Simcity 4

V1.0 by Songless

Congratulations, sir and/or madam and/or Llama, on your election to mayor of Jumper City! This world is fairly similar to the bog-standard Earth you know and love (or not), but it's otherwise fairly… ah, generic, aside from the occasional in-joke regarding Llamas, broccoli, and spline reticulation. It's Simcity, after all, and the events and goings-on of the wider world aren't nearly as interesting as your job. You're the mayor, and your job is to make the greatest city that ever was. Or just any normal city, it's not like there's a finish line where you 'win' the game.

No, the joy of Simcity is the road you take to *get* there, the choices you make. Whether it's building a sprawling suburban landscape with picket fences, school buses and a park or two, or you decide to aim for the towering skyscraper districts that are perhaps the most iconic part of any Simcity game, look no further.

You're the mayor, and you'll get your chance. You arrive here on the day of your inauguration, becoming *the* man (or woman, or Llama) to govern the city that will be your home for the next however many years. The year is somewhat unclear, and history seems remarkably static - don't be surprised if life and society just simply… moves along for decades or even centuries with little noticeable differences. For that matter, the exact place your city is placed is likewise fairly flexible and doesn't seem to really have much of an impact on things.

It's… probably a fairly small deal, with a few thousand residents or so. A place like Berlin, New York, or San Francisco maybe. No, don't ask how that works - those are some of the locations where your new home might be located, and they somehow all lack any kind of existing urbanisation or other kinds of settled residents if that's where you decide your city's built. Just… don't overthink it, and enjoy the ride. It'll all work itself out.

Of course, just because your city is small *now* doesn't mean you're going to stay that way. There's plenty of ways to improve your chances here, be it by purchasing some of that magic mayor mojo you'll need to turn your city into a thriving metropolis, or just going for plain upgrades to directly improve your city right out of the gate. For the next decade (assuming you don't stay longer), you'll run into plentiful opportunities, the occasional crisis, bizarre and endearing traditions and some of the downright bizarre events one might associate with a game of Simcity.

Keep your eyes on the goal (and your re-election chances), and remember: have fun! It's not every day you get elected to mayor, after all.

You start with **1000 City Points**. Now roll up your sleeves, and get building!

Background

Oh, no need to worry about that, mister and/or miss mayor. Your secretary will no doubt explain you already passed the background checks when you began to run for mayor - no need to worry about those details *now*. All that matters is that you won, and you're all set to start your new job - being the mayor of Jumper City… or Jumpercity? Jumper Central, or some other name? Eh, you can probably hold a referendum to change the name if you really want.
Regardless, your 'background' as such is really not important. Feel free to be a Drop-In or the more traditional 'reincarnation' style background complete with memories, and choose whatever you like for your age and gender - though you'll really want to at least be an adult, given the demands of the job.

Now, then, as to the job itself… for the next ten years, or however long you decide to stay, you'll be the mayor of your very own city. It's not a very big city yet, but it's a prime development location and it shows a lot of promise. Make your voters proud, and through a combination of wise leadership, shrewd business deals and probably a toga party or two, turn the city into the jewel of… well, whatever region you're in.

For that matter, feel free to choose a location on the planet where your city is located - fudge some of the local geography if you feel the need, I'm sure we can make some space for another city around here somewhere.

Now, since you might decide to stay here for a while, you'll be glad to hear that old age won't be an issue during your time here. *However*, you do have one thing to keep an eye on: your mayor rating. Losing your job is a **failure condition** much like death would otherwise be, so you'll have to make sure that your city's residents are happy with you, that your finances stay in the black, and that you otherwise 'do a good job' in all the various ways that matter. You'll be up for reelection every few years, but so long as you keep winning you won't face any problems - nobody's going to be upset or confused if the same person stays the mayor for decades or even centuries.

Perks

There are no Background-specific discounts in this jump, since your Background will always simply be the Mayor of your city. Instead, you may choose one Perk of each price level to discount to half its normal cost. A discounted 100CP Perk is free instead.

- Because I'm The Mayor (Free)

Ordinarily, mayors wouldn't actually be involved in such things as setting tax rates, establishing power and water supplies in their own municipality, or deciding if and where they're going to build a space exploration launch facility. Ordinarily. But this is *Simcity*, where that and more all

end up being part of the game - which means it's now part of your job during your time here. You'll find that you're responsible for far more aspects of overall city life than you would have been as a mayor in a 'normal' jump - but you likewise also have far more power and authority to actually *do* those things with little - if any - bureaucratic delays or other issues along the way. In short, you're unlikely to answer to or need any form of higher government during your time here. This Perk has no effect beyond your time in this jump.

- Toga Parties & Indoor Golf Practice (100CP)

The sims in this world tend to be a wacky bunch, and as the mayor you're probably no different. Fortunately for you, no matter how many eccentricities or bizarre hobbies you indulge in during your office hours, nobody's really going to be bothered by them (assuming you don't hurt people or destroy property or that kind of thing). Indeed, so long as you make sure the job actually *gets done*, you could spend your entire work day painting Llamas, getting into rap-offs with the local radio station, *badly* painting Llamas, dressing up as a superhero and doing actual superhero things, or whatever nonsense you might find engaging at any given moment. Anyone who might have otherwise thought you're slacking off will just assume it's part of a sophisticated and highly-tested mayoral process they don't fully grasp themselves.
You'll enjoy a similar kind of acceptance of 'weirdness' or slacking off in any future jobs you might hold.

- Fast Forward (100CP)

It's a fantastic job, running a city, but sometimes the paperwork does tend to get a bit… boring. Fear not, though - this power allows you to alter your perception of time and speed through any kind of activity you don't need to put a lot of thought or concentration into. You'll still do the job with your full competence, but you can save your attention for the more interesting things rather than draining all your mental energy on signing five hundred copies of a form. Ever wish it were already five o' clock so you could get back to golfing or socializing with the Llama society? Well, now, you don't need to wait!
Don't worry though: this power automatically stops if you run into something you *do* need to focus on, such as an assistant running into your office with news of an emergency.

- Parks And Plazas (100CP)

City beautification projects can have a major impact on the overall environment of your city. From making residential areas more pleasant with gardens, parks and tennis courts to attract more and wealthier citizens to using plazas to support commercial activity and tourism, a well-placed 'park' can have a big impact. You're the kind of man (or woman, or Llama), who excels at using these kinds of areas to their best effect, to the point you could literally design entire public spaces from scratch and come away with masterpieces every single time. From majestic fountains to soothe your residents to magnificent vistas to draw in the tourists and support local shops, you can do it all… and you'll know exactly *where* to put such areas, too.

- By The Mayor's Decree (100CP)

Rules are rules - and as the mayor, you're the one expected to *set* those very rules. Public Ordinances can be a useful tool for those in the government, supporting (or prohibiting) a wide variety of activities from waste reduction to educational initiatives. Through a combination of raw charisma, public speaking skills and possibly some plain old luck, you'll find that any kind of public declaration or government program you engage in is more effective at its given purpose. People will be more enthusiastic about carpooling programs if you remind them of the social benefits (ride along with that hot coworker you've always wanted to get to know better!), first aid or neighborhood watch programs become more popular when you point out the benefits (look good in that spiffy new uniform, and enjoy some fresh air outside while keeping an eye on the neighbors!), and even edicts that might normally have noticeable downsides can be made more effective by inspiring people's innate benevolence, for example to reduce water use or the amount of paper waste (please, think of the Llamas!).

- Beating The Odds (100CP)

Many cities don't allow gambling, or at most permit it in very limited circumstances… yet at the same time, legalized gambling can have a few marked advantages for a city. You're a mayor who could become the governor of the most spectacular 'den of sin' in the region if you put your mind to it - owed in part by your seeming resistance to anything one might consider 'bad luck'. Though it only reduces the chances (or impact) caused by effects ruled by random chance, you could sit down at the roulette table and consistently make a profit. But more than that, this same defiance of bad odds carries over to your policies and decrees as well: any projects or choices you make that come with a chance of noticeable downsides (such as the increase in crime caused by, you guessed it, legalizing gambling) will be markedly reduced, making such 'mixed blessings' far more useful as they still retain their benefits.

- (Wo)Man Of The People (200CP)

Anyone can throw a few concrete apartment complexes together and call it a day, but to make a city not merely 'livable' but actually *enjoyable* takes a more skilled hand than such amateurs possess. Through a profound insight into people's use of space in their daily lives as well as a charismatic and compassionate bearing, you are highly capable of making your cities into places people would want to live in… as well as convincing them to give it a try. Indeed, spend some time in the planning department and the neighborhoods you design could quite easily take top spot in the 'The Ten Best Places To Live' list at Sim Daily. Whether it's parks and street layouts or how to revitalize old and derelict blocks into something vibrant and inviting, you'll find that during your time here as a mayor it'll be very easy for you to increase your city's population growth and demand for residential areas. Roll up your sleeves, mayor, and make your city the next 'Boom Town'!

In addition, you get a PhD in one 'home owner' related field of study, such as architecture or urban space development. You're a master at the craft, to be sure, and if you're going to get invited by that university across town to speak on the matter (or by the local homeowners association, for that matter), you'll be able to get all the 'oohs' and 'aahs' your academic accolades demand.

- Supreme Simoleon Simulator (200CP)

Money - it makes the world go round, it's the source of all evils, and so many more things besides. But no matter what people say: it's important. Commercial services and companies are vital for the development of larger cities, as few communities can thrive on nothing more than industrial jobs. At the very least, they'll need a supermarket to buy their food!
You're a gifted investor and 'marketeer', having a keen sense of how to bring commercial opportunities to fruition as well as how to *create* such opportunities - the perfect skill to attract more commerce to your city. Although you'd be well-suited for life on Wall Street or heading a large company, during your time as a mayor here you'll find that you can easily boost your city's demand or desirability for commercial zones as well. Furthermore, you get a PhD in one commerce-related field of study, such as economics or marketing - perhaps mounting the certificate behind your mayoral desk can help you 'wow' those visiting business representatives a bit easier?

- Spline Reticulator (200CP)

It's hard work, reticulating those splines, but you're up to the task. Or, if you'd rather not, you know just how to bring in the people and the companies who make a living out of doing so. In fact, you're the kind of industrial mastermind who can build an entire city's worth of burners, manufacturies and microchip assembly lines in an afternoon. Or at least ensure that those arrive eventually - actually building the structures still takes time. Your skills of industrial planning and cajoling will see your city call for considerably more industry jobs than it normally would, and you're a pretty decent inventor as well - after all, industry always strives to improve so as to gain an edge over the competition.
Considering that a well-managed industry arguably lies at the core of a healthy city, the benefits of such a talent should be obvious. Still, if that's not enough for you, you also get a PhD in one industry-related field of study, such as electrical engineering, petrochemical processing or software development. Maybe you can open a new refinery at the edge of town, or develop that next-generation, clean energy source you always dreamed of instead?

- Protect And Serve (200CP)

Did you spend some years as part of law enforcement before running for mayor, Jumper? It certainly seems that way, with how you seem to exude this aura of calm and lawfulness. Indeed, your compassionate but unflappable manner seems to instill a sense of discipline and community in your subjects beyond the norm - and you'll find that as a result, your city will not suffer as much crime as it would have before, but your police are also more effective than they otherwise would be. From the tiny kiosks to the police helicopters of the largest stations, each seems to cover just a bit more ground, spot the troublemakers just a bit faster, solve the crimes just a bit more 'by the book'. No 'cowboy cops' here, mayor... unless you happen to be one yourself.
As a side effect, you also get a decent set of police-related skills, including basic firearm competency, how to manage communities and de-escalate crises, and maybe even some crime scene and detective work thanks to some evening classes.

This Perk unlocks the *Deluxe Police Station*, the *Jail* and the *Courthouse* for purchasing, granting you access to these options without needing their requirements as normal.

- Fireproof (200CP)

Fire! Fire! Somebody call the fire department, or at least the mayor! Useful for everything from rescuing cats and Sims from trees to putting out the most catastrophic neighborhood fires since the Great Barbeque Disaster of '86, the fire department is crucial to the safety and prosperity of a city. Though as challenging as the work may be, your city is in good hands. With a keen eye for the best fire engines and the courage to step in and direct the emergency services personally, you'll find that your city can far more easily handle any kind of emergency. Indeed, you're no slouch yourself - you're just this side of fireproof, and you're one *mean* mayor with a fire axe (or any similar instrument of damage and/or rescue). Maybe get ahead of the game, and try a few poses for next year's *Hottest Firefighters Calendar*?
This Perk unlocks the *Large Fire Station* and the *Fire Department Landing Strip* for purchasing, granting you access to these options without needing their requirements as normal.

- Vigorous (300CP)

As the mayor it's important to be a good example to your city, and your very being seems to radiate the kind of vigor and physical power superheroes are made of. You receive a noticeable improvement to all your physical abilities from strength to endurance, making you at least 'peak human' if you weren't such before. You're also immune to all mundane diseases thanks to a healthy lifestyle (or just good genes). Beyond that, you'll find that you're a symbol of good health for your followers, ensuring that those on your payroll and anyone living in your city will follow in your footsteps. The overall health of your subordinates and residents is increased across the board, and the various healthcare facilities are noticeably more capable of handling anyone who *does* get sick. In short, by emulating your example you'll find that clinics and hospitals in your city can tend to more patients over a wider area without creating any of the dreaded 'waiting lists' or overworking their doctors.
This Perk unlocks the *Large Medical Center* and the *Medical Research Center* for purchasing, granting you access to these options without needing their requirements as normal.

- Brainy (300CP)

Well, you're a smart one - though that's practically a given, since you're the mayor. Your superior intellect and perfect memory will no doubt come in handy during your time here, but the benefits don't end there. You are exceedingly gifted at inspiring others to learn and better their minds, even if merely to approach your own brilliance. As a result, you'll find that your residents, civic servants and other subordinates are far more capable in the realm of education and learning. Schools can handle more students without issue, museums inspire and educate more effectively than they otherwise would have, and even the libraries seem better stocked than normal!
This Perk unlocks the *Large Elementary School*, *Large High School*, and the *University* for purchasing, granting you access to these options without needing their requirements as normal.

- Mayor Of Paradise (300CP)

Though it's something few people actually spend time thinking about, living in a city comes with one inevitable and potentially far-reaching consequence… that is, pollution. Every home in a city produces trash that needs to be incinerated or taken to a landfill, dirty factories belch smoke into the sky by the metric tonne, traffic jams cause smog, and so on. Nonetheless, despite the many forces that might strive to make your city a polluted hellscape, you're uniquely gifted at countering such effects. Whether it's well-placed water filtration systems, government decrees to limit air pollution, or simply a lot of efforts into recycling and clean energy, your ability to keep your city clean and pleasant is nothing short of *brilliant* - and it takes substantially less time, effort and money for you and those working for you!
This Perk unlocks the *Solar Plant*, *Hydrogen Plant* and *Water Treatment Plant* for purchasing, granting you access to these options without needing their requirements as normal.

- Road Rage Reconciliator (300CP)

Getting where you're going can be a big challenge - and you're not the only one who faces such troubles. Traffic jams and congestion can strangle the life out of a city as surely as unemployment and lack of funds - and indeed, poor city traffic can *cause* such problems: people who can't make it to their job won't *keep* that job for long, and eventually companies might look elsewhere.
Fortunately, your city is in good hands under your stewardship, for you're one of the greatest street planners, public transit organizers, and traffic, ah, *un-jammers* that the world of Simcity has ever seen. Under your enlightened leadership, your city could see itself develop with roads as majestic as they are functional, creating a smoothly running transit network with higher capacity *and* lower noise issues than any of your supposed 'peers' could ever hope to build. But that's not all - you are equally gifted at setting up reliable, affordable and pleasant public transport systems, from the basic bus stops to vast underground metro networks.
Finally, you also have superb awareness of your surroundings as well as immeasurable patience - it's probably a side-effect of having been stuck in traffic jams so many times before you took this job.

- Inner City Visionary (300CP)

Zoning out an entire city is not an easy job - the complexities of interlocking roads, utilities, public services, residential needs and employment opportunities are perplexing enough many would require a dedicated team to understand even a portion of it… but not you. Your ability to understand complex systems, to spot the underlying patterns and mechanisms is truly a sight to behold. With little more than a map and some reports from your civic servants, you stand a decent chance to track down the cause of disturbances or problems in your neighborhoods, from realizing the unemployment and abandoned buildings are caused not by a lack of jobs but not enough traffic capacity, for example. As a result, you are highly capable of not only solving the myriad problems that come with running a city more easily, but you're also a gifted planner when it comes to laying out the zones and facilities that make up your city. After all, understanding the system means you might as well try and make everything run smoothly right from the start, no?

- U-Drive It (400CP)

Most mayors can be expected to sit behind a desk, shuffling paperwork and making the occasional speech to the masses at important events. But why not get out there and get involved more directly? You'll find that when you roll up your sleeves and get personally involved, the potential impacts of your actions become substantially more far-reaching. Jumping into an ambulance to help rescue the victims of a tragic accident not only shows the people you care, but might draw the attention of investors looking to set up a new medical facility - thereby providing a potentially city-wide benefit for everyone's health. Though your personal actions won't be quite at the level of impact that more thorough city ordinances or tax reforms would have (unless you do such things repeatedly, anyway), they're far closer together than one might expect. You'll find plentiful opportunities to get involved in the daily goings-on of your city, from the mundane (drive a school bus to take over a sick driver's route) to the bizarre (selling mind-controlling ice cream to schoolchildren for cold, hard Simoleons).

This perk also makes you capable of driving, flying, piloting or otherwise using absolutely anything one could consider a vehicle, and competently. School bus? Trivial. Alien spaceship? Easy. Llama-themed giant mecha? No problem. Llama-themed giant mecha built for *actual* Llamas to pilot? You got this.

- Cities Of Gold (400CP)

Money is power - and it's definitely a necessity for a city. The more money flows from one place to the next, the more people buy, sell, borrow and invest, the more your city will thrive… and the more money flows into your coffers. Your vast insights into tax policies, loopholes, (reverse) psychology as applied to money, money-laundering, and a whole host of other financial skills have resulted in a kind of wealth few could match. As a result, you've found ways to make your entire city pay higher tax rates than they otherwise would have. Although it's only a few percent or so, the fact that these few percent 'extra' come with *no* detriments whatsoever, be it zoning demand by companies or an impact on your mayor rating, means that it's effectively free money. With the amount of income and expenses running a city involves, the resulting advantage is substantial indeed.

On a more personal level, your superb mastery of the tax apparatus (or just the regal stature you possess thanks to your time as mayor here) also ensures that you will no longer be required to pay any kind of personal taxes no matter where your career might take you.

- Regional Director (400CP)

As large and powerful as your city might eventually become, it is still only part of a larger whole. But that larger whole can still be made useful - and with your talents, it can be made *very* useful, indeed. You are a savant when it comes to large-scale planning, from economics to political compromise, giving you a vast array of skills to better benefit from the region. Negotiating deals for electricity, water supply, or other such neighborhood interactions are a trivial thing for you, and if you've got an 'in' with your neighboring cities you could turn the entire region into a true marvel. From specialized areas for industry to suburban development and streamlined

transportation networks… roll up your sleeves, and build something that is truly more than the sum of its parts.
This Perk unlocks the *Seaport*, the *International Airport*, the *Convention Center* and the *Resort Hotel* for purchasing, granting you access to these options without needing their requirements as normal.

- Well-connected (400CP)

My, my, aren't you a socialite, mayor? Making friends, attending parties, knowing people in places of power and importance… It's surprisingly useful to know how to move in the kind of social circles where the average person is worth seven figures or more - and you're a true master. You know just who to contact to make the most of opportunities, you know how to easily gain favors *and* how to spend them wisely, and you look pretty damn good in a suit or a dress. You'll find it supremely easy to insert yourself into all manner of high society circles, exclusive members-only clubs, and other such hotspots of opportunity and power, and once you're there you'll fit in like you always belonged. As to how you'll *use* your newfound ease of making connections? Well, I imagine you might want to attract some better investors to your city, or get some big names involved in setting up a new science campus or office complex? I'm sure you can find a good use for having half the fortune 500 CEOs' phone numbers… and half of *those* on a first-name basis, too.
Thanks to your vast network of connections, you'll have a *much* easier time getting exclusive or otherwise restricted facilities. As a result, this Perk unlocks *all* upgrade variants of the structures and facilities available for purchase in the Jumper City section, allowing you to pick whatever alternative options you desire without needing their requirements as normal.

- Focus On The Goal (400CP)

It's tricky business, governing a city. Trickier still to make it the kind of place you *want* it to be. Luck and coincidences can have a major impact on how your city develops, minor accidents or unexpected changes snowballing into consequences that might leave your city unrecognizable when compared to your plans. But likewise, those same events could lead to similar *benefits*, and with this Perk, you're pretty much guaranteed to experience the second rather than the first kind.
It's not very spectacular or noticeable as such, each thing merely a tiny push in the right direction. A manufacturing company finds a new investor *just* in time, so they don't need to close their Jumper City factory. An architect looking for a place to put their masterpiece glances into a newspaper stand *just* in time to see a small article on your city at the bottom of the page. It's little things… but in their totality, they can have a big impact. In essence, you will experience a kind of luck-based, continuous progress towards your long-term goals, even (or especially) when you're too busy with other things to put any effort into solving the smaller problems. You can still make mistakes, and you're neither 'immune to bad luck' nor guaranteed to succeed through this alone, but so long as you remain focused on your goals - like developing your city in a certain way - you'll find that, slowly but surely, fortune will continue to push events towards success.

Jumper City

Aside from a moderate amount of money you can use to keep your city going for the first year or two, you receive a **300CP stipend** to get your city up and running - a decent way to get started is to grab some *Residential Zones* along with a handful of *Commercial* and *Industrial Zones* (though you can choose differently if you want). This will be sufficient for a small city with a few thousand citizens and their homes, but you can spend additional CP here to improve your city or guarantee a number of unique opportunities or advantages. The options called '*Improvements*' are typically limited to only one per city, though you can buy multiple copies if you insist. Each provides a more far-reaching impact than more common Zones or infrastructure… provided your city actually has all the basics covered. That said, if you want a different kind of facility or Improvement with a similar impact (a tech giant setting up their corporate headquarters in your city, instead of the standard *Advanced Research Center*, for example), you may freely substitute with such alternatives.

All prior tiers of an *Improvement* must be purchased first (i.e. you must buy the *Private School* before you can get a *Central Library* or *Opera House*) unless you have unlocked such higher-end options by taking certain Perks (such as *Fireproof* or *Well Connected*). All options may be purchased multiple times - repeat purchases do not need to buy their prerequisites again. That said, no guarantees are made as to whether any duplicates are fully effective - putting a second *International Airport* in a small town likely won't see the traveler count increase much, for example - you'll need other things to draw visitors first.

As an example, you could buy a set of *Police Kiosks* for 50CP using the 'Law Enforcement' purchase, or spend 100CP for that same set of kiosks *and* a second option from a higher tier, such as a *Large Police Station*. This second purchase would also allow you to change your initial kiosks into a *Large Police Station*, though this is not required. Likewise, a third purchase would give you the option for a *Deluxe Police Station*, as well as allowing you to convert your first and/or second purchase into these larger facilities as well. These requirements are waived if you've purchased the 'Protect And Serve' Perk, which would allow you to immediately acquire a *Deluxe Police Station* as your first option, without having to first invest in the other police facilities.

You may build additional copies of any structures you purchase in your city during your time here (such as the larger police facilities used in this example), though they do not have the benefits of their CP-bought versions, such as the lack of wear-and-tear or running costs. This is merely an early advantage, not a restriction - if you can arrange for larger or better facilities through your own efforts, you won't somehow be prevented from using such things because of 'gameplay requirements'.

All properties bought for CP will not require maintenance or other 'service costs' to operate and do not wear out due to age and use (in the case of utilities, infrastructure and most improvements). Any 'zones' will find themselves somewhat more attractive to prospective

residents or job seekers/companies, ensuring they're more likely to fill up and function as they should. If you later decide, due to a changing urban design or any *perfectionist* tendencies, to move one or more purchased options to a different location, their CP-bought advantages (such as the elimination of maintenance or operating costs) will transfer over to the new location.

Each option you purchase for CP grants you ownership of a similar kind of property in any future worlds you might find yourself in, though this does not include your free 'starter' properties. *Residential Zones* might make you the owner or landlord of a number of houses, apartment buildings, and other such properties. Likewise, *Commercial Zones* might give you stocks in a resort hotel, legal firm, supermarket chain or other commercial service, and *Industrial Zones* might make you the owner of places such as a car factory or contract research lab. Specific upgrades, such as the *TV Studio* or *Seaport*, will likewise give you (partial) ownership of the same type of service, facility or company. These properties automatically adjust to fit in with the setting in any future jumps you visit.

- Mayor's Desk (Free)

Your home away from home, this (initially) rather small and cramped workspace provides you with all the desk space, phones, secretaries, misplaced documents, TV channels and who knows what else you'll need to do your job with at least *some* chance of success.
Perhaps most interestingly, however, is the mayoral governing system that comes included free of charge. Installed on your (somewhat outdated) office computer but compatible with a wide array of other systems, this software allows you to easily collate and view a wide range of interesting information regarding your overall effectiveness as a mayor - typically shown in a 'bird's eye view'. Likewise, it'll make it just that bit easier to direct your civil servants and other subordinates, plan out your city's growth and infrastructure, and otherwise… you know, manage your city. It's not *quite* like playing Simcity 4, but you'll probably find the interface to be remarkably similar to the game itself, and if there's anything it doesn't cover you can probably get some brainy IT types to update it with more features, too.

- Sim News (Free)

Watch those news ticker headlines, mayor, because the news can often be the source of insights both profound and critical for your work… well, when they're not running another Llama-themed docu-marathon, anyway. This news station, which could take the form of a newspaper, radio station, local network TV or some other such organisation, exists to cover all the interesting (and not so interesting) happenings in your city. Although the news is usually rather… wacky, an observant watcher or listener can glean quite a bit of information from their news about how the city is doing. Once your time in this world comes to an end, you'll find a similar news ticker in your Warehouse, covering all the various newsworthy events that surround your life - complete with 'late edition' newspaper, on-demand watching for TV news, and so on. Tune in, and get yesterday's news today!

- Residential Zone (25CP)

Residential Zones, as the name implies, hold your residents. From breadwinners to schoolchildren and CEOs to housewives, everyone lives in a Residential zone of some sort. Residential zones are planned out in terms of density, though the final results will depend mainly on your city's demographics and environment in terms of wealth, education, crime, and so on. Although rich residents might be the most beneficial from a tax income point of view, merely zoning areas for them is no guarantee they'll want to live there - you'll need the right environment and jobs for them as well.
Low Density Residential Zones hold small numbers of residents and might be filled with small cottages or the mansions of the rich and powerful. They have the lowest numbers of residents, but likewise also put the least strain on city infrastructure and amenities.
High Density Residential Zones typically end up as some kind of towering apartment complex - be it the cramped and dreary 'concrete jungle' used to house the poor or the luxurious condos for those with greater means. They offer the greatest workforce and tax revenue for a given surface area, but likewise put the most strain on the education system, police force, and other services.
Medium Density Residential Zones are somewhere in between, offering a more balanced mixture of impact and demand.
Each purchase grants you one additional hectare worth of Residential Zones of a type described (low, medium or high density). As a rough estimate, this would be enough for about fifteen smaller homes, two large skyscrapers, or something in between.

- Agriculture Zone (25CP)

Composed of farmland, orchards, and pastures, *Agriculture Zones* are (strictly speaking) a type of industrial zone. Providing some of the most easily accessible low-income jobs available, these areas will provide jobs faster than any other zone type in Simcity 4. The downside, of course, is that these zones provide a very low number of jobs for the amount of space they take up, and they have negligible room for further improvement like other zone types might have. They also cause substantial water pollution, though this is usually less of an issue unless your domestic and agricultural water systems are connected. Still, despite their limitations they serve as an excellent foundation to support further growth of a community.
Each purchase grants you fifteen additional hectares of farmland.

- Commercial Zone (25CP)

The first major source of jobs for your city, *Commercial Zones* provide services and office space for the various stores and companies that might call your city home. Like *Residential Zones* above, these zones are planned out in *Low Density, Medium Density* and *High Density* variants, with all the advantages and disadvantages that one would expect with them.
Commercial jobs come in two major types, which are further differentiated by wealth and education level. *Services* are those commercial jobs that rely on direct contact with your city's population, such as restaurants, shopping malls, cinemas and gas stations.
Offices, meanwhile, provide administrative and support space for larger companies, such as consulting firms, legal services, and international enterprise headquarters. They are the ones most commonly associated with the 'skyline' of commercial districts - provided your city can

meet their exacting requirements. Commercial zones are highly averse to pollution, especially for jobs requiring higher wealth and education levels, although smaller shops and services might stand moderate pollution. Likewise, many commercial areas rely on large volumes of traffic (i.e. large numbers of customers) and other infrastructure support.
Compared to *Industrial Zones* found below, *Commercial Zones* are more difficult to 'get going' and to keep happy than industry, but they have better long-term growth potential and a far lower impact on the environment.
Each purchase grants your city one hectare worth of *Commercial Zones* of your choice (low, medium or high density).

- Industrial Zone (25CP)

Industrial Zones contain factories, refineries, and various other kinds of 'producing' companies that provide jobs and industrial output for your city. Industrial Zones are planned out in terms of density, though the final results will depend mainly on your city's demographics and environment in terms of education level, economic transportation systems (such as freight shipping), taxes, and environmental restrictions.
Like Residential and Commercial Zones, Industrial Zones are planned in terms of density with similar concerns in terms of provided jobs and infrastructure demands per surface area.
The main types of industry you will attract with these zones (depending on demographics, job demand, and taxation levels) are:
Dirty Industry includes scrapyards, smelters, fossil fuel refineries and other industries that are heavily polluting. They are an easy source of large numbers of low-income, low-education jobs, but have considerable negative impact on the environment and the health of your population.
Manufacturing Industry focuses mainly on producing consumer goods and other items, and might include car factories, furniture assembly, and other such companies. This type of industry causes less pollution than Dirty Industry, but requires a more educated population to handle this type of jobs.
High-Tech Industry is the most advanced and profitable industry type, and includes semiconductor manufacturers, software companies, research labs and so on. This type of industry releases very little pollution (about on par with commercial zones) and provides the best industrial jobs, but also has very high requirements in terms of education levels, infrastructure support, and so on.
Each purchase here will grant you one hectare worth of *Medium Density Industrial Zones* or *High Density Industrial Zones* - low density 'industry' are exclusively agricultural and are not covered here.

- Power (First free, further purchases for 50CP)

Keeping the lights on all day, every day, that's what these guys do. Effective power generation for your city is crucial - brownouts and lack of connections will rapidly see your citizens seek their fame and fortune elsewhere. This upgrade, evidently, grants you a fully paid-for and ready to go power plant of some sort, with a variety of interesting options available.

You may start with one polluting *Power Plant* - fueled by oil, coal, or natural gas - or five *Wind Generators* for free. The power plant provides much more energy, as is to be expected, but also creates substantial amounts of air pollution, making it an unpleasant addition to your city.

The first upgrade tier options include *Solar Plants* and *Nuclear Reactors*, which provide large amounts of electricity without causing major pollution. However, Solar Plants are not quite as effective as fossil fuels (requiring more space for the same amount of energy) and Nuclear Reactors *do* have some minor issues with public opinion (something to do with fears over meltdowns).

The second and final upgrade tier offers you a *Hydrogen Plant*, the most effective all-round option with high energy output, zero pollution, and compact size. It is truly the best of both worlds, and will see to your city's demands (at least partially), regardless of whether you prefer raw effectiveness or ecological considerations.

- Water (25CP)

Access to fresh, clean drinking water is of paramount importance - although rural areas might be expected to handle their own water needs and a dedicated water supply is therefore not *strictly* required, any kind of more developed region will need something more reliable than backyard wells. With this option, you receive some form of water supply or infrastructure.

Your initial option is a powered *Water Pump* which drills down into an aquifer to provide a bounty of drinking water. Sufficient for 20.000 cubic meters per month, it'll handle small communities with ease. Alternatively, you may instead opt for a number of *Water Towers*, which may be more useful if you need a more widespread supply.

The first and only upgrade tier offers you the choice of a *Large Water Pump*, producing an order of magnitude more water - required for larger communities. You may also choose to instead gain the services of a *Water Treatment Plant*. Although it doesn't provide water itself, this facility cleans your water supply, preventing dirt, oil spills and other pollutants from reaching the tap of your loyal voters - you'll need one as your city grows larger, especially if you have many farms or other forms of industry.

- Garbage (First free, further purchases for 25CP)

Come get your trash! No, not like that! You see, people tend to live nice, enjoyable lives… and those nice, enjoyable lives tend to result in a lot of rubbish, discarded broccoli packaging, abandoned dinosaur toys and so on. It's a city's responsibility to collect the trash its citizens produce and properly process it - meaning that it's also *your* responsibility now. And although it's not exactly glamorous… keeping the streets trash-free is pretty important if you want people to be happy and vote for you in the next mayoral campaign.

You receive one small *Landfill* area for free, which is sufficient to keep your city going for a little while until it starts running out of space. It's an easy and cheap solution, but remember: garbage

doesn't decompose very fast, and the landfill itself doesn't exactly improve the nearby area in terms of desirability or… ah, smell.
You may pay 25CP for additional *Landfill* sites (or to expand your existing one), but you may also use this option to purchase one or more *Waste To Energy Plants*. Used to incinerate garbage, these facilities can handle vast amounts of waste per month, burning it away and even providing a moderate supply of electricity in return. It's not as effective as a 'proper' power plant though, and the air pollution is about as bad as you can get it. Alternatively, you may instead gain a *Recycling Center*, which pre-sorts and recycles garbage for up to 25.000 residents - simultaneously reducing the amount of garbage you'll actually need to deal with as well as making you look pretty good in terms of environment and 'green' living.

- Education (50CP)

The uneducated and uninterested might make for a decent workforce in low-wage jobs like farming or factory work, but if your city's ever going to be more than just a slightly more lively patch of dirt off the road, you'll want *brains* in your people. Education is one of the most difficult services to manage, with different requirements based primarily on age, but with this option you can get a head-start and get those voters some skills.

By default, each purchase grants you a single *Small Elementary School* or *Small High School* to help educate your Sims. Suited for suburbs and smaller communities, each is capable of handling several hundred children or teens with a minimum of after-school detentions. Alternatively, you may gain three *Local Branch Libraries*, which offer a much smaller overall impact on education level, but continue to provide benefits across the entire population regardless of age.

The first and only upgrade tier instead offers you your choice from the *Large Elementary School*, the *Large High School* or the *City College*. The first two options function similarly to their smaller counterparts, except they are designed for up to several thousand students at once - vital if you're putting schools in more densely populated areas. The College, meanwhile, is an important educational facility for older Sims, making it crucial for achieving the kind of highly-educated Sims you'll want for High Tech Industry and other such high-value, high-requirement jobs. You may also use this tier to acquire a *City Museum*, which is especially useful for improving (or maintaining) the level of education of older Sims in your city.

- Healthcare (50CP)

Keeping your citizens fit and healthy can be a challenge, regardless of whether they toil away on farm lands or they're stuck behind a computer screen in some office tower. A government-funded healthcare system can alleviate many woes (metaphorically or literally), and if your city's going to get anywhere you'd better be ready to get some doctors on your payroll.

With this purchase, you receive three *Health Clinics* - smaller, more neighborhood-oriented medical facilities that include a GP, dentist, some A&E support and all those other medical services the average Joe can expect to need on occasion.

The first and only upgrade tier instead grants you a *Large Health Center*, a multi-story hospital facility that can be expected to handle several thousand patients at a time without stopping. From MRI scanners to brain surgery, this has you covered.

- Fire Services (50CP)

Fire! Fire! Somebody call the fire brigade - or at least the mayor! Fire hazards are a constant in life, and although fires are rather rare, uncontrolled disasters can be absolutely catastrophic for your city - to say nothing of your re-election chances. Fire services are involved in putting out and preventing fires, as the name implies, although they're also responsible for various other crises like getting cats or Sims down from trees they've climbed into. Why not get yourself a station here and make sure your city's well-managed and safe, even when barbeque season comes around again?

By default, this option grants you a single *Small Fire Station*, which comes with a well-trained crew and one of the latest models of fire engine to handle any issues.

The first upgrade tier instead gives you a *Large Fire Station*, which is designed for larger cities and includes two fire engines and support staff.

Finally, the second upgrade tier offers you a *Fire Department Landing Strip*, which allows a firefighting plane to air-drop water onto fires across a massive area - perfect for handling cities that are highly spread out or which contain many isolated communities that might not warrant a fire station of their own.

- Law Enforcement (50CP)

Though many mayors might hope the people in their city are the best of the best, the greatest and brightest lights this world has to offer… that doesn't mean you can get complacent. Crime is an ever-present danger, from the burglars and gang violence in poor and badly managed cities to the money laundering and fraud you could expect in the high rises of the greatest Central Business District. A well-functioning police is vital to keeping your citizens honest, and this is where you get them.

By default, you will receive a single *Small Police Station*, filled with capable and disciplined police officers perfect for keeping your people safe and happy. Alternatively, you may instead start with three *Police Kiosks* - though lacking the police cars for patrols that are part of the standard approach, these small structures are perfect for more local efforts and outreach.

The first upgrade tier gives you access to a *Large Police Station* - similar to the small station above, this provides offices and support for twice the number of officers and patrol cars as their smaller cousins. Alternatively, you may also gain a *Jail* to house all those crooks and ne'er-do-wells you take off the streets - an especially vital service in larger and more

densely-populated cities, where police stations simply won't have the number of cells needed to keep all the criminals locked up.

The second and final upgrade tier gives you a *Deluxe Police Station* - comparable to the 'large; variant above but further improved with a genuine police helicopter to support large operations (or just traffic management) over an even larger area.

- Civic Improvements (50CP)

Running a city is hard work, but you won't need to do everything on your own - even the greatest mayor still needs a support staff. While you'll normally start with a small office and a handful of assistants, your administrative staff and civil servants will increase in number as your city grows. But why not get them all ready right from the start?

Initially, this upgrade provides you with your very own *City Hall*, a resplendent building where you can direct your city, invite visitors and investors, hold parties, make grand speeches, and so on. It'll come in quite handy, if only because it'll have a small but reliable department for just about every aspect of city management.

The first and only upgrade instead provides you with either a *Courthouse* or a *Bureau Of Bureaucracy*, more specialized but also more effective institutions to aid you in your governing efforts. The Courthouse coordinates and centralizes a large part of your law enforcement and legal concerns, making your city both safer and more attractive for wealthy office-workers such as lawyers and politicians. The Bureau Of Bureaucracy, as the name implies, is instead focused on managing the miles and miles of red tape, the legions of civil administrators, and the towering piles of paperwork that come with managing a large city - improving the effectiveness and efficiency of all your civil services.

- Religious Improvements (50CP)

Matters of faith intersect surprisingly often with holding the office of mayor - and we're not just talking about showing the right kind of beliefs to convince your voters you're the man or woman who knows what's right. Spiritual places form important centers of the community, and can have a substantial impact on people's overall happiness and wellbeing.
With each purchase of this option, you may receive one additional *House Of Worship*, typically a church of some kind, which will tend to the spiritual needs of your Sims. Owing to a happier and more tranquil population, Houses Of Worship will make your city a nicer place to live and, consequently, attract more residents to come live in your city. Alternatively, you may instead opt for a *Cemetery*. Though perhaps a somewhat grim upgrade on first consideration, these resting places for the dearly departed are nonetheless vital to ensure your Sims can live their lives in peace - knowing that those they lose are well-cared for. Though not as immediately 'attractive' as a church or other House Of Worship, Cemeteries provide substantial improvements to their local area, both in terms of happiness and a reduced air pollution. It might even be a good place for picnics, if you ignore the tombstones?

- Regional Improvements (50CP)

Although less immediately profitable or spectacular, having a large agrarian population makes for a surprisingly potent local culture - not to mention some pretty interesting festivals and other celebrations. Why not invest a little to get your people the kind of improvements that can really let your local farms shine?

The first purchase of this Improvement grants you the *Farmer's Market*, a place where local farms can peddle their wares and show off their latest agrarian achievements. From the juiciest plums to the largest pumpkins, a Farmer's Market will provide a reliable supply of fresh produce and other products. Consequently, better diets will provide a noticeable boost to your residents' overall health, while also making your town a nicer place to live.

The first, and only, upgrade tier for this Improvement is the *State Fair*. Coming with a wide variety of rides and shows, such as a ferris wheel and Llama-shearing competitions, this festival ground gives a big boost to your tourism and commercial sector.

- Advanced Education Improvements (50CP)

The basics of education for your residents is handled fine by elementary schools and other such common facilities (assuming you have them and actually pay your teachers, of course), but there's also a number of more exclusive and unique education-focused Improvements available to help your city get their brains up and running.
The first purchase of this improvement will grant you a *Private School*, which educates your more talented and wealthy Sims. If you want to make sure the best and brightest get the opportunities they desire, you'll find few options as good. Plus, having this school also attracts richer and more successful residents, which is sure to benefit you in other ways as well.

The first upgrade tier provides you access to the *Main Library*. Larger and more prestigious than the local branch libraries you might already be familiar with, the Main Library can manage thousands upon thousands of books, providing a small but noticeable improvement across all age groups to your *entire city's* education. A second option is to instead gain a *Major Art Museum*, which improves upon the standard museums much like the Main Library improves upon the local library branches - providing a city-wide boon to the education of older individuals and putting your city 'on the map' just that bit more than before.

The second upgrade tier provides you with your very own *Opera House*, which can single-handedly make its location into the cultural heart of the region while also providing further education improvements to your older residents. Alternatively, you may instead create a Jumper City *University*, one of the most potent places of academic scholarship and the perfect way to attract further research and high-tech jobs to your city.

- Entertainment Improvements (100CP)

Aaaand he scores! Ladies and gentlemen, the mayor has done it again! Entertaining the masses is vital if you want your city to be successful - even the Roman emperors of old knew about ‘bread and circuses’. But why stick with a mere circus when you can get… *this?*

Initially, this upgrade will make your city the home of your very own *Minor League Stadium*, complete with team, mascots, hotdog sellers and all the other usual details you’d expect in such a place. It’s a fantastic place to go out for a day, and it provides both a big boost to morale and a substantial improvement to any commercial areas nearby - must be all the souvenir shops and sporting outlets.

The first upgrade tier grants you your very own *City Zoo*. With magnificent specimens of Penguins, Giraffes and everyone’s favorite breed of Llama, the City Zoo is perfect for those who prefer a more quiet day out. Enhancing both residential areas (it’s nice to live near the zoo) as well as commerce (zoos are good for business), the City Zoo is a well balanced and effective way to improve the happiness of your Sims - and you bet you’ll see it in your mayor ratings, too!

The second and final upgrade tier gives you another stadium… but unlike the option above, this is a genuine *Major League Stadium*. It does… about the same as the Minor League Stadium, except bigger. Better. Louder. More spectacular. You know how it goes. It’s a splendid way to ‘put your city on the map’, and imagine what it’ll do for your image when you’re the one opening the baseball season next year!

- Tourism Improvements (50CP)

Plenty of cities do perfectly well relying solely on the local population, whether it’s with industrial parks, accounting firms, or Llama farms. But why not bring in a bit of extra fun (and money) by enticing the rest of the world to come for a visit?

Your most basic option here is the *Tourist Trap*, a Llama-themed… thing… that draws in visitors from the region to ‘ooh’ and ‘aah’ at its majesty. Mainly useful to boost a local area’s tourism attractiveness, the Tourist Trap is quite a boon for any commercial services in the area.

The first upgrade tier instead makes your city the location for a *Convention Center*, suitable for large gatherings of just about any kind of organisation you might imagine. From scientific conferences about broccoli to game shows and debates about the latest SimJumper 4 release, a Convention Center provides a substantial boon to commercial demand across your city. Must be all those convention-goers that get drawn to your city…

The second upgrade tier gives you a large, magnificent, and swimming-pool-equipped *Resort Hotel*. Though only moderately interesting on its own, the hotel serves as a spectacular ‘force multiplier’ for any other tourism and commerce-focused businesses in your city, owing to both the ease of finding accommodation for visitors as well as the cool pictures you can put in your city’s tourism brochures.

- Network Improvements (50CP)

Lights! Sound! *Action!* That's how it goes, right? Well, you'll be able to find out, because whether it's tuning in to the waves or getting invited to that red carpet premiere, the entertainment industry is here to stay!

Initially, you will be blessed with Jumper City's very own *Radio Station*, keeping your Sims up to date on the latest news, playing music, giving interviews with the no doubt very handsome mayor… you know, all the usual radio station things. Though not particularly specialized in terms of benefits, the Radio Station will provide a small but useful boost to most facets of your city, from residential demand to commercial desirability, and even attracting more industrial companies.

The first upgrade tier gives your city your very own *Television Studio*. Used to make TV programs such as crime shows, telenovellas, or even cartoons for the kids' channel, the TV Studio is not only a way to attract more 'creative' types to your city, it's also useful to bolster your city's middle-class. Plus, it makes the local area more desirable - it must be pretty cool to work or live next door to where they film season three of 'Llama's Secrets'.

The second and final upgrade tier instead gets you your very own *Movie Studio*. Though somewhat similar to the TV Studio in overall principle, the Movie Studio is better geared towards larger-scale works, making the most of the famous and glamorous that call your city home. It might not be Hollywood… yet… but the stars and spectacle are sure to draw in many more talented men and women looking to make it to the big screen - not to mention more than a few companies to cater to the latest expansion of your city's upper class.

- Transport Improvements (100CP)

No city stands on its own - big or small, communities are connected with the wider world through everything from dirt roads to next-generation MagLev trains. Transportation is key to ensuring your city thrives and grows, whether it's for transporting raw materials or produced goods for industry, bringing in tourists and businessmen for your commercial sector, or just giving your people a way to actually *get* to your city.

This upgrade will provide you with a *Grand Railroad Station*, a magnificent stop that serves both passengers as well as cargo trains - ensuring that your connections to the wider world are off to a great start no matter what kind of transportation your city might need to reach its potential.

The first upgrade tier instead allows you to acquire a *Seaport*, a massive freight terminal that provides a massive boon to any industry in your city. Though largely ineffective at providing for the commercial or residential aspects of your city, being able to ship the vast volumes of refined metals, Llama toys, electronics or what have you will quite literally open your city up to national or even world-wide trade.

The second and final upgrade tier instead offers you an *International Airport*. Providing a convenient departure and destination point for air travelers, it is one of the most effective ways of increasing the number of visitors to your city - consequently, even a single of these large airports is enough to send commercial services flocking to your city to better take advantage of all the tourists and other travelers. What better way to put yourself on the map than ensuring every traveler can see your city as a destination?

- Wealth Improvements (100CP)

Ahhh… money. You'll learn to love and hate it during your time here, depending on if you're making it or spending it. But none can deny that it's important, and like many other aspects of your city there are improvements that will help you rake in those Simoleons *just* that bit more easily.

Initially, this upgrade will place a *Casino* in the center of town, bringing in gamblers, tourists, and all sorts of other visitors for a chance to make it big. It's surprisingly harmless in terms of gambling-related crime (no need to worry about the mafia or anything like that), and the glamour of jackpots and Simoleon signs in people's eyes make this one of the most impactful upgrades if you want to get a profitable tourism or gambling scene set up in your city.

The first, and only, upgrade tier instead grants you a *Stock Exchange*. Proving your city has what it takes to be one of the financial hotspots on the planet, the Stock Exchange is unsurpassed in attracting high-wealth commercial offices to your city. From banks to investment firms and legal expertise to conglomerate headquarters, there is no better way to jump-start a Central Business District than acquiring one of these mighty financial institutions.

- Research Improvements (100CP)

Factories? Commerce? Suburban landscapes with homes as far as the eye can see? Sure, they're nice, but they're all things of the past - or at most, the present. But if you're going to look to the future, you should really consider investing in some science, 'mad' or otherwise.

Your first option for this Improvement is to place a *Disease Research Center* in your city. As the name implies, this biomedical facility investigates all manner of ailments and boo-boos, developing the next generation of medical equipment, medicines, and Llama-themed bandaids for your Sims. Consequently, it provides a substantial increase to the overall health of all your citizens, ensuring that even rare or hard-to-treat illnesses are no longer insurmountable.

The first upgrade tier instead grants your eggheads and tinkerers their own little slice of heaven, in the form of the *Advanced Research Center*. Using the latest in high-tech advances and sophisticated technological doodads, this facility provides the ideal environment for all sorts of scientific research. Consequently, it both improves the overall education of your Sims while also greatly benefiting high-tech industry and other such well-educated careers, making it a very effective way to attract more of these jobs to your city.

Finally, the second and last upgrade tier makes your city the site of its very own *Spaceport!* Not only do the launches make for some spectacular viewing, the presence of this kind of global landmark will supercharge any kind of high-tech industry, from software giants analyzing alien signals to aerospace firms looking to develop the next spaceship designs. It is truly the mark of a sophisticated city, and there is no better way to attract high-tech industry. Just… maybe consider not putting it right in the middle of a residential zone?

Companions And Followers

- Many Mayors Make Magnificent Municipalities (variable cost)

Of course, the regional aspect of Simcity 4 means that yours might not be the *only* city in the area. Why not bring a few friends with you to play golf with? You may import an existing Companion or create a new one according to your wishes for 50CP, or get a group of eight for 200CP total. Each will be a mayor in charge of their own town somewhere nearby, not unlike your own situation. Each receives 600CP to spend on Perks or other purchases, a 200CP stipend for city purchases, and each may take Drawbacks for additional CP if they wish.

- Advisors (Free)

Part of your administrative staff, you may receive a handful of competent (if perhaps somewhat ‘wacky’) advisors to help you with your daily duties. Typically focusing on a single specific aspect of city governance, such as transportation or environmental effects, they make for a useful support system in case you’re unsure what to do next. You’ll still need to do most things yourself, and they don’t follow you into future jumps, but it’s nice to be able to just tell someone to make a list of suggestions instead of having to dig into the details yourself.
You may freely import Companions into these roles if you wish, giving them the required skill set(s) but no other purchases.

Scenarios

Scenarios are optional challenges you may decide to take. You have as long as you like to complete those you participate in, but taking any Scenario means you will be unable to leave the jump until you succeed. Scenarios are shared with Companions - only one of you needs to complete any of the Scenarios for your group to gain the rewards, but likewise each Scenario can only be done once.

Completing any Scenario allows any purchased upgrades for your city to follow you into future jumps not merely as properties, but as an actual city of some kind. The city will be governed by a reasonably competent mayor, but should you desire to take up the mantle of mayor once again you’re guaranteed to nigh-instantly win the election, allowing you to move into office whenever you like.

All Scenarios must be kept in their ‘victory condition’ for five years, continually, to be considered completed. Meeting the requirements for a single day through excessive spending, only to have your entire city grind to a halt and turn into a downward spiral afterwards wouldn’t count, for example.

- Metropolis

Every small town has a dream: to become a big city, with bigger dreams. And the first step in that process is not to bring in companies or industry, or building hospitals and police stations on every corner - it’s to have *people*. For this Scenario, your goal is to become the mayor of a city with at least 500.000 residents, while simultaneously ensuring that your city’s overall infrastructure and budget are stable enough that you can maintain such numbers *and* that you can grow even further (if you wished).
Completing ‘Metropolis’ grants you five extra *Residential Zone* purchases for free.

- Building The Future

All work and no play might not be good, but employment and productivity are nonetheless vital to ensure a healthy, successful city. Industrial production, be it farming, manufacturing, or even the semiconductor industry, is one of the biggest sources of employment and one of the best ways to turn your sleepy town into an economic juggernaut. For this Scenario, your goal is to become an economic and industrial powerhouse with enough impact on regional and global trade that you’re at the very least nationally known. You’ll need a blend of various industrial sectors, though likely the most challenging ones will be the high-tech industry - as a good approximation, assume you’re going to be near the finish line once space agencies start inquiring about setting up a rocket launch facility in your area (or something similar, in case you’ve already bought the *Spaceport* Improvement).
Completing ‘Building The Future’ grants you five extra *Industrial Zone* purchases for free.

- Money Is Power

Arguably the most iconic and magnificent proof of a city’s success, this Scenario requires that your city grows to the point it has its very own skyline. Towering office complexes and financial institutions, high-rise apartment complexes with over fifty floors or more, landmarks and world-famous buildings by the dozen… it’s not easy getting that kind of prestige. You’ll likely need to become a financial and political powerhouse just to attract the corporations and organizations that would want to be part of such a place, but by the end of it your city’s Central Business District should not be out of place when put side by side with those in New York, Sydney, Hong Kong and other such famous centers of commerce and wealth.
Completing ‘Money Is Power’ grants you five extra *Commercial Zone* purchases for free.

- Utopia

The last and likely most difficult Scenario, ‘Utopia’ doesn’t challenge you to match existing cities in the world today. Oh no, this Scenario goes beyond that. Your goal, should you accept this challenge, is to create a city of at least 250.000 residents, while maintaining an approval rating of over 90% across your city, an education rating that is at least at 125 (or 25% better than

‘average’ across the board), as well as similar superlative successes in terms of healthcare, crime prevention and fire safety, and even pollution statistics. In short, you need to build a true paradise on Earth, managed so well and performing so spectacularly that even the grumpiest of critics will find little to complain about. You’ll need to know just about everything, master every skill, become the kind of mayor who doesn’t just go down in history as the Greatest Mayor Of The Century, but who’ll be held up as the example to emulate for other cities across the globe for decades to come.
Completing ‘Utopia’ grants you two free Improvement purchases of your choice, or any combination of three upgrades chosen from *Education*, *Healthcare*, *Fire Services* and *Law Enforcement*.

Alternate Setting / Supplement Mode

Well now, *you’re* far from home, aren’t you, mayor? With Supplement Mode, you may set your city in a different setting altogether, rather than the standard, somewhat generic Simcity 4 world. Twenty-fourth century Earth in Star Trek, somewhere along the Sword Coast in the Forgotten Realms, somewhere in the Holy Land during Assassins Creed, or whatever other place sparks your interest. If the setting you choose for this option has a jump of its own, you may use the Simcity 4 jump as a ‘supplement’, keeping CP separate between both jumps.

This option is, obviously, not going to remove the requirement that you are the mayor for the duration of your stay - it would be a good idea to avoid places likely to result in, say, your forced retirement or the sacking of your city while you’re there. All other aspects of this jump are modified to fit with the setting or jump you use this on, similar to how purchased options might adapt to future jumps. Choosing to be the mayor of a large, existing city (say, Marvel Comics’ New York) will likewise alter the various Scenarios so they remain as challenging as they would have been for the standard, smaller Simcity-style city.

Drawbacks

You may take Drawbacks for additional CP if you wish - there is no limit to how many Drawbacks you may take beyond what you dare to take on.

- For The History Books (+0CP)

Building a world-famous city from (almost) nothing is not an easy job, and you probably won’t get too far in a mere ten years… so why not stay a bit longer? This Drawback allows you to extend your time in this setting, allowing you to stay anywhere from the minimum of ten years to several centuries if you really wanted to. You are not *required* to stay this long (unless you have unfinished Scenarios), and you can leave any time you like. Have any long-term plans, Jumper?

- Miracle (+100CP)

Well, it seems your Sims have had their biggest dream come true. Everyone on the planet, you included, is now a Llama instead of human like you would expect. It doesn't actually interfere with your duties or anything else you do, aside from… you know, being *rather weird*. Likewise, the entire world simply continues on as normal, seemingly unaffected by the fact that everyone's a bit different than they used to be - except for perhaps some minor details like increased shampoo sales and such. Enjoy, and remember: no spitting!

- Brainless (+100CP)

Brawn Over Brains requires that someone at least has said brawn, but whatever the case may be your city's residents certainly don't have the brains. Your residents' overall level of education is substantially lower than it otherwise might have been when you take office. This isn't an unsolvable issue - the education system was *made* for this, after all - but you'll find that getting your people educated properly is a good deal more difficult as well.

- Smoggy Skyline (+100CP)

Better hold your breath while outside, mayor, because it seems you've inherited a city with a love of dirty and manufacturing industry… or just some really bad flora and fauna. Whatever the case may be, you'll find your city is heavily polluted when you move into office, and any efforts you take to improve water quality, reduce air pollution, or otherwise make the environment more pleasant are quite a bit more difficult than they otherwise would have been.

- Landlocked (+100CP)

Say farewell to your boats and seagull friends, mayor, because you won't see them much during your time here. Your city is completely landlocked, meaning it has no access to major waterways such as large rivers, and certainly not the seas themselves. Although it's not *too* bad your city's not a coastal city, the lack of easy access for larger transport ships makes it a bit more difficult to connect your industry to the wider world, and you'll likewise lose out on any opportunities to get marinas and other water-based entertainment or commerce options.

- Side Effects Include Monkey Escapes (+100CP)

Remember all those *Improvement* options you saw earlier in the jump? Well, they're certainly very beneficial for a city… but they've got their problems, as well. Now, every unique improvement, whether it's those you might have seen in the game itself or others you acquire during your stay here, will have some sort of noticeable downside. Medical facilities where inexplicably intelligent broccoli stage a public hunger strike to gain more T.V. time during their off hours, space exploration facilities that are targeted by aliens for nefarious (or at least mysterious) purposes, graveyards where the dearly departed become the dearly *returned* on halloween before going back to their rest… you know, small stuff. The problems won't be as bad as the benefits, but you'll still have to weigh the potential 'pros and cons' for anything more interesting than the usual Industrial Zone.

- Bad Deals (+100CP)

There's ways to keep your finances in the black, if you don't mind some… let's call them *side effects*, yeah? Toxic waste dumps pay well to whatever city they're located in, missile test ranges will likewise be very thankful for any mayor willing to overlook the occasional accident, and there's probably more exotic and bizarre options out there if you care to look. And now, you're *stuck with one.* It doesn't even have the decency to pay decent money, like its more conventional counterparts! You'll have to deal with a location in your city that is extremely unpleasant to live nearby or that otherwise has a substantial negative impact on your city, and nothing you do will be able to move or eliminate it. The only real solution is to work around it, and try to keep (most of) your city's important areas far away from it.

- Jams And Pile-Ups (+200CP)

You'd better get used to watching those tail lights, mayor, because it's rush hour, every hour! Traffic congestion and travel times are noticeably worse than they normally would be, and you'll find that it's more difficult to reduce the traffic problems you're facing for commuters, visitors, and your own journeys (be they in a limousine or otherwise). You'd best get ready to build a lot more boulevards and public transport systems, and even then… well, it's not going to be easy.

- Hill Central (+200CP)

A nice, reliable plain is probably the easiest place to build a city. Maybe add a river or two for some harbor access, forests for a nice environment, and you'll be able to build to your heart's content with little issue. Sadly, it seems you're stuck in a region that's downright mountainous, even if your city's located on the coast. Magnificent cliffs, towering mountaintops, hills as far as the eye can see… of course, while the view's spectacular, it makes things quite a bit more difficult in terms of building your city. Larger buildings and zones usually need flat space, but that's at a premium in your region… and while landscaping options are available, they tend to be rather expensive, and you'll have to do a *lot* of digging if you want to turn your entire county, municipality or even just the city limits into a suitably flat zone for building.

- Worn And Weary (+200CP)

Age is the slow and silent killer, mayor. What? No, no, not of you or your residents (though that might also apply), we're talking about your infrastructure! Many large-scale facilities such as water pumps, power plants, and other such installations have a finite lifespan, and must be replaced every so often - otherwise you'll face rapidly escalating costs and ever-decreasing performance. You'll come to know this phenomenon very well, mayor, because all such necessary infrastructure in your city now ages twice as fast.

- Decrepit (+200CP)

Seems you've inherited a bit more responsibilities than your city's good for - as it turns out, your city's *quite* a bit larger than it needs to be… and a lot of those residential buildings, factories, and office complexes are standing empty. Derelict buildings are a substantial drain on your city's effectiveness, both due to their impact on a local area's attractiveness as well as the high costs involved in tearing them down and an increase in fire and crime risks. Now, you'll find you start with a sizable portion of your city (perhaps a fourth or so?) left derelict and empty, and your

city will ‘clear out’ other buildings at a much faster rate than before as well. Do what you can to keep the people you’ve got, because those who leave can be hard to replace - be it by the loss of education or simply the sheer numbers you need to keep your city’s jobs filled.

- Indebted (+200CP)

Ah, it seems you’ve gotten some investors involved in getting your city off the ground, and now they’re looking to collect that precious ‘return on investment’... as in, you need to pay back your loans. For the entirety of your stay here, you’ll need to spend a portion of your income paying off those very loans, ensuring that your expenses are always just that much higher. They won’t *completely* empty your coffers, at least not on their own, but the larger and more successful your city becomes, the more these loan sharks expect you to pay back. What? How much do you owe them, you ask? Well, nobody really seems to know for sure - no matter how much money you send their way, the loan never actually gets paid off.

- Madness Central (+300CP)

Oh god, it’s a Tuesday again - whether it’s the mad science of Dr. Vu poisoning the water supply, Uncle Vinnie muscling in on the housing market for his mobster allies, or some other zany scheme, your city’s going to be *the* place to be. Sadly, for all that the comic book villains and alien shenanigans are still *somewhat* tame, you have to manage these crises without any four-color superheroes to destroy the mind-control antennas, rescue the kidnapped pandas, or ground that U.F.O. blasting your skyline with a Death Ray. Expect your crime, fire, and health services to be taxed to the breaking point, and you might do well to invest in some more heavy-duty safety precautions as well… or, if that’s your kind of thing, put on the cape yourself and become Mayorman, the hero of Jumper City!

- Calamity (+300CP)

Earthquakes! Fires! Cyclones! Toasters rising up to overthrow their human masters! Sometimes it seems like the troubles never cease, because one way or another, your city is a hotzone of (usually natural) disasters. Minor events will pop up every month or so, and once a year you can expect the kind of natural disaster or large-scale accident that makes the national or even international headlines. There’s a certain pride to be found in living in such a place, and you could even turn it into a somewhat unconventional PR or fame boost, but even so… start investing in those emergency services, and start investing *soon*. You’ll need them.

- Pauper (+300CP)

The only two certainties in life are death and taxes - and for you, those taxes seem a lot less certain than they ought to be. Perhaps your population is simply more poor than usual, perhaps the mob is laundering all their money and not paying you any of it, perhaps your tax collectors are simply sleeping on the job. Whatever the case may be, all that tax revenue you’re supposed to use to keep your city running (and for building giant statues of yourself, I suppose) is substantially lower than before. You’ll have to be frugal with your expenses, or look for less pleasant ways to support your financial stability - and think again before you decide to use ‘out of context’ sources of money to solve this issue: the government will be more than happy to step

in and take most of that before it gets anywhere *near* your city's accounts if you try to funnel your personal funds into the city, for example.

- Just A Humble Mayor (+300CP)

It's all you need, really. Why bother with any of those bizarre superpowers or otherworldly abilities? You lose access to any of your out-of-jump advantages, including your Warehouse. For the duration of your stay, you are effectively reduced to nothing but your Body Mod and what you purchase here.

Ending

So, your ten years in office (or however long you stayed here) are over at last. But your city's residents demand to know what you'll do now.

If you're simply tired of the job and the jumping, you can **retire.** Your jumping days are over, and you are returned to your original reality with all you've acquired during your chain. Home is where the heart is, after all, whether it's a place you build yourself or simply where your journey once began. This is your only option if you lost your job entirely due to mismanagement or other mistakes here - or if you died, unlikely as that may be.

Or, perhaps, you might want to be up for **re-election** after all? You'll stay in this world, making Simcity 4 your home for the remainder of your days. Who knows what your city might look like next year, next decade, next century? Or maybe you'll start over somewhere small, building new homes for people out in a rural area somewhere… or on the moon?

And finally, there's always the option to **change careers**. Hang up your mayor's hat, and move on to your next jump using whatever process your chain relies on. Visit new worlds and new cities beyond anyone's wildest dreams, and if you do get homesick for your time here… well, maybe you can run for mayor again somewhere else?

Notes

On the topic of Jumper City purchases: in all cases, the amount of CP you spend on any particular option determines the amount of property you will own, regardless of *where* you spend it. As such, spending 300CP on Commercial Zones will give you an amount of property with equal value (and profits) as spending 300CP on, say, a mixture of medical facilities, a stadium and a private high school. Depending on how much or how little you spend, you might become the owner or merely a shareholder: spending 100CP might make you the owner of several streets worth of residential buildings, but it would only grant you a range of stock options in a local airport rather than the whole thing, given their relative differences in size, profit, and overall 'impact'. Barring the effects of Perks or other beneficial effects you might have, each point of CP has effectively 'equal value' regardless of where you spend it, so don't worry about

trying to maximize your profits this way - focus on what you'd like to possess for your city or your future travels and just have fun.

When in doubt, fanwank responsibly but have fun.