  
**STRATEGY GUIDE**

1. Getting Started
2. You must start your game in the year 1900.
3. Turn disasters OFF!
4. Build a power plant in one corner of your map.
5. Zone some industrial (yellow) that touches the powerplant. Maybe 10x30 tiles in size.
6. Zone some commercial (blue) that touches the industrial. Maybe 10x20 tiles.
7. Zone some residential (green) that touches the commercial. Maybe 30x60 tiles.
8. The key is watching the “RCI” indicator and if the graph is up there is demand for you to zone more. Try to keep the graph flat (not up or down).
9. Build a road that touches all three zones and ends up at the power plant. Roads must be built in a pattern that leaves six (6) tiles of zoned land between them. Construction will only happen 1-3 tiles from any road.