SIM TOWER ™

USER MANUAL

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SIM TOWER

THE VERTICAL EMPIRE

USER'S MANUAL

by Tom Bentley

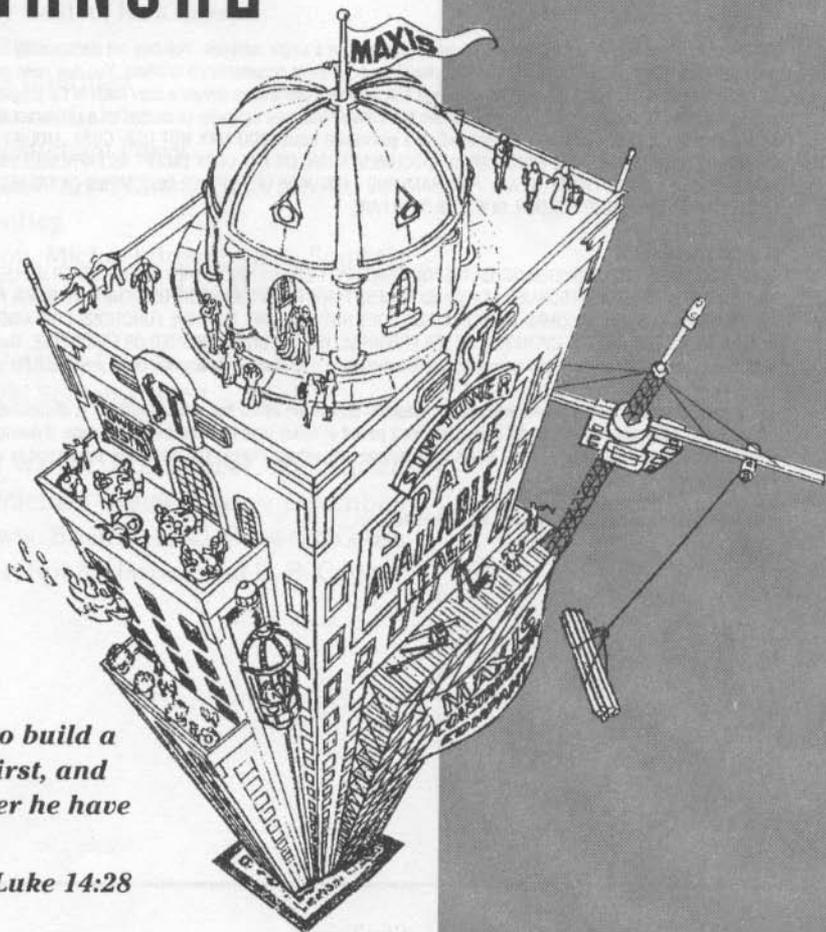*"Which of you, intending to build a tower, sitteth not down first, and counteth the cost, whether he have sufficient to finish it?"*

— *Luke 14:28*

SIM TOWER

MAXIS

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Maxis Software License Agreement

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SIM TOWER

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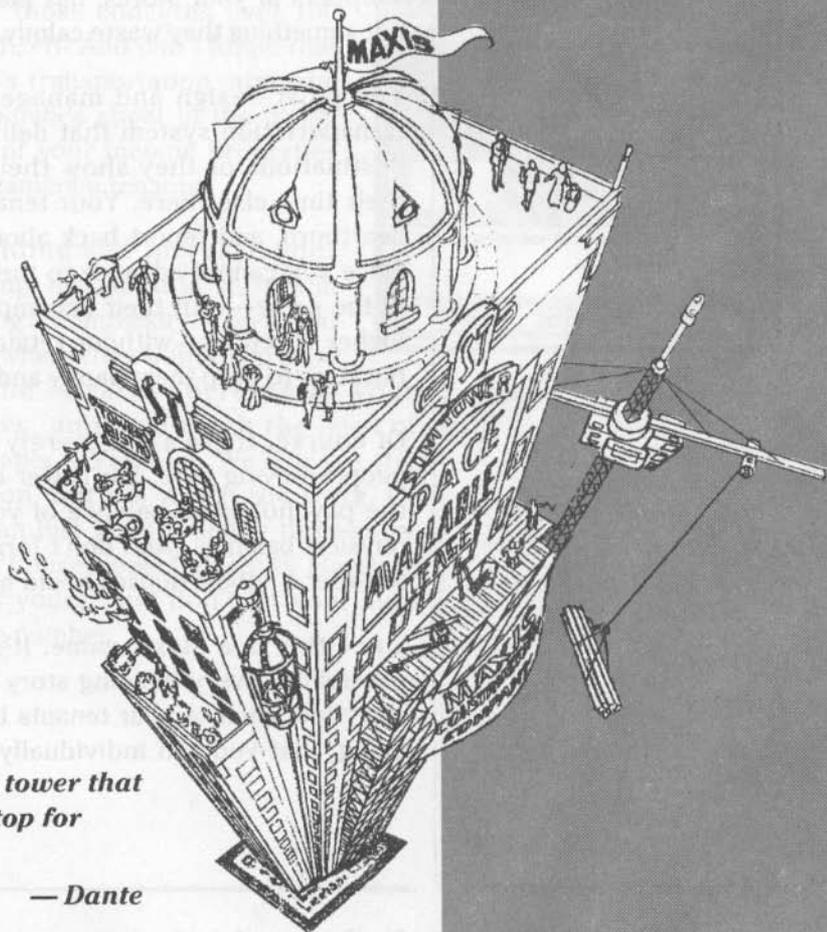
> *"Stand like a firm tower that never shakes its top for blast of wind."*
>
> — *Dante*

SIM TOWER

Welcome to SimTower, your chance to build and manage all the complex, interconnected operations of a modern skyscraper. You are the owner and the general manager of your building, which you create from nothing, shaping and sculpting it by adding offices here, coffee shops there, until it's a teeming edifice of commerce and intrigue. The challenges of SimTower grow with each story you add on: Each of your Simtenants, be they office workers, residents, or shoppers at your stores, has places to go, and their time is not something they waste calmly.

You must design and manage an increasingly complex transportation system that delivers them on time to their destinations or they show their displeasure by spending their time elsewhere. Your tenants work, go to lunch, get heartburn, and report back about good deals at the shops. Since you cannot advance to the higher levels of attainment in the game—with their accompanying luxury features and higher revenues—without retaining your tenants, it's your business to keep them happy and keep them there.

Of course, there's not merely the challenge of efficient people-moving here; SimTower demands that you consider the psychological balance of your building, as well as its physical balance. (And don't forget the aesthetic hazards of whether a noodle house should be placed next to a condo....)

Since this is a Maxis game, it's a complex layer cake of possibility. Every building story in SimTower is a narrative story too: each of your tenants has a stress level, a state of being, that you can individually track. Each of the offices,

every restaurant, every condo has its state of being. All of these individual states coalesce into your tower's collective state of being, its body politic; whether that consciousness is favorable or disturbed will provoke the habitation or departure of your tenants. Once they start seeing red—and they will, on-screen—you'll be in the red.

Thus, you must recognize that you need to put that coffee shop near those offices, but perhaps not too noisily near that hotel room, and close enough to that escalator, so that maybe that elevator can go over there to accommodate the theatergoers, and did those housekeepers take care of Room 765?—and multiply those concerns over 100 stories. Sounds easy enough, eh? And don't forget that besides meeting everyone's transportation interests, you've got to keep your balance sheet in the black, adjusting the rents on all of your income properties while soothing your temperamental tenants.

As you upgrade the building and increase your tenants, your building rating, measured in stars, will rise, along with the building's complexity. You'll find out that getting the people where they want to go is no walk in the park. But the rewards increase as your organizational talents grow, until you reach the level of Tower, the building manager's Valhalla. We'll leave the details to your imagination, but it's worth the work. Of course, if you want, you can just build crummy three-story pizza palaces and let your housekeepers sleep 'til eleven—you bought the game, it's yours. Just don't let your Sim-tenants find out your phone number.

Typical Tower Tenants

SIMTOWER

A Message from Yoot Saito, Creator of SimTower

Welcome to SimTower!

"The Emperor's New Clothes" is one of the world's best known stories, even in Japan. In a way, it was what motivated me to create the SimTower simulation game.

I am a very curious man. Curious about what is happening "inside the box." The "box" can be any system, organization, or service that is important to our daily lives, but whose inner workings are kept secret from the general public. We sometimes refer to these boxes as "specialties" or "the establishment." Engineers call them black boxes. Journalists often try to open these boxes to the public through writing and photography, but often don't succeed due to the fact that some systems are too difficult to explain in linear text and two-dimensional photographs.

Lately, I have been very curious about elevators. The elevators in some buildings frustrate me terribly, and those in others don't—even when they have the same number of cars and floors. I wondered why. Inefficient elevators and their resulting frustrations are serious problems for businesspeople, but nobody knows enough about the subject to know if anything is really wrong, much less who to complain to.

Since my background is in architecture, I searched through my specialist's books for information on elevators. I couldn't find the answers I needed. Next, I called a major elevator company and asked how they operate and schedule their elevator cars. They said that that information was "top secret."

That's when I started to develop what is now called SimTower with my partner and programmer, Abe. As we progressed with the project, we realized why there weren't books on the subject——elevator movements, like the steps of a dance, are almost impossible to describe with mere words.

In creating SimTower, we started not with complete knowledge of the subject, but with a simple question. Then we built a simulation to teach us the not-so-simple answer. Simulations enable us to see things from completely different points of view, and to understand things that we couldn't otherwise grasp. And now, with SimTower, it's your turn to figure out (among other things) for yourself the way elevators can and should be designed and scheduled.

By the way, after SimTower was released in Japan, a major weekly magazine published a cover story investigating who's really responsible for these kinds of "problems." So in its own way, SimTower played the role of the boy in the story of "The Emperor's New Clothes."

SimTower is one peek into a "box." An exploration of one complex curiosity of our world. As long as there are boxes, we'll be trying to open them. As long as there are questions, we'll be trying to answer them. And don't be suprised if these answers take the form of "Sim" games.

A Peek Into the Box

Today, Japan and the US are said to be in conflict. We often see each other with prejudice. Instead of trying to communicate, we just say, "They're intrinsically different." At times, we Japanese are still regarded in the outdated images of "Samurai" and "Kamikaze," which are as foreign to us as to you. To a certain extent, this is under-

standable. We have had few opportunities to introduce our real selves to the rest of the world through our movies, contemporary novels or the latest music.
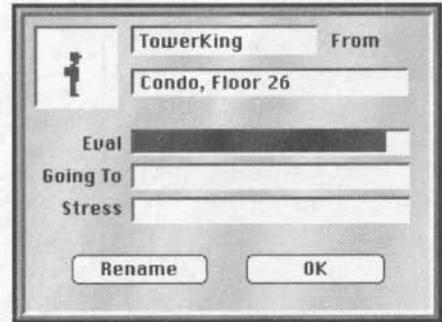
But through my recent SimTower collaborations with the people at Maxis, I have come to believe that our supposed differences are just myths created by government officials to cover their shortcomings, and by the people in the media who need to exaggerate difficulties to sell a story.

Therefore, I consider it a great honour that Maxis is publishing my software as part of the "Sim line," and I hope that this type of international collaboration is just the beginning. If trade negotiations can't bring us together, then maybe this new electronic media—yes, computer games—will open our minds and bring understanding.

SimTower could not have been created without the skills of programmer Tak Abe, graphic designer Hotta, and George Milman. I also want to express my appreciation to Will Wright, Jeff Braun, Bob Derber and Mike Perry for their extraordinary efforts and passion to bring this Japanese title to the world.

Yoot Saito
Tokyo, Japan
October, 1994

TUTORIAL
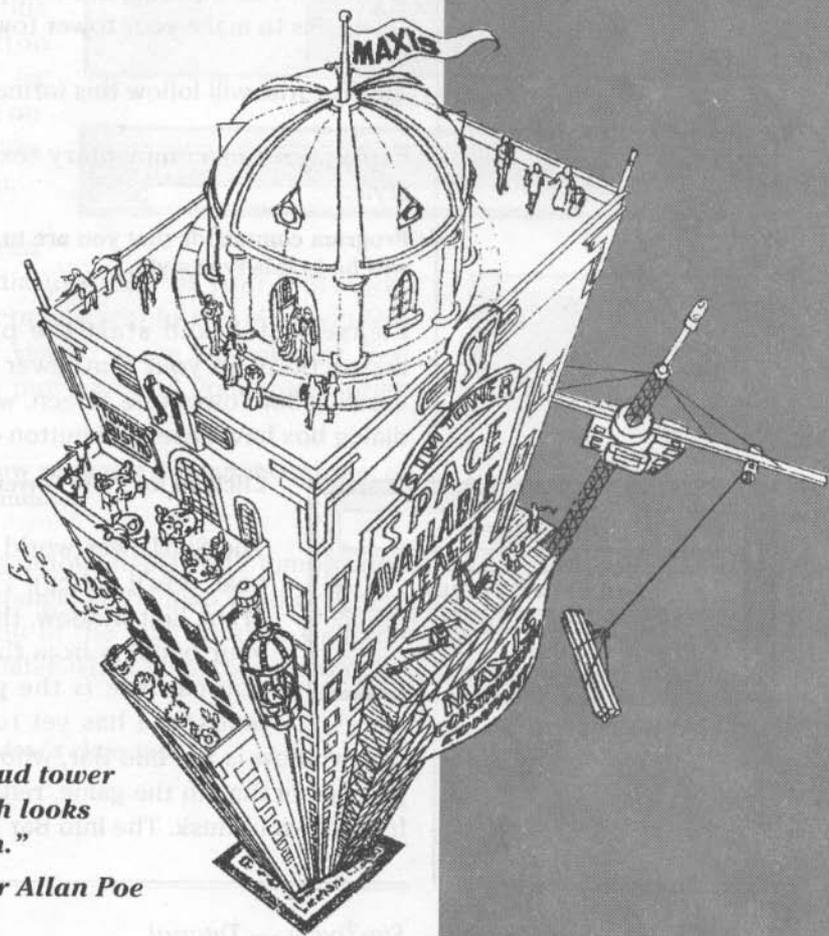
*"While from a proud tower
in the town, Death looks
gigantically down."*

— *Edgar Allan Poe*

SIM TOWER

Glad to see you're up bright and early—there's a lot of work to do! This Tutorial will provide for you a brief overview of SimTower's whys and wherefores, and guide you through the construction and management of a basic tower. You'll have the pleasure of going from a 1-star to a 2-star tower rating, which will give you additional rewards and challenges (and perhaps a managerial headache or two). Please refer to the Reference section for detailed explanations of all of the commands and procedures of the program, and for some strategies to make your tower towering.

The Tutorial will follow this format:

Explanatory or commentary text will be in this plain type style.

Program commands that you are to carry out as you follow along will be in this type style.

Please install and start the program according to the instructions on your SimTower Addendum. You'll see the dazzling SimTower title screen, which will be followed with a dialog box having several button choices.

Click on the New Tower button.

New Tower

Load Saved Tower

Quit

The SimTower world is yours to behold (and to hear, you'll notice). The large central view is that of the Edit window, the area where you construct your building from the ground up. Right now, all you can see *is* the ground and up, since this landscape has yet to be developed. Above the Edit window is the Info Bar, whose clock measures the swift passage of time in the game, reflected by the cycling of light from dawn to dusk. The Info Bar lets you know that you're at

a 1-star rating, and that it's the first weekday (WD) of the first quarter of the first year—what better place to begin?

Also on the Info Bar is a Fund line, your beginning cash balance, which will take some hits when you place properties, and your population total, which can only go up from here. You can move the Info Bar around by grabbing its title bar with your mouse button held down, and close it by clicking in its close box. You can restore it by choosing Info Bar from the Windows menu.

Opening Edit Window

Info Bar

On the left side of your screen is the Map window, a miniature view of your SimTower territory. The outlined rectangle within the Map window captures the area currently viewed in the Edit window. You can use this tool to swiftly move around your tower when your building is developed.

Click and drag the Map window rectangle around the terrain, or click in various spots in the window.

You can see that the Edit window display will jump to the spot represented by the rectangle in the Map window. There are some buttons at the top of the Map window that will provide useful information later when your tower structure has some facilities in place.

For now, click in the Map window's close box.
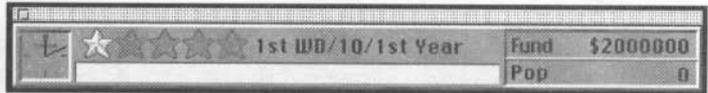
Opening Map Window

SIM TOWER

Click in the Zoom box at the top-right corner of the Edit window.

You'll need the big picture for the big strides your tower will take. Down near the middle of the Edit window is the Tool Bar, and it contains the means to put some bulk in your building. It can also be moved around on-screen, closed and restored. The Lobby tool (the box with the tidy potted plant) is already highlighted and selected, because you can't build anything in SimTower without a lobby for your base.
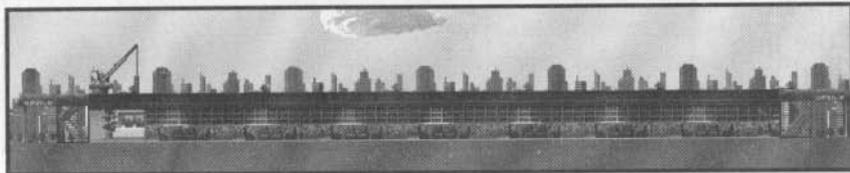
Position your mouse pointer (it will have the size and shape of a single unit of the selected tool) at ground level and a short distance from the bottom-left of your screen, hold down the mouse button, and drag the lobby to about the same short distance from the right side of your screen.

You can make your lobby the entire width of the land as depicted in the Map display, but one screen's worth of tower will prove enough lesson for now. The edges of your lobby display (emergency stairs and entryway canopy) can't be built upon. You can see that your lobby is nicely appointed, but it doesn't have any visitors right now. Build an office and they will come.

Click on the Office button, the little desk and chair icon on the left side of the Tool Bar.
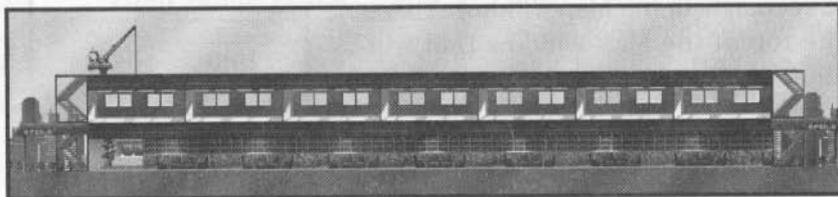
Beginning at the left side of your lobby, click to place a series of edge-to-edge offices, as far as you can to the right of the building.

You can see the price of each office placement in the message area of the Info Bar, and the subsequent subtraction from your Funds total. You'll see workmen scurrying about, placing the walls and flooring. If you can't place offices the entire width of your lobby, do it as far as you can. Your offices are empty because no businesspeople want to muss their power suits by climbing emergency stairs. How 'bout some decent stairs?

Click and hold your mouse button on the Lobby box, exposing the pop-up menu.

Move your pointer down to the third box, the Stairs icon, and release your mouse.

Move your Stairs pointer so that it's positioned between the floors of the lobby and the third office from the left and click to place some stairs, and then do the same on the third office from the right.

If it's a weekday during the daytime, you should see some activity: offices being built, traffic on the stairs, and some numbers appearing in your Pop line. Soon, you might even get some rental income. You're a landlord! Maybe you should take a glimpse at one of the offices and see what they think of your work so far.

Click on the Magnifying Glass icon on the Tool Bar and select one of the offices (during working hours).

The game will pause and the Facility window will come on-screen. You'll hear some office activity in the background. The top of the window tells you what kind of an operation is occupying this building space. There's a snapshot of the

SIM TOWER

Office, Floor 2

Occupied

Eval

Length | 1Q
Rent | $10000 ▼

Rename | OK
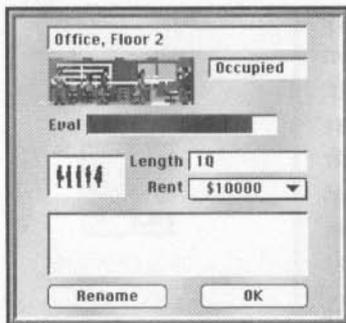
office as it presently appears below that, and a box indicating whether there are tenants in the space. Below that is the critical Eval(uation) line, which should be a bright blue and pretty close to being the length of the box—indicating smooth sailing—because you haven't done much to stress out your tenants—yet.

The Eval line reports to you the collective attitude in the facility being assessed. A big, cheery blue bar means everyone is happy. That attitude is based on how tenants perceive the building: is it easy to get to work, are conditions nice, is the rent reasonable? You'll come to understand that you will have to account for the collective attitudes of everyone in your building, so roll up your sleeves. (Don't you wish you had bought that airplane simulator now?) There is a detailed explanation of the Eval box in the Reference section.

Below the Eval line is a picture box displaying silhouettes of who's in your tower. We'll have some fun with some lucky

Office, Floor 2

Occupied

Eval

Length | $15000
Rent | ✓$10000
$5000
$2000

Rename | OK

person there soon. Next to the occupants box, the Length line reveals how long that space has been occupied and the Rent line says how much you're charging. Below that line is a box that will occasionally have a message from occupants about their feelings about things in the office. It's time for an attitude test already.

Click and hold on the down arrow next to Rent and select the next highest rent level.

Click on OK.
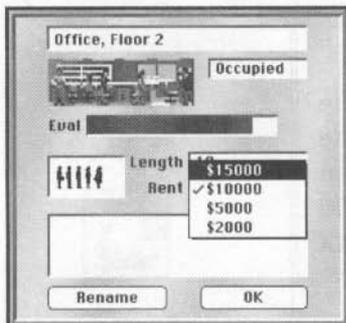
Even though you raised their rent, the Eval line probably won't change much, because you haven't made conditions too troublesome for these folks yet. We'll come back and check on them when your tower matures a bit. Right now your office workers have to leave your building to eat lunch. Hey, your mom taught you how to make sandwiches, didn't she? Now you can sell them, too.

Click on the Fast Food button, the one with the cup and hot soup icon, and put three coffee shops, side-to-side, directly above the left side of your first floor, starting at the lobby.

You might not see the lights go on just yet—there's no way to get up there. Of course stairs are available, but there has to be a method for the less ambitious of your tenants.
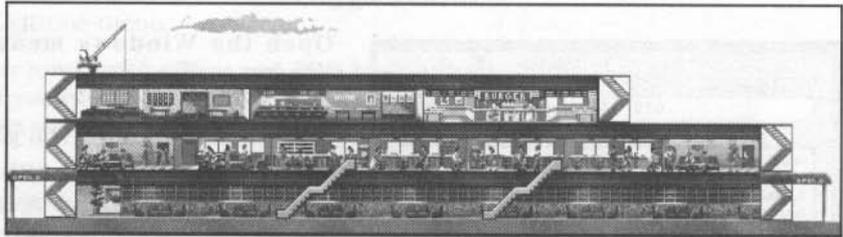
Click on the Standard Elevator button, the one with the open elevator door, and place an elevator by moving the elevator pointer to the bottom-left of the lobby and clicking your mouse button.

You can see that your elevator is operating, but it's only open to the lobby floor. Let your Finger do the walking.

Click on the Finger box in the Tool Bar, and move the Finger pointer to the top section of the elevator, where the gears are whirling and there is a small upward-pointing arrow.

Hold down the mouse button (your pointer should turn into a double-headed arrow) and drag the elevator two floors up to the coffeehouse floor.

You'll see that you can read the numbers of the new floors on your elevator's shaft. If it's anywhere near lunchtime, you should see and hear some elevator traffic going up to your new eateries. You can click on any of the food shops with the Magnifying Glass to see what's going on there as well.

You'll have to continue building in order to move to the next star rating, which is based on your tower's population and the number of facilities placed. Hopefully you've been getting some income from your offices and food joints, so we can try
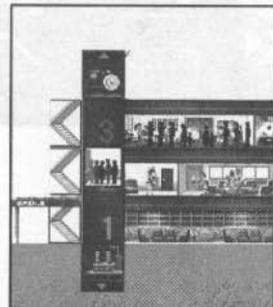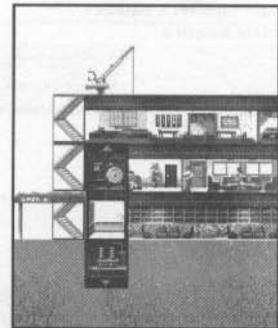
SIM TOWER

to up the population a bit. It will take some game time, particularly for new towers, to increase both your revenues and population. Let's see whether you've been gathering any of the long green.

	Year	1	Quarter	3	
Total Income			**Total Maintenance**		
	610			0	
	Population	Income			Maintenance Expense
Office	42	700	Lobby		0
Single Room	0	0	Elevator		0
Twin Room	0	0	Exp Elevator		0
Hotel Suite	0	0	Ser Elevator		0
Shops	0	0	Escalator		0
Fast Food	30	-90	Parking Ramp		0
Restaurant	0	0	Recycling Center		0
Party Hall	0	0	Metro Station		0
Theater	0	0	Housekeeping		0
Condo	0	0	Security		0
(Items with no income or expenses are not displayed)					

Net Revenues	610
Other Income	0
Construction Costs	-8010
Last Quarter's Balance	16405
Total Balance	9005

OK

Open the Windows menu and select Finance Window....

The Finance window will give you an overview of your fiscal ins and out. Multiply all of the numbers by 100 to get your true counts. You can see that it costs money to maintain your tower. If your food palaces aren't bringing in the income you like, you probably should make access easier—do they need more stairs, is the elevator congested?—to provide a few more clients. Observe traffic flows for a couple of game days and note changes.

Click on the OK button in the Finance window.

Click on the Office icon and place offices to fill out tower space on the third floor.
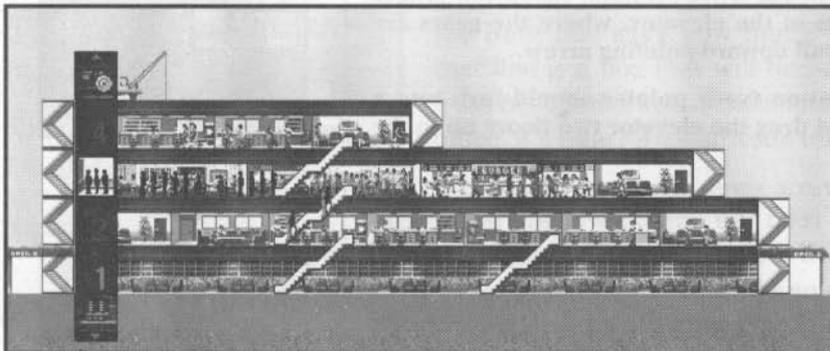
Place a number of offices (leave at least a $30,000 balance) on the fourth floor.

Place at least one set of stairs serving the third and fourth floors where you think they are best used.

Drag your elevator up to serve the fourth floor.

You'll see that you do get some weekend business for your fast food spots, though your offices remain dark, as they do on weekday evenings. Incomes from both type of tenants are tallied at different times. You'll be notified of new monies

received by the ringing cash register and a message in the Info Bar detailing the source of the dough. If you find the sounds of your tower distracting, you can selectively turn them off using the drop-down menu choices under Sound, accessed through the Options menu.

Continue to build up your tower with offices and food businesses as your money allows. If you can afford it, place some condos on some of these upper floors using the Condo button.

Have patience. Be sure to provide elevator service and/or stairs so that access to all facilities is maintained. Don't exceed the height of your screen (no fair scrolling!).

If you want to even out the width of your floors, or if you can't quite fit a business in because it's wider than the floor below, you can click on the Floor button in the Tool Bar (it's on a pop-up menu under the Lobby button) and then click on the open edge of any floor you want to expand. The floor will then be built as a roofed open area to the edge of your tower where you clicked.

Do consider that your tenants are concerned with distances in the placements of their offices, their lunch spots, and the transportation devices necessary to get to them. They will become annoyed if they have to go a great distance to climb stairs when they're hungry. While you're waiting to develop revenues and tower tenancy, you can check out your various properties using the Magnifying Glass. See which tenants are happy and which are not, and try to determine why.

It's OK for now to mix property types on all floors, but you might later consider how traffic patterns work for each type of tenant when you truly begin to develop your tower. Try to observe how the traffic ebbs and flows within your building—its management will become more complex as you expand. Watch your elevators to see if long lines of patrons are forming. If any of them go from their standard black shade to pink or red, you've got unhappy clients on hand,
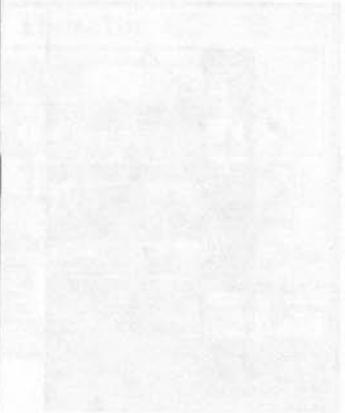
SIM TOWER
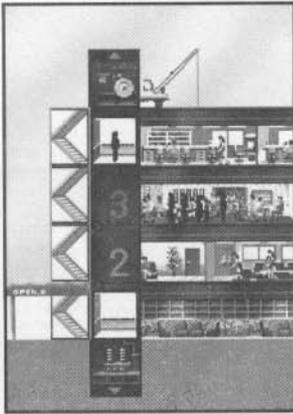
and you'll never move up in the world until they're satisfied. Here's one way to make them happy.

Click on the elevator icon in the Tool Bar and then click on one of the floors of your elevator shaft, a floor that doesn't have its number highlighted in red.

You've just added another car to your elevator.

You can see that whatever floor you placed an additional car on has its floor number highlighted in red. That is that car's "waiting floor," and that will prove strategically important in bigger buildings, as the car will wait at that floor when it's not in use, so it's instantly available for high-traffic floors.

Select the Magnifying Glass and click on the shaft of your elevator.
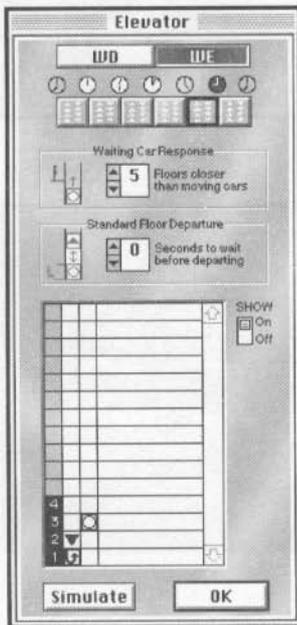
You've opened the Elevator window, giving you access to the control panel for every car in the shaft. The lined box at the bottom of the window displays small boxes in columns next to a row of numbers. Each column displays the floor-to-floor movements of each car in the shaft (the row of numbers are your floors, each with a corresponding box). The cars can be seen moving between floors, with symbols within the car boxes revealing information about the car's passage. Check the Reference section for symbol elaboration.

The top of the window will show a depressed button, either weekday (WD) or weekend (WE), depending on what day it is when you open the window. The series of buttons below the tiny clocks let you adjust the shaft's cars for the conditions specific to the times between the clocks. Let's improve one of the factors for your building tenants.

Elevator Window

Make sure that the Weekday button is selected, and click and hold on the button below the clocks indicating 5:00 and 9:00. In the pop-up menu that appears, choose Express to Bottom.

What you've done is told all of those cars (between those selected hours) to go directly to the lobby of the building once they have gone to the top floor, picking up passengers on their ascent at any floor that has people waiting. Once at the top, the cars will go directly to the bottom, not stopping in transit to pick up those freshly waiting passengers, or changing direction to answer calls from floors above. Depending on the design of your building, making sure that rush-hour tenants are happy will ensure your movement up the rating system.

There are many more adjustments that you can make to the scheduling of your elevators in this window. Check in the Reference section for details about all of the functions of the Elevator window.

If you've been giving your tenants good access to all of the offices, condos and chow houses, and steadily developing your building, you might get a reward: a tower promotion to a 2-star rating. That will occur when you develop your tower population to 300 tenants. If that happens, just click on the OK button in the congratulations dialog box, ignore any messages in the Info Bar, and proceed. If it hasn't happened yet, you're probably serving burnt pancakes in your breakfast joints.

SimTower does provide some other amusements for you while you build up your business. Remember that first office where you raised the rent? We might have a closer look. Be sure that the office is open for business and occupied.

Click on OK to close the Elevator window.
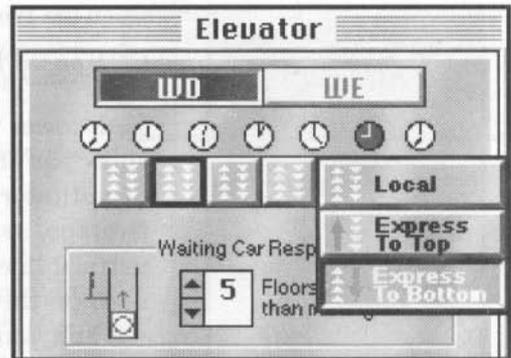
SIM TOWER

Your Color-coded Miniature Tower

Open the Windows menu and choose Map window.

Click on the Pricing button.

Your tower will pause to take a breath. The Map window will show you the silhouette of your expanded tower, with lines of yellow representing those offices where the rent is Average, as coded by the Map window buttons. The black vertical line is your elevator. That yellow hue can also be seen on the selfsame businesses in their bird's-eye view in the Edit window. However, there should be one drop of red in the Map window, and that's where your blood money is coming from.

Click on the red spot in the Map window.

The Edit window will center on the property in question, highlighted in red.

Click on the red office in the Edit window with the Magnifying Glass, which is the default tool.

The Facility window will open, and you can see whether the general mood of the office has changed since the early days of their tenancy. However, their mood isn't important—your need to pry into their lives is.

Click on one of the people in the Occupants box.
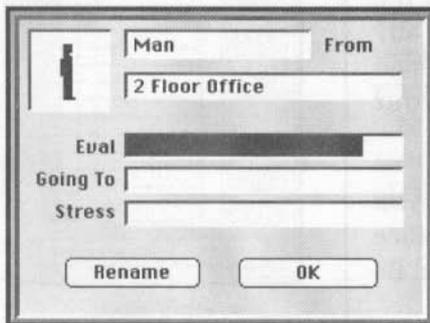
The Tenant window will come on-screen, telling you who the chosen one is, where they're from, how the place where they come from is collectively feeling, how they are individually feeling, and some other info. Of course, how can you get close to your fellow man or woman if they are known to you only as "Man" or "Woman"? SimTower has a solution to this metaphysical riddle.

Click on the Rename button.

In the Rename dialog box, type the name that suits the gifted individual you've blessed with your attention (for the example, we'll use *Babingatron,* but you can use any name you want), and then click on the Rename button.
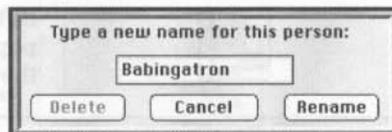
Click OK in the Tenant window and then click OK in the Facility window.

Close the Map window.

You can see that Babingatron (or whatever you named your Simtenant) is now colored blue in the Tenant and Facilities windows. He (choose whichever sex you enjoy tormenting) will also be blue when you see him waiting for elevators. Let your tower run for a minute or two, allowing Babingatron the chance to anonymously (or so he thinks) slip away. Now we'll pay him an unexpected visit.

Open the Windows menu and select Find Person....

Click on Babingatron and click on the Find button.
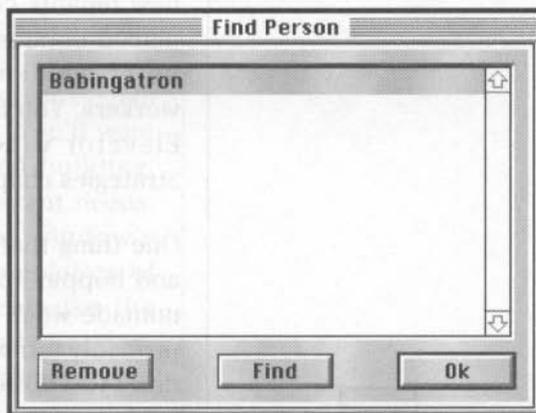
The game will pause and the screen will scroll to Babingatron's place in your tower universe. A red arrow will point to the facility he is in or directly on him if he's waiting for an elevator or on some stairs. You can then click on the Magnifying Glass again and then on him to check his pulse or give him a new name. Or you can just let

him go, secure in the knowledge that he's yours. If he isn't in your tower when you try to find him, you'll see a dialog box informing you of such. Now you see why the CIA is such an intriguing career path.

Click on the Resume button in the Tool Bar to start your tower up again.
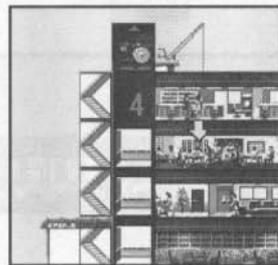
Caught in the Act

SIM TOWER

Build and manage your operations until you reach the 300 population total and (if you have adequate cash) then click on the Single Hotel Room box on the Tool Bar.
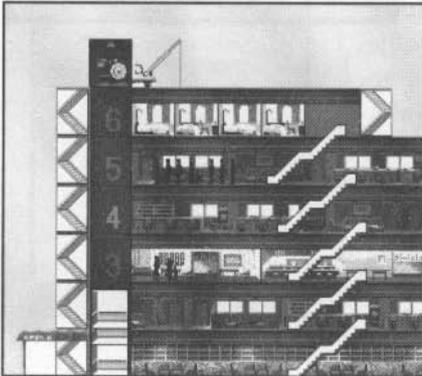
Place some single hotel rooms on top of your highest floor.

Drag your elevators up to service the new floor and, if you can afford it, place a staircase as well.

A Room of Your Own

You can see that your new star rating has given you a number of new Tool Bar properties for placement. Your hotel will soon have live-in residents—watch the hotel rooms for evening activity. You can set room rates by getting to the room's Facility window, and you can see how your tenants feel about your tower in that window also. Of course, with the benefits of new tenants come new responsibilities as well. If you have placed condos, you may notice that the traffic patterns of hotel residents are different than those of your office workers. You might have to do some new scheduling in your Elevator window to take care of these concerns. The Strategies chapter of the Reference section could help.

One thing that will make your new residents hoppin' mad—and hoppin' to dodge cockroaches—will be if their beds are unmade when they return from their daily sojourns. You're probably too busy to make all of those beds yourself, so why don't you do some hiring?

Click and hold on the Single Hotel Room box in the Tool Bar and select the Housekeeping box that appears in the pop-up menu.

Place a Housekeeping room on the same floor as your new residents, to the right of your elevator.

Of course, the housekeepers need a different type of elevator to carry those bulky carts. You can give them one.

Click and hold on the Standard Elevator button and select the Service Elevator box that appears in the pop-up menu.

Place a Service Elevator to the right of your Housekeeping room and drag it so that it services all of the floors of your tower.

You'll soon see that your house-keeping force will be sprucing up any untidy rooms, keeping those Eval lines solidly in the blue and keeping your funds in the black.
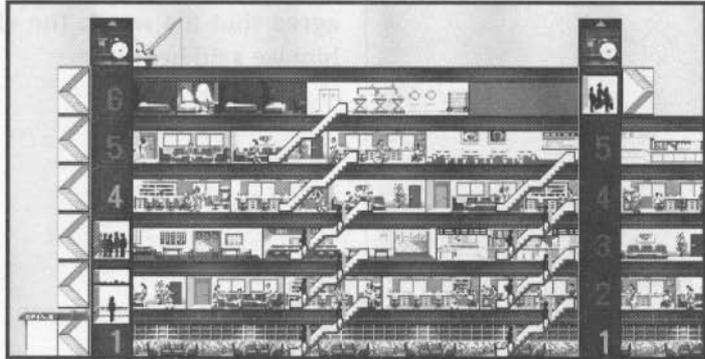
You've probably seen by their red-faced reactions that some tower residents think that your transportation system is worthless; it's probably time to expand your elevator system by placing another shaft and filling it with cars. You'll want to study the traffic patterns of your expanded building, because office workers and residents have different needs. Spend some time tinkering with the Elevator window's control panel to see if you can soothe the complaints of annoyed Simtenants. Remember that you can use the Bulldozer in the Tool Bar to remove any properties, including elevators, that don't contribute to the efficient development of your building.

Check in the Reference section for info on the use of some of the other new facilities available, like the Parking spots and Parking Ramps that are probably being clamored for. You can continue to expand your tower both vertically and horizontally, and with the proper management, you'll move up another star rating and have new facilities benefits and new possibilities for tower enhancement and expansion.

SIM TOWER

Well, that's a start. You'll discover that your tower is a complex, multifaceted world, and that no two towers are alike. Each layer adds new dimensions—and sometimes dementia. Build strong, build steady, but *build*, by golly. It may take a while to get to the Tower rating, but I think you'll agree that it's worth the climb. If you see Babingatron, tell him we said hello.

REFERENCE
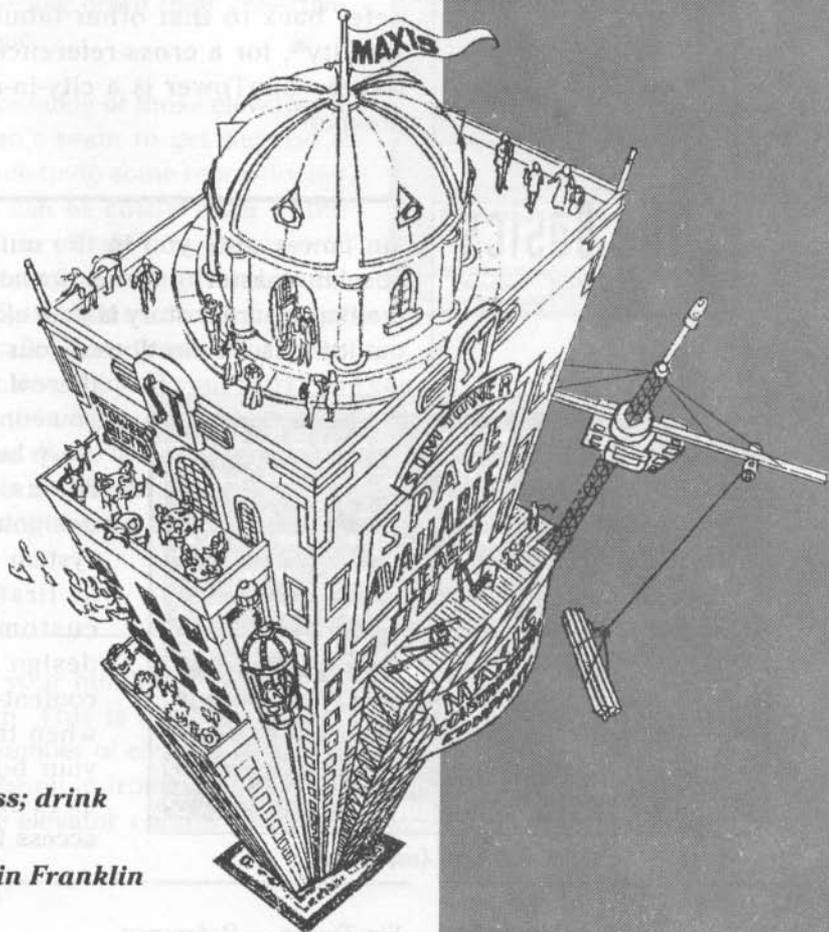
"*Eat not to dullness; drink
not to elevation.*"
— *Benjamin Franklin*

SIMTOWER

Reference

This Reference section for SimTower will detail all of the commands, procedures and methods to build the tower of your vision and manage it with informed understanding. All of the program's menus and windows will be explained here; here you'll also find strategic approaches and a look at the inner workings of the SimTower simulation.

Refer back to the Tutorial section to get a from-the-ground-up exercise in building construction and management basics. Refer back to that other fabulous software simulation, SimCity®, for a cross-reference on urban transportation issues—SimTower is a city-in-a-building. Build high and prosper!

The Basics

SimTower puts you in the unique position of being the absolute master of a rich domain, and it's one of your own crafting. Your territory is your skyscraper, and its design and outfitting is a reflection of your taste and ambition, or lack thereof. Using the program's tools, you construct from scratch a multi-story building, filling its floors with rooms, offices and shops, and designing a tower transportation system (stairs and basic elevators, at first) to accommodate your customers and tenants. If your design is good and your tenants content—believe me, you'll know it when they aren't—you'll increase your building's population and go on to the next star rating, giving you access to other tools and construc-
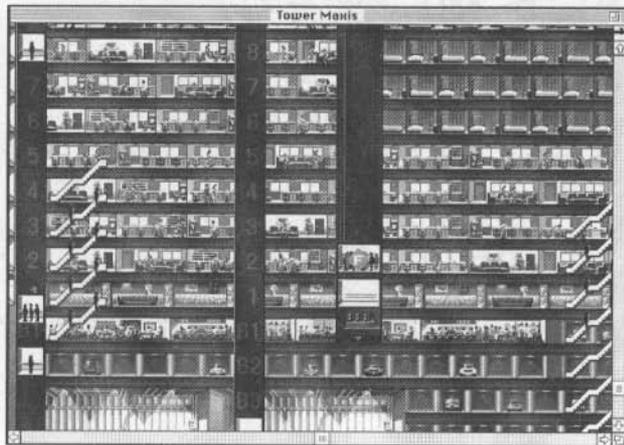
All This—and More—Could Be Yours

tion choices, like pricey hotel rooms, fancy restaurants and spiffy recycling centers.

Of course, along with increased choice comes increased complexity. You'll discover that some of your Simtenants are not as patient as Gandhi, and if your transport ideas don't meet their standards of efficiency, they won't come to your burger stands even if the fries are free. Stress, both individual and collective, is a quantifiable thing in SimTower and you want its quantities to be low. Your tenants are sensitive, and they *don't like* to wait. However, when your building has as many stories as your Great Uncle Gadzook, you'll see that keeping down their collective stress is easier said than done.

Give the placement and scheduling of those elevators a good, long look. If you can't seem to get beyond a certain rating, you might have to do some repositioning and rescheduling, and that can be costly. Refer to the Map window now and then to obtain info on some of the broad, evaluative conditions in your tower. Liberally use the Magnifying Glass to zero in on individual businesses and individuals (you're not nosy, just concerned) to see what they think of your work. You can always lower the rent and then raise it again when they're relaxed. Don't let it get you down if some of your tenants have a complaint or two—in SimTower, there's nowhere to go but up. (Well, you can go sideways, too, but the first way sounds better.)

The basic presumption in your building's cutaway view is that your tower has depth. This is more easily compre-hended when you place a number of elevator cars. The cars pass each other by either being in front of or behind other cars, as diagrammed in the elevator control panel window.

Single Room, Floor 7 — Occupied

Eval

Rate $2000

Office neighbor is noisy

Rename   OK

Fundamentals of the Tower World

SIM TOWER

A single floor filled with offices that you view implies—figuratively—other offices or facilities behind those offices, and facilities behind those facilities. However, for the game mechanics of reporting office and resident populations and incomes, the tower's surface level that is visible to you is the operating level. Your tower is truly a slice of life.

Every building has its bottom—you've got to place a lobby before you can build up or across. You can have a lobby that's just wide enough for a couple of facilities and build it up like a tent pole, or you can stretch your imagination and stretch the lobby the full scrolling length of your screen. You can't build any wider than the width of your lobby, both above and below ground.
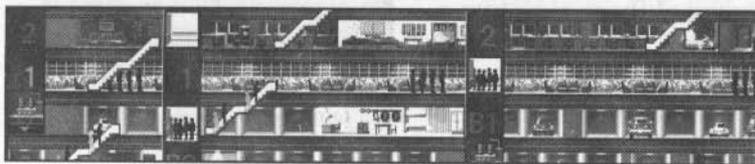
Lobbying for Your Vote

The emergency stairs and crane on top of your lobby and subsequent floors are stylish artifacts, but the stairs do have a gameplay function—the security personnel use them for transportation to battle fires and search for terrorist bombs.

Time passes very quickly in the SimTower world. The Info Bar displays time in three measures: days, quarters and years. Days are made of six periods, and you will see the game clock moving much more quickly during some periods (the dawn hours, for example) than during rush hour, when your design decisions really come into play. Quarters are composed of two weekdays (WD) and one weekend (WE). There are four quarters in a year.

There are some construction and facilities limits to each rating level; you'll receive a message in the Info Bar if you've exceeded the limits, e.g., number of elevator cars, for that star rating. Of course, if your funds are limited, you will also receive messages to that effect in the Info Bar when you attempt new construction. Your tower is limited to 100 stories, 10 underground.

The game will pause when you are scrolling. If you have clicked the Pause button in the Tool Bar, you can still use the Magnifying Glass to get information on any of your facilities or tenants. The game will pause automatically when you are using any of the evaluative tools in the Map window.

Whenever you see that a resident or commercial tenant reports that their surroundings are too noisy, it's helpful to understand that each tenant responds to the "radial broadcasting" of disturbances—in other words, noise can come from neighbors above, below, and next to a specified zone, though it's the lateral noise that is most significant.

And you don't have to water the plants in the lobby.

The Tool Bar

SIM TOWER

Tower Facilities

Here are all of the facilities items available for placement, dependent upon your star rating. Every time you attain a higher star rating, you will see additional facilities available in the Tool Bar. Your movement to higher levels is determined by your building population and facilities placement. Maintenance and facilities costs are higher at higher star levels.

Bulldozing:	Free
Lobby:	$5,000 per section
Empty Floor:	$500 per section
Escalators:	$20,000 each
Stairs:	$5,000 each
Standard Elevators:	$200,000 each
Service Elevators:	$100,000 each
Express Elevators:	$400,000 each
Offices:	$40,000 each
Fast Food:	$100,000 each
Restaurants:	$200,000 each
Shops:	$100,000 each
Movie Theaters:	$500,000 each
Party Halls:	$100,000 each
Single Hotel Rooms:	$20,000 each
Twin Hotel Rooms:	$50,000 each
Hotel Suites:	$100,000 each
Condos:	$80,000 each

Medical Center: $500,000 each
Security: $100,000 each
Housekeeping: $50,000 each
Recycling Centers: $500,000 each

Parking Spots: $3,000 each
Parking Gate/Ramps: $50,000 each
Metro Station: $1,000,000

Cathedral: $3,000,000

Note: These are the costs for placing the item on an existing empty floor. They don't include the cost of the floor itself (which is another $500 per section). When you place an item where a floor has not yet been built, you are automatically charged for the necessary floor sections, the number of which depends on the size of the item you place.

In order to move up the ladder of tower success and get higher star ratings, it's necessary to snare a specific number of tower residents. Most of the ratings promotions also require specific facilities placements. These requirements are detailed in the chart below

STAR RATING	POPULATION	MILESTONE
1 to 2	300	None
2 to 3	1,000	More than one security office placed

Tower Promotions

SIM TOWER

STAR RATING	POPULATION	MILESTONE
3 to 4	5,000	More than one suite placed; Recycling and medical demand met; and VIP rates your building favorably.
4 to 5	10,000	Metro placed, and Recycling and Medical demands met.
5 to Tower	15,000	Cathedral placed.

Placement Restrictions

Building a successful skyscraper requires a lot of variety in the types of rooms and facilities. There is, however, a limit to the numbers of some of the facilities that can be placed. Here's a list of the upper limits of specific facilities:

Medical Center – 10

Security – 10

Elevator Shafts – 24

Cars per Shaft – 8

Stairs/Escalators – 64 total

Theater/Party Hall – 16 total

Fast Food/Restaurant/Shops – 512 total

Parking Spaces – 512 total

Metro Station – 1

Cathedral – 1

Your crowning achievement, the cathedral, can only be placed on your 100-story tower at the five-star rating, taking you to the Tower level—you'll hear the angels sing!

There isn't really a winning of the game in the classic "goal attained" sense. As with most Maxis games, the winning is in the playing, derived from the challenges and unique personality of your building. Your building can have tens of thousands of residents (limited only by memory), and their goals are probably your goals: less stress, more fun. Of course, once you get to the Tower level, you'll probably be treated to a rare and captivating event, a complimentary gesture to your competence as a building designer, so it's worth the effort. But then again, so is building a ten-story tower of coffee shops in search of the perfect cup—let your moods do the making.
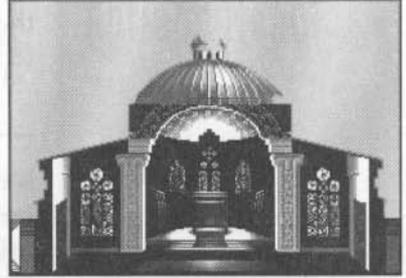
Tower's Crowning Achievement—the Unidenominational Cathedral

SIM TOWER

Menus

As with any mouse-driven interface, you can execute menu commands by clicking and holding on the menu name, revealing command choices in the drop-down menu below. Highlight the command that interests you and you're off to the races. Keyboard equivalents for commands can be seen to the right of the command name.

File Menu

New will open a blank landscape for you to fill with the building of your deepest desires. You'll see a dialog box asking you if you want to save your current effort if there is a current effort open.

Open will bring up the standard Open File dialog box (with the same save dialog as above if a file is open) allowing you to search the default SimTower folder and other folders and drives for saved SimTower files.

Save will save any changes in your open SimTower file to disk. If you are saving your game for the first time, you'll see a Save File dialog box that lets you name your tower and select the folder or directory where you want it stored.

Save As... will open the Save File dialog box that lets you rename an already saved file under a different name or in a different location. You can also use this dialog when saving a file for the first time.

Quit will exit the SimTower simulation, but if there are bills in the mailbox, why not play some more? You will see a dialog box asking you if you want to save any game changes.

The Edit menu functions are not available in SimTower, but are there in support of the standard graphical interface.

The Options menu lets you control some of the atmospherics of SimTower, such as the movements of your tenants and the noises of commerce in your businesses.

Animation has two command components: highlighting Animation with your mouse produces a drop-down menu with two items. If **People** is toggled on (checkmarked), you will see the inhabitants of your hotel rooms going about their business (no, *those* animations were censored), house-keepers going about theirs, meeting rooms filled with people meeting, etc. If **Effects** is toggled on, you will see your elevator machinery in motion, your recycling area's ventilation working, etc. The program will operate faster with Animation options turned off.

The **Sound** choice has a three-part drop-down menu containing the **Elevators** toggle, which when checkmarked will produce the mellifluous tone of your elevators at work. **Background**, when checkmarked on, lets you hear the morning and evening birdcalls, the gentle notes of falling raindrops, office gossips spreading the latest, etc. **Events**, when on, reminds you that your income is rising with the chimes of coins falling into your waiting registers, broadcasts the sounds of construction, and notices of special events.

SIMTOWER

You can also hear the sounds native to any of the various commercial enterprises if you click on them with the Magnifying Glass. For example, if you investigate during business hours in one of your offices, you can hear machines and people hard at work. The program will operate a little faster with the Sound options off.

Fast Mode, when on, will let the program run as fast as your computer can go. You can turn Fast Mode off, making SimTower run at a fixed speed, if your computer's processor runs too fast for the simulation.

Would you like to call an emergency fire crew? It will cost $300,000.

| No | Yes |
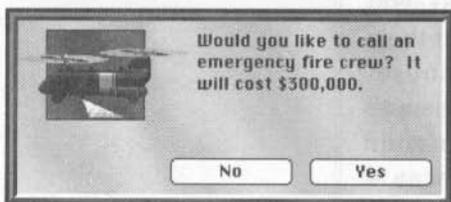
Call Fire Rescue will be unavailable for use unless there is (heaven forfend!) a fire in your building. Using this command will send a rescue helicopter with an unerring hose to stanch any building-burning flames, but it will be very costly. You will see a dialog box at the fire's outset asking if you want the helicopter, and you can decline. If you have security in place in your building, they will fight fires, but their effectiveness is determined by how close they are to the fire's origin—they use the building's outside emergency stairs for transit. Precious time used in their reaching the fire will increase the destruction. You can use this command if you perceive your security forces to be fighting a losing battle. You will be able to rebuild floors emptied by the flames.

The Windows menu hosts the tools by which you develop your building. It also contains commands that let you see overviews of various aspects, both macro and micro, of your structure and its contents, including your tenants.

The **Tool Bar** is SimTower's toolbox, containing all of the various building and facilities tools that you use to build up your tower, and the means to examine its characteristics after building. Some of the facilities items will reveal other choices in drop-down menus when they are clicked. If you achieve higher star ratings, you will be given more construction choices. You can make the Tool Bar vanish or appear by choosing it from the menu.

The **Info Bar** lets you know what time it is (and time in SimTower is not merely money, but the transparent fabric of which your tower's success is woven. Bad timing in SimTower is bad news), what fiscal date it is, how much dough you've made and the running count of your tower's population. You can make it vanish or appear by choosing it from the menu, but its information will always be updated regardless of its appearance on-screen.

The Tool Bar
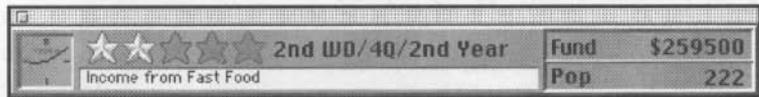
The Info Bar

SIMTOWER

	Year	1	Quarter	3	
Total Income			Total Maintenance		
	610			0	

	Population	Income		Maintenance Expense
Office	42	700	Lobby	0
Single Room	0	0	Elevator	0
Twin Room	0	0	Exp.Elevator	0
Hotel Suite	0	0	Ser.Elevator	0
Shops	0	0	Escalator	0
Fast Food	50	-90	Parking Ramp	0
Restaurant	0	0	Recycling Center	0
Party Hall	0	0	Metro Station	0
Theater	0	0	Housekeeping	0
Condo	0	0	Security	0

[Items with no income or expenses are not displayed]

Net Revenues	610
Other Income	0
Construction Costs	-8010
Last Quarter's Balance	16405
Total Balance	9005

OK

The Finance Window

Find Tenant

Sweet Treats
House of E-Coli
Sushi Slingers
Soggy Software
Pete's Piercing

Remove	Find	Ok

The Find Tenant Window

Map Window lets you look at your tower from an "satellite" perspective and provides a number of command buttons that chart various evaluative measures of its success.

Finance Window... opens up a balance sheet of your revenues and expenditures, figures that reflect the current quarter.

Find Person... brings up the Find Person window, permitting you to locate individuals within your building that you had previously selected and named.

Find Tenant... brings up the Find Tenant window, which lets you locate commercial or residential spaces within your tower that you had earlier renamed through their Facility window.

The following material describes the functions of the various windows in SimTower. Many of the windows can be moved around on-screen by dragging their title bars and can be closed by clicking in their close boxes.

This is the primary SimTower display area, where you develop and manage your tower. You'll see only a blank landscape at the initial loading of the program and for new games—start with a lobby and head for the heights. You can click on the scroll arrows or click and drag on the scroll box to move around your tower in the Edit window. Use the Zoom box to expand your tower view to full screen size. The default Edit window contains the Info Bar, which displays ongoing game statistics and the Tool Bar, which provides your tower construction and facilities tools. Both the Info Bar and the Tool Bar can be moved on-screen by dragging their title bars, closed by clicking in their close boxes and restored by choosing their names from the Windows menu.

Windows
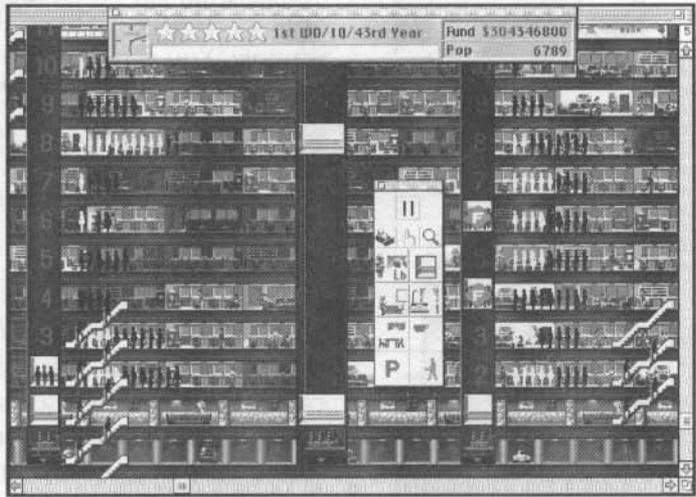
The Edit Window

Life in the Edit Window

You can build across the width of your Edit window landscape or you can confine your construction to a narrow pillar of commerce that rises high into the air. You can also stagger stories of various widths so that you might have spires containing only offices, only restaurants, etc. However, it might make for a peculiar and ineffective transportation system. All of your tower must originate from

SIM TOWER

Map Window

the same foundation; if you try to build two towers, their lobbies and floors will merge.

The Map window appears when you first load SimTower and can be accessed at any time by choosing it from the Windows menu. The window displays a reduced image of the Edit window display, revealing the development of your tower relative to the SimTower "world." Your tower will be shown as a gray silhouette, with its elevators shown as vertical lines. Express elevators are blue, Standard elevators are gray, and Service elevators are red.

The highlighted rectangle in the window encompasses the area currently displayed in the normal view in the Edit window. You can drag the rectangle with your mouse within the Map window to quickly scroll your Edit window display to a specific area of your tower. You can also click anywhere within the Map window to reposition the rectangle where you click, and thus reposition your Edit window display.

EVAL BUTTON

At the top of the Map window are four buttons. The Edit button is the default choice, and when on it displays the silhouette view as described above. If the game is paused, it can be restarted by clicking on this button. The Eval button, when selected, color codes your tower according to some status bars that appear at the top of the Map window. The areas filled in with blue correspond to businesses or residences in your tower that have an Excellent rating, a measure of high satisfaction with your management talents. Those areas in yellow are Good, letting you recognize the transitional zones that might need some work or might bear watching. The areas in red are rated Terrible, and they are zones where the tenants, whether residential, commercial or business are quite unhappy with their situation and could

Eval Button On

well up and leave if you don't do something about it. The Eval button will pause the game.

You can click on areas that concern you in the tower silhouette, and the Edit window—color coded like the Map window—will scroll to that spot, where you can try to determine if your tenants don't like the wallpaper and what you can do about it. You can always adjust rents up or down, or if the situation is drastic, destroy the property in question and begin again. For your hive to produce the best honey, you want all of your bees humming the same blue tune.

PRICING BUTTON

The Pricing button lets you know if you're a turnip-squeezing landlord or a liberal one: the color coding for your tower reveals the sites according to how your Simtenants perceive your rents, High, Average, Low or Very Low. You can use the Magnifying Glass on particular properties and see that some tenants, even if they have high rents, can be quite satisfied and vice versa. This is where the effective management of your transportation system (and the consequent stress-lowering) comes into play. You can use this Pricing button to adjust rents and test specific tenants to see just how much they'll obligingly pay for a place; come back after a quarter or two and see if their stress levels have changed. The Pricing button pauses the game.

HOTEL BUTTON

The Hotel button lets you know if your maintenance staff is taking too many cigarette breaks: any residences in your tower that have dirty rooms are displayed in red. If it is simply an issue of the service people going about their daily rounds and on their way to the rooms in question, that's OK, but if rooms are left dirty too long, there will be a cockroach infestation, and you'll have no alternative but to destroy the rooms. Careful placement of housekeeping services and service elevators should prevent you from having to sweep

Pricing Button On

Hotel Button On

up exploded cockroach parts. The Hotel button is only available when hotel rooms are available for placement; it also pauses the game.

⭐⭐⭐⭐⭐ WE/1Q/11th Year	Fund	$9893200
People on Floor 1 need path to Floor 23	Pop	1637
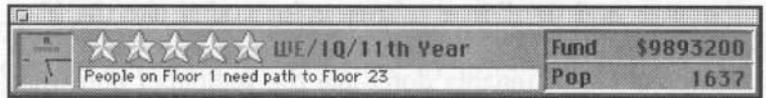
The Info Bar

INFO BAR

The Info Bar is one of the Edit window's integral parts: it's a "floating" window that provides continually updated information on your tower's status. The game clock in the window's left displays tower time, which correlates precisely with tower events, such as rush hour and lunchtime. You must be acutely conscious of the shifting currents of activity in your tower in order to efficiently design and schedule your transportation system, and thus you must be acutely conscious of the patterns of your building as drawn by the hands of the clock. See when traffic surges and when it slows, note the times, and design with that in mind. Game time speeds up during periods of tower inactivity, such as the wee hours of the night, and slows during periods of great activity.

The stars on the Info Bar let you know your tower's status: the more gold stars attained, the bigger the tower and the more facilities to fill it with. Next to the stars is the date line, which reveals whether it's a business weekday (WD) or a weekend (WE). Next to that is the current quarter (one quarter comprises three days), and next to that the current year, which is made up of four quarters. The year tells you how old your building is. Below that line is the message bar, which will indicate your building's pressing needs, explain why some construction actions you attempt cannot be performed, and report the source of revenues.

In the right-hand corner of the Info Bar is your Fund total, which is adjusted for the incomes of your various tenants at different times (if you have the Events sound option on, you'll hear the cash register chime), and the Pop line registers the number of your tower inhabitants, whether they are visitors, employees, or full-time residents. Your ability to move on to higher star ratings is factored by your population and your facilities development—grow to keep growing!

Elevator Window

The Elevator window is the control panel for your transportation operations; deft scheduling of your elevators through this window is one of the primary keys to tower success. You can access this window for individual elevators by clicking with the Magnifying Glass pointer on the shaft or the machinery of your elevator; clicking on a moving car will just bring up particulars about that car, not the scheduling window.

At the top of the Elevator window are two buttons that indicate by being depressed whether it's a weekday (WD) or a weekend (WE) that you are currently setting the schedules for; be careful to make sure of your desired selection, since traffic patterns are distinctly different for the different days. Below the "day" buttons are a series of clocks that bracket some buttons immediately below. The clocks display the time periods that the button settings affect: for instance the first two clocks show a 7:00 am display and a 12:00 pm display (morning times are in light blue, afternoon, yellow, and evening, dark blue), telling you that whatever elevator settings you select with the button in between those two clocks will be fixed for that time period.

SIM TOWER
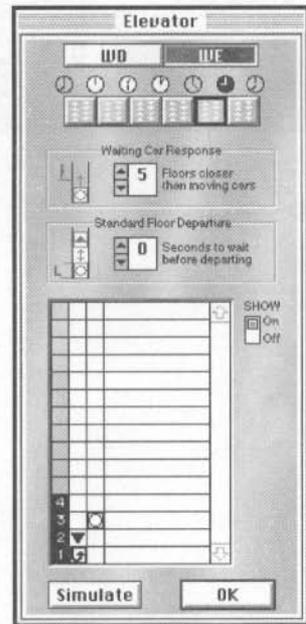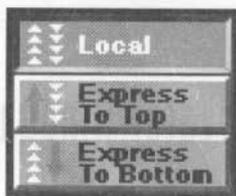
When the clock buttons are held down with your mouse pointer, they reveal a pop-up menu of choices that become active when you select them with the mouse. Local (the default) regulates all cars in that elevator shaft (you cannot set individual cars) to move up and down with traffic requests, so that for example, a car coming down to the third floor to drop off people can respond to a call from the seventh floor and go back up without going to the lobby. If you choose Express to Top for that shaft, all cars during that time period will drop off people going up from the bottom floors only on the top floor, and will not reverse its direction until it has reached your top floor and begun its return. It will pick up your Sims on the way down, never stopping on its ascent.

Express to Bottom reverses that protocol by only transporting people from the top floors to the bottom one, never returning to pick up more passengers from the upper floors until it has made its circuit from the bottom. These express settings are, in general, good for the rush hour periods, such as 8:00 am and 5:00 pm for those workers in your building with predictable traffic patterns, but things are not so easy for towers of any real development. Remember that the express cars in both directions go to the very top and very bottom of your tower, so if you have elevators with deep basement levels or little-populated penthouses set for Express, you will be taking laden cars to those places, delaying quick transit.

You have to be careful to take care of those lunchtime workers who don't want to leave the building to go out to eat, but want to go up to the 17th floor restaurant—your Express to the Bottom will only frustrate them, possibly making them leave the building for good. You must observe the flow of traffic in regards to how you have designed your tower: if you have many residences on the upper floors, it

might be wise to have at least one shaft set to express those tenants to the top between 5:00 pm and 9:00 pm, but don't forget about your office workers in the meantime. (The office workers are never hotel residents, or vice versa.) See if there is a consistent pattern of disappointment about your elevator availability (as you know, your red-faced tenants don't hide their disappointment), and try some different settings. Mixed environments of residences, shops, and offices can be challenging, but using the subsidiary transportation facilities (stairs and escalators) can help.

ELEVATOR CAR REGULATION

Below the clock buttons are two panels that further regulate the car movements. The Waiting Car Response panel lets you adjust upwards or downwards the number of floors away a car can be from a call and still respond to it. Cars in motion are called first by default; the number you set here determines that if a car is X (the set number) floors closer, it will be used rather than the car in motion. Thus if you set the number high relative to how many floors you have, cars in motion will be called first, keeping waiting cars in place. Set higher numbers to keep certain cars at certain floors, if you are assured that they will be more efficiently used by being available there. Set the number low if you want to keep all of the cars in motion, if you have traffic densities that are pretty evenly dispersed. The default setting is five floors.

The panel below that is the Standard Floor departure control, which lets you decide how long cars will pause before they can leave a floor. Click on the up or down arrow buttons if you want your elevators to wait for a precise time before leaving (in game time), rather than just leaving immediately once all waiting passengers have entered the car. This is a way to accommodate anticipated traffic for
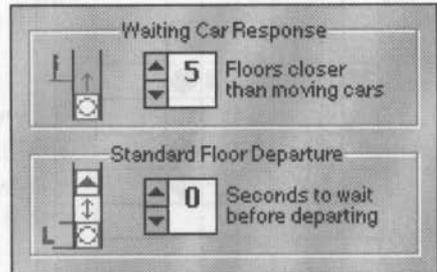
heavily trafficked floors. However, you must balance this setting so that other floors are not "punished" by waiting for cars paused at a congested floor. The default setting is zero seconds.
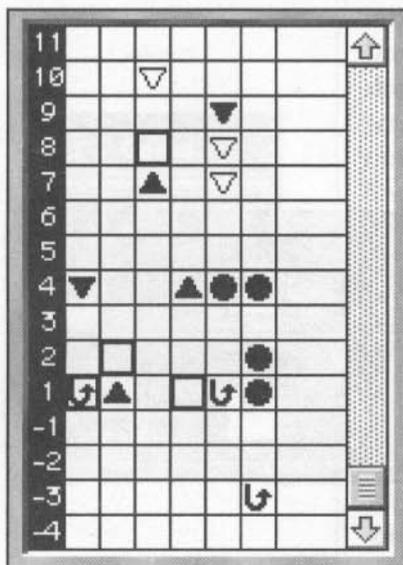
Below those control panels is a vertical box that represents the floors in your building by the column of numbers on the left and the individual cars in your elevator shaft in the boxed columns to the right. Floors that are actively serviced by the elevator are black, with their story numbers reversed out in white; floors that have no elevator service have a white background, black numbers and a red "X" through them. You can activate or deactivate floor service by clicking on the numbers with your pointer. Deactivating a floor cancels service by all cars in the shaft.

Each car of your elevator is depicted by a column of boxes next to the numbered column. Every car must have a "waiting" floor, the floor at which the car pauses when there is no service requested. Waiting floors can be seen in the Elevator window as a square filling the column box next to the floor number. You can assign a car's waiting floor by clicking on the column box next to the desired floor. The car will go to that spot before it begins its next assignment. You can use the assignment of waiting floors strategically, placing them in areas of high traffic so they are readily accessible.

CAR MOVEMENT DETAILS

You cannot switch off service to a car's waiting floor. Waiting floors can be seen in the Edit window by their illumined red numbers. You can turn off service in the Edit window by clicking with the Finger tool on the floor number on the elevator shaft; you will occasionally get a warning dialog box informing you that your action might threaten someone's

People in Motion

ease of movement. You can't adjust the floors of Express elevators, since they move only between sets of 15 stories without stopping.

There are several other car symbols that can be seen when the game is running and you have the elevator window open. A curved arrow in a story box indicates that that place is where the car will stop and reverse its direction. A moving black triangle indicates direction of current movement. The triangle with the little "F" (seen as a red diamond in the Edit window) means that the car is full. An open circle indicates that the car is waiting at the home floor for a call, and a filled circle indicates a destination for someone in the car.

To the right of the car boxes is a button labeled "Show." It defaults to On; when you click on it to choose Off, the elevator in question will be redrawn in the Edit window as a pair of lines between which the cars will pass, with the properties that had been obscured by the shaft now revealed. If you go back into the Edit window without turning the Show button back on, you will have to click on the elevator's motor to return to the Elevator window.

At the window's bottom is the Simulate button, which when clicked will pause the game and blank out everything in your tower except for the selected elevator. The display will reveal your chosen shaft's cars and tower tenants a short time into the gameplay future. You'll be able to see if your current settings will soon be an annoyance. Click the Resume button to redisplay your tower and set the toggle back to Simulate. Click on OK when you're finished with all of your fussing. Your tower will continue to run while you're in the Elevator window, but you can't perform any Edit window business while you are adjusting your elevator.

Show Button Off
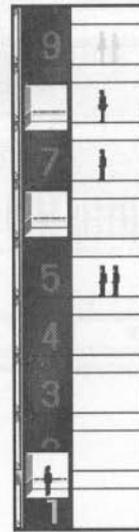
Simulate Button On

SIMTOWER

Finance Window

The Finance window (accessed from the Windows menu) is where you see whether you've been protecting your children's inheritance or if you have big holes in your pockets. The game will pause while you are licking your lips over your money. The window displays fiscal activity for the current quarter, which is displayed at the window's top. Your Total Income and Total Maintenance figures are below that, and the particulars for each of those categories are below the primary numbers. Multiply all figures by 100.

Year	1	Quarter	3	
Total Income			**Total Maintenance**	
	610			0

	Population	Income		Maintenance Expense
Office	42	700	Lobby	0
Single Room	0	0	Elevator	0
Twin Room	0	0	Exp Elevator	0
Hotel Suite	0	0	Ser Elevator	0
Shops	0	0	Escalator	0
Fast Food	30	-90	Parking Ramp	0
Restaurant	0	0	Recycling Center	0
Party Hall	0	0	Metro Station	0
Theater	0	0	Housekeeping	0
Condo	0	0	Security	0

(Items with no income or expenses are not displayed)

Net Revenues	610
Other Income	0
Construction Costs	-8010
Last Quarter's Balance	16405
Total Balance	9005

[OK]

You can see the figure for your adjusted quarterly Net Revenues below the detail box. Other Income represents cash from sources like Hidden Treasure (and you thought it only happened in the movies). Construction Costs are expenses derived from putting in new facilities and floors. You can compare your income from the prior period in the Last Quarter's Balance line, and you can see your Total Balance (the figure also seen by Fund in the Info Bar) at the bottom of the window. Life's a balancing act, as you can see.

Facility Window

The Facility window takes a reading on the current "success" (as measured in stress levels) of any shop, restaurant or office, and also gives you a chance to track its occupants. When you click with the Magnifying Glass pointer on any of these facilities, the game will pause and the Facility window will appear. The type of facility will be at the top of the window, with its leasing status below that. If it's a business that's presently active, you'll hear the sounds native to that business, if the Background sound option is on.

FACILITY EVALUATIONS

The Eval line tells you if the collective personality of the office is in a good or bad mood. If the bar is filled with blue, then everyone is happy and the facility—be it office, restaurant, shop, or hotel room—is a success. Restaurant and fast food patronage will be displayed as a number within the bar color. Smaller lengths of blue tell you that things aren't absolutely perfect, but pretty goldurned fine. Yellow indicates that things are just OK, and if there's just a small amount of yellow, things are barely OK; you might have to consider some measures—such as lowering the rent—to keep these folks around. If there is any red in the Eval bar, that facility is in a crisis mode, and you will lose these tenants if the prevailing conditions, such as poor access to the facility, persist.

Though it might seem visually illogical, a *smaller* amount of red in the bar indicates deeper dissatisfaction on the part of the selected business (and also for stress evaluations for selected tower individuals). The bar fills from left to right, with a bigger bar indicating bigger happiness. Thus when the red hits the first divider line of a bar, it turns to yellow, indicating neutral stress feelings, and when the yellow increases past the second divider line, it changes to blue, telling you that everything's ducky. Shops and food businesses don't have the divider bars, but their color coding works the same way, and they provide you with the additional daily patronage figures in the stress bar.

Therefore, if bigger is better, small is very bad. If your evaluation bar is blank, your chosen person or tower space is *seething* mad, and likely to up and leave without any perfumed notes or loving glances goodbye.

Office, Floor 6 — Occupied

Eval

Length 20
Rent $10000

Fast Food neighbor is noisy

Rename   OK

Hotel Suite, Floor 24 — Dirty

Eval

Rate $4000

Movie Theater neighbor is noisy

Rename   OK

The Length line lets you know how long this facility has been operating, and the Rent line (if available) has a drop-down menu, which when pulled down with your mouse lets you select from a range of rents for that tenant. If a tenant's Eval line is a complaining one, you can sometimes soothe them with a little rent reduction. Of course, if they are really happy types, raising the rent a little might not even be noticed. Below the Rent line is a message line that will occasionally let you know just how these folks are feeling.

The Rename button lets you change the generic name of the facility into whatever moniker your twisted mind can conceive. Then you can use the Find Tenant... command under the Windows menu to later zero in on your designated quarry.

In the middle-left of the window is a box that displays who's in that facility, if it's an occupied structure. If you click on any of the people in the box, you'll go to the Tenant window, reviewed below.

Tenant Window
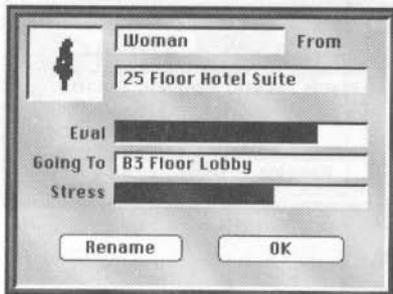
The Tenant window is where you can see where your tenants belong and how they feel about it. You can peer into the life of any tower individual by clicking on them in their Facility window's occupants box, by clicking on an occupied elevator, escalator or stair and then choosing your victim in the Facility window of those operations, or by clicking directly on them while they are moving about your tower. Once you've arrived at the Tenant window, you can find out exactly what your residents think of your work.

The top line of the window identifies the gender or the occupation of your tenant (or, if you've named them, their name), and the From line below tells you where they belong. The Eval line reflects the stress state of the facility they are

associated with, be it office, hotel room, or shop. If the person you're checking on is from outside the building, this line tells you how things are going at the destination of the outsider. The Going To line lets you know just what they are currently up to, and the Stress line lets you know how they feel about it. The Eval and Stress lines in this window work just like those in the Facilities window: blue is good, yellow is average, and red is bad.

At the bottom of the window is the Rename button, which lets you take a personal interest in the life of your selected tenant. When you click on the Rename button, you'll see a dialog box that instructs you to type a new name for that person. After you type a creative little moniker for your charge, click on the Rename button in that box and you'll see the new name in the Tenant window. You can also Delete the name from there, and it will return to its original wording. A renamed person will be highlighted in blue, as you can see if you've renamed someone from a Facility window, where they will stand out from the crowd in the window's occupants box. Once you've named a person, you've tagged them with your tracking device, as you can read about in the Find Person window below.

Type a new name for this person:

Catherine the Average

[Delete]   [Cancel]   [Rename]
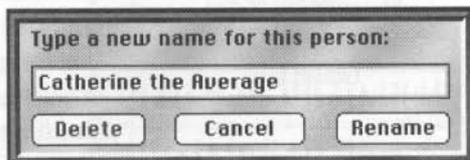
Find Person Window

The Find Person window (accessed from the Windows menu) lets that rare combination of suave spy, overbearing busybody and master of the universe in your personality come out. In this window are the names of all of your tower inhabitants that you "fingered" for personal observation by naming them through the Tenant window. After naming, you can go at any time to the Find Person window, click on the person you're hankering to know about, and then click on the Find button.

Find Person

GreasyFace
Scrubby
Bristlecone
ClovenTongue
Tanya
Catherine the Average

[Remove]   [Ok]   [Find]

SIMTOWER

Captured Alive

Find Tenant Window
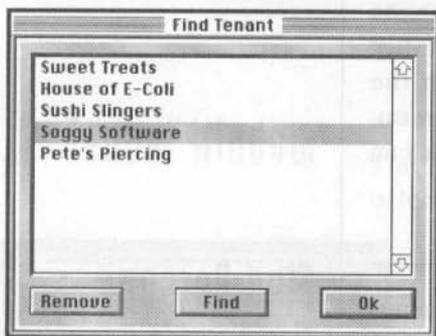
If that person is in your tower, the Edit window will scroll to their centered location and a red arrow will point to the place where they are. If it's some place like an office or elevator, clicking with the Magnifying Glass on the facility will bring up your quarry highlighted in blue in the facility occupants window. You can always then click on him or her to bring up their Tenant window, so you can check on their destination, their temperature (OK, their stress), and even rename them if you like. No one ever knew just how powerful you are! If your prey is not in the tower, you'll get a dialog box informing you of such. Don't worry—try them again some other time. Your building is a popular place, with a lot of folks shuffling in and out. Never be too discouraged to be nosy.

And if keeping your mouse fingers on any of your tower natives isn't enough, you can also personalize any of the commercial or residential spaces in your building, whether they are offices, shops, condos or party halls. Just select the site in question with the Magnifying Glass to open its Facility window, where you can use the Rename button just as you do in the Tenant window. Why have a fast food joint called the generic "Japanese Soba" when you can name it "Oodles of Noodles," or something equally brilliant?

When you want to check up on how many noodles have been slurped on a particular day, just use the Find Tenant... command under the Windows menu—choose your victim and click on the Find button. Your tower will pause and the unerring red arrow will inform you of the whereabouts of the facility in question. The doors to any business in your tower are always open to you. The number of named Simtenants and named spaces is limited to 20 each.

The Theater window has some options not found in other windows: you can select which movie is going to play! This window contains info readouts pertinent to the movie biz: what's playing, patron income, how long that particular movie has been playing, which tenants are watching (you can give them the names of your favorite critics), comments boxes and the Change Movie button. If you click on this button, you'll see the Change Movie dialog box. You can click on Show the Latest Movies (pricier—it's all a matter of dubious taste) or Show the Classics, and the current title will change in the Theater window and its price deducted from your balance.

Managing the transportation around your theater is important, because movie theaters draw the largest capacity of any zone in the building. If the movie is on an upper floor, and the movie starts at about the same time your office workers are leaving, the elevators will be very crowded, and your tower tenants might get a little nasty. Check with the Magnifying Glass occasionally in the theater to see showtimes (you can see an animation of the movie being projected when the silver screen is lit).

Movie Theater, Floor 24

Playing | Casual Friends
Today's Income | 2000
Length of Showing | 10

It's a Sellout!

Change Movie | Rename | OK

Show the latest movies: $300,000

Show the classics: $150,000

Cancel

SIM TOWER

The Tool Bar

The Tool Bar lets you be the architect, construction supervisor, transportation expert and voyeur all in one. As your tower ascends in the star rating, you'll be provided with more types of facilities and services for placement with the Tool Bar selections. Maintenance costs for everything will also rise at higher tower levels, and the cost of some facilities will be higher as well.

When you place an area, you are not only charged the construction costs for that zone, but also for the cost to build the empty floor to support the facility. Thus you can get two types of warning messages in the Info Bar concerning placements: "Not enough money for construction" tells you you don't have enough dough to place the facility, whether there is an empty floor or not. "Not enough money to build floor" lets you know that you have enough money for the particular zone, but not enough for the empty floor that goes with it.

Many of the Tool Bar buttons will display pull-down menus of additional items when you click and hold your mouse pointer on them, and those items will increase in number according to your star rating. Details about each of the available facilities can be found below.

The top button on the Tool Bar is the Pause button, which resembles the same control on a VCR. Click on the "double lines" to pause your game, and click on the right-facing arrow toggle to resume it. The only Tool Bar element available while the game is paused is the Magnifying Glass, which you can use to get a thorough scan of your tower enterprises and transportation system. It will prove useful to occasionally pause the game and examine specific aspects of your tower with

Standard Elevator

Now on Board /Capacity 7 / 17

||||||||

OK

Magnifying Glass Elevator Scan

the Magnifying Glass and the evaluative resources in the Map window in order to correct any conditions that are less than satisfactory.

The next horizontal bar of Tool Bar choices are function tools to help you in your building management. The left-most item is the Bulldozer, undoubtedly familiar to SimCity and SimFarm® fans. Click on the Bulldozer and then click on any elevator, stair, escalator, commercial enterprise or hotel residence and they'll be sent to the Great Void, where we humans cannot glimpse. If you want to replace one facility with another, hold down the Shift key after you've selected the replacement item and click on the item to be replaced. There is no charge for bulldozing items, but filling up the gap with new properties will cost you. The structural integrity of the floor will remain unchanged. You can destroy occupied facilities and those unfortunates within will be subtracted from your population. We reserve comment on the moral implications.

The middle function tool is the Finger (don't take it personally), which you can use to extend or contract the size of your elevator shaft. Once you place an elevator (and you don't have to begin at the ground floor—you can put one anywhere), click on the Finger and move it to the top or bottom elevator machinery and hold down the mouse button. The pointer will change into a double-headed arrow indicating that you can drag the elevator in either direction. You can also use the Finger to remove floors from elevator service by clicking on the selected floor number (which will go blank) on the elevator's shaft. That floor will be bypassed by all of the elevator's cars.

Standard elevators can only be 30 stories tall. If you see that a 30-floor elevator serving a certain section of floors is ineffective, you can shrink it from the bottom and expand it from the top, or vice versa, to better serve traffic flow.

SIM TOWER
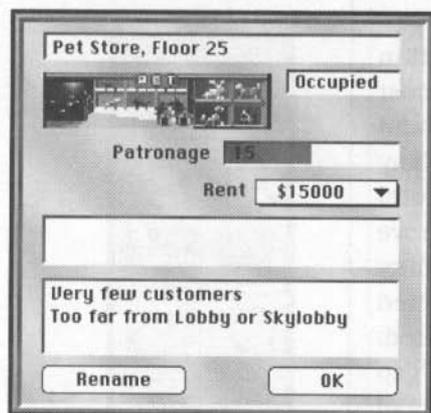
Getting to Know Your Tenants

The right-hand tool in this group is the Magnifying Glass, which is one of the most useful—and provocative—of the game's elements. You can use the magnifier to enhance your bird's-eye view of every operation in your tower. Click on any tower element, whether it's an active staircase or a darkened condominium at 3:30 in the morning, and you'll get an information window detailing the contents of your selection. If you've clicked on something like an office, you'll see how that office rates your tower in the Eval line. If you've clicked on a shop, and they are smoothly sailing in the blue cloud of happiness, you might consider raising their rent. If you've clicked on a person, you can name them and follow their movements and moods for the rest of their days.

The other items on the Tool Bar are either facilities or services, and their availability is determined by your tower's star rating. They are placed by clicking on the desired item and then clicking on the place in your tower where you want the item placed. (Your pointer will turn into an outline of the item's placement size.) The name of the chosen item and the price for its placement will appear in the Info Bar. Some items have restrictions on their placement, and you'll be informed of these in the Info Bar's message line when you attempt construction. Some items also have numerical restrictions dependent upon your tower's star rating, and those restrictions will also appear in the message line. Read the details for each facility below.

You can't go anywhere in SimTower without a base to start from, and that base is the Lobby, which must be initially placed on the ground floor. Lobbies are draggable; just click to place the originating side and keep your mouse button held while you drag the lobby to either side. You can't remove a lobby after it's placed. You can place lobbies every 15 floors, creating "sky lobbies" that can be used as transfer points for elevators, particularly Express elevators. Simtenants will use the Express elevators of the sky lobbies for more efficient transportation, so you should take advantage of their pleasure in them and make sure to place them every 15 floors.

The cost of lobbies can be confusing. The Lobby price is listed as $5,000, but when you place it you are charged $20,000. This is because each lobby section costs $5,000, but when there is room, four lobby sections are placed at once. This lets you build your lobbies quickly. The ability to place only one or two lobby sections at a time lets you fill in those small blanks.

Use the Floor button to extend the floors above your lobby to a desired width for property placement; additional floors cannot exceed the width of the floor below. You can place the Floor cursor any distance from the edge of current construction, and as long as it's no wider than the floor below, clicking your mouse will extend the floor to close the gap to the full floor width. You can also extend your floors by placing other facilities, i.e., offices and shops, as long as you don't attempt to place them beyond the width of the floor below.

Lobby

Floor

Open Flooring

SIMTOWER
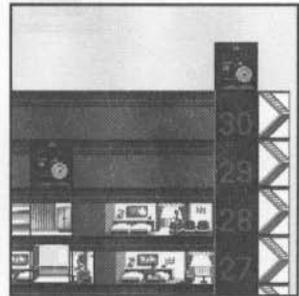
Stairs

Stairs can connect two floors to relieve some transportation stress for your tenants. Stairs and elevators will be used simultaneously depending on floor traffic. Elevators cannot be placed over stairs, or vice versa. You can place stairs on floors occupied by any type of facility, including hotel residences. Your tenants won't use more than four sets of stairs during one passage to a tower site.

Escalator

Escalators can also be used to alleviate transit congestion. There is less stress associated with escalator travel than elevator travel because there is no waiting period to get on an escalator—thus your Simtenants will always choose the escalators. Escalators can only be placed on commercial or public areas such as restaurants, fast food emporiums, shops and lobbies. People won't take escalators more than seven times during one passage to a tower site.

Standard Elevator

The placement and operation of your elevators is crucial to building success. It's when your tower's population has to wait—and wait—for elevators that their moods turn sour and their minds turn to moving to St. Tropéz. When you first place an elevator, it has only one car; you can place additional cars by clicking again on the Elevator button and then clicking on a floor of the existing shaft, which then becomes the "waiting" floor for that car. That floor's number can be seen in pink on the shaft. You are limited to a maximum of 24 shafts, the collective total of any elevator types, in one tower.

Standard Elevators can hold 21 people maximum per car; only the regular tenants (excluding your security force and housekeeping staff) of your building can use the Standard Elevator. They can have eight cars maximum at the 5-star

rating. See the Elevator Window information about use of the elevator control panel to maximize your transit efficiency.

You can visually identify the direction of travel of your elevator patrons: those on the right of the shaft want to descend, those on the left of the shaft want to ascend. Standard elevators can be only 30 floors tall, including the basement levels, so you must stagger their placement in tall buildings.

Service Elevators are used to transport service and infrastructure personnel, such as your housekeeping staff. The service cars can hold 17 people maximum; it's not necessary to have the service cars stop at lobbies or parking level structures. Service elevators must stop at recycling centers, however.

The Express Elevator can be used to expedite tower travelers who need to go a 15-floor or more distance in a hurry. You cannot adjust their waiting floors in the elevator control panel, since their transit zone is in 15-floor increments only, excluding underground. These elevators are for regular tenants only, not service staff. They can carry up to 42 passengers. It is very important to incorporate "sky lobbies" in league with Express elevators every 15 floors to make traffic patterns fluid—Simtenants will transfer from one method of elevator transit to another transit method only once, and the sky lobby is the most efficient means to go long distances.

Service Elevator

Express Elevator

SIM TOWER

Office

Offices are rental spaces, with a minimum of a one-quarter lease. You can adjust their rents up or down in the Facility window, depending on their satisfaction (Eval) levels. They can hold six people maximum. Office employees arrive in the morning (times can vary) and leave in the evening, and they never forget to have lunch at midday. (You might catch them out for a snack or a cigarette at 10:00 am.) The office tenants might vacate the premises if they are unhappy with conditions such as noise levels, stress, or high rent. A full game day of stress levels in the red will make them vamoose.

Single Hotel Room

These take in business on a daily basis, holding one tenant who checks in in the evening and checks out in the morning. Guests in these rooms might be sensitive to noise and rental rates. You can mix residences and commercial spaces on the same floor, but depending on your transportation system, it can make for unusual traffic patterns that are less easy to regulate.

Twin Hotel Room

Two guests can relax in these rooms, with the same conditions as the singles.

These are for your guests who have their money carried by valets. You can get more profit from these rooms, though the tenancy might not be as constant. They can accommodate two guests, and occupied rooms require a parking place.

Condos are not rented, but sold. However, if your buyers move out because of bad building management, or if you destroy it, the sales price will be deducted from your balance. They can hold three inhabitants, excluding children. Condos are sold for whatever price you choose in their Facility window; you cannot change the price while the condo is occupied.

Fast Food businesses come in a variety of chewables: burger palaces, noodle joints, Chinese cafes, etc. Your tenants will eat snacks and lunch in these shops, so be aware that their positioning can affect traffic patterns. They don't produce a high income and you must manage their stress levels and grease.

Restaurants are essentially used at the dinner hour. Your careful placement can greatly affect their success. Restaurants can produce more income than Fast Food shops if traffic is good, but their customers also tend to linger a while, so they won't have quite as many buyers as at a sloppy joe joint.

Hotel Suite

Condominium

Fast Food

Restaurant

SIM TOWER

Retail Shop

There are a host of different shops for your tower: pet stores, clothing, gifts, florists—why would you ever leave the building? You can adjust their rent as you see fit, but shop renters will leave if they judge business or other tower conditions to be unsuitable.

Party Hall

If you have the right number of Hotel Rooms, and there aren't any boll weevils in the wine glasses, your Party Hall will fill with 50 talkative guests in afternoon. Party Halls produce income on a per-party basis.

Movie Theater

Income from movie tickets is only modest, but the theater can draw a large crowd from the outside who will then patronize nearby shops and local dives. The hit movies draw more crowds than the classics (thus the price difference), and that can be good and bad, because when the movie is over, the crowd dispersion can cause a lot of traffic antagonism, unless your transit options are shrewdly designed. Your movie audience enters from the upper level and exits from the lower, so plan accordingly. Theaters are one of the few tower buildings that cannot be removed; make sure to place them strategically. Building visitors will frequent shops within five floors above or below the theater after the film's completion.

Parking

Parking spots can only be placed underground. You can drag the parking places sideways to place additional ones. At some tower levels, inhabitants will demand parking. Every row of parking spaces requires a parking ramp. If you don't connect each parking space next to an adjacent one, it will display a red "X," meaning it can't be used.

Parking Ramps

Parking Ramps are necessary for each floor of your parking structure. You can drag them downward with your pointer to place them on multiple floors, somewhere within the width of your lobby. You can only build one "column" of ramps—a single ramp to a floor—that serves the rows of parking garages. You must have some transport, whether stairs or elevators, into your parking areas. Your original ramp must be connected to the ground-floor lobby.

Recycling Center

When your building attains a certain size, it will require a recycling center to process its trash; larger buildings will require additional centers. You'll see a message in the Info Bar requesting you to place a waste service. They must be placed adjacent to one another to operate. Collection trucks will visit once a day, but there must be a Service Elevator operating to the Recycling Center's level. Recycling Centers cannot be bulldozed.

Metro Station

Metro Stations can only be placed underground, and nothing can be placed underneath them. They will bring in many customers and tenants for your building, but they will do all of their shopping and eating only at outlets on the underground level. They will work and take up residence in your above-ground facilities. You are limited to one station per tower. Metro Stations cannot be bulldozed.

Housekeeping

These rooms shelter your housekeeping staff, who make the hotel beds after guests have checked out. They hold six housekeepers. If you have too many hotel residences for your staff to cover, you run the risk of rooms and condos being overrun by cockroaches, which will display their many

charms on-screen. If you do have a cockroach infestation, there's nothing to do but destroy the room and start over. (Come to think of it, being able to destroy cockroaches is a victory of sorts, isn't it?) Your housekeepers will use the Service elevators. Housekeeping rooms cannot be bulldozed.

Security

Security personnel protect your tower by battling fires and searching for any terrorist bombs. However, their proximity to these events affects their ability to combat them, so you will have to place centers at many sites to rest easily. The security personnel use your tower's peripheral emergency stairs, only; they don't use the elevators. Security offices cannot be bulldozed.

Medical Center

Larger towers also require Medical Centers to care for any on-site injuries. They are primarily used by your office workers, so you may wish to site them near offices.

Cathedral

You can only place a Cathedral on top of a 100-story building, and you must have attained the 5-star rating—placing this beauty takes you to the Tower level. On Sundays, people will gather here to worship. Express elevators only go to the 90th floor, so you'll have to place a local elevator to make sure your cathedral has customers. You might also be a witness to a blessed event here if your soul is pure and your elevators are well-greased. Cathedrals cannot be bulldozed.

Besides all of the city-in-a-building obligations that you'll have to fulfill on a daily basis, you also must be prepared for the occasional extraordinary circumstance that makes a tower manager's day. There are a number of challenging events in SimTower that happen on a random basis, and you should do what you can to prepare.

Terrorist

Worse than a towel thief, a terrorist will appear in a dialog box threatening to plant a bomb in your building unless you sacrifice a tidy sum of money to his cause. If you meekly submit, the cash will be deducted from your balance. If you refuse, your security forces will use emergency stairs (they can't use elevators) to find it. It's advisable to place security offices at a number of tower locations so that they can cover greater ground in less time, particularly if you have a large tower. If they don't find the bomb, your tower will suffer significant damage. Terrorists only attack buildings with 2-, 3-, and 4-star ratings. The Terrorist event will happen on a random day, but the bomb will always explode at 1:00 pm. Don't let it ruin your lunch.

Blackmail from Terrorists! They demand $200000 or a hidden bomb will explode at 1 O'clock

Pay Them   Find the Bomb

Fire

Your tower can also be ravaged by fire, which can start at any time, anywhere in the building. Fires can only occur in 3-star buildings or above. You'll see a dialog box alerting you to the fire. You can deal with fire in two ways: you can elect to Call Fire Rescue, a command under the Options menu that becomes active when a fire breaks out, or you can trust the blaze containment to your security forces. A dialog box asking if you want to employ the helicopter services will appear when the fire breaks out. You can decline and still use the rescue command later.
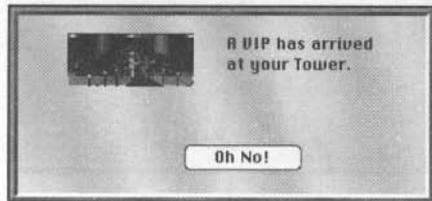

Would you like to call an emergency fire crew? It will cost $300,000.

No   Yes

Using the helicopter rescue services ensures the fire's quenching, but it is very expensive. For the security forces, it is again their proximity to the flames that measures their effectiveness. If they have to travel a great distance—using their only transit mode, your building's outside emergency stairs—to reach the fire site, you will lose a crushing amount of property and lives. Both terrorist attacks and fires will occur only if you have security personnel in your building.

VIP

Just when you thought every ashtray was clean, a Very Important Persecutor, well, Person, will visit one of your hotel suites. (Thus, you must have placed suites for this event to occur.) You'll see an on-screen warning and an arrival dialog, and the VIP's silhouette will be illumined in yellow. If this august personage doesn't like the way the towels are folded, or he is feeling stressed by your bad transit system, you won't be able to move to the next star rating, no matter how lovely the rest of your tower is. Make sure you have plenty of housekeeping services and speedy elevators in your tower. The VIP won't visit until you reach at least a 3-star tower.

> A VIP has arrived at your Tower.
>
> Oh No!

Hidden Treasure
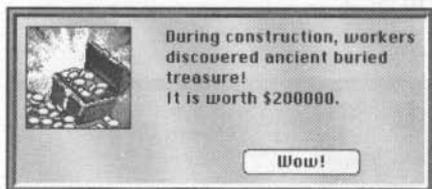
Bet you didn't know that your hotel site was once a repository for pirate booty from long ago? Well, it was, and once in a while, one of your staff will stumble upon it and will dutifully report it to you in a dialog box. The treasure will only be found if you have underground residences in your building. Your balance will get a big boost. See, it's not all heartache.

> During construction, workers discovered ancient buried treasure!
> It is worth $200000.
>
> Wow!

Try to understand the individual traffic patterns of your tower, at the critical junctures of the day. Scroll around your building in the morning, afternoon, and rush hours to see where any bottlenecks are occurring, and try to adjust your elevator schedules or supplemental transportation (stairs, escalators) accordingly. The more tenants you have complaining, the more will leave to see if anyone else's tower might have an owner more sensitive to his tenant's needs. Red-hot angry tenants won't pause for long to search your tower for easier transit—they will leave. You must serve the people to gain your stars.

Consider the concept of width, or lateral distance, as a strategic factor in the placement of your stairs, escalators and elevators. Your Simtenants will use the transit equipment closest to their locality, whether they are going to work, shop, eat or heading home. They prefer taking escalators for quick trips, since there's no wait and no stress. If there is an elevator available without a wait, they also won't hesitate to jump aboard that. If those options aren't immediately available, they will hunt about for alternates, but the penalty of their hunt is added stress. And of course, if their movements are blocked by a long wait, they will fume. If transit items are scattered willy nilly, and they have to go a long way to find some back-alley stairs, they might just use those stairs to leave your building permanently.

Make sure that you are strategically employing the "waiting floor" of individual cars. Have those floors reflect the traffic patterns or design of your building. If you have one floor that's all offices and one that's all restaurants, the waiting floor should be the office, which will have more concentrated bursts of traffic, and more potential to have complaining, restless
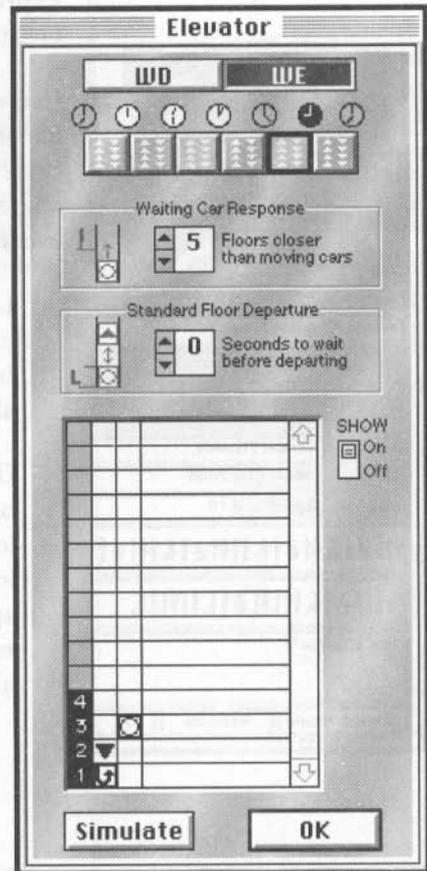
tenants. If you have lots of cars in a shaft, it's probably good to have at least one lobby waiting floor, since there's a great deal of traffic there.

Set your standard elevators to Express at the rush hours, specifically to serve hotel tenants leaving the building (normally going down) and office employees entering the building (normally going up). Of course, you might have a considerable amount of scattered traffic that may be waiting for those Express elevators, but it is better to annoy a few than alienate many. Take note of problem areas and see if adding more cars, stairs or escalators helps. Don't have your Express escalators serving basement floors, since that just creates a delay.

Use escalators wisely: they can sometimes substitute for elevator service, preventing elevator delay on busy floors. If two commercial areas are connected with escalators, they will share customers, and revenue. Simtenants will always choose escalators if they are available, since there's no wait.

Lead the large—and potentially profitable—theater crowd to other commercial areas, by forcing their path by escalator placement and the positioning of nearby shops and commercial tenants.

Use Standard and Express elevators in concert with each other; Express elevators go faster in covering their longer distances. You should be certain to place a "sky lobby" every 15th floor so that tenants can use them for speedy transfer points to and from standard elevators to express elevators. People will only switch elevators once in their journey, and some will switch from elevators to

---

Movie Theater, Floor 24

Playing   `Casual Friends`
Today's Income   `2000`
Length of Showing   `10`

It's a Sellout!

[Change Movie]   [Rename]   [OK]

stairs. On floors without sky lobbies, people will not transfer to stairs or escalators from elevators. People will also tend to look for shopping and dining opportunities near sky lobbies, as well as ground-floor lobbies. Conscious "zoning" of your elevators with this idea in mind can be a great advantage to your tenants, and consequently, to you.

If there is a lot of complaint in an area (stressed tenants, poor placement of traffic facilities, cockroaches, etc.) the Simtenants will advise others about it and the rumors will spread, making the situation even worse, in that tenants will leave residences, and business customers will not frequent shops and restaurants. Respond to complaints promptly to make sure that you aren't creating slums or undesirable areas in sections of your building.

Pay close attention to the rent you charge. Renters evaluate their spaces (stresswise) according to the four price rates. If you change the rates upward, the average stress of the inhabitants will change, though it won't always be enough to drive them from the building. Check stress levels in the Map window and the properties' Facility windows.
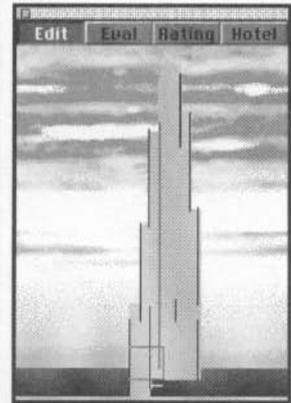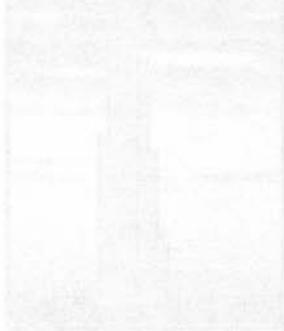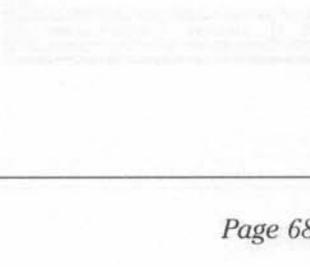

Getting Zoned
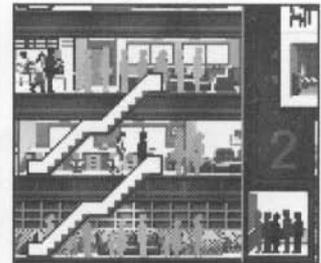
Stressed to the Max

SIMTOWER

Civil Engineering

This section is filled with helpful hints on building towers bigger, better, faster and easier. It was compiled from the experience of our group of SimTower testers.

In the early stages of tower-building, try to restrict your first Standard elevators to only 15 floors. Beyond that, use the Express elevators to move your Sims to higher levels, and connect those levels with Standard elevators that service only the 15 floors between Express elevator stops.

Upon obtaining a 3-star rating, your tenants will ask for Parking Spaces and Medical Centers. As a rule of thumb, you'll need:

1 Parking Space for every 4 Offices;

1 Parking Space for every Suite; and

1 Medical Center for every 10 Offices or Condos

Condo owners and hotel residents are really sensitive to noise from other facilities on the same floor (there is good sound insulation between floors). Unfortunately, even one-pixel ear plugs are too big to fit into Simtenants' ears. The best way to keep your condo and hotel tenants happy is to build floors with nothing but condos and other floors with nothing but hotel rooms. (Condo dwellers and hotel residents even annoy each other.)

If you must mix condos and hotel rooms with other facilities, then you'll need to leave some empty floor space between them. A space of 120 pixels keeps hotel tenants happy, and 240 pixels keeps condo dwellers isolated enough for comfort. Experiment with placements and note stress levels. Of course, if you're the type that likes to see people riled up, cram 'em close enough so that you mix someone's Metallica with someone's Mozart, and watch the sparks (or your tenants) fly.

Since you are limited to 24 elevators per tower, it's possible to run out of them in a really huge tower. If this happens to you, you'll need to replace some of your elevators. Use Express elevators strategically to cover the full height of the building, and extend Standard elevators to their maximum of 30 floors, spacing them out carefully.

SIM TOWER

This information explains some of the technical aspects and "behind the scenes" calculations the program uses to trigger events and register the game's dynamic changes. Any of the numbers used in this section are just for modeling purposes, to provide a relative base of understanding. These do not represent the precise, actual formulas used by the program. Customer totals in regards to facility stress evaluations as expressed here may not reflect actual totals at the program's release.

Frames

The "frame" is a generated unit of time that is determined by the individual computer's clock speed and how fast its on-screen graphics are drawn. This accounts for all the differences in processor types, rather than using a physical second for every machine. One game time period consists of 300 time or animation frames.

Stress

Stress is calculated by the number of frames that it takes a character to move from one destination to another. There are three levels of stress that a character can have, up to the maximum of 300. If stress is less than 80, then the character is black. If stress is between 80 and 120, then the character is pink. If stress is between 120 and 300, the character is red. The corresponding conditions of great to moderate to little stress can be seen in the individual's info window as red, yellow or blue bars. Facility windows display stress conditions in the same way. A blank Stress or Eval bar indicates extreme stress.

	Man	From
	4 Floor Office	
Eval		
Going To	4 Floor Office	
Stress		

Rename   OK

HOTELS/OFFICES

The quality of life in these spaces is generated by the average of the inhabitants' stress. That is, say for modeling purposes that the Space Quality = 300 − (total stress amount/number of inhabitants). When the quality is more than 200 (which means that the average stress is under 100), the evaluation of the stress is "A," displayed as a blue bar. The "reaction" in these conditions is that at the next rest period (such as late night) the inhabitants will bring a friend to inhabit a vacant space, if one is available.

When the quality is between 150 and 200 (which means the average stress is under 150), the evaluation of the space is "B," displayed as a yellow bar. There is no reaction, per se, to that condition, and the residents will stay.

When the quality is less than 150 (which means the average stress is over 150), the evaluation of the space is "C," displayed as a red bar. At the end of the rest period, inhabitants of these stressful spaces will leave.

You will notice two divider bars in all stress lines, except for shops and food businesses. As happiness (and the color bar's length) increases, the bar's color will change to yellow after the first divider, and to blue after the second.

Dweebster Corp., Floor 8
Occupied
Eval
Length 3Year4Q
Rent $10000
Rename   OK

Feelin' Alright

SIM TOWER

Ice Cream, Floor 4

Today's Patronage   64

Yesterday's Profit   5000

Business is very good!

[Rename]   [OK]

RESTAURANTS/FAST FOOD

These spaces are managed automatically; it's your transit design that determines their success. They can't be rented again: once there, they will stay, unless they are destroyed. Instead of evaluations, restaurants will have a daily sales total (seen along with the customer total in the stress-coded message bar) determined by the amount of customers that visit the restaurant during the day. When this type of space is first placed, it will have ten customers. Depending on the stress levels of the first customers, this number will increase/decrease from 0 to 20 the next day. Remember that the numbers of patrons used for this and other facility explanations are just for example purposes.

- Very Good rating: Customer returns with a friend the next day.
- Good rating: Just the customer returns.
- Normal rating: Customer infrequently attends the restaurant.
- Very Bad rating: Customer boycotts the restaurant, and attempts to influence friends not to attend.

Daily ratings are determined as follows:

Restaurants
- More than 100 customers: Very Good
- More than 60 customers: Good
- More than 40 customers: Normal
- Fewer than 40 customers: Bad

Fast Food
- More than 50 customers: Very Good
- More than 30 customers: Good
- More than 20 customers: Normal
- Fewer than 20 customers: Bad

Daily customers are limited to a maximum of 40 at a time for both types of businesses to prevent traffic jams. The numbers seen in the Evaluation line of the Facility window

for these businesses reflect the total number of customers to that point on that day.

SHOPS

These spaces are rentable by you to your tenants on a quarterly basis. They are similar to restaurants, excepting one factor: the tenants will leave if they are completely dissatisfied. The evaluations are not calculated by the stress of the renter, but by the number of daily customers a specific shop obtains. When shops are placed, they come with ten customers.

Daily Rating:

- More than 200 customers: Very Good
- More than 150 customers: Good
- More than 100 customers: Normal
- Fewer than 40 customers: Bad

CONDOMINIUMS

Condos are spaces that are sold by you at a one-time fee; you don't receive a quarterly or daily income. You'll receive your income when the space is placed in an active traffic network and then purchased. The inhabitants will leave if they are stressed out, which means that you will pay back the entire sale price of the unit. Condos are somewhat like banks in that the tenants are giving you a loan of the sale price until they are fed up with the conditions.

Condo Space Ratings:

- Very Good/Good rating: Inhabitants bring additional inhabitants to live in vacant condos.
- Normal rating: Inhabitants will continue to live in their condos.
- Bad rating: Inhabitants will leave and take their money with them.

SIM TOWER

Movie Theater, Floor 24

Playing | Casual Friends
Today's Income | 2000
Length of Showing | 10

[Change Movie] [Rename] [OK]

It's a Sellout!

MOVIE THEATER

You are the manager of the theater. Daily sales depend on the popularity of the current movie. The audience enters the theater from the top floor and exits from the bottom, thus sales can be affected by any congestion. After the movie is over, the audience tends to drop into the surrounding shops and restaurants within five floors up or down of the theater. The theater personnel will not leave even if sales are bad.

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SIM TOWER

For customer support visit:
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