

## Notes for Game Update #5 (released May 2008)

EA and Tilted Mill are excited to announce the most significant update to SimCity Societies yet, with six scenarios, city-wide policies, budgetary controls, and more. In this update, we introduce powerful new ways of playing SimCity Societies, as well as further refinements to both Creative and Strategic modes of play. This update wouldn't have been possible without feedback from our users on Tilted Mill's, EA's and other gaming forums, and we are grateful for everyone's input.

### New Features:

- **Scenarios** - Six scenarios have been added. In a scenario, you're asked to meet the needs of a particular city. There, buildings might work slightly differently than you're used to, certain events might be more or less rare, and it's possible for you to lose your job as mayor. Scenarios range from relaxing, like A Land Apart (build a cosmopolitan, refined city where artists rub elbows with wealthy patrons) and Simplify, Simplify (with modest resources, create a refuge from hurry and waste) to very challenging, like Futurology (build a massive city to serve as the nerve center of a globe-spanning corporation).  
You can find them from the "Play SimCity Societies" screen by clicking the button with the red, orange, and blue arrows. The data files for these scenarios (in the Data/XMLDb/Scenarios folder) are highly commented to encourage modification, and we can't wait to see what you come up with.
- **Policies (Creative & Strategic modes)** – At any one time, you can enact up to three special rules for your city, such as World Market Investment (your treasury fluctuates with the stock market), Universal Healthcare (your healthcare buildings are open to more visitors), or Indoctrination (your educational facilities keep Sims' moods in line). The full list of Policies, and the requirements to enact them, are on the City Management Screen (press 'I', or click the little city to the left of the mini-map). Policies often work best with certain buildings or in certain societies.
- **New Maintenance system (Strategic modes)** – Buildings have a wider variety of maintenance costs. The new costs are more appropriate to the type of society you're building, and present more strategic options. We've also grouped buildings into four maintenance categories (Government, Infrastructure, Social Services, and General), and you can control the budget for each category individually, weighing the risk of those buildings falling into disrepair against the cost of maintaining them. The sliders to control maintenance are on the City Management Screen.
- **New Budget Graph (Creative & Strategic modes)** - To help track your Simoleons, a larger and more detailed budget screen is available.
- **New City Management Screen** to help you organize all of the above in one location.
- **Terrain leveling tool** - you can now flatten terrain when a slope prevents you from building. Hover over the Bulldozer tool to reveal it.

- There's a special reward for you if you can earn the Jack of all Trades trophy in Nightmare mode (check for 'Monument of Mastery' in your Decorations menu if you've already earned the trophy).

## **Gameplay Changes:**

- Income has been rebalanced for both modes of play, further emphasizing the different ways in which different types of societies generate income. Buildings costs have been rebalanced as well.
- The effects of strategic game modes have been re-balanced to provide a better overall progression from one mode to the next.
- The Eyesore effect now exists on small buildings in a small radius for buildings like the Dive Bar, or Slum Apartments.
- Improved feedback for the Eyesore system.
- Increased diversity of UI changes based on city profile.
- Power plants can function when damaged (at reduced efficiency). This should prevent your city from shutting down due to a single maintenance failure.

## **Plus Improved Stability and Performance, and Other Fixes, Including:**

- A limit of 1500 buildings per city, added to help prevent out-of-memory errors. This is enough to earn all the trophies and win all the scenarios, and most players never build a city that large. We don't recommend doing so, but if you'd like to experiment with larger cities than that, and you don't mind living on the edge, you can adjust this limit in Data/XMLDb/Constants/Constants.xml; search for 'MaxLimit' under the Building Constants heading.
- Fixed an infinite loop of social energy adjustments that could occur with certain uses of the Free Press ability.
- Added workarounds for some stability issues with newer ATI drivers.
- The follow cam now will track the correct Sim after a fight.
- Performance improvements to texture streaming.
- Additional help and tooltips added throughout the game.
- Fix for buildings under the influence of multiple effects not always updating properly when a building causing one of the effects is demolished.
- Fix for a crash if you have settings that are invalid for your current video card (because you had played the game with a different card and have swapped them without changing your settings).
- In that long fraction of a second between the intro movies and the main menu where there was nothing to do before, you can now admire a pretty loading screen.
- The building variant hotkey wasn't playing nice with the Housing Project. Now it does.
- Fix for a circumstance in which deleting a save game would delete two instead.
- Fix for some stability issues with repeated settings changes.
- Fix for some situations where icons could hang out above deleted buildings indefinitely.

## Known Issues

- Game Crash: if user changes Graphics Quality from high to low during a Killer Storm on a vista machine with a Radeon HD3870 video card.
- Previously modded buildings lack the new maintenance functionality. These mods will need to be updated in order for the building maintenance to function properly. Two new files need to be modified for proper maintenance: Maintenance Categories and Maintenance Groups.
- Please be sure you have all the latest Windows Updates and Service Packs, particularly if you're running Vista. Microsoft has issued several fixes for bugs in Vista that can lead to excessive memory use or instability when running SimCity Societies.
- Some players with Radeon Crossfire video cards may experience flickering in the animations. Disabling "crossfire" when possible or running a single card corrects the issue.

## Notes for Game Update #4 (released March 2008)

With this update, we are adding 2 new Disasters, additional strategic/creative game play improvements, new Crises and Events, new buildings and variants, and performance and UI improvements.

## Overview

Update #4 expands SimCity Societies' innovative creative gameplay as well as the new strategic game modes introduced in our second update. EA and Tilted Mill would like to thank you for your continued support and suggestions. We hope you will enjoy these most recent efforts as well as those to come.

This update (together with the next) will create a significantly different city building experience for strategy gamers or those seeking a more traditional city-building challenge, while still adding content for those that prefer creative play.

We've added eight new events and crises, some specific to certain types of societies. If you have a lot of Authority and Creativity in the same place, you might experience a counter-cultural revolution. Too many angry workers, and your city might have a general strike, unless you've given the unions a say. You can also expect scientific breakthroughs, riots, epidemics, and religious holidays.

In all modes of play, the effect of buildings that depress the happiness of the surrounding area has been rebalanced. These eyesore buildings will have a greater impact, particularly in strategic modes, on how you lay out your city. Decorations will occasionally grant a happiness bonus to a nearby building, rewarding those of you who invest in making your cities look good.

Among other additions are two significant new disasters (and by "significant", we mean twenty stories tall, laser-shooting and fire-breathing), an easier way to manage user mods built right into the main menu, a bunch of new buildings, and lots of smaller improvements, including a hotkey to let you quickly switch between building variants, new UI textures for different society types, the ability to change the icon size above Special Sims, snazzier UFO effects, and improved help messages.

We've also gone to great length to address memory usage and Vista-related issues that have impacted the game's stability for some of you. And we've continued to make performance snappier, particularly in larger cities.

## New features:

In all modes of play:

- Added The Burgazoid 6000 disaster. The product of an experiment in efficient cheeseburger service gone awry, the Burgazoid 6000 shoots laser beams. His footfalls cause mini-earthquakes
- Added The Ornithosaurus Wrecks disaster. A gigantic horned bird-like monster who hurls fire from his beak; his footfalls cause mini-earthquakes.
- Six new events: epidemic, investment bubble, riot, strike, scientific breakthrough, pilgrimage,
- Two new crises: religious holiday, counter-cultural revolution.
- New building abilities for Eyesore, Minor Eyesore, Smog, Contagious, Inspiration
- Mod management tool, accessible from the main menu. Enables you to disable/disable or delete mods. Provides link to the mod exchange online. For Vista, the tool can be only used when the player is logged into an account with Administrative privileges.
- "Shift+V" when placing a home cycles through its available variants.
- Added an option to set the size of the icons over Sims, showing their status or which type of Special Sim they are (Settings-Game tab).

## New Buildings:

- New type of home—the Housing Project—plus variants of 15 home types.
- Two new venues – Supermarket and Carousel
- Two new workplaces—Warehouse, Low-rise Office Building

## Fixes and improvements:

- Fix for: Having a very large city with a very high worker population while the Happiness Icon indicator is turned on causes the game to crash
- Fix for - GREEK - The HotKeys "V" and "Shift+V" are not functional
- Fix for crash that could occur on exit with a fire in the city
- Fix for: Hitting return to the main menu skipping prompts for save/load when it comes after an achievement
- Fix for goto nearest firestation button not working with district fire stations
- Fix for camera not focusing on UFO attack after focusing on Fire. (However, it is still possible for the camera to be below the UFO if the UFO is very high when the "!" button is clicked.)
- Fix for Creepy smoke and ghost effects don't activate when entering haunted profiles
- Fix for building costs not updating in gallery when cost modifier is in effect
- Fix for crash for unaligned particle memory with new ATI Catalyst 8.3 drivers
- Modding: Fix for Building Ghosts not displaying Custom Textures as they are being placed
- Modding: Fix for Culture Car Sets not being expandable
- Modding: Fix for ambients being unable to be overwritten by mods
- Modding: Fix for custom bump maps not showing up in game
- Fix for: high-resolutions textures are not swapping out even when camera is too high to benefit from their detail. Reduces memory usage.
- Fix for: error in shadow and batch rendering that may have been causing some DirectX errors / slowdowns)
- Changes in materials handling and in UI texture pinning reduce memory usage

## Known Issues:

- In some cases, it may not be possible to disable or delete DownloadPack1.xml using the mod manager tool (the pack contains the bonus buildings Hydrogen Power Plant and Savings and Loan).

## Also includes Game Updates #1, #2 and #3

- No need to install previous Game Updates; the improvements and content from Game Updates #1, #2 and #3 are included in Game Update #4. Game Update #4 can be applied to the base game or the game with any of the previous updates already applied.

## Notes for Game Update #3 (released March 2008)

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.

## 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