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Goal

● You can play ProjectBrasil in two different ways: having to be re-elected every four years to keep on playing; or playing without any particular goal (it means forever).
● If you don't want to need to be re-elected to keep on playing, turn off the 'Allow election every 4 year' item at the 'Game' menu. Then you'll be a dictator, and won't need to care about your popularity.
● If you want to govern your city in a democracy, you'll need to have at least 50% of popularity at the end of the fourth year of your 4-year government. If people don't re-elect you, the game will be stopped and you won't be able to keep on governing the same city - you won't be able not even to save the current city!

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Menu description

Game Menu
● **New city:** Starts a new city with a 40x40 board size.
● **Open city:** Opens a city previously saved.
● **Save city:** Saves the current city allowing you to keep on playing on it later. You can save a city with long names and spaces. This option is only for <u>registered users</u>.
● **Allow election every 4 years:** When this option is turned on, you have to be re-elected every 4 years to keep on playing. To be re-elected, you'll need to have at least 50% of popularity at the end of the fourth year of your 4-year government.
● **Coastal city:** Every time a new city is created, ProjectBrasil checks this option. If it's turned on, your city will be placed beside the sea. The sea will be at the south of your city (use the scroll bars to view it). You'll be able to build sea ports increasing the collected taxes.
● **Time goes by:** In this menu you'll be able to choose if you want the time to go by season by season (3 months) or year by year. You'll also be able to choose if you want or not the budget to be shown when you pass the time.
● **Level:** Turns the people more or less demanding, making your re-election harder or easier. The initial cash of your government also varies (Beginner: D$600, Standard: D$400, Advanced: D$200). In this menu you're also able to allow floods in your city.
● **Goal:** Shows the cash and the population of your city in the beginning of your current government. The increase of your cash and population is one of the main factors which influences your popularity.
● **The Top Ten:** Shows the high scores (years in government).
● **ProjectBrasil em Português:** Shows Brazilians users how to download a Portuguese version of ProjectBrasil.
● **Help:** This file.
● **About ProjectBrasil 2000:** Shows the version number of this software.
● **Exit:** Closes ProjectBrasil 2000.

Tools Menu
● **Delimiting areas:** Allows you to delimit residential, commercial and industrial areas..
● **Roads:** Builds roads. The first road must be placed in the west (left) or north (top) of you city, in order of being connected to neighbour cities. Note: If you want to asphalt a road already paved with paving stones, remove them first. When removing them, you'll be stocking them (Paving Stones Credit). Later when you want to pave a road with paving stones, you can use the stocked ones.
● **Basic:** Allows you to build water pumps, power lines and port units. A water pump is needed every 20 built blocks.
● **Public utilities:** Allows you to offer utilities to people, as parks, schools, the City Hall, nurseries, police departments, bus depots and hospitals.
● **Ecology:** Allows you to plant trees (to soften the pollution) and pollution gauges. Right-button clicking a tree you'll know the deforestation rate of you city. And right-button clicking a pollution gauge, you'll know the pollution rate in a <u>range of 3 blocks</u>.
● **Demolish and clean:** Destroies (and cleans) built blocks.
● **Toolbar:** Opens the toolbar. Note: If you want to remove the toolbar status line, click the < symbol at the left side of the toolbar.

- **QuickInfo:** Allows a quick info view about something in your city.

View Menu
- **Normal:** Normal view.
- **Zones:** Shows the residential, commercial and industrial areas of your city.
- **Population Density:** Shows the population density in the residential areas.   The darker the red the more the population density.

 Passes the time. You can also pass the time pressing CTRL+P.

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Hot Hint: Don't build anything (such as water pumps, schools, hospitals, etc) if ProjectBrasil doesn't ask you for (showing you a <u>dialog box</u>). If ProjectBrasil doesn't ask you for it's because you don't need to.

Raising your popularity

One of the main factors that influences your popularity, in ProjectBrasil 2000, is the increasing of the cash and population of you city during your current 4-year government. To view what was the cash and population in the beginning of the current government, click the menu 'Game->Goal'.

Only during your first 4-year government you won't need to increase your cash. Your initial cash depends on the level. You can change the level -- menu 'Game->Level' -- to Beginner, Standard and Advanced, and get a D$600, D$400 or D$200 initial cash. Borrowing money from the bank is automatic, but you can't borrow more than D$1000 if you want to be re-elected.

The lack of something ProjectBrasil asks you for building (such as schools, nurseries, hospitals, etc) reduces your popularity.

Be careful with the deforestation rate, because it can also reduce your popularity. To check the current deforestation rate, right-button click a tree.

The pollution is also something people don't like. The quality of the air depends on the amount of trees, the traffic (inhabitants / streets) and the amount of factories. You can measure the pollution with a pollution gauge, available in the toolbar. After building one, right-button click it to know the quality of the air in that place. The pollution gauge range is 3 blocks (48 blocks).
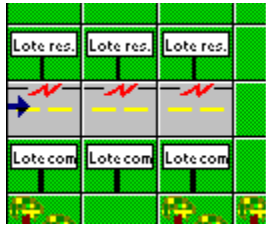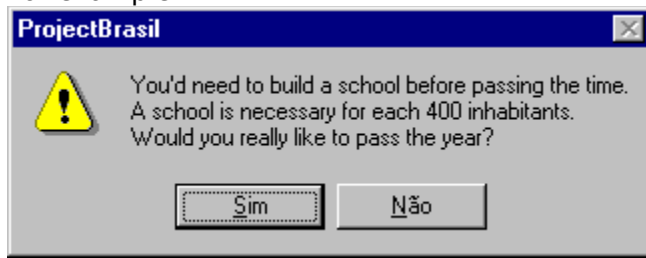
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Starting a game

To start a game, click the menu 'Game->New city'. If you want your city to be placed beside the sea, turn on the option 'Game->Coastal city' <u>before</u> starting the game. The sea will be in the south (bottom) of your city. To view it, use the scroll bars.

To obtain information about anything in your city, right-button click a block.

Try to start, <u>for example</u>, building a little road (such as 4 asphalt blocks) and delimt residential and commercial areas right next to them, because nothing will be built if it's not beside a road.

To build something, click an item in the toolbar. Then click a block in the game board. If you want to build in more than one block at the same time, use the drag'n'drop feature. Click the initial block, keep the mouse button pressed and drop it over the final block.

Don't forget to supply the road with <u>power lines</u>, otherwise only low income houses will be built.

You can pass the time either click the button in the menubar or pressing CTRL+P. The time is passed season by season (3 months) or year by year depending on what's selected in the 'Game->Time goes by' menu.

Keep in mind that residential areas increase your population and commercial areas increase your cash. Try to balance the use of them.

The commerce only will grow if there's people to buy. Some kind of business (banks, supermarkets, shops, gas stations, hotels, restaurants, small markets, office buildings, shoppings centers, cinemas and theaters) will grow depending on the population, the competition in its specific segment, and the distance from residential areas.

Shoppings Centers need 3 commercial lots horizontally joined for being built.

When passing the time for the first time, ProjectBrasil will ask you for building a water pump, right next to a lake. Place it thinking of the future (and growth) of your city.

Try not to build a big city in few years. Think as the mayors usually do: the goal is to be re-elected. If you build a big city in few years, it will be hard to keep on growing it.
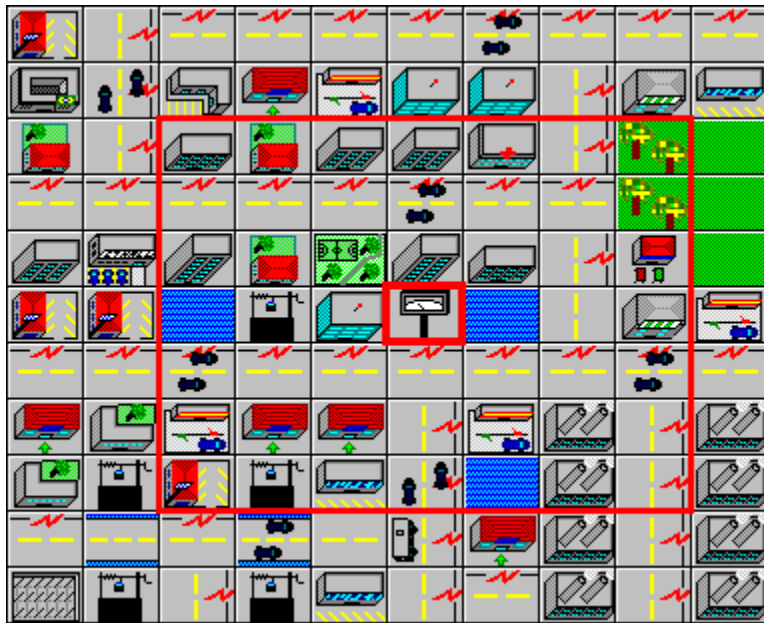
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| Lote res. | Lote res. | Lote res. | |
| Lote com | Lote com | Lote com | |

For example:

ProjectBrasil

⚠ You'd need to build a school before passing the time.
A school is necessary for each 400 inhabitants.
Would you really like to pass the year?

[Sim] [Não]

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Contacting SiliconAction

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For any information about ProjectBrasil 2000 or SiliconAction, please use the following Internet addresses.

- E-mail: **info@siliconaction.com.br**
- WWW: **http://www.siliconaction.com.br**

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ProjectBrasil 2000 is shareware!
You may use this program 30 days free as a trial.
After that time you are expected to either register this program, or remove it from your computer.

Registration fee: US$ 15
You may register either online using your credit card (SSL),
or with an Internation Postal Order (IPO).

What registering will get you:
- The right to use it after the evaluation period (30 days).
- A registration code which will remove the occasional shareware reminder windows.
- All future versions TOTALLY free.

To register:
- E-mail: **registros@siliconaction.com.br**
- WWW: **http://www.siliconaction.com.br**

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