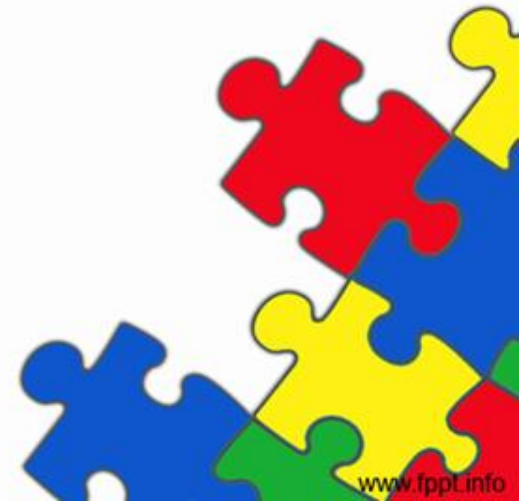


SimCity

Angelica Jan R. Legaspi



What is SimCity?

- SimCity is the reinvention of the flagship of city-building simulations. With this game, every choice you make you will see it affecting your city, your region and the world within the game.



- In SimCity the user will have the ability to create his or her own city.
- During the construction process the user will be struck with different issues such as money, landscape issues, riots and various other natural disasters.
- In addition to the excitement of building your own city this game can also serve as an educational game that teaches individuals aspects of building such as the different building zones, controlling traffic and many other educational aspects



How long does SimCity take to play?

SimCity is a sandbox-style game with no time limits.



***What's the difference between
The Sims and SimCity?***



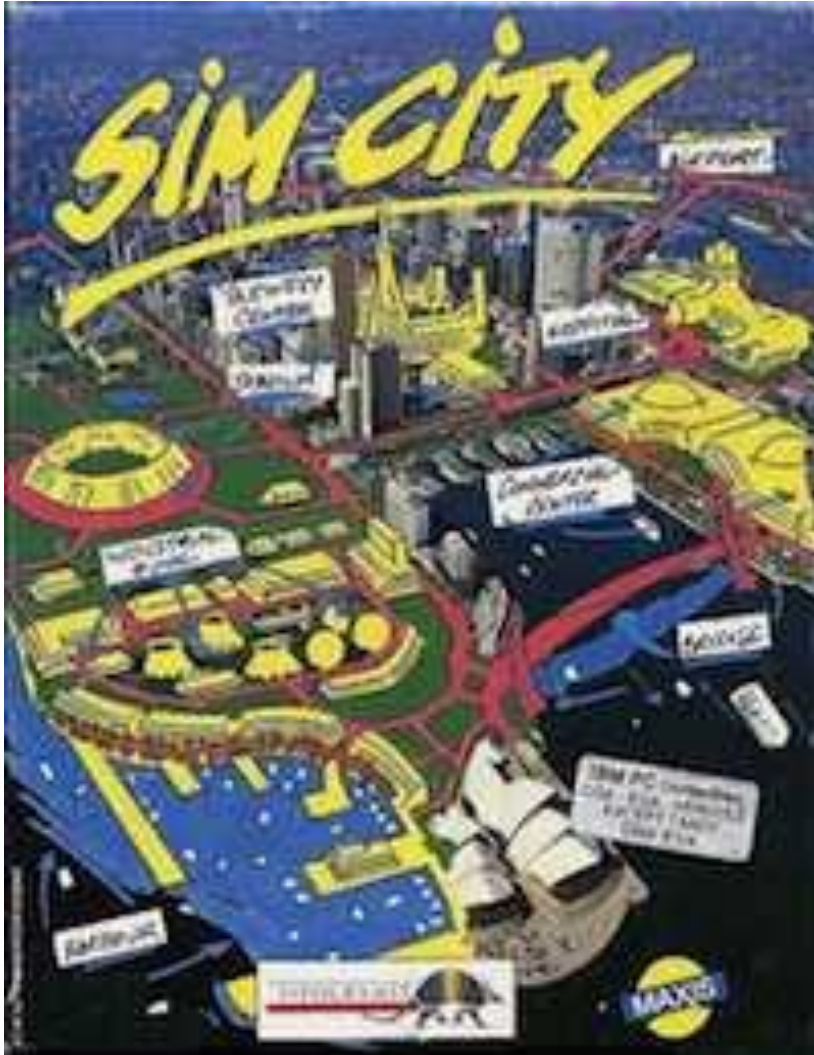
- Both franchises are sandbox style open worlds that give you the tools to play with life how you see fit.
- The Sims franchise is a life-simulation that enables you to play with life at a personal level and focuses on individual Sims and relationships... You take care of your Sims, build relationships, work to earn money, look after their hygiene and more.
- SimCity is a city-building simulation that lets you create the cities that you desire. Gameplay is focused on the choices you make and how they shape your city and power the Sims within it.



History of SimCity



MICROPOLIS



1985

Game designer Will Wright begins working on what will become SimCity under the working title Micropolis.





1987

Maxis is born after co-founders Jeff Braun and Will Wright meet. Braun agrees to fund the development of Wright's city-building simulator.

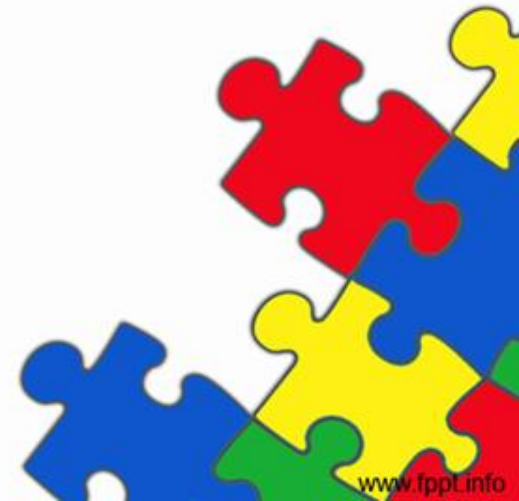


SimCity - Atari

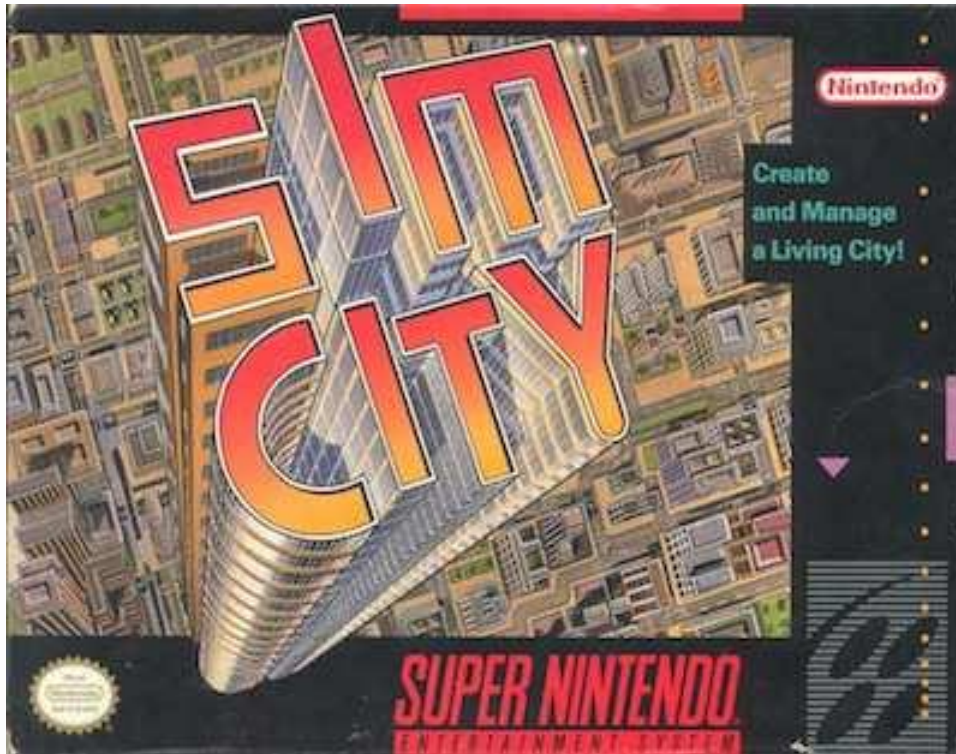


1989

SimCity is published in North America for the Amiga, Macintosh, IBM PC and Commodore 64. Later in 1989, the game is later released for the Atari ST



SIMCITY - SNES

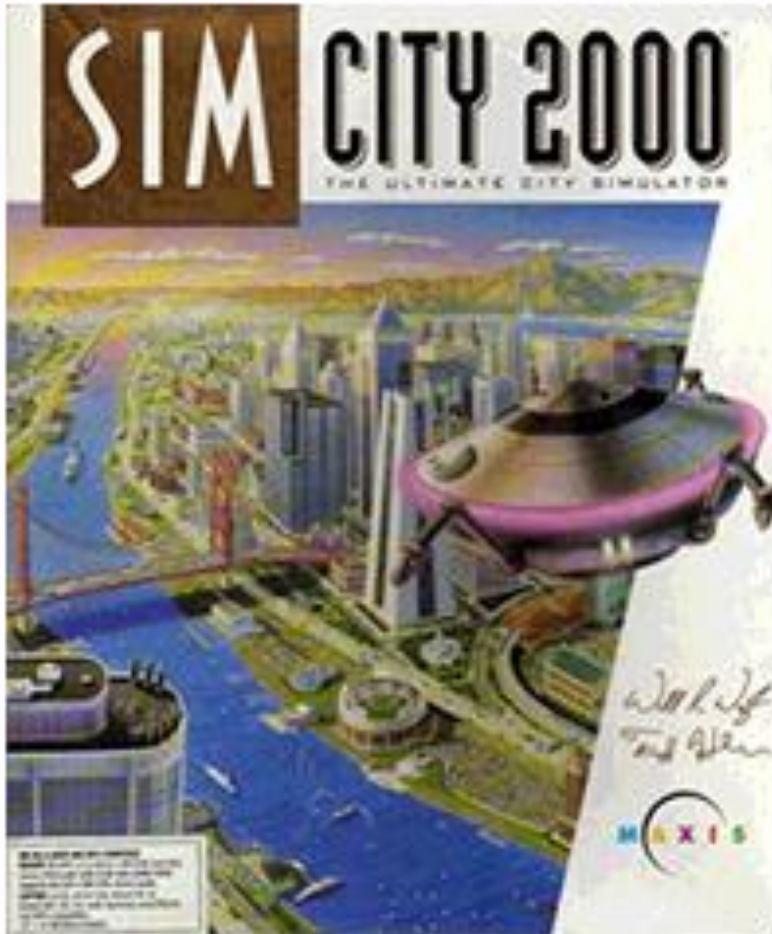


1991

SimCity is released for Nintendo's Super NES platform in North America and Japan. The SNES version features seasonal graphics, bonus scenarios and a wacky city advisor named Dr. Wright.



SIMCITY 2000™ - MACINTOSH



1993

SimCity 2000™, the sequel to SimCity, is released for the Macintosh operating system. The game features different land elevations, underground layers, new facilities, a variety of power plants, neighboring cities, more elaborate budget and finance controls and disaster scenarios.

SimCity 2000 really brings your city-and its resident Sims-to life. If this game were any more realistic, it'd be illegal to turn it off.

SIMCITY 2000™ - MULTIPLE PLATFORMS



1995

SimCity 2000™ is released for Super NES, Saturn and Windows. It is later released for PlayStation, N64 and Game Boy Advance.



ACQUIRED BY ELECTRONIC ARTS

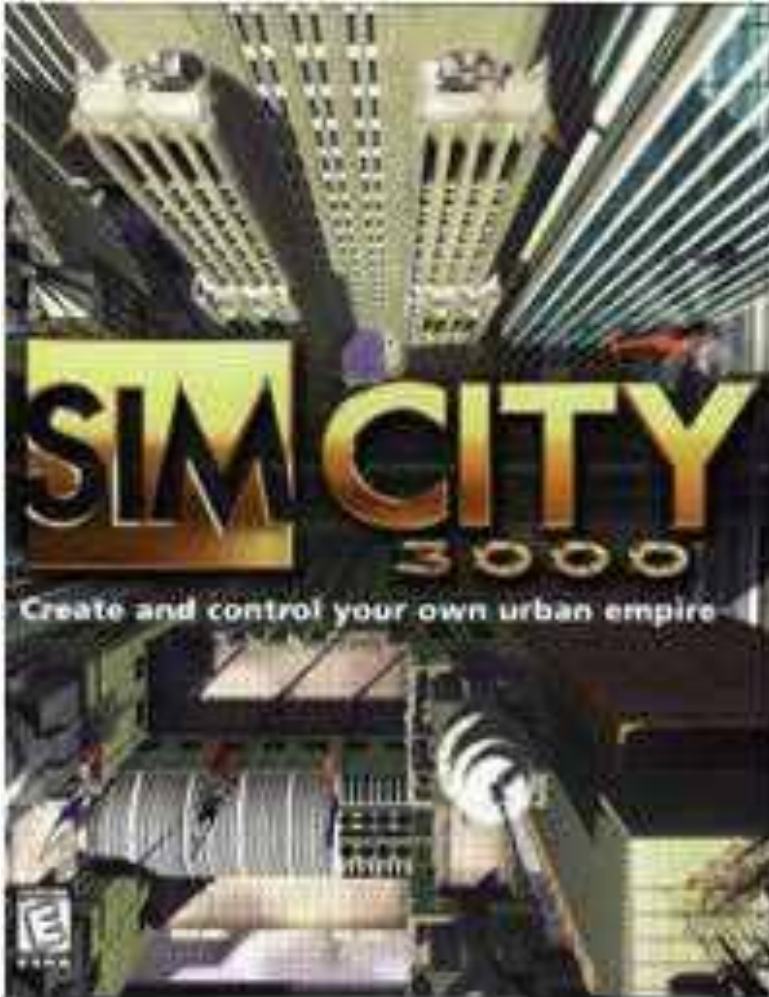


1997

The Maxis studio is
acquired by Electronic
Arts.



SIMCITY 3000™

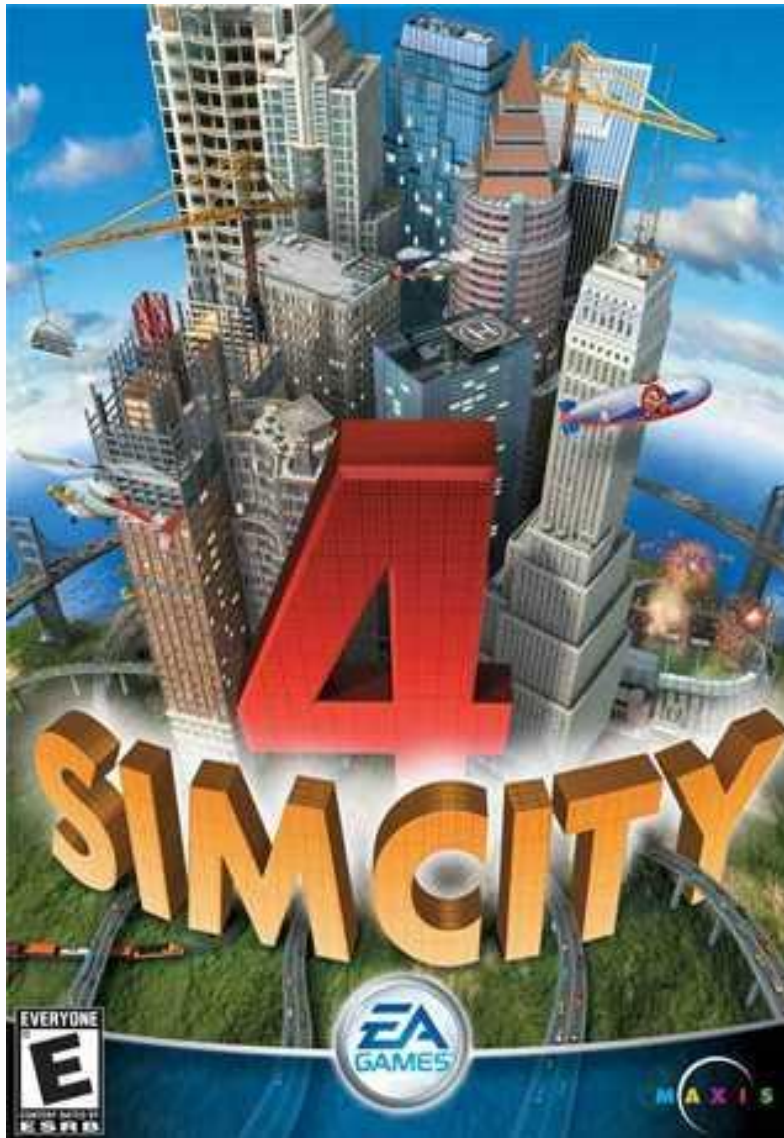


1999

SimCity 3000™, the third installment in the SimCity series, is released for Windows, Macintosh and Linux. It is the first SimCity game published by Electronic Arts. SimCity 3000™ expands upon city management and business deals as well as featuring new advisors and petitioners, news tickers, real world landmarks and a live music score.

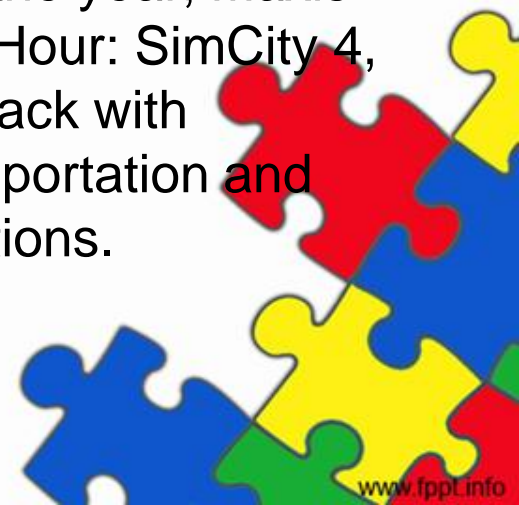


SIMCITY 4

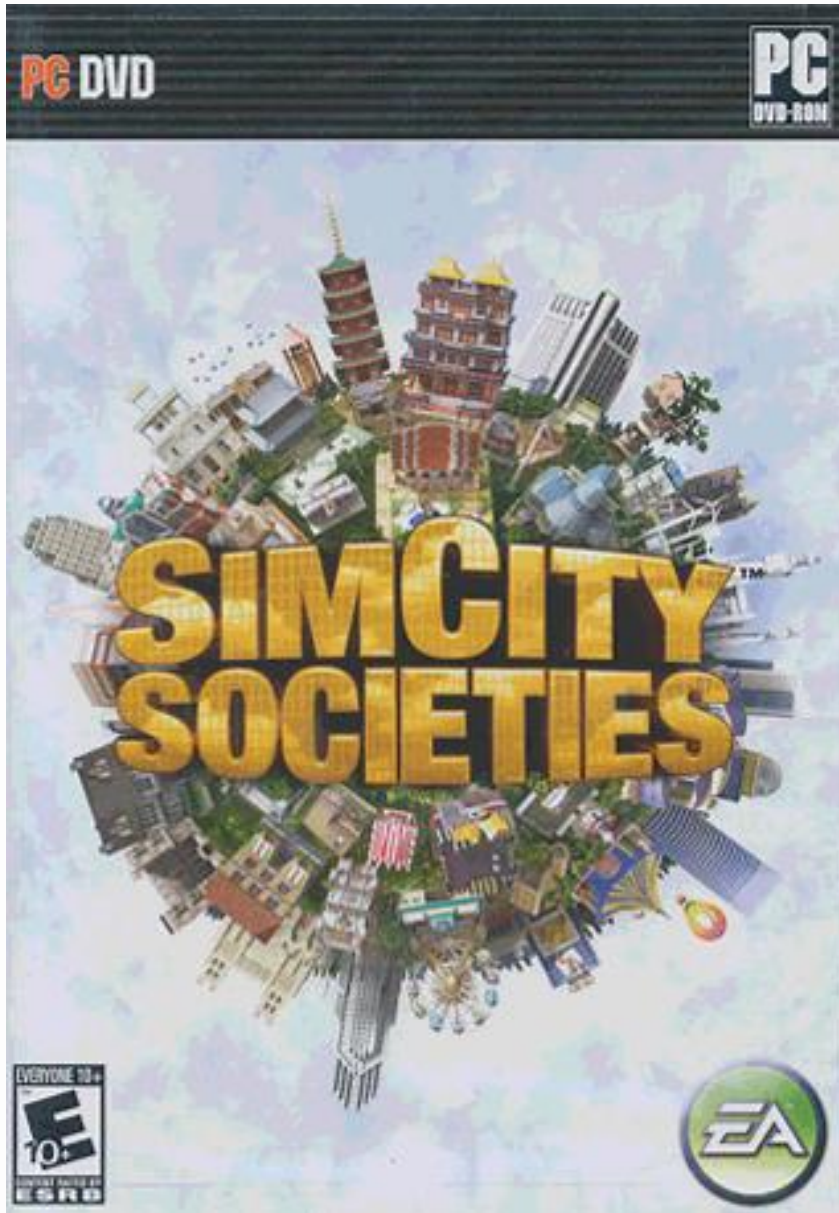


2003

SimCity 4, the fourth generation, ships for Windows and Mac OS X platforms. It features a 3D graphics engine, day and night cycles and three modes: God Mode, Mayor Mode and My Sim Mode. Later in the year, Maxis releases Rush Hour: SimCity 4, an expansion pack with enhanced transportation and architecture options.



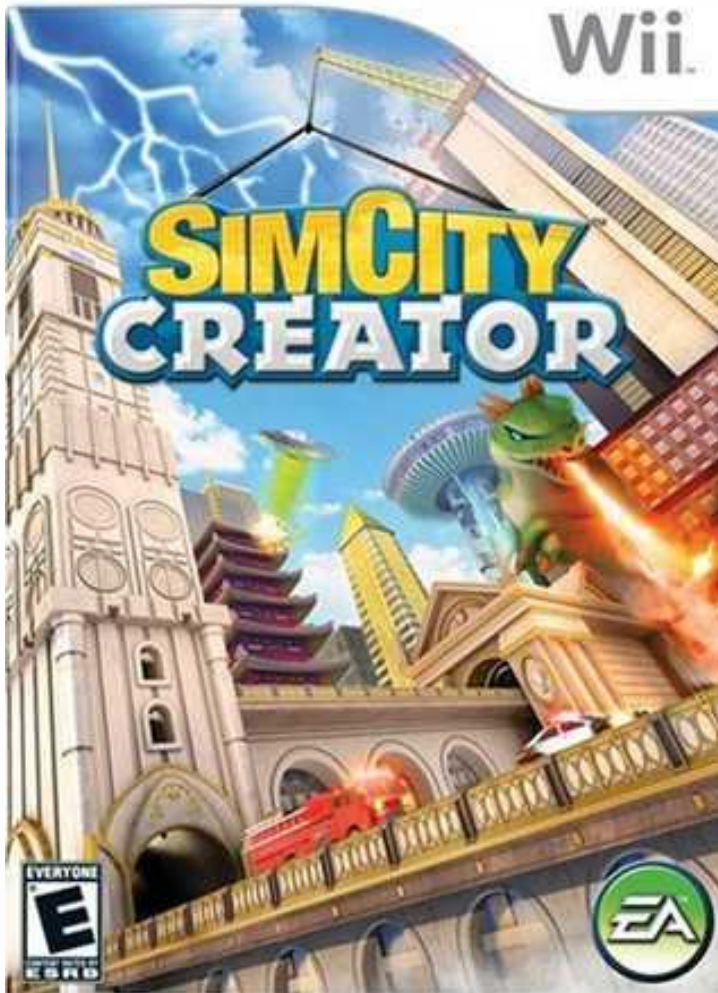
SIMCITY SOCIETIES



2007

SimCity Societies is developed by Tilted Mill Entertainment and published by Electronic Arts for the Windows platform. The game focuses less on city planning and more on citizens and societal values. It features a high level of customization, from buildings to game rules and citizen behavior.

SIMCITY CREATOR



2008

SimCity Creator was released for Wii and Nintendo DS. The game features advanced zones, sophisticated transportation, customizable buildings based on several themes and the option to take overhead 3D tours of the city by helicopter or airplane



SIMCITY DELUXE



2011

SimCity Deluxe is released as an app for iPad and Android.



SIMCITY IS BACK!

2012

SIMCITY

Maxis announces that SimCity is back, giving players the power to change the world once again.

