

## SimCity Societies Game Update #3

With this update, we are adding performance improvements, a variety of user interface enhancements, and the UFO Attack!

### New features:

In Strategic modes of play:

- When you meet the criteria for an Achievement reward in any of the strategic modes of play, you are offered the opportunity to accept that award. Doing so will restrict you from winning any other achievement in that city (including the Jack of All Trades – if you're looking to unlock the next difficulty level, save your one achievement for that).
- Sims may get sick even when they haven't visited a building that causes illness.
- Workers who were late to work finish out their full workday, even if they have to stay late.
- Increased event frequencies in all strategic modes.

In all modes of play:

- Many building actions can now be set to automatically fire as soon as they are available. Building actions with this capability are marked with a yellow border; right-click them and they will activate whenever possible.
- Additional messaging and tools to help you find and fight fires. Click the red button to center on a fire. Click the blue button to center on the nearest fire station.
- A message has been added to notify you when you might wish to change settings to improve performance.
- A new road placement method has been added that simplifies road drawing. Use it by building a "Rigid" road. The existing road placement method is still available as an "Adaptive" road.
- A UFO Attack disaster has been added. (UFOs show up in your city and destroy buildings. Your citizens flee in terror.)
- A filter for finding buildings by their role in the game (law enforcement, for instance) has been added. You can also create your own set in XML and add it to the filter.

### Fixes and improvements:

- Cities with large worker populations use an internal model to abstract a portion of the Sim population. This improves large cities performance and can be adjusted to your taste and machine.
- Memory footprint reduced.
- Fix for a problem with terrain level-of-detail on low settings that could lead to a crash.
- Fix for an overwrite in memory pool allocation which could lead to a crash.

- Fix for a situation where alerts wouldn't disappear correctly if you clicked at just the right time.
- Ice cream trucks will now work properly when the building spawning them is set back from the road 1-3 tiles.
- Sims saved in a waiting state will now correctly still be waiting when the game is loaded.
- Pathing through Wind Farms and Major Wind Farms is now allowed.
- Items added by mods were sometimes not getting their names until the second run after they're installed. That's been fixed.
- Music xml files are correctly additive to make adding new music to the game easier.

## **Also includes Game Updates #1 and #2**

- No need to install previous Game Updates; the improvements and content from Game Updates #1 and #2 are included in Game Update #3. Game Update #3 can be applied to the base game, or the game with either or both of the previous updates already applied.

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## **Notes for Game Update #2 (released December 2007)**

### **Strategic Mode Update Ready For Download**

With today's update, we are adding Strategic Mode, along with other additions, improvements and fixes. Download the up date from [HERE](#) <URL goes here>.

### **Strategic Mode**

- Three Strategic Modes of play have been introduced, to complement the original three Creative Modes of play.
- Each of these Strategic Modes (Basic, Hardcore and Nightmare), is progressively more challenging than the preceding one, and all three introduce a variety of challenging push-backs not present in the Creative Modes of play:
  - Buildings carry an ongoing maintenance cost. If maintenance requirements are not met, buildings have a chance of taking damage which will put them out of commission for several days or even result in destruction.
  - Recycle gains are reduced, making shrewd planning critical
  - Work and visit durations are long. As a result, Sims can go to fewer places in a single day.

- It's more difficult to keep Sims happy
- Unhappy and Rogue Sims are more likely to act out, produce negative special Sims, or transform into negative special Sims
- Rogue Sims are much less placated by the act of shutting down a workplace, and will remain unhappy or even on the verge of becoming rogue again.
- Achievements and monuments must be earned *separately* for each of the modes of play
- Hardcore and Nightmare Modes must be unlocked by winning a trophy in the preceding Strategic Mode (success in Basic Strategic unlocks Hardcore; success in Hardcore unlocks Nightmare).

## General Enhancements

- UI textures can now change with your society. Look for altered UI appearances in Capitalist, Cyberpunk, Industrial, and Orwellian cities. Modders can use this added functionality to make more radical changes.

## Modding

- Several XMLs that weren't additive now are. Particularly, custom textures don't all have to live in the same file, so multiple mods with custom textures should play together more nicely
- All attributes of a building XML in the mod folder now take priority over the original, so mods can meddle with all aspects of existing buildings
- The camera settings XML has been moved into its own folder so that it can be modded
- New versions of packages with the same names as old packages now overwrite the old package when installed
- Building textures can be modified directly from the building xml, no more need to use the custom profile textures

## General Fixes

- The intended a cap on the number of subways and bus stops in a city was not previously operating properly, and has been fixed. There can now be only 50 of each in a given city.
- New base models have been added to some buildings to address some cases where the terrain would appear over the base.
- Fix for Sims temporarily disappearing if they arrived for work early
- The error message you get when your graphics card or drivers don't meet the minimum requirements is now more helpful

## **Stability and Performance**

- Fix for a rare crash which could happen on removal of a cultural prop
- Streaming textures provide improved performance and lower memory use-age, particularly in large cities
- Many general improvements to Sim AI performance
- Fix for a lock-up (which could sometimes lead to a crash) involving pathfinding and public transit
- Fix for memory overwrites (which could sometimes lead to a crash) involving Sim and building selection, building scripts, and the lighting system
- Saving takes much less additional memory. This should solve the out-of-memory errors during autosaves that some users were experiencing
- Fix for a crash on exit

## **Also includes Game Update #1**

- No need to install Game Update #1; the improvements and content from Game Update #1 (see below) are included in Game Update #2.
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## **Notes for Game Update #1 (released November 2007)**

### **SimCity Societies Game Update #1:**

- improved install experience for custom content downloads
- optimized shadows
- fixed a random crash bug
- improved localized text
- improved pollution UI
- improved effectiveness of Power Purchase special action
- 2 exclusive buildings & 2 terrain maps