DEPTH CITY

Build & Defend

REVIEWER & CREATOR GUIDE

One of the best realistic city-building + war mechanics on mobile.



A grown city — every building placed by the player.

Build a living city on your own island — roads, zones, power, water, jobs and taxes. Then defend it: rival nations invade from the sea, and you strike back with troops, fighter jets, missiles and even a nuclear strike. When you want a break, step out of the map and walk your own streets as the Mayor.

Quick facts

Platforms	Android (Google Play) · iPhone & iPad (App Store)
Genre	City builder + war strategy
Model	Premium — one purchase, no ads
Studio	HIZARC Games

Three games in one

City builder

Plan roads and zones, keep power, water and services running, and grow a real economy.

War strategy

Recruit an army, build an air force and missiles, defend your island and conquer 9 rival nations.

Mayor life

Walk, drive and live in your own city — with a family, a wedding and minigames.

Build a living city

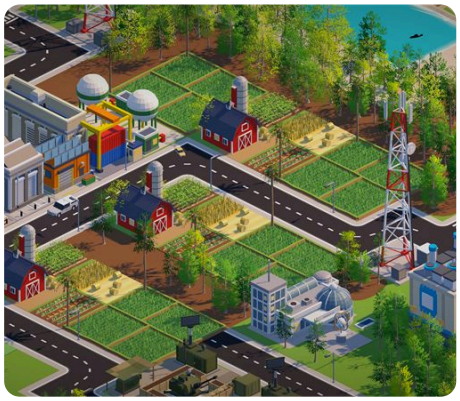
Everything in DEPTH CITY is connected. This is how a city grows:

Draw roads → Paint zones: Residential · Commercial · Industrial → Power + Water + Cell signal → People move in → Jobs & taxes → Money for bigger buildings

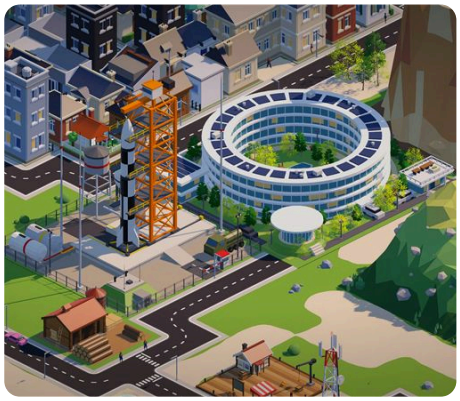
- **Roads carry everything.** A building gets power and water only if it touches a road. Without power, water or signal it goes dark: no people, no income — but it still costs money.
- **Services protect the city.** Police stop crime, the Fire Force saves burning buildings, and hospitals and schools raise happiness and education.
- **A real economy.** Income is limited by demand, you set three taxes (income, property, sales), and overspending leads to debt — creditors can seize buildings.
- **Level up.** Levels unlock new buildings. Research points open the tech tree, policy points pass new laws, and citizens give you quests.
- **Production chains.** Farms → food · Greenhouse → seeds (every tree you plant needs seeds) · Oil Pumpjack → oil → gas stations · Lumber Mill → wood · factories → goods · Shipping Docks → trade routes.
- **Go big.** Buy more land, raise skyscrapers and build wonders: stadiums, theme parks, malls, a tech campus and an international airport.



Zones fill with homes and shops



Farms feed the city



Research and the space program

Build an army. Defend your island. Conquer nations.

Army

Army Camp · Barracks · HQ (beds) →

Recruit: Soldier $500 · Commando $2,000 · Special Forces $6,000 → Train up to level 5 →

Pay salaries to keep morale high

Air force

Mineral Exploration Camp finds a deposit → Ore Mine →

Steel Mill → Steel + IT Hardware Factory → Electronics → Weapons Factory →

Fighter jets & helicopters → Air Base (8 jets) · Helipad (2 helicopters)

Fighter jet: $250,000 + 24 Steel + 30 Electronics. Helicopter: $150,000 + 15 Steel + 20 Electronics.

Missiles & nuclear missiles

Uranium Mine → Uranium → Weapons Factory (cash + uranium) →

Missile (1 day) · Nuclear missile (1 month) → Missile Launch Pad → launch

In one war you can fire up to 20 missiles and only ONE nuclear missile. Enemy batteries stop 1–2 missiles of a salvo, so fire 2 or 3 together to break through. A nuclear missile cannot be shot down.

Defend

Rival nations invade from the sea. Air Defense, Missile Defense, THAAD, Radar and Watchtowers guard your city; walls and rivers stop ground troops; the Technology Tower's shield turns missiles and nukes aside; an Intelligence Agency warns you before an attack. As you grow, the enemy gets tougher: missiles from Level 20, nukes from Level 75.

Attack

Open the war map: 9 rival nations, from small Verdania to the mighty Iron Federation. Their defences match your own upgrades. Win by destroying the Town Hall and every army building, or 60% of the city. Crack the bank vault for loot. A defeated nation becomes your colony — enter it, build there and collect daily tribute.

Diplomacy

Send gifts, open trade routes, ask for aid and form alliances — allies send jets when you are attacked. Your Honor decides how the world treats you.



Train your army



Jets over the skyline



Nuclear strike



Invasion from the sea

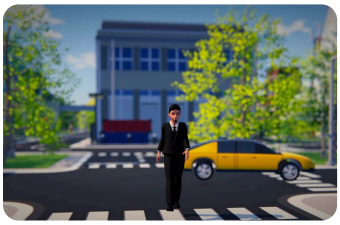
Step out as the Mayor — in a city that lives

Mayor life

- Walk mode: leave the map and walk, run or drive through your own streets, ride the metro and meet your citizens.
- Family: find love, hold a royal wedding at your mansion, and take your wife and kids on outings.
- Minigames: City Walk, Joyride, Taxi Rush, Road Rally, School Bell Roundup, Robbery Pursuit, Fire Truck Rush, Sky Acrobat and Quad Trail.

A world that lives

- Real day and night — the city lights up after dark.
- Seasons: spring blossoms, monsoon rain, golden autumn and winter snow with snowplows.
- Disasters: fire, tornado, volcano, flood, thunderstorm, earthquake and meteor strikes.
- Events: fireworks shows, stadium concerts, farmers markets and rocket launches.
- Traffic, trains, flights, ships and thousands of citizens.


Walk your streets


A royal wedding


Winter wonderland


Tornado warning

Show this in your review (first 30 minutes)

1. Start a city: roads, zones, power and water — and watch it grow.
2. Let night fall and see the lights.
3. Build an Army Camp, recruit soldiers and survive your first invasion.
4. Open the war map and raid your first rival.
5. Step out as the Mayor in walk mode.

Tip: new buildings unlock as you level up — the late game brings jets, missiles and nukes.

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