

SimCity

SAN
FRANCISCO
NEW YORK

CITY



DISASTERS



BUDGET



DATE
1990
Simulation



POPULATION



MAXIS

Commodore 64/128
V1.1 Disk Drive &
Joystick Required

The City Simulator

Design and Build the City of Your Dreams

Fight crime, unemployment and pollution. Control budgets, transit and population.

Create industry, shopping centers, parks, stadiums, seaports and airports.

Pre-built cities include:

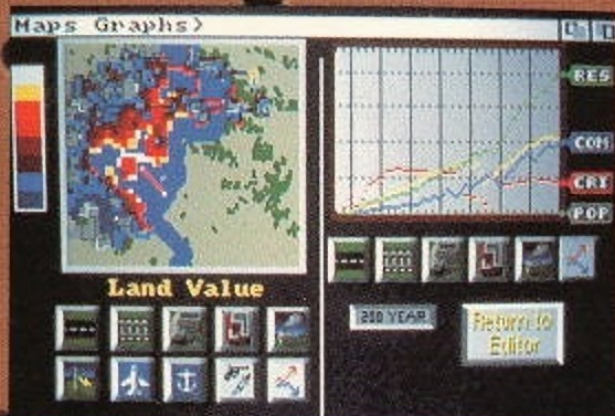
Tokyo • San Francisco • Bern • Hamburg • Rio De Janeiro • Detroit • Boston

IBM EGA Screen



Confront disasters - floods, earthquakes, fires, tornados, meltdowns and monsters.

Amiga Screen



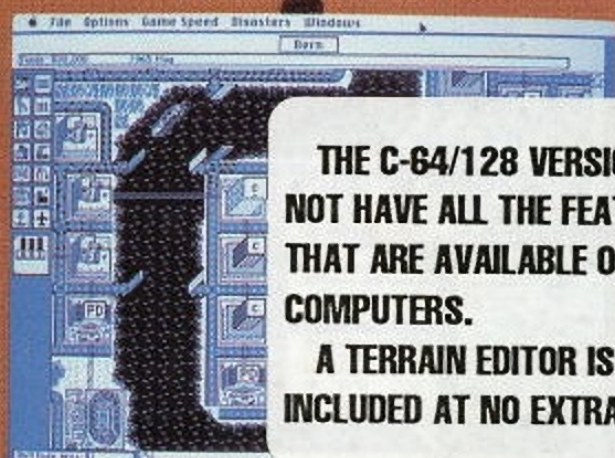
Real-time graphics and demographic mapping keep you constantly informed.

Color Macintosh II Screen



SimCity includes maps of famous cities on disk, open to your design.

Macintosh Screen



It's up to you to save the population, or engineer it's destruction.

THE C-64/128 VERSION DOES NOT HAVE ALL THE FEATURES THAT ARE AVAILABLE ON 16 BIT COMPUTERS.

A TERRAIN EDITOR IS INCLUDED AT NO EXTRA CHARGE.

SimCity™ is Alive!

SimCity is a model that works, but no toy train set ever looked this good! Lay roads and traffic moves. Supply electricity and smokestacks churn.

A SYSTEM SIMULATION FROM MAXIS

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Maxis Software
1042 Country Club Dr., Suite 100
Moraga, CA 94558
(415) 376-8434
FAX (415) 376-1823

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