

# Simulation mods

Mod list for mods that change the simulation of the game. These mods have a big impact on how the game is played

- Traffic Manager: President Edition
- Realistic Population Revisited
- Lifecycle Rebalance Revisited
- Improved Public Transport 2
- Empty it!
- Optimised Outside Connections
- Rebalanced Industries
- More Effective Transfer Manager
- Customize It Extended
- Difficulty Tuning
- Bulldoze It!
- Real Time
- 81 Tiles

# Traffic Manager: President Edition

## Description

This mod massively improves the vehicle simulation. This mod is an absolute necessity to any Cities: Skylines player.

It also provides many features and tools. For example you can create roundabouts with vehicles yielding, creating timed traffic lights (as well as disabling/enabling traffic lights at all for each intersection), lane selection, disabling citizen "pocket-cars" (cars must be parked) and much more.

## Notes

## Configuration

The below settings are configured for a realistic acting vehicle AI.

General

Gameplay

Policies

Overlays

Maintenance

Keybinds

Select language:

Game language

- Lock main menu button position
- Lock main menu position

User interface scale:

Slider

Window opacity:

Slider

Overlay transparency:

Slider

- Enable tutorial messages
- Notify me if there is an unexpected mod conflict
- Scan for known incompatible mods on startup
  - Ignore disabled mods
- Display speed limits as MPH instead of km/h

Theme for MPH road signs:

US signs

## Simulation

Simulation accuracy:

Very high

- Apply AI changes right away

General

Gameplay

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Keybinds

## Vehicle behavior

Reckless drivers percentage:

Rush Hour (5 %)

- Individual driving styles
- Road condition has a bigger impact on vehicle speed
- Disable despawning

## Advanced Vehicle AI

- Enable Advanced Vehicle AI

Dynamic lane selection:

## Parking AI

- Enable more realistic parking

## Public transport

- Prevent unnecessary transfers at public transport stations

General

Gameplay

Policies

Overlays

Maintenance

Keybinds

### At junctions

- Buses may ignore lane arrows
- Vehicles may enter blocked junctions
- Vehicles may do u-turns at junctions
- Vehicles may turn at red traffic lights
  - Also apply to left & right turns between one-way streets
- Vehicles going straight on may change lanes at junctions
- Vehicles follow priority rules at junctions with timed traffic lights
- Automatically add traffic lights if applicable

### On roads

Vehicle restrictions aggression:

Normal

- Ban private cars and trucks on bus lanes
- Enable highway specific lane merging/splitting rules
- Heavy vehicles prefer outer lanes on highways

### Roundabouts

- Pedestrians shall not cross to the center of roundabout
- Pedestrians shall not cross the roads approaching the roundabout
- Stay in lane inside the roundabout
- Stay in lane on the roads approaching the roundabout
- Allocate dedicated exit lanes

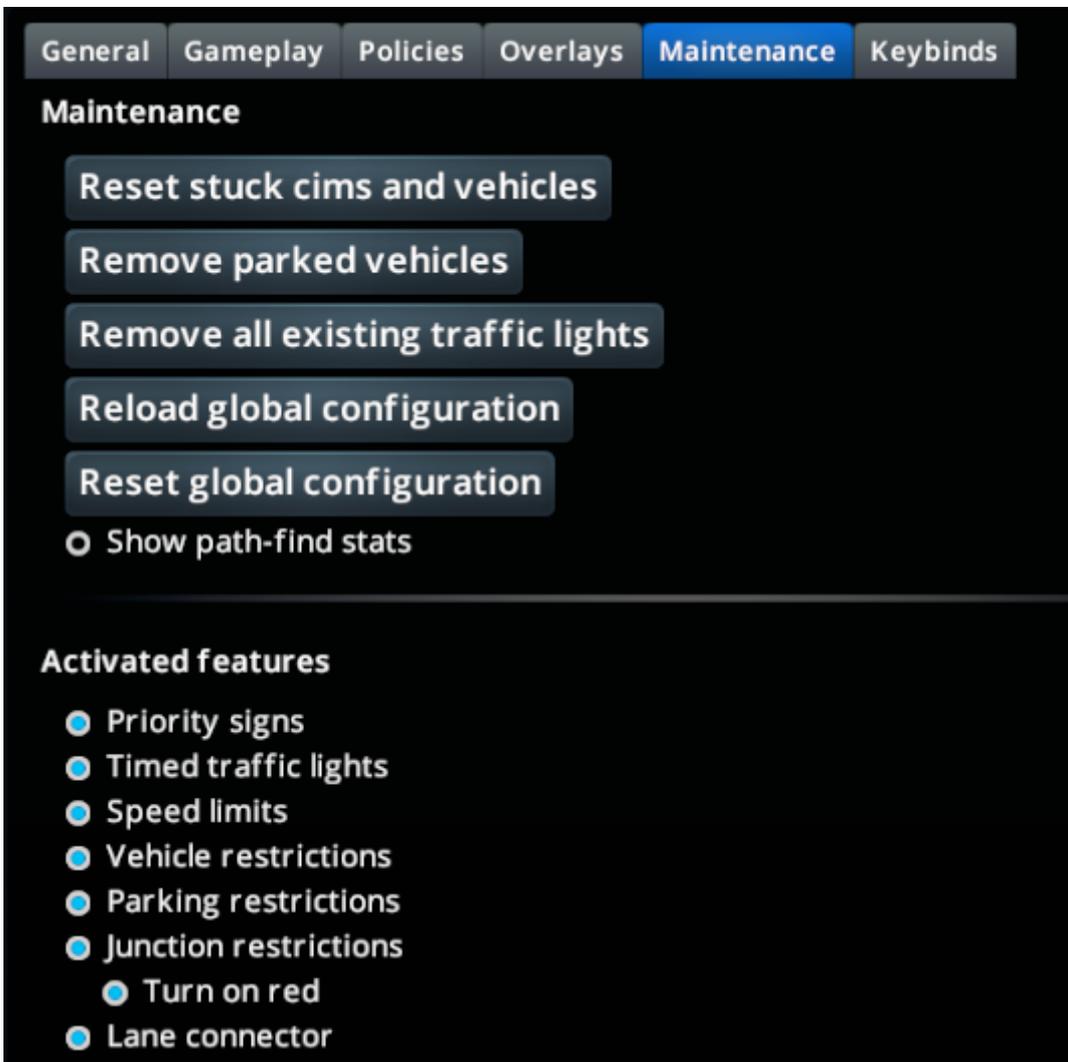
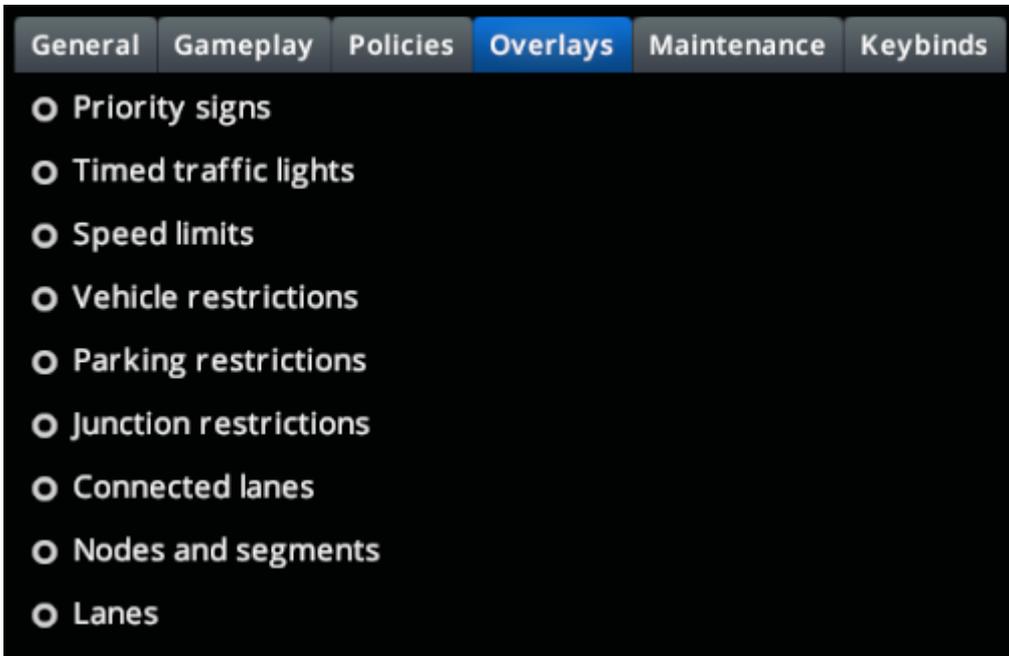
- Ban private cars and trucks on bus lanes
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### Roundabouts

- Pedestrians shall not cross to the center of roundabout
- Pedestrians shall not cross the roads approaching the roundabout
- Stay in lane inside the roundabout
- Stay in lane on the roads approaching the roundabout
- Allocate dedicated exit lanes
- Add priority signs on the roundabout junction
- Yielding vehicles keep clear of blocked roundabout
- Assign realistic speed limits to roundabouts
- Put parking ban inside roundabouts
- Put parking bans on roundabout branches

### Priority roads

- Allow pedestrian crossings on main road
- Allow cars to take far turn from/into main road (not recommended)
- Allow cars on yield road to enter blocked main road
- Use stop signs when entering main road



Keybinds you can set as you wish.

## Dependencies

None

## Links

Workshop: <https://steamcommunity.com/sharedfiles/filedetails/?id=1637663252>

# Realistic Population

## Revisited

### Description

Changes building's population levels to realistic values for that building. No more skyscrapers with only 10 households and suburbs having 4 in each house. Also changes employee counts for all buildings.

### Notes

Be careful with high density! Too much concentrated high density buildings will generate a lot of traffic and require good road layouts to support.

Be careful when adding this mod to an existing savegame as it changes consumption, traffic amount and city population a lot.

### Configuration

Default values are well balanced.

### Dependencies

### Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=2025147082>

# Lifecycle Rebalance

## Revisited

### Description

Changes citizen's lifespans to more realistic values. Also fixes death-waves that occurs in the vanilla game.

### Notes

Be careful when adding to an existing savegame.

### Configuration

Default values are well balanced.

### Dependencies

Harmony <https://steamcommunity.com/workshop/filedetails/?id=2040656402>

### Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=2027161563>

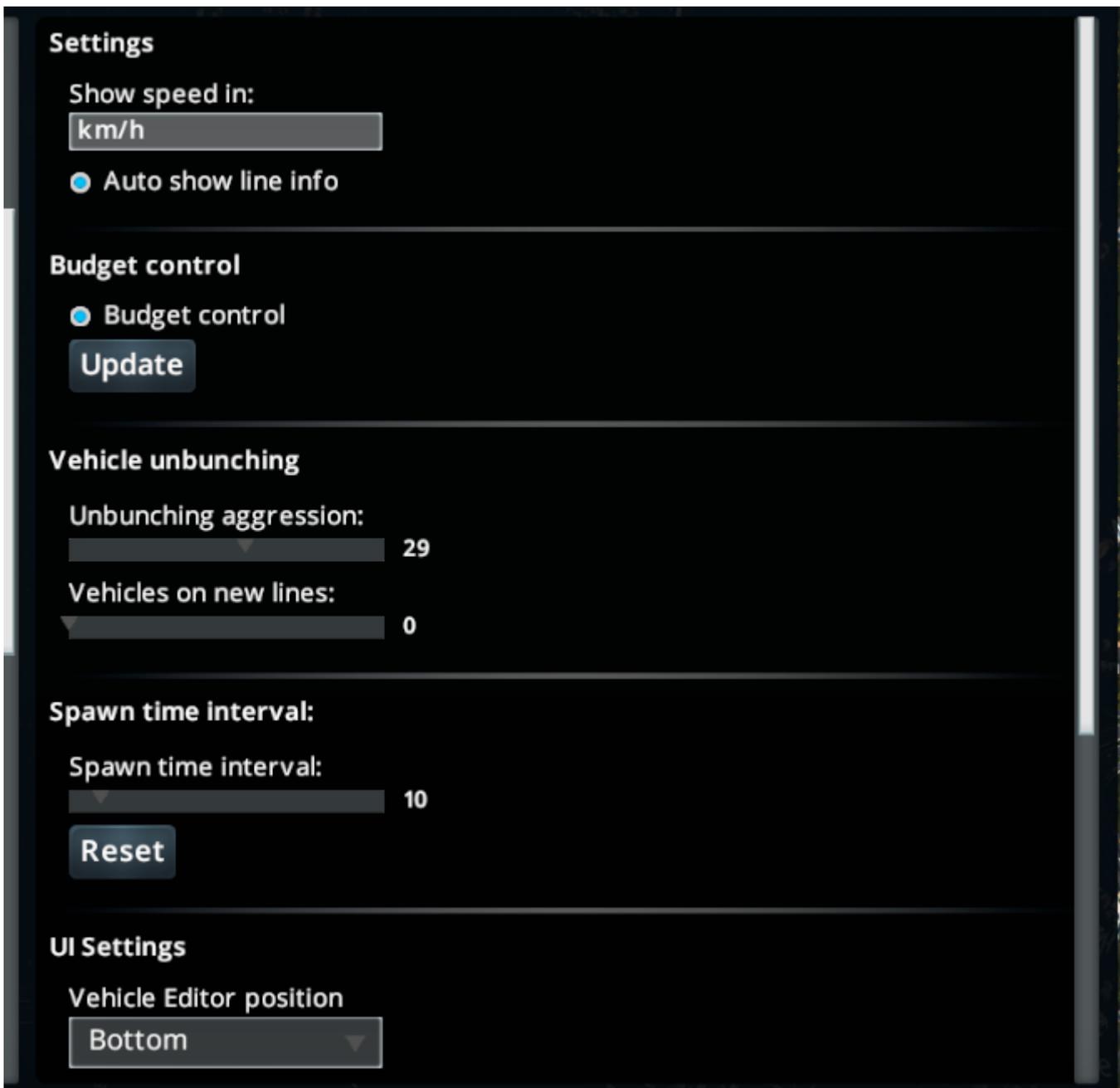
# Improved Public Transport 2

## Description

Improves public transport simulation with features such as unbunching, line colors and more.

## Notes

## Configuration



## Dependencies

None

## Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=928128676>

# Empty it!

## Description

Automatically empties full buildings.

## Notes

## Configuration

For larger cities might be necessary to set interval to 30 seconds.

## Dependencies

None

## Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=1661072176>

# Optimised Outside Connections

## Description

Reduces incoming planes, cruise ships and other importing vehicles to more realistic values.

## Notes

## Configuration

I found the following values to work well.

## Delay Spawning

How long to delay vehicles to wait for cargo before spawning compared to the default. Takes effect after a game restart. Recommended: 4x

Big Passenger Vehicles:

Cargo Trucks:

Cargo Planes:

Cargo Ships:

## Disable Dummy Traffic

Disable dummy vehicles that are just going from/to other cities (includes small vehicles like cars). Takes effect after a game restart.

- Road Traffic
- Trains
- Planes
- Ships

Compatibility Note: If you are using any other mod that affects dummy traffic, leave these unchecked and use the other mod's options.

## Dependencies

None

## Links

# Rebalanced Industries

## Description

Amongst other things, increases capacity of trucks so that your industrial areas have realistic amounts of traffic.

## Notes

## Configuration

Has no settings.

## Dependencies

Cities: Skylines - Industries DLC. If you don't have it, it's not needed.

## Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=1562650024>

# More Effective Transfer Manager

## Description

Improves AI of buyer/seller selection. Buildings will try to buy from buildings that are shorter distance. Buyer/seller also includes hospitals to buildings with sick citizens, firestation to building on fire and more. Does not affect garbage.

Must have for larger cities.

## Notes

## Configuration

Default configuration are good, but might consider reading wiki page to customize to your liking.  
<https://github.com/pcfantasy/MoreEffectiveTransfer/wiki/English-UG>

## Dependencies

Harmony <https://steamcommunity.com/workshop/filedetails/?id=2040656402>

## Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=1680840913>

# Customize It Extended

## Description

This mod is very important if you want to increase realism in your city. It allows you to rebalance building values to realistic values. This includes things like truck-count, range and more.

In the default game the way service ranges works is very weird. For example, in a medium real city (100k population) it is normal to have maybe one big hospital (and in some cases two), but vanilla Cities: Skylines' hospitals has very low range and therefore you have to place hospitals everywhere because citizens far away from a hospital will not be able to use it. In my opinion very unrealistic. Same goes for many large buildings such as high schools, universities and police headquarters.

## Notes

## Configuration

Of course you can change the values to whatever you feel is realistic, however this is my *suggested* configuration. Do note that extra assets also need their values updated if you have them.

File is too big to display, therefore it must be in file.

CustomizeIt-Extended.xml

Trucks are increased for some buildings.

File should be placed in `%localappdata%\Colossal Order\Cities_Skylines\CustomizeIt-Extended.xml`

## Dependencies

None

# Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=1806759255>

# Difficulty Tuning

## Description

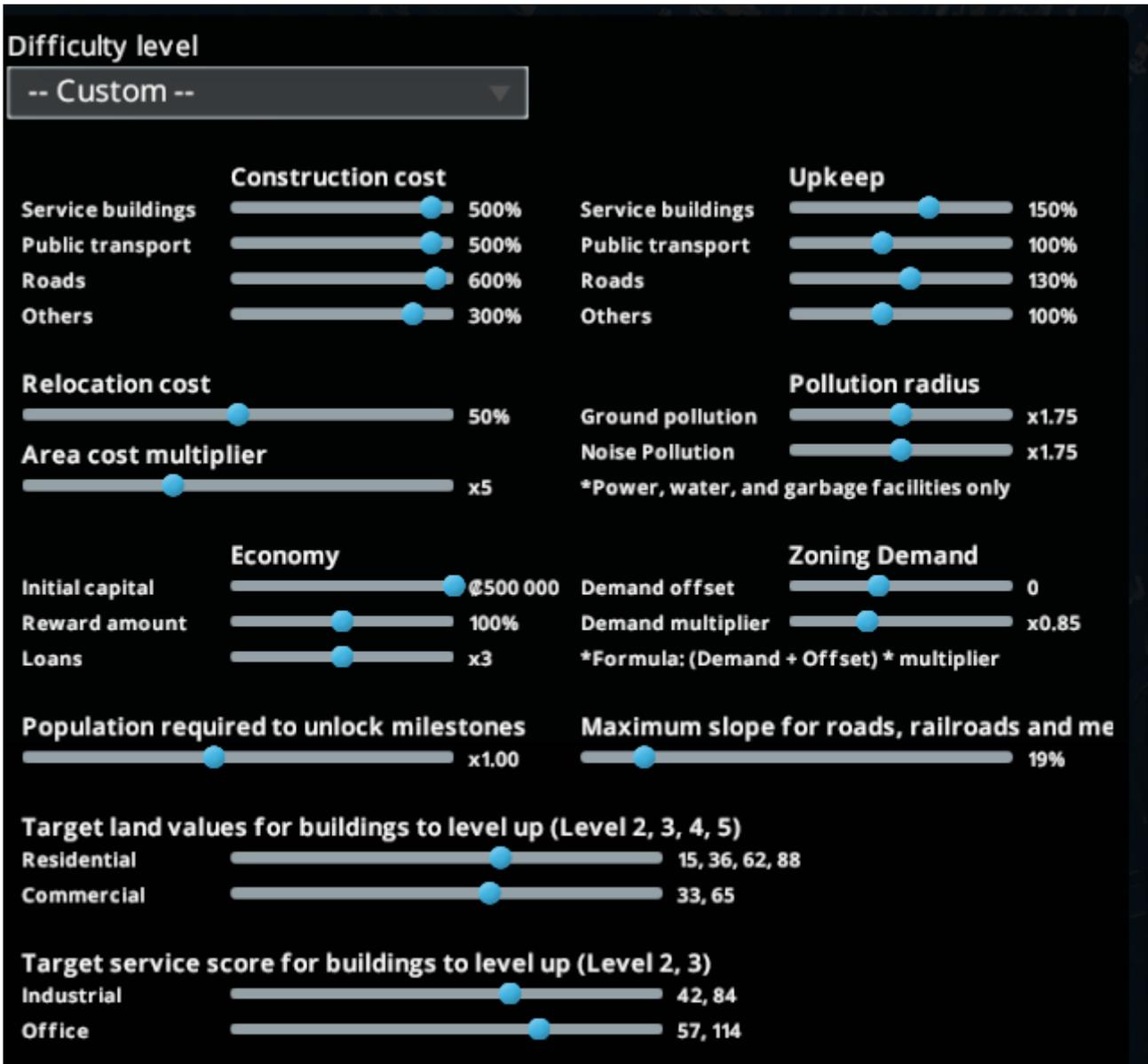
In Cities: Skylines vanilla I have always felt like the financial part of the game is way too easy. I feel like you **never** have to wait to get cash to expand the city and there is no challenge except at the very beginning of the game. You can build massive road projects such as bridges, tunnels with almost no real cost. You never need to think about building a hospital, because you have millions in the bank to spare. This mod fixes all of this by letting you increase the pricing for various things. The increased cost of starting the city means you will probably have to take out a loan to support it, which means there's finally a reason to use loans.

Whether or not you should use this mod depends heavily on what you want the gameplay to be like, but if you want a realistic experience where you have to think strategically about your city I heavily recommend it.

## Notes

## Configuration

During my configuration of this mod I wanted more cost to expanding the city so that I feel like the amount of cash actually means something. Often during my vanilla cities I have reached +\$50000/ingame-week (number shown next to cash-in-the-bank) profits and therefore I wanted the increase of cash to be a little bit slower ( $\sim +\$10000$ /ingame-week), which I believe this configuration does perfectly.



Explanation for values:

|                   |                   |  |
|-------------------|-------------------|--|
| Construction cost |                   |  |
|                   | Service Buildings | Building hospitals, schools, etc. should be EXPENSIVE!                                 |
|                   | Public Transport  | A new international airport costing \$10000?<br>Might as well be free. Increased a lot |
|                   | Roads             | The new interstate should be expensive, just like in real life.                        |
|                   | Others            | Parks etc don't have to be as expensive  |
| Relocation cost   |                   | Does not matter much, but does not have to be very expensive                           |

|  |                   |  |
|--|-------------------|--|
| Area cost multiplier                           |                   | Increased quite a bit. Does not matter if you use 81 Tiles mod (recommended).                                      |
| Economy  |                   |  |
|  | Initial capital   | Due to increased constructions costs this needs to be bumped high so that there is a chance to get the city going  |
|  | Reward amount     | Rewards from milestones unchanged  |
|  | Loans             | Loans can give more money than before  |
| Population required to unlock milestones       |                   | Unchanged  |
| Target land values/service score for buildings |                   | A bit more difficult to balance out increased service building ranges  |
| Upkeep   |                   |  |
|  | Service buildings | Running hospitals, police stations and firestations is expensive in real life. Increased slightly to reflect this. |
|  | Public transport  | Already quite balanced in vanilla  |
|  | Roads             | Roads need maintenance! Quite balanced in vanilla, but increased a little bit.                                     |
|  | Others            | Parks etc are not very expensive to run  |
| Pollution radius                               |                   | Increased slightly   |
| Noise pollution                                |                   | Increased slightly.  |
| Zoning Demand                                  |                   | Decreased slightly to make city grow slower. Can be changed to whatever you deem realistic (or fun).               |
| Maximum slope                                  |                   | Doesn't change anything because of Anarchy (recommended)   |

## Dependencies

None

## Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=519781146>

# Bulldoze It!

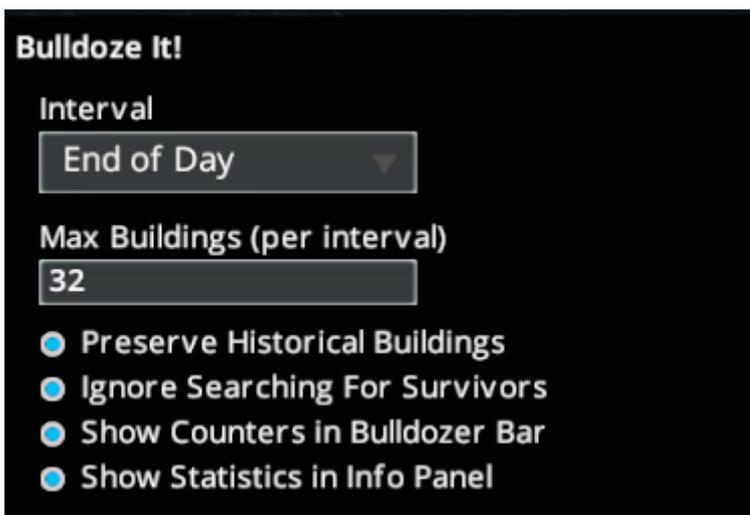
## Description

Automatically bulldozes abandoned and broken buildings. This is a very boring and tiresome job to do when the city becomes large, so this mod does it automatically.

Categorised as a simulation mod, because it changes what the game does automatically as part of the city simulation.

## Notes

## Configuration



## Dependencies

None

## Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=1627986403>

# Real Time

## Description

Completely changes the citizen daily-life simulation. Amongst other things makes the simulation realistic by implementing difference between night and day and also citizen aging speed.

## Notes

## Configuration

I have found these values to be reasonably balanced.

General Probabilities Events Time Tools

### Time options

Time speed (day) 4

Time speed (night) 5

- Dynamic day length
- Enable Weekends

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### Other options

Citizens simulation mode (real and virtual) Like in the vanilla game

- Better aging and birth rate
- Pause the building construction and upgrade at night time

Construction speed 50%

- Switch off building lights at night

Keep lights on for tall buildings 40

- Better traffic jam and public transport waiting behavior

General Probabilities Events Time Tools

Second shift workers 13%

Night shift workers 6%

Lunch probability 50%

Local shopping ratio 65%

Shopping for fun 15%

On-time ratio 67%

General Probabilities **Events** Time Tools

Enable custom events

|                        |                      |       |
|------------------------|----------------------|-------|
| Earliest weekday event | <input type="text"/> | 16:00 |
| Latest weekday event   | <input type="text"/> | 20:00 |
| Earliest weekend event | <input type="text"/> | 08:00 |
| Latest weekend event   | <input type="text"/> | 22:00 |

General Probabilities Events **Time** Tools

|  |                      |       |
|--|----------------------|-------|
| City wakes up                                      | <input type="text"/> | 06:00 |
| City goes to sleep                                 | <input type="text"/> | 22:00 |
| Work start hour                                    | <input type="text"/> | 08:00 |
| Work end hour                                      | <input type="text"/> | 17:00 |
| <input checked="" type="radio"/> Enable Lunch time |                      |       |
| Lunch begin hour                                   | <input type="text"/> | 12:00 |
| Lunch end hour                                     | <input type="text"/> | 13:00 |
| Max. Overtime                                      | <input type="text"/> | 2:30  |
| School start hour                                  | <input type="text"/> | 08:00 |
| School end hour                                    | <input type="text"/> | 14:00 |
| Maximum vacation days                              | <input type="text"/> | 3     |

## Dependencies

None

## Links

<https://steamcommunity.com/sharedfiles/filedetails/?id=1420955187>

# 81 Tiles

## Description

Allows you to unlock the full map. Everyone should use this mod as it gives you the full potential of the game.

## Notes

## Configuration

You can decide if you want to unlock all tiles for free or whether to wait to unlock them as vanilla game.

## Dependencies

None

## Links