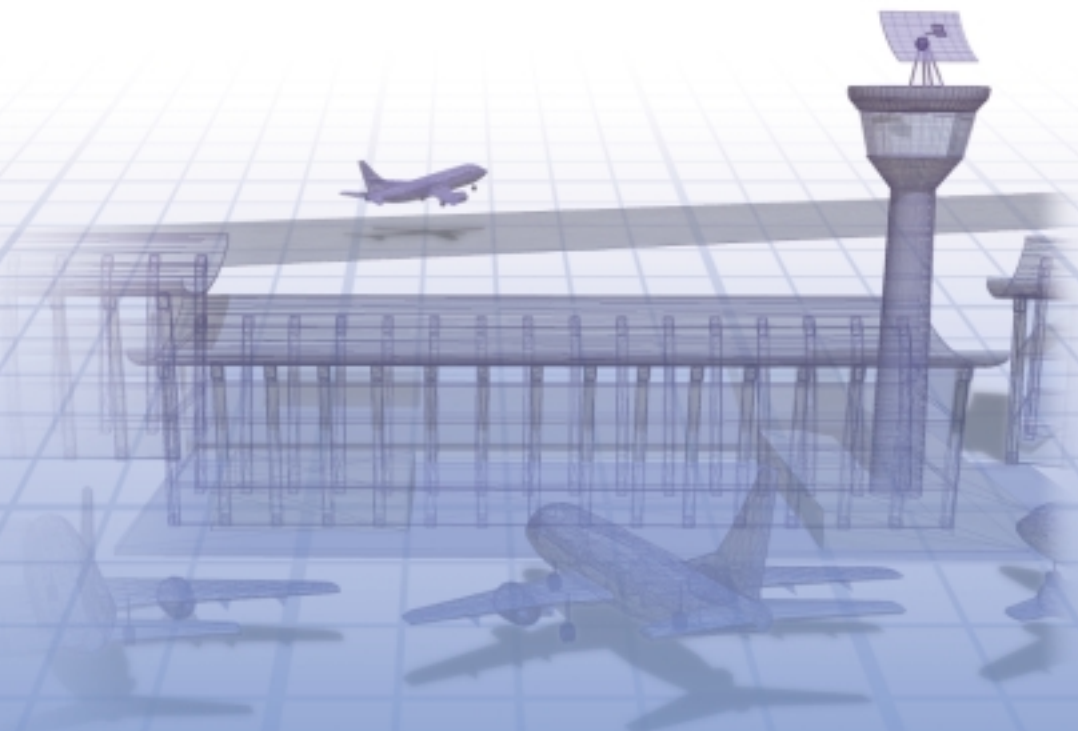


Airport *inc.*TM

Entrepreneur's Handbook



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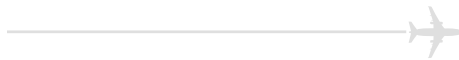
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AIRPORMANUAL.E

English



Entrepreneur's Handbook



Written by
Luke Vernon

Edited by
Allie West

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Required System Specifications

Please find below the minimum and recommended system specifications for **Airport inc.**

System Requirements	Minimum Specification	Recommended Specification
Operating System	WINDOWS 95/8	WINDOWS 95/8
Processor speed	200 MHz	400 MHz
RAM	16 Mb	64 Mb
Graphics / Video Card	4Mb 100% DirectX COMPATIBLE	16Mb 100% DirectX OR 3DFX GLIDE COMPATIBLE 3D ACCELERATOR CARD
Sound Card	ANY 100% DirectX COMPATIBLE	ANY 100% DirectX COMPATIBLE
Hard Disk Space	300 Mb (uncompressed)	300 Mb (uncompressed)
CD-ROM Drive	X4	X4
Mouse	Required	Required
DirectX	DirectX 6 or higher (DirectX 7 supplied on game CD)	DirectX 7 (supplied on game CD)

We will help you wherever we can to ensure you get the most from **Airport inc.** but we are unable to provide any hardware support. If you have any questions regarding your computer then please contact your computer manufacturer's technical support department.

Welcome

Did you unpack this manual yourself? Have you left it unattended at any time? Has anyone asked you to look in this manual for him or her? Window or aisle seat, please?

This manual will give you an overview of **Airport inc.** by showing you how to get to grips with the intricacies of the interface, how to achieve success and how to uncover the game's greater depths. Check the table of contents for the section you are looking for.

Thank you for flying **Airport inc.** We hope this product brings you hours of enjoyment.

Installation

1. **Airport inc.** should autorun (automatically start to work) when the game CD is inserted in your machine (and you have closed the CD-ROM drive's door). If it doesn't, open the Windows File Manager on your computer, find your CD-ROM drive and double-click on SETUP.EXE in the CD's file menu.
2. You will now be presented with the game's Installation screen where you are asked to choose which language version of the game you wish to install. Select your desired language.
3. Select where on your machine you want the game to install to. The default destination is C:\PROGRAM FILES\TAKE2\AIRPORT INC. Choose to accept this or, if you wish, save elsewhere by typing in an alternative destination instead.
4. The game will now install and finish up by asking if you would like to read any last minute notes that didn't make it into this manual (also on the CD in a file called README.TXT). You will also be informed that shortcuts to the game have been placed on your Desktop and in the TAKE2 option of the PROGRAMS menu found in the START menu of Windows.

Uninstall

If, for whatever reason, you should wish to uninstall **Airport inc.**;

1. Click on the START menu of your Windows' Desktop, move to SETTINGS, move to CONTROL PANEL, select ADD/REMOVE PROGRAMS and then click on the AIRPORT INC. entry in the list presented.
2. Click on the ADD/REMOVE button. You will be asked to confirm your actions and you will be informed if any installed elements could not be removed.

Running The Game

The installation program has placed a shortcut to **Airport inc.** on your Windows Desktop. Double-click it to launch the game. Alternatively you can open the Windows START MENU and select PROGRAMS, then AIRPORT INC. Click on the AIRPORT INC. icon in the next menu to launch the game.

HARDWARE SET-UP OPTIONS

Now that you have selected to run the game, you will be presented with a basic set-up option as shown below:



- MODE** Do you want to make the game take up the entire screen or just a window of it? Select the appropriate button to make your choice. (Note: If you are running Windows in 640x480 (check your Display Properties > Settings) and select 'Windowed' mode, the game will take up your entire screen!)
- DEVICE** A question of whether you want to use Software Emulation of certain hardware features or whether you want to use Hardware Acceleration via Direct3D. If you have no preference, choose the Hardware Acceleration option. If however, you experience problems with one device preference option and not the other, this would suggest driver problems and it is strongly recommended that you acquire the latest Microsoft certified drivers from the manufacturer of your graphics card.
- DRIVER** Allows you to choose whether to run the game on your primary display card or on a secondary card (if you have an accelerator card such as 3DFX). If you only have one (non-3DFX) graphics card in your machine, there will not be a choice. If you have a Voodoo based card in your machine you will be offered the choice of Primary Display Driver, Voodoo DirectX driver or Glide Custom Driver (KLIB). In theory the KLIB GLIDE option will give you the best performance, but you may want to experiment with other options to see if this is the case for your hardware.

Click OK to initialise the game with the choices made.

Quick Reference Guide

Everything in **Airport inc.** can be controlled using the mouse, but there are numerous short-cut keys that you will, in time, find very handy. You can change these default keys by going to the GENERAL OPTIONS screen found from the in-game Toolbar (the keyboard icon). It may also be an idea to photocopy this page so you have it easily to hand:

Feature	Short-Cut Key
Build	B
Demolish	D
Map	M
Progress Report	O
Info Centre	I
Contracts	V
Cancel Dragging	Space
Left	Left Cursor Key
Right	Right Cursor Key
Up	Up Cursor Key
Down	Down Cursor Key
Financial Report	F
Toggle Auto-Zoom	Z
Save As...	S
Load	L
Select / Exit Terminal	E
Airport Charges	C
Object Properties	P
Rotate Clockwise	4 (on number pad)
Rotate Anticlockwise	6 (on number pad)

Main Menu



START A NEW GAME

Does as it suggests. (Note: We strongly suggest that you opt for the TUTORIAL option on your first departure!)

START TUTORIAL

A good choice for first time players. You will be guided through the initial menus and stages of the game, and will provide invaluable hints and tips to get started.

LOAD A SAVED GAME

Allows you to continue playing a game you have previously saved.

LOAD A SCENARIO

Once you have mastered the basics and are eager for fresh challenges, test your expertise with these pre-set scenarios. To complete each one you must meet the required goals. When you select a scenario to play (click on the tick to access the scenario) you will be presented with a summary of the airport's history, a run down of its current predicament and then a number of targets to reach.

CHANGE AIRPORT OPTIONS

Click on this to view the game's default settings - Audio and Visual options, and Preferences. The default difficulty level is EASY, giving you a favourable amount of money to start with and prefabricated terminals. Only on the MEDIUM and HARD difficulty settings will you be given the chance to build your own terminal buildings from the ground up. Hazards include disasters such as earthquakes and other extreme natural phenomena.

The last option, **GAME SPEED**, is an important one. You can leave the speed at its default position and this may be fine for the majority of the time, but occasionally you may want the clock to slow down or speed up. When things are getting on top of you, slow the clock down. When nothing productive seems to be happening within your airport, as well as tweaking your airport's design you could also try increasing the clock speed to 'accelerate' time.

ABOUT AIRPORT INC.

Credits for all those who worked on *Airport inc.*

EXIT TO WINDOWS

Quits *Airport inc.* and returns you to Windows.

Introduction

The object of *Airport inc.* is to build and manage the best airport you can. For some this may mean the biggest, ugliest and most profitable international hub airport ever seen, while to others it may mean a very small, yet content, domestic cargo airport. Whatever your intentions you will need to get certain basic elements in place before your airport is deemed valid for business. The electronic organiser in the bottom left hand corner of the screen will give you, amongst other things, guidance as to what you need to build.

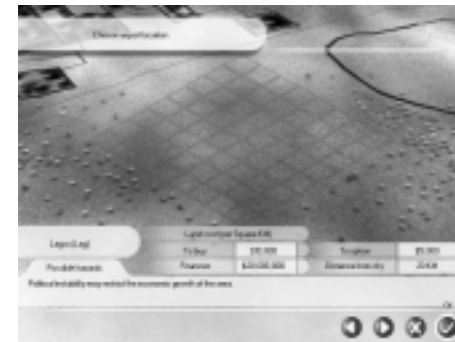
The basic airport elements are: Terminal building (connected to the outside world via road and rail links and connected 'airside' via a GATES area) OR a cargo building, a car park for your passengers, a runway, control tower, planestand (connected to the runway either directly or, more shrewdly, with taxiway) and a fire station. If you remove any of these elements at any time your airport will be invalid, all trading will cease and you will be out of business before you know it!

(Note: We suggest you opt for a TUTORIAL before embarking on a new game for the first time.)

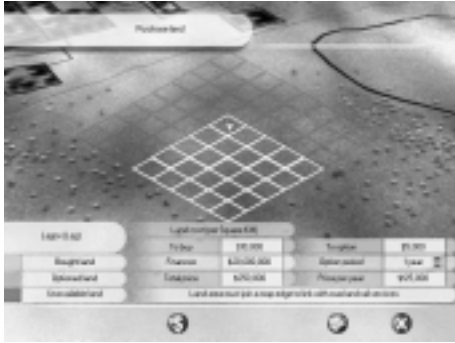
New Game



Using the mouse click on the left and right selection arrows to choose the continent and city where you would like to build your airport. You will notice that the various locations have different probabilities of domestic and international flights, varying weather conditions and different sized local populations to service. There are also subtle political and environmental differences, which are shown in the next stage...



Now choose one of three available land areas. Each one boasts differing features including hazards, distance from the city the airport is to service and, most importantly, cost of land per square KM. (Note: When playing the EASY difficulty setting your choice of land will not have a serious impact on the outcome of the game, however, when playing on the MEDIUM or HARD difficulty settings it may well do so.)



To mark out the plot of land you wish to buy, click on a square at the edge of the grid and drag it out so that the yellow highlight covers an area you want to work with. Click on the BUY (\$) icon at the bottom of the screen to complete your purchase.

Hint: Think about what you want to do in the long term: The more land you buy the more money it will cost. Do you want to save money for later, or buy more land now so that other businesses find it harder to encroach on your expansion plans, but this will leave you with less money to play with? You may want to use the Option choice:

Optioning land: If you don't want the expense of buying more land than you really need at this stage, you may want to option land instead. Once you have bought your initial plot of land you can drag out further areas on the grid map, change the Option period to a maximum of 10 years and then click on the Option (Tick) icon at the bottom of the screen to secure first refusal on this land. Obviously there is a charge for this privilege but nothing in life is free!

Click on the TICK in the bottom right hand corner of this Purchase Land screen when you are ready to go into the game.


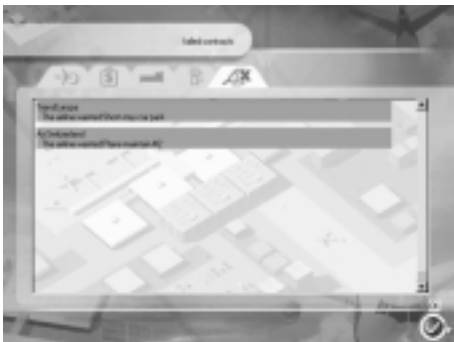
Icons Explained

All icons have descriptive ToolTips but, for those of you wanting invaluable bedtime reading...

Icon	What Does It Do?	Details / Reasoning
	Load	Click on this to load a previously saved game.
	Save As...	Click to save your progress.
	Automatically Renew Contracts	With this displayed all your existing contracts will be automatically renewed, as long as you still meet the necessary criteria and standards set by the airline concerned. Selecting this will take some of the paperwork away from you but will also prevent you from showing off your business (re)negotiation skills.
	Manually Renew Contract	With this displayed you will have to manually renew all contracts. This can take up more of your time but as you expand your airport and have greater confidence in your services and facilities you may want to ask for a better rate than previously accepted.
	Open Airport and Start Clock	With this still displayed you are in Design mode; anything you do can be undone (and you will be given a refund) and the game clock will not start. How kind! Click this to start the game clock and to open your airport for business.
	View Contracts	Click to go to Pending and Active contracts. Your electronic organiser will flash to signify that you have pending contracts needing attention but you can also come to this area to re-examine current contracts with airlines, retail outlets, hotels or petrol stations. Also, once you have bought an administration building you will be able to access failed contracts and see where you are going wrong.
	Progress Report	Click here to get profit and loss accounts for the last month (available after the 28th of each month) or, later in the year, to get profit and loss accounts for your entire year's trading.
	Info Centre	Use this to get further details on your airport's performance and that of the airlines you are doing business with. You will also be able to see a log of all flights to your airports and a breakdown of the business that each contract has brought to your organisation.
	Runways Are Closed	With this displayed your runway(s) is closed and further flights will not come into your airport until it is reopened.
	Runways Are Open	With this displayed your runway(s) is open. You may want to click on this icon to close your runways. Why? To protect your passengers, airlines and crews in times of bad weather, terrorist attacks or environmental hazards.
	Build	Click here to go to the Creation Mode window and to purchase your airport components.
	Demolish	Having pressed this you can move your cursor over any object you have placed and, once it is flashing, destroy it. Objects are destroyed in the same way as they were placed – i.e. you may see whole strips of apron removed with one click because it was placed in one long strip. Be aware that demolishing objects which are integral parts of contracts (such as dedicated cargo facilities) may have dire consequences to the success of your airport.

Icon	What Does It Do?	Details / Reasoning
	Zoom Out	Makes the camera zoom out.
	Zoom In	Makes the camera zoom in.
	Reset Camera	Returns the camera to its default position.
	Select Camera	You can view the game from different angles. Click this icon to choose another angle.
	Select Terminal	Click on this icon and then on a terminal building (you may have more than one) to enter inside.
	Select Terminal Area	When working inside your terminal and having placed terminal areas you will want to furnish those areas. Select this icon and then click on your target terminal area to get to the creation mode.
	Exit Terminal	Click on this to exit the terminal building.
	Go To Terminal First Floor	When working inside your two-storey terminals, use this to move between the ground and the first floor.
	Go To Terminal Ground Floor	When working inside your two-storey terminals, use this to move between the first and the ground floor.
	Toggle Map	Allows you to turn the airport map On / Off.
	Summon Airport Expert	Click here to bring up the in-game helper. A menu will appear and you can click on the headings to find out more about the topics, get help, and be blessed with game tips!
	Object Properties	Having clicked on this you can move the cursor over airport objects and, having seen the ToolTip to confirm you are pointing at the right object, click to find out details of funding, attitude (if appropriate), condition and efficiency. See page 20 for further details.
	Airport Information	Click on this icon to see the overview details of your airport, to get to the purchase land screen or to go to the airport charges screen.
	General Options	Click here to go to the general options screen.
	Quit Game	Click to quit your game and go back to the main menu. You may want to save before doing this.
	Undo	When still in Design mode (before the 'Open / Start the Clock' ribbon has been cut on your airport, you can use this to undo your last action. Once in business mode, this feature will be taken away from you.
	Acknowledges Events	If this icon appears it means that something fairly serious is occurring in your airport. Serious enough for us to have slowed down the game's speed so that you can investigate further and get a chance to recover. Click this icon again when you are happy that you have reacted appropriately.
	Review Scenario Instructions	When playing Scenario games you can take another look at the instructions by clicking here.

Explaining the Menus

Icon	Function
	<p>SAVE AS... and LOAD</p>  <p>To SAVE your progress you can either click on an existing savegame and then save over that game (this will permanently delete the previous record) or you can find an empty slot, type in the name of your savegame and click on the tick to confirm the save.</p> <p>To LOAD a saved game simply highlight a savegame, check the details shown below the six image windows and then click on the tick to confirm that you want to load this file. Up to 99 savegames are possible so you may need to go to further savegame screens using the right and left arrows at the bottom of the screen.</p>
	<p>CONTRACTS</p>  <p>The contracts are separated into different categories (click on the respective tabs to move between the categories). The first tab (from the left) is the Airlines' contract file. In here you will see three different types of contract. Yellow ones are airline master contracts, colourless ones are flight contracts and red ones are failed contracts. Click on any of the contracts to see further details. The heading at the top of the screen will show that you are viewing Pending Contracts but you can also select the icon at the bottom of the screen to view any Active Contracts.</p> <p>This may be useful if you want to review a contract's details before renewing it, or to double check you have all trading pre-requisites in place.</p> <p>When back in-game you may want to utilise the Automatically Renew Contracts icon to avoid the hassle of renegotiating your contracts as they expire. This option will keep all your contracts going at the previously arranged rates as long as you have fulfilled all of the airline's original requests and have maintained a high enough standard for the airline to remain happily associated with your airport. Airlines will terminate contracts if you let them down, even if you have selected this 'renew' option. If you choose to Manually Renew Contracts you will have more paperwork but you may want to take advantage of your improved esteem, expanded facilities and developed negotiation skills.</p>

AIRLINE MASTER CONTRACTS



When you click on an Airline Master Contract you will be presented with two screens (see above). The first screen gives you the overview of the deal along with a list of any pre-requisites the airline may have before it is prepared to deliver any flight to your airport. Using the right arrow at the bottom of the screen will outline further details. Two columns of figures are presented, the first shows the figure that you have asked to be paid for the service shown and the second column is the figure that the airline has offered you. The green ticks show that you will accept all of these contract points but you can click on the ticks (to change them to crosses) and then use the Renegotiate telephone icon to go into further talks with the airline. Your chances of succeeding in these negotiations will depend on your experience, facilities, reputation and the demands and quality of the airline you are dealing with. If you are happy with the figures offered (or just want to get the ball rolling on your game), make sure all contract points have green ticks next to them and then click the Accept tick at the bottom of the screen. You can also decide to Reject contracts outright if you choose.

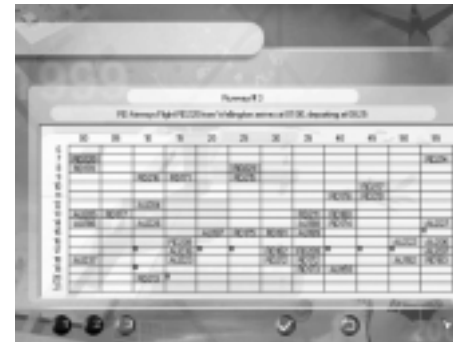
AIRLINE FLIGHT CONTRACTS



Having accepted an airline's master contract you will be presented with a flight contract proposal. Click on these individual proposals to see details of the flight.

You can quickly accept or reject this proposal or use the View Runway Slots icon at the bottom of the screen to see further details of the flight's traffic.

AIRLINE FLIGHT CONTRACTS Contd:



The runway slots screen outlines the following:

Colour	Key
Brown	Proposed flight slot arrival time
Purple	Proposed flight slot departure time
Turquoise	Existing flight's arrival time
Green	Existing flight's departure time
Grey Tags	Flight slots reserved by other pending contracts
Red Tags	Plane stand slots reserved by other pending contracts

Using the mouse you can pick up proposed flight slots and move them to other times. You may want to do this to get a better spread on flight arrivals and so ease the workload on your ground force, but doing this may jeopardise the flight contract. Airlines may refuse flight slot negotiations if they feel that you are causing them unnecessary delays or forcing them to arrive at their final destination airport at unfavourable times. You can also shift flights to different runways (as long as you have more than one!) by using the runway icons at the bottom left of the screen. Sometimes you may have more than one runway but these icons will not be available if the incoming aircraft is not suitable for the other runways.

RETAIL CONTRACTS



Selecting the retail contracts tab will show a list of proposed retail contracts. You will need to have a retail area and other support facilities to secure retail contract offers. Clicking on these proposals will take you to the screen shown above and you will be able to either accept or reject the contract. If you accept it, the game will automatically switch to viewing the retail area inside the terminal. The appropriate retail unit will be attached to your cursor ready for placing. Right-clicking will rotate the unit. When you place the unit make sure that you do not block pathways, doors or access to any existing retail units.

Hint: Try and avoid annoying existing retail outlets by introducing unwanted competition with new trade, and avoid offending them by placing inappropriate businesses in close proximity to them. Remember, the bigger your retail area the more units you can squeeze in which means more chance of conflicts and disgruntled store managers but, with careful management, more potential revenue!



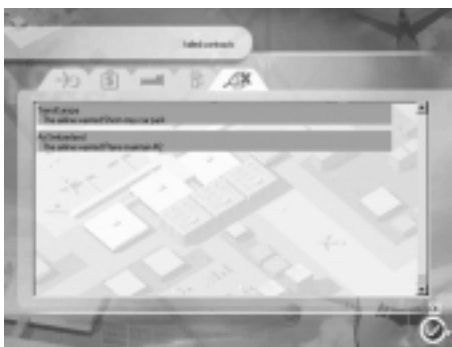
As with retail units hotel chains may, when your airport has expanded sufficiently, come to you with contracts. Accepting a hotel contract will take you in-game so that the hotel can be placed.

Hint: Think carefully when placing the hotel. Placed too far away from the terminal and other activity will leave hoteliers grumbling, while being too close to the flight paths will give the hotel guests sleepless nights.

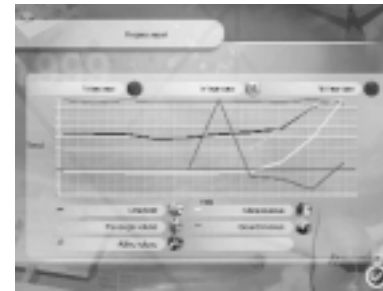


When placing a petrol station, be aware that they need to be next to major traffic flows.

The Failed Contract tab will only be shown if you have administration facilities to help you out. You may want to look at these entries to get clues on where you are going wrong.



PROGRESS REPORT



The progress report has three views: One year, five years and ten years. Click on the respective icons to move between the views. The graph will show the past trends (over the selected time period) of the various areas shown in the key. Clicking on the icons in the key below the graph will remove that entry so that other lines can be seen more clearly.



INFO CENTRE

Airport	Passengers	Cargo	Fuel	Revenue
London	10,000,000	100,000	1,000,000,000	1,000,000,000
New York	8,000,000	80,000	800,000,000	800,000,000
Paris	6,000,000	60,000	600,000,000	600,000,000
Tokyo	5,000,000	50,000	500,000,000	500,000,000
Sydney	4,000,000	40,000	400,000,000	400,000,000
Auckland	3,000,000	30,000	300,000,000	300,000,000
Wellington	2,000,000	20,000	200,000,000	200,000,000
Christchurch	1,000,000	10,000	100,000,000	100,000,000
Dunedin	500,000	5,000	50,000,000	50,000,000
Invercargill	200,000	2,000	20,000,000	20,000,000

The Info Centre can be used to obtain all manner of details regarding your airport.

Each of the tabs has its own ToolTip to help you.

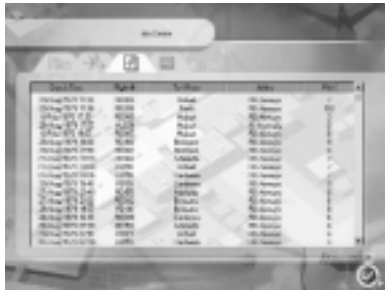
The first tab is the **Airport League** which lists the performance of all airports running concurrently around the world, and which places your airport in comparison.

Airline	Flights	Passengers	Cargo	Revenue
British Airways	100	1,000,000	10,000	100,000,000
Virgin Atlantic	80	800,000	8,000	80,000,000
Qantas	60	600,000	6,000	60,000,000
ANA	40	400,000	4,000	40,000,000
Qatar Airways	20	200,000	2,000	20,000,000
Emirates	15	150,000	1,500	15,000,000
Etihad Airways	10	100,000	1,000	10,000,000
Southwest	5	50,000	500	5,000,000
Delta	3	30,000	300	3,000,000
American	2	20,000	200	2,000,000

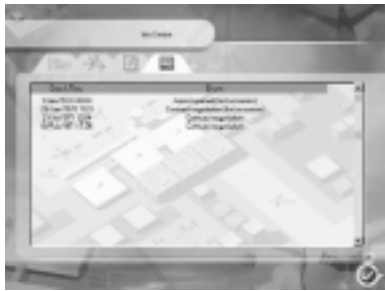
Airline	Flights	Passengers	Cargo	Revenue
British Airways	100	1,000,000	10,000	100,000,000
Virgin Atlantic	80	800,000	8,000	80,000,000
Qantas	60	600,000	6,000	60,000,000
ANA	40	400,000	4,000	40,000,000
Qatar Airways	20	200,000	2,000	20,000,000
Emirates	15	150,000	1,500	15,000,000
Etihad Airways	10	100,000	1,000	10,000,000
Southwest	5	50,000	500	5,000,000
Delta	3	30,000	300	3,000,000
American	2	20,000	200	2,000,000

The second tab shows the **Airline Performance** information. This outlines what business and concerns each of the airlines holding contracts with you have brought to your airport. Click again on any of the entries to see further details of the airline's flights, routes and business dealings.

INFO CENTRE contd:



The third tab shows a log of all flights that have arrived at your airport. When playing Airport inc. the flights (and passengers) you actually see arriving at your airport are just a small representation of the actual business that is going on. Coming into this log will show the complete list of all flights along with their respective details.



The Airport History tab is a log of all the key events that have occurred at your airport.



Having entered a terminal, choosing the **BUILD** option will take you to the construction options appropriate for the terminal. Initially you will want to designate the different terminal areas and place doorways between them to determine the flow of the passengers through your airport.

Hint: Placing doorways in bad places may well lead to security breaches that will reflect unfavourably on your airport. Once you have placed an airport area you will be able to select it and go to the creation window for the area's objects / furnishings.



SELECT CAMERA



Click on the text to choose the camera you want to use. If you select, for example, the Incoming Flights camera, the camera may not immediately switch but will wait for the next available flight. When in Control Tower camera you can use the '4' and '6' keys on the number pad to rotate the camera and look around your airport. You may not carry out any of your normal airport functions in any camera apart from General Camera.



CREATION MODE / BUILDING



Creation Mode is the screen you will probably see more than any other in the game! Using the tabs at the top of the screen you can move between the different areas of construction. At the beginning of the game only a few items will be available to you. If you are playing on the **EASY** difficulty setting then only prefabricated terminals will be available. You can select an item by clicking on it and, if you should need any further details on an object to help explain what it does or where it should be placed, simply right - click on it. As new objects are introduced into the game you will receive notification on the electronic organiser, then the new object will be shown in the creation window with a star next to it (as seen above).

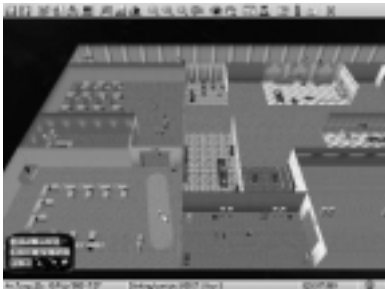
Hint: Remember, your space and money is limited so live up to your potential and think carefully about the future - how you are going to expand and where you want to place any of the larger objects.



BUILDING TERMINAL OBJECTS



When inside the Terminal you can click on the icon shown above and then on a terminal area to bring up the creation window (also shown left). You may now pick furnishings for the individual areas and start setting out areas which service your passengers, help keeping them happy, entertained, relieved, informed and secure. Also, don't forget to help them spend their cash if they are so inclined by placing objects such as photo booths and vending machines. As with the other creation windows, not all objects will be immediately available but they will gradually be supplied to you as technology and time moves on.



When trying to place objects in terminal areas you will see green pathways highlighted. These show the routes between the doorways that you may not build on, as you would be blocking them off.

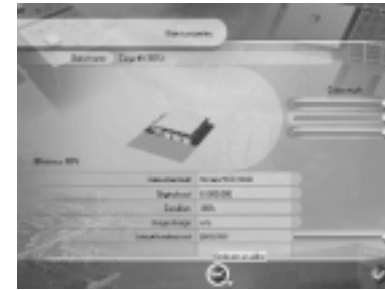


OBJECT PROPERTIES



Having selected the Object Properties icon from the in-game toolbar, you may click on objects to obtain critical information about them. You can change the funding of certain objects and so save money but this will introduce the risks associated with dilapidation and inefficiency. For some objects this will have a more noticeable consequence than with others. Some objects (e.g. control towers) also have an Attitude slider.

Hint: You may want to change the attitude in times of pressure. For example, it may help to lower the control tower attitude to 'Careful' in times of extreme weather. Other objects may have a 'Select An Airline' icon on them (e.g. cargo buildings, as shown below) as you can select these and then dedicate their services to a specific airline. This may help satisfy certain contracts but will also put stress on other cargo buildings and on their ability to fulfil other cargo requirements, so keep a watchful eye as contracts may not get renewed.



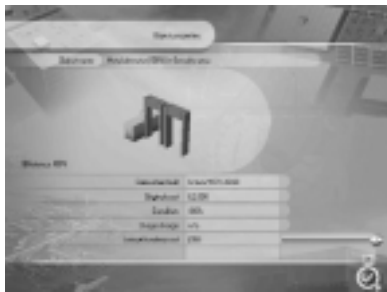
Another time when you will need to designate services to a building is when you have placed **Turnaround** or **Plane Maintain** facilities. As soon as you have placed them you will be presented with a screen (as shown below) and you must select the service provider you want to use before continuing with the game. As suggested, different providers will supply you with their services at different costs but you have to be careful to find the balance between cost and quality as your airlines and passengers will soon let you know if you have chosen unwisely.



CHARGES



Once you have invested in certain facilities you will be able to charge the public for their use. These objects will have a Dollar (\$) icon on them (as shown left) and clicking this will take you to the airport charges screen (see page x) where you will be able to review and change the charges.



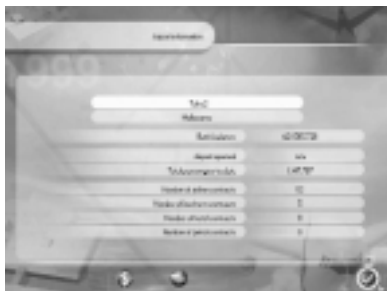
Objects inside the terminals can also be selected with the object properties icon and, again, you can see details of condition, efficiency, funding, attitude, etc.



Hint: If your prices are too cheap you will soon go out of business, while if prices are unreasonably expensive your trade will be seriously affected.



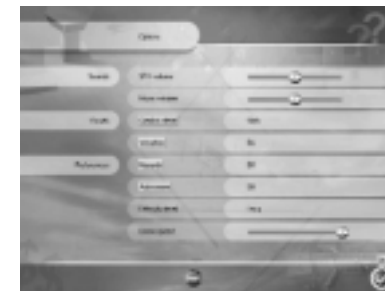
AIRPORT INFORMATION



Selecting this icon will show you the general information about your airport; Its name (you can change this by clicking on it and then typing a new name), its location, financial and business trade summaries. At the bottom of the screen are links to the Airport Charges (see below) and Option Land screens (details below).



GENERAL OPTIONS



Here you can change audio volumes, graphics detailing (draw distance), weather features and other hazards, 'Intelligent' auto-zoom feature On or Off, and the game's clock speed. Clicking on the Keyboard icon will take you to the keyboard set-up screen where you can see all the keyboard short-cut keys and change them to your own preferences.

AIRPORT CHARGES



Enter the Airport Charges screen via 'Airport Information'. Here you will see that there are two pages of information. The figures shown on the first page are those that you are asking airlines for, while the second page (shown above) covers the charges for further services and for public charges for use of the facilities. Some objects will say 'N/A', this is because you have not yet placed them (or they are unavailable to you). Use the Up and Down arrows next to each charge to change it.

AWARDS



With hard work, dedication and good management skills you will, in due course, be presented with various awards. There are different categories of award and you will have to expand your airport in many different areas to win them all.

FINANCIAL REPORTS



At the end of each year the financial reports will be presented to you. These not only show the breakdown of income and expenditure across your business but also show you the change since the last report. These reports will not only help you keep an eye on things but will also show you which areas are most / least profitable so that you can turn your attention to them. You can also bring up Monthly Financial Reports after the 28th of each month by pressing the 'F' key when in-game.

Troubleshooting

This troubleshooting guide assumes that you have read the Required System Specs section and that your machine fits these specifications. Beyond this, try contacting the Customer Support line.

- Q: The game is running much slower than I was expecting.
A1: Try the different Hardware Setup options presented at the start of the game and above all, please ensure that you have the latest Microsoft certified drivers for all your hardware.
A2: Ensure that all other programs are closed while Airport inc. is running.
A3: Remember that the game will run slightly slower as your game progresses as more and more data /AI has to be processed.
A4: Change the Graphics Detail setting found in-game under 'General Options'.
- Q: Text isn't being displayed properly – it just comes out black.
A: You probably have a relatively old Matrox graphics card. Please ensure you have the latest Microsoft certified drivers for your hardware.
- Q: The sound is distorted or unreliable.
A: Again, ensure that you have the latest Microsoft certified drivers. If you have a C-Media based card you will have problems as they don't have drivers that work efficiently with Windows 9x. However, the 8330 model has two devices (WSS and SB16). Whichever mode you are in, try switching to the other!
- Q: I'm having trouble getting the game to run with the full screen option.
A1: This may be a graphics card driver issue, check you have the latest certified drivers.
A2: NetMeeting 3 prevents DirectX applications from running full screen. Make sure that NetMeeting is not loaded in your System Tray. The bottom right hand corner (by the clock) of your Windows desktop displays what programs are currently loaded. You should be able to right-click on these icons and unload unwanted programs.
- Q: Does Airport inc. work with WINDOWS 2000?
A: We have successfully tested Airport inc. on a pre-release version of Windows 2000. However, as Windows 2000 drivers have not yet been finalised, we cannot guarantee the game's performance on this operating system.
- Q: When I ALT-TAB to switch between programs, Airport inc. seems to be adversely effected.
A: Do not use the Alt-Tab function.

Technical Support

Every effort has been made to make our products as compatible with current hardware as possible. However if you are experiencing problems with running of one of our titles you may contact our Technical Support staff in one of several ways:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, we will need to know as much information about your computer and the problem as possible. If you can not provide the information in the check list below, then please contact your computer manufacturers technical support department before contacting Take 2 Interactive, otherwise we will be unable to solve your problem.

The information that we will require is as follows:

Contact Details

- Your name
- e-mail address, daytime telephone number or postal address
- If you are from outside the UK, please specify which country you are contacting us from and the language version of the game you are playing

System Details

- PC Brand Name and model
- Processor speed and manufacturer
- CD-ROM Drive speed and manufacturer
- Total amount of system RAM
- The make and model of your Video Card / 3D Accelerator together with amount of Video RAM
- The make and model of your Sound Card
- Mouse and driver information

Please describe the circumstances, including any error messages, of your problem as clearly as possible.

NOTE: PLEASE DO NOT CONTACT TAKE 2'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS. They are neither permitted nor qualified to supply such information.

OUR TECHNICAL SUPPORT CONTACT DETAILS

Post:
Take 2 Interactive Technical Support
Unit A, Sovereign Park
Brenda Road
Hartlepool
TS25 1NN
Telephone +44 (0)1429 855046 (Monday - Friday, GMT 9:30am - 10:00pm)
Fax +44 (0)1429 233677
e-mail take2@startekeurope.com tech.support@take2europe.com
Web Site www.take2games.com

Credits



Krisalis Software:

Programming: Mark Incley, Ray Tredoux
Additional Code: Pete Harrap
Graphics: Mark Edwards, Mark Potente, Darren Hebden
Quality Assurance: Steve Sumner, Daniel Greene
Project Manager: Tim James
KLIB: Richard Teather, Damian McKenna, Kevin Thacker

ZLIB Copyright (C) 1995-1998 Jean-loup Gailly and Mark Adler

The Jive Translator written by the unknown programmer.

Music by firQ (www.firq.cwc.net)

Take2 Interactive:

Producer: Luke Vernon
Associate Producer: Phil Rodkoff
Brand Manager: Allie West
Localization Manager: Frazer Nash

Tarantula Studios (QA HQ):

Lead Tester: Tim Bates
Testers: James Collins, Julian Turner, Lee Johnson, Rob Dunkin, Mark Lloyd,
Jim Thompson, Kit Brown, Paul Byers, Charlie Kinloch, Andy Mason,
Kevin Hobson, Will Kirton, Denby Grace, Matt Hewitt, Jim Cree

Telstar Electronic Studios QA:

Testers: Richard Allen, Alexis Holmes, Luke Justice, Karl Frazer

Notes





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Take 2 Interactive Software
Hogarth House
29-31 Sheet Street
Windsor
Berks
SL4 1BY
United Kingdom

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