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Subject: Re: SC2

Posted by [Dover](#) on Fri, 13 Nov 2009 17:56:49 GMT

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nikki6ixx wrote on Fri, 13 November 2009 09:54Dover wrote on Fri, 13 November 2009 10:22GEORGE ZIMMER wrote on Fri, 13 November 2009 08:09I actually kinda wish they WOULD make more Sim City games, but they went down the same road as C&C did :[

Sim City 4 really pretty good. It's only limiting factor was sometimes things like traffic calculation would get screwy, but that's more to keep CPU usage reasonable than anything else.

There was a huge patch done by a group of volunteers that fixed many of the traffic routing problems.

However, SimCity 4 kinda sucked because it required so much micr-management that I didn't have the patience for.

I'm aware of those patches, but besides fixing the traffic issues they also murder my CPU, which make me regret ever downloading them.

And I'm pretty sure there are some in-game workarounds to some of the micromanagements (Like reducing bloated school budgets globally as opposed to setting it school by school).

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