CitiesXL 2011

GAME MANUAL

FOCUS
HOME INTERACTIVE

IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games.

Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms.

Parents should watch for or ask their children about the above symptoms— children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

HELP - TECHNICAL SUPPORT

Should you experience difficulties installing or running Cities XL 2011, please contact our technical support department by email or via the official forum.

Email: support@citiesxl.com

For all technical support requests please ensure you provide our technical support team with the precise details of your query. These details should include the following:
- Type of problem
- When does this problem occur?
- Does this problem occur every time?

Please also include information about your computer (processor speed, graphics card, DirectX version, driver versions).

CONTENTS

Cities XL™ 2011 is a city-builder in which you assume the role of a virtual mayor, and create, build and develop the city of your dreams.

Cities XL™ 2011 features:
- Over 700 buildings and monuments, including nearly 200 new and unique structures inspired by various architectural styles.
- Gigantic, incredibly detailed and diverse 3D maps: mountains, hills, canyons, islands and beaches, and different climates from tropical to desert and Mediterranean to temperate.
Build on real maps such as Paris, Hollywood, or even the Krakatoa volcano!
- Go beyond a simple city and manage a network of cities! Specialize each one of your cities, and establish commercial and trading links to become self-sufficient.
- A sophisticated transport system: choose the type of traffic lane, create bridges and tunnels and, most important, manage the brand new public transportation system: bus, underground and elevated railway.
- A realistic representation of the population. Citizens have various profiles depending on their age, career and health. Take these profiles into account to provide the services and the entertainment the citizens require.
- A self-sufficient global economy controlled by price variations and the citizens' needs in the game.
- A new tax management system that allows you to refine the administration of the city based on the social rank of your citizens and every industry type.
- A very high quality graphic engine which provides almost photorealistic visuals.

MINIMUM SYSTEM REQUIREMENTS

Desktop
Processor Intel Pentium 4 – 2.5 GHz (or AMD equivalent) or higher
Memory 1 GB (XP), 1.5 GB (Vista /7)
Graphics card NVIDIA GeForce 6600 GT/ATI Radeon X1600 or higher
256 MB minimum of graphics card memory

Laptop
Processor Intel Centrino 2 with Intel graphics accelerator
Memory 1.5 GB (XP), 2.5 GB (Vista / 7)

All platforms
Sound DirectX compatible
DVD-ROM 2x
Hard drive 8 GB of free space
Operating System Microsoft Windows XP SP3, Microsoft Windows Vista SP1 or Windows 7
DirectX 9.0c

2.1. INSTALLING CITIES XL™ 2011

• Insert the Cities XL™ 2011 disc into your DVD-ROM drive.
• If the installation program doesn't run automatically, double-click the "My Computer" icon on your Windows desktop.
• Double-click the DVD-ROM icon in the window that opens.
• Double-click on "Autorun.exe" in the DVD root folder.
• A dialog box will open. Click on "Install".
• Select your language and then click on "OK".
• Follow the onscreen instructions.

2.2. ONLINE ACTIVATION OF CITIES XL™ 2011

When the installation is complete, you will be required to activate the game on your computer. The program will ask you for an activation key. This key is printed on the back of the game manual or inside the game DVD box. Please make sure you enter the correct code without error; you must be connected to the Internet to complete the activation. Should you experience any difficulties, please follow the on-screen instructions.
If you are not connected to the Internet, please contact our technical support. You can manage the activation of your game by email (from another computer connected to the Internet) or by phone
• Email: send a mail with your activation key to **activation@citiesxl.com**
• Phone: contact our technical support by phone and please ensure you have your activation key with you.

2.3. IMPORT YOUR CITIES FROM CITIES XL™ ORIGINAL EDITION (2009)

If you have already created cities in the original edition of Cities XL™ (2009), you can import them into Cities XL™ 2011.
During the installation, a message will ask you if you want to import your cities from the original edition into Cities XL™ 2011. Click Yes to import your cities.
Note: The new trophies feature (see chapter 5) from Cities XL™ 2011 is not retroactive with cities from the original edition.
Note: The trade feature is compatible with cities imported from Cities XL™ 2009 and your cities will appear with the new ones in the Trade menu.

3.1. LAUNCHING THE GAME

Double-click on the Cities XL™ 2011 icon on your desktop or go to
Start/Programs/Focus Home Interactive/Cities XL 2011/Cities XL 2011 to launch the game.

3.2. THE MAIN MENU

From top to bottom, the main menu allows you to:
• Play
• Access the tutorials.
• Access the website.
• Modify the game settings.
• View the credits for Cities XL™ 2011.
• Exit the game.

3.3. THE TUTORIAL

It is highly recommended that you complete the tutorial when you first play Cities XL™ 2011 as
it will guide you through your first steps as a mayor. You can access the tutorial from the Main
Menu at any time and choose any chapter that you want.

3.4. THE PLANET VIEW

Click the Play button in
the Main menu to access
the Planet view.
In this menu you can
create a new city or load
your saved cities. You
can also consult and
manage trade between
cities (see chapter 6).
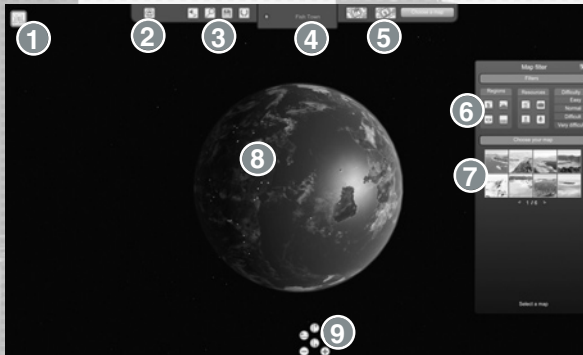
1 - Main Menu: Return to the Main menu.
2 - Your cities: This button displays all your cities.
3 – Cities Management bar: The following actions are available on the icons from left to right:
  -**Trade:** Before loading any cities, this menu allows you to conduct trade between
  your cities with more favorable rates than Omnicorp (see chapter 6). You can find
  the same Trade menu in the game to adjust your trade.
  - **Find cities:** Enter the name of the city to search for it.
  - **Load:** Load your savegame.
  - **Trophies:** Open the Trophies board.

4 – Displays the name of the last city you played: Click the Play button to load it.
5 – Filters bar: when you want to create a new map, you can use the first 2 buttons to filter the
landscapes (by region and/or resources), a colored layer and/or resource icon will be displayed
on the planet to indicate where you can select a location to start your city. The green button
displays the choose the Map menu.
6 – Map filter: Select a real landscape, i.e. Paris, Hollywood, Rio de Janeiro, etc. Use the filter
options to select the type of region, resources and difficulties.
7 – Choose a map: The map selection will change dynamically in the map filter function you
have applied, click on the image map to start building the city.
8 – You can directly select a location on the planet to create or load your city.
9 – You can zoom in/out or rotate the planet.

3.5. TROPHIES

Cities XL 2011™ includes trophies in the game. During the development of your city you will
receive trophies to reward your achievements: e.g. for the first time you reach 5,000 citizens or
when your citizens achieve a certain amount of satisfaction. You can open the Trophies Board
using the Trophy icon in the Construction menu or in the Planet menu. Here, you can see the
trophies you have won and the current status of the acquisition of new trophies. Most trophies
have 5 difficulty levels; the first trophy level is when you reach a population of 5,000 and the
second level is for a population of 50,000. Trophies are cumulative for all your cities.

3.6. CREATE A NEW CITY

To create a new city, you must first select the location where you want to
establish your city.
Click on the planet to select a terrain and use the arrow buttons to rotate
and zoom in on the planet. Select a region and then click on a map loca-
tion to obtain the map description.
You can use the filters in top right of the screen or in the Filter menu to
help you to select a slot by region, resource or difficulty. You can also
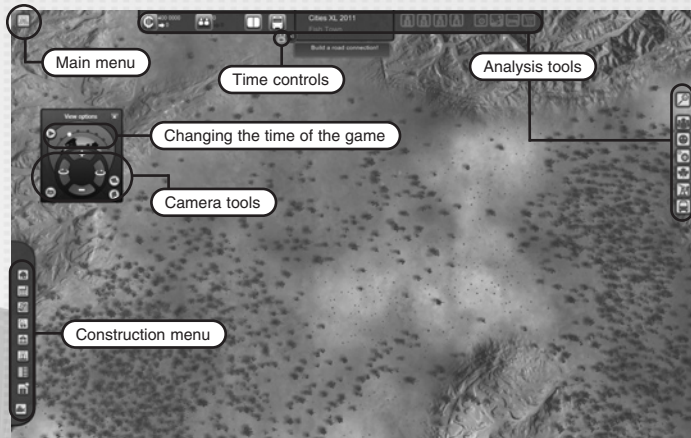select a real landscape, i.e. Paris or New York.
Once you have selected a location for your new city, you must enter a city name and select a
road type.
You will see a summary of the location (available resources and difficulty level) on the bottom of
the panel. When you are ready, click OK to confirm.

Note: Type of road: when you create a new city, you can choose the road type; these are
American, English, French, German and Default. This will change the style of the roads, road
signs and services vehicles (e.g. firefighter trucks). If you select "American Roads" this means
you will have yellow lines on the road, as in New York, and also typical American fire service
trucks.

Main menu
Time controls
Analysis tools
Changing the time of the game
Camera tools
Construction menu

4.1. GAME CONTROLS

4.1.1. CONTROLLING THE CAMERA

1- Changing the view
Use the arrow keys on the keyboard:
- Up to move forward.
- Down to move back.
- Left to pan left.
- Right to pan right.

2- Zoom in/out
- Scroll the mouse wheel up or press "Pg Up" on the keyboard to zoom in.
- Scroll the mouse wheel down or press "Pg Dn" on the keyboard to zoom out.

4.1.2. KEYBOARD SHORTCUTS

In the game, you can use the following keys:
• **ESC:** Closes the Options menu.
• **DEL:** Deletes a building. Click on the building you want to demolish and then press DEL.
• **F1:** Opens and closes the Options menu.
• **F2:** Enables and disables the windowed mode.
• **C:** Changes the camera mode from satellite to postcard view and inversely.
• **F11:** Take a screenshot without the interface.
• **Alt Gr + F11:** Take a screenshot with the interface.

Screenshots will be saved in My Documents\My Pictures\Focus Home Interactive\Cities XL 2011

4.1.3. CAMERA TOOLS

By default, they are found on the left of the interface. You can move the window or close it, if necessary.

⊕ Zoom in.

⊖ Zoom out.

↺ Rotate left.

↻ Rotate right.

⊙ Direct access to satellite view.

⊙ Access to postcard view.

📷 Take a screenshot.

4.1.4. CHANGING THE TIME OF DAY

In the window where you can control the camera, you will find the interface that allows you to select the time of day you want to view your city in: dawn, midday, dusk, night. To make your selection, simply click on one of the blue dots.

4.1.5. PASSAGE OF TIME IN CITIES XL™ 2011

You can control the passage of time:
Next to the analysis tools is a counter that displays the passage of one game turn in **Cities XL™ 2011.**
Some of your decisions will only come into effect once a turn has ended.
You can accelerate the speed of time passing by clicking on the button ⏩ to the left of the counter or pause the game by clicking on ⏸ .

4.2. GAME MODES

Click the button ⊠ on the top left to access the different game modes.
From top to bottom:

• **Open the Trade Resources menu:** As it is almost impossible and/or too complex to build a city that is self-sufficient at all levels and for all resources, you will have to trade resources to sell your surplus resources and to buy the resources you are lacking. The Omnicorp Corporation is your main trading partner. If you have already developed other cities in the game, you can also trade with these cities (and at the most favorable rates). See chapter 6 for more details about trading.

• **Blueprints:** Are megastructure and award bonuses for your cities (See chapter 4.4.2)

• **Open camera options.**

• **To see your Trophies board:** You have 5 sections in which to win trophies and you must fulfill a condition to win a trophy. Move the cursor over a trophy to view the description.

• **To manage your saves manua**lly. Don't worry! There is an automatic save function if you forget to save your cities.

• **Open option.**

• **Back to Planet View:** Use this button to return to Planet view.

• **Exit the game.**

4.3. OPTIONS MENU

Click on the XL button [icon] to display the menu and click the [icon] button to access the game options.
Click on Options to change the graphics quality (very low, low, medium, high), the screen resolution, and the sound settings. You also can switch between modes to build individual buildings or building zones.

4.4. CONSTRUCTION MENU

Using the Construction menu, a mayor can select the type of buildings that he wants to see in his city.

4.4.1. PLACING BUILDINGS

As a mayor, your role is to create the necessary conditions to attract citizens and companies to your city.
There are two distinct forms of actions you can perform: direct placement and zoning.

1. Direct Placement

The mayor implements the transportation and service infrastructure that will attract companies and citizens. The mayor chooses exactly what he/she wants to build and where it will be placed.
1- Click on a type and, if required, a sub-type of building to select the one you want to place.
2- Locked building.
3- Buildings that the mayor can place directly.

Buildings that the mayor can place directly

Locked building

2. Zoning

The mayor allocates zones in which companies and homes will be built, but cannot force a building type on to citizens or companies. He does not have total control over every building that is erected; he simply creates the conditions that will attract citizens and buildings. In most cases, the mayor does not select each individual home and company that he wants to build.
There are two exceptions to this rule: exceptional buildings and advanced placement mode.
You have 4 ways in which to zone:
• **Rectangular:** Buildings will be placed regularly in a rectangle.
• **Free:** Buildings will be placed in the best possible in the area that you specified.
• **Simple:** Allows you to place the smallest possible area to accommodate a building.
• **Linear:** Buildings will be placed along the road.

3. Exceptional Buildings

These are selected and placed precisely by the mayor, and are funded by city hall.

4. Advanced Placement Mode

For those who like challenges and want to enhance their cities, we have included the advanced placement mode.
You are able to unlock all the buildings, by clicking on the "Expert Mode" button in the options menu.

4.4.2. THE DIFFERENT TYPES OF BUILDING

> Housing [icon]

These are where your citizens live. There are several types of homes for each type of citizen.

[icon] **Housing for Unqualified Workers:** Unqualified Workers are the least skilled and the lowest paid citizens. They mainly fill jobs in the primary (farming) and secondary (industrial) sectors, but also find some employment in the tertiary (retail, leisure) sector.
Unqualified Workers are the least demanding category and are therefore the easiest to attract and satisfy. As the mayor, you will use Unqualified Workers to lay the foundations of your city.

[icon] **Housing for Qualified Workers:** Qualified Workers occupy a greater range of functions than Unqualified Workers. They work in all sectors and are required by every mayor who wants to develop his city into something more than a backwater of a few thousand inhabitants. Qualified Workers are slightly more demanding than Unqualified Workers.

[icon] **Housing for Executives:** Executives are much more skilled and qualified. They mainly work in the tertiary sector (offices, department stores, etc.). In order to attract them to his city, a mayor will have to provide high quality services and a very good quality of life, which will require considerable investment.

[icon] **Housing for Elites:** Elites are the wealthiest and most demanding category. A mayor wanting to attract them to his city will have to be very patient. They need to be given attractive jobs, most notably in the tertiary sector. Satisfying and finding work for Elites isn't easy.
Make sure that you create enough homes to have plenty of room to welcome new inhabitants. A lack of housing could slow your city's economic growth, because companies need to be able to hire the appropriate workforce if they are to set up and operate properly.
On the other hand, don't build too many homes too quickly. Construction can be an expensive business, and you also need to offer new inhabitants jobs or they will find themselves unemployed and therefore unsatisfied.

> Building Density

You can select a density for your homes, industry (with the exception of farms), offices, and retail:

[icon] **Low density:** Low density buildings are the first ones that you place.

[icon] **Medium density:** Medium density structures are necessary to keep your city growing.

[icon] **High density:** These are necessary in a large metropolis to satisfy the demands of citizens, companies, retail, etc.

Exceptional buildings: These buildings are built in direct partnership with the mayor. Because the mayor must guarantee their economic well-being, these buildings require a considerable budget. As the mayor, you must be sure that you have enough funds to create and maintain such buildings.

> Industries

Farms are huge stretches of land that produce the food consumed by your citizens. Their size is determined by the mayor, who must bear in mind that the bigger the farm the greater its output. In general, farms employ Unqualified Workers and their natural appeal is enough to attract new citizens.

The Heavy industry produces the steel, lumber, and concrete necessary for the development of your city and factories. It emits high levels of pollution and mostly employs Unqualified Workers.

The Factories produce the goods and equipment (furniture, vehicles, etc.) consumed by your citizens and the high-tech industry. They produce medium levels of pollution and mostly employ Qualified Workers.

The High-tech industry includes cutting-edge technologies like software design and computer-chip manufacturers. Its output is consumed by citizens and offices. It produces low levels of pollution and mostly employs Executives and Elites.

Offices include banks, insurance companies, law firms and other service providers. The whole industrial sector relies on offices. They produce no pollution and employ different population types depending on their size.

> Retail

Shops: these enable you to meet your citizens' needs. Citizens with no shops close to their homes will be dissatisfied and will leave. There are different sizes of shop available, use them all to maximize the distribution of goods to your citizens and keep them satisfied.

Hotels: there are two types of hotels. Business hotels should be located near offices and transportation infrastructure. Tourist hotels should be located close to touristic zones or monuments in the city.

Leisure: Leisure activities entertain your citizens while also creating jobs. To make them as effective as possible, they should be placed close to citizen homes. As with Shops, there are different ranges that can be combined to maximize their impact.

> Utilities

The various buildings in the city (especially factories) all consume resources. These resources can be acquired from OmniCorp (cf. chapter 6, "Trading Resources with OmniCorp") or be produced by the utilities. There are different types of utilities, each producing a specific resource: electricity, water, waste recycling, and fuel.
However, these buildings have very high maintenance costs. They should therefore be used sparingly, and you should keep an eye on their environmental impact.

⚡ **Electricity**   💧 **Water**   ♻ **Waste recycling**   🗄 **Fuel**

> Public Services

These services will improve your citizens' quality of life. Each citizen category has its own demands with regard to these services. It's up to you as mayor to be attentive to them and to meet them as efficiently as possible in order to keep your citizens satisfied.
Public and city services cost money, so you need to use them at the right time and in the right place. Just as with shops, different sizes of services can be combined for maximum effect. And don't forget that the more your city grows, the greater the needs of your citizens will be.

City Halls: You will start your city with a city hall equal to its stature, that is to say simple and unpretentious. As your city grows, you will be able to develop your city hall into a building that better reflects your success and your city's importance.

Health Services: Medical centers, clinics, and hospital complexes will care for your citizens' health needs.

Schools: Improve your citizens' education by building elementary schools, high schools, and universities.

Police Services: If your citizens don't feel safe, they will leave. So provide them with police services ranging from local sheriffs to police headquarters to prisons.

Fire Rescue Services: Firemen are extremely important in keeping your citizens reassured. They prevent fires and disasters.

Environment: Improve your citizens' quality of life. Note they have a maintenance cost.

> Ornamentation

A city should be attractive and pleasant and ornamentation will help you achieve this goal. These tools are expensive, but they are worth the effort for aficionados of urban planning.

Plazas: Plazas are public squares that can be used to fill empty spaces and vacant lots.

Monuments: Improve your citizens' quality of life. Note they have a maintenance cost. NB: Like city services and utilities, Parks & Monuments incur maintenance costs.

Terraforming: To facilitate the construction of your city, you can flatten the terrain. However, there is only so much that you can flatten and it is a very expensive process.

> Transportation

Transportation is an important aspect of Cities XL™ 2011. Citizens use transportation to go to work, go shopping, or go to the park for a walk. Companies need transportation to operate properly and to export their products.

Roads: Roads let you move people and resources. However, you must keep a close watch on traffic: an overloaded road won't work properly and could well become a source of noise pollution. There are different types and sizes of roads available to help you manage your infrastructure.

To build roads and highways, select a starting point. Lay out your road by selecting points along its route and choose its final destination. You can define the road type you want.
Free-angle roads: allows you to make roads with orientation you want.
Roads with 90° or 45° angles: allows you to make roads blocked with orientation of 90° or 45°.
Curved roads: allows you to make curved roads.

Highways: These have greater capacity than normal roads. However, you cannot place buildings next to a highway and they can only be built as "curved" roads.

Bridges and tunnels: These fulfill the same function as roads and allow you to cross rivers or to pass through a mountain. However, they are more expensive to build and maintain, so keep an eye on your budget.
To build **bridges and tunnels**
• Select the Bridge tool.
• Hold down "Shift" and move the mouse up or down to raise or lower the bridge's height.
• Move the mouse until the bridge or tunnel turns green, which means that you can place the next point on its route.
• Finish the bridge or tunnel by bringing the last point back to ground level.

Inter-city: You can trade resources with the outside world in order to make up for over- or under-production. International transportation is indispensable for carrying out this trade.

Public transports: In order to get rid of traffic issues, your citizens will have the possibility to use a bus line instead of their cars to move around the city or to go to work. The more stops you place, the more people can use the line.

Bus: To create a bus line:
• Click the construction menu and select the "Bus Company" icon. By placing the bus company you can manage the entire bus network. You need to place it first in order to unlock the terminals.
• You can build two kinds of terminals: with the Great Bus Terminus you will have the ability to place up to 12 bus lines, and with the Small Bus Terminus, up to 3 lines. Select the terminus you want to place.
As a matter of fact, both terminals and bus stops must be placed strategically.

Check the blue zone appearing around the terminal / stops you place: it shows you all the buildings that are served by the line.
• To complete the bus line, you'll have to place your last bus station on the terminal.

Metro: The creation of a metro line is similar to a bus line. We must first build a metro company. Then you can now make metro stations to your metro lines. Contrary to the bus, you will not need to follow the roads to your metro lines.
Note on public transport !
• Placing too many stops can increase the travel time and force people to use their car instead.
• If you delete a terminal, all the connected lines will be deleted as well.
• You cannot create bus stops on fast lanes.
• Keep watch over your incomes. Placing and looking after a whole bus or metro network can be disastrous for your budget.
To get more information about the bus system, please launch the tutorial called "Public Transport" >" Bus Lines".

> Pack

Do you want to create a typically American, European or Asian city? You can do this using Pack, which allows you to place buildings with their unique style (The Americas, Europe and Asia).You can build residences, buildings, blueprints or terrains in each style.

> Blueprints

Blueprints are megastructures and provide bonuses to your city, i.e. by improving your citizens' quality of life. The Eiffel Tower, Big Ben, the Empire State Building and much more… You can position these megastructures in your cities using the Pack menu. Select the region you want from the Pack menu and access the special megastructures.To be able to build a megastructure, you will require a large number of tokens. You can start building the blueprint, but construction will come to a halt if you are lacking resources.
A blueprint is very expensive; not only do you need a great deal of money, but you also have to spend tokens (see 6.2 on tokens) and a great deal of time (it could take hours!) to build a blueprint.It is recommended that you start building a megastructure when your city is prosperous and wealthy.
Note: You cannot build the same two blueprints in the same city, but you can build an identical blueprint in a different city.

> The Bulldozer

If you want to demolish buildings, click on this button and then on the buildings you want destroyed. You can also demolish entire zones.
NB! Don't forget to unselect this button by right clicking once you've demolished the buildings.

4.4.3. UNLOCKING BUILDINGS

Not all buildings are available from the start of the game, and most icons will be grayed out. These will be unlocked as you fulfill certain criteria.

Most buildings will be unlocked depending on your progress in the game. For example, the first medical center becomes available once you reach approx. 2000 citizens.

Other buildings will be unlocked depending on the manner in which you play the game. The largest buildings will only become available once the city has reached a certain stage of development in a given area. For example, once you have attained a high level of production with your high-tech industry, you will unlock a special type of industry, a huge building that employs more workers and produces more resources. These are in fact industries made up of several buildings.

You can select the difficulty mode in the Options menu; Normal mode will be selected by default. In this mode, buildings will be unlocked depending on your city's progress. All the buildings will be unlocked in Expert mode (for experienced players only).

5.1. BASIC PRINCIPLES

Develop your city while maintaining the economic balance and providing for your citizens' needs. As the mayor, you must grow your city while constantly making sure you:
• Build infrastructure.
• Satisfy your citizens' needs by funding public services, providing them with jobs, and building shops and leisure activities to entertain them.
• Provide companies with everything they need to prosper.

5.2. CITIZEN NEEDS AND EVOLUTION

The following factors influence your citizens' satisfaction levels:
• The availability of city services, shops, and leisure activities, and the time needed to reach them.
• The environment and quality of life.
• Having a job, and the time needed to travel to work.
• The cost of living, including taxes, and the cost of food and other items.
The level of services provided by a public building depends on the number of employees it has.

Citizens' needs rise as your city increases in size. Their needs also depend on their wealth levels.

Keep an eye on your infrastructure! Inhabitants of an area with heavy traffic are probably going to have problems getting to work, and reaching shops or hospitals. They are therefore likely to be dissatisfied.

5.3. GAME CYCLE

A typical game cycle is as follows:
• Use your start-up capital to place housing areas for your future citizens.
• Create zones that will allow companies to set up and provide your citizens with jobs.
• Collect the taxes paid by the citizens and companies to balance your city's budget.
• Fund services to satisfy your population's needs.
• Fund the production of the resources required for your companies to expand.
• Start the cycle over by constructing new buildings.

5.4. STARTING TO CONSTRUCT YOUR CITY

It is recommended that you start by following the tutorials available in the first game menu.

1. First of all, build a road.

Once you've selected the type of road that you want, build a road linked to one of the purple zones on the edge of the map.
This road is your first link with the rest of the world. These roads are called City Links (cf. section 6.4,"City Links").
Later on, they will enable you to trade resources with OmniCorp (cf. chapter 6, "Trading Resources (with OmniCorp)").

2. Place your city hall next to a road.

3. Place a small residential zone for Unqualified Workers.

4. Your first citizens will arrive. You need to create jobs for them.
Place factories, farms, or offices.

5. The new arrivals are expressing a need for shops. Place some shops to satisfy them.
This series of actions will set your city on the path to growth.

5.5. MANAGING YOUR CITY'S GROWTH

To make sure your city keeps developing, take care of the following in turn:
• Build homes.
• Provide services that meet the citizens' demands.
• Create jobs by placing business zones.
• Build the utilities required by companies.
Residential zones will not develop if their inhabitants are not sufficiently satisfied. Equally, industrial and retail zones cannot develop if the conditions they need to operate properly are not met.
See the different analysis tools (cf. section 5.7, "Analysis Tools").
You can also click on individual buildings to view their status.
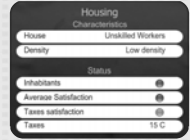
Housing Selection Panels
The characteristics of the selected home and its current status will be displayed:
• The building's occupancy level.
• The satisfaction of the citizens who live there.
When the satisfaction indicator is green, your citizens' satisfaction level is acceptable. However, when this indicator turns orange or red, this means you have a problem with your citizens' satisfaction levels (with red being worse than orange). Information will appear on the bottom of the panel telling you why your citizens aren't satisfied. You can then take the necessary measures to remedy the situation, for example by placing the buildings required to meet your citizens' needs.
If your citizens' satisfaction levels are low, the occupancy rate will also be low as citizens do not find the building attractive.
However, if the occupancy rate is too low (red or orange) but the satisfaction level is high, you need to check that you don't have too many residences for the number of citizens entering your city.

Company Selection Panels
For the other buildings (all company types, shops, leisure activities, hotels, and monuments), you will find, displayed in the same way as for residences, their characteristics (infrastructure type, pollution generated) and current status.

The different indicators are:
• The building's **profitability** provides a summary of its financial health. If the indicator is green or green/yellow, then everything is fine. However, if it's red or orange, then you need to worry. You still need to find the causes of the problem, and that's where the other indicators come into play.
• The **level of activity** indicated whether the building is being productive or not. Often when a building isn't producing anything, it's because the right workers haven't been hired.
• The **number of workers** (per population category) indicates the type of workers that the building needs to operate properly. In this case, you need to encourage citizens from the relevant population category to move to your city. It is also possible that an overloaded transportation network can be making it difficult for citizens to get to work. You will therefore need to increase the transportation network's capacity, for example by building more roads (cf. section 5.6, "Managing Traffic Flow".)
• The **purchase price of resources consumed** indicates whether the building has access to all the resources it needs to operate properly. The more expensive these resources are to purchase, the harder it is for the building to be profitable. You may need to produce the resource you're lacking or buy extra resources externally.
• The **selling price of resources produced** indicates whether the local market is saturated or not with the resource being produced. If it is, you need to either attract buildings that use this resource or sell it externally to free up the local market.

Generally speaking, whenever a company is having problems, extra information giving you tips for resolving the situation will appear at the bottom of the window.

5.6. MANAGING TRAFFIC FLOW

It's important that you manage traffic flow in your city. Citizens' satisfaction levels are greatly affected by their journey lengths when traveling to work or to access services. If traffic flow density becomes too high, journey lenghts get longer and satisfaction levels drop.
Road congestion is determined by the number of citizens in your city and by the road layout that you selected.

Use the "Traffic" filter (cf. section 5.7.4. "Display Filters") to view a summary of a road's congestion levels:
• Green means that traffic is flowing freely.
• Yellow means that traffic is heavy.
• Yellow-orange, that the road is almost congested.
• Red, that the road is blocked. It can't take any more traffic above current levels.

Keep an eye on traffic congestion and avoid single routes: Road capacity is limited and can result in citizens finding it hard to move around. Try to provide multiple routes to a destination.

There are three ways to improve traffic flow:
• You can relieve congestion on existing roads by building new roads parallel to them.
• You can also increase the number of lanes. To do this, select the road you want. In the selection panel, you will see roads with the same dimensions as the existing one, but with different characteristics. For example, one-way systems or fewer pedestrian lanes. Click on these alternatives to change the road layout.
• Once you've reached 50.000 inhabitants, the Bus system will unlock in your construction menu. You will be able to choose the itineraries of each bus line as well as the location of the terminals, to get rid of traffic issues. Keep in mind that both terminals and bus stops must be placed strategically. Check the blue zone appearing around the terminal / stops you place: it shows you all the buildings that are served by the line. You can also manage your bus system by clicking on any given terminus to access information like the number of bus lines and stops, their monthly cost, or the "Average efficiency" of your bus network.
Finally, you can modify the type of bus you want to use for each line. They represent three different transportation capacities: a minibus costs less and hosts a small amount of people, whereas a double-decker costs much more but can host more citizens.
• Similar to the bus system, the metro system will be unlocked in your Construction menu when you reach 100,000 inhabitants. The advantage of the metro over the bus is that it doesn't have to follow the road, but the drawback is that it is more expensive.
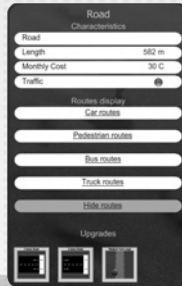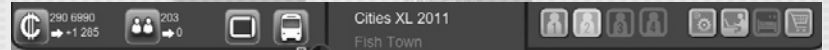
5.7 ANALYSIS TOOLS

Various tools for analyzing your budget, your population, your economy, and your resources are displayed at the top of the game screen.

5.7.1. POPULATION ANALYSIS TOOLS

Click on the Population button to access following important information:

Information 1: The demographic statistics

This panel gives access to the statistics concerning the total population and the available jobs.
The citizen's wealth satisfaction levels vary between 0% and 100%.
For each population category, you can view:
- The **percentage of citizens** in the city.
- **Housing occupancy rates:** If this value gets too high, newly arrived citizens may not find anywhere to live. So
you will have to build new homes.
- **Immigration rate:** If this value is low or in the negative, then your citizens probably aren't satisfied.
- **Jobs available & unemployment rate:** If unemployment is too high, it is unlikely that your city will attract new
citizens.
If unemployment is low but the number of jobs available is high, then you will have to attract new citizens to provide your companies with the workforce they need to operate properly.
If unemployment is high and the number of jobs available is low, then you need to attract new companies to the city.
If both unemployment and the number of jobs available are high, it probably means that the unemployed are having trouble in reaching the vacant positions and that there is a problem with your transportation network: either roads aren't linked up properly or traffic congestion is very high.
It's up to you to solve this problem…

Information 2: Satisfaction indicators

 You can view these indicators for the population as a whole (general satisfaction) or for a specific population category.
These indicators show why the population is either satisfied or dissatisfied.
Citizen satisfaction is determined by four factors, whose general values are measured in terms of percentage.
• The tourism and special bonuses are determined by the bonuses which are produced by holidays and special buildings.

• The **quality of services** and commodities on offer in the city (first column), which reflects the satisfaction felt for each type of service or commodity.
• **Quality of life** is affected negatively by pollution and positively by monuments in the city.
• **Jobs quality**, which is determined by employment rates and by citizens' journey lengths when commuting to work.
• **Cost of living** takes into account taxes paid and household expenses in areas such as food, equipment, and fuel.

Information 3: Cost/Job

The "Global costs" show the citizen's satisfaction rate in terms of resources. The lacks and surpluses affect the citizen's satisfaction; a city which resources' balance is destabilized won't attract new citizens. The "Jobs" tab shows the citizen's employment satisfaction. Provide enough jobs for your inhabitants and keep an eye on the traffic.

Information 4: Services/Environment

This tab shows you the satisfaction level of your citizens regarding the services and the environment. The more the quality of the environment is high, the more your city is attractive.

To close the Population menu, click on the Population button again or press "Esc".

Opinion Polls

The **Population icons** show the satisfaction levels of the different population categories. Click on them to view the results of opinion polls carried out for each category. These polls reveal the main problems facing each category and the (possible) causes of the problems, thus indicating the best way of resolving the situation.

5.7.2 BUDGET ANALYSIS TOOLS

The first figure indicates how much money you have available for building and managing your city.
The figure underneath shows your cash flow (the difference between your income and your expenses).

The Budget menu displays:

• The "General" tab, which provides a summary of your city's finances, including total income and expenses.

• The "Taxes" tab, in which you can modify the amount of taxes charged. This data is a breakdown of your city's income.

• The "Expenses" tab which displays the expenses of your city. The expenses are generated by the services (town hall, health, and education services…), the utilities (water, fuel, electricity, waste…), the transportation…

• The "Most profitable companies" which provides a summary of the most profitable companies in your city. By clicking on the following button (screen petite fleche) you can see the concerned companies directly in your city.
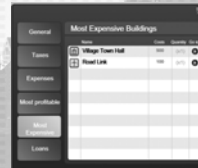
• The "Most expensive buildings" tab which provides a summary of the most expensive buildings in your city. By clicking on the following button (screen petite fleche) you can see the concerned buildings directly in your city.

• The "Loans" tab, which allows you to activate small, medium or high loans (from 100.000 Credits to 1.000.000)

To close the Budget menu, click the menu icon again or press "Esc".

5.7.3. RESOURCES ANALYSIS TOOLS

The Resources menu shows all the resources produced in your city.
Resources are a key part of your city's development. Buildings consume and produce them, and depending on how your city evolves, there will be surpluses or shortages of certain resources. The following information is displayed for each resource: the balance between supply/demand for the resource in the city and the use of Tokens (cf. section 6.2, "Tokens"). The last column shows overall information for each Token.

Clicking on the **Resources** button displays the following information:

• The "Company Statistics" tab displays the status of each company type.
• The three "Resources" tabs provide a description of each resource, as well as a summary of your city's transportation capacity.

The first screen shows utilities and industrial production:
• Waste recycling.
• Water.
• Food industry.
• Fuel.
• Heavy industry.
• Manufacturing.
• High-tech products.
• Electricity.
• Retail goods.

The second screen shows services, workers, and money:
• Holidays.
• Unqualified Workers.
• Qualified Workers.
• Executives.
• Elites.
• Offices (services for companies).
• Tourism.
• Business hotels

The third screen shows your city's transportation capacity.
There are two types of transportation capacity: freight and passenger transportation. Each Token traded uses one of these transportation capacities (with the exception of money and elec-

tricity). Utilities and industrial production use up freight transportation capacity, while services and workers use up passenger transportation capacity.

To close the Resources menu, click the menu icon again or press "Esc".

The following icons [icons] show the financial health levels of the corresponding company types (if they are to be found in your city). Click on them to view the results of opinion polls carried out for each company type. These polls reveal the main financial problems facing each category and the (possible) causes of these problems, thus indicating the best way of resolving the situation.

5.7.4 DISPLAY FILTERS

The icon on the right of the screen represents the display filters.
These can be used to highlight certain information directly on the game screen.
They indicate:

• **Population**

Population density: shows population density levels throughout your city.
Population wealth: highlights the different population categories. Orange is Unqualified Workers, dark-blue Qualified Workers, light-blue Executives, and white Elites.
Unqualified Workers: a color-coded representation of Unqualified Workers' residences throughout the city.
Qualified Workers: a color-coded representation of Qualified Workers' residences throughout the city.
Executives: a color-coded representation of Executives' residences throughout the city.
Elites: a color-coded representation of Elites' residences throughout the city.

• **Satisfaction**

General citizen satisfaction: Green indicates satisfaction and red discontent. Click on the buildings to see what's wrong.
Public services: Shows the location of public service buildings.
Health services: shows how effective health services are. This is calculated on the distance between the different population categories and their health services (indicated by the color of the roads) and the citizens' satisfaction with regard to the quality of service they receive in the health centers (indicated by the color of the buildings). Nothing/red means too far/dissatisfied, yellow is good, and green is excellent.
Education: shows how effective education services are. This is calculated on the distance between the different population categories and their education services (indicated by the color of the roads) and the citizens' satisfaction with regard to the quality of service they receive (indicated by the color of the buildings). Nothing/red means too far/dissatisfied, yellow is good, and green is excellent.
Security: shows how effective security services are. This is calculated on the distance between the different population categories and their security services (indicated by the color of the

roads) and the citizens' satisfaction with regard to the quality of service they receive (indicated by the color of the buildings). Nothing/red means too far/dissatisfied, yellow is good, and green is excellent.

Fire Rescue services: shows how effective fire rescue services are. This is calculated on the distance between the different population categories and their fire rescue services (indicated by the color of the roads) and the citizens' satisfaction with regard to the quality of service they receive (indicated by the color of the buildings). Nothing/red means too far/dissatisfied, yellow is good, and green is excellent.

Shops: shows how effective shops are. This is calculated on the distance between the different population categories and their shops (indicated by the color of the roads) and the citizens' satisfaction with regard to the quality of service they receive (indicated by the color of the buildings). Nothing/red means too far/dissatisfied, yellow is good, and green is excellent.

Leisure: shows how effective leisure activities are. This is calculated on the distance between the different population categories and their leisure activities (indicated by the color of the roads) and the citizens' satisfaction with regard to the quality of service they receive (indicated by the color of the buildings). Nothing/red means too far/dissatisfied, yellow is good, and green is excellent.

• Economy

Employment: Red indicates unemployed citizens and green employed citizens.
Jobs available: These are displayed in red.
Company profits: Profitable companies appear in green, while companies making losses appear in red.
Traffic: Roads are green, orange, or red depending on how heavy is the traffic flow (cf. section 5.6, "Managing traffic flow").
Freight: Certain industries like to be close to freight transportation infrastructure. The color of the roads shows up to what point a City Link is effective (cf. section 6.4, "City Links").
Passengers: Certain companies like to be close to passenger transportation infrastructure. The color of the roads shows up to what point a City Link is effective (cf. section 6.4, "City Links").

• Environment

Environment: Shows the pollution levels affecting infrastructure. Red – very polluted, yellow – good, green – excellent.
Monuments: Shows the monuments' zones of influence.

• Resources

Oil: Shows the areas where there is oil. Oil wells should be placed in these areas.
Water: Shows the areas where there is water. Water extraction infrastructure should be placed in these areas.
Fertile terrain: shows fertile land that is suitable for agriculture.
Intercity roads: shows the areas where those types of city links can be placed.
Intercity highways: shows the areas where those types of city links can be placed.
Intercity railroads: shows the areas where those types of city links can be placed.

Ground relief: displays the terrain as contour lines.
Holidays: shows the areas where holiday hotels can be placed. Those areas aren't available on every map and disappear as you place them, or when the environment turns sour.
Sea city link: shows the areas where you can place a harbor. Those areas aren't available on every map.

• Public transports

Bus lines: displays all the lines and stops that you have built in your city.
Bus traffic: shows you the state of your bus lines' traffic. The color system is the same as the one used for the roads (green indicating a fluent traffic, yellow a bit of congestion and red a traffic jam).
Metro lines: Displays all the lines and underground stops that you have built in your city.
Metro traffic: Indicates the status of the traffic on your metro lines. The color system is the same as that which is used for the roads (green indicating flowing traffic, yellow slight congestion, and red a traffic jam).

6.1. TRADE WITH OMNICORP

Under the strong leadership of Don Madalff, Omnicorp is the omnipresent and the omnipotent corporation of the Cities XL ™ universe.

This company is always ready to trade with the other cities... as long as the cities have enough resources. As every authentic businessman, Don Madalff will keep on looking for good bargains and can be the ideal partner in case you want to further develop your cities.

Taking advantage of an empire blessed with endless resources, Don Madalff is at the disposal of those Mayors willing to care for their citizens and their companies by trading.

In case you respect the contract's terms there is nothing to worry about. But beware, if for any reason you're not able anymore to provide the agreed quantity of resources, you'd better not to rely on Madalff's generosity...

Check regularly your contracts in order to make sure you always pay your dues. Otherwise Don Madalff will end them with no regrets.

Even if it's there to help, OmniCorp remains a company that has to make profits to exist. Don't think that you will be able to take advantage of it and keep in mind that the corporation will always sell you resources for much more money than you will be offered for buying yours.

Being too much dependent on Omnicorp can be tricky. Remember that a well-balanced develop- ment of the resources is the key to success...

6.2. TRADE BETWEEN YOUR CITIES

Once you have built and saved several cities, you will be able to trade with your own cities. This means that you can now build cities that are dedicated to specific resources, so you will be able to trade with these cities and build others. It will be much easier to achieve a good balance in your city if you focus on producing certain resources and trade to obtain others.

6.3. TOKENS

Whenever you have a surplus of a given resource, your city produces Tokens for that resource. Click on the Resources button (see section 5.7.3) to see what your city has surpluses and shortages of. To balance the situation and allow your city to prosper, you must trade your Tokens of surplus resources for resources you need.

NB! Tokens can't be cumulated over time. They represent your city's production capacity at a given moment. Tokens are surplus resources that can be traded for other resources with OmniCorp.

Tokens produced will enable you to make up for gaps in your city's output and to meet its need for certain
resources.

NB! A shortage in a given resource can result in your city having economic difficulties (compa- nies going bankrupt, population dissatisfaction, etc.).

It is therefore important to manage your resources in a balanced way as this will help your city's economic growth.

6.4. THE TRADING PROCESS

In the Game Modes menu 🔲 click on 🔲 . The Trade panel will appear.

1 – Select the cities you want to conduct trade between.
2 – Freight capacity.
3 – Passenger capacity.
4 – Token production.
5 – The impact of tokens on blueprint construction.
6 – Token trade with other cities.
7 – Token trade with this city.
8 – Total available tokens.
9 – Use the slider to the left or to the right or click on arrows to import or export a token, and click OK to validate the trade.

There are three types of Tokens:
• Industrial and Utilities Tokens, which require freight transportation.
• Services and People Tokens, which require passenger transportation.
• Non-physical Tokens, such as money and electricity, which don't require any transportation.
An industrial production Token costs one transportation unit.
The total number of industrial production Tokens that can be traded between two cities therefore depends on both cities' transportation capacity. The same applies to passenger transportation.

6.5. CITY LINKS

In order to trade Tokens, you must either build highways or international transportation as well as the City Links that are available to you. City Links are what connects your city and the outside world.
These will enable a certain flow of freight vehicles (trucks, planes, boats) and passenger vehicles to your city.

NB! Building a highway is just the first step. Constructing airports and harbors will considerably increase your trade capacity.

There are three types of City Link:
• Roads, highways: build roads and highways up to the areas marked in purple on the edges of the map
• Harbors: place a harbor in a marked area, it will increase your freight capacity
• Airports: place an airport wherever you like to, it will increase your passenger transportation capacity

Attention: harbors and airports cause pollution, so take care not to place them too close to a residential area!

Not all transportation types along a border can be connected: Make sure you check what's available when you're creating your transportation network.

For example:
Placing a road City Link prevents you from placing another one within a certain perimeter. Manage your City Links carefully, as they will help your economy grow.

For example:
- The closer an office is to a passenger transportation facility, the more business meetings it can organize and the greater its profits will be.
- The closer a factory is to a freight transportation facility, the faster the flow of goods will be and the greater its profits will be.

NB! As your city grows and its trade develops, these City Links will gradually become congested by the increasing volumes of goods being produced and passengers traveling. It's up to you to organize your finances in order to build another City Link and resolve the problem.

ACTIVATION KEY