



SC 2000's attention to detail is stunning, as shown by this hospital, church, police station, jail and fusion reactor

As your kudos grows so do the rewards... up to an enormous edifice dedicated to your greatness

SimCity 2000

Format: **Apple Mac/PC**

Publisher: **Maxis**

Developer: **In-house**

Release date: **01/94**

Size: **1 disk/1 disk**

Origin: **US**

Sim City 2000 is the latest in a long line of city-building strategy games. So why is this one so different? **Edge** explores

American coders Maxis are really only known for one product – *Sim City* – and variations thereof. *Sim Earth*, *Sim Farm*, *Sim Ant* (for heaven's sake), have all grown from the *Sim City* seed. And now Maxis have come full circle, producing an updated version of *Sim City* which incorporates the best elements of all their previous games and improves massively upon the original.

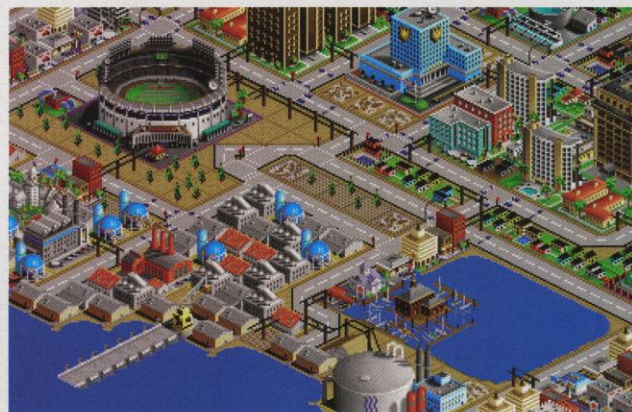
Sim City 2000 certainly looks great on the Mac, with high resolution graphics in 256 colours. It's also now a cross between *Sim City* and *Populous*, with an isometric view and proper 3D landscape, which can be designed and altered at will. You want to populate Mont Blanc? No problem.

Given that hills and skyscrapers can obscure your view of the city beyond, you can now survey your teeming metropolis from one of four different angles. The 3D aspect also adds a lot more depth to the design disciplines: it

takes cash to flatten land; you have bridges and tunnels to contend with; you can construct a subway system beneath the city; and you also have to look after the endless miles of underground water pipes.

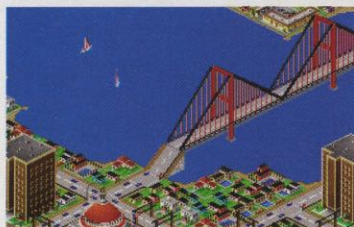
Sim City 2000 now carries many more options for the would-be city architect. You still allocate land to industry, commerce or housing, but can now make them heavy or light, depending upon the location and personal preference.

There are now eight types of powerstation with which to keep the city humming; you can build schools,



To keep the Edgeville tenants happy, they've been given a new stadium and a nice new marina (above). But they can damn well pay for it by working in the commercial zone (left) and paying their taxes...

Suspension bridges not only help to link areas of your city, but also look very smart indeed





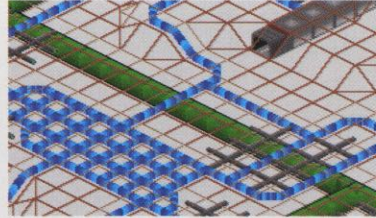
Eventually, great mayors get great big buildings dedicated to them



Arcolologies are cities within cities, which also need maintaining and controlling

colleges, libraries and museums to keep the inhabitants educated; you can place parks, zoos, marinas and stadiums for entertainment; and as well as police and fire stations, you can construct prisons and hospitals for the overall safety and well-being of your people.

All the buildings are beautifully drawn, with tiny animations such as people milling around, flags flying and so on. As before, cars drive across town, trains shuttle back and forth and tiny animated aeroplanes continually plummet into your heavily populated urban areas. Sighting airports out of



Beneath your city lies a tangled web of tunnels (grey), water mains (blue) and underground rail networks (green)

town is perhaps not a bad idea...

There are also rewards for being the (successful) mayor of your city. As your kudos grows, so do the rewards, starting with a plush mayoral house, through to a city hall, a statue of your esteemed self and eventually you get an enormous sculptured edifice dedicated to your greatness.

From **Edge's** all-but-finished beta version, *Sim City 2000* certainly looks to be the business. It's far more complex than *Sim City* and so has better long-term appeal. Devotees of *Sim City* should watch out for this new release, due to hit PC and Apple Mac in the next few months.



Credits

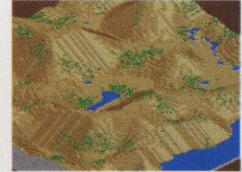
Chief designer: Will Wright

Co-designer: Fred Hassim

Producer: Don Walters

Graphics: Jenny Martin

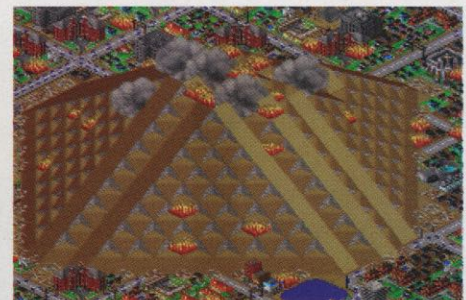
Manuals: Michael Bremer



You can now design your own landscape to populate. You can plant trees, make rivers, create valleys, even raise the water level (from top to bottom)



Repeatedly make bad decisions and you run the risk of riots. Time to call your mates in the militia



One of the worst disasters is the volcano. Not only does it set fire to the surrounding area, but it's an instant hill



Should the fates decree that your city is to be ravaged by an enormous space monster, this is what you can expect. Sadly, having crossed the boundless eternities of space and time, all it wants to do is kick the crap out of your housing estates...