

CITY LIFE Deluxe

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1 GETTING STARTED

BASIC CONFIGURATION

City Life Deluxe has been designed for use on a PC equipped with :

- Windows 2000 Service Pack 2 / XP equipped with DirectX 9.0c or a higher version
- 1.5 GHz Processor or the equivalent
- 256 MB of RAM
- 3D GeForce 4Ti Video Card or Radeon 8000 with 64 MB of RAM
- Sound card compatible with DirectX® 9
- 4 GB free space

RECOMMENDED CONFIGURATION

City Life Deluxe has been designed for optimal use on a PC equipped with :

- Windows 2000 Service Pack 2 / XP equipped with DirectX 9.0c or a higher version
- 2.5 GHz Processor or the equivalent
- 512 MB of RAM
- 3D GeForce FX 5000 Video Card or Radeon 9000 with 128 MB of RAM
- Sound card compatible DirectX® 9
- 4 GB free space

INSTALLATION PROCEDURE

- Insert the "CLDELUXE 1" DVD-ROM into your CD drive.
- A dialogue box will appear in a moment.
- Click on "Install" and follow the instructions on your screen.

If the dialogue box does not appear, start the installation program manually.

- Double-click on the "My Computer" icon on the Windows desktop.
- Double-click on the DVD-ROM drive icon in the window that appears.
- Double-click on the "Setup" icon and follow the instructions on the screen.

DIRECTX®

DirectX® is a group of Windows drivers required in order to run games. The installation program will ask if you want to install or reinstall DirectX 9 0c. If your system already contains a version of DirectX® which is higher or equivalent to DirectX® 9.0c, you will not need to reinstall it. If you are not sure which version is installed or if you have problems with **City Life Deluxe** (particularly regarding the display), it will be necessary to reinstall DirectX®.

2 GENERAL INTRODUCTION

GAME BASICS

Develop your city while monitoring the economic balance, the satisfaction of your people, and the relations between different urban subcultures

As mayor of the city, your role is to ensure economic growth, while fostering good relations among city inhabitants.

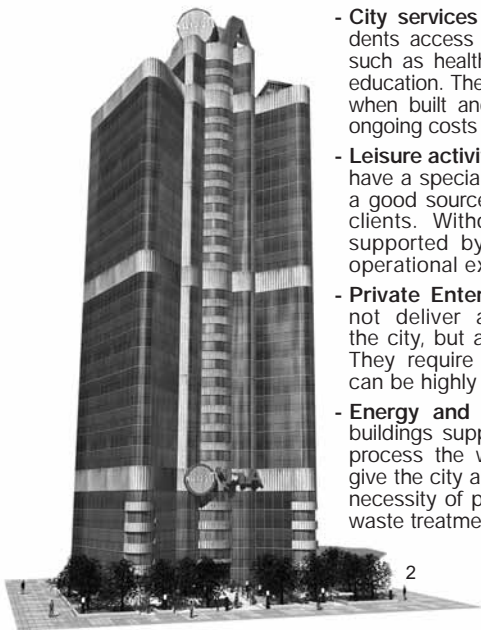
GAME CYCLE

The basic cycle of game activities involves :

- Using the **initial startup funds** to establish a city with the backdrop of your choosing.
- **Constructing buildings** to attract and bring satisfaction to city inhabitants who pay taxes.
- When the mayor's financing varies, **restarting the cycle** by constructing new buildings.
- As you progress, **using new buildings** that become available

Big buildings are of the following types :

- **Residences** : City dwellers live in these residences
- **Roads and bridges**
- **City services** : These buildings give residents access to services for basic needs, such as healthcare, personal security, and education. They are an expense to City Hall when built and again each month for the ongoing costs of maintenance and payroll.
- **Leisure activities** : These service buildings have a special characteristic : they can be a good source of revenue when there are clients. Without clients, they must be supported by City Hall, which pays all operational expenses.
- **Private Enterprise** : These buildings do not deliver any particular services to the city, but are great creators of wealth. They require significant investment, but can be highly profitable.
- **Energy and Waste Treatment** : These buildings supply the city with energy and process the waste that is created. They give the city autonomy and relieve it of the necessity of purchasing outside energy or waste treatment capacity.



NEEDS AND HOW THEY CHANGE

Basic needs : to be content living in the city, residents need to have access to city services that live up to their expectations.

- **Work** : having access to employment – what’s most important to your people!
- **Shopping** : having consumer goods available such as food and clothing
- **Healthcare** : being able to get to a doctor or hospital in case of illness
- **Education** : having access to education, a major factor in social advancement
- **Safety** : feeling physically safe and protected against crime
- **Leisure activities** : having places to go to have fun
- **Quality of surroundings** : living in an environment free of pollution.

How your residents’ expectations will change and develop :

The larger your city, the more demanding your residents will become. People living in small towns are happy with just a grocery store and a doctor, provided that they have a job. But in a giant metropolis, people expect to have access to every imaginable service before they feel satisfied.

Traffic :

In City Life Deluxe you’ll need to monitor and control the level of traffic in the city. People commuting from their homes to their workplaces create traffic.

A person’s job satisfaction depends upon how interesting the work is, but also on the length of their commute. If traffic is too heavy, the commute becomes longer, and personal satisfaction drops.

There are different ways to reduce traffic. The first involves increasing the number of lanes on the highway. But watch out, because people prefer not to live along fast, noisy, and polluted highways. Therefore, it might be a good idea to build a network of high-speed roads that bypass residential areas, and to put a number of smaller roads in those areas.

You can also reduce traffic by setting up a public transportation system with subways, buses, or taxi stands.

SIX URBAN SOCIOCULTURAL GROUPS

In *City Life Deluxe*, the city's inhabitants are distributed among six separate urban subcultures.



Elite (white):

This sociocultural group considers itself to be the *crème de la crème*, the elite of the city's inhabitants. In fact, it is the urban subculture that is the most well off and far-removed from material concerns.

The small buildings associated with the Elite are of the Haussmann architectural style and the larger buildings are Neo-Gothic. Their colors are white and gold.



Suits (light blue):

The members of this sociocultural group have high incomes and traditional values. They appreciate the seriousness of the Blue Collars and the luxurious lifestyle of the Elite.

The architectural style of buildings associated with the Suits is modern and fairly angular and is in shades of sky blue and cool metallic.



Radical Chic (orange):

Citizens of this sociocultural group have high incomes and consider themselves to be in the know and progressive. They appreciate the festive aspect of the Fringe and the luxurious lifestyle of the Elite.

Their buildings have rounded edges with orange or copper shades.



Blue Collars (dark blue):

This sociocultural group tends to have traditional values and moderate incomes.

Their buildings are of a Neo-Classic style with columns, often with a frontispiece and a dark blue roof.



Fringe (brown):

This sociocultural group tends to have progressive values and moderate incomes.

The buildings are in the style of the popular and trendy neighborhoods of large American cities and are in tawny colors, and often are covered with tags, graffiti, or painted murals.



Have Nots (black):

The Have Nots are the sociocultural group that is struggling the most. Their buildings are not well maintained—some are even “squats” almost like shantytowns; they are in dark colors (black, steel gray).

Generally speaking, the expectations of residents are defined entirely from the standpoint of the sociocultural group to which they belong. For example, any Radical Chic has the same expectations as any other Radical Chic. Their level of satisfaction varies as a function of the services in the vicinity of their residences.

The expectations of each sociocultural group vary in relation to other groups.

The Elite is the most demanding group, and since they want access to the full range of city services, it is fairly difficult to create a city that will be attractive to them.

The Suits and Radical Chic are only slightly less demanding. The Suits have a more pronounced taste for the fight against crime, while the Radical Chic expect that the mayor will improve access to education.

The Blue Collars and Fringe are particularly demanding when it comes to basic services (healthcare and shopping for basic commodities). Like the Suits, the Blue Collars also have greater concerns about security. The Fringe are concerned about expanded access to education, as are the Radical Chic.

The greater a resident's income, the higher the taxes they will pay.

BIRDS OF A FEATHER...

The city's residents prefer to live together with members of the same sociocultural group or with other friendly subcultural groups. On the hexagon below, adjacent groups are on friendly terms with each other :

For example, Suits and Blue Collars are friends.

The groups that are diametrically opposed have contrary values and do not care to live together for example, the Radical Chic and Blue Collars.



If the Radical Chic and Blue Collars find themselves neighbors in the city, there is a chance there could be friction.

Groups that are neither friendly nor diametrically opposed have rather poor relations, but the situation is not critical (for example, as a rule the Fringe and Elite would not choose to live together). These relations could deteriorate into confrontation, but over a fairly long timeframe.

IT TAKES ALL TYPES TO MAKE UP A WORLD.

Nevertheless, all the urban subcultures are needed by the city.

The Have Nots, Fringe and Blue Collars form the labor force that provides services to the city.

The Radical Chic do not wish to live side by side with the Blue Collars as neighbors, but neither can they do without security in their streets and the majority of police officers belong to the Blue Collar culture!

At the same time, the Suits and Blue Collars do not want noisy Radical Chic and Fringe living near them, but they do want their children to have access to education. In the City Life Deluxe universe, professors and teachers come from the Fringe or Radical Chic groups.

Note : These categories may seem like caricatures and they are ! City Life Deluxe is a game !

So it is necessary to make them live together so that the city can function.

URBAN INTERCULTURAL CONFLICTS : HOW TO PREVENT AND CONTAIN THEM AND WHAT ARE THE CONSEQUENCES?

NOTE : FROM NEIGHBORHOOD FEUDS TO URBAN VIOLENCE

Above all, it is important to realize that in **City Life Deluxe**, so long as the city is undeveloped, conflicts between subcultures will not reach critical levels. Upon creation of the city and in its early stages, it is possible that conflicts between neighbors could arise. But these conflicts cannot degenerate unless the city grows. Therefore, you have time in the beginning of the game to test the positioning of your first neighborhoods and check that there are no major conflicts in the city. Conflicts are frozen at their starting levels as long as there are no media buildings in the city. (See media buildings in the "advanced play" section.)

PREVENTION : CREATE NEIGHBORHOODS !

The most direct method of preventing conflicts is not to place opposing cultures together.

Two types of buildings, businesses, and leisure activities (the "city services" category), are classified by subculture.

In City Life Deluxe, when businesses recruit, they seek city residents from one or more sociocultural groups. Advertising agencies primarily seek Fringe and Radical Chic, while the oil industry generally turns to the Suits and Blue Collars.

With regard to leisure activities, each group has its own tastes. The Radical Chic are attracted to modern art, the Elite to opera, and the Blue Collars to sports.

When buildings for business or leisure activities are constructed, the roads are shaded in the color of the applicable subculture. These roads form the neighborhoods that are more or less attractive to the various subcultures. At first, you should separate the groups into cohesive neighborhoods, making sure that contiguous neighborhoods are inhabited by subcultures on friendly terms with each other.

LET ORDER REIGN !

If you place opposing or even diametrically opposing cultures together, the city police may need to be on guard that relations do not deteriorate into confrontation. Except for the smallest ones, security buildings have surveillance helicopters. These helicopters will head to the scene of a conflict if it occurs in their precinct to make a show of strength to the residents in conflict. The conflict will then die down. Nevertheless, repression does not make intercultural tensions disappear, it only contains them and makes them move somewhere else.

USE THE BULLY PULPIT !

City Hall and its annexes are buildings that have a calming influence. City agents who encourage residents to live together in mutual understanding can quell conflicts occurring near City Hall and its annexes. In neighborhoods that are hotbeds of trouble, building an annex to City Hall is a method of effectively easing tensions in a lasting manner, not merely containing them.

AND IF THAT ISN'T ENOUGH – PICK UP THE PIECES!

Conflict can even develop into civil war if you do not give them your attention.

If the mayor ignores the problem, and the people are left to their own devices, the situation can escalate to the point where members of the most populous groups burn the home of a troublemaker to get him to clear out. If a situation were to go this far, you had better have access to a fire-fighting service. If you do not have firefighters, the fire ignited by your angry residents could spread to their own homes – they are clearly not being reasonable!



ABOVE ALL, MAKE THEM BECOME MORE ENLIGHTENED!

By giving them access to education and ensuring full employment, you can enrich the residents of your city. They can then change the urban culture and become members of wealthier groups. For example, Fringe can become Radical Chic, and Radical Chic or Suits can become Elite. If they all become Elite, there will no longer be causes for discord – but this route could take some time !



3 BASIC CONCEPTS

MAIN MENU

When starting the game, the welcome screen presents various possible options.

CREATE A PROFILE

This is the choice recommended for the first game. Let yourself be guided ! This option lets you save your game and stores your progress and your accomplishments.

LOAD A PROFILE

When you return to the game, this option lets you load the profile you created in your first game.

OPTIONS

Launches an option screen for the various game settings.

EDITOR

Launches the map editor of the game.

CREDITS

Lets you see the members of the creative team who conceptualized, developed, and published City Life Deluxe.

QUIT

Quit the game.

PROFILE MENU

When you enter a profile, whether a new profile, or your usual saved profile, you have access to the following options :

ENTER A REGION

This is the choice recommended for the first game. There are five regions.

- Cold mountainous region
- Temperate region : **this is the choice recommended for the first game.**
- Temperate seaside region
- Tropical seaside region
- Canyon region

Choosing a region will give you access to the regional menu (see below).

LOAD A GAME

Takes you to saved games.

MAIN MENU

Takes you to the main menu above to change your profile, change your options, etc.

QUIT THE GAME

Quit the game.

REGIONS MENU

When you enter the regions menu, you have access to the different game maps for the particular region. For your first game, the most difficult maps are not accessible. They become accessible once you have constructed at least one large city.

DESCRIPTION OF THE GAME SCREEN / INTERFACE

The game screen comprises the following components : Indicators, Construction Menu, Information Panel, Minicard and Navigation Panel, Pause and Game Speed, Contextual Window.



INDICATORS

The indicators summarize the most useful information for managing the city, from left to right in the upper status bar.

- Available funds : These are the funds available to City Hall for all expenditures.
- Monthly Balance : This is the amount that will be added or subtracted to funds available at the end of the month in progress.
- Total Population : This indicates the number of city inhabitants
- Percentage of inhabitants in each sociocultural group : For each of the six cultures, indicates the percentage of the population that belongs to the culture in question

CONSTRUCTION MENU

Use this menu to construct all the buildings in the game. Not all buildings are accessible from the start : some become available by reaching a certain population level or when a given sociocultural group becomes a certain proportion of the population.

INFORMATION PANEL

The information panel provides access to tables concerning economic and social indicators in the city. Minicard and Navigation Panel
The minicard lets you see where you are situated on the map. Use the Navigation Panel surrounding it to modify the view of the map (zoom, ground view, camera rotation).

PAUSE AND GAME SPEED

Use the Game Speed panel to accelerate or slow down the game speed or pause.

CONTEXTUAL WINDOW

The contextual window appears above and to the right on the screen when you select a building by clicking on it with the mouse. When the building appears, the contextual window displays detailed information on its functioning.

MENU DURING A GAME

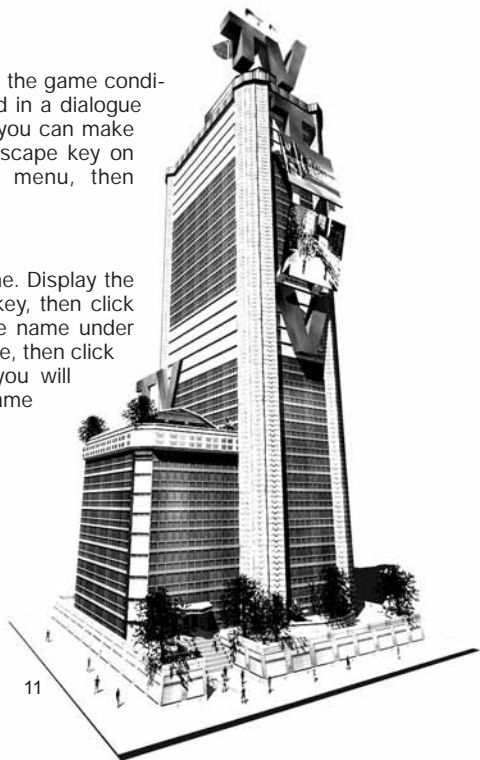
To display the menu during a game, you can press the Escape key at any time.

REGIONAL DESCRIPTION

Each time a new map is loaded, the game conditions in that region are indicated in a dialogue box. At any point in the game, you can make them appear by pressing the Escape key on the keyboard to display the menu, then clicking on the Region button.

SAVE

You can save a game at any time. Display the menu by pressing the Escape key, then click the Save key. Then indicate the name under which you want to save the game, then click OK. As soon as it is saved, you will return automatically to the game you were playing.



LOAD

You can load a saved game at any time. Display the menu by pressing the Escape key, then click the Save key. Then indicate the name of the saved game you want to load by clicking on the name in the list in the column on the left. If you have a lot of saved games, you can scroll the list by using the scroll bars on the side of the list, or the scroll wheel on the mouse. After selecting the saved game, click OK.

QUIT

You can quit the game in progress at any time. Display the menu by pressing the Escape key, then click the Quit button. You will return to the main game menu and the game you were playing will be lost.

MOVE AROUND IN A 3D WORLD

To move the view front-to-back and to the side, move the cursor along the edge of the screen in the direction in which you want to move. You can also use the direction keys (← ↑ → ↓) on the keyboard.

To zoom in or zoom out, turn the scroll wheel on the mouse forward or backwards. If you do not have a scroll wheel on your mouse, press the Page Up or Page Down buttons on the keyboard (next to the Insert and Delete keys).

To move the view angle, hold down the scroll wheel, and keeping it held down, move the mouse to the right or the left. If your mouse does not have a scroll wheel, press Control on the keyboard, and while holding it down, use the arrow keys (← →) on the keyboard.

“WALKING AROUND” THE MAP AND THE CITY

The entire game is in 3D, and you can zoom in to ground level and “walk around” the map. This is how you can see the city close up. In this way you can take advantage of the local activities and sound effects.

To zoom in close to the ground, zoom forward to the maximum by turning the scroll wheel on the mouse forward. If your mouse does not have a scroll wheel, hold down Control on the keyboard, and while holding it down, use the arrow keys (→) on the keyboard until you are at ground level.

The view changes and skims along the ground you can walk around (using the arrow keys (← ↑ → ↓) on the keyboard) in the scenery and the city you have built.

YOUR FIRST GAME

START POSITION

At the beginning of the game, you will see the map of the region in which you have chosen to construct your city. Choose the section of this region in which you want to build your City Hall. Click the particular area to purchase it.


CITY HALL

As soon as you have selected the area in which you want to build City Hall, it will be placed at the cursor position. Move it by moving the mouse. Click when City Hall is in the location you want. You have just constructed the first building of your new city!

Tip : The presence of City Hall makes the surrounding area attractive to residents and guarantees that there will be no conflict in this position. Keep this in mind when making your choice.

Note : the development of City Hall will depend on the growth of your city ! Try to unblock each stage of City Hall development !

RESIDENCES

To have a population, you will need to construct residences. In the Construction Menu, click Residences, then click the icon that represents a small residence (), then click on the ground in locations around City Hall where you want to build houses. Soon after construction is completed, new residents will arrive in the houses. The arrival of new inhabitants is indicated by the transformation of housing under construction into occupied residences.

Keep in mind that while City Hall decides where to construct residences, it doesn't choose who will move in.

Which sociocultural group moves into a residence is determined by three factors :

- The **job openings** within a reasonable distance from the residence : to attract people to the city you must make sure it has a robust industrial base.
- The **quality of city services** within reach of the residence. If you hope to attract high-income sociocultural groups, not only must the city be of a respectable size, but residences must also be well served by a full range of services. Middle or low-income sociocultural groups are not in a position to be as demanding and will more readily move to fledgling towns or to cities that are less attractive because they lack quality services.

- Keep in mind too that each community in the city is associated with a particular sociocultural group. **The dominant sociocultural group in a neighborhood** is indicated in City Life Deluxe by the color of the sidewalks, which are the same color as the particular group. For example, residents who belong to the Elite group like to move into neighborhoods of that group, which in this case have sidewalks with a very light, almost white color. The dominant culture of the neighborhood is the sociocultural group to which the local businesses and recreational areas belong. To convert a neighborhood from one group to another, you can replace the businesses and recreational areas of the sociocultural group that you want to leave the neighborhood with those of the group you want to attract.

In your first game, construct vacant housing on both sides of City Hall, as shown below :



You can construct residences one by one. Just left-click on the mouse. If the site under the cursor is free of any construction, an empty residence will be built. If the construction site is not near a road, the residence will automatically be linked to an existing network through the construction of a road built on a right angle.

You can also construct a whole development at once. For this, place the cursor in a space free of construction, left-click the mouse and hold. Click and hold as you drag the cursor. When the cursor is where you want it, release the left button on the mouse to trigger the creation of many residences all at once. The two end points of the cursor's path starting and ending will form the diagonal of a rectangular area that will be covered with residences.

ROAD CONSTRUCTION

When you construct a building, if necessary, a road will be laid automatically. Also, when you are mapping out a residential area, roads will be laid for the newly created residences, and this too will occur automatically. You can also lay free-form roads so that urban planning is totally under your control.

There are two ways to lay roads :

- By left-clicking once on the mouse, then without holding it down, moving the mouse and clicking again (click – move – click). A road will be laid that conforms to construction based on right angles. This method will optimize the usage of space in undeveloped areas.
- By left-clicking and holding, dragging the mouse, then finally releasing (click and hold – move – release), a road will be laid on the freely drawn route. This is the method to use to optimize space usage in places that are narrow or that follow a curve such as along the seashore or on hillsides.



THE ALERT INTERFACE

When you have constructed the residences and they are inhabited, icons will appear over some of them to indicate residents' primary shortages.

You can reinforce the alerts or make them disappear by clicking on the interface at the position indicated here :



By default, the alert interface is displayed. Icons appear on the buildings to indicate the expectations of city residents. Clicking on the "alert interface" turns off the alert interface. If you click again, it will again be displayed.

Icons appearing in the alert interface correspond to the expectations of the city dwellers. To respond to these expectations you should construct buildings. You can find the list of applicable icons here. The description of associated buildings is found further in the document.

These icons can be :



Shopping

The residents living here do not have access to stores to obtain their basic commodities.



Healthcare

Residents living here do not have access to healthcare services.



Safety

The residents living here consider their neighborhood unsafe and deplore the lack of police in the neighborhood.



Education

Residents living here do not have access to education.



Leisure Activities

The residents who live in this building lack recreational areas.



Environment

Residents find that their surroundings leave something to be desired. They deplore the lack of parks, town squares, and sculptures that would brighten their surroundings.



Unemployed

One or more residents here are unemployed and would like to see business flourish in the city.



Intercultural Conflict

The residents in this building are pressured by their neighbors, who for the most part belong to opposing sociocultural groups. To manage this aspect of City Life Deluxe, see the section on conflict later in the game.




Recruitment

This icon is the only one to appear on buildings involved in business and city services. (Other icons appear on the residences.) This icon indicates that in order for the building to function well, it needs to recruit workers. This is particularly important for buildings involved in services which do not function if they are short of the needed number of employees (more details on this later).

INDUSTRY

Above all, residents need to have access to employment. There are, therefore, “unemployed worker” icons in the alert interface.



Residents need to have access to employment, so construct businesses to provide jobs. Since your residents are Fringe and Blue Collars in the beginning of the game, you should construct businesses related to these two sociocultural groups. To do this, first select the “Business” icon  in the construction menu.

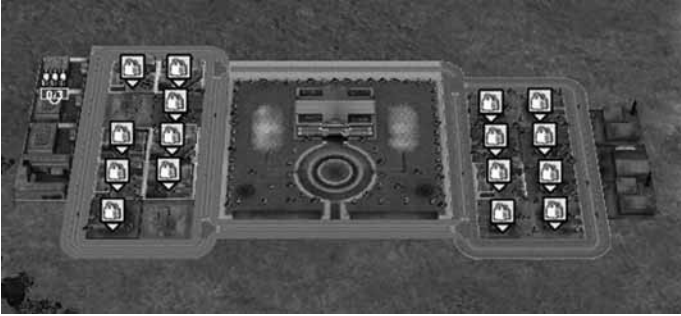
Then in the submenu, select the sociocultural group for which you want to construct Fringe  or Blue Collars .


Choose a building to construct by selecting it in the menu, placing the cursor (which now takes the form of a building) on the ground, and clicking to construct the building.



After setting up businesses and industries, you will notice that the needs of your residents have changed.

BASIC NEEDS

Among the icons that can appear in the alert interface, some indicate that residents are in need of certain city services in order to gain satisfaction.



While searching for icons in the construction menu, you will be able to find buildings necessary to founding your city in the sub-section associated with services .

In the beginning, residents only require a small store  to buy their basic necessities, as well as a small building for healthcare services .

If you construct these two buildings in the vicinity of the housing, the residents living there will then be satisfied. The alert icons related to these city services will disappear.



Be aware that the effects from identical service buildings will not accumulate.

Having a choice between two different grocery stores in which to shop does not increase resident satisfaction. But having the choice between a grocery store with fresh produce and a supermarket with a wider range of products of mass consumption will indeed be a way to increase the satisfaction of your residents.

DEVELOPMENT AND ECONOMIC STABILITY IN THE CITY

Once the first elements have been built, watch to see that there is balance, that is, that there is enough employment for the entire population, and give it a boost by building new residences. If businesses call for more workers, construct residences (ensuring that they have access to basic services). If residents complain of unemployment, build businesses.

Reminders on Alert Interface :



Unemployed : One or more residents living here is unemployed and would like to see business flourish in the city.



Recruitment : The business or city service needs to recruit employees to function well.

The businesses that have recruited the employees they need bring in revenues through taxes on profits. Residences bring in revenues through property taxes. Services (healthcare, education, police, etc.) are costs to City Hall. When building housing, be certain to optimize space usage around services so as to minimize the number of service buildings required for resident satisfaction.

Whatever the level of development in the city :

- Residences should form the core of your city in terms of numbers of buildings.
- Business should be the principle source of revenues.
- City services should be the primary expenditure.

Keep in mind that businesses cannot live up to their profit-making potential unless they can recruit sufficient numbers of employees. The same holds true for city services they are only really efficient when they can recruit at maximum capacity.

So make certain that businesses and city services have access to pools of workers from appropriate sociocultural groups.

MEANS OF ANALYSIS

Directly to the left of your minimap there are five icons lined up vertically.




By clicking on one of these icons, you will open up the interfaces for your city's balance sheet and status analysis.



Summarizes the financial situation of the city.

Each of these screens has icons punctuated with question marks. By clicking on the question mark, an explanation of the information contained in the interface will unfold.

Note : you also use this interface if you want to borrow money. To do so, click on the loan icon . This will open up the loan interface.



Select the amount you want to borrow by clicking on the arrow-shaped icons, or by clicking inside the amount box, then typing the amount you want to borrow. Validate by clicking on the icon at the bottom of the loan interface.



Use this interface to find out how your residents' expectations are distributed.



With this interface you can analyze your city's infrastructure including : the quality of services, how well traffic flows, and the capacity for electricity production and waste treatment.



Shows the flows of residents entering and leaving the city. Also shows data on the number of tourists visiting the city.



Lets you tag residents for a particular type of follow-up. The residents you tag will appear in the action screen of the game. You will be able to view their professional careers and the residences they move in and out of.

MEDIA REPORTS

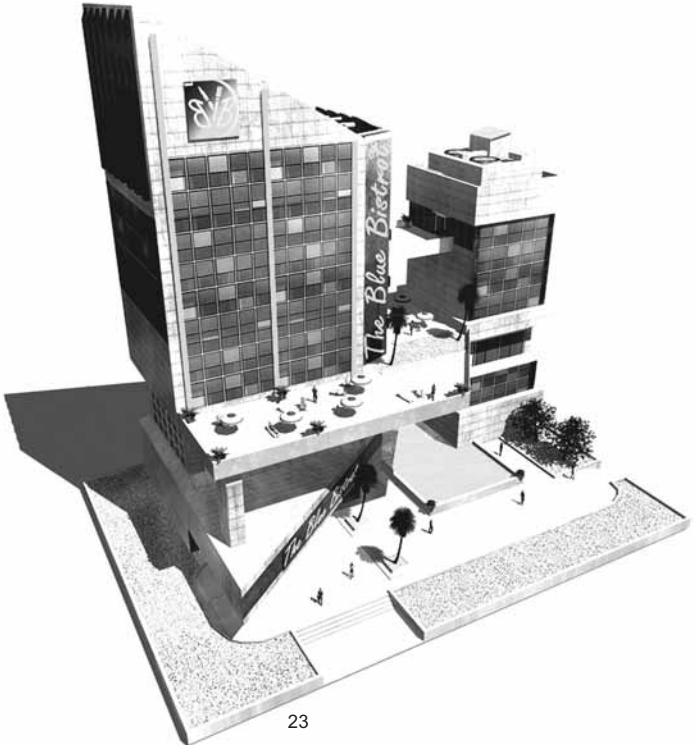
During your game, you will see flash information bulletins in the lower right of the screen. These flash bulletins will provide information on the status of your city.

When you move the mouse over the flashes, an explanatory text will unfold in the interface, with the flash replaying continuously so that you can grasp its meaning precisely.

Some of the reports will cover a topic related to a precise location in the city. When this is the case, by clicking on the media report window, the camera will move to the location of the report.

You can archive reports.

The system will store the most recent reports in memory.



4 **ADVANCED GAME**

EDITOR

We have provided tools that you can use to create your own buildings in City Life Deluxe, either with 3DS Max or by recombining the components of existing buildings. You can find more information on this in the following documents available in the City Life Deluxe section of the Start menu:

The 3DS Max export guide
The Building Creation tutorial

THE MEDIA AND THE OCCURRENCE OF CONFLICTS

When your city grows, it will begin to attract the attention of the large national media. One of the city residences will then become the “television media.”

There are six television stations and therefore, six “television media,” one for each of **City Life Deluxe**’s urban subcultures (Suits TV, Fringe TV, etc.) Each of these building has a helicopter from which events of interest (in particular, conflict between subcultures) can be covered.

You cannot prevent the appearance of these media buildings without impeding the growth of the city!

Each of these buildings appears when the population of the associated sociocultural group crosses a given threshold. There can be up to three media buildings for a single subculture. However, the appearance of a third media building is a fairly rare phenomenon which indicates that an exceptionally high population threshold has been reached for a given subculture. A flash information bulletin signals the appearance of a media building.

You cannot control the geographic location of the media. They set up spontaneously wherever they decide to operate. That’s freedom of the press! If you need the position that they have taken for city development, simply destroy the media building. It will reappear elsewhere, in the place of another residence of the subculture with which it is affiliated. There will be no negative consequences, outside of the normal repercussions from removing a building, such as operational costs. Development of the media goes hand in hand with transformation of a small town into a real city – and potentially with the hardening of small town disputes into urban violence.

Each media building covers the subculture it represents. In particular, it attempts to maintain complete objectivity on conflicts in which members of its own group are the unfortunate victims of intolerable aggression by warlike opponents. For example, Fringe TV will report on the Blue Collars, the Suits or the Elite victimizing the Fringe.

The media are well informed : they always go to the scene of the most serious conflicts. As soon as the city is large enough, conflicts can develop from simple altercations between neighbors to generalized fights, even riots. When this is the case, media buildings will dispatch their helicopters to take photos and videos.

The problem is that in City Life Deluxe, the presence of the media does nothing to calm the conflicts – far from it. The presence of reporters only feeds the flames of conflict, and if you as Mayor do nothing, the conflict could deteriorate and become far worse.

It is recommended that conflicts covered by the media be given priority attention.

FIREFIGHTERS AND FIRE IN CITY LIFE DELUXE

The firefighter buildings have two effects :

- They protect the city from accidental fires.
- They extinguish fires of a criminal nature.

By nature, some buildings are at risk of accidental fire. In **City Life Deluxe**, if these building are in the response range of a fire station, they will be protected. Extinguishing accidental fires is one of the routine responsibilities of firefighters—no further discussion is needed on the subject.

However, if a conflict deteriorates sufficiently, even to the brink of civil war, the city residents could begin to burn automobiles and even buildings.

If this is the case and the building in flames is under the jurisdiction of a fire station, you will see the firefighters' helicopter head for the scene of the action to oversee operations and control the blaze.

Whether the fire is accidental or criminal, if it is not controlled (if you don't see a helicopter over the building in flames), the fire could spread. The fires will spread toward neighboring buildings in the direction of the wind. You can see which way the wind is blowing by checking the direction smoke angles out of the smokestack spouting flames.

Some areas are more susceptible to fire spreading than others : in particular, regions with dry, hot climates.

In humid and cold areas, you have little or no risk that fire will spread. Just before the beginning of the game, information concerning the region in which you have chosen to build will be furnished to you along with the regional description. You can access it during the game by pressing the Escape key and clicking in the menu that appears in the "Region Description."

SWAT TEAM

This "SWAT" building is responsible for handling security problems that the regular police are incapable of dealing with. It is equipped with a powerful armored helicopter that it uses to respond to crises.

Conflicts between subcultures that have deteriorated into rioting : When first constructed, the SWAT building will respond to all rioting in order to quell the conflict. After the Special Forces helicopter has passed, the problem will still not be entirely resolved, but it will be brought to a level where the police forces can take over.

And be careful : the SWAT building is not immediately available when the city is created it requires a minimum population level. In addition, it is costly in terms of construction and upkeep.

In the beginning of the game, prevention is recommended for management of conflict between sociocultural groups.

TOURISTS

Tourists can generate extra revenue for the city.

Some regions are more attractive than others to tourists (tropical areas, for example).

There are two types of tourism : tourism among low and moderate-income groups, who make up the Have Nots, Fringe, and Blue Collar groups, and deluxe tourism involving the Radical Chic, Suits and Elite groups.

Each type of tourism corresponds to a type of hotel : economy hotels for low and moderate-income tourist groups, and deluxe hotels for high-income tourists.

Apart from its category, the environment is what makes a hotel more or less attractive. To choose a hotel, tourists take into account safety in the neighborhood, the quality of the surroundings, and the leisure activities accessible from the hotel.

The volume of tourism is limited by the number of places in hotels and by the charm of the region.

You will be informed of a region's attractiveness to tourists in its description just before the beginning of the game.

If the lack of hotel rooms limits the flow of tourists, you will be informed by a media report.

Tourists spend their time in places that provide leisure near their hotel, as long as these are of the appropriate culture. Low-revenue tourists mainly go to places catering to the Have-Nots, the Fringes and the Blue Collars, whereas richer tourists go to the places that cater to the Suits, Elite and Radical Chic. An area made up of hotels and places providing leisure can be an important source of revenue to a town with a strong tourist attraction.

Certain buildings increase the number of tourists coming to the region, such as a port, airports, and famous buildings such as the Eiffel Tower, the Taj Mahal or the Coliseum.

URBAN DENSITY, TRAFFIC AND THE POPULATION'S WELL-BEING

The possibility of building tall residential buildings is a major asset for a city. Concentrating the population brings a greater number of citizens in contact with the city's services. As these are where the city spends the most money, it's worth optimizing the services. Building big residential buildings allows a city to spend less on services.

As the city grows, the number of citizens who need to commute from their home to their workplace increases. More traffic can create traffic jams in the city. One solution to traffic problems is to make the most congested streets bigger.

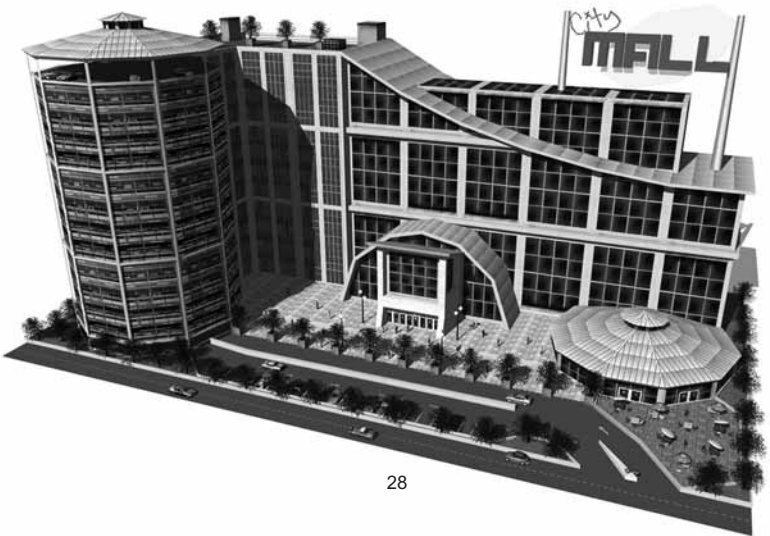
However, the inhabitants in City Life prefer to live in individual homes built on green avenues rather than in big buildings next to large motorways. Increasing the size of a building makes it slightly less attractive, but the type of street has a much stronger influence. Changing the size of a street can make an attractive building unattractive, and vice-versa.

It is possible to counteract the loss of attractiveness due to big buildings or motorways by creating places that increase the quality of life, such as green spaces, plazas or famous buildings.

However, the best way to avoid these kind of problems is to build your city intelligently rather than trying to counteract the negative effects of poor city planning.

For example, it might be worth making wide motorways go through industrial areas or around the city where possible, rather than through residential areas. In the areas where your city dwellers live, it's better to have streets or green avenues. If you see that companies or city services are having trouble hiring, click on each to see how far away they are and whether it is close enough for people from the appropriate culture. If this is not the case you will need to adapt the road network or destroy the company and build it closer to the people, unless you want to build a new residential area nearer to the company.

If you choose to improve your road network, don't forget that only residential buildings are affected by the size of the roads, and they are affected only by the road to which they are attached. Companies and city services can be built on wide motorways without any negative effects.



5 SUMMARY

INTERRELATIONSHIPS BETWEEN SOCIOCULTURAL GROUPS

The city's residents prefer to live with members of the same sociocultural group or with sympathetic groups. On the hexagon shown below, adjacent groups are friendly with each other :

The diametrically opposing subcultures are "enemies," which are strongly opposing in their values and lifestyles. In **City Life Deluxe**, these subcultures do not wish to live together.



For example, the Elite and Have Nots barely manage to live together in **City Life Deluxe**.

The subcultures that are neither friends nor enemies are "opposing." They maintain somewhat negative relations, but in a less overt way than the "enemy" subcultures.







The interrelationships between subcultures are summarized in the table below:

	ELITE	SUITS	RADICAL CHIC	BLUE COLLARS	FRINGE	HAVE NOTS
ELITE	Friends	Friends	Friends	Opposing	Opposing	Enemies
SUITS	Friends	Friends	Opposing	Friends	Enemies	Opposing
RADICAL CHIC	Friends	Opposing	Friends	Enemies	Friends	Opposing
BLUE COLLARS	Opposing	Friends	Enemies	Friends	Opposing	Friends
FRINGE	Opposing	Enemies	Friends	Opposing	Friends	Friends
HAVE NOTS	Enemies	Opposing	Opposing	Friends	Friends	Friends

SUMMARY DIAGRAM : DEVELOPMENT OF THE CITY

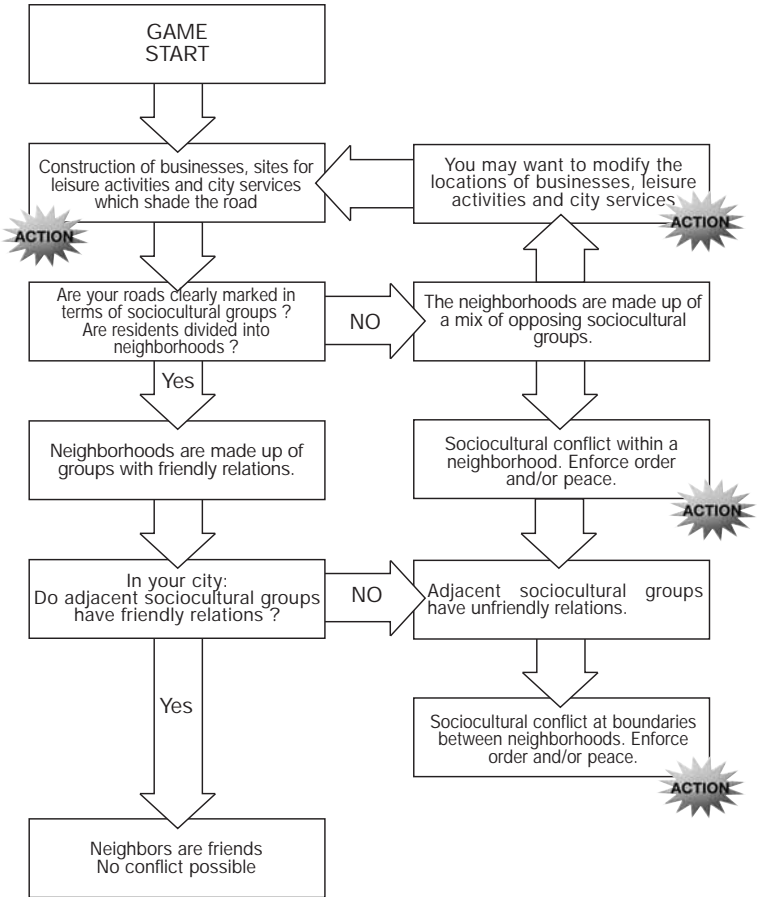
-ACTION-

-COMMENT-

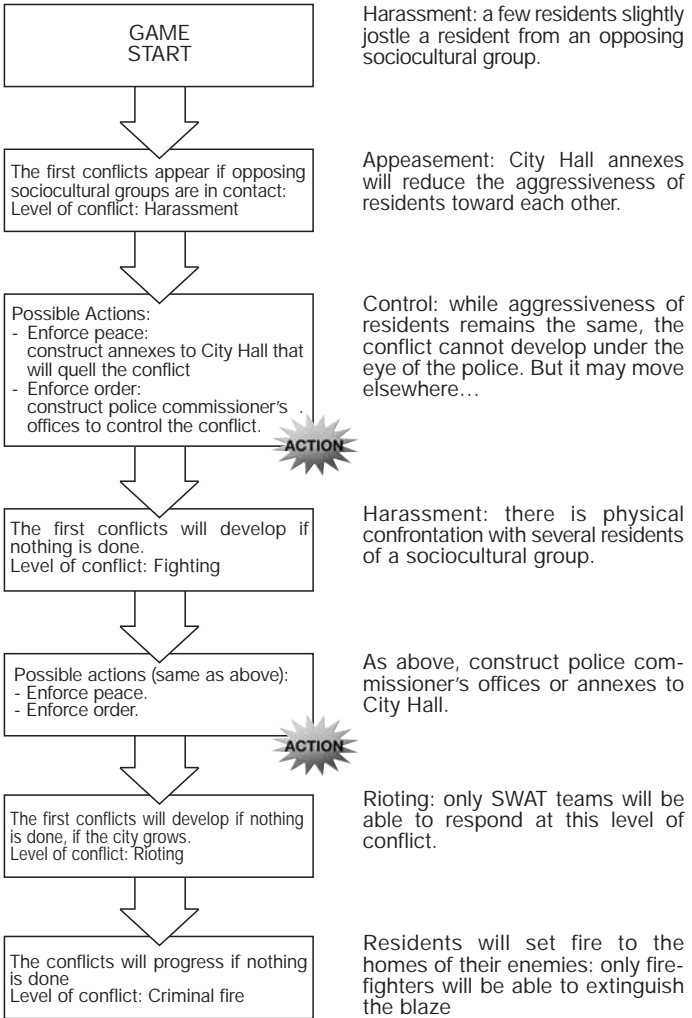
Purchase of first plots of land on which to found city		The first action of the game is to choose where you will build
Construction of City Hall		Your first building
Construction of residences		Construct brand new housing to attract your first residents: to begin, construct the homes near each other as this will limit the number of services needed and will help you to balance your budget.
Residents arrive in the city and move in to the new houses.		
Construction of "city service" buildings called for by residents.		Tip: During your first games, do not try to anticipate your residents' needs, since service buildings are expensive to build and to maintain. Take a somewhat reactive approach and give them what they need.
Construction of businesses for the sociocultural groups present: initially Fringe and Blue Collars		Construct private businesses to provide jobs for the Fringe and Blue Collars. Be careful: Blue Collar businesses are polluters and should be built away from center city.
Construct several services involved in energy production and waste treatment		Choose between the respect for the environment of wind turbines and the high efficiency of coal burning plants. Do not overproduce energy or waste-processing capacity—they are not dependable sources of revenue.

SUMMARY DIAGRAM : MANAGEMENT OF INTERCULTURAL CONFLICTS

What are the causes of cultural conflicts, and how can they be resolved ?



SUMMARY DIAGRAM THE LEVELS OF CONFLICT AND ACTION TO BE TAKEN



7 CREDITS AND ACKNOWLEDGEMENTS



**MONTE
CRISTO**

Jean-Christophe Marquis
Jérôme Gastaldi

**Project Manager
& Lead Game Designer**
Renaud Boclet

Game Design
Stéphane Adamiak
Marc Pestka
Sébastien Guilbert
Cédric Barthez

Additional Game Design
Patrick Marchal
Pascal Hery
Lead Level Designer
Sébastien Guilbert

Level Design
Cédric Barthez
Vincent Vimont
Frédéric Lasseret
Ronan Soulier
Julian Lemonnier

Lead Artist
Yanik Buttner

Artists
Florent Rouat
David Lenoir
Jean-Yves Vatin
Stéphane Toulza
Charles Varenne
Ludovic Delcroix
Ludovic Ribardiere

Technical Director
Patrick Marchal

Programmers
Nicolas Serouart
Martin Milenkovic
Laury Michel
Guillaume Werle

Additional Programming
Paul Chabas

Animation Creation & Integration
Lionel Chauvin
Sound Designer
Sylvain Prunier

Marketing Team
Julia Salmon
Stéphane Roger

Lead Testers
Maxime Anfray
Frédéric Lasseret
Julian Lemonnier

Localization Testers
Leon Gomez
Martina Magri
Virginie Martin

Music Production
QB9
Dario Eskenazi

Localization
DL Multimedia
Emma Kreuz

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EPILEPSY WARNING

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing video games, and this can occur even if there have been no previous medical problems or experience of epilepsy. Please take the following general precautions when playing video games:

- Do not sit too close to the screen ; position yourself with the linking cable at full stretch.
- Play video games preferably on a small screen.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for 10-15 minutes per hour while playing video games.