

MANUAL

CITIES ⁱⁿ MOTION[®]

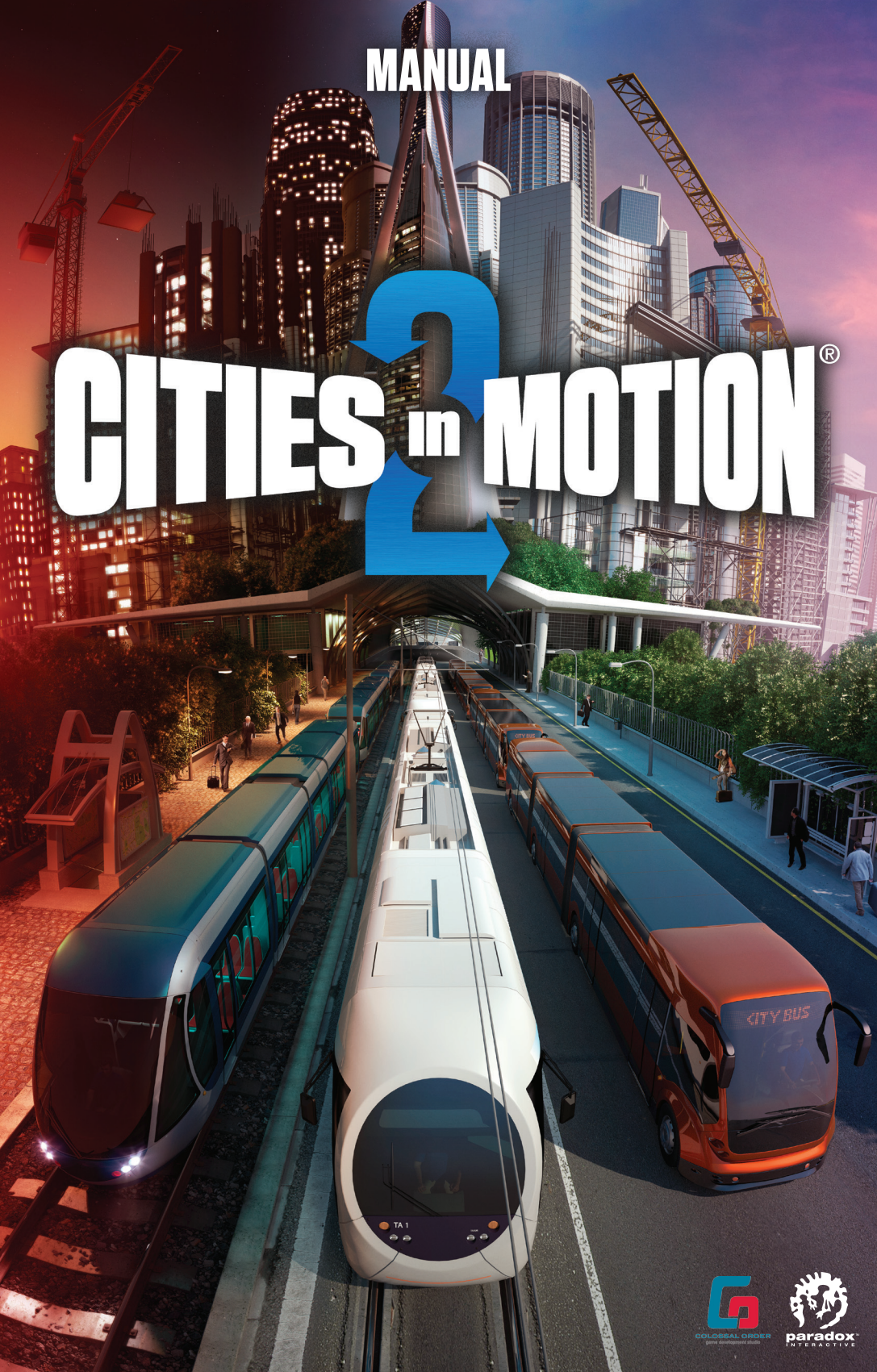
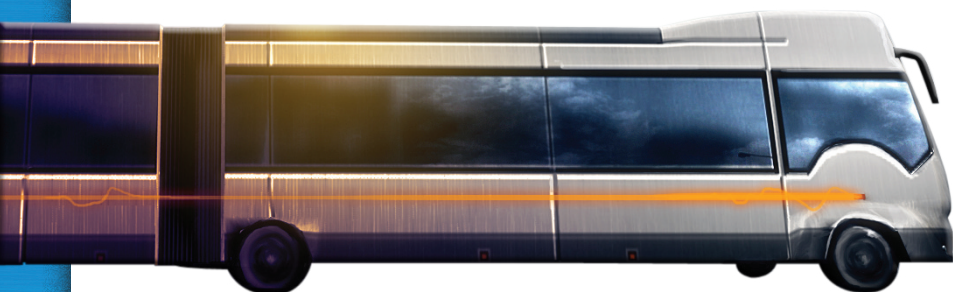


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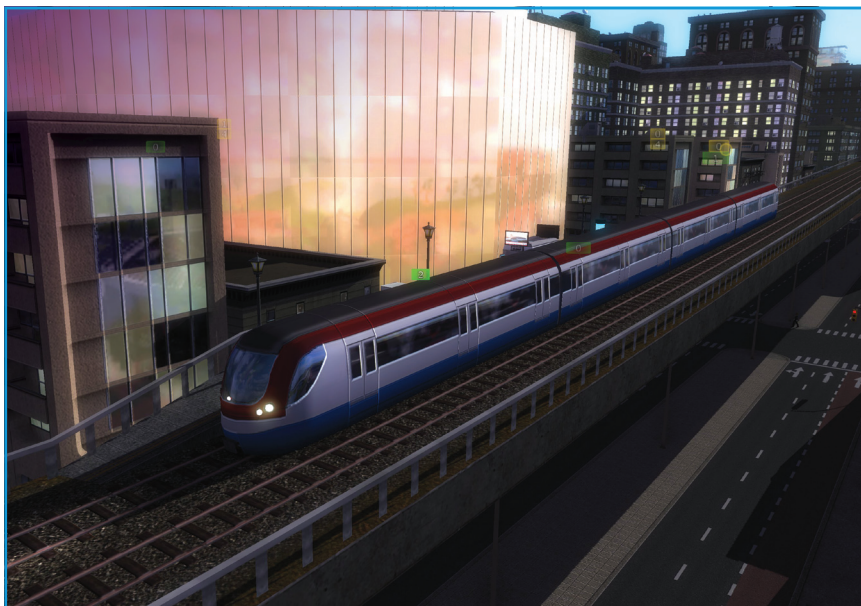


QUICK START GUIDE

Choose Sandbox, select a map to play, and click Start. Pick a company name and logo.

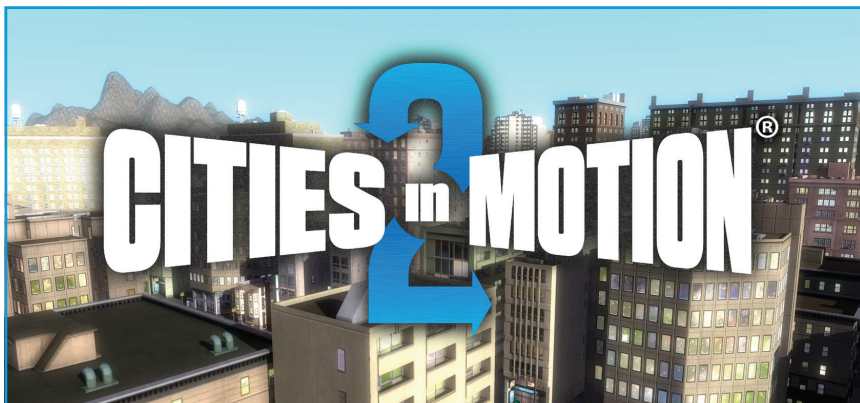
TO BUILD A LINE:

- 1 Open the “Build Structures” menu.
- 2 Choose a vehicle type.
- 3 Click on a depot of the chosen type and place it next to a road. Right click to rotate the building.
- 4 If your vehicle type needs rails or overhead wires, place them first. They can be found under “Build roads”. Then choose the stop or station in the “Construct Structures” menu to build them.
- 5 Open the “Transport” panel.
- 6 Choose “Lines”.
- 7 In the column of your chosen vehicle type, click on “Create new”.
- 8 Click on “Add stops/stations”. First, choose the Depot, and then choose the stops in the order you want your vehicles to visit them. When you have selected all the stops, choose the Depot as the final station.
- 9 Click on your Depot on the map.
- 10 Choose “Buy Vehicles” in the “Depot” menu.
- 11 Check the Line window to see how many vehicles the line needs, and purchase at least the minimum number of vehicles.
- 12 You're all done! The vehicles will automatically be dispatched according to the default timetable.



INTRODUCTION

Welcome to **Cities in Motion 2: The Modern Era**!



Cities in Motion 2: The Modern Era follows in the footsteps of its predecessor, the original **Cities in Motion**. The game offers large, organic cities in which you can build intricate transport systems, along with a range of city-builder elements to further enhance the game. The sequel introduces an all-new day and night cycle, and options to control the timetables. There are many different vehicle types, and as the city grows, it reacts to each of your decisions, so every game is different and each one poses new challenges.

SYSTEM REQUIREMENTS

MINIMUM: The game is playable with adequate graphical quality using a system matching or exceeding the given specifications.

RECOMMEND: The game runs with full graphical quality and desirable framerate using a system matching or exceeding the given specifications.

	MINIMUM	RECOMMENDED
OPERATING SYSTEM	Microsoft Windows XP/Vista/7/8 or OSX Snow Leopard 10.6.3	Microsoft Windows 7/8 or OSX Snow Leopard 10.6.3 or later
PROCESSOR	2 GHz Dual core	3 GHz Quad core
SYSTEM MEMORY	3 GB RAM	4 GB RAM
HARD DRIVE SPACE	2 GB	2 GB
GRAPHIC CARD	nVIDIA GeForce 8800, 512 MB RAM or ATI Radeon HD 3850, 512 MB RAM	nVIDIA GeForce GTX460, 1 GB RAM or AMD Radeon HD 6850, 1 GB RAM
DIRECTX	9 or above+	
SOUND	Sound card and speakers	
CONTROLLER SUPPORT	3-button mouse and keyboard	

MAIN MENU



SANDBOX

The Sandbox mode is a free play mode. You can choose a map from the list, and play as long as you like. New maps become available as you play through the scenarios of the Campaign.

CAMPAIGN

The Campaign mode takes you through various tasks in your main city, and occasionally in smaller cities that need your help. After you play through a new scenario, that map will be available in Sandbox mode. The first time you play, you will be presented with the tutorial. If you want to play the tutorial later, you can find it in the Settings menu.

MULTIPLAYER

You can play with up to 6 people in multiplayer. There are two modes: competitive, where you pit your skills against the other players; and cooperative, which lets you play together as you build your city's transport system. For added excitement, you can also play as teams. For more information see the Multiplayer section.

LOAD GAME

You can access all your saved games from the Load game screen. Saved games have a timestamp to help you find the save you are looking for. To delete a save, press the X sign next to its name.

STORE

Check the store for additional content for **Cities in Motion 2**. These may include new vehicles, stops, stations, and even whole new maps.

MAP EDITOR

You can create your own cities using the Map editor. Cities created with the editor can be found in Sandbox mode.

PROFILE

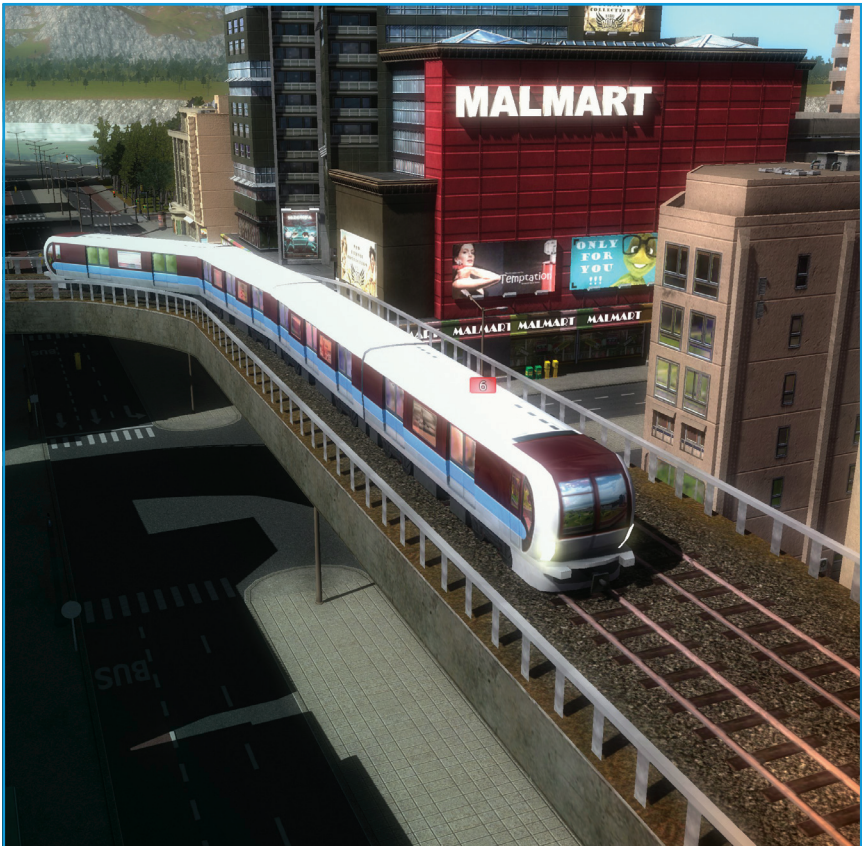
Your company profile, including its name, its colors, and its logo. This profile is used in both single player games and in online multiplayer. You can change your company settings any time you like. Your profile also keeps track of many statistics related to your progress.

SETTINGS

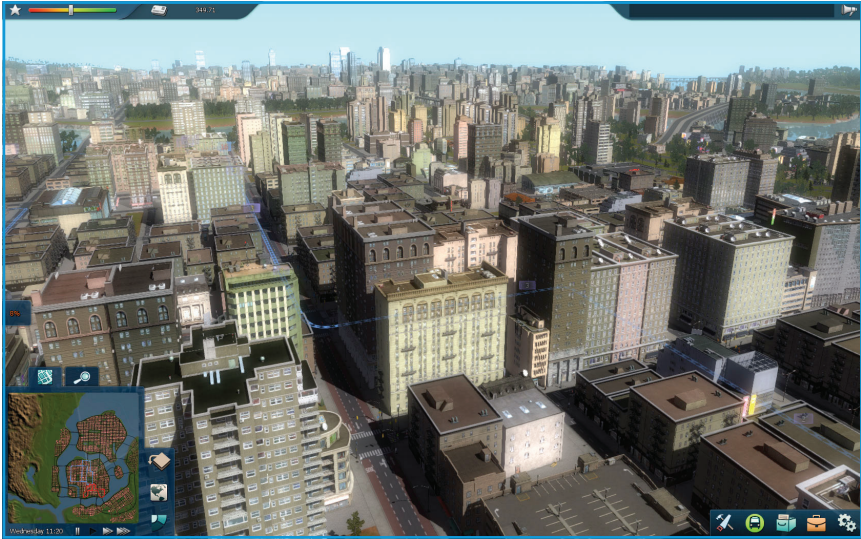
From the Settings menu you can adjust game settings to suit your computer's setup and your unique playing style. You will find separate tabs for graphics, audio, controls and other miscellaneous settings.

EXIT

Closes the game.



USER INTERFACE



To make playing the game more enjoyable, it is best to become comfortable with the user interface. Let's go through the various information and options displayed on your screen.

MOVE VIEW

To move across your city, use the W, A, S and D keys. The arrow keys are used for rotating and tilting the view. To zoom in and out, you can use the mouse wheel. To tilt the camera, hold down the center button or the wheel button, and move the mouse back and forth.

REPUTATION AND MONEY

The top right corner of the screen displays your current reputation and financial situation. Your reputation reflects how happy the citizens are with your services, and how likely they are to use your transportation network in the future. Clicking on your reputation bar will open a more detailed breakdown of how different social groups feel about your transport company. Reputation is important, and can be raised by keeping your employees happy, minimizing the waiting time at stops, paying off your loans quickly, and keeping your fleet in good repair. You can also improve your reputation by completing tasks and responding to the people's petitions. Your reputation suffers if your financial situation plummets, your customers have to wait a long time at stops, your vehicles break down often, or if you demolish city structures.



CONSTRUCTION TOOLS MENU

Selecting the Construction Tools opens up the construction menu. Under each vehicle type you will find the buildings associated with it. You will begin with only a few options, but more will become available as the game progresses.

CONSTRUCT STRUCTURES

Constructing infrastructure varies a bit, depending on the types of vehicles you are using. Some vehicles can move only on rails, some require circular routes or loops, and some simply have stops placed at desired intervals. All lines start and end at a depot of the appropriate type for the vehicle.

BUS INFRASTRUCTURE

Build stops along the desired route. Buses will automatically take the best route between stops, so you can choose stops freely.

TROLLEY INFRASTRUCTURE

Trolleys use electricity for power, which is delivered by overhead electric cables. You can place their stops and cables in any order you choose. Make sure the stops are close to the cables, so passengers can reach the vehicle easily.

TRAM INFRASTRUCTURE

Trams can only run on rails. You can construct rails and stops in the order you like, but you need both for the route to work. You can make routes circular or add loops at the ends to ensure that your trams have maximum access to your stops. If your line is circular, make sure to place stops only on one side of the tracks, unless you plan on making more than one line.

METRO INFRASTRUCTURE

Metro tracks can be built at ground level, above ground on elevated rails, or underground. A single track can move between levels: to do this you can simply build segments on the levels you want, and the connecting rail piece will automatically snap one level higher or lower. To alter the construction elevation, use the Page Up and Page Down buttons. Stations will automatically snap to the rails, and can even be placed on stretches of curved rails. Two or more different lines can use the same stations. Just be sure to join the rail at some point, so the trains have access to the stations you want them to use.

WATER BUS INFRASTRUCTURE

Water buses use piers that need to be placed on the waterline. Water buses automatically find the best route, so feel free to position piers wherever you wish. You can use waypoints to guide these aquatic buses.

UPGRADING STOPS, STATIONS AND DEPOTS

All player-owned buildings can be upgraded. If your line needs bigger stops, just go to the Construct menu, choose a larger stop, and place it on top of an existing one to upgrade it.

BUILD ROADS

Every now and then you might need a new road to shorten a route or to reach a new location. The Roads tool offers lots of options for different road types, such as one-way roads to control which way the traffic flows and avenues that allow enough space for tram tracks in the middle. Buildings will automatically appear next to the roads that have sidewalks, if your city is flourishing. The Build Roads menu also provides all the rails for trams and metro, as well as overhead cables for trolleys.

BULLDOZE OBJECTS

The bulldozer tool lets you destroy and sell structures. You can sell your own structures, including stops, stations, and track pieces, for a percent of the price you paid for them. Simply bulldoze any of your structures and it will automatically be sold. The payback percent varies according to the game difficulty level you have selected. Bulldozing city structures costs money, and negatively affects your reputation.

DEFINE ZONES

Your transportation network can have different price zones to help with pricing tickets. Up to four zones are marked with different colours. With the Define Zones tool, you can paint the zones on the map, and then, in the Economy panel, you can set the prices of tickets for traveling between zones.



TRANSPORT PANEL

The transport panel is where you manage lines, depots, stops, and vehicles – everything that has to do with your transport network.

LINES

A separate panel for each vehicle type shows your current lines and lets you create new ones. Double click any line to see its schedule and list of stops. Click “Create new” to set up a new line.

DEPOTS

A list of all your depots divided into columns based on vehicle type. Click a depot name to see list of vehicles and lines operating from it, and to buy new vehicles. You can also upgrade depots in the depot’s menu. If you want to rename a depot, click it on the Transport panel and choose “Edit name”.

STOPS AND STATIONS

Lists all your stops and stations. Click any name to open the stop or station’s menu and view its details.

VEHICLES

List of all the vehicles you own. Click to rename a vehicle or to view its condition and other attributes.



DATA PANEL

MAP DATA

This displays all the data available on the map. You can filter this information by different social groups and their activities, by selecting the appropriate column. If you turn to traffic density, you can choose the time frame you want to consider, and you can see how new lines affect traffic flow. If you want to keep the information overlay when for example you are constructing stops, check the box for keeping this information visible.

GRAPHS

Under graphs you can find different graphs which show how your company is doing and what is going on in the city. In multiplayer mode, you can also see the graphs of other players' companies, so you can compare your company to them. You can open many graphs to compare them easily, and the windows can be dragged to any place on the screen.

COMPANIES

The companies tab is very important when playing a multiplayer game. Here you can see information about your competitors, and evaluate how they are doing.



ECONOMY PANEL

The Economy panel is the place to manage your company. Here you can adjust ticket prices, take out loans, and manage advertising campaigns.

CASH FLOW

Shows you how much money your lines make, and how much it costs to keep them running.

LOANS

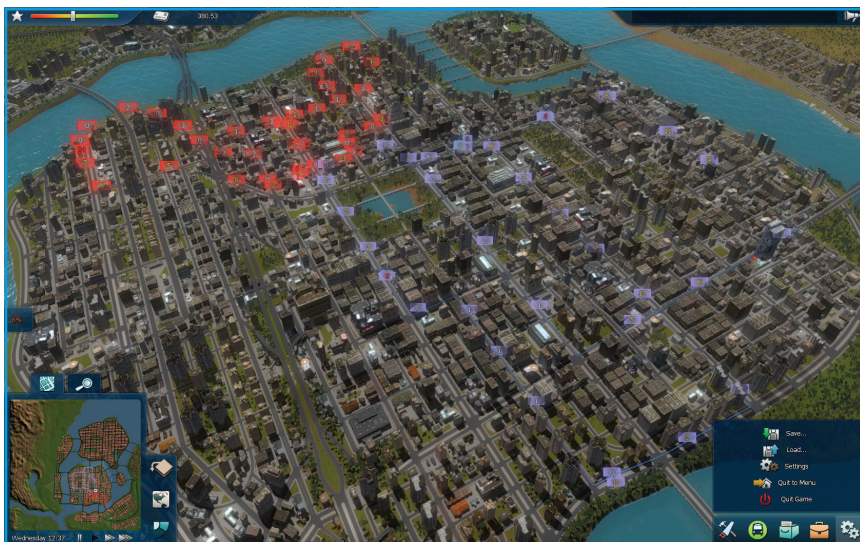
To be able to invest in more expensive vehicle types, you might need to take on a loan. After you take a loan, you will make monthly payments to repay the bank.

EMPLOYEES

You can adjust the wages of your employees. Wages play an important role in your company, and on this screen you can consider how they affect your transportation system. Drivers with good wages are more likely to wait to take on all passengers, maintenance personnel work more efficiently when they are well motivated, and ticket inspectors catch more people riding without a ticket.

TICKET PRICES

You have many types of tickets to offer your passengers. Single line fares lets passengers ride on one line for one trip. Single zone tickets allow passengers to change vehicles within one zone, while multi-zone tickets allow passengers to travel freely within a larger area, and are thus more expensive. Different colors indicate you how your passengers like the ticket prices. Green and light green mean they are happy or very happy, but yellow, orange and red mean the prices are too high, and as a result you won't get the maximum number of passengers because some choose to not use your services.



OPTIONS

Selecting Options pauses the game. You can save, load, and exit to main menu, as well as adjust the settings.

SAVING THE GAME

Saves your progress. You can name your saves and have multiple saves of one session.

LOAD GAME

Load a saved game. All saved games have names, but you can also see the time when the save was made, so it is easy to see which one is your most recent save.

SETTINGS

From the Settings menu you can adjust the game's settings to suit your computer's setup and your individual playing style. Here you can find the same options as in the Main menu, and you can make adjustments while you play. You will find separate options for graphics, audio, and game controls.

Settings are divided into four tabs: Graphics, Audio, Controls, and Miscellaneous.

GRAPHICS

Set the resolution, degree of details, texture detail, and other things that affect the game's performance and appearance.

AUDIO

Adjust music and ambient sounds, or turn them off completely.

CONTROLS

Here you can adjust the game controls to fit your playing style.

MISCELLANEOUS

Here you can reset the tutorial and tweak your network settings for multiplayer mode.

MAP

In the lower-left corner of the screen is your Map. You can view the whole city at once, and consider your transport lines, which are highlighted in colors corresponding to their types. Metro lines are green, bus lines are blue, tram lines are red, water bus lines are yellow and helicopter lines are magenta. Each stop along a transport route is shown as a bump on the line.

Below the data view button is the Underground layer button. Pressing it will let you view all underground structures, including tunnels and metro stations.

TIME AND SPEED

The time is displayed below the Map, in the lower left corner of the screen. Next to this you will find the speed controls. You can choose between Pause, Normal, Fast, and Very Fast speed. You can build structures even when the game is paused. To adjust the speed you can also use number keys 1-3 for the different speeds and press the space bar to pause the game. Time of day affects how likely people are to move around. Usually citizens go to work in the morning between 8-10 AM and return home around 5 PM. Students have different schedules, and many citizens will want to travel to leisure sites after work. There are no rush hours on weekends, but leisure locations remain very popular.

NEWS TICKER

In the top right corner of the screen is the News ticker. It gives you information about events occurring in the city as well as news from around the world. The information scrolling by is color-coded: red items are accidents, complaints, and vehicle breakdowns affecting your network, green items tell of new items available for purchase and other positive changes, and world news and minor incidents are shown in white. Clicking a news item will take you to where things are happening: for example, clicking on a news item about a fire will center your view on the burning building.

MINI VIEWPORT

The mini viewport is located in the lower-right corner of the screen. You can select people, buildings, stops, stations, and vehicles anywhere in the city to get them locked on your mini viewport (the magnifying glass panel). If you click anywhere inside the mini viewport camera view, you can instantly center the main screen on that spot.

GAME MODES

There are three main game modes: Campaign, Sandbox, and Multiplayer. Sandbox is an open world to play in infinitely without major objectives. Campaign has a storyline and separate scenarios happening in different cities and times. Multiplayer mode lets you play over the internet with friends, both cooperatively and competitively.

CAMPAIGN

The Campaign consists of separate scenarios. Each scenario has a story and a starting situation. As you play through scenarios, you will unlock new cities for Sandbox play. You can also replay scenarios from the Scenarios mode after you have completed them. When beginning a Campaign, you can choose your company name, and customize your logo and color.

The campaign, as well as the sandbox and multiplayer, has three difficulty modes: Arcade, Normal, and Expert. Arcade is an easy mode for people who enjoy building without challenging goals. Normal is the basic game mode. Expert mode is very challenging and much like running a real company. During the campaign you will be presented with a major objective that needs to be met to progress to the next scenario, and small optional tasks that you can complete to gain money or improve your reputation.

TUTORIAL

The tutorial map offers you a short scenario to familiarize you with the basics of the game. You can replay the tutorial whenever you like; it can be found in the Settings menu. Playing the tutorial does not count towards earning achievements.

SANDBOX

The cities you encounter in Campaign mode are unlocked for Sandbox play. Cities created with the Map editor will also show up for sandbox mode. You can choose to disable city growth if you wish to play in a stable city that does not change dynamically, and you can have unlimited funds if you wish. There's also an option to have small, optional tasks to spice up your game. Sandbox mode is a free play mode, cities will change with time but you can keep playing for as long as you like. You can choose your preferred difficulty from three modes: Arcade, Normal and Expert.

ONLINE MULTIPLAYER

Choose "Find game" to join an existing game, or "Host game" to create a new multiplayer game. When finding a game, you can filter results by the number of players and the game mode (co-operative, competitive, or team play) to find a suitable game, or you can enter an IP address to connect directly to a game. To host a game, you must choose a game mode and the number of players. To determine when a multiplayer game ends, you have several goals to choose from. Company value sets a target for how much a player's the company value must be to win the game. If you want to have a short, fast-paced game, choose a tight time limit. If a slow, peaceful game is your cup of tea, you can have no time limit at all.

VEHICLES

BUSES

Buses are the most common vehicles in large cities. They work well on small routes in densely populated areas and are also good for long routes to far-away housing areas. As a rule of thumb, the more capacity a bus has, the lower the average speed will be. Buses can be used to feed other lines with a better capacity, or to easily and cheaply include isolated parts of the city in the larger public transport network.

TRAMS

Trams operate on rails. They are environmentally friendly, rather fast and boast good capacity. A good rail system is an easy way to avoid getting stuck in traffic. Trams are an essential part of any city's infrastructure and usually very profitable.

METRO

Metro routes can be built on ground level, elevated above ground, and underground levels. Metro routes are essential to moving large masses of people while keeping transport costs low. While metro infrastructure is fairly expensive to build, it's cheap to run and attracts large numbers of passengers. Metro is best used to connect major suburbs to the city center.

TROLLEYS

Trolleys work much like regular buses, but use electricity instead of diesel. They require overhead cables to provide power, and are much more ecological than regular diesel-powered buses.

WATER BUSES

Many cities have internal waterways or are located on the coast, so using water transport is an obvious choice. Water buses are good for transporting masses of people, though they are relatively slow.

STOPS AND STATIONS

Many different stops and stations are available to cater to the needs of your customers. Some stations are more attractive to passengers, but these usually have higher maintenance costs. You should carefully choose which stops to use, because in low-population areas, more expensive stops may bring your profits down. You can update your old stops and stations if you like for a small fee.



SCHEDULES AND THE DAY-NIGHT CYCLE



In **Cities in Motion 2: The Modern Era**, scheduling brings a new dimension to the game. City life varies throughout the day and night, and transport needs change accordingly. Most citizens go to work in the morning from 8 to 10 AM, and return home or go to leisure activities in the evening.

You can adjust line schedules from the Transport panel's Lines tab, by clicking the line you want to edit, then choosing "Edit timetable" from the line's window. There is a separate timetable for weekdays, morning rush, evening rush, weekends, and you can even make custom timetables. To adjust one, choose a timetable tab and modify the start and end times or intervals. You can have many different vehicles in the Depot, and order that the line prefer certain size vehicles. However, if there are any available vehicles when a line is required to dispatch one, any type will be sent to keep the customers happy.

START TIME

When in the daily cycle the timetable begins operating.

END TIME

When timetable ends.

INTERVAL

How often vehicles are dispatched onto the route. The shorter the interval, the more often vehicles run the route.

SOCIAL GROUPS

There are many people living in a city, each with their own home and workplace. Sometimes they want to go shopping or maybe see a movie at the cinema. To do all this, they will of course require your services. The main differences between the different social groups are their money usage and the range of their typical destinations.

BLUE-COLLAR WORKERS

Blue-collar workers mainly perform factory work or other physically demanding jobs. They are not willing to pay too much for transportation, but many of them don't have cars, so they prefer public transport if it provides them easy access to their daily destinations. They mainly move around the city to get to work and back.

WHITE-COLLAR WORKERS

Unlike Blue-collars, White-collar workers populate offices, shops, and government buildings. They have slightly better salaries, so they are less concerned with ticket prices, while speed and reliability of transportation services is of essence. Like Blue-collar workers, White-collar workers are work-oriented and care less about shopping and leisure.

BUSINESS PEOPLE

Business people are the top social group: they include directors, doctors, lawyers, and bankers – any profession which takes in a large paycheck. Many of them own cars, and they don't care about ticket price. They only seek the quickest and most enjoyable way to get to where they are going.

STUDENTS

Wherever there is a college, there are students. Students usually don't own cars, but prefer walking over pricey public transport – unless they can find cost-effective transportation between their dormitories, places of study, and favorite leisure sites.

TOURISTS

Tourists want to see the city, and are ready to spend their savings on their holiday. They are not picky when it comes to price, and are only interested in enjoying themselves. Tourists always live in hotels and don't visit workplaces at all.

PENSIONERS

Pensioners, the salt of the earth, don't spend their hard-earned old-age benefits on cars. They are slow walkers and would prefer to ride in public transport. Pensioners don't go to work, but instead file forms at government offices, shop for groceries, and meet their friends in churches and for strolls in nice parks.

MAP EDITOR



Designing with the Map editor can be divided into three phases: Landscaping, Building and Decoration. First, choose whether you want to work on an existing map or create a new map.

TOOLS

INFO TOOL

With the info tool you can set how many citizens own cars. This affects the number of traffic jams and how easily the player's company can gain customers.

TERRAIN TOOL

The Terrain Tool provides ways to edit the terrain. Under "Create" you can find different filters which determine terrain generation. The "Texturing" tab has all the different terrain textures you can paint on the map. "Edit" has tools for placing trees and other props, adding water, and editing terrain height.

ROAD TOOL

Cities in Motion 2 has various types of roads which can accommodate varying amounts of traffic. If you wish, you can simply shape the terrain as you like and start playing immediately. To make a more finished map, you need to place roads as well. The available roads are the same as in the actual game.

PLACEMENT TOOL

Buildings offer housing and work for the citizens. The number of buildings in a city affects its population, so larger cities have more citizens than smaller ones. You can place buildings however you like. Certain special buildings, like the sports stadium, can only be placed and will not automatically generate, but the citizens will automatically move to the city once you start the game, and new buildings will appear as the city grows. That gives you more options: you can construct a fully functional city with all the buildings, or construct the roads and let the game generate the city for you.

With the Placement tool you can place buildings by hand. You can place the most important buildings and then choose "Generate buildings" to automatically fill the city with buildings that are in balance (meaning that there are enough workplaces for the number of homes). Check the "Preserve already built buildings" checkbox to keep the buildings you have placed, or leave it un-checked to get a new look for the city.

BULLDOZER TOOL

The Bulldozer is used to remove items from the map.

SETTINGS

KEYBOARD SHORTCUTS AND CONTROLS

PRIMARY TOOL ACTION	Mouse left
SECONDARY TOOL ACTION	Mouse right
BUILD HIGHER LEVEL	Page up
BUILD LOWER LEVEL	Page down
ROTATE OBJECT LEFT	Minus (-) or keypad minus
ROTATE OBJECT RIGHT	Plus (+) or keypad plus
ROTATE CAMERA WITH MOUSE	Mouse middle or left ALT
ROTATE CAMERA LEFT	Left arrow key
ROTATE CAMERA RIGHT	Right arrow key
ROTATE CAMERA UP	Up arrow
ROTATE CAMERA DOWN	Down arrow
MOVE CAMERA WITH MOUSE	Left CTRL
ZOOM IN	Mouse wheel up or Q
ZOOM OUT	Mouse wheel down or E
PAN	Mouse middle key
MOVE CAMERA LEFT	A
MOVE CAMERA RIGHT	D
MOVE CAMERA FORWARD	W
MOVE CAMERA BACKWARD	S
MOVE CAMERA TO CENTER	C
MOVE CAMERA FASTER	Left Shift
PAUSE SIMULATION	0 or Space
NORMAL SPEED	1
FAST SPEED	2
VERY FAST SPEED	3
SHOW MESSAGE PANEL	T
TAKE SCREENSHOT	F8

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Friends & families of the developers
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All playtesters for your great input!

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MANUAL LAYOUT

An Ordinary Day

Thanks to all our partners worldwide, in particular our long-term partners, and last, but not least, a special thanks to all our forum members and supporters, who are integral to our success.

EXTERNAL BETA TESTERS

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