

The benefit of this kind of plant is that because water has a very high specific heat (the amount of energy needed to change the temperature up or down by 1 degree), you can effectively store the heat for a ...

Then I noticed my solar power plant is still producing electricity at 2am, and has full batteries. And my city was exporting power, with solar being my only power source. Sure enough, when I turned ...

Over the life of your power plants, you will spend far more on their upkeep than constructing them. The selection between the choices is a trade off between: installation cost, upkeep cost, and how soon the next ...

"This will unlock if all your power source comes from only these buildings: Geothermal Power Plant, Solar Updraft Tower, Ocean Thermal Energy Conversion Plant and/or Solar Power Plant."

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.

Cities Skylines offers different methods to produce electricity. This guide attempts to explain the different options and calculate the cost per MW and investment required so you can keep ...

Building experimental solar towers with functioning animations to track the sun. Extending the industry and building a cargo canal. You can directly support t...

What you can do in the game is to have solar power plants operate during daytime, to handle the peak usage, and have other power plants that supply night-time power.

As you grow your city, you can use "dirty" fuel-consuming power plants like oil and coal, provided you have green energy sources too. You'll just have to eventually switch to 100% renewable sources ...

First: Nope, it doesn't make sense that they aren't doing anything at night, because real-life solar power plants (like the PS10 [en.wikipedia ]) use thermal storages to generate power at night. And no, ...

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