

Owners of the original Sim City will no doubt be delighted to hear that you can freely import saved cities from the original game into the 2000 version. Instead of just having them portrayed in the flat, overhead view that the original sported, you can now enjoy the splendour of a full 3D representation in SVGA. After they have been translated you are then free to rotate them around and add to them at will. This opens up the scope of the game immensely, allowing older Sim City users to gradually get used to the new features of the latest version

CLASSIC AND CONVERT



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SIM CITY 2000

HAVING SPENT THE LAST FOUR YEARS CAREFULLY LISTENING

by

TO WHAT SIM CITY FANS REALLY WANT FROM AN UPDATE,

Keith

MAXIS HAS REVAMPED ITS CLASSIC TOWN PLANNING AND

Sloan

MANAGEMENT SIMULATION TO MAKE THE MOST OF WHAT

TODAY'S NEW TECHNOLOGY HAS TO OFFER.

PRODUCT

Sim City 2000

SOFTWARE HOUSE

Maxis

PRICE

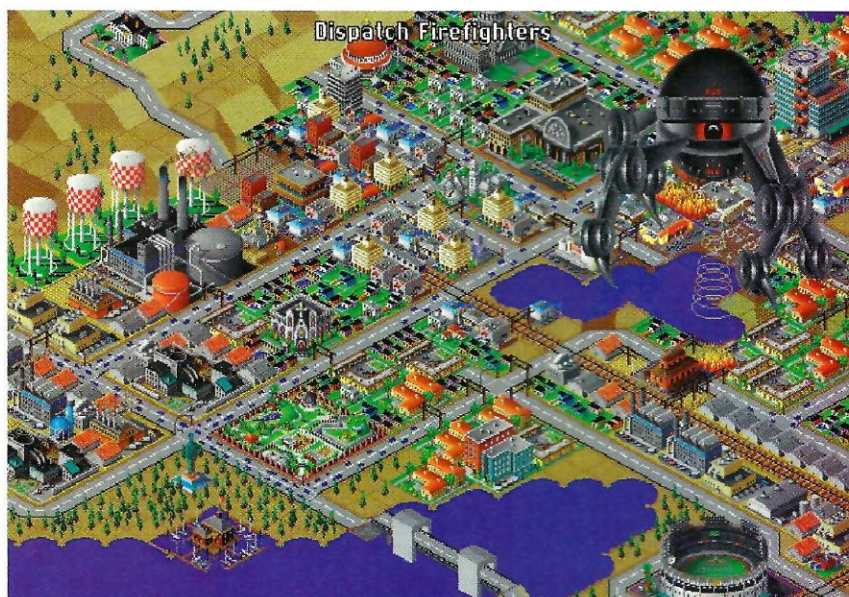
£39.99

REQUIREMENTS

DOS 3.3 min, 386, 4Mb, Mouse, SVGA,

SUPPORTS

AdLib, Roland, Soundblaster, Pro-Audio Spectrum



THE computer leisure industry is a very strange beast. For many years, software companies have churned out basically the same games, repackaged but with little or no originality. However, just when it seems as if there isn't an ounce of creativity left and that the whole thing is slowly but surely going down the pan, something stands up and demands to be counted.

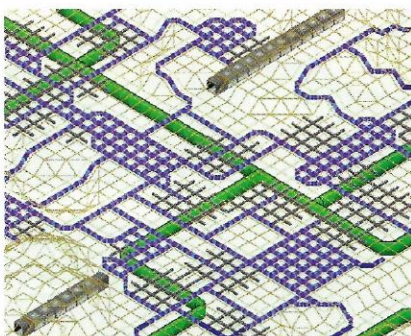
Four years ago, things suddenly took a monumental turn for the better with the release of a game that could hold its head high and proclaim itself to be a classic. Sim City was that game. It

For those three people who haven't heard of the Sim games, let me give you a brief explanation of just what they are. Most simulations concentrate on recreating tangible things, such as flying a plane or playing a sport. The Sim series of games imitates what it is like to take control of something and mould it to your own ends, whether it be an ant colony in Sim Ant, a farming community in Sim Farm or a sprawling metropolis in Sim City. The idea is to take control and manipulate things so the end results are the same as your pre-defined goals and not the goals imposed by the game's design.

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was an original idea, and coupled with the fact that it was so immensely playable, it managed to carve a place for itself in the software hall of fame. Now, after four long years and much listening on behalf of the software house and game developers, Sim City 2000 is nearly ready to explode into the shops.

In Sim 2000, you start off with only a small mass of land and no inhabitants, with your initial aim being to get the colony started. It is wise to initially consider spending money on having some sort of power station built, along with domestic living quarters (houses to you and me). That way, the ball starts to roll and before you know it the whole



One of the many new features incorporated in Sim City 2000 is a fully implemented underground network that supports subway systems, sewers and more. As if just concentrating on what's happening above ground wasn't enough!

**PRE
VIEW**

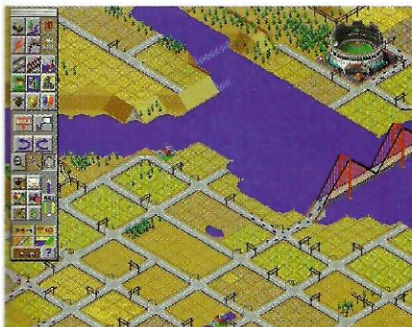


(Below) A brief history of how well the newly elected mayor is doing, as reported by the local paparazzi



thing gradually expands until the village becomes a town, which then becomes a city, becomes a metropolis. These are open-ended games that give you the opportunity to do things as you think they should be done, as opposed to how you are told to do them, allowing for a greater amount of freedom and control to be exercised over the game. This in effect makes every single game different each time you play, and offers a virtually infinite playing variable.

For those who are familiar with the original Sim City, the first major eye opener regarding this new game will be how it looks. Gone is the original view of the world, that pseudo 3D view that was neither a top-down look nor a 3D representation, to be replaced by a true 3D perspective rendered in SVGA. The attention to detail in the graphics is truly remarkable, with streets and various city objects being perfectly drawn and therefore adding a lot of realism to the game. Car parks now have cars situated in them, office blocks are fitted out with windows and doors, and there is even a football stadium, complete with a large, spectator viewing screen. The clear



As in the original, 2000 relies on a complex array of icons to carry out your wishes. Virtually anything that you can think of can be implemented by making use of these, but the interface is still easy enough so that the learning curve of the game is very gentle

(Left) At various stages along your route to (hopefully) becoming the perfect industrialist manager, reports will filter through to you to let you know what state the city is in. From this one, it looks like more police is the order of the day



All the terrain featured in the game can be altered to any extent that you like. Mountain ranges can be created right next door to a quiet suburban area, and massive canyons could, if you so chose, be part and parcel of the local high street

graphics also make the game easier to play, as you can see what is going on as a result of your actions.

Aside from these aesthetic improvements that have been made to the game, a lot more responsibility is firmly placed on the shoulders of the prospective mayor, with the inclusion of an underground infrastructure that includes subways, water pipes and tunnels which are all important factors when planning the smooth running of a new, growing city. As well as these advancements and modifications over the original, there are also a few other surprises that give Sim City 2000 a new look and feel. The terrain surrounding and underneath the city can be altered drastically, so turning the smooth, rolling hills of Playersville into something that would not look out of place as an artist's impression of a Martian landscape. Mountains, forests, rivers and bays can all be included in the game, along with numerous structures including schools,

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prisons, hospitals and bridges. Add to this the ability to rotate the three-dimensional model of the city around 360 degrees and the opportunity to draft in cities from the original Sim City, then 2000 starts to look like a totally new game as opposed to an improved refresh of the original.

One of the things that has helped to make Sim City 2000 such an incredible game is the planning that has gone on behind the closed doors of Maxis. The



programmers have been listening to the feedback that games players have been giving them regarding Sim City, and deciding how best to implement all these new and innovative ideas into a game that would still seem familiar to fans of the original, but improve upon things to such an extent that a brand-new game would effectively be born.

By combining the simplistic but

exciting gameplay that made the original a classic, and ironing out some of the logic problems that it exhibited (such as the ability to build a nuclear plant near a populated area and watch amazed as the influx of people into the area steadily increases), Sim City 2000 offers a strategic experience that will be very hard to top by anything likely to surface in the near future.

Watch out for a full review in the next issue of PC Player.

As nice as the graphics are, when it comes to actually building upon the surrounding area, it makes things a lot easier to remove the building representations and have just a building grid visible, which is what you can see here



The startling SVGA graphics are a vast improvement over the relatively simplistic renderings found in the original version of the game. By making use of a very realistic-looking 3D environment, Sim City 2000 pushes itself head and shoulders above any other game in this genre

PREVIEW