

Holiday World TYCOON



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Epilepsy Warning

Please read these instructions before using this product. People who are exposed to light effects or flashing lights on a daily basis may experience disturbances in consciousness or epileptic episodes. These people may experience epileptic seizures when playing computer games, even if they have never experienced any prior symptoms of epilepsy.

If, during use of this product, you experience any of the following (or similar) symptoms, including blurred vision, dizziness, disorientation, ocular or muscle twitches, or any kind of involuntary spasms or movement, you should end the game immediately and seek medical advice.

Introduction

From the endless beaches of the South Seas to the African savannah and the ocean floor – every spot on the planet can be turned into a tourist attraction. The needs and wants of the holidaymakers who visit these places are as diverse as the attractions themselves. Big families want nothing more than relaxation; young tourists want to experience one adventure after another, and the wealthy want to wallow in luxury.

It's no wonder, then, that there is a great deal going on in the tourist industry and a lot of money to be made. You are an ambitious holiday manager and have just started working for your first employer. The impression your boss gives is not particular nice, but you're determined that your hard work will win him over. Your duties will take you all over the world. Wherever you end up, however, it's your job to ensure that your holidaymakers have an unforgettable time.



Installation

In order to install »Holiday World Tycoon«, you will need a PC with Windows 98 SE, Windows ME, Windows 2000 or Windows XP, plus the following hardware:

Minimum System Requirements:

- Pentium III or AMD Athlon 1 GHz processor
 - 128 MB RAM
 - 1 GB of available hard drive space
 - 8 x CD/DVD-ROM drive
 - 16 MB graphics card with DirectX 8.1 compatible drivers
 - DirectX 8.1 compatible sound card
 - Keyboard
 - Mouse
- Plus a 10 MB network connection for Multiplayer mode

Recommended System Requirements:

- Pentium IV or AMD Athlon 1.3 GHz processor
- 256 MB RAM
- 2 GB of available hard drive space
- 8 x CD/DVD-ROM drive
- 32 MB graphics card with DirectX 8.1 compatible drivers
- DirectX 8.1 compatible sound card
- Keyboard
- Mouse

To install »Holiday World Tycoon«, place the CD in your CD drive. If you have activated the »AutoPlay« function, you will automatically see the Installation menu. Follow the steps on the screen to install the game.

If »AutoPlay« is deactivated on your computer, open My Computer by double-clicking the icon or via the »Start« menu. Double-click the CD drive containing the installation CD. You can now select the »Setup« file and start the installation.

Starting the Game

Once you have successfully completed the installation, you can start »Holiday World Tycoon« by clicking on the programme icon on your desktop or by clicking on »Start« and then on the »Programs« or »All Programs« directory. Next, click on »Games«, then on the »Gathering« sub-menu and finally on »Holiday World Tycoon«. There, click on the »Holiday World Tycoon« file to start the game.

If you want to de-install »Holiday World Tycoon«, you can use the »Start« button to call up the Control Panel. In the Control Panel, go to »Add or Remove Programs«. From the list, select »Holiday World Tycoon« and then click on »Change/Remove« to delete the game from your hard drive. However, the saved games will remain in the installation directories, in case you later want to reinstall »Holiday World Tycoon« and keep playing.

Game Modes and Settings

Main Menu

Once you have started »Holiday World Tycoon«, you will see the Main menu, where you can choose from the following options:



Single Player: All the game modes for single players are listed here, including the tutorials and the campaigns.

Multiplayer: Select this mode to play against up to three other players via a

local network.

Credits: Find out who developed »Holiday World Tycoon«.

Settings: Use the Settings menu to change your graphics and sound options

Exit game: Use this menu item to exit »Holiday World Tycoon« and return to the desktop.

Single-player mode

You have the following options in single-player mode:

Tutorial: Here, you can play five consecutive scenarios which will introduce you to »Holiday World Tycoon«. This tutorial is described briefly in the »Quickstart« chapter. If you select a tutorial scenario below in the window, you'll see a description of what you'll learn in this scenario. Click on »Start« to play the scenario, or click on »Back« to return to the scenario selection.

Campaign: The single-player campaign contains a total of 18 scenarios, which must be resolved in chronological order. You will need to meet at least the goals for the bronze cup in order to progress to the next scenario. If you think that you can do better on a particular scenario than you did the first time, simply play the scenario through again in order to achieve the goals for the silver or gold trophies. As soon as you've won a trophy in a scenario, this is displayed here in the scenario selection menu. You can scroll through the chapters by clicking on the red arrows on the right and left of the scenario window. To see more details about a scenario, click on it in the lower bar. Use the »Start« button to load the scenario, and use »Back« to return to the scenario selection menu.

Customised game: This mode is available at any time. Play one of the predefined scenarios without any time constraints or pressure to succeed, for as long as you want. Select a scenario from one of the categories, which you can scroll through using the red arrows, and load it using the »Start« button, or use the »Back« button to display all the scenarios again. Before you start a customised game, you can change some of the starting conditions. In customised games, you can play against up to three computer-controlled players. In the window above, you'll see previously-entered player names (you can change your player name in a window in multiplayer mode). If you



use the yellow arrow to switch an opponent from »Computer« to »Closed«, the player will be deactivated. Further down in the window you can define an amount for your initial investment, the type of holidaymaker you want to attract, how long the game should last (»Infinite« is also an option) and whether or not certain goals must be met in order to succeed. You can see how many players a map is designed for by looking at how many coconuts are shown.

Tip: Turn all the computers off and set the game time to »Infinite« in order to play the game exactly as you like without any external constraints.

Load game: You can use this sub-menu to return to an earlier game. Double-click on the desired game state in the list or select it and then click »Start« to load. Click on a different menu item to choose a different single-player mode.

Back: Use this button to exit the Single-Player menu and return to the Main menu.

Multiplayer mode

You can play against other players via a local network.

Player Name: In this menu, you can enter the name by which you wish to be known in the game. To do this, click in the entry field, type in the name and confirm using Enter.

Server List: This is a list of all the servers on which games are currently being played. To join a game, select a server and then click on »Connect«. Click on the »Refresh« button to have your computer search for new games on the network. When you connect to a server, you will see a staging window, in which you can check the game settings and see the status of each player. You can exchange messages via a chat window. Set your status to »Ready« once you are ready to join the game. Once all the players have done this, you will need to wait for the host to start the game.

IP Address: If you want to search for a particular server by IP address, click on the field and enter the number. The last

connections you used will also be shown in the window below. Click on »Connect« to connect to the server. If you experience problems connecting, this may mean that no »Holiday World Tycoon« server is available at this address or that there is no room for more players in that game.

Create Game: If you want to start a multiplayer server yourself, you can select scenarios for two to four players here. Once you've chosen a scenario, a staging window will appear, in which you can wait for other players. The settings options here are the same as those for customised games. In the window above, you will see previously-entered player names (you can change your player name via the Player Name menu item in the Multiplayer menu). If you use the yellow arrow to move another player from »Computer« to »Closed«, that player will be deactivated. You can tell a player's status by the colour of the text. Players who are not ready are shown in red. You can use the chat window to exchange messages with other players, discuss game parameters, etc. As soon as all players have set their status to »Ready«, you can start the game.

Back: Use this button to return to the Main menu. Please note: this will end the game and all logged-in players will be kicked out.

Credits:

See who developed »Holiday World Tycoon« here. You can interrupt the game at any time and return to the Main menu by pressing the Esc key.

Settings:

You can use this menu to make changes to the sound and graphics settings. You can adjust the volume of the sound effects and music separately to meet your needs. These settings will take effect immediately. You can use the graphics options to improve the rendering speed on slower computers by selecting a lower »resolution« or by reducing the colour depth to 16-bit.

You can choose to see fewer »Details«. This will reduce the texture size, which will considerably improve speed on computers with low RAM or video memory.

If you own a nVidia geforce series 6 and above you may need to switch »Geforce6-compatibility« to on.

Click on the arrows to scroll through the parameters and click on »Use Settings« to implement them. Use »Cancel« to return to the Main menu.

Quickstart

This chapter will explain briefly how to jump directly into »Holiday World Tycoon«. You will receive an overview of the basic controls, menus and game contents. You will find more detailed information on the game and how to play in the following chapters of this manual. To make your entry into »Holiday World Tycoon« easier, we recommend that you play the tutorials.

Tutorial

In the Main menu, click on »Single-Player« and then on »Tutorial«. You will now see the five tutorial scenarios displayed in the lower bar:

Tutorial 1: Basics: This tutorial will provide you with basic information about »Holiday World Tycoon«.

Tutorial 2: The Architect: In this scenario, you will learn how to use the Architect in your construction area.

Tutorial 3: The Holiday Rep: Learn more about your holidaymakers' needs – and how you can influence them.

Tutorial 4: The Consultant: This tutorial provides additional information about the buildings and how you can make them more attractive to your holidaymakers.

Tutorial 5: The Spy: In this scenario you will learn more about competing with opponents and about the special features of the Underwater World.

If you are playing a scenario from one of the Tutorials, the upper edge of the screen will contain an additional window telling you about your current task. A text window on the left describes the steps you must take in order to meet the goals for this scenario. You can use the red arrows to scroll through the different sub-tasks. In the white circle next to the goals for the task, a green tick will appear as soon as you have successfully completed the task. Use the arrow to move right to see the next sub-task. Short description of the game.



All the actions that you can perform in »Holiday World Tycoon« are connected with one of four professions: Architect, Holiday Rep, Consultant and Spy. You can have six employees at any one time – just decide how many employees from each profession you want to have available. You can hire or fire employees at any time. Select the Architect (and every other employee) by clicking on the appropriate icon on the right under the mini-map. (Hold down the Shift key and click on the Architect icon in order to centre the screen on this figure). You will now see the Employees menu in the centre of the lower Action bar. It is marked with a yellow arrow in the game environment.

The Buildings menu shows the categories for the different building types. In order to construct buildings, you need connections to streets and footpaths. To create these, select the »Infrastructure« building type and select the street or footpaths. In the playing screen, the area on which you cannot build is now dark, and there is a grid overlying the playing area. Move the cursor to the field you want to build on and click on it. If you hold down the left mouse button while you move the mouse, you can build longer streets or pathways in one go. Buildings like hotels must border on pathways; other attractions need to border on

streets. Tourist information offices allow holidaymakers and employees to transition from streets to footpaths. You can use them to enlarge your construction area.

While you and your Architect take care of the infrastructure, you can use the Holiday Rep to influence your holidaymakers' satisfaction levels. You can have the Holiday Rep do her job by first selecting a task and then clicking on a footpath or building in the game environment where it should be performed. Keep checking the Holidaymakers menu to see which of the holidaymakers' needs need satisfying. You can then construct buildings accordingly and/or send your Holiday Rep there to increase satisfaction levels.

You can use the Consultant to advertise specific buildings, increase or reduce prices and to change the way buildings work. This means, for example, that you can increase the influence the buildings have on your holidaymakers.

You can use the Spy to perform espionage on and sabotage your opponents. This is particularly important in multiplayer mode.

The In-Game Menu Bar

These are the control elements for »Holiday World Tycoon«:



- | | | |
|---------------------|--------------------|--------------------|
| 1. Game environment | 4. Overview menus | 5. Action bar Menu |
| 2. Toucan menu | a. Finance menu | 6. Overview Map |
| 3. Tool tip | b. Holidaymaker | 7. Employees |
| | c. Buildings menu | |
| | d. Employees menu | |
| | e. Game Goals Menu | |

The Action bar in the centre of the lower edge of the screen will disappear as soon as you click in the game environment. When you select an employee or a menu item, the Action bar gives you all the other options at your fingertips. The left-hand third of the Action bar displays various different pieces of information, while the right-hand side lists the overview menus. In some cases, up to 3 tabs at the edge of the bar display different action options.

TIP: Buttons have a yellow background.

The Toucan menu



Click on the Toucan to make global settings in the Action bar and to save the game. In the left-hand third of the Action bar, you can temporarily stop the game using the Pause button, use the middle button to have the game run at normal speed, and use the right-hand button to have the game run at double speed. This can, for example, be useful if you want to bypass building phases.

The three tabs in the right-hand side of the Action bar are:

Save Game: Click on this button to enter the name of the game in a list and to save your progress. You can reload this game at any time from the Main menu and continue playing where you left off.

Options: Here, you can set the volume for the sound effects and music.

Quit: Select the top button to return to the Main menu or the bottom button to exit »Holiday World Tycoon« and to return to the desktop.

The Overview Menus

If you want to see the status of buildings and groups of holiday-makers, hire or fire employees, or need information about a particular scenario's goals, click on one of the relevant overview menus. These are the yellow arrows next to the following items:



Finances:



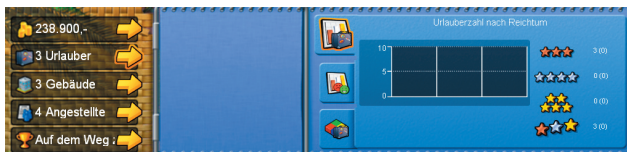
You can use this overview menu to keep an eye on your financial situation at any time.

Balance Sheet: This is where a running total of your income and expenditure is kept. You can use the small icons on the right-hand side of the Action bar to display information for the current week, the previous week, or the entire game.

Profits and Losses: A bar chart will show the profits or losses you have made each week in a selected area. You can use the small icons along the lower edge to show the details of individual parts of the bar graph. The numbers next to the stars show you which type of holidaymaker (3 to 5 stars) provide which share of your income, while the lowest number shows the total.

Holidaymakers:

This overview menu shows you which categories of holidaymaker are visiting your holiday resort. There are package



holidaymakers (3 stars), discerning holidaymakers (4 stars) and upmarket holidaymakers (5 stars). The »higher-value« holidaymakers will bring more money with them and leave part of it with you – but they also expect more.

Holidaymakers categorised by wealth: Here you can see at a glance how many holidaymakers of each group are currently visiting your holiday resort.

Holidaymakers' Needs: Discover what the different types of holidaymakers are satisfied with and what they are dissatisfied with. Use the icons at the lower edge to scroll through the different areas.

Holidaymakers: Here you will see a list of all the holidaymakers who are checked into your hotels. You can sort this according to the criteria in the yellow list by clicking on one of the items. The small icons on the right-hand edge can be used to sort the list into descending or ascending order. You can use the red arrows to move the list one row in either direction. If you click on a holidaymaker in the list, the view in the game environment will centre on this holidaymaker.

Buildings:



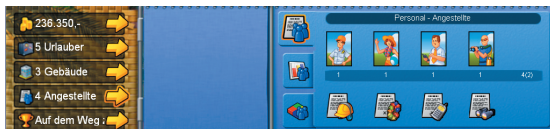
This section gives you an overview of the buildings in your holiday resort and shows how they are being used.

Buildings Overview: In the Action list, you'll see how many buildings there are for the three types of the holidaymakers. The dark rows show the building totals. First, you'll see the number of hotels, then the five different building types, next to that the number of information offices, and finally the number of buildings under construction.

Utilisation: Here you'll see percentages showing how well or how poorly the different building types are being utilised. Use the icons on the lower edge to scroll through the different types.

Building List: Just as in the Holidaymakers menu, you can also display a list of your buildings. Use the red arrows to scroll through the list and sort the display according to the criteria in the yellow bar. Click on a building in the list to have it displayed in the game environment.

Employees:



You need your employees in order to build, manage and advertise your buildings and to spy on your opponents. You will find more information about the ways you can use your employees later in this manual.

Employees: This action menu shows you how many employees you have – the numbers are shown underneath the portraits. The maximum number of employees you can have is six. The number in brackets at the right-hand edge shows you how many employees you can still hire. To hire an employee, simply click on the employment contract.

Activities Overview: A bar chart shows you how well your employees have integrated into your company. You can use the icons along the bottom edge to scroll through the different employee types. The graphics on the right show you how much time the employees have spent working, travelling or unoccupied.

Game Goals:



In the campaigns you'll find the goals for the scenario you're currently playing. There are three cups to be won: bronze, silver and gold. In order to successfully complete a scenario in a campaign, you will need to win at least bronze. Click on the tabs on the edge of the Action list to see the goals which must be met in order to win the individual cups. A tick on one of the items shows that the goal has been achieved, while the current status of each task is always shown in brackets after the text.

The Overview Map



In the lower right-hand corner of the screen you will see an overview map of the entire scenario. On the map, buildings are shown in red, streets are black and footpaths are brown. A square marks the section which is currently displayed in the game environment. Clicking on a section in the map shifts the game environment view to that section.

The date is displayed under the map. The date gives you information both about the current day of the week and about the number of weeks which have passed since you started playing the scenario.

On the right of the map, you will find the two zoom buttons: one magnifying glass with a »+«-symbol and one with a »-«-symbol. You can use these buttons to select the zoom level for viewing the game environment (four levels are possible). You can also use the »+« and »-« buttons on your keyboard to zoom.

The Employee Buttons



Above the map you will find a set of buttons with yellow backgrounds which you can use to select your employees.

These employees are the Architect (construction helmet icon), the Holiday Rep (flower garland icon), the Consultant (mobile phone icon), and the Spy (binoculars icon). Note that a button will only appear in this area once you have hired an employee of this type and they are currently without an assigned task. If you have several employees of one type, you can scroll through them all by clicking multiple times on this button. Hold down the »Shift« key and click on the button in order to centre the game environment view on this employee. Employees you have selected are highlighted in the game environment with a yellow arrow.

Controls: Mouse and keyboard

»Holiday World Tycoon« uses both the left and right mouse buttons. You use the left mouse button to select characters and buildings in the game environment and click on menu items. You use the right mouse button to have employees who have been selected, walk or travel to a specific location. If you move the mouse cursor along the edge of the screen, the display will shift in this direction until you remove the cursor away from the edge again. You can also use the arrow keys on your keyboard to scroll through the display.

Certain actions in the game will cause your cursor to change shape; e.g. if you've selected a house to build, or an action for the Holiday Rep to perform. If you move the mouse onto the menu bar, your mouse cursor will return to normal and you can click on all the buttons directly. You can also right-click to reverse a selection which changed your cursor.

You will find an overview of the keyboard shortcuts used in the game in the appendices to this manual.

How to Play

The Goals

The main aim of »Holiday World Tycoon« is to attract the holidaymakers arriving at the airport to your hotels. The holidaymakers decide on a hotel immediately after their arrival. They set great store by staying in hotels which meet their needs. Click on the airport to see which holidaymakers are coming to stay at your holiday resort. The first tab shows which holidaymakers are arriving this week and how they are distributed among the players. The second tab gives you an overview of the holidaymakers who haven't found a hotel. Finally, the third tab provides a list of all the holidaymakers in the resort.

Types of Holidaymaker

The most important factor in deciding upon a hotel is the category a holidaymaker belongs to.



Package Holidaymakers: This type of holidaymaker prefers cheap, 3-star hotels and do not place much emphasis on luxury.



Discerning Holidaymakers: They demand 4-star hotels – they want something more from their stay.



Upmarket Holidaymakers: They want only the best and the most expensive – these are usually 5-star facilities.

If holidaymakers arrive at the resort and discover that it does not meet their expectations, they will leave. But luckily the stream of holidaymakers never dries up, enabling you to make your holiday resort more attractive to win over new arrivals.

In addition to their status, the incoming holidaymakers also differ in their demands and thus in their expectations:



Family Holidaymakers: This type of holiday-maker usually arrives with the entire family, including young children. These holidaymakers are usually seeking relaxation, but also fun for their small children.



Sporty Holidaymakers: This type of holidaymaker is extremely keen on activities. They set great store by a large selection of sport facilities.



Party Animals: This group of holidaymakers has just one goal in mind - to party! Party animals want nightclubs and activities they can do as couples or in groups.



Cultural Tourists: They have little patience with partying all night or screeching children. These tourists want to see sights and cultural artefacts at first hand.

Tourists' Needs

Every tourist has five different needs. Different types of holiday-makers can also create different standards. Exclusive tourists would, for example, never satisfy their hunger at a fast-food restaurant.



Hunger: Every type of eating place satisfies your holiday-makers' hunger.



Relaxation: You can use specific buildings to increase the relaxation value of your holiday resort, e. g. by building a supervised beach or an activity spa at the coast



Fun: Fairs, stages and casinos – every holidaymaker has a need for fun.



Exercise: A lot of holidaymakers want to do sporting activities during their holiday. Help them do this by providing appropriate facilities.



Adventure: In addition to sporting activities, there is always something going on.

All these needs can be influenced by buildings or by the Holiday Rep. Click on the »Holidaymakers« overview button and then select the »Holidaymaker Satisfaction Levels« tab to see how well your resort is satisfying your holidaymakers' needs. If an area is doing particularly badly, you should use the buildings in it to do something about it.

Ask your Holidaymakers

The best way to find out how satisfied your holidaymakers are, however, is simply to click on a holidaymaker in the game environment. In the left third of the Action bar, you'll see what type of holidaymaker he or she is. The smiley face shows his or her general level of satisfaction, supported by a percentage. His or her needs are also listed.

The coloured background shows how well these needs are being met: Green means that they are being met; yellow means satisfactory, while red shows that these needs are not being adequately met or even met at all.



The top tab in the Action bar shows you which hotel the holidaymaker is in and which building he or she is currently on the way to. You will also

see how much money he or she still has in his or her holiday fund – which might still find its way into your pocket.



The second tab will show you how the total satisfaction level is made up. It comprises four different areas.

In the top row, you will see how well the holidaymaker's five needs are being fulfilled. The icon on the far right shows whether or not he or she is satisfied with his or her accommodation. The icons below show what type of holidaymaker he or she is and the smiley next to it on the left shows whether there are

buildings or attractions nearby which would satisfy his or her expectations. The pricing structure of the hotels, attractions and other buildings is illustrated in the third row. The less a holidaymaker has to pay, the more satisfied he or she will be. If you increase the prices on your island, your holidaymakers will become dissatisfied.

The bottom row tells you whether or not the holidaymaker is satisfied with the world-specific details of the resort; i.e. whether the island is paradisiacal enough, whether the savannah provides exciting safari holidays and whether the attractions of Underwater World are unusual enough.

Buildings Required

Of course, the different types of holidaymakers are attracted to different buildings. Click on a building in the game environment in order to see more information about it.

Within the left-hand side of the Action list, you will see how many holidaymakers take up how much of each building's available capacity (shown by the capacity percentages in brackets). Underneath you can see the building's reputation. The higher the percentage, the better the reputation. This is either improved over the long term by satisfied holidaymakers or in the short term by promotions created by the Consultant – a figure in brackets shows the current effect. An advertising promotion will, however, continue to work for some time after the Consultant has left.

The top tab in the Action list will show you the type of holidaymaker which is attracted to a certain building (families, sporting enthusiasts, partygoers or cultural tourists). These icons can either be coloured (high demand), half-coloured (medium demand) or grey (no demand). The value in the »Admission« field shows how much money you make as soon as a holidaymaker enters this building. The icons below show you which of the incoming holidaymakers' needs are being met, either completely or partially. On the right, you will learn how well the building is being used and how much profit it is producing. For certain buildings,

you will also see a world-specific icon and a value. This shows that these buildings make a particular contribution to the ambience of their world, e. g. a surf school on the beach of a South Sea island.

The second tab shows you the key information for each building: opening date, profits, how much income each group of holiday-makers has generated. You can use the icons on the right to vary the display to show an overview of the current or previous weeks or the total balance statement for the building since it opened.

Finally, the third tab provides you with a list of the holidaymakers currently using the building (for hotels, the number of guests is shown).

Special Features of the Game Worlds

»Holiday World Tycoon« provides three different game worlds in which the scenarios are set. The holidaymakers always want to visit world-specific buildings/buildings exclusive to particular worlds. This represents a quarter of their satisfaction level. You will recognise these world-specific buildings by the symbols which appear in the Action bar when you click on a building. The world-specific buildings are those whose characteristics are listed here:



Beach World.

Here you should note that certain types of building can only be built on the beach.

TIP: If the existing beach area is not sufficient, you can pay through the nose to create more artificial beaches to build on.



Serengeti World.

In the Serengeti World, there is a large area in which you may not build any hotels or typical tourist centres. You can, however, build certain types of safari building along existing

streets in these national parks. Each individual safari building has an animal quota. This quota is reduced as the building is used and regenerates a little each day.

TIP: National park buildings which attract high numbers of visitors should be closed down from time to time using the Consultant to allow the animal kingdom to recover.



Underwater World.

While much of the world under the sea is the same as in the other two holiday resorts, one thing is completely different: There are no pathways, only airlocks.

Underwater buildings are built along these. Instead of streets, the underwater world has buoys. You will recognise the world-specific buildings under the sea by the fact that they have no foundations. They can only be constructed on streets marked by buoys. The airlocks can be dynamited by Spies. This means that not only are your holidaymakers in grave danger, but also your buildings are now inaccessible by the constant stream of visitors. As the water pours into the airlocks, the holidaymakers try to escape. Depending on the size of the airlock, however, this may not be possible.

Finances

You should always keep an eye on your budget when building or modifying your holiday paradise. The Finances Overview menu at the bottom left shows you how much money you have available. Hotels post their revenue on a daily basis, while attractions bring in money based on their usage. Only satisfied holidaymakers will return to an attraction, however. The more times

holidaymakers come back, the more the building's reputation will improve - which will, in turn, attract new visitors.

Some scenarios have specific goals attached to them. You may, for example, have to show a specific profit and loss balance, or make a certain amount of profit. Profits are always calculated on a weekly basis, while the profit and loss balance is calculated for the entire duration of the game. While you are constructing buildings, the building costs do not affect your weekly profit margins as they are long-term investments, but the building costs are taken into account in the balance sheet.

TIP: 70% is considered a good hotel utilisation rate, while attractions begin to cover their costs at around 20% utilisation.

Special Features of Multiplayer mode.

The options and actions that are available in Single-Player mode are also available in Multiplayer mode. In Multiplayer Mode, players try to attract holidaymakers arriving at the airport. Players who can provide more attractive buildings and can satisfy their holidaymakers better will generate revenue faster. Don't underestimate the difference that your Consultant's targeted marketing activities can make. The competition for holidaymakers may become so fierce that you won't even provide accommodation for your guests. Instead, feel free to place your attractive buildings right next to your competitors' hotels in order to rake in profits from their guest's holiday funds!

The area in which you can construct buildings is shown in the Buildings Mode graphics. The area forms a circle around your tourist information offices. In order to expand your construction area, you will need to build more tourist information offices – but these are expensive to run. Every additional tourist information office adds to the running costs of the existing offices.

In Multiplayer mode, the construction areas of opposing players' tourist information offices sometimes overlap. As a result, no-one can build in the area marked in red (except for pathways and streets). This situation will also cause the running costs of

the tourist information offices affected, to increase, and the larger the overlapping area, the more expensive things will become for both players. Only when one player gives in and demolishes his or her tourist information office, will the construction area be released and the costs reduced.

TIP: A particularly useful aid in Multiplayer mode is the »Spy«, who is described in more detail later in this manual.

Employees



Employees are your way of influencing the »Holiday World Tycoon«. There are four types of employees, from which you can hire up to six individuals. In order to place an employee into work, you must first hire him or her. To do this, click on the Employees overview menu at the bottom left. You will now see the four employee types. Click on the employment contract to hire the employee – he or she will immediately appear at the airport. You begin some scenarios with employees who are already in your employment.

TIP: The number of each type of employee you will need to start a particular scenario can vary. This gives you a clue as to the type of employee you will need most in this scenario.

You can select an employee by clicking on him or her in the game environment, selecting the appropriate icon via the map or pressing one of the assigned buttons: 1 = Architect, 2 = Holiday Rep, 3 = Consultant, 4 = Spy.

An arrow above the figure in the game environment shows that he or she has been selected. The Action bar then shows you the different activities you can have this employee perform. The employees are also the only characters in the game whose actions you can control directly. Place your cursor on a section of pathway or street and right-click to send your employee to this spot. If the employee remains standing still, he or she cannot go to this particular spot.

Please note that employees can travel faster on streets than they can on pathways. They use their vehicles to move around on streets, but these disappear when they switch to pathways. You also need a tourist information office as a transition point between each street and footpath.

If you want to change something about your holiday paradise, there's no need to mess around with abstract menus – just assign the task to one of your employees. In order to build a hotdog stand, click on the Architect. To advertise your finished attractions, have your Consultant print some brochures. If you place the Holiday Rep in her hotdog costume right in front of the stand, this will increase the holidaymakers' desire to eat. In the left-hand side of the Action list, you will see a portrait of the selected employee. A small icon shows the employee's status (waiting, travelling or working). Click on the yellow arrow in order to centre the game environment on the employee.

The top tab in the Employee menu will display all the actions which you have each employee perform. More description of each action is given in a Tool Tip.

If you wish to know more about an employee's activities, click on the second tab. This sub-menu shows how active the employee has been.

If you want to dismiss an employee, click on the tab with the burning employment contract. If you now click on the same icon again, this employee will leave your service.

About the four employees in detail:

Architect: Construct buildings

Everything to do with building and demolishing buildings can be achieved using the Architect.



As soon as you've selected an Architect, the categories which summarise the different groups of buildings will appear in the Action list. Move your cursor to a category and a Tool Tip will show which buildings it contains. When you click on a category, you'll see a list of buildings in the Action list. Use the red arrows to scroll left and right through the categories. Use the upwards

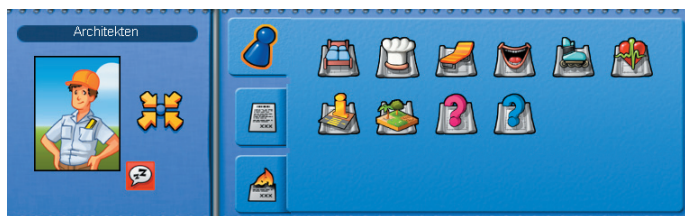
arrow to return to the Main menu.

Once you have decided on a building, its silhouette will appear in the game environment and your cursor will be placed on it. If the silhouette has a red background, you can't construct this building on that particular site yet. There can be several different reasons for this: either the building does not border on a pathway or the ground is too uneven to build on. If the ground is not rocky, you can use the »Landscaping« category in the building menu to raise or lower the height of the plot to create a level building surface. (Streets and pathways are the only »buildings« which can be constructed on slopes.)

If the silhouette of the building is shown without the red highlighting, you are free to build on this site. Left-click on the silhouette to have the Architect currently selected, make his way to the building site. When he arrives, he will first erect a hoarding and then start on the construction. As soon as the building phase has been completed, the Architect is once again available for new tasks and the building is immediately ready for use.

As all buildings must be connected to a footpath (safari buildings and dive stations must be connected to a street), it is advisable to construct a road to your building site first. You can use streets to cover long distances because holidaymakers (and your employees) can travel faster on them than they can on pathways. In residential and entertainment areas, however, you should build

more pathways – on the one hand, because your Holiday Reps can only perform their tasks on pathways, and on the other, because in some areas, such as at the beach, for example, you cannot build streets, only pathways. You will need to construct tourist information offices as junctions between streets and pathways, to enable employees and holidaymakers to get into and out of their cars.



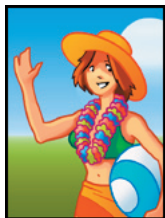
Hotels are the key to success: The type of holidaymaker you attract will affect your average and thus the type of attractions you can build. You cannot, however, just start by building hotels of all classes. Just like the holidaymakers, hotels are divided into three, four or five-star classes. You will need to build at least one 3-star hotel in order to be able to build 4-star hotels. In the same way, you will need to build one 4-star hotel in order to build 5-star ones. The type of attractions you can build also depends on the type of hotels you have. 5-star attractions will only be activated in the buildings menu if a hotel of the same class has already been built.

If you want to place a building in the game environment and its silhouette is shown, only part of the game environment can be built on. The remaining areas have black backgrounds – they are not yet available for building. The size of the construction area can be extended by adding additional information booths. You will find these in the »Infrastructure« building menu. Every information booth forms the centre of a circular area in which buildings can be constructed. It is therefore advisable to keep these buildings as close to the edge of the existing construction area as possible, in order to gain the maximum amount of new building space.

TIP: Information offices are very expensive to run. Try to use as much of the existing building space as possible before expanding your construction area. You should, however, remember to leave space for a tourist information office, as you may really need to build another one later.

To demolish a building that you no longer need, click on the stick of dynamite in the Buildings menu and then on the building in the game environment. The building will now be demolished. You can then use the demolition site as building land for new buildings. Demolitions don't cost any money, but don't earn you any, either. You should, therefore, consider whether or not you would rather use the Consultant to close down a building for a while before you demolish it forever.

The Holiday Rep: Influencing Holidaymakers



All the Holiday Rep's actions have a direct influence on the holidaymakers in her immediate vicinity.

Once you have selected the Holiday Rep, you have her perform one of ten different actions to entertain the holidaymakers. If you place your cursor on an action, a window next to the toucan will show you the effects of each action and how much it costs.

TIP: Creating needs does reduce satisfaction levels initially, but if you have the right buildings, you can make a lot of money.

If you click on an action, the cursor will change to the icon you have selected. You can now click in the game environment to decide where the Holiday Rep should go. Note that you can now only click on pathways. It is advisable to select an area which is both well-frequented by holidaymakers and close to a building where the holidaymakers will be able to satisfy the needs the

Holiday Rep has increased. Once you click on the selected position, the Holiday Rep will go to that area and carry out your instructions. If nothing happens when you click, it is not possible to have the Holiday Rep go to the area you have selected. For some actions, you will see that little icons will appear above the holidaymakers as they pass the Holiday Rep. The icons show you that the action is having an effect on the holidaymakers. Orange arrows are used to show that a need has been created or increased, while the green arrows signal that a desire has been fulfilled and the satisfaction level has been increased. Each of the Holiday Rep's actions is performed for a specific period of time. During that time, her icon will disappear from the top of the map, but you can still click in the game environment in order to assign her a new task. Once the time period specified for an action has elapsed, the Holiday Rep will stop where she is and the icon will reappear.

The Consultant: Managing Buildings



You can use the Consultant to increase the attractiveness of buildings, influence their pricing, or open and close them.

Each time you want to assign a task to the Consultant, you must first click on an action and then have it performed on a building in the game environment. As with the Holiday Rep, the Consultant's actions are performed for a specific period of time. He will go to a building to perform his allocated task, and his icon will be unavailable while he is carrying out his duty.

One way to increase the reputation of the building immediately and for all types of holidaymaker is to distribute advertising brochures.

You can also use the Consultant to make the building more attractive to one of the four types of holidaymakers (families, sports fans, party animals and cultural tourists). To do this, click on the action you want to perform and then on the building whose influence you want to increase.

If you increase the admission price of a building, this will increase your revenue; but don't overdo it, or you might put potential visitors off with your inflated prices. The reverse is, however, also true: Cheaper buildings are attractive, but bring in less profit. Depending on the location of the building and your holidaymakers' budget, you will need to strike the right balance to ensure that a building attracts enough visitors.

If you don't need a particular building at the moment, but don't really want to demolish it because you could use it again later, you can use the Consultant to close it temporarily. This will remove it completely from your balance sheet and it will become invisible to the holidaymakers. A building which has been closed down can be re-opened at any time.

TIP: Expanding your Tourist Information Offices Acquiring another tourist information office increases the reputation of all the buildings in the surrounding area. You can advertise your own hotels at the airport. Advertising has a stronger effect, however, when it is concentrated on a specific building.

The Spy: Infiltrate your opponents



Your Spy acts undercover and gives you the opportunity to learn more about how your competitors operate and to perpetrate acts of sabotage. You don't normally have detailed information about the buildings your competitors are constructing. Send your Spy on trips so that he can check out the situation and thus inform you about the kind of holidaymakers your competitors are attracting.

You can also take matters into your own hands. Have your Spy knock out/render one of your opponent's employees inactive, thus delaying important measures your opponent wants to take to improve his holiday paradise. Erect a temporary building site to prevent the crowds of holidaymakers from reaching your competitor's most lucrative buildings. Sometimes drastic measu-

res are called for. You can scare your competitor's holidaymakers. His income and his reputation will plummet.

Where this is espionage, there is counter-espionage. If you notice one of your opponent's Spies slinking around your resort, get your own Spy on the case – he will chase him away. Sometimes, however, you will be too late and your opponent will have erected a temporary building site on your resort or dynamited an airlock in the Underwater World. Then select »Remove Sabotage« and let your Spy get to work.

TIP: Hiring a Spy only makes sense if you have an opponent, i.e. another tour operator who is competing with you for incoming holidaymakers. This is often the case in Multiplayer mode...

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Appendices: The Keyboard

Overview of Keyboard Shortcuts:

Arrow Keys: Scroll playing area

+: Zoom in

-: Zoom out

F1: Toucan menu

F2: Finances menu

F3: Holidaymakers menu

F4: Buildings menu

F5: Employees menu

F6: Game Goals Menu

1: Architect

2: Holiday Rep

3: Consultant

4: Spy

The following keys can be used
to control the Action bar:

Q,A,Z: Switch keys

W,E,R,T,Y,U Row 1

S,D,F,G,H,J: Row 2

X,C,V,B,N,M: Row 3

ESC: Hide Action bar