

# TIPS AND HELPFUL HINTS\*

<u>PAGE #</u>	<u>TIP</u>
33	Don't clear away too many forests (green area). "While some bulldozing is necessary, clearing away too much green area will result in lower property values."
34	Holding down the SHIFT key while laying roads, train tracks, power lines, or parks will constrain them to a straight line.
34	Bridges, tunnels, and power lines over water can only be built in a straight line with no intersections. Also, building over water is more expensive than building over land. It costs \$50.00 per section of road over water, \$100.00 per section of train tunnel, and \$25.00 per power line section.
35	"Parks, like forests and water, raise the land value of surrounding zones. Parks can be bulldozed as fire breaks or to reserve space for later mass transit expansion."
35	"Factors influencing residential value and growth are pollution, traffic density, population density, surrounding terrain, roadway access, parks and utilities."
35	"Factors influencing the value and growth of commercial areas include internal markets, pollution, traffic density, residential access, labor supply, airports, crime rates, transit access and utilities."
35	"Factors influencing industrial growth are external markets, seaports, transit access, residential access, labor supply, and utilities."
35	"Police departments lower the crime rate in the surrounding area. This in turn raises the property values. Place these in high-density crime areas as defined by your Crime Rate Map.
36	"Fire departments make surrounding areas less susceptible to fires. When fires do occur, they are put out sooner and do less damage if a station is near."
36	"Stadiums encourage residential growth,...indirectly generate a lot of revenue, but create a lot of traffic. Properly maintaining a stadium requires a good road and transit network."
36	Power Plants: "The nuclear plant is more powerful but carries a slight risk of meltdown. The coal plant is less expensive, but less powerful, and it pollutes. All zoned land needs power to develop and grow...Connecting too many zones to a Power Plant causes brownouts."
36	"Seaports increase the potential for industrial growth."

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**PAGE #**

**TIP**

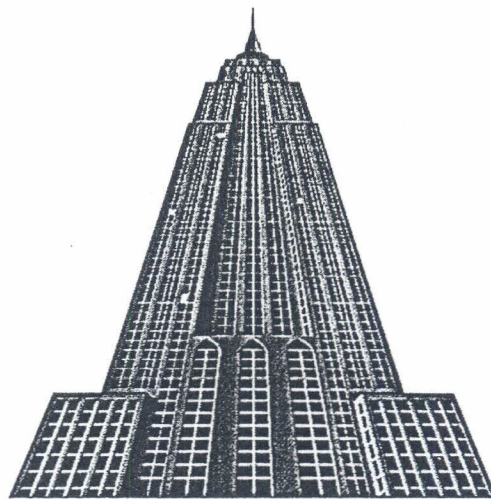
**36** "Airports increase the growth potential of your commercial markets...Position Airports to keep flight paths over water whenever possible, lessening the impact of air disasters."

**44** "These are most of the problems that citizens complain about, and how to correct them:

- Traffic** Replace dense sections of roads with rails.
- Crime** Add police stations and/or raise property values.
- Pollution** Replace roads with rails, disperse industrial zones.
- Housing** Zone more residences.
- Housing costs** Zone more residences in low property value areas.
- Fires** Build more fire departments.
- Unemployment** Zone more commercial and industrial areas."

\* Typing "**FUND**" with the Caps Lock on adds \$10,000 to your budget. Using this too often, however, may result in a disaster (Earthquake usually).

\* All Tips and Hints are taken directly from the SimCity User Manual. The page number next to each tip tells where related information can be found in the User Manual. The last tip on the page is not from the manual, it was suggested by Eamon Conheady.



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