

Out now. Contact Maxis (071-490 2333) for information.

Souped-up Sim City is here, bigger and better than its top-class daddy!

SIM CITY 2000

The wire-frame view shows that the plumbing has yet to be connected.

If you wanted to do a rundown on the most influential games ever to appear, then Sim City would be high on everybody's list. Your task was to build an

ries, leisure facilities and the like, and your decisions dictated the success or failure of your metropolis. Sim City was a huge success across the formats and now, Maxis has launched the sequel, initially available on Apple Macintosh with other incarnations to follow close behind.

Mayor maynot

The idea is to build a bustling community from nothing.

Gameplay is similar to the original, but compared to 2000, Sim City

looks positively ancient because there is a wider array of features. Many of your choices can be broken down to specific options – for example, clicking and holding down the industrial area icon brings

entire city from scratch on a barren area of land. You decided when and where to build homes, shops, facto-



Aliens have landed! Select the top-right icon to activate the emergency services. Frankly, though, there's not much they can do.

FREE HOUSE!

The residents in your city don't just think of themselves all the time – they can show their gratitude for your building them a fine place to live. Once the population's reached 2,000, they club together to buy you a smart mansion. Since we're all snobs down here, we keep placing our mansions as far away from the common herd as possible. Unfortunately, the better the job you do, the more people will want to live in your city, which means that at some stage you'll have to build around your lovely home. Not only is the mansion a symbol of your success, it also shows the popularity of your term of office – click on it and you get a percentage score of your performance.

VERDICT

There's a staggering amount of options and features in *Sim City 2000* which you can employ to keep your cities – and interest – ticking over for ages. Whereas each of the city-building icons in *Sim City* allowed you to perform only one action, in 2000 they're more like an index to an array of options. In fact, there's too much to talk about here. Graphics are an improvement, and you can zoom in and out now to get the best view of your handiwork. In short, *Sim City 2000* is a superb title that's going to keep you hooked.



PAUL RAND



Only the early stages of city development. According to the bar graph in the icon panel, you're going to have a huge rise in industry.

up the choice of light or heavy industry, and your choice can have a big impact upon the structure of your city?

Read all about it

Residents are never happy with their lot though, and will expect you to make various improvements – and if you want those taxes flowing into the city bank account, then it's wise to listen to what they have to say. The best way of monitoring the populace's wishes is to read the newspapers; to begin with there's only one paper available, but as the city grows more journals appear. At the end of each year, you are given a report detailing how well or badly you've done in cash terms, and

allowing you to make alterations to the economic structure.

Whereas the original *Sim City* offered only the basic rate of income tax to be tinkered with, here you can add sales tax and other indirect taxation, including the legalisation of gambling which rakes in valuable dollars but encourages crime. Remember that, for every decision you make, there will be a reaction from the inhabitants of your city, be it positive or negative. ●



Water-powered generators can only be built near waterfalls, but luckily you can build your own, such as this one.

AIEEE! ALIENS!

You're sat in your office, when the door crashes down and gallons of floodwater rushes in. Yes, disasters have been included in *Sim City 2000*. Floods, earthquakes, fires, plane crashes, typhoons and even alien invasions are included, but in this version of *Sim City* you can combat them, providing you have created the appropriate emergency services. Just select the emergency icon and click on the area you want the police or fire services to go to – they'll drop everything and come running.



Looks like something out of *2001: A Space Odyssey*.



Click on a building to get a complete info breakdown.

VERDICT

Maxis has added a host of new features and options to *Sim City 2000*, as well as sticking to the same basic formula which made it a hit, to create a stimulating and addictive game. The ability to read the newspapers to gauge public opinion is a good idea, plus you now have a massive amount of control over your city's finances, letting you tax the populace. The graphics are more detailed than before. It may seem too similar to the original on the surface, but delve into *Sim City 2000* and you'll find a fresh, highly addictive game.



DENIZ AHMET

PC



PROS: Involving gameplay, tons of options and improved graphics.

CONS: The game can run slowly at times.

GRAPHICS

Detailed and well animated, and an excellent zoom feature.

90
2

SOUND

The tunes and samples are OK, but there's not nearly enough of them.

66
2

GAMEPLAY

You think *Sim City* was engrossing? You ain't seen nothing yet!

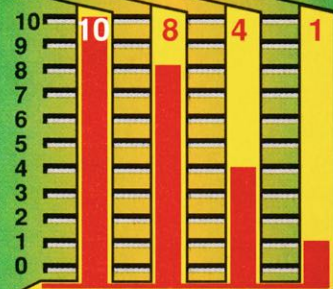
94
2

VALUE

For literally months of enjoyment, £40 is a small price to play.

94
2

STRATEGY SKILL ACTION REFLEXES



MISS OK HIT!

94