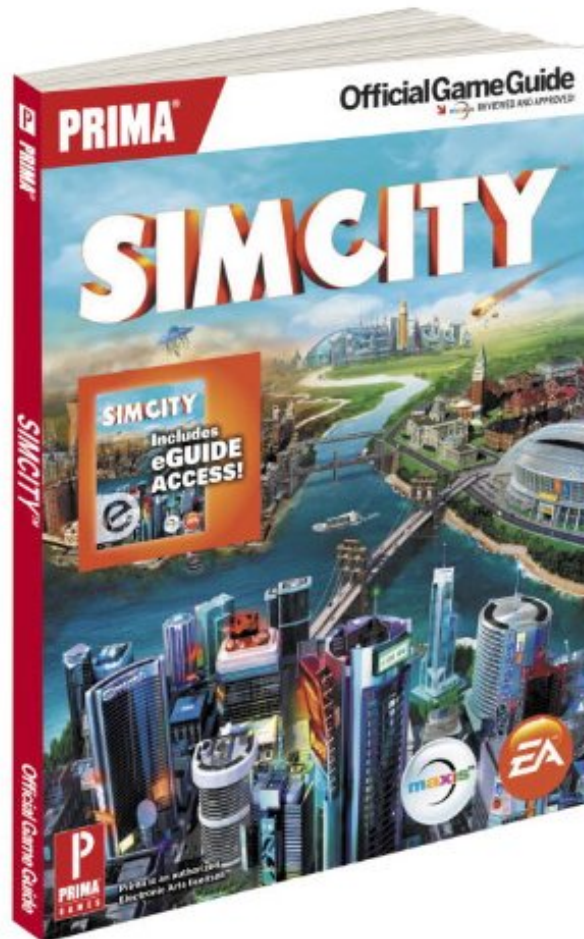


(Download pdf) SimCity: Prima Official Game Guide (Prima Official Game Guides)

## SimCity: Prima Official Game Guide (Prima Official Game Guides)

David Knight

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**David Knight : SimCity: Prima Official Game Guide (Prima Official Game Guides)** before purchasing it in order to gage whether or not it would be worth my time, and all praised SimCity: Prima Official Game Guide (Prima Official Game Guides):

73 of 79 people found the following review helpful. Lots of trivial info, some usefulBy M. PoehlerI pre-ordered the game and book. The game arrived two days before the book, so I played the game about eight hours, before I had a chance to look into the book. That said, about 40% of the content is just trivial statements, 55% is a reference of information that you can find in the game by simply click on icons. I found only about 5% unknown and useful information in the book.Examples for trivial info:Page 65.Power: Points to remember.Build power plants to provide power. - Really?!If a building doesn't get power it will stop providing services. - Anyone surprised?Purchase power

with the Buy button in Region View. - I am speechless. Examples for redundant info: Page 57 Wind Power Plant Cost \$8,000 Operation Cost: \$80 per hour Power Production Rate: 3MW in 10mph winds Air Pollution Rate: None You can find this info when select the "Wind Power Plant" under "Power" in the game. Is there anyone who would grab the book to look this info up when playing? Is this info useful when not sitting in front of the PC playing that game? Anyway, the reason why I still like the book is, that it has tiny little bits of useful information (which are hidden very well in this ocean of useless and annoying content) e.g. - I wasn't aware that the ground water level is not static: it is vanishing when used and rain will replenish it. So there IS an advantage of putting your Water pump/tower near a river vs. on top of a good ground water spot. - You can de-zone areas without destroying what is build on them, "freezing" their development. - The book would have kept me from making mistakes like placing the university into a residential zone; Students are obviously to lazy to move after graduation near the high tech industry! ? The book has 322 colored pages. It has a nice layout. The book has a voucher code on page 3, which allows you to access the the complete(!) content of the book online. The text and pictures are identical, only the layout is changed to a single column layout. While I prefer having a printed version in my hand for places I don't carry a PC/Laptop around, I enjoy the advantages of the eGuide: - The eGuide is searchable, it has a "search this guide" box at the beginning of each chapter. - The eGuide is supposed to be kept updated. I don't know if his includes only fixing errors or if they will add any content. - Each section has a "Related Essentials" box, basically links to other sections of the book about the same content. If you would be happy with the ebook alone, you could buy the eGuide for \$10 direct at primagames.com. I love the game and this book helps me to master it. I just wish it would come in a condensed form without all the trivial and redundant info. For just \$16, I am happy that I bought it. 1 of 1 people found the following review helpful. The definitive guide to the latest in a long line of city builders! By Nodnarbius Item is exactly as expected. It was still in the shrink wrap, and even had the online e-guide access still available. The shipping could have been a little quicker as it took over ten days to get to me, however, this could be my fault as I did not utilize a faster shipping method, so no fault to the seller here. All in all, an excellent product buying experience! I think the guide is really helpful even after over 80 hours put into the game. It has given me some new insight to utilize the game mechanics. There are many things included here I wouldn't have thought of before. One of the best is in regards to traffic flow and the use of curved roads. These are two things I never really gave much thought to, however, once you start to read about it, you start to think about it. I really believe that is the mark of something special. It should make you think beyond what the guide presents and allow you to be your own player and try new things. I know a lot of people have trashed this game for what many consider to be "game killing requirements." I do not think that is the case. This is a good quality game that does have some limitations in place that are not necessary, but hardly ruin the overall experience. The real point here is that I bought this guide after so many hours, and I hope it helps me think of new ways to play for so many more! 3 of 3 people found the following review helpful. A lot of great info By Josh I have seen a lot of knocks on this that it just contains common sense no-brainer things, but I see this as a tremendous asset for somebody who is just starting to use SimCity for the first time. There is a lot of information made readily available with colored tabs on the ends of the pages. As someone who has played this series since SimCity2000, I find it a great source...

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