



# E.G.G.S. Technique for City-Building in Sim City 4

(E)ngineering

(G)oals

(G)lobal

(S)trategy

# Services All EGGS Need

- ★ (A)mbulance
- ★ (F)ire
- ★ (E)ducation
- ★ (W)aste
- ★ (W)ater
- ★ (E)lectricity
- ★ (P)olice
- ★ (T)ransportation

# Zones All EGGs Need

- ★ (R)esidential (Light, Medium, High)
- ★ (C)ommerical (Light, Medium, High)
- ★ (I)ndustrial (Medium, Heavy)
- ★ \$, \$\$, \$\$\$
- ★ Agricultural
- ★ Landfill

# SC3K vs. SC4

- ★ Caricature City
- ★ Isolated City
- ★ “Useless” Specials
- ★ Limited Transit
- ★ Sea/Airport Zones
- ★ No Park Maintenance
- ★ Few NIMBYs
- ★ Realistic City
- ★ Regional Interaction
- ★ Specials have effect
- ★ Numerous Transits
- ★ Sea/Airport Bldgs
- ★ Parks cost monthly maintenance
- ★ Everything has a “Back Yard” effect.

# The Back Yard Effect

Every Building Has:

- ☀ A +/- Modifier to Desirability for R/C.
  - Modifier for R & C may both be different.
  - No Modifier for Industry.
- ☀ A radius of effect in terms of squares.
  - “Square One” are the border squares
  - Radius for R & C may both be different
- ☀ “Landmark” Buildings Have no Residential effect.

# Examples of “BackYards”

## ★ Mayor’s House (Reward)

- ★ +100 Residential Desirability, Radius 48
- ★ +100 Commercial Desirability, Radius 48

## ★ Soccer Field (Recreational Area)

- ★ +30 Residential Desirability, Radius 50
- ★ +20 Commercial Desirability, Radius 5

## ★ Toxic Waste Dump (Crutch Reward)

- ★ -100 Residential Desirability, Radius 48
- ★ -60 Commercial Desirability, Radius 24

# Starting New EGGS



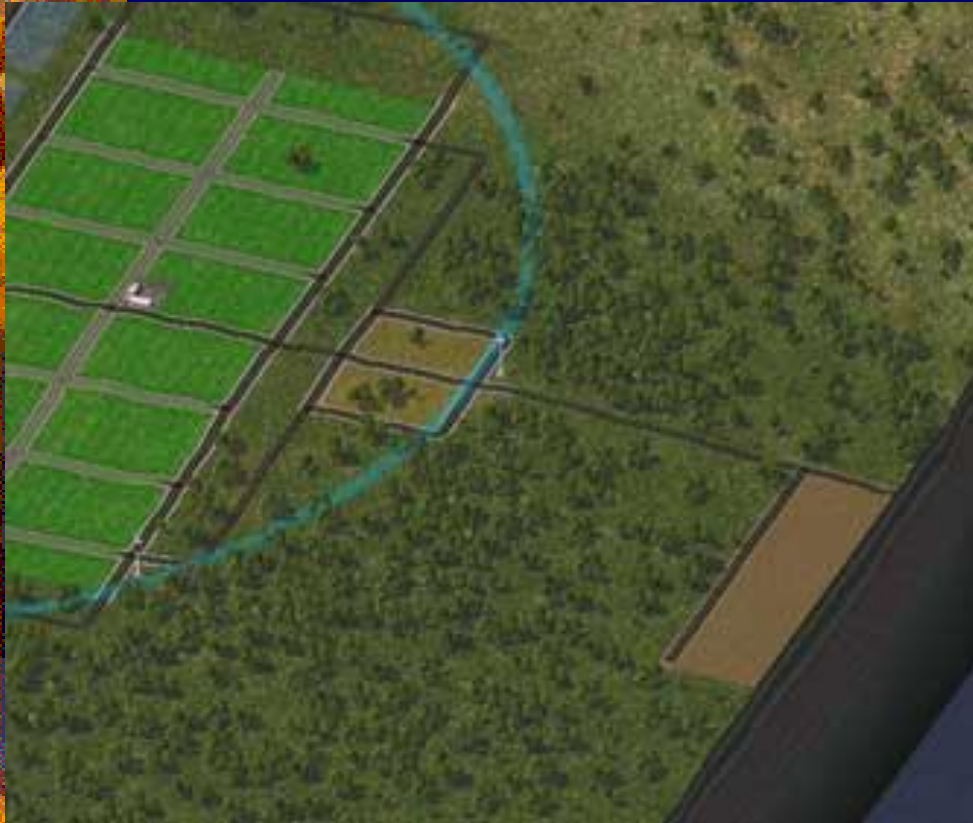
- ☀ Pause, Freeze Day
- ☀ Main Street
- ☀ Town Center
  - ☀ PD, FD, Hosp, HS
- ☀ Data Views
- ☀ Zone Distribution
- ☀ Zone Separation
- ☀ Traffic Flow

# Education



- ✦ Schoolbus Radius
- ✦ Education Quotient
- ✦ Types of Educators
  - ✦ Elementary School
  - ✦ High School
  - ✦ City College
  - ✦ University
  - ✦ Libraries
  - ✦ Museums
  - ✦ Operas, Theaters
- ✦ EQ Foundations

# Waste Disposal



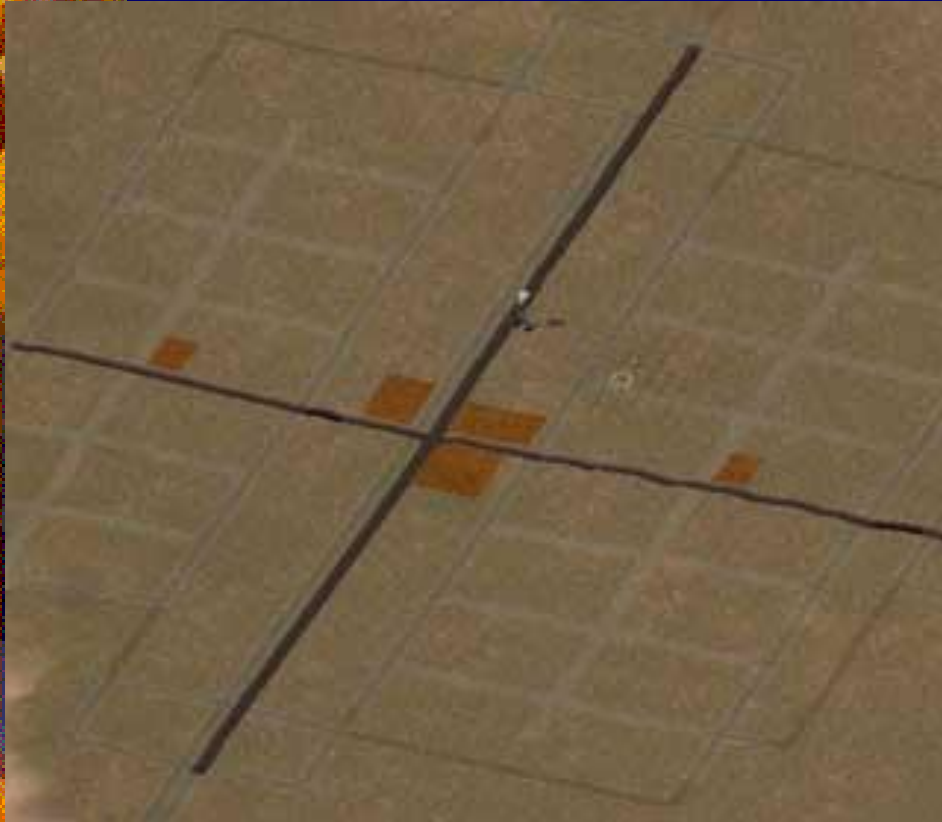
## ☀ Where to Place

- ☀ NIMBY!!!
- ☀ -100 R & C (32 Rad)
- ☀ Pollution
- ☀ Borders

## ☀ Types of Disposal

- ☀ Contractual
- ☀ Landfill
- ☀ Recycling
- ☀ Waste to Energy

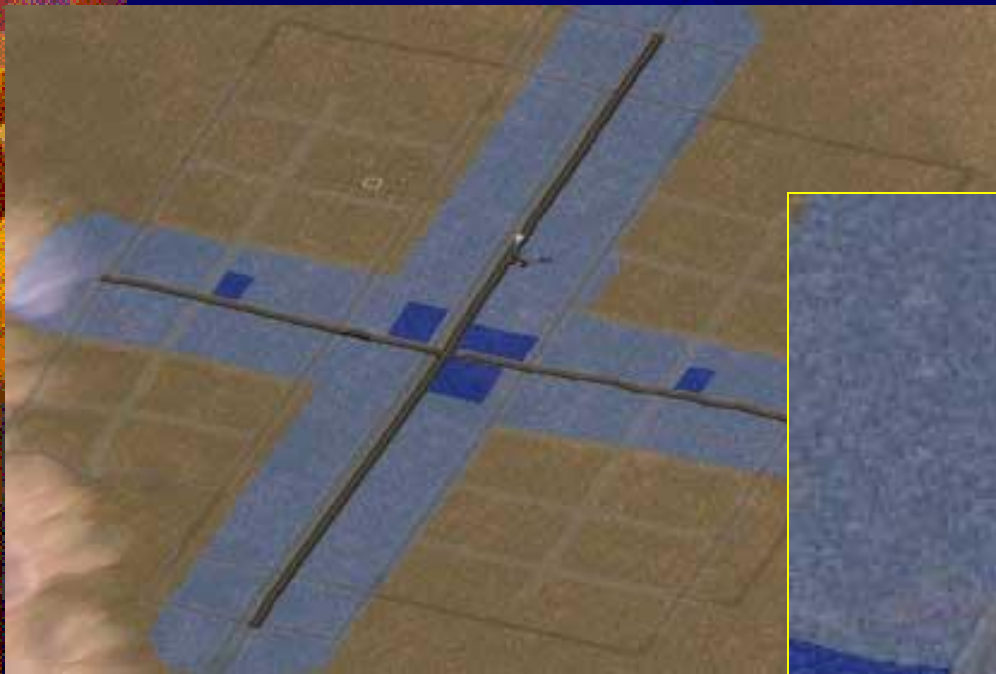
# Water (Part One)



- ✦ Initial pipe-cross
  - ✦ Use Main Streets
- ✦ Water Tower
- ✦ Power with Windmill
- ✦ Unfreeze SC4 for about one month of game-time, or until water service appears

# Water (Part Three)

Pipes Have a 6-Square  
Radius when at full  
pressure.



Pipes cost monthly  
maintenance fees.

Use your radius wisely.  
Avoid too much  
redundancy


# Water (Part Three)



- Don't Forget to re-Pause the game.
- Efficient, low-cost water supply
- Water Structures
  - Water Towers
  - Water Pumps
  - Heavy Pumps
  - Treatment Plant

# Water (Part Four)

**Water Tower**

Efficiency 

Max. Capacity 2400

Actual Capacity 2399

Water Used 215

Usage 8%

Cost per Cubic Meter (cu m) €0.02

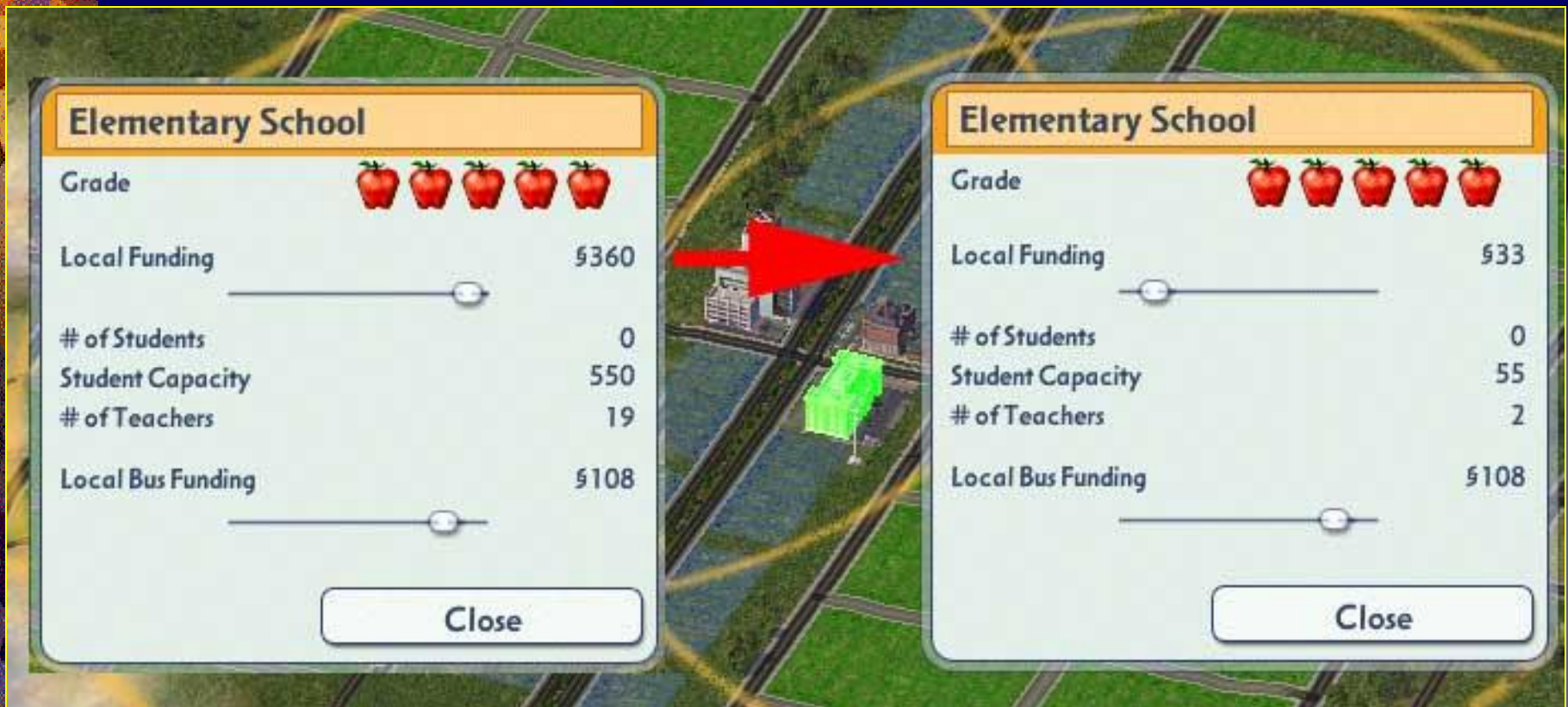
Water Pollution Acceptable

Powered Yes

Condition 99%

[Close](#)

# Adjusting The Local Budgets



Every budget will be extremely over-inflated by default.

EXCEPT: Police and Fire. Don't skimp on those.

# Local Budgets Continued

The image shows two side-by-side configuration windows from a city management game. The left window is for a 'Large Medical Center' and the right is for a 'High School'. Both windows have a 'Close' button at the bottom.

Building	Grade	Local Funding	Local Ambulance Funding	# of Doctors	# of Patients	Patient Capacity
Large Medical Center	5 icons	540	5134	4	0	120
High School	5 apples	526	0	30	1	5100

- ☀ Immediate Bldgs
  - ☀ Elementary School
  - ☀ High School
  - ☀ Medical Center
  - ☀ Power Plants
- ☀ Almost every Unzoned Building has a local budget that you pay for.

# Correcting Budget Shortfalls



**Elementary School**

Grade 

Local Funding  \$33

# of Students 61

Student Capacity 55

# of Teachers 2

Local Bus Funding  \$120

[Close](#)

**Elementary School**

Grade 

Local Funding  \$54

# of Students 61

Student Capacity 89

# of Teachers 3

Local Bus Funding  \$120

[Close](#)

# “Reward” Buildings

## Sims Invite Mayor to Pull up a Chair and Settle In

Now that our population has surpassed 500, the residents of Tester City open their arms to you, Mayor. We don't want anyone concerned that you might be going elsewhere, so here's your opportunity to put down real roots: Build yourself a mayor's mansion, and slip your shoes off (after work hours, of course).

Initial base cost: § 1,800

Monthly cost: § 30

[Accept](#) [Decline](#)



Close

- ☀ NIMBY or YIMBY?
- ☀ Zero \$ cost to accept.
- ☀ Initial build cost
- ☀ Monthly Maintenance
- ☀ Some have profound city-wide and regional effects.

# The “Religious Concern”

## Sims Look to Heavens, but Call Mayor

Mayor, Tester City has become a burgeoning community of more than 1,000 Sims, and those spiritually-minded Sims are requesting a gathering place to express their non-worldly concerns. Please consider their petition for a House of Worship in Tester City.

Initial base cost: 50

Monthly cost: 50

[Accept](#)   [Decline](#)



Close

# Global Budget (Class Control)



## Monthly Budget



Monthly Income	Monthly Estimate
Taxes	
Residential	\$2,022
Commercial	\$173
Industrial	\$579
City Ordinances	\$0
Neighbor Deals	\$0
Business Deals	\$0
Transportation Department	\$0

Monthly Expenses	Monthly Estimate
Transportation Department	\$758
Public Safety Department	\$750
Health & Education	\$869
Utilities	\$1,462
City Ordinances	\$0
Neighbor Deals	\$0
City Beautification	\$0
Government Budget	\$30
Take Out A Loan	\$0

<b>Current Balance</b>	<b>\$349,410</b>
Monthly Income	\$2,774
Monthly Expenses	\$3,869
<b>Month End Cash</b>	<b>\$348,315</b>

## Taxes

### Residential Monthly Income Monthly Estimate

Low Wealth Residential (R- <del>9</del> )	9.0	%	▲▼	91,734
Medium Wealth Residential (R- <del>99</del> )	9.0	%	▲▼	9183
High Wealth Residential (R- <del>999</del> )	9.0	%	▲▼	9105

**Subtotal** **92,022**

### Commercial Monthly Income Monthly Estimate

Low Wealth Commercial Service (CS- <del>9</del> )	9.0	%	▲▼	9123
Medium Wealth Commercial Service (CS- <del>99</del> )	9.0	%	▲▼	937
High Wealth Commercial Service (CS- <del>999</del> )	9.0	%	▲▼	90
Medium Wealth Commercial Office (CO- <del>99</del> )	9.0	%	▲▼	97
High Wealth Commercial Office (CO- <del>999</del> )	9.0	%	▲▼	96

**Subtotal** **9173**

### Industrial Monthly Income Monthly Estimate

Agricultural (I-Ag)	9.0	%	▲▼	90
Dirty Industry (I-D)	9.0	%	▲▼	9551
Manufacturing Industry (I-M)	9.0	%	▲▼	928
High Tech Industry (I-HT)	9.0	%	▲▼	90

**Subtotal** **9579**


Accept

Cancel

## Ordinances

### Monthly Income

### Monthly Estimate


 Legalize Gambling


**Subtotal**


**50**


### Monthly Expense


### Monthly Estimate


 Community CPR Training Program


 Water Conservation Program


 Paper Waste Reduction Program


 Free Clinic Program

 Smoke Detector Program

 Neighborhood Watch Program

 Tourism Promotion Program

 Power Conservation Act

 Carpool Incentive Program

**Subtotal**

**50**

**Accept**

**Cancel**

# Any Questions?

- NIMBY / YIMBY List will find its way onto the FC Site
- Many strategy guides online, just search for “Sim City 4 faq” or “walkthrough” or “guide”
- My email address is [brandon.safford@my.tccd.edu](mailto:brandon.safford@my.tccd.edu)  
(please no large attachments!)