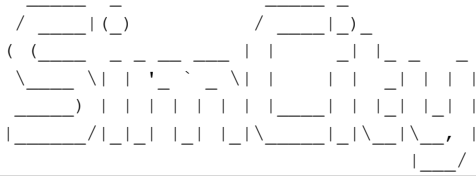


# SimCity FAQ/Walkthrough

by KeyBlade999

Updated to vFinal on Feb 7, 2012



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**Donation E-mail**  
keyblade999.faqs@gmail.com

## Introduction

Welcome to my third FAQ, SimCity. Enjoy.

If you wish to e-mail me about this, or to submit a building method, e-mail me at [keyblade999.faqs@gmail.com](mailto:keyblade999.faqs@gmail.com).

## Building a City

### Land Areas

Rank	Map ID	Land	Coastline	Land - Coastline(est.)
1	#061_MAIN	87.7%	3.2%	84.5%
2	#137_MAIN	87.1%	3.2%	83.9%
3	#728_MAIN	87.7%	4.5%	83.2%
4	#112_ALT	87.0%	3.9%	83.1%
5	#492_ALT	86.9%	4.0%	82.9%
6	#582_ALT	87.1%	4.7%	82.4%
7	#849_MAIN	86.6%	4.2%	82.4%
8	#630_MAIN	86.5%	4.3%	82.2%
9	#203_ALT	85.6%	3.9%	81.7%
10	#367_ALT	85.7%	4.0%	81.7%
11	#737_MAIN	85.0%	3.5%	81.5%
12	#753_MAIN	85.0%	3.6%	81.4%
13	#670_ALT	85.6%	4.3%	81.3%
14	#356_ALT	86.1%	4.8%	81.3%
15	#885_ALT	85.2%	3.9%	81.3%
16	#031_MAIN	86.1%	4.9%	81.2%
17	#906_ALT	85.1%	3.9%	81.2%
18	#163_ALT	85.5%	4.3%	81.2%
19	#464_MAIN	84.6%	3.6%	81.0%
20	#921_MAIN	84.9%	4.0%	80.9%
21	#673_ALT	84.6%	3.7%	80.9%
22	#152_ALT	84.9%	4.0%	80.9%
23	#714_MAIN	85.4%	4.6%	80.8%
24	#498_MAIN	84.9%	4.3%	80.6%

25	#201_MAIN	85.6%	5.0%	80.6%
26	#799_MAIN	84.6%	4.2%	80.4%
27	#000_ALT	84.8%	4.4%	80.4%
28	#780_ALT	84.6%	4.3%	80.3%
29	#523_MAIN	84.8%	4.6%	80.2%
30	#098_ALT	84.2%	4.0%	80.2%
31	#555_ALT	84.1%	4.0%	80.1%
32	#589_ALT	85.1%	5.1%	80.0%
33	#794_ALT	84.7%	4.8%	79.9%
34	#983_MAIN	84.4%	4.5%	79.9%
35	#641_MAIN	83.6%	3.8%	79.8%
36	#388_ALT	84.6%	4.8%	79.8%
37	#438_ALT	83.9%	4.1%	79.8%
38	#111_MAIN	84.9%	5.2%	79.7%
39	#384_ALT	84.5%	4.8%	79.7%
40	#150_ALT	84.2%	4.5%	79.7%
41	#505_MAIN	83.9%	4.2%	79.7%
42	#819_MAIN	84.5%	4.9%	79.6%
43	#949_ALT	84.6%	5.0%	79.6%
44	#010_MAIN	84.5%	5.0%	79.5%
45	#671_ALT	83.9%	4.4%	79.5%
46	#402_MAIN	83.8%	4.3%	79.5%
47	#620_MAIN	84.1%	4.7%	79.4%
48	#029_MAIN	84.0%	4.6%	79.4%
49	#425_ALT	83.5%	4.1%	79.4%
50	#183_MAIN	83.5%	4.1%	79.4%

As such, MAP #061 of the main series is ultimately the best.

## What you can build

### Bulldoze

- Cost : \$1 per square unit removed.
- Area : 1 square unit
- Effect : Remove material(s) in selected area. If it is a building, it will destroy the whole building if in a central square unit.
- Pros : Remove unwanted stuff.
- Cons : Accidental removal of important stuff.
- Notes : Can remove coastline; can't remove fire, flood, Bowser, etc.
- Water Stats : No use, unless used with Debug Menu cheat.

### Roads

- Cost : \$10
- Area : 1 square unit
- Effect : Allows transportation, which is required.
- Pros : Cheap, allows transport.
- Cons : Pollutes.
- Notes : Can overlap Rails/Power Lines, except in water.
- Water Stats : Costs \$20/unit on water.

### Rails/Mass Transit

- Cost : \$20
- Area : 1 square unit.
- Effect : Allows transportation, which is required.
- Pros : No pollution.
- Cons : Double the cost of Roads, may cause shipwrecks in water.

- Notes : Can overlap Roads/Power Lines, except in water.
- Water Stats : Costs \$40/unit in water.

#### **Power Lines**

- Cost : \$5
- Area : 1 square unit.
- Effect : Gives power to buildings.
- Pros : Necessary.
- Cons : May cause shipwrecks in water.
- Notes : May overlap Roads/Rails, except in water, must connect to Power Plants.
- Water Stats : Costs \$10/unit in water.

#### **Park**

- Cost : \$10
- Area : 1 square unit.
- Effect : Land values up, pollution down.
- Pros : The above, and helps to gain the 3 Large Parks.
- Cons : None.
- Notes : None.
- Water Stats : Cannot build over water.

#### **Residential Zones (R)**

- Cost : \$100
- Area : 9 square units.
- Effect : Allows a place for living.
- Pros : Become TOPs, get Hospitals and Libraries (gifts).
- Cons : May become slums.
- Notes : The tiny buildings around it may be bulldozed.
- Water Stats : Cannot build over water.

#### **Commercial Zones (C)**

- Cost : \$100
- Area : 9 square units.
- Effect : Allows a place for businesses.
- Pros : Allows shopping, may up land values, can make TOPs.
- Cons : Least needed, least important.
- Notes : Prospers near water and Airports.
- Water Stats : Cannot build over water.

#### **Industrial Zones (I)**

- Cost : \$100
- Area : 9 square units.
- Effect : Allows work.
- Pros : Allows work, makes items for Commercial Zones.
- Cons : Pollutes (especially near Airports!!!), must be near the Residential Zones.
- Notes : Cannot become TOPs, prospers near Seaports
- Water Stats : Cannot build over water.

#### **Police Department (PD)**

- Cost : \$500
- Area : 9 square units.
- Effect : Decreases crime in a small radius from station.
- Pros : Decreases crime, helps get Police Headquarter gifts.
- Cons : Costs \$100 per station per year for maintenance.
- Notes : No need for transportation connection.
- Water Stats : Cannot build over water.

#### Fire Department (FD)

- Cost : \$500
- Area : 9 square units.
- Effect : Decreases time needed for fire to extinguish in a small radius from the station.
- Pros : Protects from fire.
- Cons : Costs \$100 per station per year for maintenance.
- Notes : No need for transportation connection.
- Water Stats : Cannot build over water.

#### Stadium

- Cost : \$3,000
- Area : 16 square units.
- Effect : Raises Residential Zone values.
- Pros : (above) + helps get Zoos (gifts).
- Cons : High cost.
- Notes : Comes in baseball and football variations.
- Water Stats : Cannot build over water.

#### Seaport

- Cost : \$5,000
- Area : 16 square units.
- Effect : Ups Industrial productiveness, creates ship.
- Pros : Boosts Industrial Zones, **DOES NOT NEED TO BE NEAR WATER!**
- Cons : High pollution, high cost, shipwrecks.
- Notes : Doesn't need to be near water, only one is necessary.
- Water Stats : Cannot build over water.

#### Coal Power Plant

- Cost : \$3,000
- Area : 16 square units.
- Effect : Powers a maximum of 40 zones per plant.
- Pros : Cheap power, no meltdowns.
- Cons : Pollution, 1/3 of Nuclear Power Plant's zone powered.
- Notes : None.
- Water Stats : Cannot build over water.

#### Nuclear Power Plant

- Cost : \$5,000
- Area : 16 square units.
- Effect : Powers 120 zones.
- Pros : 3x more zones powered than coal power, no pollution, looks better.
- Cons : Undestructable nuclear waste (if meltdown), 66.7% more cost than coal power.
- Notes : None.
- Water Stats : Cannot build over water.

#### Airport

- Cost : \$10,000
- Area : 36 square units.
- Effect : Boosts Commercial Zones, creates Airplane and Helicopter.
- Pros : Boosts Commercial Zones, allows quick look at disasters (with helicopter), boosts population growth (with Airplane).
- Cons : Heavy pollution, high cost, allows plane crashes.
- Notes : Only one is necessary.
- Water Stats : Cannot be built over water.

#### Gifts (in general)

- Cost : \$100
- Area : 9 square units.

- Effect : Land values of zones are raised; other effects vary.
- Pros : Upped land values, varying others.
- Cons : Varies.
- Notes : No need for transportation connection.
- Water Stats : Only Land Fills may be built over water (\$100 per Land Fill).

## Gifts

Note: All gifts require a cost of \$100 each. All raise land values in one way or another. I'm pretty sure all have an area of 9 units. Only the Land Fills can be built over water.

### Amusement Park

- Requirements : (x3) Build 500 km of road. (x2) Some guy named Dan says "build a crossroads in the middle of your map."
- Affects : Residential Zones, by attracting people.
- Pros : Creates a dense area of population.
- Cons : None.
- Notes : Shares total with Casino.

### Bank

- Requirements : Get 10,000+ people (City) and have less than \$2,000.
- Affects : Commercial Zones.
- Pros : Boosts Commercial Zones, allows a takeout of \$10,000 per 21 years.
- Cons : Loan only once over 21 years, pay back more than borrowed.
- Notes : None.

### Casino

- Requirements : (x3) Build 500 km of road. (x2) Some guy named Dan says "build a crossroads in the middle of your map."
- Affects : Commercial Zones, crime.
- Pros : Brings in \$300 per year per Casino.
- Cons : Raises local crime.
- Notes : Place some PDs nearby; shares total with Amusement Parks.

### Expo

- Requirements : Build 1+ Seaport(s) and 1+ Airport(s).
- Affects : Industrial Zones.
- Pros : More tax intake, boosts Industrial Zones.
- Cons : None.
- Notes : None.

### Fire Headquarters

- Requirements : Build 6, 12, 18 Fire Departments.
- Affects : All zones' fire protection.
- Pros : Upped fire protection.
- Cons : \$100 maintenance fee per station per year.
- Notes : None.

### Fountain

- Requirements : Play until January, 1950.
- Affects : Ups Commercial and Residential Zones' land values.
- Pros : Brings in \$100 per year, ups Commercial and Residential Zones' land values.
- Cons : None.
- Notes : None.

### Land Fill

- Requirements : (x4) Run out of room. (x3) Get 250,000, 300,000, and 400,000 people in city.
- Affects : Land/Sea area.
- Pros : New land with VERY HIGH land values, which means easier TOPs.
- Cons : None.
- Notes : None.

#### **Large Park**

- Requirements : Get 300, 600, 900 units of regular Park.
- Affects : Residential Zones' land values.
- Pros : Brings in \$100 per year, upped land values for the Residential Zones.
- Cons : None.
- Notes : None.

#### **Library**

- Requirements : Get 3, 6, 9 schools.
- Affects : Residential Zones' land values.
- Pros : Ups Residential Zones' land values.
- Cons : None.
- Notes : None.

#### **Mario Statue**

- Requirements : Get 500,000+ people (Megapolis).
- Affects : Commercial and Residential Zones' land values.
- Pros : Ups Commercial and Residential Zones' land values.
- Cons : None.
- Notes : None.

#### **Police Headquarters**

- Requirements : Build 6, 12, 18 Police Departments.
- Affects : All zones.
- Pros : Upped police coverage = less crime.
- Cons : Costs \$100 per station per year for maintenance.
- Notes : None.

#### **Train Station**

- Requirements : Lay 50 km, then 200 km of rails.
- Affects : Commercial Zones.
- Pros : Better transit service.
- Cons : None.
- Notes : None.

#### **View (NOT IN GIFTS)**

- Requirements : Get 50,000+ people (Capital).
- Affects : Shows city as a scaled down model.
- Pros : None.
- Cons : None.
- Notes : No cost.

#### **Windmill**

- Requirements : Develop 150, 350 zones.
- Affects : Commercial Zones' land values.
- Pros : Ups tax dollar intake and Commercial Zones' land values.
- Cons : None.
- Notes : None.

### Your House

- Requirements : Get 2,000 people (Town).
- Affects : Residential Zones' land values.
- Pros : Ups Residential Zones' land values.
- Cons : None.
- Notes : None.

### Zoo

- Requirements : Build 1, 3 Stadiums.
- Affects : Residential Zones' land values.
- Pros : Bring in \$100 per Zoo per year, raises Residential Zones' land values.
- Cons : None.
- Notes : Arrives several months later.

## Strategy

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### Building Methods

In all cases:

- R = Residential Zone
- I = Industrial Zone
- C = Commercial Zone
- P = Police Department
- F = Fire Department
- = | are the rails/roads
- G = Gifts.
- 4 = Stadium, Power Plants, or Seaports.
- N = Nuclear Power Plants

~~~~~

Da Donut (by: KeyBlade999)

There are several ways:

Basic:

RRC  
C?C  
CRR

Power Plants:

N|N  
===  
N|N

4x4 areas:

CCP  
R  
R 4

~~~~~

Monorail (by: KeyBlade999)

IICRRPIICRRFIICRRPIICRRF  
=====  
RRIICCFRRIICCPRIICCFRRIICCP  
=====

~~~~~

Dual Rail (by: KeyBlade999)

=====  
IICRRPIICRRFIICRRPIICRRF  
RRIICCFRRIICCPRIICCFRRIICCP  
=====  
IICRRPIICRRFIICRRPIICRRF  
RRIICCFRRIICCPRIICCFRRIICCP  
=====

~~~~~  
Single Element Monorail (by: KeyBlade999)

```
IIIIIIIIIIIIIIIIIIIIII
=====
CCCCCCCCCCCCCCCCCCCC      Fit in PDs/FDs/Gifts as needed.
=====
RRRRRRRRRRRRRRRRRRRRR
=====
RRRRRRRRRRRRRRRRRRRRR
=====
CCCCCCCCCCCCCCCCCCCC
=====
IIIIIIIIIIIIIIIIIIIIII
```

~~~~~

Single Element Dual Rail (by: KeyBlade999)

```
CCCCCCCCCCCCCCCCCCCC
IIIIIIIIIIIIIIIIIIIIII
=====
CCCCCCCCCCCCCCCCCCCC      No need to have same elements.
RRRRRRRRRRRRRRRRRRRRR      Fit in extras as needed.
=====
RRRRRRRRRRRRRRRRRRRRR
CCCCCCCCCCCCCCCCCCCC
=====
IIIIIIIIIIIIIIIIIIIIII
CCCCCCCCCCCCCCCCCCCC
```

Think you can do better? Send me one to [keyblade999.faqs@gmail.com](mailto:keyblade999.faqs@gmail.com)!

### City Levels

- Village - 0 to 1,999 people.
- Town - 2,000 to 9,999 people (Will gain Your House gift).
- City - 10,000 to 49,999 people (Will gain Bank gift (if under \$2,000)).
- Capital - 50,000 to 99,999 people (Will gain View).
- Metropolis - 100,000 to 499,999 people.
- Megapolis - 500,000+ people (Will gain Mario Statue).

### Problems

#### Disasters

- Airplane Crash

A plane will crash into what ever is beneath it. Small damage if fire is properly contained.

- Bowser Attack

Bowser! Oh no! Where's Mario? Sadly, he won't appear. You must contain the fires as well as possible considering that he'll destroy all he touches. Serious damage.

- Earthquake

Simple shaking of ground. Severity will vary.

- Fire

A simple fire breaks out. Destroy all objects within 1 square unit of the fire and build more nearby fire departments for minimal or no damage.

- Floods

Unstoppable jerks. Still, if a fire DOES break out, contain it properly. No way to prevent the flooding itself, though. Fair damage.

- Nuclear Meltdown

Your nuclear power plant explodes and throws nuclear waste over a wide area. The waste cannot be destroyed, so damage is truly severe over... well, over the course of the rest of your game.

- Tornado

Another unstoppable jerk. This deals more damage and will destroy all in its path. Contain the fires as well as possible. Damage is very severe.

- UFO Attack

OH GOD!!! UFO's! Run! Sadly, this is truly the worst that can happen. The aliens attack (watch Independence Day?) and you cannot do a thing about it. The only prevention is concentrated Fire Departments all across the city. Even so, your city will be just about annihilated. This will take about one game year or more to repair.

#### Complaints

- Crime



This happens a lot. The best thing to do is just to place more Police Departments in areas with the crime rate being yellow or higher.

- Fire

This isn't much of a problem. Just put more Fire Departments and extinguish fires as described above.

- Housing Costs

Ahhh.... this jerk. To solve this, lower JUST SOME area's land values so a choice of where to live is given. Have Residentials near Commercials and Industrials, but not directly next to the Industrials.

- Pollution

Another jerk. This cannot be ever fully eliminated. To reduce it, place the Industrials near the map's edge, place Park, have just one airport and seaport, have no roads at all, and have all nuclear power.

- Taxes

In simple terms, the rate is too high. Keep it around 7% - 8%. If cheating, use the \$999,999 code and keep taxes at 0%.

- Traffic

In a good city, you will never have traffic. Just always use rails.

- Unemployment

Tough to say. Up until you get 100,000+ people, have more Industrials than Commercials. Afterwards, try to keep equal amounts on both.

### **\$999,999 trick**

1. Spend all of your cash, right down to \$0.
2. Lower taxes and all transport, Police, and Fire coverage down to 0%. Expenditure's total must exceed \$0.
3. Once you get the income report, hold L and select the "Go with Figures" option.
4. While still holding L, go to the TAX menu.
5. Still holding L, change the transport, Police, and Fire coverage all to 100%. Select "Go with Figures."
6. Still holding L, exit all menus. Let go of L.
7. Enjoy the \$999,999 you now have!

### **Let's Get Started**

Before you read on, I must recommend the usage of the \$999,999 trick and at times, the Debug menu is useful.

Start by selecting map #061 of the main series. I don't care which mode you choose, but I choose Easy. Use any building method you wish, but I use the Single Element Dual Rail. I recommend starting off by building a minimum of one Nuclear Power Plant. Next, build about 5+ Residentials, Commercials, and Industrials. Build one Fire and Police Department. As you get some money (I don't care which way), build on more and more. Once you hit TOWN, build Your House and surround it with Residentials. By this time, I hope you have built about 20 of the Residentials and Commercials, and 10 Industrials. Keep adding on, little by little, until you get a CITY. At this point, build one Airport, one Seaport, and more Nuclear Power Plants if needed. You should have a fairly nice city. If you are doing right, you should DEFINITELY have less than 25% of all land used. A great amount is 15%. You should start working on gifts at this point, so see the above sections. Keep this same strategy until the grand old 100,000 mark. At this point, focus on Residential needs. At this point, NO MORE than 35% of land should have been used. Okay, once the quarter-million mark is reached, check the police coverage and pollution. Try to keep the police now at all light-green/yellow, pollution minimal. Okay, that is it. Now, you STILL probably don't have 500,000. I found out something recently. First, take all the currently available water, and fill it with rails. Keep it in a logical position for traveling. Next, take all the land rails, and fill them up with Power Lines. Finally, remove all Park. Take all of that empty space and coastline and put rail on it. Put more Power Lines where needed. That final bit boosted my population by the 70,000 it needed. It makes a boost of approximately 100,000! That is, of course, if it is done correctly.

Okay, you better have 500,000. Now, brag, brag, brag.

## **Scenarios**

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### **San Francisco, California, USA (1906)**

- Time : 5 years.
- Goal : Recover from the world-known 1906 earthquake.
- Strategy : (1) At start, place more Fire Departments. Get ready to extinguish! (2) Debug menu.

### **Tokyo, Japan (1961)**

- Time : 5 years.
- Goal : Recover from the damage Bowser dealt while looking for Mario and Luigi.
- Strategy : (1) More fire departments and prepare to extinguish! (2) Debug menu.

### **Bern, Switzerland (1965)**

- Time : 10 years.
- Goal : Design a more efficient transportation system.
- Strategy : The only one I know of is to replace all roads with rails.

#### **Detroit, Michigan, USA (1972)**

- Time : 10 years.
- Goal : Eliminate most of the crime in Detroit.
- Strategy : I usually just place a few Police Departments somewhere, see if it eliminates most of the crime, then move to the next high crime area.

#### **Boston, Massachusetts, USA (2010 (one year after guide's acceptance!))**

- Time : 5 years.
- Goal : Restore what the "simultaneous flush of every toilet in Boston during halftime of the Nintendo Power Bowl Championships" caused.
- Strategy : (1) Hold L from the start. Destroy all power plants in Boston. They can be replaced later. (2) Debug menu.

#### **Rio de Janeiro, Brazil (2047)**

- Time : 10 years.
- Goal : Restroe the city after it has been flooded.
- Strategy : (1) Hold L, bulldoze all the coastline. ALL OF IT. (2) Set time to sleeping setting. Bulldoze all the coastline. (3) Debug menu.

[Beat the above six, have one saved with a 100,000+ population for the next two]

#### **Las Vegas, Nevada, USA (2097)**

- Time : 10 years.
- Goal : Restore Vegas after a massive UFO attack.
- Strategy : (1) Place loads of Fire Departments ASAP.... or (2)Debug menu.

#### **Freeland, (unknown state), USA (1991)**

- Time : Infinite.
- Goal : Get a Megapolis in an area with no water or gifts.
- Strategy : Use the strategy listed WAAAAAY above.

## **Debug Menu**

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Go to the seemingly useless END menu. Enter the following sequence on controller #2:

- Left
- A
- Right
- Y
- Up
- B
- Down
- X
- Select
- Start
- Start
- Select
- R
- R
- L
- L

The debug should come up with the following options:

- Sound Test x-xx
- No Disaster
- Value Max
- Needless Money
- Water Reclaim
- Memory SET/CLR

These are their effects:

- Sound Test: Lets you hear sounds in SimCity.

- No Disaster: Prevents nearly all disasters. Some rarely happen. Those issued by scenarios do not seem to take action at the time they should.
- Value Max: Maxes demand for all zones.
- Needless Money: Gives you unlimited money EXCEPT for the end of year budget expenses. I recommend activating the \$999,999 trick before this is activated.
- Water Reclaim: Allows you to bulldoze the water.
- Memory: Allows activation/deactivation of Debug Menu.

Press left/right to switch which Sound Test you wish to hear. Press A to activate. On the others, press B to switch them on/off.

When you have done what you want, press right on MEMORY to set it to SET. Press B and restart (the codes stay active). To completely exit the debug menu, press B on CLR. To enter again, enter the above sequence.

## Exceeding Digit Limits

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### Population

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(Found on message board, copied direct)

#### Don\_Remenis, Posted 4/13/2008 4:41:51 PM

The Snes SimCity edition was not originally design to go over 999 999 citizens i suppose because the population meter on the main screen upper right corner has only 5 digit. For some who don't already know it, it is achievable to built even bigger than 1 million. So what happen when you break the 1 million ?!\* I wrote some information on the subject, maybe some will find this interesting...

The game as 2 population meters (one on the upper right corner of the main screen and one in the Voice option) and 1 category marker ( in the voice option). Those three indicators help you to know what is the amount of habitants you' have been able to bring into your place...After 1 million, those indicators will react differently:

As soon as your place hit the 999 9999 citz plus 1, the main screen population meter roll back to zero but the hundred thousand digit disappear.

-Between 1 and 1.1 million, the hundred thousand digit of the population meter will remain hidden on the main screen. You stay at category Megalopolis but the population marker in the voice option will only be a six digit number.

Main screen habitants meter: ... 00 000 - Voice screen meter: 000 000 - Category: Megalopolis

-Between 1.1 and 1.2 million the hundred thousand digit on the main screen reappear as a little square image that looks like a mini bulldozer icon. You still stay at category Megalopolis and a 1 will replace the 0 at the hundred thousand digit in the voice option.

Main screen habitants meter: ... []00 000 - voice screen meter 100 000 - Category: Megalopolis

-Between 1.2 and 1.3 million the hundred thousand digit on the main screen change as an inverted C (or a incomplete left side 0), still at category Megalopolis and a 2 will replace the 1 at the hundred thousand digit in the voice option.

Main screen habitants meter: ... )00 000 - voice screen meter 200 000 - Category: Megalopolis

-Between 1.3 and 1.4 million there is a different thing ! Everything goes as usual before 1 310 000 !

-Before 1 310 000, the hundred thousand digit on the main screen change into a mini residential icon. You still stay at category Megalopolis and a 3 will replace the 2 at the hundred thousand digit in the voice option.

Main screen habitants meter: ... R00 000 - voice screen meter 300 000 - Category: Megalopolis

-At 1 310 000, everything restart to zero. All the digits of the main screen population meter disappear, .

Main screen habitants meter: ..... - voice screen meter 000 000 - Category: Village

1 310 000 seem to be the absolute zero delay ! if you immediately go to the migration meter in the voice screen, it will mark a minus 310 000 !!!! if at anytime your population lowers again under the 1 310 000 mark your voice population meter will mark 310 000, your main screen meter will get back to ... []00 000 and you'll be Megalopolis category again. And the migration minus 310 000 will be erase.

-After 1 310 000, the new absolute zero delay, it is pretty much like the beginning of a normal game. At 2 000 - town, at 10 000 - city, at 50 000 capital, at 100 000 - metropolis and at 500 000 - megalopolis but you won't get the category change message from Dr. Writh again and if you build a new mayor house it won't grow.

If you have get to the 1 310 000 zero delay mark, I' m curious to know, share your story.

For my part I'm at 30 000 after the absolute zero delay, approximately 1 340 000 inhabitants and still growing

Check this video, I think this guy has achieve a 154 080 after the absolute zero delay, approximately 1 464 080 habitants

- <http://youtube.com/watch?v=444SqKLyVkw>

Huh.

## Money

If you have a Bank, build one. Now, find a way to get \$999,999. Take a loan from the bank at that time. The cash would then read:

\$ 209999

with the 2 being white, not yellow. This means \$1,019,999.

After the budget expenses are cut, you WILL revert to \$999,999.

## Year

Research is incomplete at this time.

## Credits

- WebGraphics: Land Area stats.
- Don\_Remenis: Exceeding population digit limit message.
- Dan: The conditions for two Amusement Parks/Casinos.

## Version History

- Final - Brought to Formatted FAQ format. 1:03 PM 7/22/2010
- Final - (later) Changed into ASCII and Legal. 10:13 PM 9/28/2011

## Legal Stuff

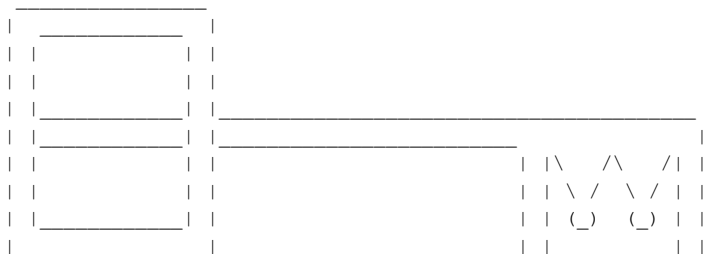
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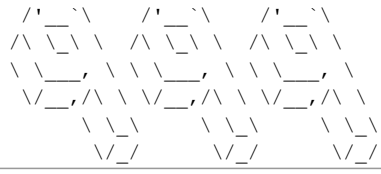
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If you would wish to contact me concerning this or my other FAQs, use this e-mail: [keyblade999.faqs@gmail.com](mailto:keyblade999.faqs@gmail.com), or PM me on the GameFAQs message boards.

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