Realistic Skylines mod configuration guide

- Zone It!
- Hide TMPE crosswalks
- Node Controller
- Write The Signs
- Intersection Marking Tool
- Prop Snapping
- Detail
- Surface Painter
- Plop the Growables
- Quay Anarchy

Introduction

Cities: Skylines is a great city builder published by Paradox Interactive. The game is great out of the box, but it can definitely be more realistic in many areas. This modding guide will help you expand the game into a way more realistic simulation as well. In addition it will contains mods that not only improve the realism, but also providing building tools and other gameplay improvements.

This guide is divided into the following chapters:

Dependency mods	Mod list for mods that act as dependencies for other mods.
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.
Building/city management mods	Mods that improve the quality-of-life of the game by adding extra building tools and management tools.
Visual mods	Mods that improve the graphics of the game to make the scene more realistic.
Meta mods	Mods that alter the user experience such as the UI.

Mod pages

For mod pages, the pages will be tagged by the level of importance.

Nice-to-have	Mods that improve an aspect of the game, but is not important.
Playstyle-Dependent	This mod should be considered by how you want to play the game.
Must-have	Mods that add a serious improvement to the game, that I would not want to play without.
Dependency	Mods that act as dependencies for another mod.

Dependencies

Dependencies that are special (e.g. DLC, non-dependency mods (mods that affect the simulation, and is not only meant as a dependency). Mods that are in the chapter "Dependency mods" should always be installed when using this guide.

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

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 was 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.

Select language:

Game language ▼

○ Lock main menu button position
○ Lock main menu position

User interface scale:

▼

Window opacity:

▼

Overlay transparency:

▼

○ 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** | Policies | Overlays | Maintenance | 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

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
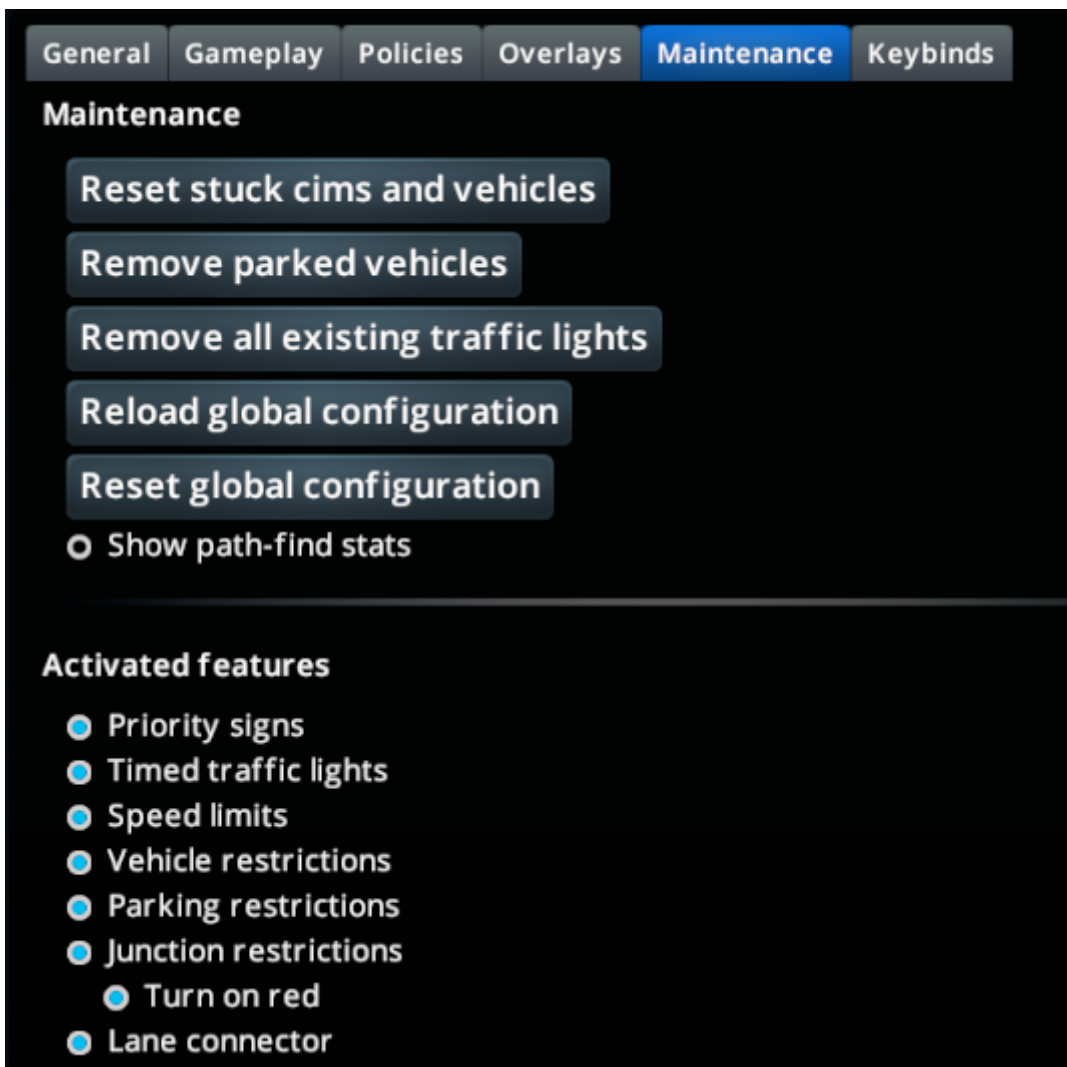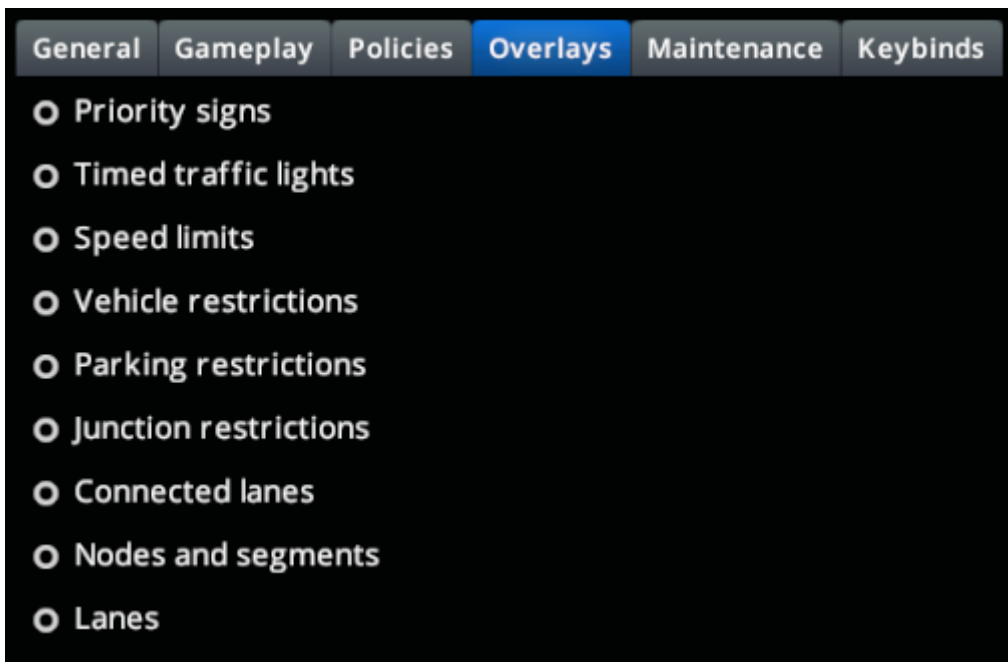- ● Allocate dedicated exit lanes

Normal

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

Roundabouts

- ● Pedestrians shall not cross to the center of roundabout
- O 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
- O Assign realistic speed limits to roundabouts
- ● Put parking ban inside roundabouts
- O Put parking bans on roundabout branches

Priority roads

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

- O Priority signs
- O Timed traffic lights
- O Speed limits
- O Vehicle restrictions
- O Parking restrictions
- O Junction restrictions
- O Connected lanes
- O Nodes and segments
- O Lanes

Maintenance

Reset stuck cims and vehicles

Remove parked vehicles

Remove all existing traffic lights

Reload global configuration

Reset global configuration

- O Show path-find stats

Activated features

- ● Priority signs
- ● Timed traffic lights
- ● Speed limits
- ● Vehicle restrictions
- ● Parking restrictions
- ● Junction restrictions
  - ● Turn on red
- ● Lane connector

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

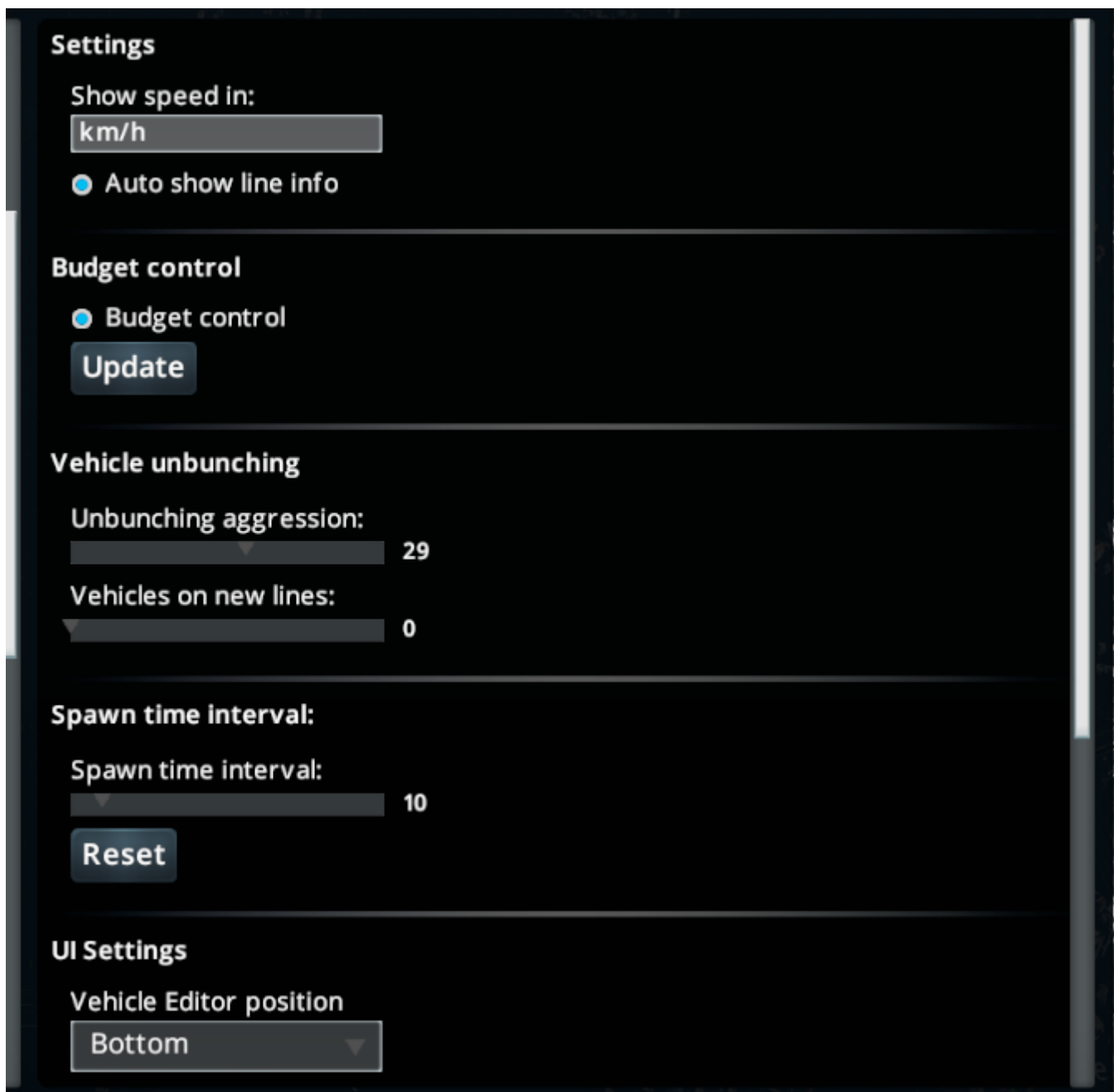https://steamcommunity.com/sharedfiles/filedetails/?id=2027161563

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. delay. Takes effect after a game restart. Recommended: 4x

Big Passenger Vehicles:

Cargo Trains: 2x

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.

O Road Traffic
O Trains
O Planes
O 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
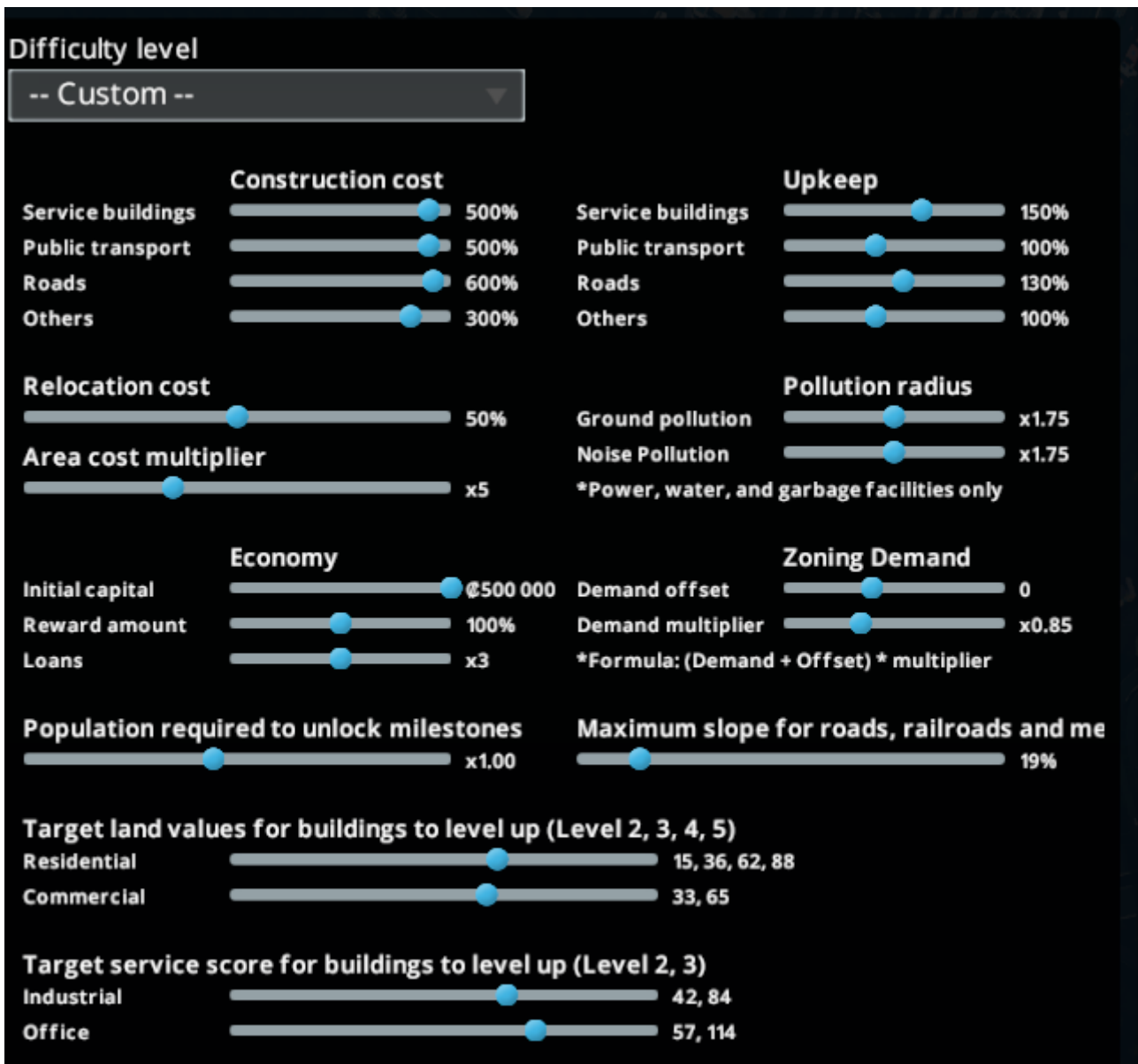
Difficulty Tuning

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 (~+$10000/ingame-week), which I believe this configuration does perfectly.

Difficulty level
-- Custom -- ▼

Construction cost
Service buildings	500%
Public transport	500%
Roads	600%
Others	300%

Upkeep
Service buildings	150%
Public transport	100%
Roads	130%
Others	100%

Relocation cost
50%

Area cost multiplier
x5

Pollution radius
Ground pollution	x1.75
Noise Pollution	x1.75

*Power, water, and garbage facilities only

Economy
Initial capital	₡500 000
Reward amount	100%
Loans	x3

Zoning Demand
Demand offset	0
Demand multiplier	x0.85

*Formula: (Demand + Offset) * multiplier

Population required to unlock milestones
x1.00

Maximum slope for roads, railroads and me
19%

Target land values for buildings to level up (Level 2, 3, 4, 5)
Residential	15, 36, 62, 88
Commercial	33, 65

Target service score for buildings to level up (Level 2, 3)
Industrial	42, 84
Office	57, 114

Explanation for values:

Construction cost		
	Service Buildings	Building hospitals, schools, etc. should be EXPENSIVE!
	Public Transport	A new international airport costing $10000? 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

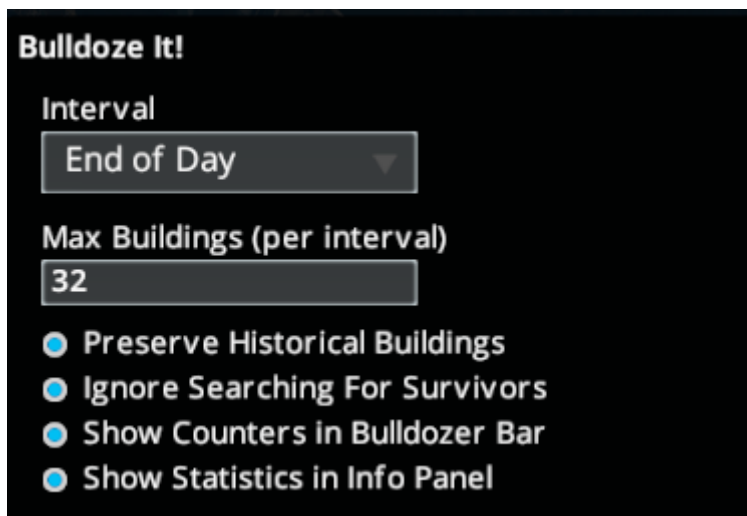https://steamcommunity.com/sharedfiles/filedetails/?id=519781146

Bulldoze It!

Description

Automatically bulldozes abondoned 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, becasue 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.

Time options

Time speed (day)		4
Time speed (night)		5

○ Dynamic day length

○ Enable Weekends

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

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		16:00
Latest weekday event		20:00
Earliest weekend event		08:00
Latest weekend event		22:00

General   Probabilities   Events   Time   Tools

City wakes up		06:00
City goes to sleep		22:00
Work start hour		08:00
Work end hour		17:00

● Enable Lunch time

Lunch begin hour		12:00
Lunch end hour		13:00
Max. Overtime		2:30
School start hour		08:00
School end hour		14:00
Maximum vacation days		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

Meta

Mod template

Description

Notes

Configuration

Dependencies

None

Links

Todo

Mods that need additional details

Mods that need links set to other mods

- Difficulty tuning
- Customize it
- Cross the line
- Hide tmpe cross
- Node controller
- Write The Signs
- Surface Painter
- Plop The Growables

Building/city management mods

Mods that improve the quality-of-life of the game by adding extra building tools and management tools.

Cross The Line

Description

Allows building certain infrastructure outside of city borders.

Notes

Configuration

Has no settings.

Dependencies

None

Links

https://steamcommunity.com/sharedfiles/filedetails/?id=498386331

More Network Stuff

Description

Allows editing ship and airplane paths ingame

Notes

Configuration

No settings.

Dependencies

None

Links

https://steamcommunity.com/sharedfiles/filedetails/?id=512314255

Zone It!

Description

This mod allows to change zone block layout and also disable zone block updates.

It's possible to adjust zone radius to either 0, 1, 2, 3 or 4 instead of always having it at the default 4 as well as forcing number of rows in zone blocks. This is especially useful if you are making small villages or cities and want to plan for small buildings (less than 4) with small interwoven roads connected and distance between each house.

It also includes zone anarchy to disable any updates to zone blocks.

Notes

Configuration

Default is fine.

Dependencies

None

Links

https://steamcommunity.com/sharedfiles/filedetails/?id=1783307723

Hide TMPE crosswalks

Description

This mod is an add-on for TMPE that automatically removes crosswalks when TMPE bans pedestrian crossing.

Notes

Configuration

No settings.

Dependencies

Traffic Manager: President Edition

Links

https://steamcommunity.com/sharedfiles/filedetails/?id=1934023593

Node Controller

Description

This mod lets you control Nodes and override the base games' automatic settings. You can add/remove crossings, Create smooth junctions, control road transition, ...

Notes

Configuration

Default is fine.

Dependencies

Hide TMPE crosswalks

Traffic Manager: President Edition

Links

https://steamcommunity.com/sharedfiles/filedetails/?id=2085403475

Write The Signs

Description

Allows you to write on props.

Notes

Configuration

Default is fine.

Dependencies

Camera Positions Utility

Links

https://steamcommunity.com/sharedfiles/filedetails/?id=2139980554

Intersection Marking Tool

Description

Allows you to make lines in Intersections and between nodes.

Notes

Configuration

As required.

Dependencies

None

Links

https://steamcommunity.com/sharedfiles/filedetails/?id=2140418403

Prop Snapping

Description

Allows to snap props to buildings and elevated roads.

Notes

Configuration

As required.

Dependencies

Prop & Tree Anarchy

Links

https://steamcommunity.com/sharedfiles/filedetails/?id=787611845

Detail

Description

Allows having props & trees which can be color matched to your map theme grass color. Also allows custom lod/max render distances for props.

Notes

Configuration

As required.

Dependencies

None

Links

https://steamcommunity.com/sharedfiles/filedetails/?id=1442713872

Surface Painter

Description

Allows to paint terrain surface. Useful for detailing.

Notes

Configuration

No settings for this mod.

Dependencies

Extra Landscaping Tools

Links

https://steamcommunity.com/sharedfiles/filedetails/?id=689937287

Plop the Growables

Description

Allows you to manually plop growable buildings with Find It! and having them remain where you put them.

Notes

Configuration

Default is fine. As required.

Dependencies

Find It!

Links

https://steamcommunity.com/sharedfiles/filedetails/?id=924884948

Quay Anarchy

Description

Allows to place quays and flood walls anywhere. Also fixes 'Height too high' for quays, flood walls, cargo and passenger harbors

Notes

Configuration

No settings.

Dependencies

None

Links

https://steamcommunity.com/sharedfiles/filedetails/?id=650436109