



SimCity Instructions for:

- Playing Offline/Single-Player Mode
- Saving a City & Submitting a City

The SimCity Basics

Unique Origin Accounts—Every competing team needs a unique Origin username and password. **This username and password will be required for competition judges to evaluate your team’s city.** If you have multiple download codes, please create a new Origin username and password for each download code.

Downloading SimCity—Detailed download instructions can be found at www.futurecity.org/resources. We recommend that for every code you redeem you have a corresponding Origin account and computer. For example, if you have two download codes you will need two Origin accounts and two different computers. While you can redeem multiple codes on one computer, your students will only be allowed to play in the offline mode on that one computer. Once a code has been redeemed on one computer it cannot be used on a different computer.

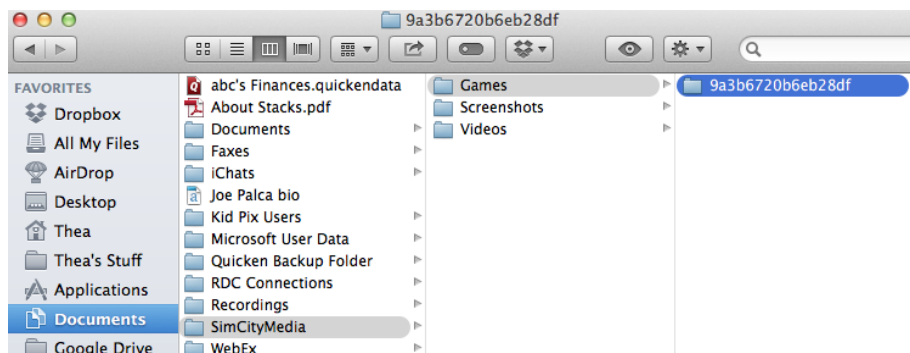
Origin—You need to log into your Origin account every time you want to play SimCity. The first time you log into Origin and start your city, you will need Internet access. Thereafter you can play SimCity offline in Single-Player Mode (full instructions for setting up Single-Player Mode can be found on page 2).

Storing a region/city on your computer—Playing SimCity in Single-Player Mode saves your regions & cities on your computer. While you will access your cities via SimCity, you need to know where your city is stored so you can submit it to the competition. Once you have downloaded SimCity and created your first city, take the time to locate the folder.

On a PC: You will find your regions and cities in the Documents\SimCity\Games folder.

On a Mac: Go to Documents/SimCityMedia/Games.

In the example below, the city is stored in the folder 9a3b6720b6eb28df.



This is the folder name.



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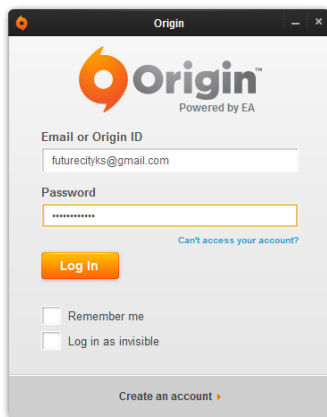
After you first create your city—go to this folder and write down your Unique User ID here:

_____.

Playing SimCity Offline (aka Single-Player Mode)

SimCity now allows users to create and store their cities offline. This is called the Single-Player mode. Follow these instructions to get started.

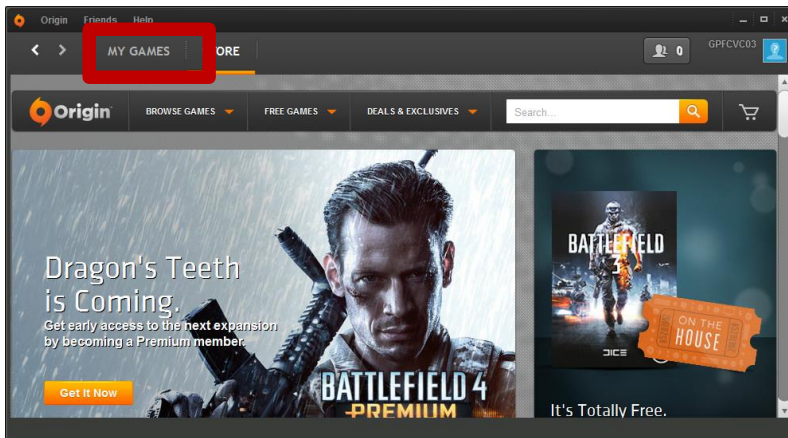
Step 1. Log-in to Origin using the Origin ID and password created when the game was downloaded (see download instructions for steps on creating Origin ID and password www.futurecity.org/resources).



Note:

You will need Internet access the first time you log-in to your Origin account. If you have multiple accounts, you need to log-in via the Internet each time you log into Origin for the first time.

Step 2. After clicking Log-in on the above screen, this screen will appear. Click on My Games:

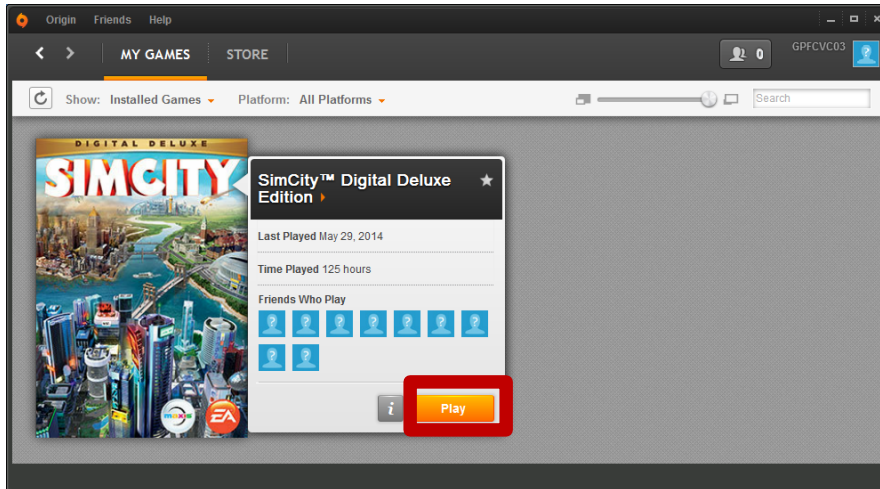




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Step 3. Click on My Games and then hover over SimCity Deluxe Edition and click Play in the (pop-out window):



Step 4. Click the Green Arrow (Play) on the Below Image:



Note: Teachers who already have SimCity downloaded from last year will need to login to Origin and go online to download the updates that will give them the offline/single-player mode option.



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Step 5. The first time the game opens, it will open in Multiplayer Mode (online). Click on the Single-Player tab to move to the offline mode:



Step 6. Your screen should now look like the image below. Click Play to start a new city in the offline mode. If a game has previously been started on the machine, the Resume button will take you back to the most recently played game:

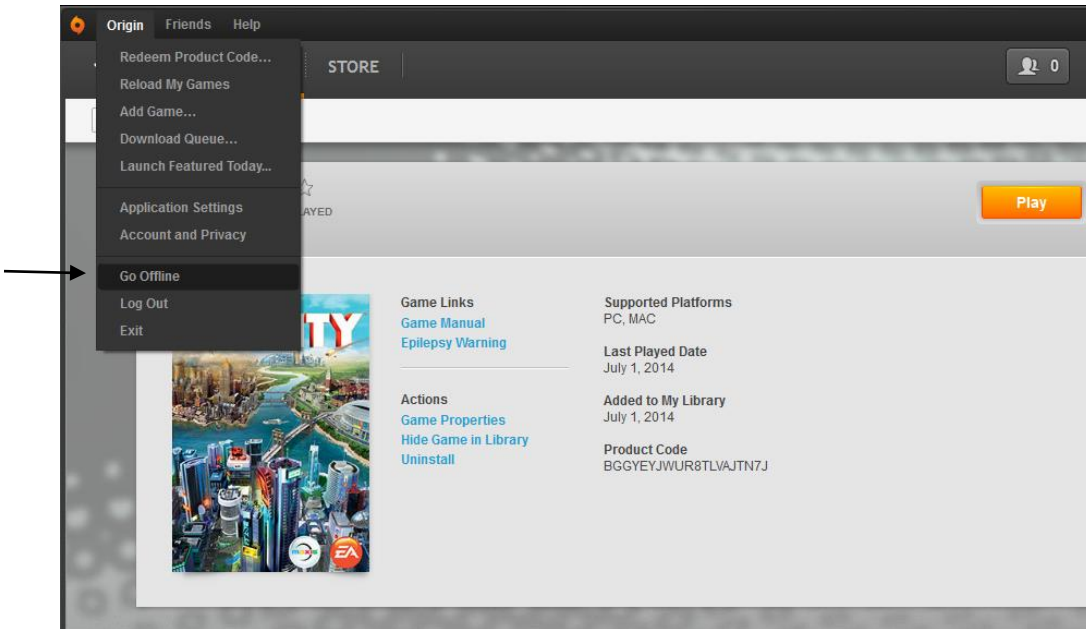




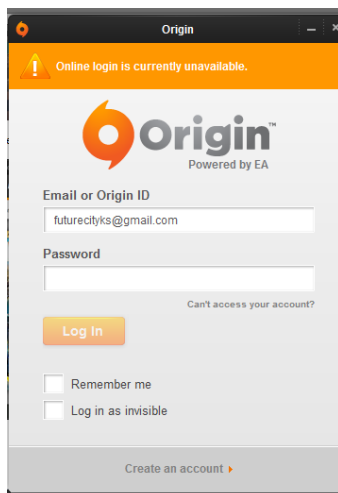
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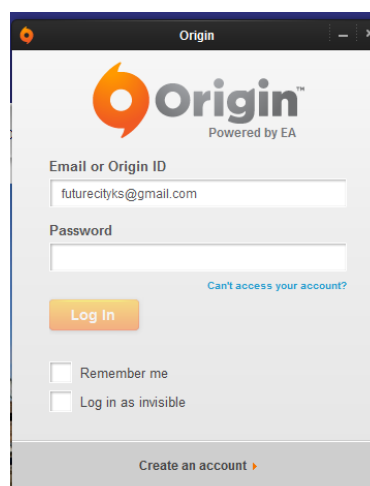
Step 7. Once the SimCity game has been closed in offline mode, the next time Origin is opened, it should open in offline mode. If it does not, you can manually select offline mode when you open Origin (see arrow below).



Offline Mode



Online Mode

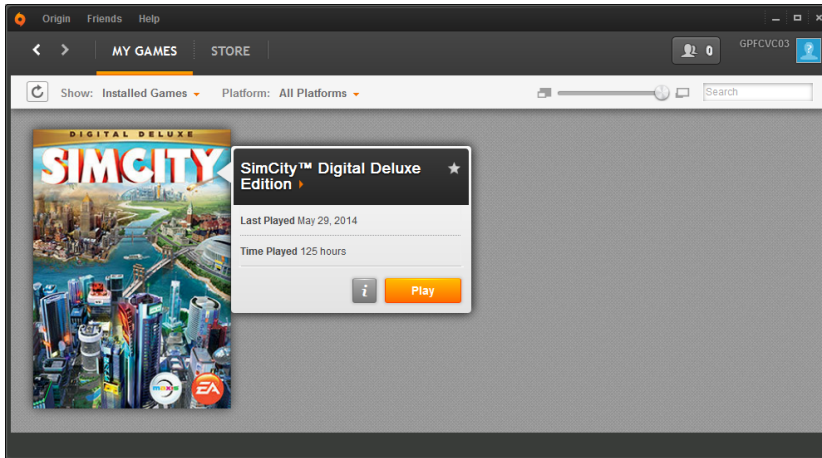




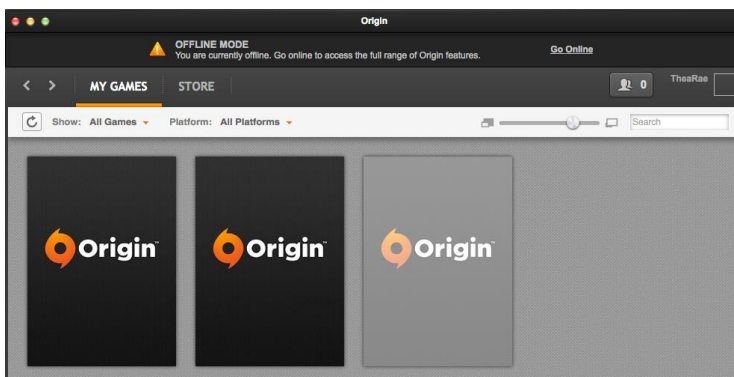
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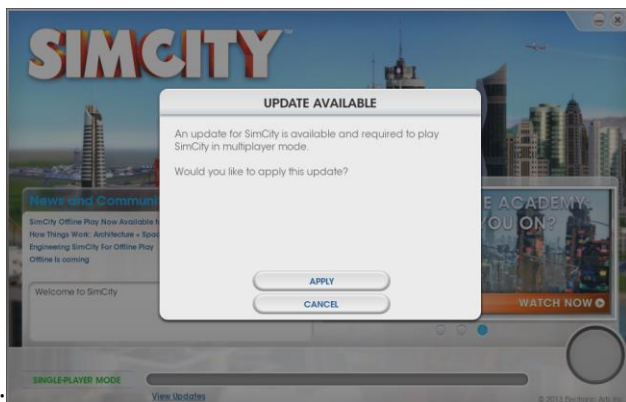
Step 8. To return to your city, log back into Origin and click on My Games:



You may get a screen that does not have the SimCity artwork. Simply move your cursor over the Origin box and a play button will appear. The next time you log in, the artwork will appear.



Note: As updates are released for the Multiplayer mode, you may see messages like this. By playing in Single-Player (offline mode) you can click cancel on the prompt below.





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Creating your City in the WhiteWater Valley Region

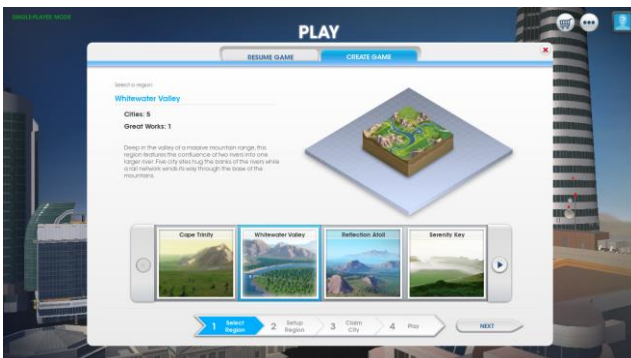
Step 1. Click the Green Arrow (Play) on the image below to play SimCity:



Step 2. The below image should appear (click Play):



Step 3. Select WhiteWater Valley Region in the image below, then press Next:



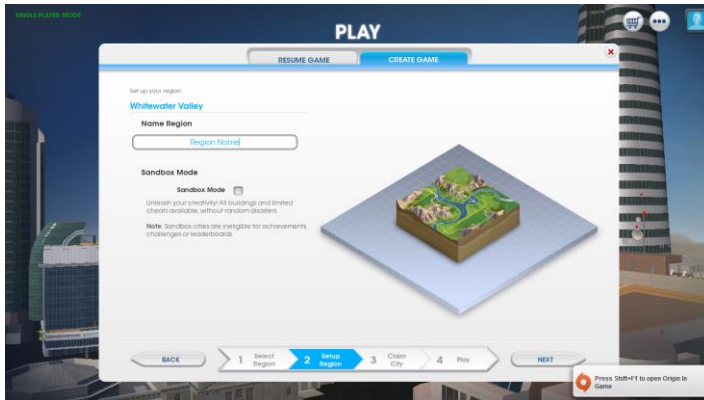


SimCity Instructions for:

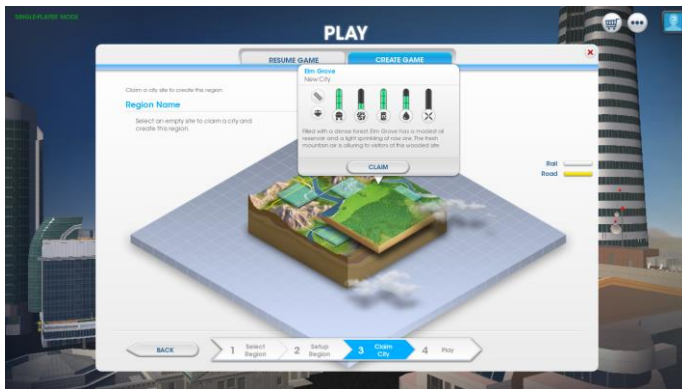
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Step 4. Name your region and press Next.

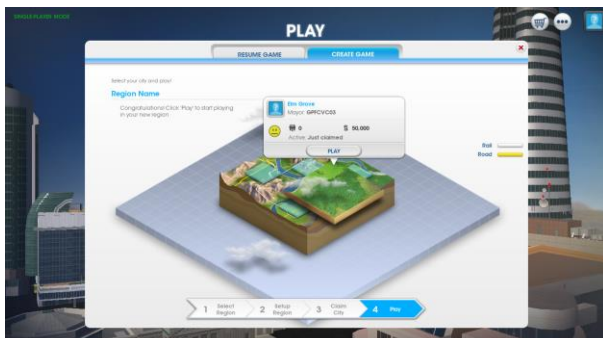
Please note: Playing in Sandbox mode is against the Future City rules.



Step 5. Review the options for the five different city locations. When ready click the claim button to start building your city.



Step 6. Click Play on the below image to get started:

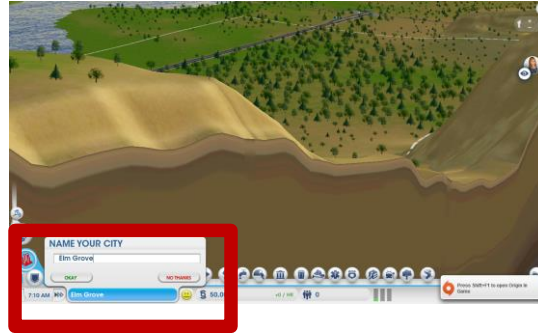
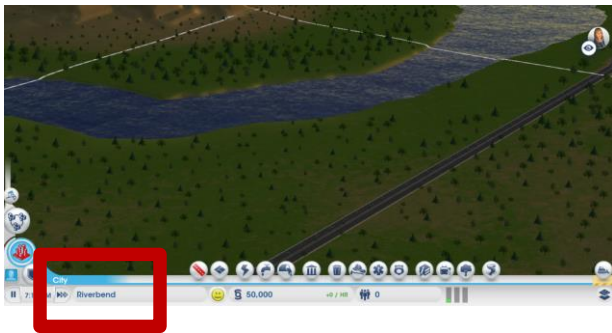




SimCity Instructions for:

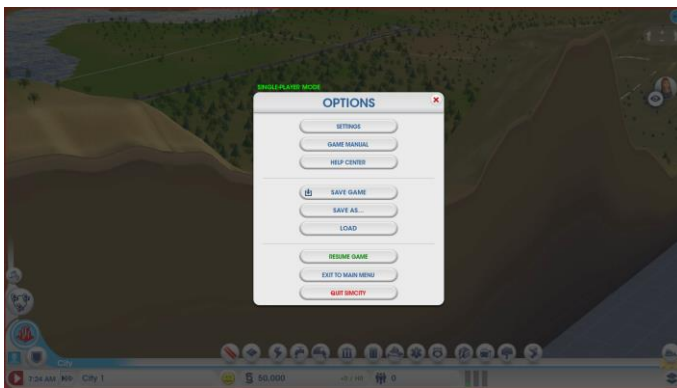
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Step 7. Name your city. A default city name appears in the information bar. Click on that name and you will be allowed to change the name. The team can change the name of the city at any time and as often as they'd like. However, the name of your final city to be judged should be the same as your team's name.



Saving Your City

Like SimCity 4, the new offline version of SimCity allows you to save your city. This will be helpful as you test out various ideas. To save your city, click on the three dots in the upper right hand corner (Options menu). That will bring up this screen:



Save — By selecting 'Save' you are saving your city with the same name as shown in the bottom left hand corner of the screen.

Save As — This allows you to save your current city/region with a new unique name.

Settings — This allows you to change the game settings (auto save frequency, auto save enabled, etc.)



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We recommend saving your city before you start any experimentation. Then create a new test city, by using the Save As button. If you don't like the changes you've made, you can return to your original 'Saved' city.

Note: For the competition only one city in your region will be judged. However, you will submit the full region. Be sure the name of the city you want judged matches your team name.

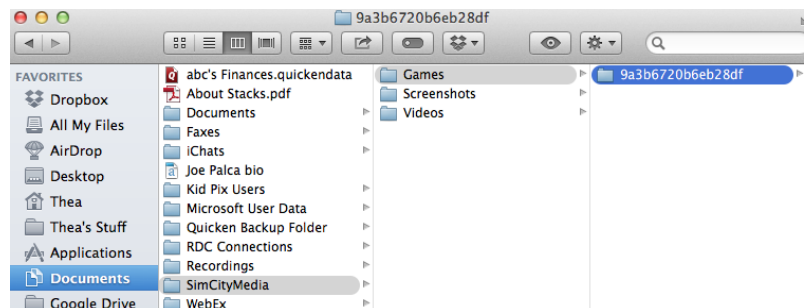
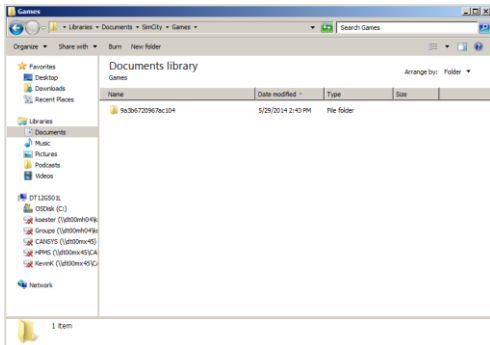
City names are limited to 21 characters.

Finding Your City on Your Computer

For each Origin account, SimCity will create a folder on your computer with a unique ID number. This ID is a combination of letters and numbers (i.e., 9a3b6720b6eb28df). **Do not rename this folder.** If you do, you will lose your cities and they cannot be retrieved. If you are using one computer with multiple Origin accounts, you will have more than one folder in the directory. It is important to note from the beginning what folder belongs to what team. You can find this folder at:

PC: Documents\SimCity\Games

Mac: Documents\SimCityMedia\Games.



If you haven't written down your Unique User ID, do it here:



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Submitting your City

Step 1. Go to Documents\SimCity\Games (for PC) or Documents\SimCityMedia\Games (for Mac). As the Future City Team Center only allows for a single file to be uploaded, a .zip file must be created for the folder that is to be submitted.

Before creating the .zip file, teams should delete any prior or backup versions of their regions and any other regions they may have created that will not be judged. Submit only the region with the final city to be judged. Extra regions can be deleted from the SimCity “Play” page.

How to zip a folder – PC

1. Locate the folder that you want to compress.
2. Right-click the folder, point to Send to, and then click Compressed (zipped) folder.
3. A new compressed folder is created in the same location.

How to zip a folder – Mac

1. Right-click on a file, folder, or files you want to zip
2. Select “Compress Items”
3. Find the newly created .zip archive in the same directory

It is imperative that the folder & subfolder names (the unique chain of letters & numbers) not be changed as the games will only load with the original folder & file names intact.

Step 2: Login to the Team Center:

The screenshot shows a web browser window displaying the 'Great Plains (KS/MO) Region Teacher Pages' website. The page features a navigation menu with 'Educators Pages', 'Team Information', and 'Score Overview'. A welcome message reads: 'Welcome Back Great Teacher! Here is the list of the teams you have created. Use the "Edit Team" button to change the information for the team. Use the "Upload Files" button to submit files to be scored.'

Team: THEA -	Edit Team	Upload Files
Mentor: (Unassigned)		
		City Simulation Form Due: Fri Nov 21, 2014
		City Simulation Due: Fri Nov 21, 2014
		Essay Form Due: Fri Dec 19, 2014
		Essay File Due: Fri Dec 19, 2014
		City Narrative Form Due: Fri Dec 19, 2014
		City Narrative File Due: Fri Dec 19, 2014

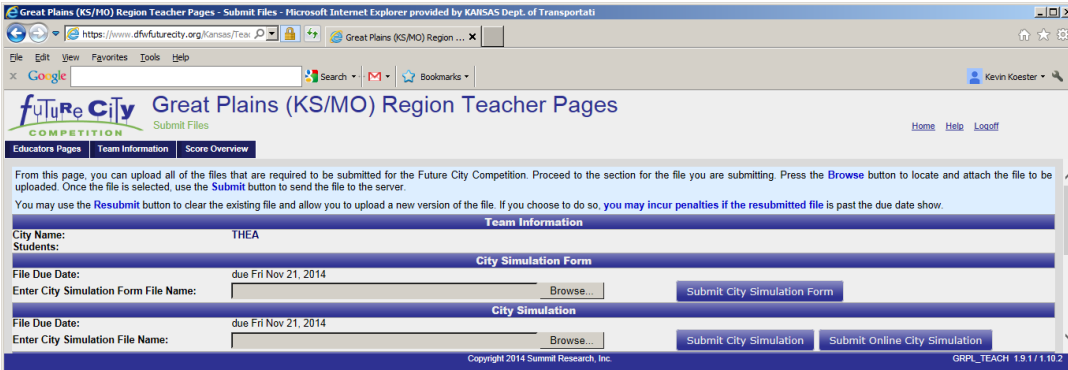
At the bottom of the page, it states: 'This account's last logon was Tue May 13, 2014 at 15:21 PM', 'Copyright 2014 Summit Research, Inc.', and 'GRPL_TEACH 1.9.1 / 1.10.2'.



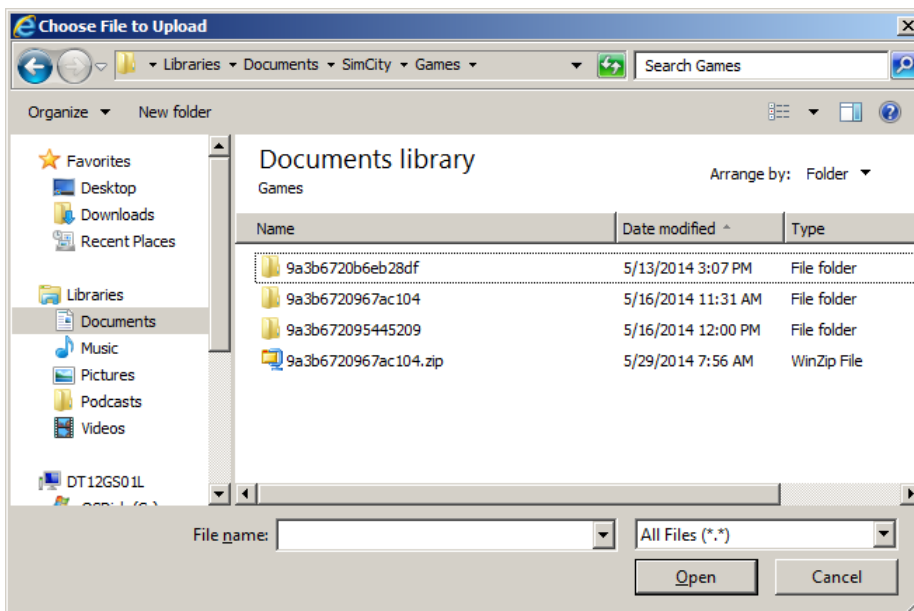
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Step 3: Click on Upload Files button above:



Step 4. Offline City Simulation file (.zip file format) will be uploaded via Browse & Submit City Simulation buttons above.



Step 5. Select the appropriate .zip file from the list above and then click Open, then click Submit City Simulation.