



™

# REFERENCE CARD

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# SIMCITY 3000

## SYSTEM REQUIREMENTS

### MINIMUM CONFIGURATION

- ◆ Windows® 95 or 98
- ◆ 166 MHz or faster Intel® Pentium®
- ◆ 32 MB RAM
- ◆ 4x CD-ROM drive
- ◆ 2 MB Graphics Card, 16-bit Color Capable—DirectX 6 Certified
- ◆ 230 MB free hard disk space plus space for saved games (additional space required for DirectX 6 installation)
- ◆ Sound card—DirectX 6 Certified

### RECOMMENDED CONFIGURATION

- ◆ Windows 95 or 98
- ◆ 233 MHz Pentium processor or faster
- ◆ 32 MB RAM
- ◆ 8x or faster CD-ROM drive
- ◆ 4 MB Graphics Card, 16-bit Color Capable—DirectX 6 Certified
- ◆ 230 MB free hard disk space plus space for saved games (additional space required for DirectX 6 installation)
- ◆ 16 bit Sound card—DirectX 6 Certified

## DISK PREPARATION

Before you install any software, it is critical that your hard drive be in proper working order. We recommend running ScanDisk and Disk Defragmenter. ScanDisk searches your hard drive for any lost allocation units as well as any cross-linked files and directories. Disk Defragmenter ensures that your data is sorted properly. Failure to verify this may result in corrupt data.

1. First, run ScanDisk. To start ScanDisk, left-click on the **Start** button from the Taskbar. The Start menu opens.
2. From the Start menu, select **Run**. Then, in the Run dialog box, type **scandisk** and click **OK**.
  - ◆ Once the program starts, make sure there is a check mark in the **Automatically Fix Errors** box and select the hard drive you are installing the game to (e.g., C:). Once everything is set up correctly, click **Start** to have the program scan the drive and correct any errors.
3. Next, run Disk Defragmenter. To start Disk Defragmenter, left-click on the **Start** button from the Taskbar. The Start menu opens.
4. From the Start menu, select **Run**. Then, in the Run dialog box, type **defrag** and click **OK**. As with ScanDisk, select the drive you are installing the game to and click **OK**.

## DIRECTX INSTALLATION NOTES

### READ THIS SECTION COMPLETELY BEFORE PLAYING *SIMCITY 3000* OR INSTALLING THE DIRECTX DRIVERS.

DirectX is an Application Programming Interface (API) that allows Windows 95/98 based applications to have high-performance, real-time access to your hardware. It also reduces the complexity of installing and configuring your hardware. This makes the DirectX API well suited for Windows 95/98 games. *SimCity 3000* uses the DirectX 6 API (the latest iteration of DirectX at the time of release) and includes DirectX 6 files which you can install.

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Two DirectX components, DirectDraw™ and DirectSound™, may require updating your video card and sound card drivers respectively, for proper operation of these components. Using video card and sound card drivers that do not have DirectX support will result in display and audio problems in DirectX applications. During the installation of DirectX, your video card and sound card drivers will be updated if required. The DirectX 6 files included with *SimCity 3000* include drivers for most video cards and sound cards from the major manufacturers of these peripherals. For new hardware, and for lesser-known brands of peripherals, you may have to contact your manufacturer to obtain drivers that have DirectX support.

**After installing DirectX 6**, check to see if your video card or sound card drivers have DirectX support:

1. With the *SimCity 3000* CD in your CD drive, click the **Start** button on your Windows 95/98 Taskbar. Then click **Run...**
  2. From the Run dialog box, type **d:\directx\directx\dxdiag** then click **OK** (substitute the correct letter of your CD drive if other than 'D:').
  3. Look at the Notes field for Display and Sound. The field should read, "No driver problems found."
- ◆ If the field indicates a certain Display(card) or Sound(card) file is **uncertified**, contact your card's manufacturer for updated drivers that support DirectX 6.
  - ✓ **IMPORTANT NOTE:** During the installation of DirectX 6, if you are using a video card or sound card driver from your manufacturer that has DirectX support, but is not yet Certified by Microsoft®, you will be asked if you want to replace the driver with a Certified driver. For **video cards**, we recommend that you do **not** replace your manufacturer's video card driver in this situation. Some manufacturers rely on their own specific driver for functionality of their display utilities programs. Replacing the manufacturer's driver with Microsoft's driver may disable the functionality of these utility programs.

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# INSTALLING THE GAME

1. Start the Windows 95/98 operating system.
2. Insert the *SimCity 3000* CD into your CD drive. The Autorun menu appears.
  - ✓ **NOTE:** If the Autorun menu does not automatically appear, double-click the My Computer icon on the Desktop. Then double-click the icon corresponding to your computer's CD drive. The Autorun menu appears.
3. Click the **INSTALL SIMCITY 3000** button.
  - ◆ The Installation walks you through each step.
  - When Installation of *SimCity 3000* finishes, you have the option to install DirectX (if it is not already installed on your computer or you have an older version).
    - ◆ If you do not have DirectX installed to your computer, or you have a version previous to DirectX 6 installed, we recommend you click **Yes**.
    - ◆ If you have DirectX 6 or higher installed to your computer, we recommend you click **No**.
  - ✓ **NOTE:** For more information on DirectX 6, ➤ *DirectX Installation Notes* on p. 3.

# ELECTRONIC REGISTRATION

If you have a modem or a LAN connection to the internet on your computer, you can electronically register your product.

This is made available to you at the end of the installation, but after installation it can also be accessed via the Autorun menu under Options.

If you would like to register *SimCity 3000* after you have installed it, please perform the following steps.

1. Start the Windows 95/98 operating system.
2. Insert the *SimCity 3000* CD in your CD drive. The Autorun menu appears.

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- ✓ **NOTE:** If the Autorun program does not automatically begin, double-click the My Computer icon on the Desktop. Then double-click the icon corresponding to your computer's CD drive. The Autorun menu begins.
- 3. Click the OPTIONS button.
- 4. Click the ELECTRONIC REGISTRATION button.
  - ◆ This launches the Electronic Registration program.
  - ◆ Follow the on-screen instructions to register *SimCity 3000*.

## UNINSTALLING THE GAME

If you are having problems, the game did not install correctly the first time, or you simply want to remove the game, we recommend re-installing.

1. Start the Windows 95/98 operating system.
  2. Insert the *SimCity 3000* CD in your CD drive. The Autorun menu appears.
- ✓ **NOTE:** If the Autorun menu does not automatically begin, double-click the My Computer icon on the Desktop. Then double-click the icon corresponding to your computer's CD drive. The Autorun menu begins.
  - 3. Click the OPTIONS button.
  - 4. Click the UNINSTALL *SIMCITY 3000* button.
    - ◆ You are asked to confirm the Uninstallation.
    - ◆ If you are sure you want to Uninstall, click **Yes**.
  - ✓ **NOTE:** If you uninstall *SimCity 3000* from your system, any cities that you have saved and the *sc3.cfg* file remains in the *SimCity 3000* folder. You can remove these by dragging them to the Recycle Bin on your Desktop.
    - ◆ If you don't want to Uninstall, click **No**.
    - ◆ When you are ready to reinstall the game, click the *INSTALL SIMCITY 3000* button in the AutoPlay Screen.

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## STARTING THE GAME

1. Start the Windows 95/98 operating system.
  - ◆ If the *SimCity 3000* CD is already in your CD drive, click Window's Start Menu button. Select Programs\Maxis\SimCity 3000 and then click the *SimCity 3000* icon in that folder. The introductory screens appear and the game begins.
  - ✓ **NOTE:** If you installed *SimCity 3000* to a different folder in the Start Menu, go to that folder and click the *SimCity 3000* icon.
  - ◆ If the *SimCity 3000* CD is **not** already in your CD drive, insert the CD in your CD drive. The Autorun menu appears.
  - ✓ **NOTE:** If the Autorun menu does not automatically begin, double-click the My Computer icon on the Desktop. Then double-click the icon corresponding to your computer's CD drive. The Autorun menu begins.
2. Click PLAY *SIMCITY 3000* to start *SimCity 3000*.
  - ✓ **NOTE:** Please see the enclosed manual for gameplay instructions.

## PROBLEMS WITH YOUR SOFTWARE?

If you are having a problem installing or using your software, we want to help.

- ➔ First, please make sure you have read thoroughly the *Installing the Game* and *System Requirements* sections above.
- ➔ Read the ReadMe document. This document is available from the Autorun menu under OPTIONS.

If you have followed the directions and are still having trouble installing or operating the software, below are some hints that might help solve the problem.

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## CD PROBLEMS

A quad-speed or faster CD-ROM drive is required to run *SimCity 3000*.

### RECEIVE "FILE NOT FOUND" ERROR MESSAGE WHEN INSTALLING OR RUNNING THE GAME

- ◆ Make sure the game was properly installed. See *Installing the Game* on p. 5.
- ◆ Make sure that the CD is in the CD drive. The CD must be in the drive to install or run the game.
- ◆ Make sure that the CD is not scratched or damaged.

## CD-ROM PERFORMANCE PROBLEMS

- ◆ Be sure that you are using a 32-bit native Windows 95/98 driver to control your CD-ROM drive. You can find these drivers in the Device Manager.

#### To do this:

1. Right-click the **My Computer** icon on your desktop.
  2. Left-click **Properties**.
  3. Left-click the **Performance** tab. **File System** should read 32-bit.
- ◆ Do not use a DOS-based 16-bit driver (loaded in CONFIG.SYS) to control your CD-ROM. Performance may be significantly reduced.

## VIDEO PROBLEMS

*SimCity 3000* requires a PCI SVGA video card capable of 640x480 resolution with 16 bit color (2 MB or more video memory). It is normal for the videos to have a single black line between each line of video on the screen.

- ✓ **NOTE:** If your Windows 95/98 display driver does not support DirectDraw, you may experience difficulties installing or running *SimCity 3000*.



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## GENERAL VIDEO CARD INFORMATION

- ◆ During DirectX installation, the DirectX setup program will attempt to install a display driver that has DirectDraw support for your video card. If your video card driver does not have DirectDraw support, the DirectX setup program will replace your existing video card driver. In some cases, this may disable any Manufacturer specific utilities for your video card. If you want to keep these utilities functional, you may have to obtain the latest drivers with DirectDraw support directly from the manufacturer of your video card.
- ◆ If your video card driver already has DirectDraw support, but is not yet Certified by Microsoft, you will be asked if you want to replace your current driver. In most cases, you do not want to replace your existing driver as this may disable any Manufacturer specific utilities for your video card. If you do have video-related problems using the uncertified DirectDraw drivers from your manufacturer, you may solve these problems by reinstalling DirectX and replacing your current video driver with a DirectX 6 video driver.

Please refer to *DirectX Installation Notes* on p. 3 for more information.

## WINDOWS 95/98 VIDEO PROBLEMS

Choppy or stuttering video or audio problems while running in Windows 95/98 may be corrected by adjusting the CD-ROM read-ahead caching. This option is available by right-clicking on the My Computer icon, selecting Properties, then Performance, File System, CD-ROM and choosing "Optimize access pattern for quad-speed or higher" from the menu. The "Supplemental Cache Size" should be set to small. Setting this to large will not improve performance in *SimCity 3000*, and may actually harm performance by reserving RAM that would otherwise be available for the game.

## MEMORY PROBLEMS

*SimCity 3000* requires 32 MB RAM and Virtual Memory **Enabled**. We advise that you let Windows 95/98 manage the amount of virtual memory automatically (the default setting), and that you have **at least** 100 MB free hard disk space after installation.

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## SOUND PROBLEMS

*SimCity 3000* requires a sound card with DirectSound support. If your sound card driver does not have DirectSound support you may experience choppy or stuttering sound, or sound that cuts in and out. If your sound card driver does not support DirectSound, we recommend obtaining updated drivers from your sound card manufacturer.

### INSTALLED SOUND CARD, BUT THERE IS NO SOUND

- ◆ Make sure your speakers or headphones are plugged into the appropriate jack and the volume control is turned up.

### GENERAL SOUND CARD INFORMATION

- ◆ During DirectX installation, the DirectX setup program will attempt to install a sound driver which has DirectSound support for your sound card. If your sound card driver does not support DirectSound, the DirectX setup program attempts to replace your existing sound card driver.
- ◆ Please consult your sound card manufacturer for updated drivers if DirectSound drivers are not available for your sound card in DirectX 6.

Please refer to *DirectX Installation Notes* on p. 3 for more information.

## NOTES TO SIMCITY 2000 PLAYERS

There are many differences between *SimCity 3000* and *SimCity 2000*, that you'll notice as you play. To give you a headstart, here are six major changes that you'll need know about when starting a *SimCity 3000* city.

- ◆ Each time you start a *SimCity 3000* city, load a *SimCity 3000* city or import a *SimCity 2000* city the simulation is set to PAUSE.
- ◆ As in *SimCity 2000*, zones will not develop unless there is adequate access to transportation. In *SimCity 3000*, Residential zones must be within four tiles, Commercial zones within three tiles, and Industrial within five tiles of transportation.

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- ◆ You will not need to lay as many power lines. Zones come with power infrastructure. As long as your zones are contiguous they will be powered. Use the high tension power lines in *SimCity 3000* to connect power over long distances or across bodies of water.
- ◆ Water pipes are not a part of zone infrastructure. You will need to lay these water pipes individually, however, each pipe waters all tiles within a seven tile radius of its position.
- ◆ Sims now create garbage, and it is up to you to manage the waste management resources in your city. When you import *SimCity 2000* cities you will need to address this immediately.
- ◆ Water pumps must be placed within one tile of fresh water to have full pumping capacity, within two tiles of fresh water to have any pumping capacity. Their capacity is affected by water pollution. In addition to this, water towers now, perform as low capacity water pumps but can be placed anywhere in your city and still function to capacity.

Importing a *SimCity 2000* city into *SimCity 3000* is done through the LOAD CITY button found on the Opening Menu, as well as from within the game inside the CHANGE SETTINGS & EXIT button on the Main Toolbar. Once you click the Load City button, both *SimCity 3000* and *SimCity 2000* cities are available. Locate the folder in which your *SimCity 2000* cities are stored, select one and click the checkmark.

We know many of you have built some incredible cities using *SimCity 2000*. We have done everything possible to allow you to bring those cities to life within *SimCity 3000*, nevertheless, you will need to do some repair work as outlined below.

## TRANSPORTATION SYSTEMS

All imported transportation systems (roads, rail, etc.) may experience some abnormalities with connections to each other.

- ◆ Highways, on-ramps, bridges and tunnels will need to be rebuilt after importing.

Please check the TRANSPORTATION DEPARTMENT within the *SimCity 3000* Manual for information on Transportation Systems.

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## TERRAIN

The terrain in *SimCity 3000* has been enhanced from that of *SimCity 2000*. This may result in the loss of some buildings, transportation systems, wires and pipes upon importing. You will need to check the underground views for subway and pipes and rebuild necessary infrastructure.

## PIPES

In *SimCity 2000*, your Underground View showed both Pipes and Subway. In order to improve the ease of placement, as well as the functionality, of both systems, the Pipes and Subways have been separated to their own views in *SimCity 3000*.

Pipes in *SimCity 3000* conduct water in a seven tile radius from their position. You will not need as many pipes to adequately water the city's zones. Unpausing the simulation, and letting the water layer update is a good way of checking what areas are watered before spending money on repairs.

Please check the UTILITIES DEPARTMENT within the *SimCity 3000* Manual for information on Water Systems.

## CONNECTIONS TO NEIGHBORS

*SimCity 3000* has added gameplay depth involving neighbor deals that rely on being connected to your neighbor(s). To make sure that you are ready for these deals, we have removed all Neighbor connections from imported cities. Please check the ADVISORS, PETITIONERS and NEIGHBORS section within the *SimCity 3000* Manual for information on Neighbor Deals.

## ZONES

All zones are imported; however, due to differences in *SimCity 3000*, some zones that were previously thriving, may now need attention.

Please check the CITY PLANNING DEPARTMENT within the *SimCity 3000* Manual for information on Zoning.

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## BUILDINGS

There are certain buildings that have changed size or not been included from the *SimCity 2000* building list. All of those buildings will not import into *SimCity 3000*. Some may have been essential parts of your *SimCity 2000* city, see the list below:

- ◆ Bus Stations
- ◆ Rail to Subway Connections
- ◆ Arcologies
- ◆ Hydro-Electric Power Plants
- ◆ Prisons
- ◆ Churches

## ORDINANCES

You will need to re-enact any of the ordinances you had enacted in *SimCity 2000* cities, and there are many more to choose from.

## BUDGET

You will want to assess your Budget as some departments will require more or less attention than they had in *SimCity 2000*, and you wouldn't want anything to go under (or over) funded.

Please check the FINANCIAL DEPARTMENT within the *SimCity 3000* Manual for information on Budgeting.

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## HOT KEYS

- [+] – Zoom In
- [-] – Zoom Out
- [1] – Furthest Zoom Level
- [2] – Zoom Level 2
- [3] – Zoom Level 3
- [4] – Zoom Level 4
- [5] – Closest Zoom Level
- [Page Down] – Rotate City View Clockwise
- [Page Up] – Rotate City View Counter Clockwise
- ←/↑/ →/↓ – Scroll City View
- [Spacebar] – Center City View On Cursor
- [G] – Terrain Grid On/Off
- [Esc] – Close Opened Window or Return To Centering Tool
- [P] – Pause or Unpause Simulation
- [+] – Increase Speed One Level
- [-] – Decrease Speed One Level
- [U] – Plant Trees
- [Shift]+[U] – Create Surface Water
- [O] – Zone Light Residential
- [W] – Zone Medium Residential
- [E] – Zone Dense Residential
- [A] – Zone Light Commercial
- [S] – Zone Medium Commercial
- [D] – Zone Dense Commercial
- [Z] – Zone Light Industrial
- [X] – Zone Medium Industrial
- [C] – Zone Dense Industrial
- [Y] – Zone Landfill
- [V] – De-Zone
- [B] – Demolish Tool
- [Alt]+Left Mouse Button – Demolish Selected Tile
- [L] – Lay Power Lines
- [Ctrl]+[E] – Open Power Plant Window
- [J] – Lay Water Pipes
- [Ctrl]+[I] – Open Water Structures Window
- [Ctrl]+[G] – Open City Layer Views Window
- [R] – Build Road
- [Shift]+[R] – Build Highway
- [Alt]+[B] – Build Bus Stop
- [T] – Lay Rail
- [Alt]+[T] – Build Train Station
- [Shift]+[T] – Lay Subway Rail
- [Shift]+[Alt]+[T] – Build Subway Station
- [P] – Build Police Station
- [Shift]+[P] – Build Jail
- [F] – Build Fire Station
- [H] – Build Hospital
- [K] – Build School
- [Shift]+[K] – Build College
- [J] – Build Small Park
- [Shift]+[J] – Build Large Park
- [Ctrl]+[D] – Open Landmark Building Window
- [Ctrl]+[R] – Open Rewards And Opportunities Window
- HOLD [Shift]+Left Mouse Button – Cancel Action
- [Ctrl]+[A] – Open Meet Advisors/Petitioners Window
- [Ctrl]+[B] – Open Budget Window
- [Ctrl]+[W] – Open Neighbors Window
- [Ctrl]+[O] – Open Ordinances Window
- [Ctrl]+[M] – Open View Data Window
- [Ctrl]+[Y] – Open Waste Management Buildings Window
- [Ctrl]+Left Mouse Button – Query Selected Tile
- [Ctrl]+[P] or [F4] – Open Preferences Window
- [Ctrl]+[L] or [F3] – Load Saved City
- [Ctrl]+[N] or [F5] – Start New City
- [Ctrl]+[F] or [F6] – Load Starter Town
- [Ctrl]+[T] or [F7] – Load Real City Terrain
- [Ctrl]+[S] or [F2] – Save City
- [Ctrl]+[Alt]+[S] or [F1] – Save City As...
- [Ctrl]+[Q] or [F1] – Exit *SimCity 3000*

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## TECHNICAL SUPPORT

To see any last minute changes or additions to the game you can read the README file.

- **To access the ReadMe file**, click the **OPTIONS** button on the Autorun menu, then click the **VIEW README.TXT** button.

The *SimCity 3000* CD includes a Windows Help file that provides solutions and answers to the most common difficulties and questions about how to properly run this product.

- **To access the Help file**, click the **OPTIONS** button on the Autorun menu, then click the **TECHNICAL HELP** button.

The Help file contains a utility that allows you contact Electronic Arts via fax or e-mail. The utility automatically detects your system's hardware and organizes this information into a report.

## TROUBLESHOOTING DOCUMENTS ONLINE!

Electronic Arts Product Support now offers troubleshooting guides that help overcome some common difficulties. If you have access to the World Wide Web, you can find these guides at

<http://www.ea.com/techsupp/troubles.htm>

Here you will find troubleshooting information on **DirectX**, **Joysticks**, **Modems**, and **Networks**, as well as information on regular system maintenance and performance. (For game-specific information and additional troubleshooting, visit our main page at <http://www.ea.com/techsupp>.)

Abbreviated versions of these guides are included in the Help file on the CD for your convenience.

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a daily basis, so please check here first for no-wait solutions:

<http://www.ea.com/techsupp>

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. *All messages are responded to in kind*—if you send in a request by fax, response will also come by fax. Please be sure to include the support utility's report in your e-mail message, fax, or letter:

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➔ **To run the support utility**, click the **OPTIONS** button on the AutoPlay, then click the **TECHNICAL HELP** button.

If you need to talk to someone immediately, call us at (650) 628-4311 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. *Please have the utility's report printed and ready when you call.* This will help us answer your question in the shortest possible time.

**EA Tech Support Fax:** (650) 628-5999.

Electronic Arts Technical Support, P.O. Box 9025, Redwood City, CA 94063-9025

## HOW TO REACH US ONLINE

INTERNET E-MAIL: [support@ea.com](mailto:support@ea.com)

WARRANTY INQUIRIES: [cswarranty@ea.com](mailto:cswarranty@ea.com)

WORLD WIDE WEB: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at <ftp.ea.com>

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 835

Slough SL3 8XU, UK

Phone (753) 546465.

In **Australia:** For Technical Support and Game Hints and Tips, phone the EA HOTLINE:

1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM.

If you are under 18 years of age parental consent required.

**Need Help?** Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the **US**, dial 900-288-HINT (4468), 95c per minute.

In **CANADA**, dial 900-451-4873, \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

### NOTICE

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