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## Metropolismania 2 guide

Did you play Metropolismania 2? We encourage you to read our Privacy Policy and Cookie Policy. METROPOLISMANIA FAQ 2-20-03 Version 1.4 by Black Laduke and Venom Vampire this document are COPYRIGHT 2003 P. and J. Townley All rights reserve this FAO available in and cannot be copied or reproduced in any way without the written permission of the authors. ANY EDITING OR ADDITION PLEASE EMAIL: darkladuke@hotmail.com Isthmus version: 2/14/03; VERSION 1.0 - First version of FAO 2/16/03; VERSION 1.2 - First version to be submitted in gamefaqs.com. More details about card scenarios and sync and add to either/section) 2/18/03; VERSION 1.3 - Clean up formatting and added to Riddles and either/or sections. Save to Rich Text format. 2/19/03; VERSION 1.4 - Submit to cheatcodes.com and ign.com METROPOLISMANIA GENRE: SIM / MANUFACTURING STRATEGY: Na (RELEASE DATE: October 2002 PLATFORM: PlayStation 2 ---- INDEX ---- I. Introduction II. The Gameplay metropolis. Basic control b. Save your AFC games. Basic screen gameplay d. Outlook. For starters: A. General purpose b. Your c boss. Your d. Standard Dedication Equipment. Stocking up f. Don't forget to eat g. Resigning IV. Goal 1: Build your city a. Core Strategy b. Call your town and the CFC mail office. Decorate your street V. Goal 2: One building relationship. Overview b. Building Relationship Strategies. Either Or d. Gossiping and. Give your i gift. Introducing new cog people. Resolve complaint RG. Refuse and organize my complaint Anger Level j. K Evictions. Topics in Conversation with Citizen Type 1. 2 Riddle Man 2. Women 3. Businessman 4. Seniors 5. Baby 6. Youngest 7 children. Teenager 8. Nerdy people. 9. Farmer 10. Cave people 11. Aliens 12. Resident Sleep VI. Walkthrough and Tips to complete their scenario. Approximately b. Scenario One c. Scenario De d. Scenario Three e. Scenario Card Scenario g. Beyond VII. Appendix A. Complaint/Application Color b. Subject Gossip c. Riddles with Ad Answers. Either/ or choice ----- I. ----- the main purpose of METROPOLISMANIA is to build a city of your own design from a number of applicants who want to live in your city. You can also name your city and yourself as the Metropolis Maker, the grand poobah of urban planner. There are five different levels, each with a specific goal. There are more than 200 different buildings and businesses to choose from the game, with an unlimited number of potential residents and plenty of room to move them in. Each of the five scenarios has its own specific goals and urban issues, which are addressed in the individual markets below. The game is of its own kind in real time as a 24-hour clock used. However time passes faster than real and the hours at midnight until 6am than not even faster because usually not much goes on then). The time spent (shown on a clock in the upper right hand corner of the screen) is also reflected by changes in the weather and seasons. You might think of METROPOLISMANIA as a cross between the Sims, Sim City and the Tycoon games (Roller Coaster, Zoo, Mall, etc.), and a little bit of every genre style tossed in the mix. ----- II. METROPOLISMANIA GAMEPLAY ----- A. BASIC CONTROL ----- Function L button or directional button move your metropolismaker L1 or L2 Button Change Outlook button Circle button pop up Square Button, Square Button Setup, Items and Save X Buttons Confirm and Enter command choose Pauses button / Save ----- b. SAVING YOUR game (Note: You must have ----- Playstation 2 memory card with about 1000 KB of space in order to save your game.) Besides using the Select button, you can also save your game by pressing the SQUARE button, selecting the laptop computer icon and pressing the X button. There you have the option of Resume, Save and Leave. ----- c. BASIC SCREEN GAMEPLAY ----- the top of the basic screen contains the following information (from left to right) a. Month and Year c. Your city's population d. YOUR AP (approval rate) ----- d. PERSPECTIVE ----- You are given your choice of four different views of the game: First person, Behind the back, 3/4 view and view the bird. The 3/4 view gives you the overall outlook of the game as you play, although it's cool to use first person view now and then just to see the remarkable detail of your various homes and businesses. ----- III. GETTING STARTED ----- A GENERAL PURPOSE ----- the main goal of Metropolis is to develop relationships with building cities. Doing one is dependent on doing the other and learning how to develop important relationships through success in completing this game. As you make friends, they will introduce you to others who will want to build their homes and businesses in your city. ----- Your boss ----- the first person you'll meet when you start the game will be your boss. It will give you your goals for the next scenario and any other information relevant to the level. It will also call you during several steps to give you updates, encouragement, give you the check and tell you generally how you are doing. ----- c. Your salary ----- you start cutting the game with \$5,000. Every six months you are to give you the check on your paycheck. When he gives you your payment check will give you a review of how you are doing. If you're doing well (high ratio of new people vs. complaints being resolved vs. those left), your boss can choose to give you an increase. The money you receive can be purchased for items as well as improvements. d. STANDARD EQUIPMENT ----- the standard equipment is what you need to start the game. At the beginning of the game you are giving the following: A yellow u-boat (which will be the object of ridiculous from your residents), a port, with which you can call residents to help you build your city. You will also receive a laptop computer (to do your game). You will also be able to build the specific building order required to build the buildings in their respective categories. ----- a. STOCKING ----- the first step is to start stocking. At the beginning of the game you are giving the following: A GPS system (showing a map of the city and the location of complaints, such as flashing points) from an Electronic Store. A notepad (keeping track of various complaints) from a stationary store. ----- b. TOWNSCAPE ----- (keep track of your friends and business), from a bookstore. Generally, you'll usually find a book store right away and the other three comes quickly. The GPS system is \$1,000 so make sure to hang on enough money to buy it. ----- c. DON'T FORGET TO EAT ----- Have a strength meter on the main game screen pop up menu. The bar shows how much strength you have. The stronger master complex, the faster you can maneuver in your city. You can build your strength meter by eating, either at restaurants or anything else buying food from jokers and eating them out of your grocery bag. Buying food will raise your relationship level too. You need to eat a lot to maintain your strength and you can periodically see the message Somewhat hungry if you haven't eaten during a game day. It is a good reminder to check your strength meter now and then. ----- d. RESIGNING ----- once you reach your goals for a scenario, the boss of your job will ask if you want to resigned. It will give you a resignation letter, which will be available from your sub-menu, and you can use it anytime. However, you will not be able to resign if you have applications pending. Also, before you resigned, it is a good idea to continue building up your Town Page and get as many phone numbers as possible which will make the scenario easier. Once you are ready, click on the letter of resignation and your boss will confirm your resignation. After resigned you will have one more day to say farewell to all your friends and best friends, who will gather on the streets of your city in honor of you. ----- e. SCENARIO STRATEGY ----- 1. Start your game by lying down there are some basic routes in which to place your building, using your magic chalk. You'll only be able to route north-south and east-west, no diagonal routes can be created. Don't lie down too many routes at the beginning or else the AI of the game will begin to automatically place your studies (from the pending applications) along the routes if you don't, and noticeably where you want them. Put the buildings quickly and in the right place is important. Don't take too long, but make sure you have a general plan for where buildings are going. If the AI is set to a home, and the application is still in the Process step, you can move it if you quickly click on the application on the same menu. You then can move the building where you want it to. Be sure to put your home directly on a road, or other remaining people will complain about it, too. 3. Let yourself a substantial amount of rooms between your buildings first. By trying and jam them all in one area, they will begin complaining about the noise eventually moving out and down your acceptance level. Homes and apartments must be more than 5 spaces away from a road. 5. Like the same packed offices and apartment-sized buildings can be stacked 4 secondary. This is especially useful in the later stages of the game when you are pressed for space. 6. You can also place buildings and roads, as long as they are within the limits of your city. 7. Try and create a mix of houses, businesses, restaurants, schools, gas stations and police stations throughout the city. If you can maintain a balanced stack of 3 secondary: building 2 wide sections can be stacked 4 secondary. This is especially useful in the later stages of the game when you are pressed for space. 6. 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