

Walkthrough/Hints for PC Game Motor City /Oldtimer by Max Design

(from unknown, for free, noncommercial purpose)

(written and translated from a german, hopefully not too bad)

1. For a start

There are still gamers, love playing this aged game. One of the best economic simulations of its time. Ever since the problem was, it had been bugged and somehow it can't be played to the end and there are less reliable informations to get. Therefore I decided to do this summary of informations and hints and a short walkthrough aswell (at last for the first successful productionline) - after I finally got it to play through!

1.1. Versions, bugs and patches:

- Oldtimer und Motor City are not exactly the same. Motor City was rewritten for the english speaking market. Both have different but maybe also common bugs.
 - 1916-Crash (Oldtimer). Older versions of Oldtimer hang-up around 1916 - over and done.
 - The 1920-problem (Oldtimer): About 1918 there are no new parts to be ordered and about 1920 you can't sell any car. (Internet forums say, the game acts that way because the player didn't develop own car-parts but just used acquired parts.*)
 - The motor-bug (Motor City): You only can develop or buy motors up to the 6 cylinders - 48 horsepower model from 1903. For the rest of the game, you have to get along with the motors available to that stage.
 - Warning light-bug: A production building don't act as it should after a new production is established. The alarm light will stay on the building. Round by round the bug will spread to other buildings. The bug even can't be restored by taking down and rebuild.
 - The store-bug: Nice on a first look: The stores can get full to the brim - generally the game informs, sometimes not - the store getting "overstuffed". Hence the stock doesn't increase inspite of consumption. If not script and freshly ordered, you have an endless stock auf this item.
- There is a patch for Oldtimer ("Update 3.0") and cheats on money and buildings:
<http://www.gamedoctorpc.de/tutorials-spiele-games/spiele-games-o/oldtimer/>
- and a lost Patch "1.25", to be received maybe from private through internet forums.
- Which patch will fix what, I don't know.
- There is a user-mod for Motor City, that fixes the motor-bug, I found once on abandonia.com**
- What the reissue named „Play Retro Oldtimer" contains on patches, I don't know, but it has integrated dos-emulator. Without DOS-BOX or suchlike, the game is not to be played on actual PCs anymore.

Along my researches, I have found a **completely modded and fixed version** of Motor City with integrated DOSBOX-emulation (I think it was on abandonia.com aswell), that I could play the way through without the listed bugs. I would highly recommend, to search and use this version! This version could be identified by its presets - at Player1, France is startnation and gamename is "Goran" and companyname is "Mafia SA" as modelnames. In this Version the game ends at/by 31.12.1928/1.1.1929. Somewhere else it is said, the game *would* last to 1930.

*) It is not documented anywhere, if all selling models has to be self fabricated, respectively if all three components has to be self fabricated or just one - nor at what year the one or other has to occur. Whereas somewhere else it is said, that at Motor City the game continues only with selfmade MOTORS. Lot is spread, less is proved.

***) Back then on <http://www.abandonia.com/de/games/14415/Motor+City.html> (Additional Engines).

2. General and basic hints.

- The gameplay is easy but not too simple: Produce cars from three components, engine-chassis-body, and sell them through your branches and salesmen in europe. You can offer up to five carmodels in each country simultaneously.
- The game is most fun the first years until the company site is about to be fully developed. Then the overview gets lost and it turns into labour. That's true all the more if you develop and produce the components, if anything all three, for your models on your own. It's for true economic simulation fans, who like to run an excel calculation in the background.
- Have an eye on price, demand and production. A special challenge in crises, when suddenly sales increase dramatically - cut capacities, dismiss workers and economise publicity costs. In good times sales may go through the roof - expand capacities or raise the prices properly.
- Find the right components: The car should not be too heavy, the engine not too strong for the chassis! All components and when they are available are set in the programming (Generally to every new year).

- Its a turn-based game - if you are done with your actions, you click on "End of Round". If events appear between the month-ends - the game stops with an according message. To keep a routined gameplay is recommended, like this:
 1. To the administration/book, handle orders (selling the cars).
 2. To the bank, try to raise your credit limit or get better conditions.
 3. To the company ground, store, where all carmodels are in stock, check the number of sales.
 4. React on number of sales, for instance:
 - To administration, branchoverview at the wall, lower or raise prices and adjust advertising budget.
 - Increase production with new produktion oder decline by temporarily shutdown.
 5. To the company ground, stores, order carparts or material.
 6. Savegame
 7. End of Month

2.1. Basic hints on the game:

- Difficulty level: easy, middle, hard - starting capital*. How generous the bank is with loan, how often a fire breaks out (a building gets lost), how often the delivery is due with parts (14 oder 30 days).
- You can ease the input on numbers, instead by clicking with the mouse, by keyboard numberblock. Just doubletype NUM, and the keyboard becomes your register.
- You start in England - **best** number of sales . Than Belgium and Netherlands, than Italy and other countries. When you have opened all branches in a country, you won't get any orders from salesmen. Thats fine, because sales by branches are more profitable.
- You don't have to take part at races. But you can. You don't have to do test-runs. Has no impact on the economic part.
- You want to expire your management qualities with a serious attitude, you will have pen, paper and a calculator at hand. Or work with excel-sheets from the start.
- Buildings costs money and time, you aim on big capacities:
 - From the start you place your buildings well-planned, for the company ground will be used effectively and not criss-cross. For instance the starting buildings are not well placed and will be better taken down and rebuild someday.
 - **Build multipurpose halls** right from the start (!), they have more output as productionhalls and higher stock capacities as stores. They are more expensive at first and have longer construction time - but in relation are much more economic, than have to tear down the factory later and replace it with a multipurpose hall anyway. Multipurpose halls can be turned from a store to a production and converse.
 - Always establish assemblies completely, never only partly. If there is not enough money, it will not be enough for the expensive parts anyway. You yield up on capacity and pay extra for expanding the factory later and the production has to stop for almost a month. Therefore better wait another month and earn the needed money.
- **Alwas do savegames:** you likely will put the wrong carmodel in production, mistype at the parts-order and buy 1000 instead of 100 carbody's and go bankrupt right away. Some bugs, if you play one of the original gameversions, can be smoothed out with earlier savegames.
- Give carmodels informatively names: Year of development in the name, like: "Racer 1898". Or what motor runs the car, like "Racer 98 2.10" (Motor is 2 cylinders with 10 HP). Helps you keeping overview.
- Order parts or materials on demand and just keep the necessary stock. Until you can afford a loading bay (goods station), sporadically delivery delays with 14 or 30 days occur which makes a stock for one month reasonable. You can avoid this also with savegames. But can get annoying. With loading bay a stock of 10 percent of the needed goods is enough. At ordering materials (steel, glass, rubber..) it is different: A certain stock, to get benefit from the price swings is usefull.
- You should set the discount for branches the same within a country. Otherwise the orders will listed solitary for each single branch in the orderbook, because every branch sold the cars to a different price.

*) Difficulty level related to starting capital / creditline (can be raised by negotiation) at the start:

Easy:	\$300 000 / \$140 000
Medium:	\$250 000 / \$123 000
Hard:	\$220 000 / \$113 000

3. Walkthrough for the first phase

3.1 First steps

- **Above all** you will go to **the bank** and negotiate the highest possible credit. Credibility relates to the actual capital - so don't spend money before!
- Then you build a **small research** and wait one or two month (round), before you **build three small multipurpose halls** (experienced gamers may build two small and one middle MPH) and wait two or three month (The time of construction for each building is displayed in weeks in the build menu).
- After that **get offers via the store/storeworker** - for engines with 2 cylinders up to 5 and up to 10 HP, for chassis up to 10 HP and carbodies (open and with top) - all for small cars and carbodies for middle ranged cars.
- As soon as the offers come in, you can set them in in the store and order as required (see below). Use these parts: The 2C 4HP engine and the 2C 8HP engine. The 10 HP chassis and the bodies Voiture and Manchester. If the Manchester body isn't available yet (but on 1. July), you have to go for another month.

3.2. Now, here we go:

- When the research is finished, you can **create prototypes** there. Just open the cardbox and open a empty file for prototypes. Engineers have to be hired only just if you want to develop own car-parts.
- **Create three car models** with the parts above and launch them on the market in one go.
- 2C 4HP + 10HP chassis + Voiture body; 2C 8HP + 10HP chassis + Voiture body; 2C 8HP + 10HP chassis + Manchester body (don't forget the features, in the beginning you can set three gears).
- By now (see above) the corresponding parts should be ordered (20, 40 or 60, as needed), so the production can start without delay and you don't have to wait because of the sporadically delivery delays.
- The prototypes are ready, you can **distribute them through the branches** - even if there is no single car produced (see below)!
- You **establish an assembly for one model in each multipurpose hall**. The installation lasts nearly a month. You choose the store where the parts are stored already. (With this all eight storage places were used, each store in the game offers - five different carparts and three carmodels.
- **Employ workers for production:** At the administration, at the personell office, you hire skilled workers. For production was ordered in hand already, the personell officer tells you the accurate amount of workers. Very important: Affirm the order once more: "Alright, yes" . Otherwise no workers will come. (Unskilled workers will be needed not until later - and by the way all the kind people you face as counterparts in store, office or factories are there just because and don't has to be hired.) The workers are not available at once, depending on the payed labour wages, they pour more or less quickly to the company. Leave the wage options on preset, the workers will be there at time. After that you can lower the salary, but do not undercut the red line. Working speed "fast" is OK.
- When the workers have arrived (will be told, as everything else, by the game), you can allocate them to the factories.
- The factories are ready: For the workers are introduced and the carparts are in stock, there is nothing more to do, than look after supplies. Therefore again order about 20-30, 40-60 and 60-90 parts, depending on the money you may have left on the bank.

3.3. Make money:

- **Alle three car models** will be set **for sale** in the branch, right after creation in the research. Click on the branch on the map in the administration, set them into the offering schedule and determ a price. In my experience it makes sense, to set a price 1 below hundred, for instance \$1599 instead \$1600. What is the right price? Right now, for a start I recommend pricing the three models between \$2400 and \$3200, related to the production costs, power/quality. Then raise or lower the price, so the demand get conform with the output.
- The sales goes principally with the price, also on popularity and currency of the carmodels. We like to sell the cars for the best price not necessarily for the cheapest. In the beginning that will be 20-25 units each model. Therefore that's not much, we need every dollar turnover to expand production and our branch network. Because we have orders from two month the sale is no problem.
- The sale doesn't take place in the branches, but the branches and the free traders order the cars from the company. The orders are in the folder/book on the desk to every end of round / month, listet by month. The orders will serviced and encashed by clicking on it.
- Important: the orders are obligatory for three month, than the orders will canceled automatically. Therefore: service older orders first, before they expire! Its advantage is - you can offer all new carmodels to the market before having it produced and check out its price hereby or to put temporary shortages in the future.
- Set publicity budget and distribute. It doesn't has to be much at the beginning, maybe \$1000-3000. Depends upon how much money is left in the cash box at all. The word is the advertising budget should not lower 6% and not higher than 10% of the monthly turnover (of the branch). This can traced back to a notice from a patch of an Oltimer version.

- Set a profit margin for the branches (discount). Free traders take their own discount. The higher the discount for the branches the more will be sold via the branch instead via the traders. But: In the early game you have one/less branches and you are reliant on traders aswell.

4. What will follow?

The first money comes in. The challenge now is to increase capacities, more factories, more branches. Always beware of don't overstretch yourself, then you go bankrupt. After you have launched the three models to the market, there should be a fourth and a fifth. At decreasing demands in the face of low prices, you have to replace older models with new ones, with better features, modern design and better engines. The gates to a successful career as carproducer are open now. After some years you will not need no bankcredit and the 2 million dollar maximum credit line become stale. There will be new manufacture methods, which lower production costs, but will be more expensive to establish. The paper will show gamerelevant events. To the start of every year the most successful businessman will be proclaimed.

5. Timetable of all events

Year	Event/Invention	Year	Event/Invention
1896	(Start) Features: 3Gears Production: Manual 1	1914	1. Maiy Race in Paris 1. Jul. Outbreak World War 1 (WW I) 1. August: Heavy decline in sales in Germany, Belgium and Austria
1897 - 1899	-	1915	1. Jan. Production: Assambly 2 1. May WW I: Italy joins War, decline in sales.
1900	1. Jan. Pneumatic tyre	1916	1 May Race in Milan 31. (Jul.?) Aug. Rome declares war on Austria possibly loss of branches in Austria
1901	-	1917	31. May WW I: possibly loss of branches in Germany
1902	1. May Race in Bristol	1918	1. May Race in Bristol
1903	1. Jan. Spare tyre/-wheel	1919	1. Jan. Production: Assambly 3 / Peace Conference: 1./31. Jan. All branches in business again.
1904	1. Jan. Production: Semimanual 1 1. May Race in Reimes	1920	1. Jan. Austria devided: Czechoslovakia / Hungary 1. May Race in Monaco 1. Jun. Recession (according to the paper)
1905	-	1921	-
1906	1. Jan. Electr. starter / 5 gears 1. May Race in Paris	1922	1. May Race in Paris
1907	1. Jan. Production: Semimanual 2	1923	-
1908	1. Jan. Electr. light 1. May Race in Milan	1924	1. May Race in Milan
1909	-	1925	-
1910	1. May Race in Bristol	1926	- (Race?)
1911	1. Jan. Production: Assambly 1	1927	-
1912	1. May Race in Monaco	1928	1. May Race in Monaco
1913	1. Jan. Lightmachine	1929	Game end - Highscore

6. Table - Assambly method and efficiency:

Sample model	Assambly method*	Output/Quantity*	Production costs*	Total costs*
Engine 4 cylinders/14 HP for \$294 Chassis 15 HP for \$178 Carbody "Brush" for \$302 Total: \$776	Manual	17	\$495	\$1271
	Semimanual	32	\$394	\$1170
	Semimanual 2	27	\$316	\$1092
	Assambly	54	\$233	\$1009
*related on a small multipurpose hall ("fast")	Assambly 2	93	\$123	\$899
	Assambly 3	139	\$104	\$880

7. Attachment: possible efficient ground development

1.Course: 7 small multipurpose halls (MPH), 1 big research, 10 small MPH; 2. Course: 2 big.MPH, 4 middle MPH, 1 big Administration, 5 big. MPH; 3. Course: 4 big MPH, 1 loading bay, 5 big MPH; 4.-7. Course: 4 big MPH, 1 middle MPH, 5 big MPH

