

BIG BIZ

TYCOON 2

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1) TECHNICAL SECTION

System Requirements

To play **BIG BIZ TYCOON 2**, your computer needs the following minimum system requirements:

- AMD Athlon or Intel Pentium® III, 500 MHz or faster
- 8x speed CD-ROM drive
- 16 MB 3D graphics card (DirectX 8.1 Compatible)
- 64 MB RAM
- DirectX compatible sound card
- DirectX 8.1

Installing

Insert the **BIG BIZ TYCOON 2** CD-ROM into your CD-ROM drive. If the “Autorun” function is enabled for your drive, the set-up program will start automatically. Otherwise, you will have to start the installation program manually. To do this, double click on the “My Computer” icon on your Desktop and then on your CD-ROM drive. Double click on either the “autorun.exe” or “setup.exe” icon.

The start menu will open. Click on the “Install” button and follow the on-screen instructions.

Uninstalling

In order to uninstall **BIG BIZ TYCOON 2**, click on “Programs” in the Start Menu on your Desktop and then on **BIG BIZ TYCOON 2**, or with the Add/Remove Programs option in the Windows Control Panel.

2) OPTIONS

During the game you can call up the Options Menu by pressing **Esc**.

New Game

This option will start a new game. For more information see **3) The Game Begins**.

Load Game

By clicking on the name of a saved game and then on "Okay", you can continue playing a game.

If you select a saved game and click on "Delete", the saved game will be deleted.

Save Game

This option only appears when you access the Options Menu from a game in progress, using the "Esc" key.

In order to save the current game, click on a saved game from the list. To create a new saved game enter a name and click on the button "Okay."

If you select a saved game and click on "Delete", the saved game will be deleted.

Tutorial

The tutorial should help you to understand quickly the game. You can start the tutorial from the Main Menu, and during a current game, if you call up the Options Menu with the "Esc" key.

Controls

With this button you can see the most important controls of **BIG BIZ TYCOON 2**. Like the tutorial, you can see the controls in the Main Menu and in the Options Menu.

Video Options

The Video Options allow you to adjust the on-screen appearance of the game. The settings may be adjusted by slider:

Detail: The higher this option is set, the finer the resolution of the city.

Texture Resolution: The higher this option is set, the more attractive the textures in the game.

Terrain Mipmapping: If you activate this option, the landscape in the game appears "softer."

Shadows: With the lowest option setting, the shadows are switched off. With the highest setting, the shadows are higher quality.

Sound Options

The Sound Options allow you to set the general **Volume** of the game, as well as the volume for **Sound Effects** and **Music** individually.

Resume Game

With this button you will leave the Options Menu and return to the current game.

3) THE GAME BEGINS

3.1 Level of Difficulty

After you have chosen **New Game**, you have to choose the level of difficulty:

Beginner: This level of difficulty is the easiest. The conditions are easy and made for beginners.

Novice: If you were successful as a beginner, you may return as a novice into the business world.

Expert: With very tough competitors this level of difficulty was made for experts.

3.2 Scenario Selection

Now you may choose from five game scenarios:

Free Game: *Make your fortune in the business world of your choice.*

Become Market Leader: *Become the market leader of your city by achieving the 6th level of a technology. City: New York*

Conquer The World Market: *Conquer the world market by opening multiple subsidiaries - one in each of the two other cities. City: Tokyo*

Make Your Dream Come True: *Since the days of your childhood, you dreamed of becoming rich and famous. Now that you own a company, you want to grant yourself this dream: Your aim is to fill your investment fund with at least \$100,000 dollars. City: Hamburg*

Invent The Future: *In order to compete on the international market, you depend on increasingly newer and more advanced technologies. In order to reach the peak of the economy, you must research new technology "Anti-Gravity Limousine" into your possession and sell at least five units. City: New York*

3.3 The Cities

There are three cities in the game: New York, Hamburg and Tokyo. Every city represents the market of a whole continent (North America, Europe and Asia).

The cities have their own market prices and distribution costs for the different products, salary cost for employees, tax rates, electricity costs, water costs and rent costs for office buildings:

<u>New York:</u>	Salaries	= medium
	Tax Rate	= low
	Electricity	= low
	Water	= medium
	Rent Costs	= medium

Hamburg: Salaries = high
Tax Rate = high
Electricity = medium
Water = low
Rent Costs = low

Tokyo: Salaries = low
Tax Rate = medium
Electricity = high
Water = high
Rent Costs = high

3.4 Company Logo and Name

Now you must select the logo for your company and type in the name of your company and the name of the manager of your company - in this case your own name.

The chosen logo will be attached to the roof of your building.



4) YOUR EMPLOYEES

4.1 Attributes

Each employee has six attributes, represented with six different colors. Each attribute has a value between 1 and 100:

Constitution (blue): This attribute is needed for the production. In addition this attribute indicates the health of the employee. With low constitution value the employee can become sick and won't be able to work for some time.

Production (brown): As its name suggests, this attribute is needed for the product production.

Intelligence (yellow): In order to be able to research new technologies, your employees need high intelligence.

Creativity (pink): Creativity is necessary in order to research new technologies and start advertising campaigns.

Charisma (green): This attribute is needed to initiate an advertising campaign.

Loyalty (red): This attribute determines how loyal an employee is to you and your company. With a low value the employee will quit, or they may be enticed more easily by other companies.

4.2 Desires

Every employee has nine desires, represented in nine different colors. If all desires are satisfied, the employee will work more effectively.

You may satisfy the desires of your employees if you install specific objects in the office (for example: Toilet Bowl, Washbasin, Couch, Coffee Maker, Refrigerator, Snack Machine, Flowers and Pictures, Air Conditioner and a File Shelf).

If a desire of an employee is not satisfied, the values of two specific attributes are reduced:

Restroom (red): The employee needs to go to the restroom. If the employee cannot satisfy this desire, the attributes Constitution and Charisma are affected negatively. A needed object for this desire is, for example, a *Toilet Bowl*.

Hygiene (blue): The employee wants to wash their hands. If this desire remains unsatisfied, the values of the attributes Loyalty and Charisma are reduced.

Breaks (light green): The employee wants to have a break. If the employee cannot satisfy this desire, the values of the attributes Constitution and Production are reduced. For this desire you may install, for example, the object *Small Leather Couch*.

Coffee (brown): The employee wants to drink coffee. The employee wants to drink a coffee. If the employee can't find any coffee, the values of the attributes Intelligence and Creativity are reduced. Therefore you should install objects like the *Coffee Maker*.

Drinking (light blue): The employee wants to have a cold drink from the *Refrigerator*. If the employee doesn't find the drink, the attributes Intelligence and Loyalty are affected negatively.

Snack (light brown): The employee wants to have a snack from the *Snack Machine*. If this desire remains unsatisfied, the values of the attributes Constitution and Production are reduced.

Atmosphere (pink): If there is a bad atmosphere in the office, the employee will lose some values in the attributes Creativity and Loyalty. You may prevent that loss, if you purchase, for example, some *Flowers* and *Pictures*.

Temperature (yellow): The employee will not complain if there is a good climate in the office. But if there are not enough *Air Conditioners*, the values of the attributes Production and Creativity are sinking.

Order (green): As long as there is order in the office, the employee can work well. If it is untidy, the value of the attribute Creativity is influenced very negatively. In Order to tidy the office, you should purchase, for example, a *File Shelf*.



In order to see the current desires of your employees, select a character in the office. In the lower right panel the picture of your employee appears next to the graph with the attributes. Click on the small button above the graph to see the desires. Click with the left mouse button in the graph in order to get the precise assignment of the graph.

4.3 Education Programs

The attribute values of the employees can be reduced in various ways. To add new skill points, you may pay for advanced training, a holiday and/or a present for one or more employees.

For all educational programs you pay per employee. Each education program takes a specific time, which the employee can't work - the "Bonus" is the exception.

Recovery Trip	→ Constitution + 10
Course	→ Production + 10
Night School	→ Intelligence + 10
Opera Cards	→ Creativity + 10
Rhetoric Seminar	→ Charisma + 10
Bonus	→ Loyalty + 10

4.4 Salary

The employees are paid on a weekly basis. For example the, if attribute values of an employee have changed through an education program, their salary requirements will increase. If you are not paying your employees enough, their loyalty will be reduced.

4.5 Selecting Employees and Delegating Jobs

In 2D menus you can select an employee with a simple mouse click. If you would like to select more than one employee, you must hold simultaneously the Ctrl button and select several employees.

In the office you may select an employee to get information about the character in the lower part of the right panel.

In order to be able to delegate jobs to your employees, you must assign work places first. By selecting an employee in the office three buttons appear under the information in the lower part of the right panel. Click the button **Assign work place** and then select a green-lighted work place in the office.



5) MANAGING YOUR COMPANY

5.1 *Purchasing and Managing Objects*

In order to install a new object in your office, select it with the left mouse button from the list in the right panel. To place the object in the office, click with the left mouse button - the green arrow shows you the direction of the object.

In order to turn the object, use the mouse wheel or the space key. If you want to get information about an object, hold down the right mouse button on the icon in the right panel.



If you click the button “**Manage Object**” in the right panel below the time clock, you may select an object in the office in order to repair or sell it.

5.2 *Staff Management*

With the first button in the lower panel you will open the **Staff Menu**. You can also use the button **F1** to reach this menu.

In order to hire a new employee, click on the button “**Hire.**” Now you can select from the applicants in the list.

If you want to fire an employee, select him/her in the list and then click on the button “**Fire.**” You can achieve the same if you select the employee in the office followed by a click on the button “**Fire**” in the lower part of the right panel.

In order to educate one of your employees, select him/her in the list and then on the button “**Education.**” Similar to firing, you can achieve the same by clicking the employee in the office and then the button with the label “**Education**” in the lower part of the right panel.



5.3 Research

Click on the button “**Research,**” which is the second button from the left in the lower panel, or use the F2 button. In the following menu select a technology and you will get information about it. Among other things you see the name, research time, research cost and the required attribute values. Your employees must have the right skills for the job: in this case the attributes Intelligence and Creativity.



There are ten technology fields, each with six product levels:

- **Toys:** 1st Level = Teddy Bear
- **Clothes:** 1st Level = Trousers
- **Perfumes:** 1st Level = Shower Foam
- **Medicine:** 1st Level = Plasters
- **Sports Equipment:** 1st Level = Roller Skates
- **Home Electronics:** 1st Level = Simple Radio set
- **Music & Video:** 1st Level = Underground Music Project
- **Game Software:** 1st Level = Simple Puzzle Game
- **Business Software:** 1st Level = Simple Calculation Program
- **Vehicles:** 1st Level = Bike

To start a research project click on your employee in the left column followed by a click on the product you would like to research.

5.4 Production

As soon as the research is completed, click on the third button from the left in the lower panel, with the description “**Production**,” or use the F3 button. This menu has a similar layout like the previous menu: to the left you find your employees, to the right the researched products and below the information on the selected product. For production your employees must have specific skills in Constitution and Production.



To start production click on your employee in the left column and then on the product in the right column.

5.5 Advertising

To make your products sell better, an advertising campaign will help. Click on the button “**Advertising**,” the fourth button from the left in the lower panel, or use the F4 button. First

select the product and then the campaign in the window to the very right. The required attributes for advertising are Creativity and Charisma.

The different advertising campaigns distinguish in costs, duration and effect. The possible campaigns are: **Flyers**, **Posters**, **Newspaper Ads** and **TV Spots**.



To start an advertising campaign click on your employee in the left column of this menu and then on the product. The effect of the advertising effort occurs as soon as your employee has completed the job.

5.6 *Distribution*

In order to distribute your products, click on the fifth button from the left in the lower panel, the one with the label “**Distribution**”, or use the F5 button. Employees are not needed here, because you can execute the distribution by yourself or automatically.

In order to sell your product manually, click on it and then move the slider to the desired amount and click on the button “**Sell**.”

To sell your product automatically, click on it and move the slider to the desired amount and click on “**Enable**”.

If you want to offer your products in another city, you have to open a Subsidiary. To do this, click on one of the two buttons, which is labeled with the city name you want to open a subsidiary.



5.7 Weekly Payment

After 5 business days pass by, all costs are added and diverted automatically from your budget.

The weekly payment includes the fixed costs (Salaries, rent, cleaning, electricity and water) and the taxes. You can see the fixed costs of your company at any time during the game by clicking the corresponding button in the lower panel or using the F6 key.

5.8 Ranking

The ranking is figured out in comparison with the other companies in the city: The company with the greatest commercial success receives the first rank.

6) ACTIONS

6.1 Controls

In the city, as also in your office, you can move with the mouse and with the cursor keys. If you hold down the right mouse button and move the mouse at the same time, the camera will react immediately to every movement. If you hold down both mouse buttons you can move and turn freely the camera.

Click a business building to get information about the building and/or the company inside the building. If the building isn't rented, you will get the option "Removal." With this option, you may move your office into the building.

You can enter your office by clicking your building or with the button "Enter Your Office" in the lower panel. In order to leave your office, click on the same button again.

6.2 Hotkeys

- Esc → Options Menu
- F1 → Staff Management
- F2 → Research Department
- F3 → Production Department
- F4 → Advertising Department
- F5 → Distribution Department
- F6 → Fixed Costs Menu
- F7 → Office Info Menu
- F8 → Jukebox
- F9 → Enter your office / Leave your office
- F10 → Screenshot

6.3 Opponent Companies

There are five opponent companies in the city. You may identify them by their logos attached to the roofs of the buildings. If you click on an opponent company building, you may choose from three actions:

Spying: With this action a spy will attempt to infiltrate an opposing company in order to steal a technology level. For this action you need a special object, e.g., the *Monitoring Equipment*.

Sabotage: With this action a saboteur will attempt to infiltrate an opposing company to cause damage. For this action you need a special object, e.g., the *Baseball Bat*.

Headhunting: With this action you can attempt to steal an employee from an opponent company. In order to enable the headhunting action, you need a special object, e.g., the *Black Book*.



6.4 Banking

If you click on the bank, you may choose from two options:

Investment Fund: Whenever you have excess money, it is profitable to invest it in a fund. You will receive interest and your property value keeps increasing.

Credit: You may take out a loan from the bank, if you need money for expensive research or for the purchase of new objects. Every week you must repay a specific sum as repayment.



7) CREDITS

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