

...ALL THE CHEATS OF SIMCITY 4 RUSH HOUR & DELUXE...

(1st Draft on July 30, 2017)

NEWEST! (Seventh Review, Version 4-7b on December 2, 2017)

Since my first interest in “cheats” I have changed my mind about cheating. Now I consider them as tools or hotkeys or even parameters. The reason? I became aware that these tips are more oriented to debugging and a help to the original programmers. So let’s keep the name “cheats” with a smile.

Note: Tips and Tricks have been expanded; many Cheats have been tested and commented. This is an unfinished version. There is very little work to be done, about, 5/10%. Work will stop here, as I will not have the time at the present. However, I will be keeping coming back to it, a little bit at a time.

Thanks to those who helped. huzman.

First, kudos to all involved. The main sources of these cheats are:

[Buggy](#), responsible for most of them. “The Main File”.

[Mazer327](#), This guy is full of good tips not only about cheats.

[Cyclone Boom](#) & James Unger for the “Get multiple gifts” cheat

[Simmaster07](#) for those strange ones.

[FlyHigh](#) for a lot of cheats, very complete explanations and very good tips.

[ignas2526](#): also a large amount of cheats, many explained, many are not.

TRC team. Good stuff couldn’t find the link right now.

There are some/many others named here within the spreadsheet.

While hunting for more cheats, Something that was noticed a lot was the incapacity for many people to make them work.

Here is a major hint:

Watch the spelling! Most of the cheats use capital letters for each word even if they are glued together. This is for Buggy’s “Main File”. Ex.: **WhatTimeIzIt**.

For the other cheats this rule does not seem to apply, except occasionally, and vice-versa.

Another reminder:

When calling the cheats with Ctrl + X remember to right click in the console to bring up the list of all the cheats.

Also Press [Shift] or [Ctrl] as you press [Enter] to keep the console open.

CHEAT	<Value>	Comment	Remarks
Adv	refresh reload print trigger <id> guids (on off)	Reloads the advice system as if you just loaded the city. See <refresh> Unknown. Triggers an advice message. Unknown.	refresh and trigger 1-10 seem to work, but I could not find the "advice message." I thought it had to do with the advisers.
AnimationRecorder		Same as "recorder"	
Barstuck		All of your small commercial services (low-density 1x3 lots) start turning into coffee bars, and then they stay that way forever.	
BuildingPlop		Allows you to "plop" all RCI buildings in the game wherever you want. Once you enter the command, a window will open with the internal names of all the in-game buildings. Select a building and press the X button to close the window and another window will pop up where you can choose from all available footprints. Select one and press the X button again and you will now be able to build the building (for free). Be aware, though, that there are some issues with plopping buildings. Commercial buildings will generally work perfectly fine, except for minor display issues (they're displayed as city-owned area). Industrial buildings work too but never produce freight. Residential buildings, however, do not work at all. They'll abandon immediately. <i>(from https://tcrf.net/SimCity_4)</i>	
BusStopTool			??? It may need a value, alone, it does not work.
Casper		Gives rise to spirits in your cemetery.	
CenterOnCursor			Once you write this cheat in the console press Enter, your cursor ends up in the upper left corner of the map.
Chernobyl		For making all city tiles radioactive.	NSGOMEZ from Github Posted by simaster07
Controllers	(on off)	When turned off, certain automata controllers (such as the commotion automata when building landmarks and rewards) are disabled.	

CreateException		Intentionally crashes the game without question, hence the name of the cheat. Seems to be intended for debugging the crash dump system.	
Csittrigger	<mission ID> [LUA IID]	Forces a mission to be triggered. (Triggers a UDI pop up, the value being the id of the mission. So if you type "csittrigger 8c0ad6a8" a the UDI mission accept/decline box (like an adviser pop up but green) appears allowing you to accept or decline the School Bus Mission - Study for Profit (evil/Dr Vu), the 8c0ad6a8 is the id of the mission as defined in LUA scripts. By FlyHigh.)	
Demolish ToggleSignsAndLabels		Label Sign Pipes PowerLines Subway LightRail Rail Avenue Highway Street Road 	
DemolishTool			Sends you to the bulldozer.
DeZoneTool			Sends you to the dezone tool.
Dispatch	[Police Fire]	Tool	Write it down as a single word.
DollyLlama		Turns the advisors into llamas.	
DrawPaths		Displays the paths of automata (vehicles) on their transport routes.	For all roadways. Just shows the Direction of traffic. Not to be confused with the Route Query
Effect	kill save load showMaps clearMaps prop <i>optional: <name></i> <i>optional: <x> <y></i> <i>optional: <z></i>	Removes effects which are not attached to an entity, i.e. those created exclusively through this command. The result of this command is inaccessible on retail builds. Not fully known; seems to try to load a resource with the ID 0xca51189b (for effects?). Shows visual maps, not 100% sure, probably related to pollution. resets all maps to zero before being regenerated by the game over time. Not sure; might create an effect at the given coordinates. If none given, defaults to "pothole".	showMaps fills most of the map with yellow boxes with a blue stick on top. Note the spelling and a space between Effect and showMaps .
Enable	[DayAndNight NightOnly DayOnly]		Does just that.
ExecuteScript	[scriptname.lua]	Executes the lua script, if there is one.	

FightThePower		Allows your city to function without power.	
Flora	(on off) (preserve on off) (propagation on off) (blast <splat_count> <per_splat_count> <splat radius>)	Controls flora simulation parameters. By default, during city play flora simulation is on, preservation is off, and propagation is off. Preservation refers to the keeping of trees on land when the land is developed. Propagation refers to the spreading of seeds and automatic creation of new flora life in the city. <i>(blast <Number of seeds at center> <Number of seeds in the periphery> <Radius> - explosion of seeds. For instance: Flora blast 5 8 60 will make 5 trees grow in the center, 8 trees in the periphery with a radius of 60 “cases” (tiles?). From ToutSimcities)</i>	Example(s) Flora on Flora preserve off Flora propagation on Flora blast 5 8 60
Flora	Warning: flora [off]	Permanently removes flora from the city, and you cannot enter "flora on" to get it back, save and exiting and going back into the city will not bring it back either. (By FlyHigh.)	Flora off works as mentioned, but if you exit <i>without</i> saving and reload the city you get every thing back, as someone said.
ForceIdle		Does not force the game to use more CPU power, instead this forces an idle tick, which in turns forces the game's resource manager to perform garbage collection to unload resources that are no longer being referenced. Running this command frequently may actually adversely affect performance.	
FPS	<number>	Sets ideal frame rate to "number"	<1> is very shaky for movement of automata. <10> is very smooth. The game's default is fine too.
Get multiple gifts		"So far I found it works with the Mayor's mansion, and the house of worship, but that's as far as I have tested. Go into options, and turn off the option that makes important issues pop up. Then, wait for the news article to scroll by declaring that the gift is now available. Click on the arrow to maximize the article, but do not click on accept. Then go into the gifts menu, and build the gift. Then quickly click on the Accept link in the news window, and you will be able to build a second instance of the gift." – James Unger (<i>Provided by Cyclone Boom</i>)	
GOD MODE		When in Mayor Mode, one has access to God Mode by using Ctrl Alt Maj + clicking the God Mode button .	
GOL		Gives dancing green spots across the city (probably a graphics test) similar to the Game of Life.	Makes green squares dance on your city. Press Esc after typing this cheat to turn it off.

GP	<on off>	Enables or disables game pause when you switch to another application. This is useful for if you go away from the game and you want it to sleep while it is in the background.	
GZWinMessageBox	[text] [title] [options (0-??)]	Creates a custom box. Where options is a number 0-5 indicating the buttons... for example 0 is ok button, 1 is ok+cancel, 2 is yes+no, etc.	0 is default.
Hazmat		Creates a toxic spill disaster on whatever tile the mouse is pointed at.	
HeapCheck		This toggles a flag in the effects manager, but this flag isn't actually used by anything, so this cheat code doesn't really do anything interesting.	
HelloMyNameIs	<name>	Changes the name of the Mayor. Use quotes if more than one word.	
HidePaths		Turns off display of the automata shown by DrawPaths .	Turns off the traffic direction of DrawPaths
HowDryIAM		Allows your city to function without water.	
Label		Sign Pipes PowerLines Subway LightRail Rail Avenue Highway Street Road 	
LabelTool			Places a Label in the ground.
Landfill		[HighIndustrial MediumIndustrial Agricultural HighCommercial 	???
LightRailTool			
LotPlop		Opens a window, which allows selecting any lot to be plopped directly into the game. (Similar to "BuildingPlop")	
Moolah	<1-1trillion>	Sets the current budget to the value you entered, easier than any other money cheat. If you enter a number which is too big for Moolah it will simply remove all your money and it becomes a - and you are told to run for Senator.	This one has stumped many people. Try: Moolah 5000000.
Multiple Rewards		Right click on the reward and hold down, choose the location for the plop, and left click to place...repeat. I think there's a limit of 5 or so.	Might need a special dll
NoCSI		CSI stands for City Situation Indicator . City situation is a fancy way of saying missions . Using this cheat code hides UDI indicators for missions; you can also do this from the U Drive It menu, but this cheat code forces it even if mission	

		indicators are enabled there.	
Open		[ObliterateCity CheatCode Snapshot PhotoAlbum AudioOptions GraphicOptions PlayOptions]Dialog	ignas2526 says: "OpenObliterateCityDialog"
Open value OptionsDialog		[CheatCode Snapshot PhotoAlbum AudioOptions GraphicOptions PlayOptions]Dialog	ex.: OpenSnapshotOptionsDialog
PipesTool			
Place value Tool		[Lot FerryTerminal College HighSchool ElementarySchool Hospital Clinic LargeFireStation SmallFireStation Jail PoliceKiosk LargePoliceStation SmallPoliceStation SubwayStation LightRailStation FreightDepot PassengerDepot PoliceKiosk BusStop]Tool	Same as above, but Lot may be wrong. Right Bracket? From ignas2526.
PlaceNetwork	[type(0-11)] [x1] [y1] [x2] [y2]	Draws network of type (0-11) from x1, y1 to x2,y2. (type is an integer)	
PlayOptionsDialog			???
PlaceZone	[zonetype] or [type] [x1,y1] [x2,y2]	Draws zone of specified type (type is an integer) from tile x1, y1 to tile x2, y2 Allows you to zone military, seaport, and a host of additional zones.	
PlopAllBuildings		Automatically builds every building within your city. Beware, this will take some time and computer power.	
PlopAllLots		Automatically builds every lot within your city. Beware, this will take some time and computer power.	
PowerLinesTool			
QuitCity			
RailTool			
Recorder		Starts animation recording options. Follow the directions. Files are saved in your "My Documents\SimCity 4\RecordedAnimations" directory. This cheat can also be accessed by pressing [Ctrl] + [Alt] + [Shift] + R.	

RenderProp	< property name> <0 1> < true false>	Activates/deactivates a prop or changes a property value. (by FlightHigh) (Simmaster07 says: "Does not do anything. There's a component that registers this cheat code, but there's no code to actually handle this cheat code.")	Who's right?
RiskyMoney		Adds \$10,000 to the city's treasury at the risk of an earthquake.	
RoentgenBeGone		For removing all radioactive tiles in a city	NSGOMEZ from Github Posted by simaster07
Rotate	[CCW CW]		This does not seem to work.
RotateLot	[CCW CW]		This does not seem to work.
RP		See <i>RenderProp</i> .	
SaveCity			
SaveCityQuick			
Scroll	ScrollDownOnce ScrollRightOnce ScrollUpOnce ScrollLeftOnce (This is probably from HighFly)	ScrollUp ScrollUpStop ScrollDown ScrollDownStop ScrollRight ScrollRightStop ScrollLeft ScrollLeftStop (This is from ignas)	
SetCityName	[name]	Same as " whereRUfrom "	
SetMayorName	[name]	Same as " hellomynameis "	
SetSeaLevel	[number (1-200)]	Changes the sea level to height of "number", from 0-200. (You can either make the entire map dry, or flood it. The water level will reset itself when you reload the city. <i>(From TCRF)</i>)	
ShowTime		Opens a small window in which the current real world time is shown.	???
SievertBeGone			Removes the radioactive pollution
SignTool			???
SimDate	<MM DD YYYY>	Changes the game date. It has to be 1 day less.	One may have to un-pause the game for the date to change.
SimSpeed	[Pause Slow Medium Fast]	Pauses game, Turtle speed, Rhino speed and Cheetah speed respectively.	

SizeOf	<1-6> (1-200> ignas2526	Zooms the game to a non-standard view.	But the pixels are very big and the image is fuzzy.
Snow		Adds snow to the terrain based on the terrain height and the in-game date (more snow in December, less in July). This is an in-game easter egg which is normally triggered if the real-life date is set to Christmas, but this code triggers it too. Note that the snow is a purely visual effect, it does not affect traffic in any way. <i>(From TCRF)</i>	
Stopwatch		Pauses the game's internal clock.	
SubwayTool			
TastyZots		Hides the icons for "no road connection", "no power" and so on.	
TerrainQuery	<on off>	...Also, when you hold Ctrl+Alt+Shift and use the Query tool to hover your mouse over any building, you will get detailed statistics about the building including wealth, desirability, pollution and more. <i>(From TRC's file)</i>	Must click on either query "?" button in the game to activate it. <on off> Did not work for me.
Toggle	[Ui Grid]	[Options MySim Mayor God]Panel	Write it as one word. Ex.: ToggleMySimPanel
ToggleSignsAndLabels			???
ToggleTerrainContourDisplay			???
ToggleUIVisibility			???
ToggleVisibility			???
toll		Switches to a bare toll booth placement input control. Only seems to be used for debugging toll booth placement validation; even regular toll booth lots don't use this control and go through the lot placement input control.	
<option>Tool	Avenue Highway Street		Write it as one word.
Tutorial	save quit reset step <N>	Only useful when in a tutorial. Takes the following arguments: Forces the tutorial city to save even though this control is normally disabled. Exits the tutorial and returns to normal gameplay. Resets the tutorial to the beginning; can be used even after quitting. Jumps to the Nth step of the tutorial.	Do not do this cheat if you are in a city that does not have a tutorial, or it will crash your game. (by FlyHigh)
Udriveit		Allows you to control any vehicle in the game by clicking on	

		<p>it. This also includes vehicles which cannot normally be controlled in U-Drive-It mode. These usually work fine, more or less, but have various problems. The vehicles you can control this way are listed here:</p> <p>Large cargo ship (seaport): Works perfectly fine, and you can crush all other boats.</p> <p>Cruise ship: Works perfectly fine too, but detonates by itself after some time, for whatever reason.</p> <p>Sailboat: It is very slow (as is typical of sailboats), but strangely you can reverse at full speed, like a car.</p> <p>Green rail vehicle: It works, and you can drive at full speed without it derailing (like it is supposed to).</p> <p>Articulated truck: Rather buggy. If you select the head, you can drive around normally but the trailer looks totally wrong (it is detached and does not follow the head around). If you select the trailer, the head automatically detaches and you can't move. After a while, it disappears on its own.</p> <p>Concrete mixer: Works perfectly fine.</p> <p>Pedestrians: You can't move at all. It's surprising this is a valid vehicle to begin with. <i>(From the TRC file).</i></p>	
UncivilDisobedience		Creates a riot disaster on whatever tile the mouse is pointed at. The mouse must be pointed at a road, street or avenue tile.	The development thread can be found at this link Source code can be found here . By simmaster07
ViewWebBrowser	[web address]	Opens your preferred browser and navigates to address	
WatchMeMove		Enables animation stepping. After it is enabled, control-shift-alt-F11 and control-shift-alt-P implement animation stepping and pausing, respectively.	
WeaknessPays		Adds \$1000 to the city's treasury.	
WhatTimeIzIt	<0-24>	Changes the game's time. Enter a value from 0-24 corresponding to the hours of the day.	
WhereRUFrom	<name>	Changes the name of the city.	
you don't deserve it		Unlocks all rewards.	
Zone	[Landfill HighIndustrial MediumIndustrial]	Tool	Write it as one word. ex: ZoneLandfillTool

	Agricultural HighCommercial MediumCommercial LowCommercial HighResidential MediumResidential LowResidential]		
Zoneria	<on off>	Hides underdeveloped zones.	
Zoneria increase		Shows Hides underdeveloped zones.	
Zoom	[Out In] [Number (0-5)]	Sets zoom where Number is from 0 - 5 (i.e.: Zoom4). Same as SizeOf	[Out In] don't work. huzman

Cheats - Various

As you can see, there are a myriad of cheats, tricks and tips floating around. The following do not fit in the spreadsheet above, so I included them separately below. It is a long way from being complete.

No maintenance on railroads

Normally, railroads will deteriorate unless transport has 100% funding. However, railroads with electrical lines over them won't. Put electrical lines over all the railroads and set transport funding to 0%. By unknown

Abusing the gambling ordinance

Unlike in past games, the revenue from the legalized gambling ordinance is not dependent on population. To take advantage of this, start a new city and build a single tile of road. At the beginning of the next month, enable legalized gambling and you will earn \$100 a month without having to do a thing. Leave the game on overnight at maximum speed and never worry about running out of money again. Contributed by: [La Vaca](#).

Never ending resources/garbage disposal

By giving you the ability to exchange resources between your cities, the game opens itself up for all kinds of abuse.

The big scam is that time only passes if you actually load a city. If you fill a city with nothing but power plants, water pumps, and landfill (and the appropriate connections) and then never open it up again, you can send in garbage and take out water and power without ever having to worry about paying upkeep or running out of landfill space. Not what the developers intended, but certainly a worthy trick. Contributed by: [La Vaca](#).

Unlock Terraforming and Terrain Effects toolbars during city play.

In order to unlock the Terraforming and Terrain Effects toolbars during city play, hold down CTRL+ALT+SHIFT and click the God Mode button.
Contributed by: [Cydoor](#) (Note: This the first time I find a contributor to this 'cheat'. huzman).

Flora (French) - Permet de configurer les props saisonniers. Insérer « flora » tout seul ne sert à rien, il faudra insérer derrière un autre mot :

on|off - Change la vitesse de simulation des props saisonniers. Par défaut, la vitesse est on, la préservation est off.

preserve on|off - Si la préservation est on les arbres arrêtent de grandir.

propagation on|off - La propagation se réfère aux semis de graines qui permettent de faire pousser automatiquement d'autres arbres viables.

blast <Nbr. de graines au centre> <Nombres de graines à la périphérie> <Rayon> - explosion de graines. Par exemple : Flora blast 5 8 60 fera pousser 5 arbres au centre, 8 arbres à la périphérie dans un rayon de 60 cases. (From *ToutSimcities*)

renderprop - Propellers will not Rotate but still Work (from *SuperCheats.com*)

Save money on power lines

Instead of running power lines across water, connect them to opposite ends of a bridge. The bridge will carry the power from one end to the other. Use the Power data view if you need any help.

Added By **Guest** on *May 9th 2011, ID#16203*

raiseitup - raises all all of the high demands to their max. Submitted by: treeoak on Apr 14, 2009

Upgradable buildings



The unused upgraded city halls in-game

In the final game, the three airports can upgrade when their capacity is reached. The seaport and the city hall was meant to be upgradable like that as well. The coding for the upgradable seaport still remains, and you can easily make seaports upgradable. The city hall, however, cannot upgrade in the game no matter what, but the model files are in the games nevertheless. (Found in https://tcrf.net/SimCity_4. Ain't that a shame!)

[Simcity 4 - How to have infinite money with no cheats - YouTube](https://www.youtube.com/watch?v=VUiNZmfZBN0)

<https://www.youtube.com/watch?v=VUiNZmfZBN0>

1 août 2012 - Ajouté par Hai-mel

ENG - ITA [ENG] In this video I'll explain you an easy and funny way to have as much money as you want in ...

(This is a crazy flying mission that will give 70 000\$ by putting out a fire that you created! huzman)

Faster Money

Type **weaknesspays** but before you press **enter**, press and hold **Shift**. This will keep the cheat box open. After pressing **enter**, press the **up arrow** on your keyboard which will bring up the previous code (weaknesspays). Repeat to your heart's desire. (unknown author)

Money from Neighbor Deals

When you make a city, connect it to at least two cities; one with water or some other major resource and another that needs it (water works best). Do not have that resource in your city or the glitch will not work (for example, water pump, power plant, etc.). Make the connection to these two cities using your city and go to "Neighbor Deals".

Under the deals, select the resource to buy, then the other city to sell to. Then, cancel the buy, but not the sale.

Follow this exactly. Select the pull down menu and reselect the resource you are selling to the other city. If done correctly, the dollar amount should significantly increase.

You can now reselect the resource to buy. After a few months, the game will reset the dollar amount but you can do glitch again. When using water, it is possible to get all the way to 1,000,000,000 Simoleons. (Source unknown)

These cheats are shown here as they were posted, hoping for some help from SimWorld community.

Many cheats are already included in the spreadsheet. FlyHigh says 'Variable fields are indicated between [] and separated by | ', but in many of the entries below there are double bars - || - or missing brackets []. Sometimes, the comments are not clear.

CHEATS by FlyHigh

--- Budget Related ---

weaknesspays - Gives you 1000 simoleans

riskymoney - adds 10.000\$ to city treasures at a slight chance (1 in 🌍 of an earthquake)

Moolah [Number (1-1trillion)] - sets the current budget to the value you entered, easier than any other money cheat. if you enter a number which is too big for Moolah it will simply remove all your money and it becomes a - and you are told to run for Senator.

--- Game Info Editing Related ---

stopwatch - Stops / starts the 24 hour clock

ShowTime - opens a small window with the current system time, useful if you don't have a watch and want to keep track how many hours you spent in front of your PC again

whattimeizit [number (1-24)] - Sets the time of day, where "number" is hour 1-24

SimDate [Value] - changes the in-game date to the value you entered, this is useful for testing seasonal props. Use a date after 12/31/1999 in the format **SimDate 12 31 1999**.

hellomynameis [name] - Changes your mayor name to "name"

SetMayorName [name] - Same as "HelloMyNameIs";

whererufrom [name] - Changes your city name to "name"

SetCityName [name] - Same as "WhereRUFrom";

dollyllama - Turns advisors into llamas

SetSeaLevel [number (1-200)] - Changes the sea level to height of "number".

--- Buildings, Lots and Zones Related ---

you don't deserve it - Unlocks all the rewards

zoneria [on|off] - Shows/Hides empty zones

BuildingPlop - opens window where you can select every building in the game for plopping, nice as plop cheat or for testing BATs

LotPlop - opens window for selecting every lot individually (similar to "BuildingPlop")

PlopAllBuildings - automatically plops all buildings in your city (caution, very resource intensive!)

PlopAllLots - automatically plops all lots in your city (caution, very resource intensive!)

Multiple Rewards - Right click on the reward and hold down, choose the location for the plop, and left click to place...repeat. I think there's a limit of 5 or so.

--- Requirements and Zooms Related ---

sizeof [number] - zooms the game to the value you entered, this allows "fractions" of zoom levels which might reveal more details

fightthepower - Causes buildings to no longer require power

howdryiam - Causes buildings to no longer require water

tastyzots - Toggles zots (zone "need" symbols: power, water, job, road)

--- Recording and photo Related ---

recorder - opens recorder window for capturing an image sequence, you can compile a movie or animation with those screenshots

animationRecorder - same as "recorder"

--- Debug and Help Related ---

terrainquery [on|off] - Adds terrain coordinates to cursor in query mode

renderprop [property name] [0|1] [true|false] - Activates/deactivates a prop or changes a property value

fps [number] - Sets ideal framerate to "number"

flora [off] - permanently removes flora from the city, and you can not enter "flora on" to get it back, save and exiting and going back into the city will not bring it back ei

ExecuteScript [scriptname.lua] - executes the lua script, if there is one.

ViewWebBrowser [web url] - opens the typed web page.

PlaceZone [zonetype, x1, y1, x2 ,y2] - Allows you to zone military, seaport, and a host of additional zones.

CreateException - crashes the game immediately (caution!)

gol - Shows random "Game of Life" algorithm on map. Green splotches appear and "dance" in your city (probably a graphics performance test)

Tutorial - can at least be used to reset the tutorial of the city you are playing in (don't do this cheat if you are in a city that doesn't have a tutorial it will crash your game.) by typing "Tutorial reset", it won't reset any changes you've made to the city though.

WatchMeMove - unknown, apparently, it encourages more sims to move into your city

csitrigger [LUA IID] - Triggers a UDI pop up, the value being the id of the mission.so if you type "csitrigger 8c0ad6a8" a the UDI mission accept/decline box (like an adviser pop up but green) appears allowing you to accept or decline the School Bus Mission - Study for Profit (evil/Dr Vu), the 8c0ad6a8 is the id of the mission as defined in LUA scripts.

A complete list of all the LUA scripts from SC4 can be found <a href="<http://sc4devotion.com/forums/index.php?topic=669.0>">here (It is a SC4Devotion link. You have to create an account and/or login).

--- Automata and transit Related ---

DrawPaths - shows automata paths on network items, useful for NAM debugging

HidePaths - disable paths that have been activated by "DrawPaths" cheat

udriveit - after entering it you can click on a vehicle and then you can drive it around. (It's a single use cheat, so its not like drawpaths which stays on till you turn it off)

--- Game Menus 'Shortcut' ---

SimSpeed[Pause|Slow|Medium|Fast] - Pauses game, Turtle speed, Rhino speed and Cheetah speed respectively.

PlaceNetwork [type(0-11)] [x1] [y1] [x2] [y2] - Draws network of type (0-11)

from x1,y1 to x2,y2

Zoom[Number (0-5)] - Sets zoom where x is from 0-5 (ie Zoom4)

Zoom[Out|In] -

NoSCI - Hides the bubbles that appear over automata letting you know that automata is a UDI mission.

[Demolish|Toggle]SignsAndLabels -

Label|Sign|Pipes|PowerLines|Subway|LightRail|Rail|Avenue|Highway|Street|Road|

TrafficQuery|Query]Tool -

Open|ObliterateCity|CheatCode|Snapshot|PhotoAlbum||AudioOptions|GraphicOptions|

PlayOptions]Dialog -

Toggle|Options|MySim|Mayor|God]Panel -

ToggleTerrainContourDisplay -

Toggle[uI|Grid]Visibility -

SaveCity -

QuitCity -

SaveCityQuick -

Enable|DayAndNight|NightOnly|DayOnly] -

Place|Lot|FerryTerminal|College|HighSchool|ElementarySchool|Hospital|Clinic|

LargeFireStation|SmallFireStation|Jail|PoliceKiosk|LargePoliceStation|

SmallPoliceStation|SubwayStation|LightRailStation|FreightDepot|PassengerDepot|

BusStop]Tool -

Dispatch|Police|Fire]Tool -

DemolishTool -

DeZoneTool -

Zone|Landfill||HighIndustrial||MediumIndustrial|Agricultural|HighCommercial|

MediumCommercial|LowCommercial|HighResidential|MediumResidential|LowResidential]Tool

-

CenterOnCursor -

Scroll[up|Down|Right|Left] -

Scroll[up|Down|Right|Left]Stop -

Scroll[up|Down|Right|Left]Once -

RotateLot[CCW|CW] -

Rotate[CCW|CW] -

--- Others ---

Adv - unknown

Barstuck - unknown, maybe related to the RCI bars

Casper - ghosts appear on the cemetery lots

Snow - snow appears on the mountains (like with the Christmas easteregg)

Controllers - unknown

Effect - unknown

ForceIdle - unknown, maybe for letting the game running in idle mode?

HeapCheck - unknown

RP - unknown

toll - some sort of invisible toll booth you can plop on any network though I have never seen any income from this

StepAnimation - unknown

PauseAnimation - unknown

FullscreenRefresh - unknown

Compiled by Maxwell Black (FlyHigh for the community) from numerous threads from Simtropolis, SC4Devotion and from basic web research. Thank you all.

January 2010.

[SimCity 4 Cheat List.pdf](#) (This link gives an Adobe Reader error. huzman).

*Now the large lot of cheats by [ignas2526](#)
The first 11 cheats and many others are in the spreadsheet.*

The list of cheats:

SetSeaLevel [number] - Changes the sea level to height of "number", from 0-200

ViewWebBrowser [web address] - Opens your preferred browser and navigates to address

PlaceNetwork [type] [x1,y1] [x2,y2] - Draws network of specified type (type is an integer) from tile x1, y1 to tile x2, y2

PlaceZone [type] [x1,y1] [x2,y2] - Draws zone of specified type (type is an integer) from tile x1, y1 to tile x2, y2

SetMayorName [name] - Same as "hellomynameis"

SetCityName [name] - Same as "whereRUfrom"

SimSpeed[speed] - Sets speed where "speed" is "Slow", "Medium", "Fast", or "Pause"

Zoom[x] - Sets zoom to x (0-5)

ExecuteScript [script name] - Executes a LUA script by name

GZWinMessageBox [text] [title] [options 0-5] - Creates a custom message box

SizeOf - Zoom level (-1-200)

The rest of them all do exactly what they sound like...

DemolishSignsAndLabels

ToggleSignsAndLabels

LabelTool

SignTool

OpenObliterateCityDialog

ToggleTerrainContourDisplay

OpenCheatCodeDialog

ToggleUIVisibility

QuitCity

SaveCityQuick
SaveCity
OpenSnapshotDialog
OpenPhotoAlbumDialog
OpenAudioOptionsDialog
OpenGraphicOptionsDialog
OpenPlayOptionsDialog
EnableDayAndNight
EnableNightOnly
EnableDayOnly
PlaceFerryTerminalTool
PlaceCollegeTool
PlaceHighSchoolTool
PlaceElementarySchoolTool
PlaceHospitalTool
PlaceClinicTool
PlaceLargeFireStationTool
PlaceSmallFireStationTool
PlaceJailTool
PlacePoliceKioskTool
PlaceLargePoliceStationTool
PlaceSmallPoliceStationTool
PipesTool
PowerLinesTool
PlaceSubwayStationTool
SubwayTool
PlaceLightRailStationTool
PlaceFreightDepotTool
PlacePassengerDepotTool
LightRailTool
RailTool
PlaceBusStopTool
AvenueTool
HighwayTool
StreetTool
RoadTool
DispatchPoliceTool
DispatchFireTool

DemolishTool
DeZoneTool
ZoneLandfillTool
ZoneHighIndustrialTool
ZoneMediumIndustrialTool
ZoneAgriculturalTool
ZoneHighCommercialTool
ZoneMediumCommercialTool
ZoneLowCommercialTool
ZoneHighResidentialTool
ZoneMediumResidentialTool
ZoneLowResidentialTool
TrafficQueryTool
QueryTool
ToggleGridVisibility
CenterOnCursor
ScrollDownOnce
ScrollRightOnce
ScrollUpOnce
ScrollLeftOnce
RotateLotCCW
RotateLotCW
RotateCCW
RotateCW
ToggleOptionsPanel
ToggleMySimPanel
ToggleMayorPanel
ToggleGodPanel
ScrollUp
ScrollUpStop
ScrollDown
ScrollDownStop
ScrollRight
ScrollRightStop
ScrollLeft
ScrollLeftStop

...except for these, which I don't know how to get to work...

ListCommands

PauseAnimation

StepAnimation

PlaceLotTool

SetDebugLevel

SetCityEstablished

GameP

This file from the TRC team offers good tips including some undocumented cheats.

SimCity 4

Developer: [Maxis](#)

Publisher: [Electronic Arts](#)

Platform: [Windows](#)

Released internationally: January
14, 2003

This game has unused graphics.

This game has unused abilities.

This game has unused text.

This game has debugging material.

SimCity 4 is the fourth installment of the ever-so-popular series, adding so much content that trying to understand everything is on par with learning Ancient Greek from scratch.

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- [5 Ordinances](#)

Debug mode

A DLL file has been leaked which can be added to the Plugins folder to add some debug options. It can be downloaded here:

[Download Debug plugin DLL](#)

File: Extra cheats plugin.7z (114 KB) ([info](#))

Once the plugin is installed, when you use Ctrl+X to open the cheat window, you can right click to get a list of all available commands. Also, when you hold Ctrl+Alt+Shift and use the Query tool to hover your mouse over any building, you will get detailed statistics about the building including wealth, desirability, pollution and more.

The commands added by the plugin are as follows:

- **Barstuck** stops the news bar at the bottom.
- **BuildingPlop** allows you to "plop" all RCI buildings in the game wherever you want. Once you enter the command, a window will open with the internal names of all the in-game buildings. Select a building and press the X button to close the window and another window will pop up where you can choose from all available footprints. Select one and press the X button again and you will now be able to build the building (for free). Be aware, though, that there are some issues with plopping buildings. Commercial buildings will generally work perfectly fine, except for minor display issues (they're displayed as city-owned area). Industrial buildings work too but never produce freight. Residential buildings, however, do not work at all. They'll abandon immediately.
- **CreateException** crashes the game. Yeah. It was used to test the exception report.
- **DrawPaths** draws traffic paths on the roads, allowing you to see what constitutes a valid pathway for commuting purposes and how they are linked together. This was used by the developers to diagnose traffic problems with certain roads and junctions.

- **FPS** allows you to adjust the game's frame rate.
- **GOL** begins the Game of Life. Observe how green life beings traverse through your city.
- **HidePaths** will hide the traffic paths enabled by the DrawPaths command.
- **LotPlop** does the same as BuildingPlop above, but for lots (like schools etc.)
- **Moolah**, followed by a number, sets your amount of money to the specified value. This was probably used by the developers as an easy money cheat, and also to test various situations a player may face such as bankruptcy.
- **PlopAllBuildings** plops all RCI buildings in the game on the current map. This is very resource intensive, and will crash the game if the map is too small to hold all in-game RCI buildings. This was probably used to quickly test appearance, i. e. checking for missing model files.
- **RiskyMoney** gives you \$10,000, but there's a catch. There's a random chance your city will be subject to a disastrous earthquake when you use this command.
- **ShowTime** adds a clock showing the system time to the game.
- **SimDate** allows you to set the in-game date. However, it will always set the date to one day after what you type in. Therefore, *SimDate 12 31 1999* sets the date to 1/1/00, the first day in the game.
- **Snow** adds snow to the terrain based on the terrain height and the in-game date (more snow in December, less in July). This is an in-game easter egg which is normally triggered if the real-life date is set to Christmas, but this code triggers it too. Note that the snow is a purely visual effect, it does not affect traffic in any way.
- **Stopwatch** stops the in-game time.
- **udriveit** allows you to control any vehicle in the game by clicking on it. This also includes vehicles which cannot normally be controlled in U-Drive-It mode. These usually work fine, more or less, but have various problems. The vehicles you can control this way are listed here:
 - o Large cargo ship (seaport): Works perfectly fine, and you can crush all other boats.
 - o Cruise ship: Works perfectly fine too, but detonates by itself after some time, for whatever reason.
 - o Sailboat: It is very slow (as is typical of sailboats), but strangely you can reverse at full speed, like a car.
 - o Green rail vehicle: It works, and you can drive at full speed without it derailing (like it is supposed to).
 - o Articulated truck: Rather buggy. If you select the head, you can drive around normally but the trailer looks totally wrong (it is detached and does not follow the head around). If you select the trailer, the head automatically detaches and you can't move. After a while, it disappears on its own.
 - o Concrete mixer: Works perfectly fine.
 - o Pedestrians: You can't move at all. It's surprising this is a valid vehicle to begin with.

Some commands are not listed, but still work:

- **SetSeaLevel**, followed by a number, allows you to set the water level. You can either make the entire map dry, or flood it. The water level will reset itself when you reload the city.

Upgradable buildings

The unused upgraded city halls in-game

In the final game, the three airports can upgrade when their capacity is reached. The seaport and the city hall was meant to be upgradable like that as well. The coding for the upgradable seaport still remains, and you can easily make seaports upgradable. The city hall, however, cannot upgrade in the game no matter what, but the model files are in the games nevertheless.

Dirt road

Dirt roads were planned for the game but not implemented for reasons unknown. Perhaps the developers thought that it would have such a low capacity it would be rendered entirely useless.

The following unused text in the game directly references this unused feature:

To me, pavement is a wonderful thing - the hard smooth surface, the extreme heat on a summers day. But it can be costly to create and maintain. If you are looking to save a few simoleons you might consider `dirt roads` as an alternative. There's something special about the bumpy ride and billows of dust that only an unpaved path can provide. And what a boon to our local car wash owners!

Unused cap

There's an unused cap that prevents RCI buildings from progressing unless it is within range of a fire station.

Ordinances

All the ordinances from *SimCity 3000* are still coded in the game, but never used. The Smoking Ban Ordinance even has unused text relating to it, which is formatted differently from all the other text in SimCity 4:

```
No kidding, Mayor! These smokers, dousing us all with poison whether we
like it or not! I'm sick and tired of breathing in someone else's carcinogens!
Sick and tired! We need a smoking ban in #city# now, Mayor. Support your
Sims for the long run, and say no to nicotine!<br>
```

```
<br>
```

```
Pass the Smoking Ban Ordinance now?<br>
```

```
<a href="xxx">Yes</a>   <a href="xxx">No</a><br>
```

```
What's next, Mayor? You gonna outlaw donuts cause they're bad for us? Don't
encourage these health nuts, or pretty soon we'll all be eating tofu for
Thanksgiving cause it'll be LAW! I'm a citizen too! My choices are my business!
If the nicotine naysayers don't like it, tell 'em to stay home where the
air is oh-so-clean! Mayor, repeal the Smoking Ban now!<br>
```

```
<br>
```

```
Repeal the Smoking Ban Ordinance now?<br>
```

```
<a href="xxx">Yes</a>   <a href="xxx">No</a><br>
```

The following text appears to be from a later date in development, as it uses the "new" text format:

Local safety expert, Florrie E. Sentorange, says rush hour and school age kids don't mix. She personally counted 18 near misses at school crosswalks last week. I suggest spending the money to [>install crossing guards at all school crosswalks--or you'll have FUSS \(Families United for Safe Streets\) on your back.](#link_id#game.window_budget(budget_window_types.ORDINANCE1))

Additionally, these two properties were supposed to be used by ordinances. They're present in the code but never actually used:

- **Year available** would make the ordinance available only after a certain year. This property is only set for the Power Conversation ordinance, to the year 1970.
- **Monthly Chance** set the chance this ordinance would become available. This suggests not all ordinances were available immediately, as in the final game, but they would randomly appear during the course of the game.

