SimCity Gift List (w/ FatRatKnight)

by KeyBlade999

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Gifts are special buildings awarded for having specific requirements met. They are in limited quantity, but most grant very strong Land Value to local areas.

Quick List

Gift	Amt.	Requirements	Inc/Exp	Notes
Amusement Park	5	Schools & Hospitals; Roads	+200	Choice of this or Casino
Bank	1	City & low funds		Allows withdrawing funds
Casino	5	Schools & Hospitals; Roads	+300	Minor map-wide crime; This or A.Park
Expo	1	City, Airport, and Seaport	+100	
Fire Headquarters	3	Fire departments	-100 (F)	As good as two Fire Departments
Fountain	1	Pass 50 years	+100	
Land Fill	9	Low Open Land; High pop.		Removes water (3x3 area)
Large Park	3	Parks		
Library	3	Schools	+100	
Mario Statue	1	Megalopolis		
Police Headquarters	3	Police Departments	-100 (P)	As good as two Police Departments
Train Station	2	Mass Transit (rails)	+100	
Windmill	2	Developed zones	+100	
Your House	1	Town		Looks fancier with each population threshold
Zoo	2	Stadiums & Town	+100	

Gifts

This section details the Gifts and how to obtain them.

Note: All gifts require a cost of $100 each. All raise land values (except Land Fill). All are 3x3 in size. Only the Land Fills can be built over water. You can have up to four at a time, but being full will delay further gifts from being awarded until you have room for more.

Note: The requirements for Amusement Parks / Casinos can be fulfilled separately. You can, for example, get your first three by building roads, bulldoze them after getting gifted with the three, then get schools and hospitals over time and still recieve your fourth and fifth gifts. This works similarly for Land Fill.

Amusement Park

- Requirements
  - 300 roads (30.0 km)
  - 400 roads (40.0 km)
  - 500 roads (50.0 km)
  - 6 Schools and Hospitals (total)
  - 10 Schools and Hospitals (total)
- Effects
  - Sharply raises Land Value of local areas
  - $200 yearly income
  - You are given a choice between this or Casino

Bank

- Requirements
  - 10,000 population (City) and have 0 to 1,999 funds remaining
- Effects
  - Sharply raises Land Value of local areas
  - Allows withdrawing a $10000 loan, paying back $500 per year for 21 years (total $10500 returned)
  - If you can't pay $500 for your loan at the end of a year, you instantly lose the game!

  It is technically an interest rate of 0.4479% to 0.4936%, depending on when you withdraw the loan.

Casino

- Requirements
  - 300 roads (30.0 km)
  - 400 roads (40.0 km)
  - 500 roads (50.0 km)
  - 6 Schools and Hospitals (total)
  - 10 Schools and Hospitals (total)
- Effects
  - Sharply raises Land Value of local areas
  - $300 yearly income
  - +1 Crime across the entire map (one color change takes +32)
  - You are given a choice between this or Amusement Park

The +1 Crime affects the entire map, so it doesn't matter where the Casino is placed, as everywhere is affected. However, the +1 Crime is such a small effect that it can largely be ignored. Five of them wouldn't really cause problems, except for the most serious optimizers.

Expo

- Requirements
  - 10,000 population (City), at least 1 Airport, and at least 1 Seaport.
- Effects
  - Sharply raises Land Value of local areas
  - $100 yearly income

Fire Headquarters

- Requirements
  - 6 Fire Departments
  - 12 Fire Departments
  - 18 Fire Departments
- Effects
  - Sharply raises Land Value of local areas
  - As good as two Fire Departments
  - $100 yearly maintenance for fire funding

Fountain

- Requirements
  - 50 years pass (January 1950)
- Effects
  - Sharply raises Land Value of local areas
  - $100 yearly income

Land Fill

- Requirements
  - 1 to 149 Open Land remaining
  - 1 to 99 Open Land remaining
  - 1 to 49 Open Land remaining
  - 1 to 29 Open Land remaining
  - 200,000 population
  - 250,000 population
  - 300,000 population
  - 400,000 population
  - 450,000 population
- Effects
  - Convert 3x3 water into Open Land.

Large Park

- Requirements
  - 300 Parks
  - 600 Parks
  - 900 Parks
- Effects
  - Sharply raises Land Value of local areas

Library

- Requirements
  - 3 schools
  - 6 schools
  - 9 schools
- Effects
  - Sharply raises Land Value of local areas
  - $100 yearly income

Mario Statue

- Requirements
  - 500,000 population (Megalopolis)
- Effects
  - Sharply raises Land Value of local areas

Police Headquarters

- Requirements
  - 6 Police Departments
  - 12 Police Departments
  - 18 Police Departments
- Effects
  - Sharply raises Land Value of local areas
  - As good as two Police Departments
  - $100 yearly maintenance for police funding

Train Station

- Requirements
  - 500 Mass Transit (50.0km of rails)
  - 2000 Mass Transit (200.00km of rails)
- Effects
  - Sharply raises Land Value of local areas
  - $100 yearly income

View (NOT IN GIFTS)

- Requirements
  - 50,000 population (Capitol).
- Effects
  - Shows city as a scaled down model.
  - Not actually a gift building.

Windmill

- Requirements
  - 150 developed zones
  - 500 developed zones
- Effects
  - Sharply raises Land Value of local areas
  - $100 yearly income

Your House

- Requirements
  - 2,000 population (Town)
- Effects
  - Sharply raises Land Value of local areas
  - Looks fancier after every city growth message

The first "stage" doesn't give Land Value with its top three and mid-left tiles. The later stages give Land Value with every tile, like with other gifts. This matters for the invisible 4x4 grid used for Land Value.

Zoo

- Requirements
  - 2,000 population (Town) and 1 Stadium
  - 2,000 population (Town) and 3 Stadiums
- Effects
  - Sharply raises Land Value of local areas
  - $100 yearly income
  - Awarded a few months after requirements are met

Thanks

- MayorAndrew - Corrections and suggestions: Bank, Casino, Expo, Large Park, Windmill, Your House. Listing income or funding as separate column. Clarifying Amusement Park / Casino requirements.