SimCity 4 Command Summary

Key	Command		Key	Command
F1	God Mode		R	Road Tool
F2	Mayor Mode		OPTION R	Street Tool
F3	My Sim Mode		SHIFT R	Highway Tool
F4	Options Panel		CONTROL SHIFT R	Build Bus Stop
CONTROL `	Pause		T	Rail Tool
CONTROL 1	Turtle Speed		CONTROL SHIFT T	Passenger Depot
CONTROL 2	Rhino Speed		CONTROL OPTION T	Freight Depot
CONTROL 3	Cheetah Speed		SHIFT T	Subway Tool
+	Zoom in One Level		SHIFT OPTION T	Subway Station
-	Zoom out One Level		L	Power Lines Tool
1 - 5	Zoom to Z1 - Z5		I	Pipes Tool
PAGE UP	Rotate Counterclockwise		P	Build Small Police Stn
PAGE DOWN	Rotate Clockwise		OPTION P	Build Large Police Stn
HOME	Rotate Building Clockwise		SHIFT P	Build Jail
END	Rotate Building Counterclockwise		F	Build Small Fire Stn
← / →	Scroll Left/Right		OPTION F	Build Large Fire Stn
CONTROL ← / CONTROL →	Scroll Left/Right Once		H	Build Clinic
↑ / ↓	Scroll Up/Down		OPTION H	Build Hospital
CONTROL ↑ / CONTROL ↓	Scroll Up/Down Once		K	Build Elementary School
SPACEBAR	Center on Cursor		OPTION K	Build High School
G	Turn on Grid		SHIFT K	Build City College
ESC	Close Open Window/ Release Tool		F5	Day Only
/	Query Tool		F6	Night Only
Q	Zone Low D. Res		F7	Night & Day
W	Zone Med D. Res		F11	Open Play Options Dialog
E	Zone Heavy D. Res		F9	Open Graphic Options Dialog
A	Zone Low D. Com		F10	Open Audio Options Dialog
S	Zone Med D. Com		CONTROL S	Save City
D	Zone Heavy D. Com		F8	Exit To Region
Z	Zone Agro		F12	Quit SimCity 4
X	Zone Med. D. Ind.		NUM LOCK	Hide/Show UI
C	Zone Heavy D. Ind		CONTROL SHIFT A	Open Photo Album
Y	Zone Landfill		CONTROL SHIFT S	Take Snapshots
V	De-Zone		CONTROL SHIFT OPTION F	Full Screen Refresh
B	Demolish		CONTROL X	Open Cheat Code Dialog
CONTROL F	Dispatch Fire		CONTROL SHIFT C	Toggle Display of Terrain Contours
CONTROL P	Dispatch Police		CONTROL SHIFT O	Open Obliterate City Dialog

EVERYONE
E
CONTENT RATED BY
ESRB

Mac

EA GAMES

ASPYR
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MAXIS

SIMCITY 4

INSTALLING THE GAME

Insert the *SimCity™ 4* CD into your CD-ROM. Double-click the icon on your desktop and double-click "*SimCity 4* Installer." Read the Installation Notes.

After the installation process, a new folder named "SimCity 4" will be created on the drive you selected in the installer. Please be sure to check out the file called "Read Me" for the latest news on the game.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating please contact the ESRB at 1-800-771-3772.

INTRODUCTION
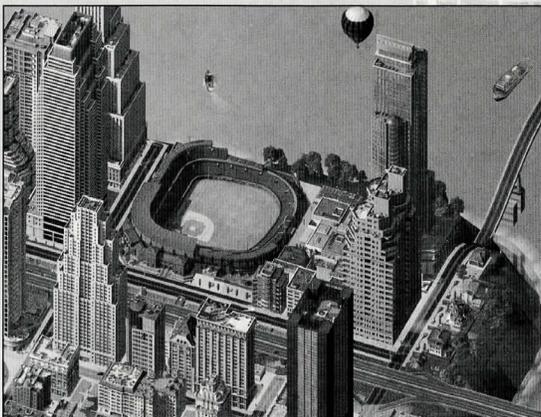
Welcome to a world you create—*SimCity 4*! Whether you are an experienced Mayor or are just entering the world of city planning and politics, *SimCity 4* offers unparalleled opportunities to create the metropolis of your dreams. Or if you prefer, you can destroy that visionary city with a fiery meteor shower. The possibilities are endless.

Are you a Mayor who yearns to be loved by your citizenry or one whose name instills fear in Sims' hearts? Does your vision include building an industrial empire, a sleepy agrarian community or a cutting edge eco-friendly metropolis? With *SimCity 4*, your power extends from the god-like creation of mountainscapes to the adjustment of funding levels at a local elementary school. And why stop at playing a single city? *SimCity 4* lets you design and play interdependent cities within a region. Create a heavily commercial metropolis surrounded by upscale suburbs and farming communities or a region of smaller, specialized towns that depend upon each other for shared resources. Don't get too carried away with your newfound powers, though. Just because you can plop the Great Sphinx in a downtown park or cause lightning to strike a particularly despised business does not make you a successful mayor. To keep your city running smoothly, you need to make it prosperous and a desirable place for your Sims to live.

You'll know if your city is a place where Sims hope to establish family trees. They tell you. They'll let you know that the nearby clinic is having problems or that they are very happy with the new restaurant on the nearby block. If you raise taxes, they may complain. If they live near a source of unchecked pollution, they'll get sick. If they can't get a job, they'll move out of the city altogether! In the ideal city, your Sims will work hard, die peacefully at a ripe old age and pass the torch to the next generation.

With *SimCity 4* you are able to import your favorite Sims from *The Sims*™ to live in your city! If you haven't created your own Sims, we've provided some individuals for you to follow as they give you the inside scoop on what's happening in their neck of the woods.

Sims are not your only source of information. You can spend a lot of time just touring your city in wonder. As night falls, street lights illuminate neighborhood sidewalks. Buildings in neglected areas of town deteriorate, but their condition improves if the area hits an economic upturn. You hear the strident voices of striking workers and the happy bustle of kids going to school — and see all the minivans dropping those kids off as the day begins! Populate your landscape with herds of wild animals and you may encounter a herd of elk making their way through town. At every level, your city gives you information about how your decisions are affecting the lives of your citizens.

Be a hardworking saint of a Mayor or inflict all the evils of the world on your poor, unsuspecting Sims. Either way, every decision you make will have lasting implications. With experience and Sims squawking with advice and opinions along the way, it won't be long before you are the Mayor of your dreams.

WHAT'S NEW

CITYSMARTS
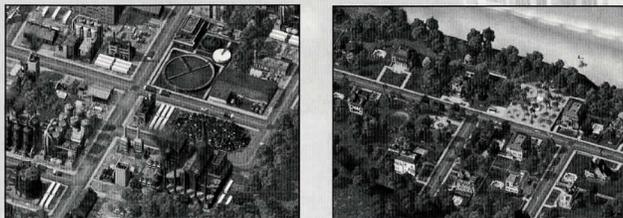
What's a successful city? That depends on you. Want to grow a huge manufacturing stronghold or do you prefer holding the position of Mayor in a more laid-back suburb near an area of high-tech industry? The outcome of each city you build depends on the strategies you use as Mayor. What sorts of Sims will want to live in your city? What jobs will they want? It's not only about building a city with high population figures anymore — it's about building a city that works for the Sims and businesses that inhabit it.

As you build, always keep in mind three basic tenets of city development: *demand*, *desirability* and *demographics*. What kinds of businesses are needed in your city? What kinds of people live there?

What sort of workforce is needed to run the businesses in your city? Do your industrial employers need workers who will toil for pay at the low end of the scale? And what about your Sims? Are they looking to put their hard-earned college degrees to use in more skilled, higher paying positions? Both situations create **demand** for certain business types in your city.

Within your city, certain neighborhoods and districts will attract certain types of Sims and businesses. The relative attractiveness of each area is its **desirability**. City data views allow you to track how each area in your metropolis stacks up in the ratings game. Good schools, low crime, excellent health facilities and low pollution? Chances are you've created a neighborhood desirable to higher wealth Sims. A busy intersection near several diverse residential districts? This area may be desirable to different levels and types of commercial businesses. Tweak local development to attract the citizenry you desire and to provide them with better paying jobs.

SimCity 4 makes it easier than ever for you to keep tabs on the **demographics** of your population — so you can monitor median age, economic status, health, levels of education, and general sense of well-being. View data from a specific locale, city-wide, or as a trend over time. How are you doing overall? Check out your rating as Mayor and Sim ratings of city services. With all your mayoral powers, you will have no trouble keeping your fingers on the pulse of your city and all its neighborhoods.

TIP: A hint to all successful Mayors out there: If you really want a smart city, develop a demographic of smart Sims. Don't duck out on your education system. That's real city smarts.

LOOK CLOSELY: LOOK LOCALLY

You need to think both globally and locally in your position as Mayor, because your decisions in *SimCity 4* affect both arenas. Watch your neighborhoods. Are the buildings deteriorating? Is pollution especially bad in one area? Is the elementary school on the east side of the city lacking in funds? Not only do your civic services have local budgets, in some cases, they even have local coverage. As you view your city from your omnipotent perch, take in this information and respond to it. Local conditions can quickly have global effects.

Traffic is more responsive as well. Sims fill the roads for morning and evening commutes and search for the most time-efficient route to work. Traffic is heavy in industrial areas, and inter-city commuting is visible when connections are made. If you have not designed good transportation networks, your citizens will let you know, and you will see rush-hour traffic jams in areas where commuters converge. Heed city data views, listen to your Sims and watch the road! Cloverleafs to the rescue — if you have the budget.

As your Sim's eye view of the city unfolds, notice the wealth of detail your city provides. Crime scenes are designated, cars get backed up at busy intersections and fire trucks leave their garages when dispatched. Well-to-do neighborhoods are bright with tended flowerbeds, while those in lesser-off locales make do with scruffy weed patches. The more you tune your ears and eyes to your Sims and their surroundings, the more you will see.

REGIONS: PLAYING THE BIG PICTURE

SimCity 4 offers an entirely new way to interact with SimNation. Cities are no longer played in isolation. Your city can now be part of an *interconnected* region of cities which depend upon each other for optimal development and functioning. Want to create several ritzy bedroom communities outside of a larger urban industrial center? Plan on the regional level — sharing resources and spreading growth, establishing transportation networks — and create a huge megalopolis!

GOD MODE: ZEUS HAS NOTHING ON YOU
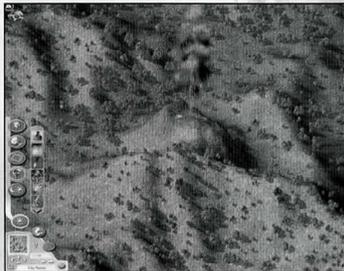
The *really* big picture. God mode gives you more control to create and destroy than ever before.

SimCity 4 offers a veritable artist's palette of tools with which you can shape the foundations of your city. Canyons, gentle rolling hills, rugged shorelines eroded volcanoes, vast forests, even a high plain populated with rhinoceroses and giraffes — all become possible with terrain editing tools. Create large-scale landscapes or fine tune a section of coastline.

For those of you who take a darker view of higher beings, know that your powers of destruction are such that you can not only unleash disasters, but direct where they impact. Steer that twister so it hits that mega-polluting industry head on. Hurl a lightning bolt to destroy the home of a particularly bothersome Sim. If targeted destruction is not your thing, you can always obliterate your entire city in a cataclysmic event which wipes out all traces of civilization. Nice.

Speaking of darker views — you can make it very dark in your city, all the time. Choose to view your city in perpetual night, or let your Sims bask in eternal light. If you decide to cycle between the two, you and your citizens can enjoy the magic of dusk and dawn.

MYSIMS: A SIM'S EYE VIEW OF LIFE IN YOUR CITY

This is big. This is personal. Your citizens are no longer faceless little beings milling about. You've always wondered how the Sims you've created in *The Sims* would fare in a city. Now you can transport those beings into the metropolis you have built (or use the customizable Sims provided in the game). Find somewhere for each Sim to live, and watch as they take on the aspects of the house and neighborhood in which you have placed them. You won't be able to control your beings directly, but build a toxic waste dump in their backyard they'll be affected. Your Sims let you know about everything and anything that is happening to them — from news that their house was mysteriously destroyed while they were at work to how they rate the local fast food joint.

❖ Can't wait to start sending your Sims to live in your new city? See the section on MySims later in this manual.

GETTING STARTED

The following section helps you navigate the opening view of *SimCity 4* and introduces you to the in-game tutorials.

REGION VIEW

And in the beginning...there was the region. This is your opening view of *SimCity 4*. You see a patchwork of different-sized city tiles, some already developed. The cities in this patchwork define one *region*. Each region is comprised of different incorporated or unincorporated cities. Incorporated cities are those that have been developed and saved. Unincorporated cities are waiting for you to bring them to life. You can choose to play the region as a conglomerate of interdependent cities or as isolated communities.

You are not limited to one region. Several different regions are available to you right now. Or create your own! Just as you can create entirely different cities, you can create regions that resemble anything from the plains of Africa to the U.S. Pacific Northwest.

You can take over as Mayor in one of the existing cities, or found a new city from scratch. What sort of city will you build — a smaller community surrounded by an ocean, a medium-sized burg next to an existing town? Or do your dreams run to larger scale — building the glittering centerpiece of an interconnected megalopolis? Choices here affect gameplay later. Ah...decisions, decisions.

Each region displays the name and total population in the lower-left corner of the view. Access the following functions from Region View.

REGION VIEW OPTIONS

CREATE NEW REGION
LOAD REGION
DELETE REGION

SHOW CITY NAME
SHOW CITY BOUNDARIES
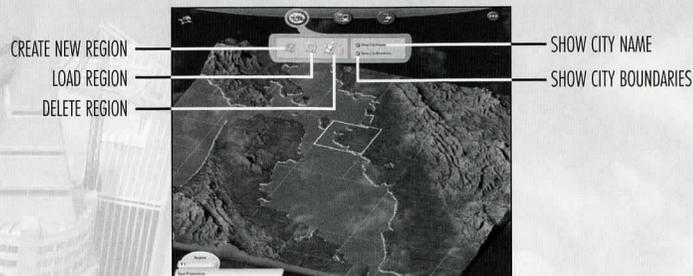
|	
CREATE NEW REGION	Name your new region, and choose its initial terrain—a palette of plains or water.
LOAD REGION	Load a saved region for gameplay. There are several available for you to choose from.
DELETE REGION	Delete a region.
SHOW CITY NAMES	Check box to view city names in region.
SHOW BOUNDARIES	Check box to view city boundaries in region.

GAME OPTIONS

QUIT
PLAY OPTIONS
AUDIO OPTIONS
GRAPHIC OPTIONS
PHOTO ALBUM
CAMERA MODE
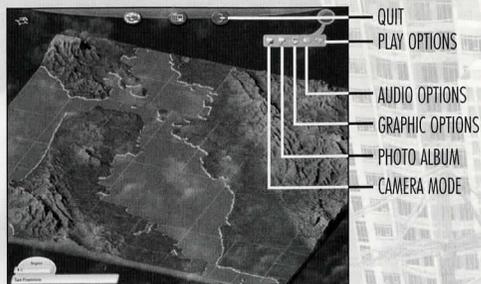
Not necessary to begin gameplay, but once you become a veteran Mayor, you may want to customize certain aspects of your experience.

CAMERA MODE	Enter Camera mode to take snapshots of your developing city.
PHOTO ALBUM	View stored snapshots.
GRAPHIC OPTIONS	Set optimal settings for your computer.
AUDIO OPTIONS	Set sound and music settings or customize your own playlist to add another level of drama to your city.
PLAY OPTIONS	Set different default settings for gameplay.

IN-GAME TUTORIALS

Everything you need to know to become familiar with your god-like or mayoral powers.

TIP: Since this manual concentrates primarily on strategy, new mayors should go through the in-game tutorials to learn the basics of city building. Even experienced mayors may pick up a few new tricks.

TERRAFORMING TUTORIAL

Ready to raise mountains, gouge canyons and unleash eroding winds to sculpt your landscape? The terraforming tutorial introduces you to your god-like powers over the land.

✳ **Open Tutorial:** In the opening region view, click on the city tile with the bouncing red arrow, the Terraforming Tutorial. When the City Launcher appears, click the blue Play button to load this city. Once you've entered the tutorial, follow the on-screen prompts. You can exit at any time.

MAYOR TUTORIAL

Everything you need to know to begin building your city.

✳ **Open Tutorial:** In the opening region view, click on the city tile labeled *Mayor Tutorial*. When the City Launcher appears, click the blue Play button to load this city. Once you've entered the tutorial, prompts will guide you through. You can exit at any time.

PLAY A DEVELOPED CITY

PLAY THIS CITY
DELETE CITY
IMPORT CITY
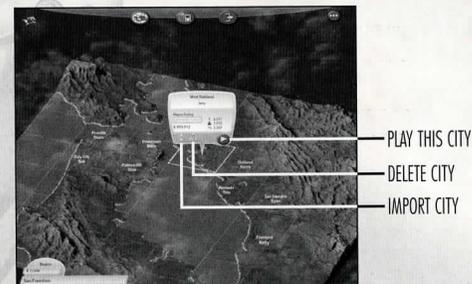
SimCity 4 offers a few already developed cities in the initial region view. If you want to take over from a previous Mayor, check out the city statistics first. It's always wise to know what you're getting into.

✳ **Select City:** Hover over your chosen city tile. The boundaries will be highlighted.

✳ **View City Statistics:** Click on the city tile and the City Launcher will appear with current account balance, mayoral rating, population, as well as numbers of commercial and industrial jobs.

✳ **Play City:** To play the city, click on the play arrow.

✳ **Import City:** Click to import a saved city from another region to the selected site.

✳ **Delete City:** Click to send that city to oblivion.

ESTABLISHING A NEW CITY

You've decided you don't like to tread where others have roamed? It's a new city or no city? Here's how to get the creation process going.

First choose a location for your new city. Do you want to build next to an existing metropolis—in which case you may share geographic features and resources with your neighbor—or in splendid isolation?

❋ **Choose Site:** Click on any of the open city tiles. The City Launcher appears.

❋ **Play City:** Click on the play arrow to enter terrain-shaping mode, where you will determine the physical characteristics of your city.

❋ **Establish City:** When you have created the landscape you desire, click on the Mayor Mode button to establish your city.

RESOURCES FOR MAYORS: WHERE TO GET HELP

EXPANDED TOOLTIPS

HELP BALLOON

SimCity 4 is easy to explore on your own, especially since almost every function is accompanied by an expanded tooltip. Expanded tooltips identify the function of tools and data panels, tell you how to apply it, and often provide a tip for gameplay.

Once you are familiar with all mayoral functions, you can turn the Expanded Tooltips off in the Play Options dialog.

SHAPING WORLDS: GOD MODE

MYSIMS MODE
MAYOR MODE
GOD MODE

SimCity 4 gameplay takes place in three main modes: god, mayor, and MySim. The rest of this manual addresses the game functions available in each mode—starting, of course, with god mode. Where else?

God mode encompasses three major functions — creation, destruction and power over the sun. In your position as almighty Mayor, are you a benevolent higher power or a dark force of retribution? Or perhaps you find need to exercise both aspects of these personalities.

LANDSCAPING ON A REALLY BIG SCALE

God mode gives you the power to alter the face of the earth. Call forth islands from the sea. Cause centuries of erosion in mere seconds. Gouge mighty canyons. It's all possible.

The *Terraforming Tutorial* teaches you basic terraforming. Access this tutorial from the opening region view. Use the tutorial to familiarize yourself with your tools, then become a landscape artist of unprecedented powers.

❖ Major terraforming occurs *before* you begin playing your city. God-like terrain shaping tools are no longer available during city play. As Mayor you can landscape with a limited set of terrain tools but they will cost the city precious funds. So unlock your creativity and design the land of your dreams while it's free — *before* your city is incorporated.

GOD MODE IN CITY PLAY

City gotten away from you? You are in debt, your approval rating is in the toilet and everyone is getting out of Dodge? This is a time when god mode can be very useful. You can rain disasters down on your unsuspecting Sims, going out in a blaze of destruction. Or it may be that things are too peaceful around town and a little twister action might wake everyone up to a newfound respect for your awesome powers.

Your god-like powers are comprised of the following:

OBLITERATE CITY

OBLITERATE CITY
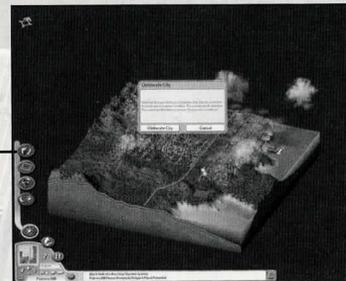
Employ this option when you are sick of it all, but you really like your terraforming. All signs of civilization are wiped out while the landscape remains intact, leaving you to start all over again. Be forewarned, you will not be able to reload your city in its last saved state after using this option.

RECONCILE EDGES

RECONCILE EDGES

This option assists you in creating a region of interlocking cities, by matching the edges of the currently loaded city with those of its neighbors. You can use this option at any time.

CREATE DISASTERS

VOLCANO
METEOR
TORNADO

FIRE
ROBOT ATTACK
LIGHTNING

So you can't resist the heady power of seeing panicked Sims scatter as you direct a giant alien robot on its devastating stroll through town? God mode is for you! Expanded Tooltips for each disaster let you know how to control robots, lightning bolts and more.

TIP: Remember! Disasters are hard on city budgets. Rebuilding doesn't come cheap. Be sure you are ready to bear the consequences before you toss a few meteors into that burgeoning commercial district, even if its crime rate *is* high.

CONTROL DAY AND NIGHT

DAY ONLY
NIGHT ONLY
DAY AND NIGHT CYCLE

Choose to run a land of midnight sun or perpetual darkness. One is nice for clear viewing of your city at all times; the other is great for beautiful snapshots of your twinkling city. Either way, your Sims will go about their day to night activities — commuting at rush hours and sleeping at night. If you like to watch the night lights appear, choose to view your world in a day and night cycle.

TIP: Get a better grasp on your city rhythms by checking out the time of day. Hover over the date in the city view to see what time appears on clocks city wide.

SUCCESSFUL MAYORING: MAYOR MODE

The *real* challenge of *SimCity 4* is to be a good Mayor, a beloved Mayor, a Mayor who keeps loyal citizens happy, healthy and prosperous. To achieve hero status in your city, you have a lot to juggle. As your city grows, this juggling act can sometimes feel like a miraculous, death and gravity defying feat. Use your finesse, and sleep with these tenets of successful mayoring under your pillow at all times.

✳ **Sims Come First:** Always take care of your citizens' needs.

✳ **Ears Open/Eyes Wide:** Be open and responsive to all types of information.

✳ **Know the Costs and Benefits:** Make balanced, efficient decisions.

✳ **Don't Squander Simoleons:** Be financially prudent.

✳ **Lead with Vision:** Dare to dream big, and plan with an eye focused on your city's intended future.

MAYOR MODE

The Mayor mode is where the mayoring gets done. Build your city's infrastructure. Offer educational opportunities to your citizens. Go green and build state-of-the-art solar energy power plants. Generate enough income to build a landmark. How does the Taj Mahal sound?

As Mayor, you have a wealth of information available to you as you keep tabs on your city — from your current Mayor Rating to trend data on education levels over time. And never forget the importance of getting a Sim's-eye view of your city through the City Opinion Polls.

This section takes you through the basics of mayoring. Good luck with the juggling, and don't forget about the pillow.

DEMAND, DESIRABILITY AND DEMOGRAPHICS

Before we examine the vast powers and encyclopedic information at your fingertips, let's revisit these concepts once more. They are important for a good understanding of how to develop your city and to know what changes are occurring and why.

Demand refers to what kind of businesses will thrive in your city as well as what sort of residents want to move in. If your population is poor and uneducated, the demand for high-tech industry will be non-existent. Commercial and Industry demand is largely a function of what kinds of workers your city can provide as well as connections to import and export goods. This is not a one-way relationship. As your city attracts better businesses, more high level jobs are created, attracting more middle- and high-income residents.

❖ In new cities, initial industrial demand is dominated by polluting (or dirty) industry as residents start out poor and uneducated.

Desirability refers to what neighborhoods or areas your Sims and businesses find attractive. Neighborhoods will appeal to different residents at different times, as your city is constantly growing and changing. Businesses each have their own set of factors that affect where they most want to develop. What builds is a reflection of the desirability of your city's zones.

TIP: Most Sims and businesses insist on at least the basics; a good supply of running water, power and transport are the essentials to almost any higher end development taking place.

Demographics refer to the characteristics of your Sims — economic status, education, age, etc. Your population demographics can vary widely from locale to locale, and can provide you with a lot of information about how your city and your mayoring practices are doing overall.

TIP: You can track business demand, neighborhood desirability, and population demographics in your city data views.

INVESTING IN INFRASTRUCTURE

If you build it, they will come. If you build it well, they will stay. This section introduces you to useful strategies to implement while designing your city.

❖ Follow the in-game mayor tutorial for guidance on using your empire-building powers. Expanded Tooltips remind you how to use each item in your repertoire.
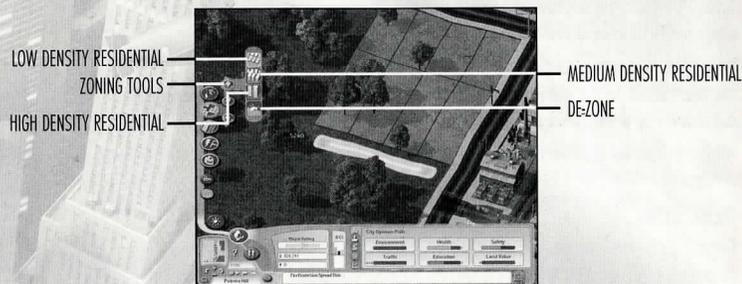
As Mayor, a large part of your time — and money — is spent putting these areas into play. Use them wisely and understand them well.

TERRAIN EDIT

RAISE TERRAIN
LEVEL TERRAIN
GOUGE VALLEYS
PLANT FLORA
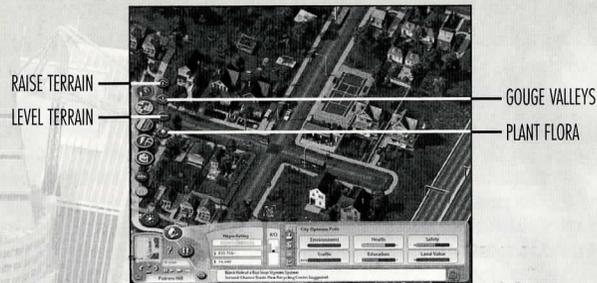
Want to create a hilly area for a wooded park? You can edit terrain and plant flora during gameplay with these tools, at a price. Think twice before adding a hill in an established area of your city. Buildings that were constructed on level ground don't survive major terrain shifts. And guess who's stuck paying the damages? The city, of course.

ZONING

LOW DENSITY RESIDENTIAL
ZONING TOOLS
HIGH DENSITY RESIDENTIAL
MEDIUM DENSITY RESIDENTIAL
DE-ZONE

Not only does zoning give your Sims *room* to grow, your zoning decisions dictate *how* they'll grow. Zoning lets you control what, where, and how big the residential, commercial, and industrial areas in your city can grow. You designate the kind, size and location of a zone, and Sims develop the appropriate buildings within that zone. Desirability factors lend a new element to zoning strategy.

Zones are classified as *residential*, *commercial*, and *industrial* (RCI) and can be designated as low, medium or high density. Here's a quick rundown of what *can* be built in each zone type.

✳ Residential Low Density—Single family houses
✳ Residential Medium Density—Single family houses, row houses and apartment buildings
✳ Residential High Density—Singly family houses, row houses, apartment buildings and towers
✳ Commercial Low Density—Strip malls and small office parks
✳ Commercial Medium Density—Small and medium retail stores and office buildings
✳ Commercial High Density—Office towers
✳ Industrial Agriculture—Farms and orchards

✶ Industrial Medium Density—Manufacturing, high-tech, and low intensity dirty industry

✶ Industrial High Density—All forms of manufacturing, high-tech, and dirty industry

The wealth of the residents, the distribution of office versus service commercial businesses and manufacturing versus high-tech industry is all based on your mayoral decisions that affect how desirable each occupant finds your city.

TIP: What actually gets built in the Residential, Commercial and Industrial zones is up to your Sims. You are merely placing restrictions on types of buildings, kinds of business and zone densities. To see zones develop to peak capacity, you will need to provide the necessary infrastructure and services, and have created conditions that spur demand for that particular development. Zoning an area High Density Residential doesn't mean that apartment towers will immediately appear. Grow your city and its demands to a level that justifies construction of large-scale development, and *then* the skyscrapers will sprout.

There are several things to think about when you are laying out zones. Do you want to zone in big blocks or work with a mosaic of smaller zones? How close are your industrial zones to your residential areas? Close enough for the commute, yet far enough apart so Sims don't fall ill from high pollution levels? Do you want to provide your Sims with smaller, local shopping districts or are you a fan of the mega-mall? That should get you started.

Keep your eye on the RCI Demand Indicator to see if your zoning is in line with the needs of your Sims. For more detail on the specific demographics of RCI zoning demands, open the graph to provide a breakdown by wealth level and zone type.

✶ **Open Detailed RCI Demand Graph:** Click on the RCI Demand Indicator, the RCI Demand graph will appear.
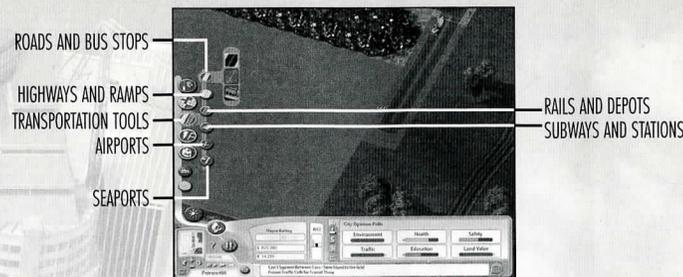
DEZONING

Dezoning removes any pre-existing zoning, leaving undeveloped land. When you de-zone an already developed area, existing buildings are automatically demolished, but all infrastructure and civic buildings and services will remain intact.

RE-ZONING

You can re-zone an area simply by designating it as a different zone type. You might want to re-zone a low density residential area to high density. In this case, none of the existing buildings will be automatically demolished. Rezone a higher density area to one of lower density, though, and any buildings not allowed under the lower density designation are history.

TRANSPORTATION TOOLS

ROADS AND BUS STOPS
HIGHWAYS AND RAMPS
TRANSPORTATION TOOLS
AIRPORTS
SEAPORTS
RAILS AND DEPOTS
SUBWAYS AND STATIONS

Sims need to get around, and they want to be able to ship their widgets to desired locales in and out of town. Your construction crews can build subway stations to airports and everything in between to make sure your Sims and their goods can get where they're going.

You won't need to build much in a newly developing city. Secondary streets are automatically constructed in any new zone, allowing for limited capacity travel. As your city grows, you'll want to add roads, which have higher capacity than streets. You can upgrade streets with roads by constructing over these existing systems. Gradually, to keep your city's traffic flowing and development growing, add bus stops, rail-neighbor connections, seaports, airports and ultimately subways and intercity highways.

TIP: You can upgrade a street to a road simply by dragging over the street with the road building tool.

Your Sims let you know if your traffic design has flaws. If one of your Sims can't find a route to work or her commute is too long, she lets you know. If it continues to be a problem, she might leave town. Since Sims now have designated places of work, they don't search out the shortest way to get there, but the most time-efficient route.

❖ Your transportation network becomes very important when you begin playing interdependent cities in a region. Be sure to make road and rail connections to city edges for future development.

ROADS AND BUS STOPS

If traffic congestion becomes part of the daily commute, bus stops are an inexpensive means for a young city to offer a mass transportation option to working Sims. They must be placed adjacent to a road. Try to place bus stops "on the way" to and from homes and workplaces. Remember, Sims don't like to walk very far, so if you want a bus system to be effective, make the stops convenient for your Sims.

❖ Roads have greater flexibility than in earlier versions of *SimCity*. They can be built on hillsides or hug coastlines (press the control key while building). Bridges will be automatically built if your route spans water, and tunnels will automatically burrow through steep terrain.

HIGHWAYS

When it's time, build your Sims an autobahn! Highways are elevated, high-capacity roads. They allow traffic to travel more efficiently over greater distances. Most cities don't need highways until they are quite well developed. Remember to always connect your highways to your roads with on/off ramps, or the two won't interconnect. If you have accrued enough money and traffic, you can build yourself a cloverleaf interchange!

RAIL
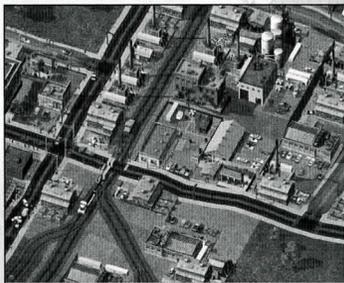
There's nothing like rail for moving Sim freight. You need rail systems to ship industrial goods to and from far-off destinations, so rail lines are most useful if they provide connections to the edges of your city. Industry can use your rail system if it develops directly adjacent to a rail line. If this isn't possible, you can place freight depots next to rail lines to allow industry in other locations to make use of these connections.

Rail systems also provide an alternative for long-distance commuters within a large city or between cities in a region. Commuters won't use a rail line at all unless there's a train station on the way to and from work, even if that work is in the neighboring city. Sims don't like to wait a long time for transit, however, so for shorter commutes they'll look for other ways to get to work.

SUBWAY

Your city has gotten so big it's time to take the traffic underground? Subway lines are expensive, but very efficient if you can afford them. Don't forget to build stations at high traffic locations adjacent to road/street networks.

AIRPORTS/SEAPORTS
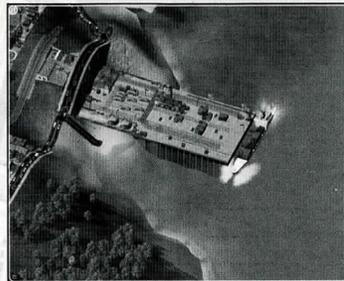
Ready to go global? Connect your city to the wide world beyond even the region through seaports and airports. These transportation hubs allow industry and commerce in your city to grow and grow.... and GROW! Add more seaports and upgrade your airport (from landing strip to Municipal to International) as needed.

Of course, seaports need to be placed at the water's edge. When building airports, remember that they are large, noisy and generate a lot of traffic. Neighboring residential Sims might not be too happy with planes zooming low over their rooftops.

UTILITIES

BUILD POWER SYSTEMS
BUILD WATER SYSTEMS
BUILD SANITATION SYSTEMS
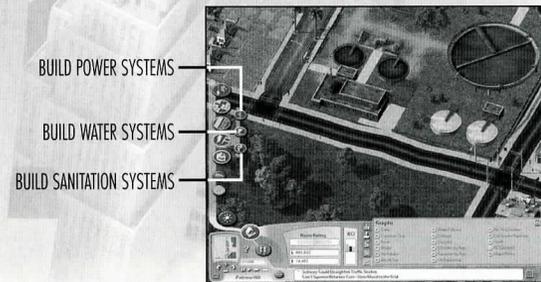
How do your Sims' gardens grow? Not at all without a water supply! Provide your Sims with basic needs: power, clean water and trash disposal. This is where you use Successful Mayor Tenet Number Three — know the cost/benefit analysis of any decision you make. Long-term pollution is one of your big concerns here. The cheaper power plants are big polluters, and can easily begin to pollute your city's air and water. One thing to consider is paying a neighboring city to supply you with your power needs or trash disposal. Let them deal with the pollution! But be sure it's fiscally responsible to do it this way; and it isn't possible at all without neighbor connections.

Power lines are necessary only to connect outlying zones to sources of power. You need only use them sparingly over rugged terrain or between zones. They are also necessary to initiate neighbor deals to sell or buy power.

If you do build power plants, you can adjust funding at individual plants to reduce costs and output. This can be a fiscally efficient way to adjust funding as power needs grow, which will make your financial advisor happy. Also be aware that your power plants and water structures have maintenance costs that increase as they age. Unfortunately, these structures will eventually break down, needing replacement. You can't escape entropy.

Cleaner, more efficient power sources — such as nuclear, solar, and fusion power plants — are rewards based on your city's size, wealth and Sim educational levels. If you want a green city in the future, educate your Sims now.

Water is another of the essentials to making a city a desirable place. Make sure to provide an adequate water supply and create a good pipe infrastructure to carry the water to even the most remote zones.

CIVIC SERVICES AND CITY STRUCTURES

BUILD POLICE STATIONS AND JAILS
BUILD EDUCATIONAL SYSTEMS
BUILD LANDMARKS
BUILD PARKS
BUILD FIRE STATIONS
BUILD HOSPITALS AND CLINICS
BUILD REWARDS AND BUSINESS DEALS

Care about the safety, health and education of your Sims? Or about what they do when they are not at school or work? Prudent placement of these services can have great impact on your city's demographics, as well as the desirability of its neighborhoods. High-performing school districts attract well-to-do families with children into the neighborhood. Provide good educational opportunities, extend their lifespans and watch the levels of education amongst your citizenry rise. That's when planning for the long-term comes in handy. The existence of educated workers will eventually create a demand for high-tech industry in your city. Don't want to spend money on police presence in your town? Watch as criminal elements take over even your best neighborhoods.

❖ An important concept here is *coverage*. One of your greater challenges will be to cover your city with needed services efficiently and adequately. Whenever you place certain services — police and fire stations, schools, libraries and health facilities — the radius of the coverage area is indicated if applicable. You can adjust local funding via the Query window to increase the coverage area of these services to accommodate increasing populations.

POLICE STATIONS AND JAILS

Unless you are fond of anarchy, maintaining public order is vital to your city's well-being. Criminals won't wait long to move into areas where they sense little or no law and order. When placing new stations, check out coverage areas to make sure you are keeping all of your Sims safe.

Once your population grows in number and density, you'll need to build larger stations to keep the peace. All stations have small jails, but sooner or later you'll need a separate facility to keep your reformation efforts going. Keep your police well-funded, but not too well-funded or they become overzealous about maintaining order.

Police coverage and jails will act on the realities of crime but only a concerted investment in the causes of crime will actually reduce crime in your city. Make sure to keep those educational and job opportunities at the top of the list.

FIRE STATIONS

Who's going to rescue the treed cats in your town? Make sure your fire stations are connected to all parts of your city, so brave, firefighting Sims can get to the emergencies when you give the dispatch signal. Check out the coverage radius of each station to identify which areas in your city are being left high and dry or cats are left to get themselves down out of trees.

Maintaining good firefighting presence not only helps combat emergencies, but helps prevent them from starting in the first place. And these brave firefighters will venture beyond the boundaries of their stations' coverage area when emergencies call for it, but it may take them longer to respond.

EDUCATIONAL SYSTEMS

Education is of utmost importance in creating possible futures for your city's development. Sure you can grow a city without it, but who wants to govern a bunch of ignorant Sims living in a dirty, mean, ugly city? Educate your populace and your city can evolve into a thriving, prosperous, sophisticated metropolis.

Schools educate the children, while colleges, libraries and museums keep the minds of your entire population engaged and sharp. Part of your juggling act is finding ways to fund good educational systems and keeping the local funding levels appropriate to the local population demographics. Wealthier, more educated Sims will demand better funded schools for their children.

Use your demographic information (maps and graphs, covered later) to find out where placement of these structures is most needed, in other words reaching Sims of the appropriate ages, and therefore most financially prudent. Which Successful Mayor Tenet is that still under your pillow?

HOSPITALS AND CLINICS

Healthy Sims are happy Sims. They are also wiser Sims. It's a good idea to keep your Sims healthy to extend their lifespans. The accumulated wisdom of older Sims improves the learning of the whole community.

Clinics and hospitals also have local coverage and funding options. Adjust them appropriately for the most efficient health system.

LANDMARKS

So a group of your citizens lunched at the feet of The Sphinx today? Landmarks add grace and distinction to your city and can boost your Mayor rating as well. Build the Empire State Building downtown, and you may see the demand for commercial development in the area rise. Landmarks are not cheap, which is one good reason to improve the cost-effectiveness of your city services. If you've managed to accrue a hefty budget surplus, why not build the Chrysler Building on *your* island. Why not build two?

REWARDS

As your city grows, you may want to invest some effort to attract rewards that spark your vision for the city of your dreams. Check into the possibilities and set your Mayoral sights. When you achieve your goals your Advisors will present the reward for your approval and site location. You may find that your Advisors come to you with opportunities that you did not plan, for example, should your coffers dip precariously you may find your city being looked at as the ideal location for a Toxic Waste dump. The decision is always yours.

These rewards may have additional costs, so the choice (as always) will be yours to accept or decline. In other cases, special opportunities may be offered to your emerging city based on specific mayoral accomplishments. Consider carefully when deciding to accept a reward. These structures can have long-term effects on your city's budget and on the future course of your city's development.

PARKS AND RECREATION

Who doesn't want to be able to shoot some hoops or relax during lunch hour in a shady city plaza? You can build smaller, single-use parks or combine elements to design your own idea of the ultimate city greenspace. Parks and recreational opportunities can increase the desirability of a locale. For instance, playgrounds might increase the desirability of a residential area, while plazas might increase commercial interest. Regardless, parks contribute to the health and happiness of your Sims and don't hurt your Mayor rating either.

BULLDOZE

When only a hands-on approach will do, you can take matters of destruction into your own hands. But beware! Bulldozing private developments in your city — this means any zoned building — has extra "acquisition" costs. You have to buy it before you can destroy it. Think twice before bulldozing that skyscraper — it could be a budget buster!

❖ Road building, building placement, de-and re-zoning processes all include an auto-demolish feature which saves you a step, just look for red highlights when building, which indicate when structures will be demolished to make room for the new construction. Acquisition costs are included in the cost preview of these functions.

EMERGENCY DISPATCH

You can't sleep on this job. Strive to respond to emergency situations at a moment's notice. You will be notified whenever a dire circumstance arises. Act quickly to dispatch safety crews to the emergency site or a small crisis can become a city-wide disaster!

Fire engines and police squads will personally respond to your Mayoral dispatches. You'll want to keep your emergency services on par with your city growth or you may find that you do not have the resources necessary to take out a five-alarm blaze or quiet a developing uprising when you need to.

Placement of a dispatch icon indicates where you wish a service to respond. Stay alert until the emergency is well under control, moving your services to the best possible location to take care of the situation.

JUST THE FACTS, MAYOR: WHERE TO FIND CITY DATA

As Mayor, you need to keep your fingers on the pulse of your city. Knowing city conditions locally and city-wide helps you make better policy and budget decisions, and lets you know if you are on track toward future goals. Your city is communicating with you all the time. Starting to see a lot of junked vehicles on peoples' lawns? Check out the graph on economic status over the last two years to see if you're in a downswing. Some of these city signals can be somewhat subtle, so *SimCity 4* provides Mayors with a slew of diagnostic tools to track current conditions and trends over time. With experience, you'll know at a glance just what's going on in your city.

DATA VIEWS AND TOOLS
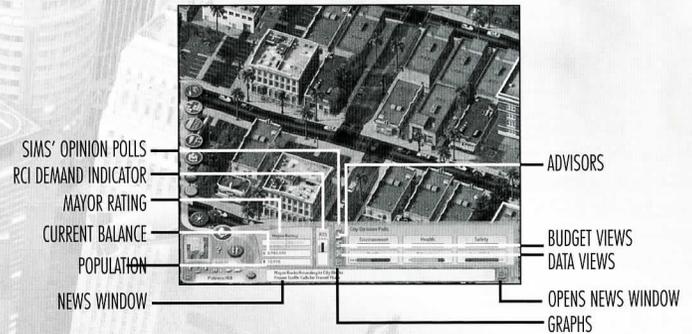
MAYOR RATING

The meter shown refers to the city-wide Mayor rating average, so you have no clue as to whether you are reviled in some parts of town and adored in others. Use the mayor rating map in the city data views to know what the locals think. Your mayor rating can make the difference in whether you achieve certain rewards or not.

RCI INDICATOR

Indicates demand for different zone types. It's your decision whether or not you want to heed these demands. Sometimes there are good reasons not to, especially if you are a conservative, 'slow-growth' Mayor. Clicking on the RCI Indicator will open the RCI Demand Graph to show you specific demand breakdown by demographic.

NEWS WINDOW

Whenever there's news about your city, the headline appears here. Most of these messages, or the *really* important ones, are tied to one of your city advisors. You can get the same news by paying attention to your advisor panel. Expand your view of the News by clicking on the headlines section allowing you to get a more in depth story.

CITY OPINION POLLS

How Sims on *average* rate these areas of city functioning: Environment, Health, Traffic, Safety, Land Value and Education. These provide a good indication of how desirable Sims find your city.

CITY ADVISORS
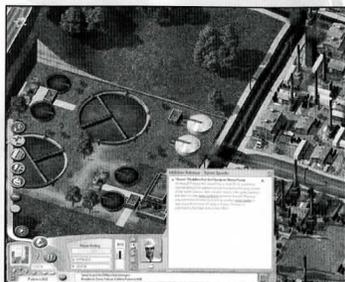
Where would we be without experts? Your city advisors provide you with expertise, timely tips, and alert you to impending events. You may choose to ignore them, but you do so at your city's peril. You have city advisors in the following areas: City Planning, Finances, Utilities, Public Safety, Health and Education, Transportation and the Environment. Your advisors inform you about good and bad trends in their area of expertise, and make suggestions for action when necessary. When action is called for, advisor messages include links to the tools you need to respond to the situation.

TIP: Keep the Advisor tab in the Mayor Panel open to check on your advisors' moods. Their moods will give you some insight into their current level of concern (red = stressed out and unhappy, blue = neutral, green = happy).

BUDGET WINDOW

Any good Mayor keeps good accounts, right? You will need to keep a sharp eye on your income and expenses to ensure continued city growth. Don't worry, your financial advisor will help you, and budget issues are discussed later. To check in on current coffers, open the Budget Window to view both monthly and annual accounting.

CITY DATA VIEWS

Because so much of what's going on in your city happens at the local level, these maps — used with your own observations of city goings-on at the closest zoom level — can be invaluable for diagnosing what specific neighborhoods need. Select any of the options and see the data mapped directly on your city view or expand the over view map to see the citywide view along with a legend.

GRAPHS

Unlike city data views, graphs depict data citywide. As Mayor, you'll want to know what things were like in your city, five, ten, even 100 years ago. Track historical trends to see if raising funding for your educational system over the years has really had an effect on education levels.

HOOFIN' IT: DATA ON THE STREETS

We've been saying it all along, there's a lot of information to be had just by taking time to look around your city. When a neighborhood experiences an economic downturn, the buildings begin to deteriorate, lawns aren't mowed, windows are boarded up. This is a sure sign that there have been ripples of change in your city. Perhaps a major employer left town or a prison was built nearby, making the area less desirable for wealthier Sims.

What happens if you re-site the prison, build a well-funded elementary school, make sure there's good police, fire and health coverage, and build a park in the neighborhood? Let some time go by and take another gander at those dilapidated homes. Looking better? New paint? Flower gardens? Kids playing on the sidewalks? Even if you didn't know the history, there is a lot you can infer about local conditions from simple observation. Buildings, local environment and street life are all responsive to what's happening around them.

Oh, and hear those voices? See the picket signs? Zoom in…yup. You have a strike on your hands. Check local funding. That's not a traffic jam but cars sure are getting backed up at that intersection. Before it becomes a real problem, perhaps you could re-route some of the traffic.

So take some time and wander the streets of your city. A good Mayor stays in touch with constituents!

QUERY TOOL

QUERY TOOL —

While taking your visual stroll through the city, you might try using the Query tool to pick up some quick facts about an area or even more in depth information.

❋ **Activate Query Tool:** Click on the Query icon at the bottom left of your screen.

❋ **Query City Sites:** Scroll through your city. Whenever you rest the Query tool on an object, identifying text appears.

❋ **Query Buildings:** You can get even more information on the buildings in your city as well as access control to local funding for civic buildings by clicking on them with the Query tool.

TIP: The Query Tool also gives you information on resident demographics, individual business statistics, desirability factors, local budget information, and more. Use the tool to access and respond to local feedback about your city.

THE BUCK STOPS HERE: BUDGETING YOUR SIMOLEONS

Ah, budget management. Know that managing your budget is one of the most important responsibilities you have as Mayor. After all, a city with nothing in the treasury is a city with no future trends — no future period! Control your expenditures and maintain reasonable tax income and ALWAYS watch the bottom line. The goal is to collect at least as much money as the city needs to fund expansion and pay for day-to-day operations or even buy that landmark you pine for. Your city can carry debt up to a point (though you cannot authorize capital expenditures while in debt), but if the hole gets so deep there is no hope for escape, your Sims will start packing up for greener pastures. Your Financial Advisor warns you when things start looking grim.

GLOBAL FUNDING
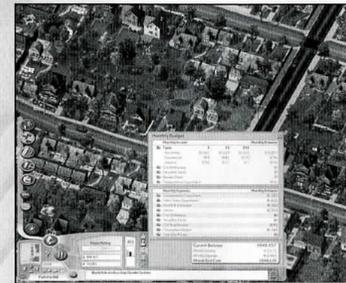
Global funding refers to funding decisions that are applied citywide. If you increase the city's overall education funding, that increase is divvied up equally amongst institutions already receiving these funds.

Your advisors will help you distribute and manage the budget, but sometimes they disagree. As Mayor, you make the final decision on how to fund city services. The optimal funding level for city departments changes as the city changes. An over-funded branch will waste money. Under-funding causes a loss of effectiveness of the branch. As would be expected, how you decide to fund your city has great impact on your Mayor rating.

❖ All global budget line items can be adjusted in the Detailed Budget Window for that item.

LOCAL FUNDING

BUDGET ADJUSTER

You can exercise local budget controls in *SimCity 4*. There are many reasons for doing this. It may be more fiscally prudent to extend the coverage of an existing police station than to build a new one. You can extend the coverage of various city services by increasing their local budgets. You might also want to attract more medium wealth Sims with families to a certain neighborhood. Increasing the funding at the local elementary school would help have a positive effect, if other factors are right.

No service exists in a vacuum, though. Under-fund a local fire station, and you may soon have a strike on your hands. Not only that, but if the situation persists, residential desirability and business demand for that locale will decrease. Cats will stay stuck in trees, and Sims will get surly about putting out their own fires.

TIP: *To adjust local funding use the Query Tool to open information on the structure in question. Use the budget slider to increase or decrease funding level.*

A WORD ABOUT TAXES

Are you building your city by taxing the shirts off the backs of your working poor, or are you soaking the rich with exorbitant tax rates? Your tax strategies help determine not only the kind of Mayor you are, but the kind of city you build.

Taxes are your main source of income. City taxes are broken down into sectors based on the three zone types: Residential, Commercial, and Industrial. Each sector is further broken down in low-medium-and high-wealth brackets. Tax rates affect city demand for each type of zone and wealth bracket, and determine the amount of income your city collects. Typically, when you lower tax rates for any sector, demand for that sector will increase. If you raise taxes, demand decreases.

You can adjust tax rates for each demographic by opening the line item on taxes in the Expanded Budget Window. Here's a quick table showing what tax sector affects demand for which development or demographic type:

R§	impacts	Low-wealth residents
R§§	impacts	Mid-wealth residents
R§§§	impacts	Wealthy residents
C§	impacts	Low-wealth commercial services
C§§	impacts	Mid-wealth commercial offices and services
C§§§	impacts	High-wealth commercial offices and services
I§	impacts	Dirty industry
I§§	impacts	Manufacturing
I§§§	impacts	High-Tech Industry

Depending on conditions in the city, lowering taxes can either raise or lower city income. If the tax cut attracts lots of new Sims to your city, income may increase even though each taxpayer pays a small amount. If the tax cut does not increase your population of resident Sims, the city might lose money. If you have strong demand for a certain zone type, but don't have any cash left to zone for that demand, taxes are probably too low.

NEIGHBOR DEALS

You can make money by selling your city's excess power, water, or garbage disposal services to a neighbor. Once a connection to a neighboring city is made from a utility source you can initiate a sell deal by clicking on the Neighbor Deal line item in your budget detail. Determine the amount you wish to sell, and you'll receive monthly income from the neighbor that is automatically added to your treasury. Just be sure the income you receive more than covers your cost of providing the commodity.

Accept a connection from a neighboring city and you will find that you can contract with neighbors to buy their power, water or garbage disposal services, at a cost. These deals are also initiated via the Neighbor Deal line item in your budget detail. The agreed upon monthly charge is deducted from your treasury automatically.

BUSINESS DEALS

From time to time, particularly when you are facing financial hardships, your finance advisor notifies you of deals being offered to construct certain structures in your city. Business deals provide the city with a monthly stipend for as long as the building stands. Sounds tempting, but these buildings usually bring problems to your city. If you really need cash, they may be worth the trouble.

❖ You have the option of accepting or declining a business deal when it is offered. If you change your mind, you'll have to wait for the deal to be re-offered. If you have improved your city's financial standing, you may never see the deal again.

ORDINANCES
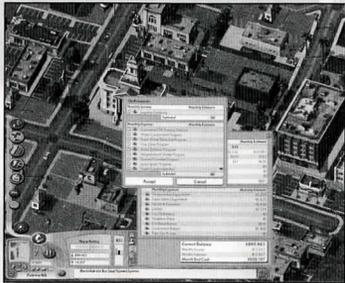
By enacting certain ordinances, you not only play to specific interests of your Sims but you may save money for the city in the long run due to fewer fires, better recycling or decreased crime. If an ordinance isn't having the effect you hoped for, you can always repeal it.

❖ You can enact and repeal ordinances in the ordinance window, which is accessed through the Detailed Budget Window.

LOANS

When times get tough, or you are looking for rapid growth, you can take out a loan to raise quick cash. You can have up to ten loans outstanding at any time. Each loan has a borrowing limit of two hundred thousand simoleons. Access loan opportunities from the line item in the Detailed Budget Window.

REALIZING YOUR VISION: EXPANDING CITIES

So you've got your budding city on its feet — what's next? Perhaps you have dreams of a great metropolis, full of the hustle-bustle of a million Sims. How do you get from sleepy burg to urban giant? It takes vision, leadership, patience and will-power.

Start by adding more zones. Cities need to grow outward before they'll grow up in density, and only later will Sim demands warrant construction at higher densities. As your city gets large, consider rezoning popular lower density zones to medium or even high density. You'll need to decide whether to zone like types together — big chunks of residential, industrial, and commercial development separated from each other — or to distribute your zones into a patchwork of smaller districts. The first idea might make for more peaceful and clean neighborhoods, but the second approach could really ease traffic.

And don't forget that as you create new neighborhoods, you also need to provide the essential services to those neighborhoods. Add more schools, clinics, police and fire stations as necessary or increase the coverage of existing structures, if that will help. As your city becomes more densely populated, you need to consider investing in higher capacity police stations, fire stations and hospitals. Costs can really pile up as you do this, so keep an eye to efficiency and consider raising taxes if necessary.

You also need to keep up with the increasingly crowded streets as your city grows. Watch and observe where the most popular travel routes for your Sims are, and create new roads or upgrade streets to roads as necessary to augment or bypass these routes. As your city gets big and dense, it makes sense to invest in mass transit — starting with bus stops and eventually shelling out for highways and subways. But careful! Invest too soon in these more expensive options and you may drive your budget into an inescapable hole!

To develop really big cities, you need to start thinking beyond the framework of your one city, and ponder its role in the greater region and SimNation. At some point, build an airport and seaport (if you have a shoreline), to attract more far-reaching business and industry. Every port, road, rail, and highway connection you make contribute to growing the economic climate of your city.

And then there's the potential for creating other cities in the same region. Start one next door to your first city, link up your networks (link road or rail connections that extend from the original city), and you can start sharing resources and demands between cities! By switching from playing one city to another, you can start to develop both cities as two parts of a larger metropolitan area. One can be the residential "bedroom" city while the other can house most of your businesses, but be sure to make the commute between cities as easy as possible. Start applying this strategy to several cities, with highway and rail links between them, and…Vóila! You're on your way to building a multi-faceted metropolis!

IT'S ALL PERSONAL: MYSIM MODE

— MYSIM MODE

You no longer have to be alone on your city rambles. Now you can be accompanied by your very own Sim, a being for whom you take personal responsibility. Since you have spent so much time and energy creating your Sims in *The Sims* – learning their habits, endearing quirks, and favorite colors – why stop there? Now you can customize an entire city for their habitation. Rejoice as they figure out the quickest route to work. Sympathize with them when they tell you about the awful experience they just had at the local health clinic. Live vicariously as they report on job promotions, college graduation, their kid's school play, and about how they climbed all the way to the top of your city's newest landmark – the Empire State Building. Watching your Sims live in the city you have created brings a whole new dimension to both games.

Don't worry if you have not yet experienced the joy of Sim creation. *SimCity 4* provides players with a good handful of Sims to help you experience your city from the inside.

Once you've placed Sims in various locations around your city, you will be able to follow them about and hear their news and reactions in MySim mode.

To move MySims into your city, do the following:

�֍ **Open MySim Mode:** Click on MySim mode Icon to open MySims panel.

✖ **Open Select MySim Window:** Click on one of the empty MySim squares in the MySims panel.

✖ **Import Sims from The Sims:** Click on the Import Sim Button in the Selection Window. *SimCity 4* will search your database for existing Sims and will ask you if you'd like to import them into your city. Your customized Sim appears in the selection window.

✖ **Select a MySim:** Click on the MySim you'd like to move into you city. Enter his or her name, and choose (or identify) an astrological sign for your new citizen. Click on the Move in MySim button. A placement arrow appears.

✖ **Choose a House for MySim:** Position the placement arrow over the house you've chosen for MySim. Click, and your new citizen is moved in! Your chosen MySim should now appear on the MySim Panel window, and the house is identified as belonging to this MySim.

✖ **View MySim Profile:** Click on your MySim in the MySim Panel window and select MySim Profile. This opens an information window which tells you MySims demographics, place of employment and more.

✖ **View MySim News:** Click on your MySim in the MySim Panel window and select MySim News. This opens a headlines panel where you can find out the details of your MySims' life and perspective on the city.

✖ **Evict MySim:** Tired of a certain MySim, evict that rascal by clicking on the Evict MySim button in the MySim Statistics Box.

❖ Remember, MySims take on the characteristics of where they are placed in your city. If you place your favorite country clubbing female Sim in to a house where the residents are low wealth with a low educational quotient, then that's who she'll become.

Once you have placed MySims in your city, you'll be able to follow their lives whenever you are in MySim mode. You'll always know where they are. A small bubble with their picture indicates their position.

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VP Production & Development: Lucy Bradshaw
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Sound Creative Design: Kent Jolly, Marc Farly, Robi Kauker
Composers: Jerry Martin, Marc Russo, Robi Kauker, Kent Jolly, The Humble Brothers, Kirk Casey, Anna Karney, Walt Szalva, Bob Marshall, Michael Land
Lead Sound Designer: Kent Jolly
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