

Title: City Skylines Solar Generator

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A subreddit around the Paradox game "Cities: Skylines 2", the successor to Cities Skylines. Available on PC, coming soon to consoles.

The solar power plant is a power-generating structure capable of generating 160 megawatts during the day and 112 megawatts during the night. It is unlocked by meeting the Grand City milestone.

I disconnected the city from the outside grid so it would not import electricity. Additionally, the diesel generator doesn't seem to do anything on the emergency battery station, also when the ...

They don't make a lot of electricity, but it's more than enough for an new city, the capital cost is low enough, and you can upgrade them with the Advanced Rotor System in order to boost ...

The KDhydro diesel power generator is a small functional power producer for your city. It produces as much power as a windmill, but costs a third of the price, with the exchange being the ...

Technically not a generator, but they can replace peak generators by soaking up extra renewable and baseline power to cover peak and quick response. There are many different technologies competing ...

? INSANE SOLAR POWER PLANT BUILD in Cities Skylines 2! ?In this episode of Cities Skylines 2, I designed a massive solar energy facility to power an entire...

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