

Nintendo

GAME BOY TM color

DMG-UCTY-EU

μCity

Instruction booklet

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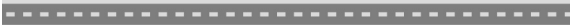



THIS PRODUCT HAS NOT BEEN
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SOFTWARE RATING BOARD!

© 2017-2018 Antonio Niño Díaz (AntonioND/SkyLyrac) - game, booklet text

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Note that, at some point, a red dot may appear on the screen and not let you do certain actions. This means that the game is simulating something and it can't let you do that until the simulation step has ended.

Introduction

The aim of the game is to **build a city**. Simple enough. This manual explains the basic concepts of the game, as well some tricks.



Start game

The first thing to do is to decide whether you want to start with a predefined **scenario** or with a completely empty **random map**. If you decide to go for a **random map**, remember that the number used as seed to generate the map will always generate the same map, in case you want to play again the same map. Once the city map is loaded, the controls are the following ones:

SELECT: Open build menu.

START: Open pause menu. From there, it is possible to go back to the main menu, save the city, etc.

B: When held, it allows the player to move around the map freely without the cursor.

A: If not building, show the name of the element under the cursor.

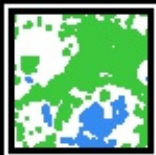
Generate Map

Seed

◀2B▶

Water

▶ Land



A: Draw

START: End

◀ Select Map ▶

Name: Boringtown

Funds: 9000

Date: Apr 1975



Building

To build something, just select the icon in the building selection menu (opened by pressing **SELECT**). Most buildings can be built by the player, but some of the most important ones can't. **Residential**, **commercial** and **industrial** buildings (houses, shops and factories respectively) must be created by the city. The player can only try to attract people to the city. Also, buildings can't be built on top of others. The exception are **power lines**, which can be replaced by any building (not **roads** or **train tracks**). Demolishing buildings is as easy as building them, just select the **dynamite** in the building selection menu. There are some buildings that require specific things to be built (like having more than a certain number of people, having a specific technological level etc.). The type of the building can be checked by pressing **A** when the cursor is over it.

However, as an additional help, this is the list of available buildings in the menu:

- Delete:
Demolish building.
- RCI Zones:
Residential, commercial, industrial.
- Roads and power:
Road, train tracks, power lines.
- Services:
Police department, fire department, hospital.
- Parks and Recreation:
Small park, big park, stadium.



- Education:
School, high school, university.
- Culture:
Museum, library.
- Transportation:
Port, airport.
- Fossil power plants:
Coal, oil, nuclear fission.
- Renewable power plants:
Solar, wind, nuclear fusion.



**Your value education,
business, and family.
We value your vote.**

**Committed to community
dedicated to progress**

**Carrying out what the
people of μ City wants**

Services

Services are needed to make the population happy. While all buildings have a level of happiness based on the needs that are met, it is specially important for residential, commercial and industrial zones. If those zones don't have their needs covered, people will leave them. The services needed by people are determined by the class of the settlement. **Police departments** and **schools** are always needed. It is only needed to build **fire department**, **hospitals** and **high schools** when the settlement becomes a town. **Universities** are a special case. They are not needed to cover the needs of the population, but they are the only ways of making the technological level of the city increase. This is the only way of unlocking fission nuclear power plants and, eventually, fusion power plants.



Transportation

Transportation is essential to allow people move between different buildings. Residential areas are sources of traffic and other areas are sinks of traffic. If people in residential areas cannot reach schools and workplaces (commercial and industrial zones, for example) they will leave. **Roads** and **train tracks** have a specific capacity. The more people using them, the less people will want to use them. At some point, they are too crowded for more people to use them. **Roads** and **train tracks** can be interleaved and they count as being connected even if the



drawing of the tiles in the map don't look like they are connected. It is enough for them to be next to each other. **Ports** and **airports** don't have any effect on transportation within a city, they are only a source of income, like stadiums.



Power

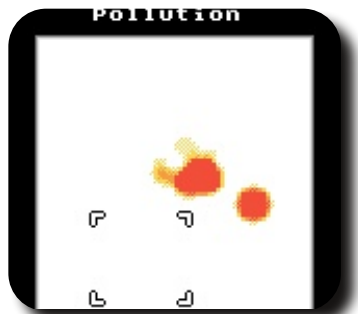
Power plants are needed to provide energy to all your buildings (even parks!). Buildings with no power can't work. The generation depends on the time of the year. Some power plants are more effective in summer, like **solar power plants**, and others are more effective in winter, like **wind power plants**. All other power plants are slightly affected by the time of the year, the efficiency depends on the temperature of the environment after all.



Pollution

Transportation, factories, polluting power plants...

They all create pollution. A polluted city will make less people want to come!



City class

A settlement changes class depending on the population and the presence of some buildings.

- **Village:** From the start.
- **Town:** Population ≥ 500 .
- **City:** At least one library.
Population ≥ 1000 .
- **Metropolis:** At least one stadium, university and museum.
Population ≥ 3000 .
- **Capital:** At least one port and an airport.
Population ≥ 6000 .



The requirements add up, that is, to upgrade to a capital it is needed to meet all requirements of the lower classes. Similarly, some building types are unlocked by reaching specific classes.

- **City:** Unlocks stadiums, ports and airports.

«You have so the biggest impact on controlling, on affecting local lives as mayor. It's so much more important than being a state legislator»

Dick Murphy

Disasters

Sometimes, **unexpected disastrous** events can happen. In this game, **fires** can happen anytime, as well as **nuclear meltdowns** (if there are fission nuclear power plants). The more fire departments, the lower the risk of **fires**. However, once a **fire** has started, the best way to get rid of it is to demolish every tile around it as soon as possible, edit mode isn't disabled during **disasters**. **Nuclear meltdowns** always have the same risk of happening. When a fission nuclear power plant **explodes** it spreads radiation



(even if the **fire** was propagated from another building). **Radiation** takes a really long time to disappear, and there is no way of building things on top of it or of removing it. It can stay in both water and land. **Disasters** can be turned off in the options menu, if you prefer to play that way.

«That`s what mayors do. They lobby Congress to provide resources for their city»

Maxine Waters

Loans

If you are short of money, you can ask the **bank** for a **loan**. Information about the payments is in the same screen where you can get them. You can only have one **loan** at a time.

Bank

Would you like to
get a loan?

▶

Amount:10000

Payments:21

Each:500

Total:10500

Amount:20000

Payments:21

Each:1000

Total:21000

Game Over

The only way to lose in this game is to have a **negative budget** 4 times in a row. If there is a positive budget, the counter decreases back to 0 once per positive budget. Note that negative funds don't matter in this case. After 4 **negative budgets**, the population will get tired of you and remove you from your position as mayor. There is no way to win! Isn't the satisfaction of a fully developed city enough for everybody? :)



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Budget	

Taxes	◀ 0% ▶
RCI	0
Other	0
Costs	
Police	180
Firemen	180
Healthcare	510
Education	950
Transport	591
Loans	0
Total	-2411



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