



MOVE INTO THE FUTURE WITH MAXIS' SIMCITY 2000.

THE ULTIMATE SIMULATOR JUST GOT BETTER!

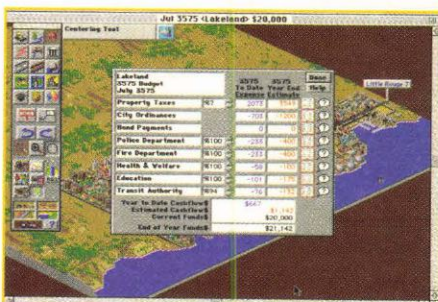


Four different arcologies allow you to cram up to 65,000 people into 16 acres.

sive, but for cramming people, commerce and industry into one area, they can't be beat.

If the Sims are complaining about traffic problems, supply them with more roads, buses, trains and subways. Pollution, a constant problem for any industrial area, can be cured in part with the addition of parks (trees counter pollution) and water treatment plants.

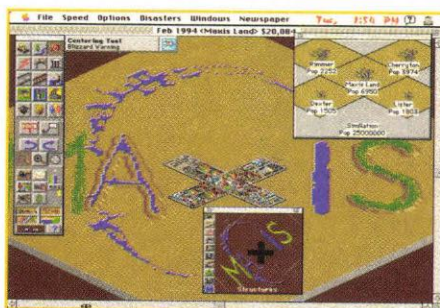
As with the original SimCity, there's a lot to keep an eye on. Citizens will beg your for amenities as your city begins to grow. While creating stadiums, marinas, zoos and parks will keep the citizens happy, they will also cost you the precious dollars you need to keep the city afloat in it's critical early years. Necessary buildings like hospitals, schools, fire stations and police stations are more important than the "luxuries" afforded by



Adjust your expenditures and your tax rate to ensure a profit each year.



A few years ago, when the original SimCity was released, it amassed a huge following of dedicated gamers who seemed to



Call-out graphs and pictures will help you keep up on various aspects of your town.

like nothing more than designing new and better cities. With that in mind, Maxis went back to the drawing board and tweaked the game that has had millions clamoring for more. Enter SimCity 2000.

One of the biggest features of this upgrade is the ability to import your old cities and update them with the new graphics and buildings. Tired of looking at the same old skyline? Try advertising for businesses to come to your metropolis and invite corporations to build their headquarters in your town. Need to put a lot in a cramped area? If you've enticed 120,000 or more Sims to move to your city, you'll be able to build futuristic arcologies. True, they are expen-

SimCity 2000

by Maxis

Game Summary

New features and new graphics are just a few of the additions to this quantum upgrade to SimCity. Fans of the original and newcomers will find much to love.

Overall Rating:

94%

Requirements: 4MB RAM
8-Bit color monitor
Sound Support: N/A

Controller: Mouse, Keyboard
Available for: Macintosh
Designed by: Fred Haslam and Will Wright
Distributed by: Maxis
Retail Price: \$69.95
Hard Drive Space: 4.7 Meg
No. of Players: One player



Create a map to your liking or edit your land before laying your first cornerstone.

libraries and museums. Still, to keep the populace happy, you'll need to build everything eventually.

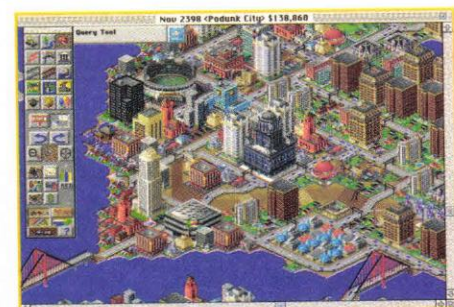
As time progresses, you will experience periods of boom and bust as the economy of the SimNation changes. Only a city designed with an adequate level of residential, commercial and industrial zoning will be able to survive the recessions and depressions that occur.

Speaking of design, your silicon utopia must also be hardy enough to withstand the power and fury of Mother Nature. The weather will get rough (tiny ships



Don't fiddle while Podunk Junction burns! Dispatch the fire department!

may be tossed), fires will break out and aliens may invade. Annoy too many constituents, and the people may riot. Solving these problems, as well as those caused by your tax rate, crime level, pollution and more are all a part of planning a city that your Sims will be proud to call home. Meet their needs, and you'll be given spontaneous parades in your honor. Fail, and you may be living alone.



After many years, your burgeoning metropolis should be self-sufficient.

Interface	Playability	Graphics	Sound	Replay Value
90	92	91	85	98

There is no better simulation game. Period. The basic engine is as mind-boggling addictive as the original: build a great city and try to get people to move in. That engine has been upgraded in more ways than I can count. I am still speechless at the incredible additions made: city ordinances, newspapers, arcologies, subways. . . the mind boggles. And it boggles for extended periods of time. Dust off your umbilical cords, simulation lovers: the king is back. Prepare to spend days and days watching your city grow. Not only has the game been made better, prettier, and more fun, but it's also easier to play. If you have never played SimCity, if you have never screamed for hours

at silicon citizens who don't understand that you don't *want* to build roads, you owe it to yourself to take a look at this software toy. If you have played SimCity before, stop reading this review immediately and find SC2000. The only reason that my score is not much higher is due to a few nagging bugs present in our final version. While Maxis is hard at work correcting these, it's a pain to play the larger cities without the fix. Otherwise, this is close to perfect. The original SimCity was a conversion experience for me, showing me the power that a computer game could have. This could well be the second coming of simulation software. I would say more, but my people want a stadium and a marina, and I can't afford it. . . yet. **-Kevin**

Interface	Playability	Graphics	Sound	Replay Value
90	98	95	96	98

I've gotta pull out my thesaurus for this one. This game is incredibly good; it has kept me occupied (and therefore not working) for about 30 hours now, and Waste Land is nowhere near finished. This game is very bad for your health, as you refuse to eat, drink, or sleep while your mind's umbilical is coiled rapidly around the skyline unfolding beneath your fingers. Bzzzzzzt! Wake up call! This program is a bit buggy: I had about three million dollars in my treasury when, all of a sudden, my hospital budget soared through the ceiling to about 320,000 dollars a year (from somewhere around 2600 dollars a year). Sheesh, is that ever unnerving! I wonder how Bill Clinton

ever gets any sleep... I also ran into a bug having to do with budgeting in the transit department (funding for bridges freaked out in roughly the same way as my hospital budget). The graphics are stunning (Kevin is currently curled up in a ball on the floor, so stunned was he), the music is soothing and hypnotic, and the sound is brilliant and clear. The interface is excellent, though I will admit some confusion on my part due to not reading the manual. The game starts to slow noticeably after your land is about 95% full, but I can't say that's a real deterrent to the enjoyability of this game. A few of the scenarios are incredibly tough (unemployment in Flint, MI gets my vote for toughest). It gets the mark: definitely Scottish. **-Ted**

Interface	Playability	Graphics	Sound	Replay Value
91	92	92	88	94

I was never a huge fan of the first SimCity, and now I question why. This game is awesome! I'm totally hooked and have considered using IV's to keep me from starving as I spend 12 hours in front of the Mac with this game. One thing that makes SimCity 2000 so entertaining is that it's fun to compete with other people (How much money are you bringing in yearly? That's all? I'm making *twice* that!). The animation is crisp and highly detailed in spite of the small size of many of the objects on the screen. Of all the buildings I've seen, I think my favorite is the drive-in theater, complete with giant ant rampaging across the silver screen (a tribute to SimAnt?). One major

problem with the game is some of the bugs that have cropped up. For instance, if you build highways, eventually your transportation budget will skyrocket, causing you to go broke in a big hurry. My solution? Don't build highways and don't allocate any money toward them. A patch is currently underway for this problem. My other complaints are nitpicky; I'd like to be able to see the surrounding towns. Also, the llama jokes, which are omnipresent, wear thin quickly. There is little to detract from SC2K, though. Be warned. Playing this game may be extremely damaging to your health. You may decide, as I did, that playing this game is more important than a good night's sleep. **-Steve**