



City Skyline Solar Power

I wish the power options in this game were a bit more interesting. Hydro being cheap per MW (with high upfront cost) is fine. But, assuming you can't build a good hydro plant (and ...

A community-led subreddit for Cities: Skylines and Cities: Skylines II, the city-builder games from Colossal Order. ... I had some weird issues with plain solar power. It might be that you are ...

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Olexandr thinks that: power plants should a) be bigger, b) be modular (e.g. as in SimCity 2013), c) rely on "specialist" populations in the city to run, d) nuclear power plants should only be built next to large reservoirs, e) ...

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