



# SimCity Tips for Success

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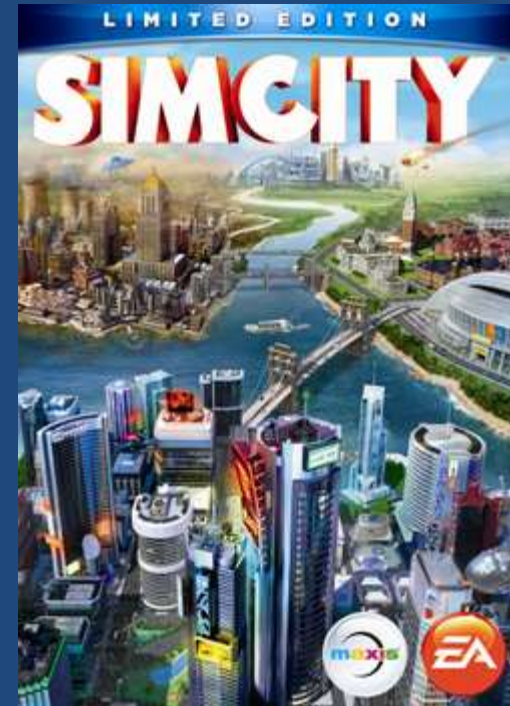
Regional Coordinator

[www.dfwfuturecity.org](http://www.dfwfuturecity.org)



# Agenda

- Before you start
  - Downloading SimCity
  - Using “Offline” mode
  - Whitewater Valley Region
- Starting your city
  - Tips for success
  - Avoiding rookie mistakes
- As your city grows
  - Addressing problems
- Additional comments



# Origin and SimCity

Getting Started



# Downloading SimCity

1. Receive the SimCity download codes from FC National
    - Complete the two-part registration
  2. Download Origin (EA's gaming platform)
    - [www.origin.com](http://www.origin.com)
    - Download and install Origin
    - Create an Origin account
  3. Download SimCity
    - From "My Games" tab
    - Redeem your SimCity product code
- See detailed instructions at <http://futurecity.org/all-resources>



# Downloading SimCity – additional notes

- One Origin account and SimCity download per computer (recommended)
  - However, you can use the same Origin ID on more than one computer
  - *The SimCity download is associated with the Origin account*
    - If you go to a second (or third) computer and sign-in with the same Origin account
    - SimCity will automatically download to that computer



# Offline Mode

- Log into Origin
- Origin menu – select “Go Offline”
- My Games tab – start SimCity
  - Should start in the “Single Player” mode

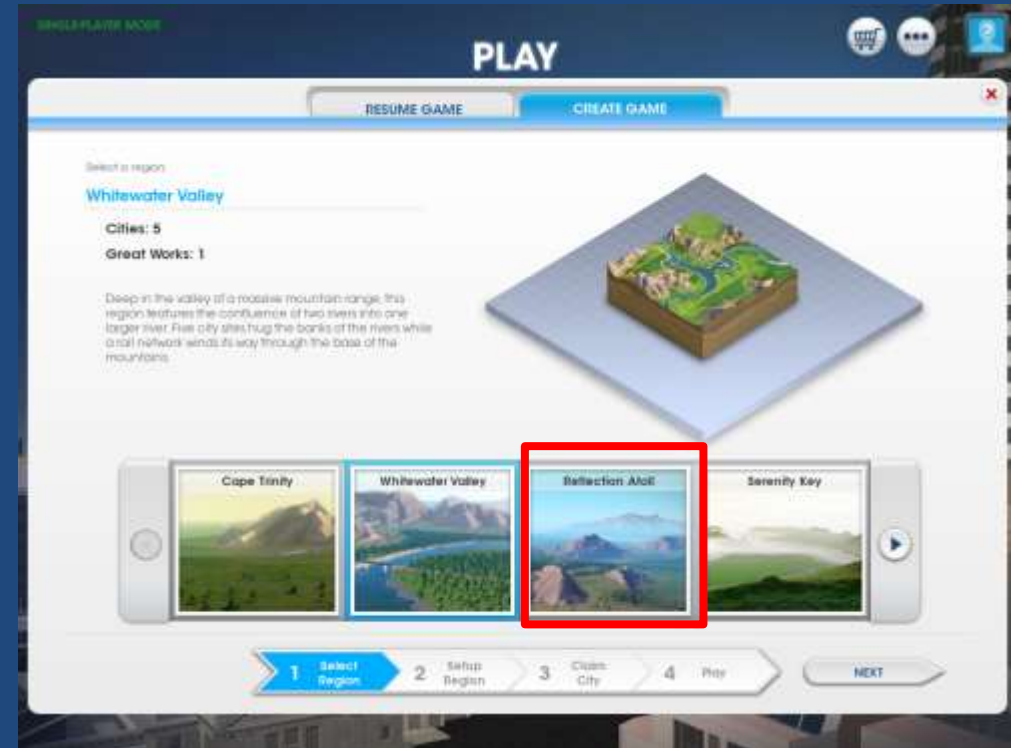


- Logging in to more than one computer with the same Origin account
  - More than one computer can log into the same Origin account if they “go offline”
  - Must wait some undetermined length of time before attempting the second or third log in with the same account



# Whitewater Valley Region

- You must use the Whitewater Valley region for your city
  - Give your Region a unique name
  - Do not use Sandbox mode

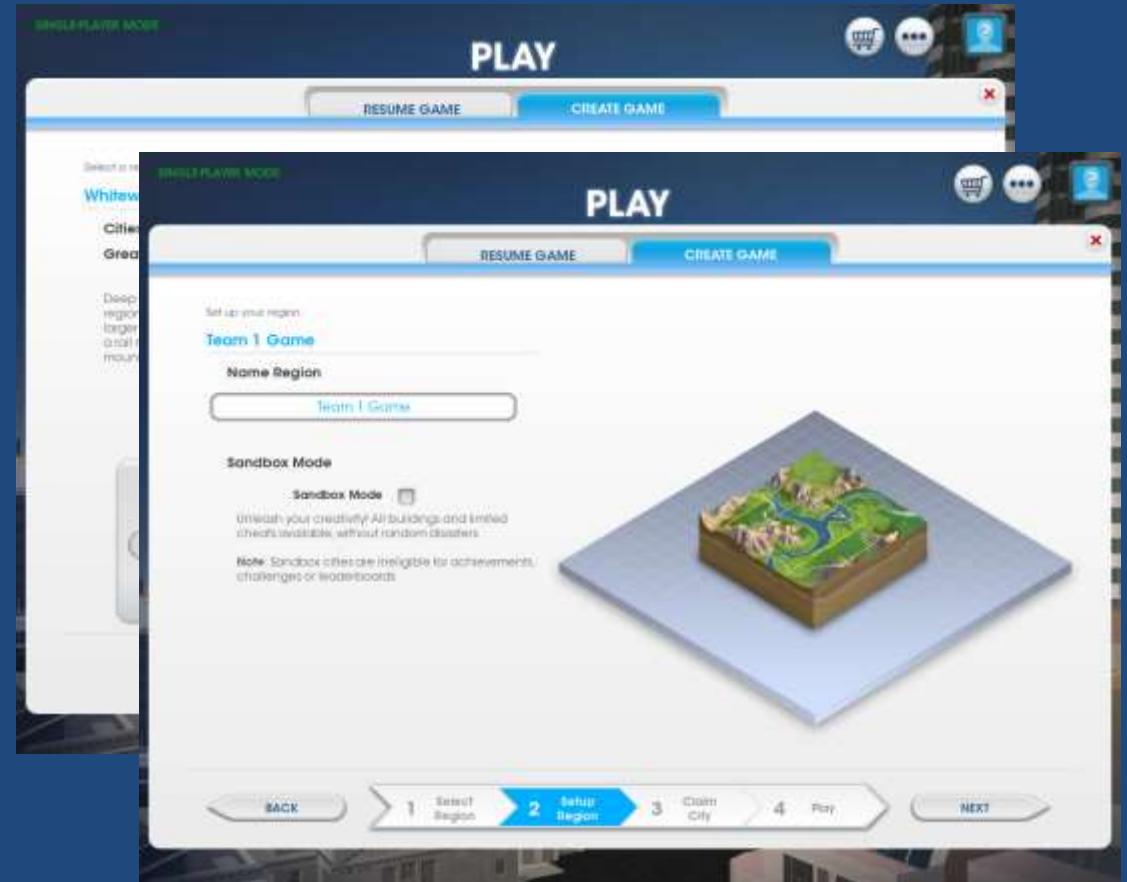






# Whitewater Valley Region

- You must use the Whitewater Valley region for your city
  - Give your Region a unique name
  - Do not use Sandbox mode
- Select any of the five city sites in the region
  - Recommendation: select one of the level sites
  - Notice the available natural resources for each site, particularly water and wind







# Note on teams sharing computers

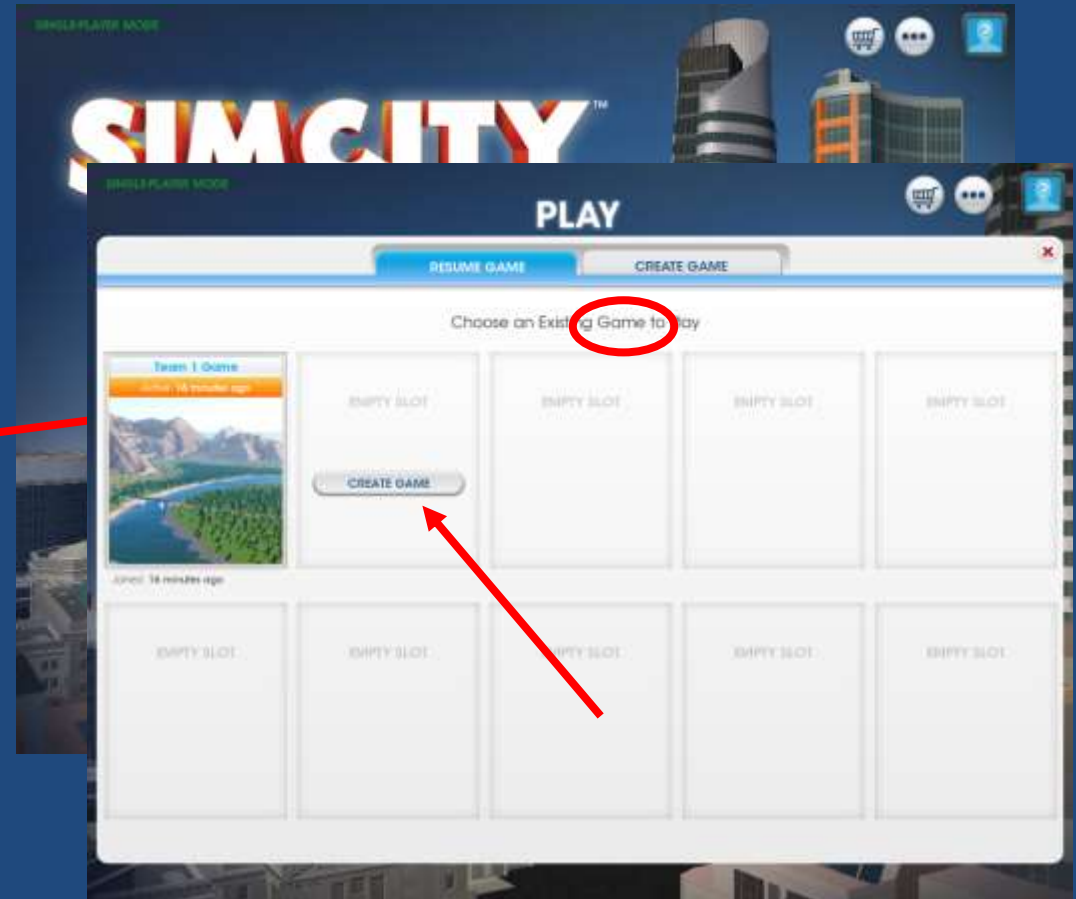
- Teams can share a computer and an Origin account
  - Each team should create its own **Game** (Region)
  - Select “Play” not Resume





# Note on teams sharing computers

- Teams can share a computer and an Origin account
  - Each team should create its own **Game** (Region)
  - Select “Play” not Resume
  - “Create Game”
  - Continue with
    - Select the Whitewater Valley region
    - Give your region a unique name
    - Select your city site
- Each time a team logs in, make sure they select “Play” (not Resume)
  - Select the correct Game to play





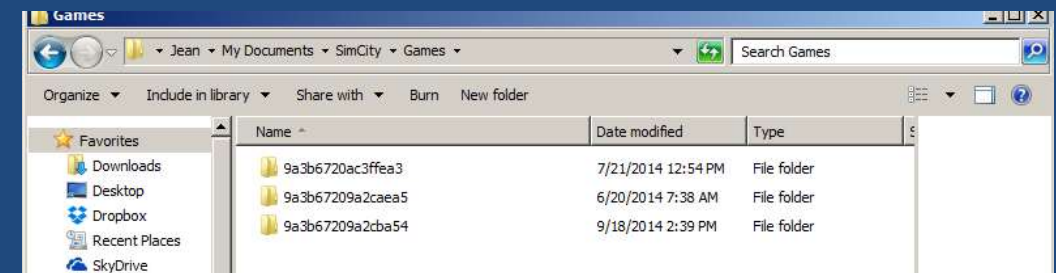
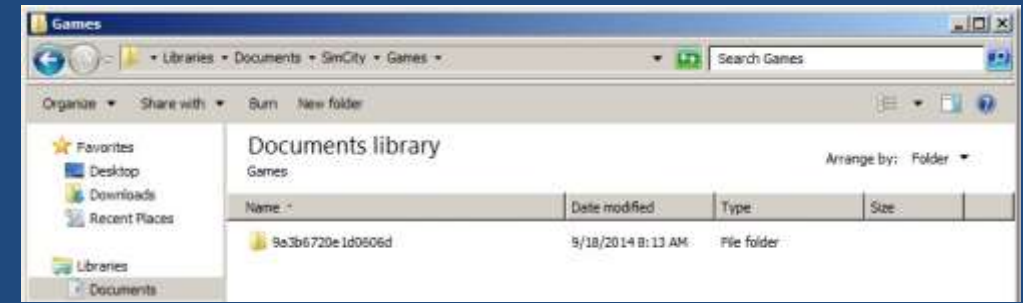
# Sharing computers continued

- Anyone logging in on the computer and Origin will be able to access any Game.
  - Make sure teams are playing the correct game
  - Make backup copies of games (just in case)
- Games are stored locally on the hard drive
  - Teams must use the same computer each time to find and continue their game



# Where the games are stored

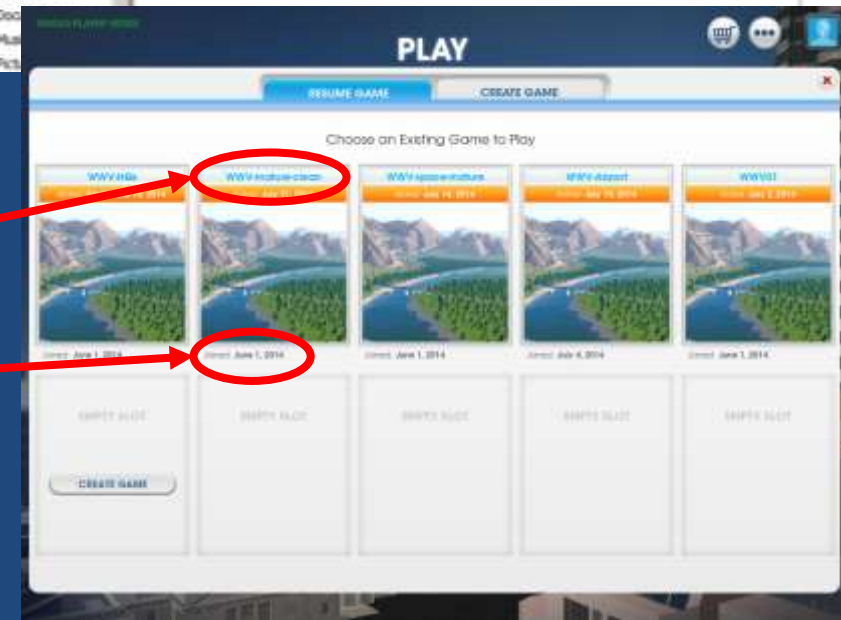
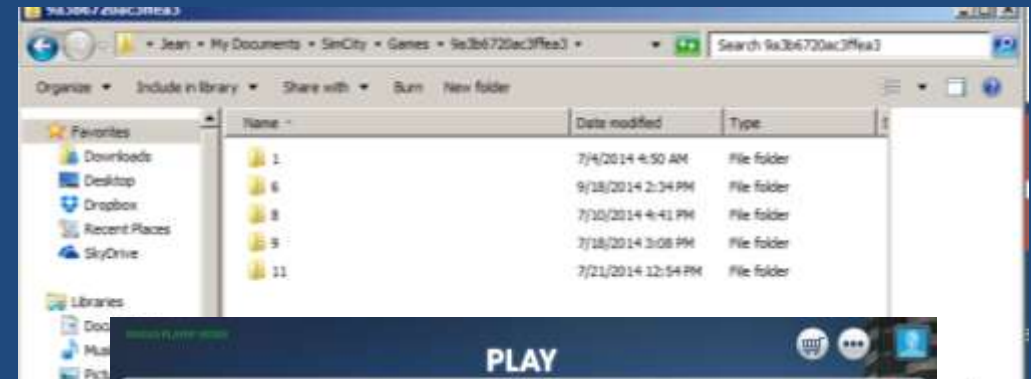
- Games are stored locally
  - PC: Documents\SimCity\Games
  - Mac: Documents/SimCityMedia/Games
- In the Games Folder
  - Folder with long alphanumeric name
  - SimCity creates this folder for to store offline games
    - *DO NOT RENAME THIS FOLDER*
  - This folder is unique for each Origin account
    - So > 1 Origin acct means > 1 folder
    - You need to know which one goes with which Origin ID





# Where the games are stored (cont'd)

- In each alphanumeric folder
  - Numbered (integer) folders
  - Each one is a stored Game
- When you submit the file for judging
  - Need to know which game corresponds to which numbered folder
  - Use date/time stamp to identify the correct folder
  - Zip (compress) the entire folder
  - Upload zip file to the Team Center
  - Make note of:
    - Game (Region) name
    - Last date played
    - City name (should be FC team name)
    - Population of city

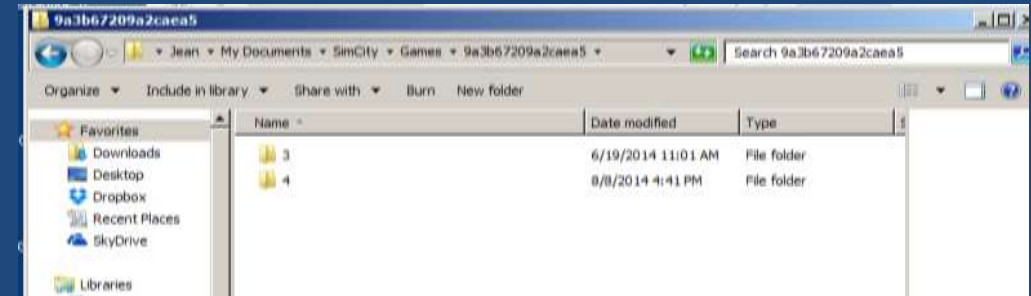
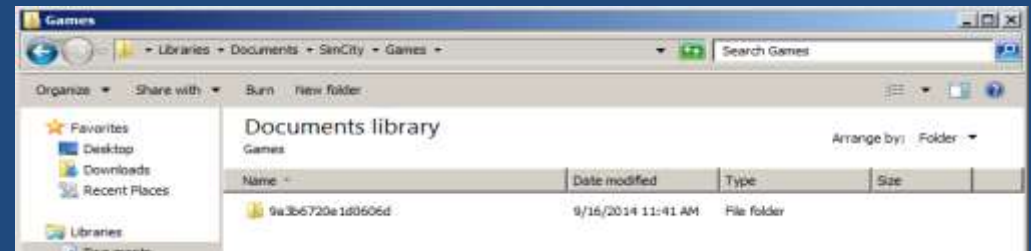
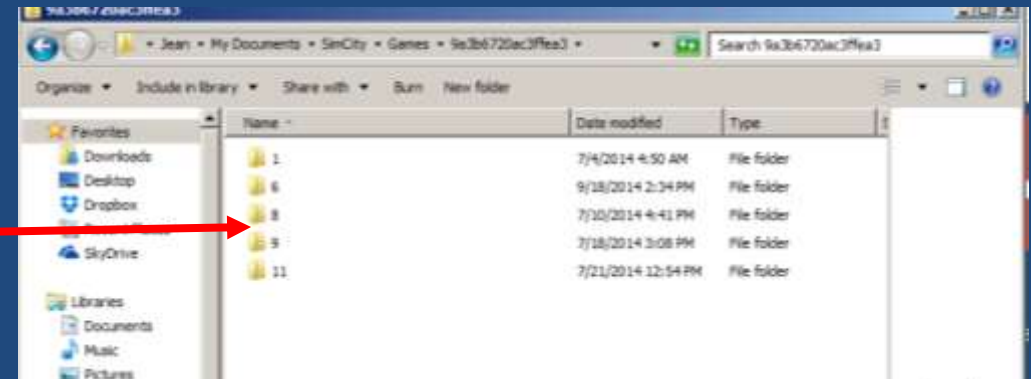






# Transfer game to another computer

- In each alphanumeric folder
  - Numbered (integer) folders
  - Each one is a stored Game
- Need to know which game corresponds to which numbered folder
  - Copy the numbered Game folder to a flashdrive
- On destination computer
  - Transfer the folder from the flashdrive to the alphanumeric folder
    - With the other numbered Game folders



# Starting Your City

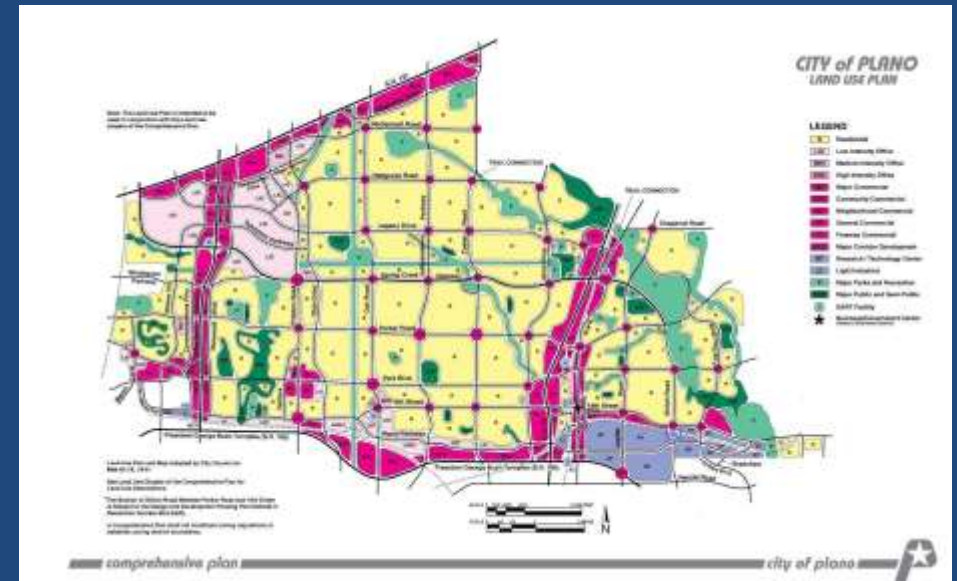
Tips for Success





# Start with a Plan

- Before you Play ... **Plan**
  - Decide where your city is located
    - Geography, terrain, climate
    - Special city features
  - Decide on a basic city layout
    - Transportation networks
      - Roads and public transportation
      - Downtown, major business districts
      - Residential and industrial zones
    - Decide how urban farming will fit into your city design and function
    - Decide on other city features and services





# Setting up SimCity

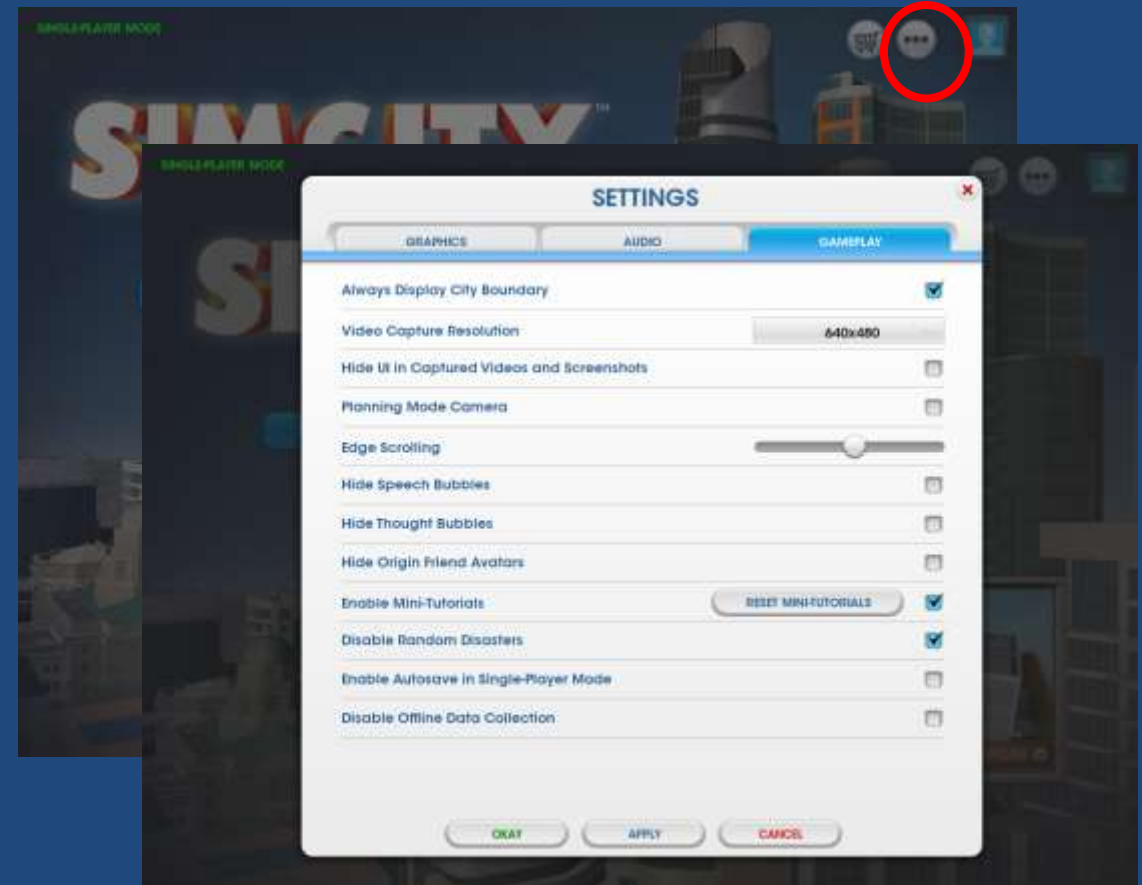
- Settings
  - Under the Options menu
  - Gameplay tab





# Setting up SimCity

- Settings
  - Under the Options menu
  - Gameplay tab
- Turn off Random Disasters
- Turn off Auto-save?
  - Turn off if you want to test strategies
  - Turn off if you want to play with disasters
  - Quit without Save to recover your original city
  - But remember to periodically save your city





# Testing your city plan with SimCity

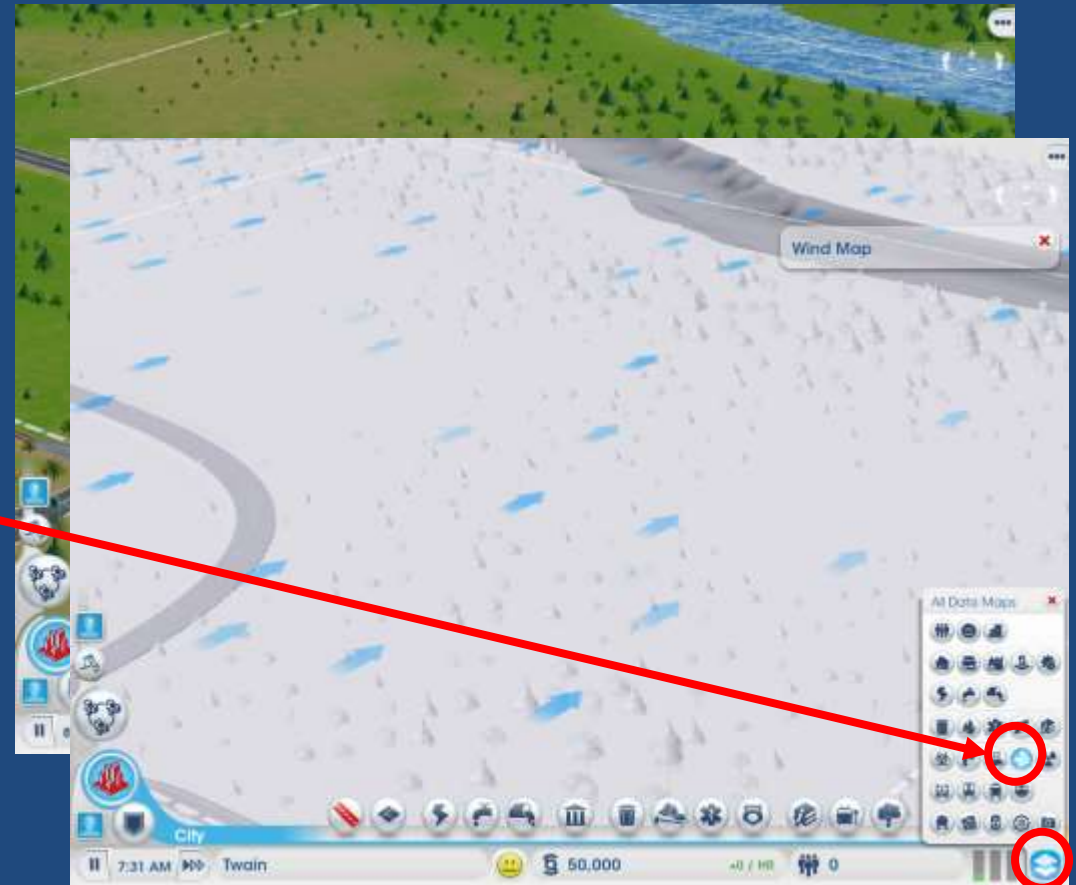
1. Rename your city
  - Give a unique name
  - This will be your FC Team name





# Testing your city plan with SimCity

1. Rename your city
  - Give a unique name
  - This will be your FC Team name
2. Check the Wind map
  - Click on Data Maps
  - Click on Wind map
  - You want to place polluting industry and utilities where the wind blows the pollution out of town







# SimCity – start your city

3. Start with roads
  - Connect to the regional highway
  - Use the lowest density to start





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4. Zone Residential
  - Sims will move in and build houses







# SimCity – start your city

3. Start with roads
  - Connect to the regional highway
  - Use the lowest density to start
4. Zone Residential
  - Sims will move in and build houses
5. Add water and power
  - Add dirt road
  - Place water tower where there is good water supply
  - Place wind power plant
- Utility services are built into road system





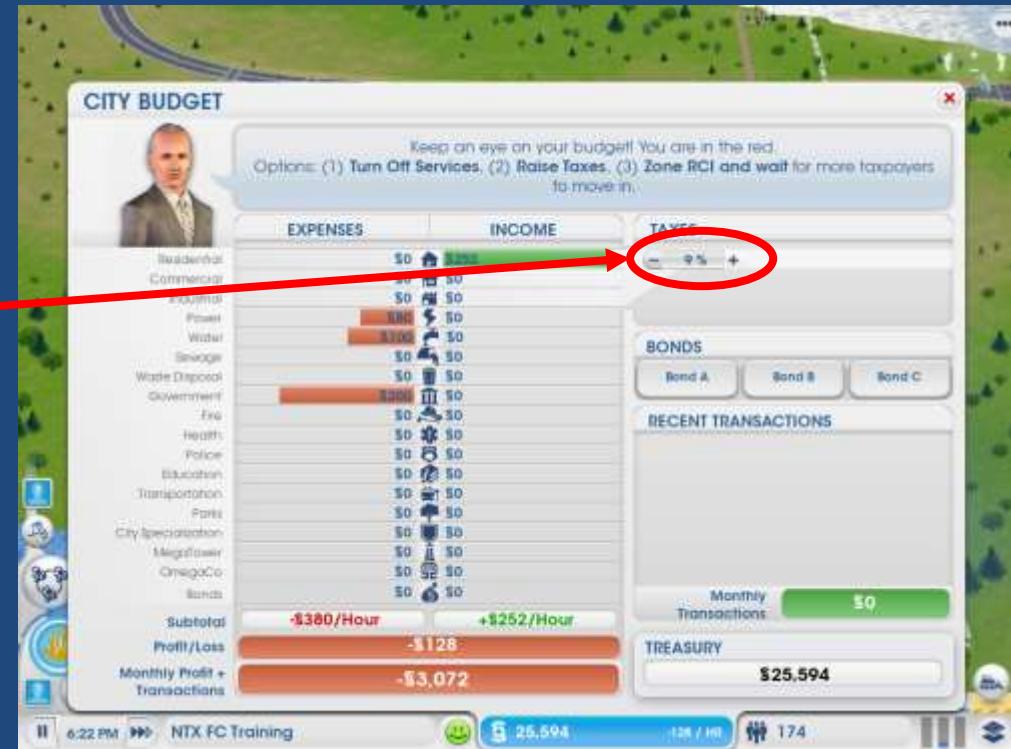
# Add infrastructure, let it grow

- Add roads, zones
- Turn up the simulation speed to llama (#2)
- Sit back and watch the town develop and the treasury grow
  - When zones are fully built up, add more roads and zones - or
  - When building stalls because a service (police, fire, health clinic) is needed, add the service
  - Then sit back and watch some more
- Be patient – don't build faster than your treasury can afford



# Keep an eye on (and money in) the Treasury

- Budget
  - Income from taxes
  - Expenses from roads, municipal building, utilities, services
  - Increase tax rate to 10%





# Keep an eye on (and money in) the Treasury

- Budget
  - Income from taxes
  - Expenses from roads, municipal building, utilities, services
  - Increase tax rate to 10%
- Add utilities, services as they become necessary
  1. Power
  2. Water
  3. Sewage
  4. Trash

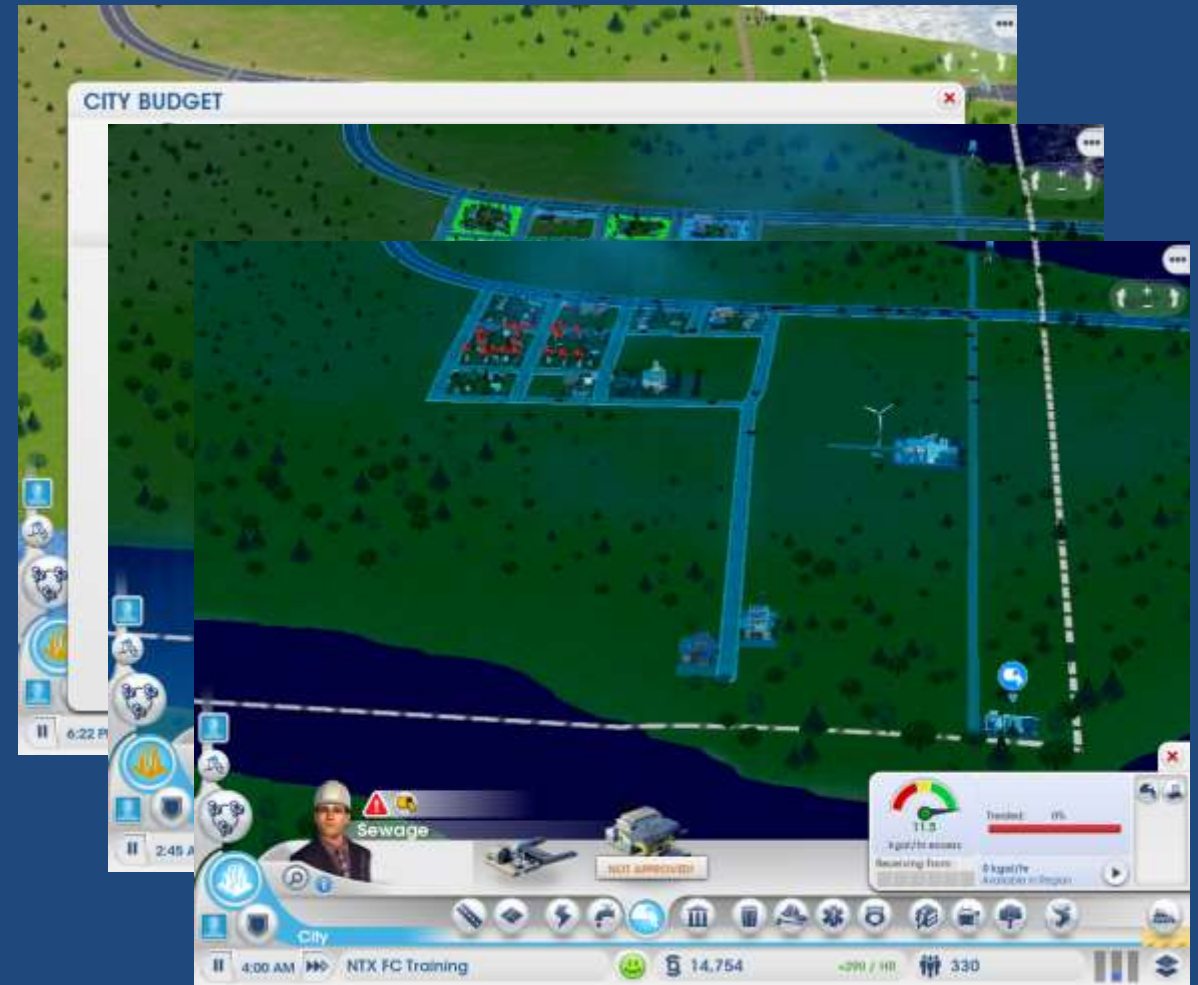






# Keep an eye on (and money in) the Treasury

- Budget
  - Income from taxes
  - Expenses from roads, municipal building, utilities, services
  - Increase tax rate to 10%
- Add utilities, services as they become necessary
  1. Power
  2. Water
  3. Sewage
  4. Trash
  - Choose the smallest, least expensive option





# Your town is born

- Earning a town hall  
– 100 residents





# Your town is born

- Earning a town hall
  - 100 residents
- Place it where you planned for the downtown area
  - Give it room to expand

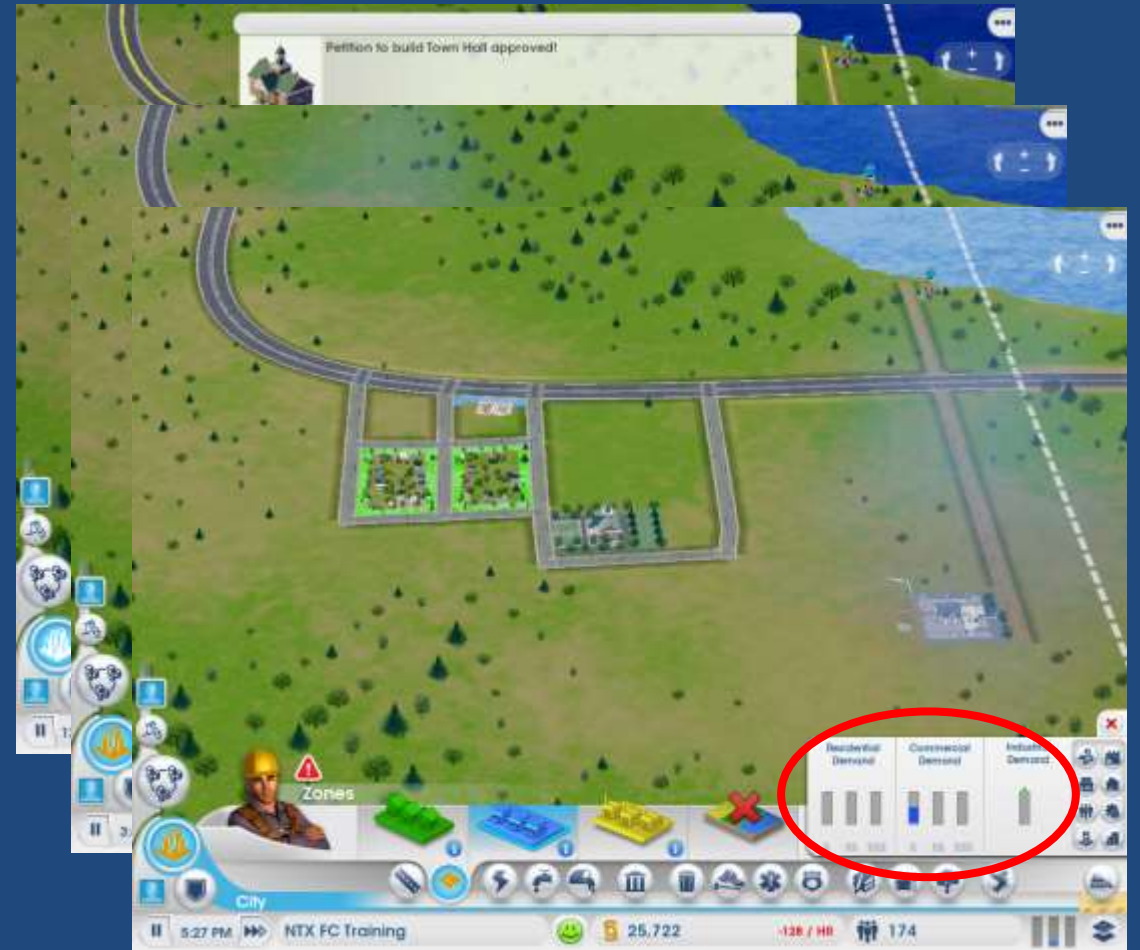






# Your town is born

- Earning a town hall
  - 100 residents
- Place it where you planned for the downtown area
  - Give it room to expand
- Continue to zone commercial and industrial
  - Sims will need shops and places to work
  - Watch the RCI demand
  - Scatter commercial throughout residential areas
  - Place industry where pollution blows out of town





# City growth and RCI demand

- Zone ratios R:C:I
  - Manual recommends 2:1:1
  - Jean recommends 6:2:1
  - Add commercial every few blocks
- Consult the RCI demand meter
  - But use your own judgment





# City growth and RCI demand

- Zone ratios R:C:I
  - Manual recommends 2:1:1
  - Jean recommends 6:2:1
  - Add commercial every few blocks
- Consult the RCI demand meter
  - But use your own judgment
- Add services when necessary
  - Police, Fire, Health, Education services cost \$15-20,000 each
  - Satisfy the most urgent needs first
  - Add only the smallest, least expensive option
  - Leave space for expansion of service







# Education is important

- Add a school as soon as you can afford to
- Educated Sims
  - Commit fewer crimes, including arson
  - Are healthier
  - Use less power, water
  - Produce less trash
- Along with the school, add school bus stops





# From town to city

- 5000 population
  - Town hall upgrades to City hall
  - Add city hall department
- City hall upgrades
  - Population milestones
  - Add department with each upgrade
    - Utilities
    - Education
    - Transportation
    - Safety
    - Finance
    - Tourism
  - Each department unlocks advanced options



# Growing and Expanding

Your city matures



# Add infrastructure, let it grow

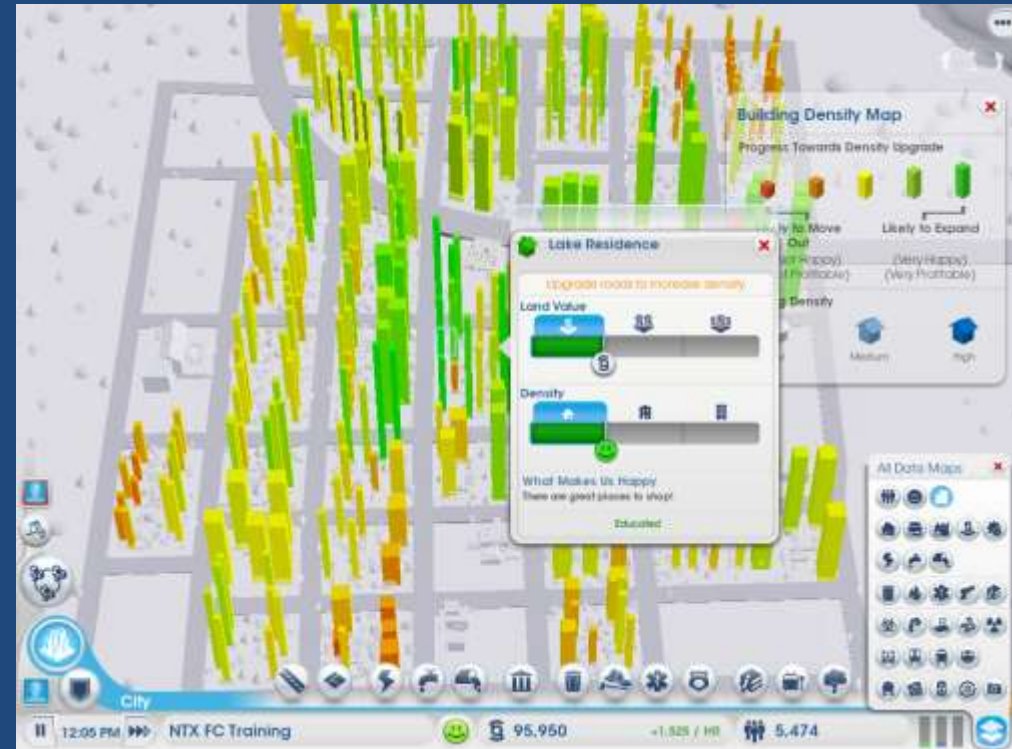
- Add infrastructure
  - Roads and zones
  - Utilities and services, schools, transportation
- Sit back and watch development
- Keep an eye on the budget and the treasury
- When building slows, add more infrastructure
- Be patient – don't build faster than your treasury can afford





# Density

- City is growing – space becomes limited
- Roads dictate building density
  - Happiness or Profitability is the stimulus for increasing density
- Buildings automatically increase if roads accommodate it
- If happiness/profitability drop
  - Buildings will not downsize
  - Buildings will become abandoned, and eventually fall to rubble





# Upgrading (editing) utilities and services

- Build on before you add new facilities
  - It's cheaper to upgrade
- Click on utility or service building
  - Opens detailed information view
  - Click on “edit” button
    - Possible additions to facility/service





# Upgrading (editing) utilities and services

- Build on before you add new facilities
  - It's cheaper to upgrade
- Click on utility or service building
  - Opens detailed information view
  - Click on “edit” button
    - Possible additions to facility/service
- Education (for example)
  - Add classrooms
  - Add school buses
- Edit to downgrade or eliminate excess capacity or service





# Wealth levels

- Low wealth
  - Low education, low tech
  - Fewer demands
  - Tolerates pollution, crime
  - Uses public transportation
- Medium wealth
  - Mid-level education, mid-tech
  - Less tolerant of problems
  - Uses public transportation
- High wealth
  - Educated, high tech, management
  - Demands well run city, amenities
  - Intolerant of problems

Welcome to the Population Panel!  
Increase land value to get wealthier Sims to move in and zone to grow your population.

Region: 6,441  
City: 6,441  
Visiting: 0

History Detail

**WORKERS**

	Total	Working	Commuting Out	Unemployed	Commuting In	Total Jobs	Available Jobs
1	1,220	852	0	368	0	852	0
2	44	44	0	0	0	310	266
3	0	0	0	0	0	17	17
Total	1,264	896	0	368	0	1,179	283

**SHOPPERS**

	Total	Shopped	Commuting Out	Unemployed	Commuting In	Total Goods	Unsold Goods
1	610	346	0	264	0	346	0
2	22	18	0	4	0	18	0
3	0	0	0	0	0	0	0
Total	632	364	0	268	0	364	0

1:49 PM NTX FC Training 97.655 -1.788 / HR 6,441





# YIMBY and NIMBY

- Buildings that boost development, satisfaction, wealth levels
  - Services: health, police, fire, schools, transportation
  - City hall, mayor's house, mansion
  - Parks
    - Different ones influence different wealth levels
  - Tourist attractions
- Distribute these throughout residential areas
- Buildings that lower satisfaction, wealth levels
  - Polluting utilities
    - Coal, Gas power plants
    - Sewage outlet pipes and treatment plants
  - Polluting industry
    - Low tech industry
    - Most specialization industries
  - Abandoned buildings and rubble
- Place these away from nice residential areas





# Transportation

- As the city grows, so does the traffic
  - Use the “Roads” tool to check traffic flow
- Increase road density
  - Accommodate more traffic





# Transportation

- As the city grows, so does the traffic
  - Use the “Roads” tool to check traffic flow
- Increase road density
  - Accommodate more traffic
- Add public transit
  - Shuttle bus and bus stops
  - Every 2-4 blocks
  - From residential (med & low wealth)
  - To business & industrial jobs
  - Monitor wait times
    - Add stops and buses as needed



# SimCity In Depth

Understanding how things work and addressing problems



# Utilities – Power

- Wind and solar
  - Clean, green, sustainable but not very efficient
  - Good for town to small city
  - Requires a lot of land-space
- Coal and oil
  - Dirty, but efficient
  - Requires natural resources
- Nuclear
  - Clean, not sustainable
  - Efficient, but expensive
  - Requires a highly educated (high-tech) workforce and lots of water resources
- Notes
  - Buildings without power will be quickly abandoned
  - Deductions for outsourcing power
  - Advanced generation options available through university research programs







# Utilities – Water

- Water towers
  - Inexpensive
  - Good for towns, small cities
- Water pumping station \*
  - Efficient
  - Expand with additional pump modules
  - Filtration pumps remove pollution
    - Replace basic pump modules with filtration pumps

\* *Water pumping stations available with city Utilities Department*

- Notes
  - Buildings without water will quickly become abandoned
  - Place pumps away from polluters
    - Pumping polluted water will make all the Sims sick
    - Filtration pumps will clean up polluted water
  - Deductions for outsourcing water







# Utilities – Sewage

- Sewage outflow pipe
  - Inexpensive
  - Good for town, small city
  - Sewage become ground pollution
    - Place them on the edge of town
- Sewage treatment plant \*
  - Removes sewage and returns clean water to water table
  - Expensive, efficient
  - Expand with additional tanks
- Notes
  - Outflow pipes move sewage, but don't eliminate it
  - Untreated sewage becomes ground pollution
    - Can contaminate the water table
    - Make Sims sick and unhappy
  - Deductions for outsourcing sewage

\* *Sewage treatment plants available with city Utilities Department*



# Utilities – Trash

- Garbage dump
  - Trucks collect garbage, deliver to dump
  - Garbage dumps becomes ground pollution
  - Incinerator burns garbage, produces air pollution
- Recycling center \*
  - Reduces garbage
  - Convert trash to usable and sellable products: plastic, metal, alloy

- Notes
  - Uncollected garbage makes Sims sick and unhappy
  - Educated Sims recycle more
  - Deduction for outsourcing trash

\* *Recycling plants available with city Utilities Department*





# Education – precollege

- Grade school and high school \*
  - School buses transport students
  - Expand with additional classrooms, buses
- Public library
  - Available to all Sims
  - Slight boost in education level



- Notes
  - All schools increase education level and tech level
    - You don't need all types
  - Schools increase medium wealth land values
  - Educated Sims
    - Commit fewer crimes, are healthier
    - Use less power, water, and generate less trash
  - Traffic congestion keeps buses from getting students to schools
    - Building density strains school bus networks
  - Schools have greater capacity than their bus networks
    - As population density increases, you may have to add more, smaller schools

\* *High schools available with city Education Department*



# Education – college

- Community college \*
  - Public transit transports students
  - Increases tech-level
- University \*
  - Very expensive, lots of land-space
  - Upgrade with specialized schools/colleges, research projects
    - Upgrades available for student population milestones



- Notes
  - Colleges and universities are necessary for high-tech industry
    - Locate schools close to industry for max affect
  - Universities and research projects are necessary to unlock advanced utility and service facilities
    - Specific schools/colleges can complete specific research
    - It is unusual to have more than 2 schools/colleges in one city

*\* Colleges, universities available with city Education Department*



# Transportation – Roads

- Hierarchy
  - Dirt road
  - Streets: low, medium, high density
    - Street density dictates building density
  - Avenues: medium, high density, streetcar avenue
    - Require more land than streets
      - Can't simply upgrade a street to an avenue
    - Use to connect to regional highway



- Notes
  - Intersections slow down traffic
    - Minimize the number
    - Traffic lights are better than stop signs for traffic flow
  - Increase road density will allow increase in building and population density
    - Increased population means more traffic
  - Congestion leads to many (not so obvious) problems
    - Slow response times for first-responders
    - Ineffective school bus networks
    - Sims not getting to work or shopping or parks
  - Increase road density without increasing building density
    - Dezone the area
    - Then upgrade road density
  - Traffic does not increase air pollution





# Transportation – Public transit (roads)

- Buses: shuttle and municipal \*
  - Bus stations and stops
  - Municipal bus travels regionally
- Park & ride lot
  - Bus stop with attached parking lot
  - Place along commuter routes, highway into/out of city
- Streetcars \*
  - Require high-density streetcar avenue
  - Streetcar station and stops
  - Transport hundreds of passengers

*\* Municipal buses and streetcars available with city Transportation Department*

- Notes
  - Interconnect your transit networks
    - Sims will walk 1-2 blocks to the next stop
  - Place stops so that Sims get from home to work, shopping, parks & recreation
  - Only low, medium wealth Sims will use buses, streetcars
    - No need for stops in high-wealth areas



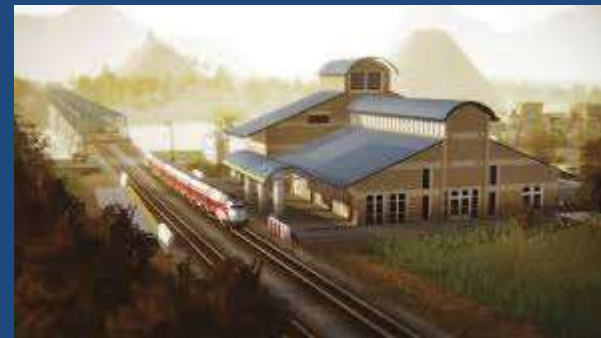


# Transportation – Public transit (other)

- Passenger trains \*
  - Add to regional rail connection
    - Connect to the road network
  - Basic and high-speed rail stations
- Ferries \*
  - Place terminal along shoreline
    - Connect to road network
  - Expand with a cruise ship dock
    - Medium and high wealth tourists
- Planes \*
  - Municipal airport
    - Expensive
    - Requires a lot of land-space
  - Carries medium and high wealth passengers
  - Expand with passenger and cargo terminals and additional runways

- Notes
  - Interconnect your transit networks
    - Add bus stops near airports, train stations and ferry docks
  - Only low, medium wealth Sims will use trains, ferries
  - Medium, high wealth tourists will use cruise ships and planes
  - Trains, ferries and planes can also transport freight

*\* Trains, ferries and planes available with city Transportation Department*





# Services – Fire

- Fire station (small)
  - Good for mid-size city
  - Expand
    - Additional trucks (up to 4)
    - Fire alarm (cuts response time from 12 to 6 minutes)
- Large fire station \*
  - Expand
    - Additional trucks
    - Dispatch tower (cuts response time from 6 to 3 minutes)
    - Hazmat fire capability \*\*
    - Helipad \*\*\*
    - Fire marshal's office (helps prevent fires)



- Tradeoffs
  - Large fire station costs 4x small station
    - Consider placing 2-3 small stations around the city
  - Hazmat capability is needed if you have large amount of high-tech
    - Small fire station cannot put out hazmat fires
    - Fires will jump to adjacent buildings
  - Educated Sims cause fewer fires
  - High crime rates (arson) mean more fires
  - Fire increases injuries
  - Traffic congestion slows fire response

\* *Large fire station available with city Safety Department*

\*\* *Hazmat capability available through university research project*

\*\*\* *Helipad available with airport*



# Services – Police

- Police station (small)
  - Good for mid-size city
  - Expand
    - Additional patrol cars (up to 8)
    - Jail cells
- Police precinct \*
  - Expand
    - Additional patrol cars
    - Dispatch tower (cuts response time)
    - Detective force \*\*
    - Helipad \*\*\*
    - Crime prevention center
- Tradeoffs
  - Police precinct costs 4x small station
    - Consider placing 2-3 small stations around the city
  - Detectives investigate and catch criminals at-large
  - Unemployment increases crime rates
  - Crime lowers land value, decreases happiness
  - Criminal who gets away with a crime, ramps up his activity and commits more serious crimes

\* Police precinct available with city Safety Department

\*\* Detective capability available through university research project

\*\*\* Helipad available with airport





# Services – Health

- Health clinic (small)
  - Good for mid-size city
  - Expand
    - Additional ambulances
    - Patient rooms
- Hospital \*
  - Expand
    - Additional ambulances & patient rooms
    - Emergence center
    - Surgical center \*\*
    - Diagnostic lab \*\*\*
    - Wellness center (prevent disease, injury)
- Tradeoffs
  - Hospital costs 4-5x small clinic
    - Consider placing 2-3 clinics around the city
  - Diagnostic lab and surgery center reduce recovery times
  - Emergency center increases the life-span of injured Sims
  - Air & ground pollution increase germs, disease
  - Sick, injured Sims don't work or shop

\* Hospital available with city Safety Department

\*\* Surgery available through university research project

\*\*\* Diagnostic lab available with university science school







# Parks & recreation (and land value)

- Hierarchy
  - Basic parks
    - Does not increase land value
  - Sports parks
    - Increases medium-wealth land value
  - Nature parks
    - Increases medium-wealth land value
    - Trees help reduce pollution
  - Plazas and formal parks
    - Increase high-wealth land value
- Tradeoffs
  - Parks increase happiness
  - Homeless hang out in parks
    - Complaints from medium and high-wealth Sims
  - Parks (and trees) can help reduce pollution
    - However, Sims visiting polluted parks will get sick
  - Placing sports and nature parks in low-wealth neighborhoods will raise land value
    - Low-wealth Sims will leave
    - Unfilled low-wealth jobs





# City management

- Mayor rating
  - Synopsis of Sim satisfaction
  - Residential, commercial, industrial
    - All wealth-levels
  - Note the tense of the verbs





# City management Budgets and the treasury

- Income
  - Taxes
  - Selling on the global market
    - Recovered recycled materials
    - Specialization output
  - Successful missions, rewards
- Expenses
  - Infrastructure
  - City operations
  - Buying on the global market
- Addressing problems
  - Loans
    - Take out a loan for upgrades and improvements
  - Lower operating cost of underutilized services
    - Close or eliminate unnecessary facilities
  - Watch the budget panel





# City management Population, employment, happiness

- Sims need jobs
  - Unemployed low-wealth become homeless
  - Unemployed high-wealth move out
- Sims like to shop, spend money
  - Shops by wealth-level
  - Freight to supply shops
- Sims also like parks and amusements
- Additional population data
  - Students and school capacity
  - Workers commuting in/out
  - Homeless and tourists

Welcome to the Population Panel!  
Increase land value to get wealthier Sims to move in and zone to grow your population.

Region: 6,441  
City: 6,441  
Visiting: 0

History Detail

WORKERS							
	Total	Working	Commuting Out	Unemployed	Commuting In	Total Jobs	Available Jobs
6	1,220	862	0	368	0	852	0
BB	44	44	0	0	0	310	266
BB	0	0	0	0	0	17	17
Total	1,264	896	0	368	0	1,179	283

SHOPPERS							
	Total	Spending	Commuting Out	Unemployed	Commuting In	Total Goods	Unsold Goods
6	610	346	0	264	0	346	0
BB	22	18	0	4	0	18	0
BB	0	0	0	0	0	0	0
Total	632	364	0	268	0	364	0

1:49 PM NTX FC Training 97.655 -1.788 / HR 6,441





# Trading on the global market

- Buy resources
  - Oil, coal for power plants
- Sell resources
  - Plastic, metal and alloy from recycling plant
- Trucks deliver to/from depot
- Storage lots hold freight
- Specializations (mining, drilling, electronics) require trade depot
- Upgrade to trade port

- Notes
  - Playing offline means prices are fixed
    - You won't be able to “play the market”







# Missions & rewards

- Be selective
  - Don't accept every challenge
    - Weigh the tradeoffs
    - You don't get points (rubric) for accomplishing missions
- Recommended missions
  - Increase population
    - Up to about 100,000 (small metropolis)
  - Fireworks fun
    - With a small city
  - Block party
    - With a small city





# City specializations – It's all about tradeoffs

- Mining & Metals – coal, ore
  - Mines, smelting
  - Limited resources
- Drilling – oil
  - Wells, refineries
  - Limited resources
- Electronics
  - Processor, consumer electronics factories
  - Requires high-tech workforce
- Gambling
  - Casinos, shows
  - Brings in huge numbers of tourists
- Tourism
  - Tourist attractions, expos, stadiums
- Tradeoffs
  - Don't need specialization for rubric
  - Successful specializations add income stream to treasury
  - Mining, drilling, electronics
    - Increase pollution
    - Increase risk of fires (hazmat fires)
    - Increase injuries
    - Decrease land value
  - Electronics
    - Require most (all) of high-tech workforce
  - Gambling, tourism
    - Increase demand for public transit
      - Airports, buses
    - Increase crime





# Great works

## Another exercise in tradeoffs

- Arcology
    - Houses a huge number of Sims who commute to cities for work, school, shopping, recreation
  - International airport
    - Brings in tourists
    - Ships freight in/out of region
  - Solar farm
    - Supplies cheap, clean, green power to all cities in region
  - Space center
    - Brings in tourists
    - Acts as an advanced education facility
- Tradeoffs
    - Rubric does not reward you for Great Works
    - Great Works are a region-wide cooperative undertaking
      - Hard to achieve with just one city
      - Require large amount of resources, investment
    - Solar farm
      - Outsourcing power is not allowed
    - International Airport
      - Increases crime region-wide
    - Arcology
      - Benefit ???
    - Space center
      - Doesn't work in Whitewater Valley?



# Additional Comments



# General comments

- Rubric is designed to test city planning decision-making
  - Not about how well you play the game
- City should be stand-alone and self-sufficient
  - No outsourcing of utilities, services
- Don't use cheat codes
  - Honor statement





# Region play

- Teams only need to develop ONE city
  - You can develop more than one
  - Judges will score only one
- Cities interact within the region
  - Workers and shoppers move between cities
    - So do criminals
  - Services (police, fire, health) respond region-wide
  - Freight moves between cities
  - City department in one city opens up all options in all cities
  - University research in one city opens up options for all cities



# Rubric

- Designed to reward good city planning – not good game play
  - City planning
    - How well is the city planned, is there a plan?
    - Land values – bias toward high land values
  - Basic services and requirements
    - Are services available throughout the city
    - Are the services effective
  - Tradeoffs
    - Pollution control and polluters
    - Health and education
    - Parks
  - City management
    - Budget
    - Mayor performance
    - Sim satisfaction, happiness

# Questions?

Download SimCity Tips from Team Center resources page