one does.

Coast

The Coast button, when depressed, creates a coastline along one side of the next landscape that is generated.

River

The River button, when depressed, creates a river through the next landscape that is generated.



Mountain, Water And Tree Sliders

These sliders let you adjust the amount of the surface of your city that is covered by mountains, water and trees. Tap and drag the slider bars to



the levels you want. The higher the sliders, the more mountains, water or trees you get. The lower the sliders, the less you get.

Make

Tap here to generate a new landscape based on the Coast button, the River button and the three sliders.



Raise Terrain

Tap on the Raise Terrain button, then click or click and drag on the terrain to raise the land. Tapping on water will eventually raise the waterbed above sea level and turn it into dry land.



Lower Terrain

Tap on the Lower Terrain button, then tap or tap and drag on the terrain to lower the land. Tapping on dry land will eventually lower it below sea level and turn it into a lake or stream.



Stretch Terrain

The Stretch Terrain button lets you grab the land and stretch it up or down. Just tap and hold on the terrain, then drag it either up or down.



Level Terrain

The Level Terrain button lets you pick an altitude and quickly bring the land around it either up or down to match your chosen level. Just tap and hold at the altitude you want, then drag the cursor around the area you want leveled.



Raise Sea Level

Tap here to raise the sea level in the terrain by one tile.



Lower Sea Level

Tap here to lower the sea level in the terrain by one tile.

**Place Water**

The Place Water tool lets you create lakes and streams by tapping where you want your water to appear.

**Place Stream**

The Place Stream tool lets you send streams flowing down slopes into the valleys below. Tap where you want the stream to begin.

**Place Tree**

The Place Tree tool lets you add trees to the landscape. Each tap will place either one or two trees. You can tap repeatedly on a single tile to create dense thickets, and click and drag across many tiles to create forests.

**Place Forest**

The Place Forest tool works like Place Tree, except it places trees on a number of tiles with each tap.

**Zoom Out**

Tap here to zoom out for a smaller, farther-out view in the City window. There are three zoom levels. If you are currently zoomed all the way out, this button will be ghosted and unavailable.

**Zoom In**

Tap here to zoom in for an enlarged, closer view in the City window. There are three zoom levels. If you are currently zoomed all the way in, this button will be ghosted and unavailable.

**Rotate Counter-Clockwise**

Tap on this button to rotate the entire city limits 90 degrees counter-clockwise.



Rotate Clockwise

Tap on this button to rotate the entire city limits 90 degrees clockwise.



Center

The Center tool lets you pick a place in your city to be centered in the City window. Just activate the tool and tap anywhere in the city.

Done

Tap here when you are done editing the terrain and are ready to switch over to city-building mode. Remember that you will not be able to return to Terrain Editing once you click on Done and begin building your city.

2.3 The Map Toolbar

The Map toolbar lets you choose different map views for the Map window. Tap on a map button below for a complete explanation of what it does.



City Form

The City Form button controls two map displays. Tap and hold on it to open a submenu that lets you choose between displaying structures and zones. Structures shows buildings and city infrastructure, including roads, rails, etc. Zones shows the areas that have been zoned. Residential zones are shown green, commercial zones are blue and industrial zones are yellow.



Roads

The Roads button controls three map displays. Tap and hold on it to open a submenu that lets you choose between displaying roads, rails and traffic density. Roads and rails show the transportation pathways in your city. Traffic density shows the relative amount of traffic in different parts of the city in shades of gray. The darker the gray, the heavier the traffic.



Power Grid

The Power Grid button activates a display of the power grid in your city. Powered zones are shown in yellow, zones that have lost power are shown in red, and power lines are shown in white.



Water System

The Water System button activates a display of the power grid in your city. Zones that are hooked to the water supply are shown in yellow, zones that have no water are shown in red, and water pipes are shown in white.



Population

The Population button controls two map displays. Tap and hold on it to open a submenu that lets you choose between displaying population density and the rate of population growth.

Population density shows the relative number of Sims in each part of your city in shades of gray. The darker the gray, the denser the population. Rate of growth shows where in the city the population is increasing in shades of green, and where it is decreasing in shades of red. The darker the green or red, the more drastic the population change.



Crime

The Crime button controls three map displays. Tap and hold on it to open a submenu that lets you choose between displaying crime rate, police power, and police department location.

Crime rate shows the relative amount of crime in each area of your city in shades of gray. The darker the gray, the worse the crime. Police power shows the relative amount of police coverage in different areas of the city, also in shades of gray. Police departments shows each of your stations as a white square.



Pollution

The Pollution button activates a display of the relative amounts of pollution in your city. This is a reading of all types of pollution combined, and is shown in shades of gray. The darker the gray, the worse the pollution.



Land Value

The Land Value button activates a display of the relative property values in the city, shown in shades of gray. The darker the gray, the higher the value. There is a red + in the window that indicates the financial center of the city.



City Services

The City Services button controls four map displays. Tap and hold on it to open a submenu that lets you choose between displaying fire department power, fire department location, schools and colleges.

Fire Power shows the relative fire coverage of different parts of your city in shades of gray. The darker the gray, the more the coverage. Fire Departments, Schools and Colleges show the locations of these buildings as white squares.



Map Mode Button

This button toggles the City window between its current mode and map mode. In map mode the terrain in the City window displays the same information as the Map window. You can return the City window to its previous mode by either tapping the Map Mode button again or closing the Map window.

3.Windows

3.1 City Window

Three Modes of the City Window

The City window has three modes: City-Building, Terrain-Editing and Map. **City-Building** is the main, most-used mode. It lets you build and grow your city. You can also edit the terrain, but there are physical and financial limitations.

In **Terrain-Editing mode**, you can make all the changes and modifications you could ever desire to the new, empty landscape without being



City-Building Mode

charged. Once you leave Terrain-Editing mode and enter City-Building mode to start your city, you can never return that same landscape to Terrain-Editing mode.

Map mode turns the entire City window into a giant, scaleable display that mirrors the information in the Map window. The City window's Map mode is toggled on and off from the Map window.

The View

The view in the City window is an isometric, simulated 3-D landscape. It can be viewed in three different sizes, allowing you to see more or less of your city at once, at various levels of detail.

The Landscape

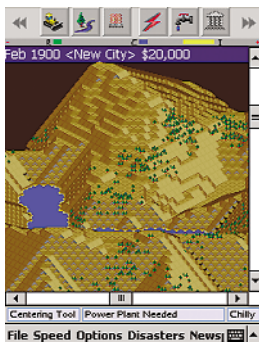
Each time you start a new city in SimCity 2000, a new landscape is generated. You can regenerate the landscape as many times as you like. You can modify the landscape as much as you like.

When the City window is in terrain-editing mode, you can make drastic changes to the land at no cost to the city. You can raise or level mountains, dig streams, raise or lower sea level, and place individual trees or forests.

Once the City window is in city-building mode, you can still make drastic changes to the landscape, but you'll have to pay for the work out of the city's funds. There are three basic elements to the landscape: **land, water and trees.**

The **land** in SimCity 2000 is divided into small squares, called tiles. Tiles can be raised or lowered to provide 32 levels of altitude. Land that is below sea level will be under water.

Water in SimCity 2000 flows downhill, as all good water should. When you generate a new landscape in terrain-editing mode, you can choose whether or not you want a river running through the landscape, and you can, if you want, have one edge of your city be a coastline. Your landscape can also have streams, ponds and lakes. And you



32 Levels of Altitude

can raise or lower sea level, to make your city either a desert or a chain of islands.

Trees in SimCity 2000, as in the real world, are big plants that provide shade and homes for wildlife. They add an aesthetic touch to cities, and improve land value.

Introduction to the City Toolbar

When the City window is in city-building mode, it has the City Toolbar--your main control center for building, modifying and running your city. For ease of use, especially for newcomers to SimCity 2000, you can simply tap on any button, then use the default setting of the tool. When you're ready for more power, more features and more flexibility, you can make use of the submenus that are hidden below many of the buttons. If you tap and hold on a button with a submenu, the submenu will pop up, allowing you to access many more choices and options. The submenus, and their available options, change over the years, reflecting the available technology. It contains tools that let you:



City Toolbar

- Modify the landscape
- Zoom in and out for close-up and far-out views
- Center on different areas of the city in the City window
- Rotate the city in the City window
- Zone residential, commercial and industrial areas
- Build the city infrastructure
- Add special-purpose buildings (museums, zoos, etc.)
- Closely inspect city areas
- Add signs or markers
- Turn on and off the display of various objects and layers in the City window
- Open various information windows

It also has a Demand Indicator for various zones. For a complete explanation of each of the buttons and tools in the City toolbar, see "The City Toolbar" under the Toolbars topic.

Introduction to the Terrain Toolbar

When the City window is in terrain-editing mode, it has the Terrain Toolbar--your control center for modifying and customizing landscapes. There is no charge for any terrain modifications in terrain-editing mode. For a complete explanation of each of the buttons and tools in the Terrain toolbar, see The Terrain Toolbar under the Toolbars topic.



Terrain Toolbar

3.2 Map Window

The Map window shows your complete city limits at once with vital information in a number of different map displays. All maps include the terrain. Trees and forests are green, water is blue and the land is different shades of brown--the higher the altitude, the lighter the shade.

Somewhere in the map is a rectangle that outlines the area of the city that currently shows in the City window. Tapping on the map moves the rectangle to the place where you tapped, then redraws the City window to show the rectangle's new contents.

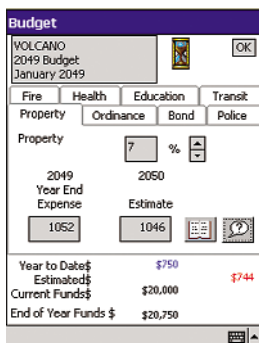
The Map toolbar has a number of buttons that let you see a number of different map displays. The pop-up map, which has no toolbar, always shows the last-selected display. Some of the buttons on the toolbar have submenus for even more displays. For more information see The Map Toolbar under the Toolbar topic.



Map Window

3.3 Budget Window

The Budget window reports and lets you adjust your city's budget. It automatically opens every January, unless Auto-Budget (in the Options menu) is on. You can close it any time you want by tapping on the OK button.



Budget Window

The Numbers

The Budget window has eight rows of figures that cover all the city's revenues and expenses. Below those figures is a summary of the current financial situation and an estimate of what your finances will be at the end of the year. Each revenue or expense has:

- The name of the revenue or expense.
- A percentage setting (in most cases) where you set either the tax rate you are charging or the amount of funding you are allotting.
- A year-to-date figure showing the up-to-the-moment amount that you've spent or made.
- An annual estimate of what you will have spent or made at the end of the year at the current budget settings.
- Detailed books showing a monthly breakdown of the revenue or expense. In some cases the book dialog just shows information, but some of the books also allow access to other, more detailed budgeting functions.
- An advisor who reports current status and/or gives suggestions about what you should do.

***Hint:** When the Budget window opens automatically at the beginning of a new year, the Year-to-Date column shows the total for the year that just ended and the Annual Estimate column shows estimated cost for the year that is just beginning.*

Property Taxes

Property taxes are your main source of cash for maintaining and expanding your city. You can set the overall tax rate for all zones by tapping on the up- and down-arrows. The minimum tax is 0%, the maximum is 20%. Any taxes you set here will be equally applied to all zones. You can independently set the tax rates for residential, commercial and industrial zones in the Property Taxes Books.

Tapping on the Books icon displays a detailed report of the year's past and projected tax income. For each month, the following information is given:

- The residential zone tax rate and tax amount
- The commercial zone tax rate and tax amount
- The industrial zone tax rate and tax amount
- A running total of the taxes that will come due at the end of the year

At the bottom of the dialog box, you can set individual tax rates for the three types of zones. If you change the tax rates here, the overall rate as shown in the Budget window will display the average of the three rates.

City Ordinances

This line item is a summary of the costs and revenues of all combined city ordinances. These range from education drives to sales taxes to neighborhood watch to an annual carnival.

Usually, you, as mayor, must approve and establish these programs, but if your city is doing very well, the City Council may take it upon itself to enact some programs that benefit the city. These programs are viewed and established in the Ordinance window, which can be opened from the Budget window by tapping on the Community Programs Book icon. The Ordinance window is described in detail elsewhere in this help file.

Bond Payments

This is the interest you pay on bond issues.

If you need cash above and beyond the money you make from property taxes, you can issue **municipal bonds**, which is basically a loan from your citizens. All bonds are issued for \$10,000. The interest you pay on outstanding bonds is prime rate plus 1% plus an additional percentage based on your city's current value and loan rating.

Tapping on the **Interest book icon** opens a dialog box with detailed information and buttons for extra financial transactions.

For each month of the year, the following information is given: (Actual amounts are shown in blue, projected amounts are shown in red.)

- The bonds you have outstanding
- The average interest rate you pay on the bonds
- The monthly amount of interest you pay on the bonds
- The accumulated total interest paid

Show Bonds displays:

- Your city's current loan rating
- The total number of bonds you have outstanding
- The current interest rate the bank is paying on your account
- The interest rate you will pay on a bond if you issue it now
- The current value of your city (the infrastructure)

Loan ratings range from AAA to F. Your rating is based on your city value. The higher your rating, the more bonds you can issue and the lower the interest rate you pay on them.

Issue Bond opens a dialog that tells you the current interest rate for bonds and asks you if you want to issue one. All bonds are \$10,000. If you need or want more than \$10,000, then you can issue two bonds. If you need or want less, too bad--take the \$10,000 and keep what you don't spend in the bank. If your loan rating or city value is too low, you won't be allowed to issue any more bonds.

Repay Bond opens a dialog that tells you the interest rate on the oldest outstanding bond, and asks if you want to repay it. Bonds are always repaid from the oldest to the newest. During the life of the bond, interest accrues monthly, and is paid out at the end of each year from your city funds. You will pay the interest every year until you repay the bond, so once you're flush with cash, pay them off and get out of debt.

Police Department

This is the cost and funding level for police departments in your city. You can set the percentage of funding for your departments by tapping on the up- and down-arrows. In general, try to keep police funding as high as possible to prevent rampant crime. Any funding you set will be equally distributed to all police departments. *Complete funding for a police station is \$100 per year.*

Tapping on the **Books icon** displays a detailed report of the year's past and projected police funding costs. For each month, the following information is given:

- The number of police stations in the city
- The funding level you have set
- The actual monthly cost to fund your stations
- A running total of the yearly cost

Fire Department

This is the cost and funding level for fire departments in your city. You can set the percentage of funding for your departments by tapping on the up- and down-arrows. In general, try to keep fire funding as high as possible for both preventing fires and responding to emergencies. Any funding you set will be equally distributed to all fire departments. *A fully-funded fire station costs \$100 per year.*

Tapping on the **Books icon** displays a detailed report of the year's past and projected fire funding costs. For each month, the following information is given:

- The number of fire stations in the city
- The funding level you have set
- The actual monthly cost to fund your stations
- A running total of the yearly cost

Health & Welfare

This is the cost and funding level for medical services in your city. You can set the percentage of funding for your hospitals by tapping on the up- and down-arrows. In general, try to keep funding as high as possible to keep your Sims healthy. If you keep your funding at 100% for several decades, the average life expectancy in your city will increase. Any funding you set will be equally distributed to all hospitals. *Complete funding for a hospital is \$75 per year.*

Tapping on the **Books icon** displays a detailed report of the year's past and projected medical funding costs. For each month, the following information is given:

- The number of hospitals in the city
- The funding level you have set
- The actual monthly cost to fund your hospitals
- A running total of the yearly cost

Education

This is the cost and funding level for education in your city. This funding supports both schools for the children and colleges for higher learning. Without schools, education in your city will be entirely based on verbal lore, and you will be unable to support high-technology industries.

You can set the percentage of funding for education by tapping on the up- and down-arrows. Any funding you set here will be equally distributed to all schools and colleges. You can independently set the funding rates for schools and colleges in the Education Books. *Complete funding for a school costs \$25 per year, and a college costs \$100 per year.*

Tapping on the **Books icon** displays a detailed report of the year's past and projected education funding. For each month, the following information is given:

- The number of schools in the city
- The funding level for schools
- The monthly cost to fund schools
- The number of colleges in the city
- The funding level for colleges
- The monthly cost to fund colleges
- A running total of the yearly cost

At the bottom of the dialog box, you can set individual funding levels for schools and colleges. If you change the funding levels here, the overall level as shown in the Budget window will display the average of school and college funding levels.

Transit Authority

This is the cost and funding level for maintaining the transportation system in your city. This funding maintains roads, rails, highways, subways, bridges and tunnels. Without proper funding, your transit systems will deteriorate and commuting and commerce in your city will fall to pieces.

You can set the overall percentage of funding for your transportation systems by tapping on the up- and down-arrows. Any funding you set here will be equally distributed to types of transportation. You can independently set the funding rates for roads, rails, highways, subways, bridges and tunnels in the Transit Authority Books. Complete transit authority funding per year is:

- Roads *\$1 per 10 tiles*
- Rails *\$1 per 5 tile*
- Highways *\$1 per section (4 tiles)*
- Subways *\$2 per 5 tiles*
- Bridges *\$2 per 5 tiles*
- Tunnels *\$2 per 5 tiles*

Tapping on the **Books icon** displays a detailed report of the year's past and projected transit authority funding. For each month, the following information is given:

- The cost of road maintenance
- The cost of rail maintenance
- The cost of highway maintenance
- The cost of subway maintenance
- The cost of bridge maintenance
- The cost of tunnel maintenance
- A running total of all transit costs

At the bottom of the dialog box, you can set individual funding levels for roads, rails, highways, subways, bridges and tunnels. If you change the funding levels here, the overall level as shown in the Budget window will display the average of all these funding levels.

The Totals

- Year-to-Date Cash Flow
- Estimated Annual Cash Flow
- Current Funds
- (Estimated) End of Year Funds

3.4 Ordinance Window

The Ordinance Window is where many community programs and city ordinances can be established and inspected. This window can be opened either by selecting Ordinance from the Windows menu or by tapping on the City Ordinance Book icon in the Budget window.

There are five different categories of programs and ordinances: **finance, health and safety, education, promotional and other.**

To enact a program, tap in the check box to the right of the program's name. The cost or projected revenue will appear to the right of the check. These amounts will vary with the size and development of your city.

2049 ToDate Expense		2049 YearEnd Estimate	
Property	0	Police	0

Year to Date\$	\$311
Estimated\$	\$755
Current Funds\$	\$20,750
End of Year Funds \$	\$21,505

Ordinance Window

Finance Programs

1% Sales Tax will add cash to your coffers, but may also inhibit local commerce.

1% Income Tax is a source of city revenues, but may discourage residential growth, and even cause some tax-haters to move away.

Legalized Gambling can provide extra money that can be put to good use, but brings with it an increase in crime.

Parking Fines are a small, steady source of the green, but tend to hinder commercial growth a little.

Safety & Health Programs

A Volunteer Fire Department can be an economical way to fight fires in small communities, but can't replace the professionals in a big city or during a forest fire.

A Public Smoking Ban can increase the overall health level in your city and eventually increase the average life expectancy, but will cost a small fee to administer.

Free Clinics increase the overall health level in the city, but free clinics aren't free—at least not to you.

Junior Sports increases the overall health level of the youth of your city.

Education Programs

A Pro-Reading Campaign will increase the overall education level in your city, preparing it for an influx of new, high-tech industries.

An Anti-Drug Campaign can help reduce crime.

Providing CPR Training as a service to your Sims increases the overall level of health in your city.

Neighborhood Watch helps reduce crime in residential areas, but at a price.

Promotional Programs

Tourism Advertising may or may not pay off in bringing visitors with their loose dollars to your fair city. If you do advertise for tourists, make sure you have the right attractions, like marinas, stadiums, parks, zoos, rivers, etc.

Business Advertising can bring new industry into town, but make sure you can support the businesses with ample water, power, transportation, and enough residential and commercial space to hold the influx of new citizens. And low taxes won't hurt, either.

City Beautification is good publicity with neighboring cities, and increases residential desirability and land value.

An Annual Carnival can increase tourist trade and local commerce, and show your Sims a darn good time. The size, cost and benefit of the carnival varies with your city size.

Other Programs

Energy Conservation established an educational drive to conserve electricity by, among other things, adding insulation to homes and water heaters. This program takes a few years to ramp up to full effect, but will eventually allow your power plants to power up to 15% more buildings.

Declaring your city a **Nuclear Free Zone** costs nothing, but can make some of your citizens feel safer, and may even attract new citizens to your fair town. It's a small plus for residential desirability and a small minus for industry. A Nuclear Free Zone will not stop the military from building missile silos or basing nuclear weapons near your city if you give them permission to build a base.

Homeless Shelters are expensive, but decrease the number of homeless people and increase the number of residents, increasing the labor pool for commerce and industry and marginally increasing land value.

Pollution Controls slightly lower the amount of industrial pollution in your city, but also makes the city slightly less desirable to industry.

Estimated Annual Cost summarizes the cost or income from each category, and gives both year-to-date and full-year estimated totals.

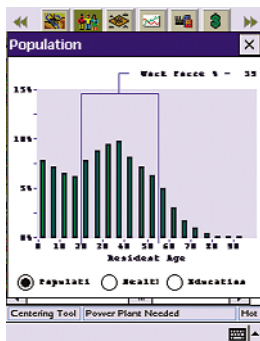
3.5 Population Window

The Population window displays graphs of statistics about your city's population. It can be opened by selecting Population from the Windows menu. It can also be opened with the Population button on the City toolbar.

Population shows the age distribution of your population, and gives the percentage of the population that is your potential work force.

Health shows the Life Expectancy (LE) of your population, by age, and summarizes the LE of your work force.

Education shows the average education level of your citizens at various ages, expressed in their Education Quotient (EQ). A high EQ attracts



Population Window

high-tech industry to your city. EQ is affected by the presence of schools, colleges, libraries and museums.

3.6 Industries Window

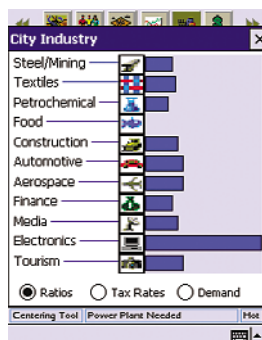
The Industries window displays graphs of statistics about your city's industry. It can be opened by selecting Industry from the Windows menu. It can also be opened with the Industry button on the City toolbar.

The Industries window can be moved around the screen by tapping and dragging the Title bar. It can be closed by double-tapping the upper-left corner. The three buttons on the bottom of the window let you choose between three different industry-related graphic displays:

Ratios shows the distribution of various different types of industries in your city.

Tax Rates shows the rate at which various industries are taxed. This is the property tax for industry as set in the Budget window. You can change the rate for individual industries by dragging the blue bar to the right (increase tax) or left (decrease tax). You may want to lower taxes on an industry to encourage its growth within your city. You may want to increase taxes to discourage an industry, or to fine it for causing excess pollution.

Demand shows a graph of which industries' products are in demand nationally.

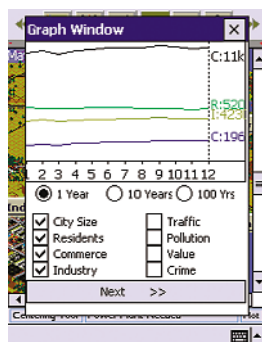


Industries Window

3.7 Graphs Window

The Graphs window displays statistical graphs about many elements of your city. It can be opened by selecting Graphs from the Windows menu. It can also be opened with the Graphs button on the City toolbar.

The Graphs window can be moved around the screen by clicking and dragging the Title bar. It can be closed by double-clicking the upper-left corner. The many buttons on the bottom of the



Graphs Window

window let you toggle on and off various graphic displays. Tap on the 1 year, 10 year or 100 year button to set the time scale for the graphs.

Each graph:

- Is shown in a different color
- Has a "marker" letter or symbol at its right end to help you identify it
- Is followed by a number that gives its current value

City Size, marked with an "S," is the total city population.

Residents, marked with a "R," shows the population that isn't part of the job market, including children, elderly and spouses not employed outside of the home.

Commerce, marked with a "C," shows the number of people employed in commercial jobs.

Industry, marked with an "I," shows the number of people employed in industrial jobs.

Traffic, marked with a "T," shows the average density of your road network, including buses but not trains or subways. For this graph, traffic is considered road congestion, not the total amount of travel.

Pollution, marked with a "P," shows the growth or decline in the general level of pollution in the city.

Value, marked with a "V," shows the fluctuations of the average land value in the city by graphing the median home price.

Crime, marked with an "X," shows the changing crime rate in your city.

Power%, marked with a "p," shows the remaining capacity of your power plant(s). When you get to 0 you'll start to have brownouts.

Water%, marked with a "w," shows the remaining capacity of your water system. When you get to 0 you'll need more wells and pumps.

Health, marked with an "h," shows the growth or decline of the overall health level of the citizens of your city.

Education, marked with an "e," shows the ever-changing average level of education that the citizens of your city have reached.

Unemployment (Unemp.), marked with a "u," shows the changing number of people that are out of work in your city.

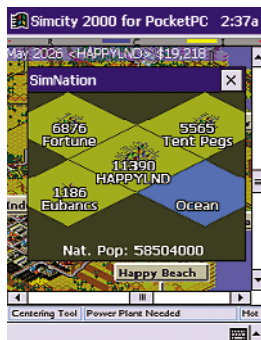
Gross National Product (GNP), marked with a "g," shows the total value of goods and services produced by the residents of SimNation. This affects the market for industrial goods produced in your city.

National Population (Nat'l Pop), marked with an "n," shows the changes in SimNation's total population.

Fed Rate, marked with "%," is the prime interest rate as set by SimNation's Federal Reserve Board.

3.8 Neighbors Window

The Neighbors window displays your city's population along with the population of its neighboring cities and the total population of SimNation. Use this window to compare your city with the cities that you compete with for people and other resources, and to see just how big a part of the whole nation you are (or aren't).



Neighbors Window

3.9 Power Plant Dialog Box

Coal Power plants generate large amounts of vile black smoke that will cover your buildings in soot. Your citizens may start complaining when they have to repaint their buildings every two years.

Hydro-Electric water generators are very clean and efficient, but require a large investment of capital. They require only minimal maintenance.

Oil Power use fluctuates with the cost of petroleum. It is marginally cleaner than coal power.

Gas Power is much cleaner than coal, but very expensive. Many cities save their gas plants for reserve power due to their cost.



Power Plant Dialog Box

Nuclear Power is clean, efficient and relatively cheap. Unfortunately, there is always the risk of a deadly meltdown.

Wind Power is very clean and relatively reliable, wind power is less cost-effective than solar power.

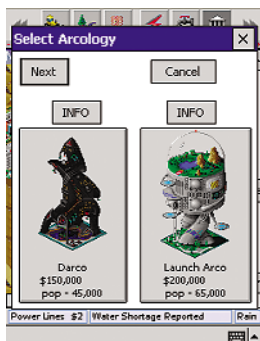
Solar Power is clean and cheap but unreliable. Cloudy seasons will leave your citizens shivering without light.

Microwave Receiver Dish is very efficient, clean and reliable. Launch a satellite to collect solar power, then beam it down to Earth. Unfortunately, the effects of a mis-targeted beam are, as yet, unknown.

Fusion Energy is clean, reliable, efficient, and expensive. Accidents may destroy the plant but will not spread radioactive havoc.

3.10 Arcology Dialog Box

The Plymouth Arco is "Solid as a Rock", or so claims Plymouth Arcologies, Inc. It is known that they have stood through several earthquakes, notably in the NeoRepublic of Argentina and the Taiwan CoProsperity Region. Plymouth Arcologies are designed primarily to support heavy industries, as witness Greenland Motors, maker of the Narwhal 3000. This might not be such a good choice if you are overly concerned about pollution. *Plymouth Arcos cost \$100,000 and can attract up to 55,000 residents.*



Arcology Dialog Box

The Forest Arcology is named for its attractive forest setting on the top level. Throughout the structure, citizens utilize recycling, operate ecologically sound industries, and maintain a rich verbal heritage that replaces television and radio. Unfortunately, the youth of Forest Arcos are bored silly and roam out into your city where they stare mindlessly at soap operas and sports programs displayed in the electronics department at local malls. *Building a Forest Arcology costs \$120,000 and can attract up to 30,000 residents.*

'**Darco**' is slang for "De-Urbanized Arcological Construct". Originally designed by the twisted genius of Dante McCallavre, the artist/architect

proclaimed it a reactionary response to the rigid, archetypal Arcologies of his day. No one really knows what this means, and many engineers are frankly baffled at how the thing stays standing. Inside, the ill-lit corridors twist into odd, meandering corkscrews that mysteriously turn back on themselves. There are rumors that a strange sub-species of man inhabits the air ducts. *Darcos cost \$150,000 and can attract up to 45,000 brave souls.*

'Launch' Arcologies were nicknamed for their resemblance to modern orbital launchers. The resemblance is not entirely coincidental, as sophisticated methods of biological support were necessary to oxygenate and feed the thousands of inhabitants. While never tested, the manufacturers claim the occupants could stay self-contained for up to two decades. The sides of the Arcology are equipped with vernier jets to stabilize the structure during storms and earthquakes. A small nuclear facility independently powers the building; spare energy is stored by electrolyzing water into two tanks for oxygen and hydrogen. Build enough of these and you may discover the final secret of SimEarth? *The 'Launch Arco' is the largest, costing \$200,000 and holding 65,000 inhabitants.*

4. Menus

4.1 File Menu

This menu has the commands for file management, starting new games and scenarios and quitting SimCity 2000.

Load City

Opens a file-loading dialog box allowing you to load in and play a previously-saved SimCity 2000 city. This command can also be used to import a city from SimCity or SimCity Classic.

New City

First asks if you want to save your existing city, then generates a new, empty terrain, prompts you for the city's name and game level, then begins the game.

Edit New Map

First asks you if you want to save your existing city, then generates a new, empty terrain and provides you with the tools to customize and/or

regenerate the terrain to your heart's content--without being charged. Once you start a game it will cost you to change the terrain.

Load Scenario

Opens a dialog box that allows you to view all the different scenarios, then select one.

Save City

Saves the current city to disk under the same name and in the same place as it was last saved. If it hasn't been saved before, the Save City As... dialog box will open, allowing you to name/rename the city and choose the destination disk and directory or folder.

Save City As...

Opens a dialog box that allows you to name/rename a city and choose the disk and directory or folder where you want to save it.

Exit

Rips SimCity from your computer's memory and makes it go away until you're ready to resume your mayoral responsibilities. It will first ask if you want to save your existing city.

4.2 Speed Menu

This menu has the commands for setting the simulation to different speeds, including pause. The currently set speed will be marked by a check mark. Actual speeds will vary, depending on your Handheld Device, its microprocessor and its clock speed.

Pause

Stops time in the simulation.

Turtle

Sets the simulation to run slower than molasses on a cold day.

Llama

Sets the simulation to run at a medium speed.

Cheetah

Sets the simulation to run as fast as your computer will go.

African Swallow

Just take a wild guess...

4.3 Options Menu

This menu controls a number of simulation and sound options so you can tailor the game to your style of play. Options that are active have a check mark next to them.

Auto-Budget

When selected, Auto-Budget stops the Budget window from opening at the end of each year, and automatically repeats the previous budget.

Auto-Goto

When active, Auto-Goto automatically centers the City window over an important occurrence, such as a disaster. When inactive, you will still receive messages to notify of important goings on in your city.

Sound Effects

Toggles sound effects on and off. The audio quality of the sound effects will vary greatly depending on the sound capabilities of your computer.

Music

Toggles the musical soundtrack on and off. The audio quality of the music will vary greatly depending on the sound capabilities of your handheld device.

4.4 Disasters Menu

This menu lets you activate various disasters, or disable them entirely. For more information on disasters, see Dealing with Disasters in the Strategies section below.

Fire

Causes a fire to break out somewhere within the city limits.

Flood

Causes a wave of raised water to come in off the coast or down a river, basically washing away anything that isn't tied down.

Air Crash

An inbound airplane crashes somewhere within the city limits.

Tornado

Sets a tornado loose to wreak havoc across the city limits.

Earthquake

Sets the earth to quakin' and the ground to shakin'.

Monster

Releases the terror of the year 2000.

Hurricane

Whips up a monstrous tropical storm..

Rioters

Sets some angry Sims loose in the city.

No Disasters

Prevents disasters from occurring. No Disasters will not prevent the "official" scenario disasters, or stop disasters already in progress.

Note: *All power plants have a 50 year lifespan, and then they blow up. They don't cause fires or spread radiation--they just stop working and collapse. Watch your newspapers for warnings that power plants are getting old. If you have No Disasters active, when power plants reach the end of their lives, they are automatically rebuilt and you are automatically charged. If you don't have enough cash in your city funds to pay for the power plant replacement, it goes boom.*

4.5 Newspaper Menu

This menu lets you set your newspaper delivery rate and read various local papers. Even with both delivery options below turned off, newspapers announcing disasters will be delivered.

Subscription

When active, a newspaper will be delivered (popped up on the screen) twice a year.

Extra!!!

When active, only newspapers that report important occurrences--inventions and major steps in city--growth will be delivered.

The Newspapers

Opens and/or activates the various local newspapers. There will be from none (at the start of a city) to six (in a very large city) different local newspapers. The newspaper that is marked with a circle to left of its name is the paper that will be delivered. Opening a newspaper manually changes it to the one that will be delivered.

Warranty Information and Technical Support

ZIOSoft Limited Warranty

ZIOSoft, Inc. (ZIO) warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. ZIOSoft is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, ZIOSoft agrees to repair or replace the product at its option, free of charge.

This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

Limitations

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate ZIOSoft. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to a 90-day period described above. In no event will ZIOSoft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this ZIOSoft software.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

Returns Within the 90-day Warranty Period

Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing, including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We recommend sending your product to us using a traceable delivery method. ZIOSoft is not responsible for software not in its possession.

Returns After the 90-day Warranty Period

Please return the product along with a check or money order for \$5.00 made payable to ZIOSoft, a brief description of the difficulty you are experiencing, including your name, address, and phone number to the address below.

We recommend sending your product to us using a traceable delivery method. ZIOSoft is not responsible for software not in its possession.

ZIOSoft Customer Warranty Address

ZIOSoft Customer Warranty Dept., 18625 Sutter Blvd, Ste. 200, Morgan Hill, CA 95037

Tech Support

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