FOR THE APPLE IIGS

TileTown 2

The City-Building Simulation



A CITY
IN 3D
16 MAPS
3 LEVELS

INSTRUCTION MANUAL

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TileTown 2

The city-building simulation for the Apple IIgs.

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TileTown 2 is an independent game inspired by the city-building classics of the late 1980s. All of its code, graphics and music are original. SimCity is a trademark of Electronic Arts Inc.; TileTown 2 is not affiliated with or endorsed by Electronic Arts. Apple, Apple IIgs and ProDOS are trademarks of Apple Inc.

Make a backup first. Before you play, copy the TileTown 2 disk and play from the copy. Your saved cities are stored on the disk you play from.

More on the web: portwally.github.io/TileTown%202

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1 CHAPTER ONE
Welcome, Mayor!

A patch of grass, a river, and $20,000. That's all you get. What happens next is up to you.

In TileTown you are the mayor of a brand-new city. You lay out the roads and power lines, mark land for homes, shops and industry, and decide where the police, the fire brigade and the parks go. Then you watch your town come to life: houses go up, shops open, factories start working, and cars fill the streets.

But a city is never finished. Factories bring jobs and smoke. Busy roads bring customers and traffic jams. Cheap land breeds crime. Taxes pay for everything, but raise them too far and people stop moving in. And when you think you have it all under control, a fire breaks out, the river floods, or a tornado comes through downtown.



A busy town by the sea. Homes on the left, offices and towers by the water, smoking factories at the bottom right, the nuclear plant in front.

New in TileTown 2

TileTown 2 shows your city as a real town seen from above at an angle: houses with gardens, shops, office towers and factories stand on their lots, each in one of several designs, so no two streets look the same. Lakes ripple, chimneys smoke, the nuclear plant steams, the airport's beacon flashes and the stadium's score goes up. Cars, buses and vans drive the roads and trains run on the railway. The view

scrolls smoothly under the mouse. Press I any time for the map seen straight from above, as in the first TileTown, and again to come back.

What's in this manual

Chapters 2 and 3 get you playing: starting the game and building your first town, step by step. Chapters 4 to 8 explain the screen, the tools and how your city works. Chapters 9 to 11 cover disasters, goals and saving. Chapter 12 is a quick reference of every key and menu, to keep beside your computer. In a hurry? Read Chapter 3 and start building, and press H in the game any time for help.

2 CHAPTER TWO Getting Started

What you need

- An **Apple IIgs** with **8 MB** of memory (a memory card), with no RAM disk set up.
- An **accelerator card** such as a ZipGS or a TransWarp GS. TileTown 2 runs from 8 MHz up; at 16 MHz the view scrolls and the town moves at its best.
- A **3.5-inch drive** (or a hard disk or disk emulator) that can start up an 800K ProDOS disk.
- A **mouse**. You can play with the keyboard too, but the mouse is easier.

No IIgs? TileTown 2 also runs in an emulator such as MAME (on the Mac it comes with Ample) set up as an Apple IIgs with 8 MB of memory and its ZipGS accelerator at 16 MHz (in MAME's Machine Configuration menu).

On a IIgs with less memory, TileTown 2 tells you so when it starts; press a key to leave.

Starting the game

Put the TileTown disk in the drive and turn on your Apple IIgs (or start it from the disk in your emulator). After a moment the title screen appears. Click the mouse or press any key.



The title screen. Click or press a key to go on.

Choosing a map



The map chooser.

Next comes the map chooser. Each of the 16 maps is a different piece of land: rivers, lakes, coasts, islands, forests, fjords, marshes. Press ← and →, or click left or right of the picture, to look through them.

The maps: Green Valley, River Bend, Twin Rivers, Lake District, Coast, Bay City, Islands, Peninsula, Forest Edge, Great Lake, Delta, Pine Woods, Marshes, Fjords, Plains and Classic. **Plains** is open land with little water, the easiest place to start. The others give you more to work around, and more beautiful cities.

Choosing a goal

Below the map is the goal. Leave it on **free play** to build at your own pace, or press ↑ and ↓ to pick one of five challenges with a deadline (see Chapter 10).

Choosing a level

Under the goal is the level: **easy**, **normal** or **hard**. Press **Tab**, or click its line, to change it.

LEVEL	MONEY	DISASTERS	HIGH TAXES
Easy	**$30,000**	half as often	hurt half as much
Normal	**$20,000**	now and then	hurt
Hard	**$10,000**	twice as often	hurt 1.5 times as much

Ready, set, build

Press **Return** or click the map to start your city. You begin in January 1900 with the level's money in the city's treasury. At normal speed a month passes every four seconds.

LOADING A CITY

To go on with a city you saved before, press **L** on the map chooser and pick it from the list.

3 CHAPTER THREE
Your First Town

Ten minutes from now you'll have a working town. Here's how.

1. **Build a power plant.** Click the power plant button in the toolbox on the right (fourth row, middle). Then click on open land, away from where you'll build homes: power plants are noisy and dirty. It costs $3,000.

2. **Lay a road.** Pick the road (top row, middle, or press 2). Click and drag across the map: the road follows the mouse. Roads join up by themselves.

3. **Zone some homes.** Pick the house button (5) and drag along one side of the road. Each square you mark is a residential zone. Every zone needs a road within two squares.

4. **Add shops and industry.** People need jobs. Zone some land for shops with the office tower (6) and for industry with the factory (7). Keep the factories a little away from the homes.

5. **Bring the power.** Pick the power line (3) and drag a line from the plant to your zones. Zones pass the power on to the zones next to them, so a block of zones needs only one line. A yellow lightning bolt marks any zone without power.

6. **Watch it grow.** Within a few months the first houses go up. Keep an eye on the **R C I** bars at the bottom right: they show what people want. Build more of whatever is high. And watch your money, top right: each month taxes come in and upkeep goes out. The budget (B) shows where it goes.



Homes
an empty lot grows to apartments

MAYOR'S TIP

Build in blocks: a road, two rows of zones, another road. Every zone is then right next to a road, and the zones pass power along between them.

4 CHAPTER FOUR
The TileTown Screen



1. **Menu bar.** City, Options and Disasters.
2. **Money.** What's in the city's treasury.
3. **Date.** The month and year, or "Paused".
4. **The city.** Your part of the 128 × 128 map, seen from above at an angle.
5. **Toolbox.** Eighteen buttons: everything you can build, and the query tool.
6. **Population.** The people living in your city.
7. **Tax, pollution, crime.** The tax rate, and how much pollution and crime the zones live with.
8. **R C I bars.** Demand for homes, shops and industry: long bars mean people want more.
9. **Status line.** The tool you have and its price; messages, tool tips and your advisers' news.

Two views

TileTown 2 shows your city at an angle, the way you'd see it from a tall building: each square of the map is a diamond, and the buildings stand up from it. Press I

for the map view, straight from above as in the first TileTown, where each square is a square; press it again to come back. Everything works the same in both: the tools, the cursor, the cars and trains, the disasters. Use whichever you like; the map view shows the city as a plan, with no building in front of another.



The map view. The same town, straight from above.

In the city view, the square under the pointer is outlined as a diamond. A tall building can hide a square behind it: scroll a little, or press I to see it from above.

Moving around

The city map is much bigger than the screen. Move the pointer to an edge of the screen and the view scrolls that way; keep it there and it speeds up. Along the top edge, over the menus' names, rest it there a moment first, so that reaching for a menu doesn't move the map. The arrow keys scroll too, one square a press.

Tool tips

The status line under the map shows the tool you have and its price. Rest the pointer on a toolbox button and that tool's name and price appear there, in yellow. Move the pointer away and your own tool shows again.



A tool tip. The pointer rests on the power plant: "Power plant $3000".

The menus

Press the mouse button on a menu's name, move down to an item and let go. Or click the name, then click the item. Each item shows its key on the right, so you can use the keyboard next time. Esc or a click elsewhere closes a menu.

Settings

Choose **Settings...** from the Options menu to set how fast the city scrolls at the screen's edge (slow, normal, fast, faster) and how loud the music and the sound effects are (off, low, medium, high, full). Pick a row with ↑ ↓, change it with ←

→ or a click on its arrows, and close the window with **Done**. TileTown remembers your settings on the disk.



Settings.

5 CHAPTER FIVE
Tools and Buildings

The toolbox has eighteen buttons, three to a row. Click one to pick it, then click (or drag) on the map. The keys 1 to 9 pick the first nine buttons. If you're short of money, a buzz tells you so and nothing is built.

	TOOL	KEY	PRICE	WHAT IT DOES
	**Bulldozer**	1	**$1**	Clears what you built, and rubble
	**Road**	2	**$10**	Connects zones; over water a bridge
	**Power line**	3	**$5**	Carries power from the plants
	**Park**	4	**$50**	Makes the land around it more valuable
	**Residential**	5	**$100**	Homes: people move in
	**Commercial**	6	**$100**	Shops and offices
	**Industrial**	7	**$100**	Factories: jobs, but also smoke
	**Police station**	8	**$500**	Holds crime down around it
	**Fire station**	9	**$500**	Fires spread less nearby
	**Stadium**		**$3,000**	Needs power; needed above 1,200 people
	**Power plant**		**$3,000**	Powers up to 60 zone squares
	**Nuclear plant**		**$5,000**	Powers up to 150 zone squares
	**Seaport**		**$5,000**	Built by water; needs power; big industry needs one
	**Airport**		**$10,000**	Needs power; big commerce needs one

	**Rail**	**$20**	Connects zones; takes traffic off the roads
	**Hospital**	**$1,000**	Health care; needed above 2,000 people
	**School**	**$800**	Education; needed above 3,000 people
	**Query**		Click a square: what it is, how it's doing

Dragging

Roads, power lines, rail, zones and parks can be dragged: hold the button down and move the mouse, and every square along the way is built, however fast you move. Hold **Shift** to keep the line straight along the row or column you started in.

Big buildings

Power plants, stations, the stadium, the seaport and the airport are two squares wide and two high. They go with their top-left corner where you click, and the frame around the cursor grows to show the four squares they will take. The bulldozer clears a big building all at once.

Bridges and crossings

Drag a road or a power line from the land out over the water, and each water square becomes a bridge. Rail goes under any lake or river as a **tunnel**, shown as dashes on the water. Bridges and tunnels cost four times as much; tunnels must run straight, and trains go through them out of sight. The bulldozer turns either back into water. Lay rail across a straight road, or a road across straight rail, and you get a level crossing; a power line across a straight road or rail passes over it.

The query tool

Pick the **?** and click any square: a window tells you what is there (a zone and its level, a road, a building), how valuable the land is, how much pollution, crime and traffic there is, and whether it has power. A click or a key closes it.

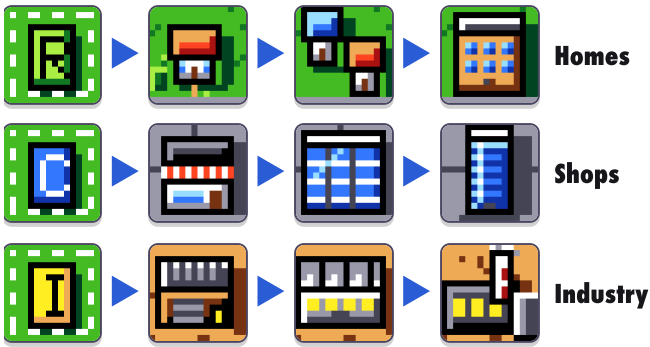
> **MAYOR'S TIP**
> Bulldoze rubble before you build there again: at $1 a square, the cheapest tool you have.

6 CHAPTER SIX
How Your City Grows

Your citizens decide for themselves where to live, shop and work. Your job is to give them good reasons.

Zones grow

A zone starts as an empty lot. With power, a road nearby and people who want it, it grows in three steps:



A zone that loses its power, or the people's interest, shrinks again.

Keep it in balance

Homes need jobs, in shops and factories. Shops need customers. Factories need workers. A town of homes alone soon stops growing, so build all three. The R C I bars show what's wanted.

Land value

Water, trees and parks nearby, and being close to the city's centre, make land valuable. Pollution, crime and traffic make it cheap. The tallest homes and shops only grow on valuable land, and cheap land breeds crime. Use V to see land value on the map.

Traffic

Every zone sends trips onto the roads around it. Watch the commuters: cars leave the homes for the nearest factories or shops, and drive home again from work, each one taking the shortest way along the roads. The busier the roads, the more cars you see. Traffic adds pollution and lowers the land value nearby; more roads spread it out. Homes dislike traffic; shops like a little of it.



MAYOR'S TIP
No cars leaving a street of homes? Its roads lead nowhere: join them to the roads where the jobs are.

Pollution and crime

Pollution comes from factories, power plants, seaports, airports and traffic. Crime grows in homes, in shops and on cheap land; police stations keep it down. Both spread to the neighbourhood around them.

Big cities need more

Above 1,200 people your citizens want a **stadium**, above 2,000 a **hospital** and above 3,000 a **school**. Large commerce needs an **airport**, and large industry needs a **seaport** to sell abroad. Until you build them, that part of the city stops growing, and a message tells you what's missing.

Hospitals, schools and rail

Hospitals and schools reach the blocks around them, like police and fire stations; land they reach is worth more, so the homes and shops there grow taller. All four need power, and so do stadiums, seaports and airports: without it a building shows a yellow bolt and does nothing (a hospital or school without power doesn't count, so homes stop growing again), so run a power line to it. **Rail** connects zones just as a road does, and each square of it takes traffic off the roads nearby, without any cars. Trains run along it, round the curves and through the crossings, and turn back where a line ends.



MAYOR'S TIP
Put a park or two between your factories and your homes. Parks raise the land value, and the homes there grow taller.

7 CHAPTER SEVEN
Money and the Budget

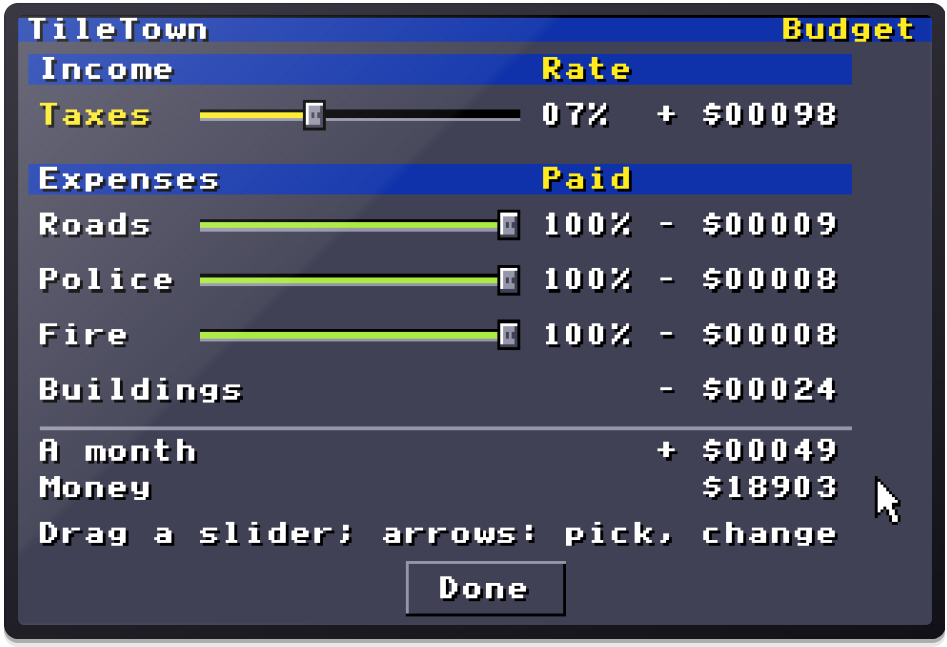
Taxes

At the end of each month your zones pay their taxes. The tax rate goes from 0 to 20%; press + and − to change it, or use the budget. **7% is neutral.** Higher taxes bring in more money but slow the city's growth; lower taxes speed it up.

Upkeep

Each month the city also pays to keep things running: roads and power lines cost $1 for every eight squares (a bridge counts as four), and power plants, stations and the other big buildings cost $8 each.

The budget screen



The budget. Drag a slider's knob, or click its track.

Press **B** (or choose **Budget** from the City menu) to see what comes in and what goes out. Under **Income** is the tax rate with the taxes it brings in; under **Expenses**, the roads, police, fire and the other buildings. There's a slider for the tax rate and one each for how much of the roads, police and fire upkeep you pay, from 0 to 100%. Drag a knob, click a track, or use the arrow keys. **Done** or **Esc** takes you back.

PAYING LESS

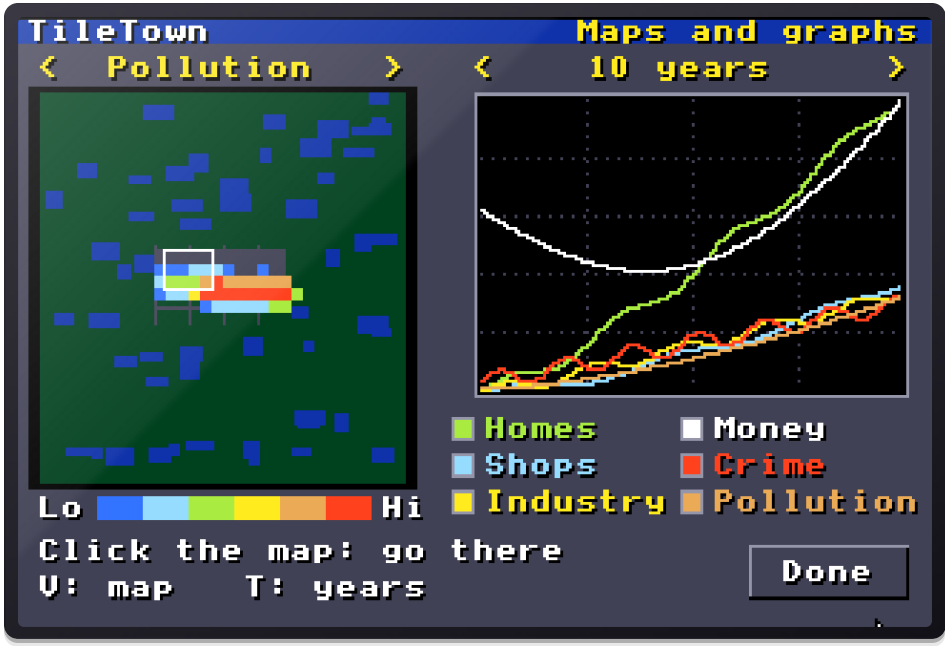
Paying less than 100% saves money, but roads that aren't kept up crumble to rubble, and the police and fire stations do that much less: crime grows and fires spread.



MAYOR'S TIP

Short of money? Lower the tax a little rather than raising it: a growing city pays more taxes in the end. And don't build roads nobody uses.

8 CHAPTER EIGHT
Maps and Graphs



Maps and graphs. A heat map on the left, the city's history on the right.

Press O (or choose **Maps and graphs** from the City menu) to see the whole city on one screen.

The map

Choose what the map shows with the arrows above it, V or the arrow keys: the city as it is, or a heat map of **pollution, crime, land value, traffic, police, fire cover, health care, schools, population** or **power**, from blue (low) to red (high). Click anywhere on the map to jump there.

The graphs

On the right are graphs of **homes, shops, industry, money, crime** and **pollution** over the last 10 or 100 years. Switch between them with the arrows above the

graphs or T. Click a line's box, or press 1 to 6, to show or hide it. **Done** or Esc takes you back to the city.

On the city itself

Press V while building to see pollution, crime, land value or traffic right on the city view. Press it again to go to the next, and once more to turn it off.



MAYOR'S TIP

Check the crime map before you build a police station: put it where the red is.

9 CHAPTER NINE
Disasters

Every mayor's nightmare. In TileTown, they come in five kinds.



Tornado!



Meltdown!

DISASTER	KEY	WHAT HAPPENS
Fire	F	Spreads to trees, buildings and power lines until it burns out. A fire station nearby slows it down.
Flood	W	The water rises over the land beside a lake, then drains away.
Tornado	T	Wanders through the city, wrecking whatever it passes. Bridges fall into the water.
Earthquake	E	Knocks buildings round the city's centre to rubble and starts fires. The screen's border flashes red.
Meltdown	menu	Your nuclear plant catches fire and leaves radiation around it. Nothing can be built there until it fades away, years later.

You can start any disaster yourself from the **Disasters** menu or with its key. They also happen now and then by themselves (half as often on easy, twice as often on hard); choose **No disasters** at the bottom of the Disasters menu (or press D) to turn that off; it shows a tick while they are off, and the same again turns them back on. Your choice is saved with the city. When a disaster strikes, an alarm sounds and a message appears: press G to go straight there. Fire stations pay for themselves the first time a fire breaks out: spread them through the city, and fund them fully.

10 CHAPTER TEN
Goals and Milestones

Goals

Want a challenge? On the map chooser, press ↑ and ↓ to pick a goal. When your city starts, a message explains it. At each new year the game checks how you're doing, and tells you when you've won or when time is up. Either way, you can keep playing. A goal brings its own money; the level you picked still sets the disasters and the taxes.

GOAL	MONEY	TO WIN	TIME
Boomtown	**$20,000**	10,000 people	10 years
Shoestring	**$5,000**	2,000 people	5 years
Clean air	**$20,000**	5,000 people, pollution under 20%	15 years
Safe streets	**$20,000**	5,000 people, crime under 15%	15 years
Rich town	**$20,000**	$50,000 in the bank	20 years

Milestones

When your population first reaches **2,000**, your village becomes a **town**. At **10,000** it's a **city**, at **25,000** a **capital**, and at **50,000** a **metropolis**. Each time, a message congratulates you.

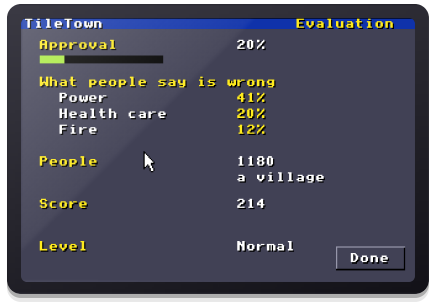


A town at last!

Your advisers

Every other month your advisers name the city's biggest problem on the status line: *money running low, zones that need power, a hospital or a school, crime, pollution, traffic jams, crumbling roads* or *taxes that are too high*. When all is well, they tell you what people want built.

The city evaluation



How the mayor is doing.

Press A (or choose **Evaluation** from the City menu) to see your approval rating, the three things people complain about most, how many people live in the city and what it is (a village, a town, a city, a capital or a metropolis), and the city's score out of 1,000, with how it changed since the new year.

11 CHAPTER ELEVEN
Saving and Loading



The save screen. Eight slots, each with the city's name, map, date and money.

Saving a city

Press **S** (or choose **Save city** from the City menu). Pick a slot from 1 to 8 with its number or a click, type a name of up to 15 letters (or keep the map's name) and press **Return**. If the slot already holds a city, TileTown asks before replacing it. Saving takes about ten seconds on a 3.5-inch disk.

Loading a city

Press **L** in the game or on the map chooser, and pick a city from the list. Its history comes back with it, for the graphs.

GOOD TO KNOW
Fires and floods aren't saved: a burning building comes back as rubble, flooded land as grass. Your cities are saved on the disk you play from, so don't play from a write-protected disk.

Leaving TileTown

Choose **Quit** from the City menu, or press Q. TileTown asks first (a city you haven't saved is lost), then returns you to ProDOS. To start over on a new map instead, press N twice.

12 CHAPTER TWELVE
Quick Reference

The mouse

Pick a tool in the toolbox, then click or drag on the map. Rest on a button for its name and price. The pointer at a screen edge scrolls the city. Press a menu's name for its menu.

Keys

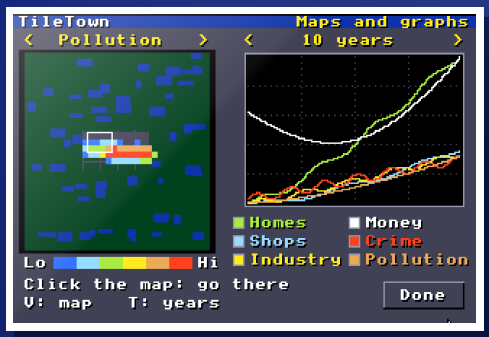
1–9	Bulldozer, road, power line, park, homes, shops, industry, police, fire
← → ↑ ↓	Scroll the map
+ −	Taxes up, down
B	The budget
O	Maps and graphs
V	Pollution, crime, land value, traffic on the map
P	Pause, and play again
I	The city view or the map from above
Shift	Held while dragging: a straight line
< >	Slower, faster
S L	Save, load a city
N N	A new city
F W T E	Fire, flood, tornado, earthquake
G	Go to the last disaster
D M	Disasters, music on or off
A	The city evaluation
H Q	Help, quit

The menus

City	New city, Load city, Save city, Budget, Maps and graphs, Evaluation, Help, Quit
Options	Pause, Slow, Normal, Fast, Music, Settings
Disasters	Fire, Flood, Tornado, Earthquake, Meltdown, Go to disaster, No disasters

You're the mayor. Now build the city.

TileTown 2 puts a whole city on your Apple IIgs, in 3D: its roads, its power, its people and its problems. Zone homes, shops and industry, balance the budget, fight crime and pollution, and survive whatever nature throws at you.









- 16 maps to build on
- 17 things to build, with rail
- Traffic, land value, pollution, crime
- Heat maps and 100 years of graphs
- 5 disasters, 5 goals, 3 levels
- Milestones and advice
- An isometric city that moves: smoke, water, traffic
- Super Hi-Res graphics
- Ensoniq sound and music

REQUIRES

Apple IIgs · 8 MB memory · accelerator (8–16 MHz) · 3.5" drive · mouse recommended