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Introduction

Welcome to SimTower. This is your chance to build and manage all the complex, interconnected operations of a modern skyscraper. You are the owner, builder, and 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.

You are the absolute master of a rich domain, 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. You construct a multi-story building from scratch, fill its floors with rooms, offices and shops, and design 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 - and you'll know 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 construction choices, like pricey hotel rooms, fancy restaurants and spiffy recycling centers.

Stars, Levels and Towers

Even though you are working with a cutaway view of a building, it is a building that has depth. This is more easily noticed when you place additional elevator cars in a shaft. These cars pass each other by being either in front of or behind other cars. A single floor filled with offices implies other offices or facilities behind those offices, and facilities behind those facilities.

A good building requires a good foundation. The first thing you must do is place a lobby before you can build up or across. Your lobby can be just wide enough for a few facilities, or you can stretch your lobby (and imagination) along the full length of your computer screen. You cannot build any wider than the width of your lobby, either above or below ground. Of course, you can increase the width of your lobby at any time, providing you have enough money and space on your computer screen.

The emergency stairs along the side of your building are not only a pretty addition of graphics, but an important function of game play. Security personnel use them for transportation to battle fires and search for terrorist bombs.

What you may add to your building is determined by three factors: the size of your lobby (nothing can be wider than the base of your building), how much money you have (if you can't afford something, you can't build it), and the star rating of your building. Your tower Star Rating increases when certain conditions are met. An increase of your star rating allows you to build more facilities.

SimTower Menus

Here are the menu and menu items used in SimTower.

File Menu - This menu contains the usual cast of characters.

New - Starts a new building. If you're building a tower, you'll be prompted to save it.

Open... - Lets you load a saved Tower. If you're building a tower, you'll be prompted to save it.

Save - Saves any changes you have made in your building.

Save As... - Lets you change the name, or path (or both) of your tower. Use this if you're saving a tower for the first time.

Quit - Closes SimTower so you can get on with the more mundane tasks of life.

Options Menu - This gives you control of various "atmospherics" of the tower you are building.

Animation has two subitems: A subitem is either checked (active) or not checked (turned off). Toggle back and forth by highlighting the subitem.

People - When on, you can see details of tenants' daily activities.

Effects - When on, you see detailed operation of elevators, ventilators, and other little tidbits.

You will always see tenants using stairs and elevators carrying people between floors.

Sound has three subitems. A subitem is either checked (active) or not checked (turned off). Toggle back and forth by highlighting the subitem.

Elevators - When on, you will hear the soothing sounds of elevators moving up and down.

Background - When on, you will hear morning and evening bird calls, falling rain, co-workers talking about the latest events, and so forth.

Events - When on, you will hear the sounds of construction, notices of special events, and your income rising as coins fall into your registers.

Call Fire Rescue - This is only available if your tower is on fire. It brings an efficient, but costly rescue helicopter to your aid.

Windows Menu - This menu gives you access to the tools of building development:

Tool Bar is the SimTower toolbox, with all the building and facilities tools. Some of the facility items have additional drop-down menus when they are clicked.

Info Bar - This is a window which lets you know what time it is, how many residents your tower has, how much money you have, and other important information.

Map Window - This lets you look at your tower from a "big picture" perspective, and provides a number of command buttons which let you chart certain measures of success.

Finance Window... - This opens a balance sheet of your revenues and expenditures for the current quarter.

Find Person... - Opens the Find Person Window, so you can locate individuals which you have named.

Find Tenant... - Opens the Find Tenant window so you can locate commercial or residential spaces which you have named.

The Windows

The following 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.

The Edit Window is the primary display area, where you develop and manage your Tower. The Map Window displays a reduced image of your Edit Window and reveals the development of your tower. The Info Bar is a floating window that provides continually updated information on the status of your tower. Use the Elevator Window to control your transportation operations. Keep track of your income, population and maintenance expenses with the Finance Window (opened from the Windows menu). The Facility Window takes a reading of the current "success" of a shop, restaurant or office. The Tenant Window lets you know how your tenants feel about your tower. Use it to find out if you're doing a good job. Once you've named a person, you can find that person in the Find Person Window and see if your transportation facilities are efficient. Or you could provide names for the businesses in your tower and see how they're doing with the Find Tenant Window. Finally, the Theater Window gives you the option of selecting which movie your in-tower theater will show. The classics may be cheaper, but you'll bring more people to your Tower if you've got the latest hits on the silver screen.

Limits and Restrictions

Even though a successful skyscraper requires a lot of variety, it can only hold just so much of anything. These are the maximum limits for your facilities:

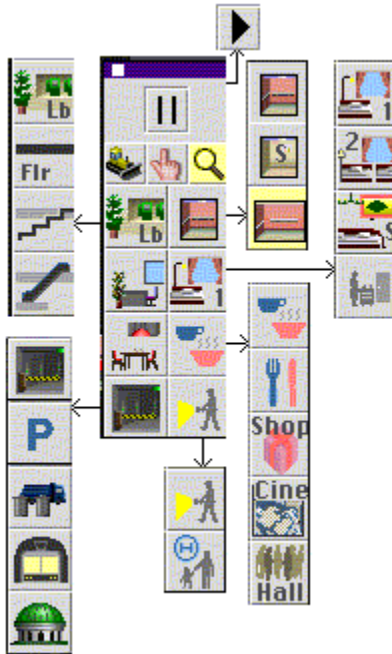
Elevator Shafts	24
Cars per Shaft	8
Stairs/Escalators	64 total
Fast Food/Restaurant/Shops	512 total
Parking Spaces	512 total
Medical Centers	10
Security	10
Theater/Party Halls	16 total
Metro Station	1
Cathedral	1
People you can name	20
Tenants/Facilities you can name	20

A cathedral can only be placed on a 100-story, five star tower.

The Tool Bar

The Tool Bar lets you be the architect, construction supervisor, transportation expert and voyeur all in one. As your tower acquires more stars, your Tool Bar expands with more facilities and services.

Some Tool Bar buttons display additional facilities when you click and hold your mouse pointer on them. Facilities increase as your stars increase. Here's a complete set of tools. Click on a button for a description of that tool or facility and its star requirement and cost:



Pause

This button indicates that your tower is in Pause mode. When the tower is paused, you still have access to windows, but the only tool you can use is the Magnifying Glass. Click this button to change it to the [Game Running button](#).

Bulldozer - One Star, free

Click on the Bulldozer then click on any elevator, stair, escalator, commercial enterprise or hotel residence you wish to remove. 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, and the structural integrity of the floor is unchanged.

Finger - One Star, free

Use this to extend or contract the size of elevator shafts. Click on the Finger and move it to the top or bottom elevator machinery while holding the mouse button. The pointer changes to a double-headed arrow and you can drag the elevator shaft in either direction. You can also use it to remove floors from elevator service. Click on the selected floor number on the elevator's shaft. That floor will be bypassed by all elevator cars.

Magnifying Glass - One Star, free

This enhances your view of every operation in your tower. Click on any tower element for information detailing the contents of your selection. If you click on a person, you can name them and follow their movements and moods for the duration of the game.

Lobby - One Star, \$5,000

This is the foundation of all SimTower buildings. Lobbies can only be placed every 15 floors, and cannot be removed. A lobby costs \$5,000. If there is room, up to four lobby sections (plus their walls) are placed at once. This lets you build lobbies quickly. The Lobby button can have other functions, depending on your tower's star rating.

Floor - One Star, \$500

Use this to extend the floors above your lobby to a desired width for property placement, as additional floors cannot exceed the width of the floor below. Place the Floor cursor any distance from the edge of current construction, then click your mouse to extend the floor

Stairs - One Star, \$5,000

Stairs connect two floors to relieve some transportation stress for your tenants. Stairs and elevators will be used simultaneously, depending on your floor traffic. Elevators and stairs cannot be placed over each other. Tenants won't use more than four sets of stairs during one passage to a tower site. This is a subtem of the Lobby button.

Escalator - Three Stars, \$20,000

Escalators help alleviate transit congestion 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. Tenants won't take escalators more than seven times during one passage to a tower site.

Standard Elevator - One Star

A Standard Elevator starts with one car. Place additional cars by clicking on the Elevator button, then clicking on a floor of the existing shaft. Each shaft can have a maximum of 8 cars. Each tower can have a maximum of 24 Elevator shafts. Standard Elevators hold a maximum of 21 people per car. Only regular tenants use the Standard Elevator. Security and housekeeping staff use other methods of transportation. Standard elevators can be only 30 floors tall.

Service Elevators - Two Stars, \$100,000

Service Elevators are used for service and infrastructure personnel, such as your housekeeping staff. They can hold 17 people maximum. It's not necessary to have service cars stop at lobbies or parking level structures. They must stop at Recycling Centers.

Express Elevator - Three Stars, \$400,000

These elevators stop only on those floors which can have lobbies... every 15 stories... whether or not you actually have a lobby on that floor. They also stop at all underground floors. You cannot adjust their waiting floors in the Elevator Window. These are for regular tenants only, not service staff or security. They can carry up to 42 passengers.

Office - One Star, \$40,000

Offices are rental spaces with a minimum of one-quarter lease. You can adjust their rents up or down in the Facility window. Offices can hold a maximum of six people. Tenants may vacate if they are unhappy with conditions. A full game day of stress levels in the red will drive tenants away.

Single Hotel Room - Two Stars, \$20,000

These take in business on a daily basis. They hold one tenant who checks in during the evening and checks out in the morning. Guests can be sensitive to noise and rental rates.

Twin Hotel Room - Three Stars, \$50,000

These take in business on a daily basis, holding two tenants who check in during the evening and check out in the morning. Guests can be sensitive to noise and rental rates. Hotel rooms can be placed on the same floor as commercial spaces.

Hotel Suite - Three Stars, \$100,000

These are for guests who hire people to carry their money. They can accommodate two guests, and when occupied, must have a parking space.

Condominium - One Star, \$80,000

These are not rented, but sold. However, if your buyers move out or if you destroy it, the sales price will be deducted from your balance. They can hold three inhabitants, excluding children. They can be sold for whatever price you choose, but you cannot change the price while the condo is occupied.

Fast Food - One Star, \$100,000

Fast Food businesses come in a variety of burger palaces, noodle joints, 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 stress management can be difficult.

Edit Window

This is the primary SimTower display area. You'll see only a blank landscape at the initial loading and for new games. You can build across the width of your Edit window landscape or you can confine your construction to a narrow pillar.

Restaurant - Three Stars, \$200,000

Restaurants are generally used at the dinner hour. They produce more income than Fast Food shops if traffic is good, but the customers tend to linger a while.

WE

Create a schedule for week-end elevator usage. A SimTower Quarter has two week-days and one week-end.

Retail Shops - Three Stars, \$100,000

These are the different shops for your tower, things like pet stores, clothing, gifts, florists, and what all. You can adjust their rent as you see fit, but if you charge too much, shop renters will go elsewhere.

Party Hall - Three Stars, \$100,000

If you have the right number of Hotel Rooms, your Party Hall will fill with 50 talkative guests in the afternoon. Party Halls produce income on a per-party basis.

Movie Theater - Three Stars, \$500,000

Income from movie tickets is modest, but a theater can draw a large crowd from the outside who will patronize nearby shops and local dives. The audience enters the upper level and exits the lower. Visitors will frequent shops within five floors above or below the theater after the movie.

WD

Create a schedule for week-day elevator usage. A SimTower Quarter has two week-days and one week-end.

Parking Spot - Three Stars, \$3,000

Parking spots can only be placed underground. You can drag the spaces sideways to place additional ones. At some tower levels, inhabitants will demand parking. Every row requires a parking ramp, and each parking space must be connected to an adjacent one to be used.

Parking Ramps - Three Stars, \$50,000

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 that serves the rows of parking garages. You must have some transport, stairs or elevators, into your parking areas. Your original ramp must be connected to the ground-floor lobby.

Recycling Center - Three Stars, \$500,000

Large buildings require their own recycling center to process trash, and as you grow, you'll need more of them. They must be placed adjacent to each other to operate.

Metro Station - Four Stars, \$1,000,000

Metro Stations can only be placed underground. Nothing goes beneath them and they cannot be removed. They bring in many customers and tenants, but these people will do all 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.

Housekeeping - Two Stars, \$50,000

These rooms shelter six housekeeping staff, who clean up hotel rooms after guests have checked out. Too many hotel rooms and not enough staff runs the risk of having rooms overrun with cockroaches. When that happens, you must destroy those rooms and start over. Housekeepers require Service Elevators.

Security - Two Stars, \$100,000

Security personnel protect your tower by battling fires and searching for terrorist bombs. Their closeness to these events affects their ability to combat them. They use the tower's emergency, outside stairs only, not the elevators. Security offices cannot be removed once placed.

Tower Running

This symbol indicates that time is passing for the residents and visitors of your tower. When clicked, this button changes into Pause, and your time halts (until you click the pause button).

Medical Center - Three Stars, \$500,000

Large towers require Medical Centers to care for any on-site injuries. They are primarily used by office workers, so you should put them near offices.

Cathedral - Five Stars, \$3,000,000

You can only place a Cathedral on top of a 100-story building. Placing this will take you to the Tower level, top of the heap, cream of the crop. Your Cathedral must be accessible. Cathedrals cannot be bulldozed.

Edit Window

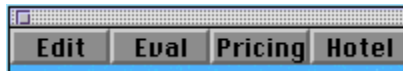
This is the primary SimTower display area. You'll see only a blank landscape at the initial loading and for new games. Start with a lobby and head for the stars. Use the Zoom box to expand your tower to full screen size. The default Edit window contains the Info Bar and the Tool Bar, both of which can be moved on-screen by dragging their title bars.

You can build across the width of your Edit window landscape or you can confine your construction to a narrow pillar. What ever you do, your entire tower must originate from the same foundation.

Map Window

The Map window appears when you first load SimTower. This window displays a reduced image of the Edit window, revealing the development of your tower relative to the SimTower "world." The highlighted rectangle shows the area which is currently displayed in the Edit window. You can click anywhere within the Map window to reposition the rectangle, and thus reposition your Edit window display.

At the top of the Map window are four buttons. Click on a button to see what it does:

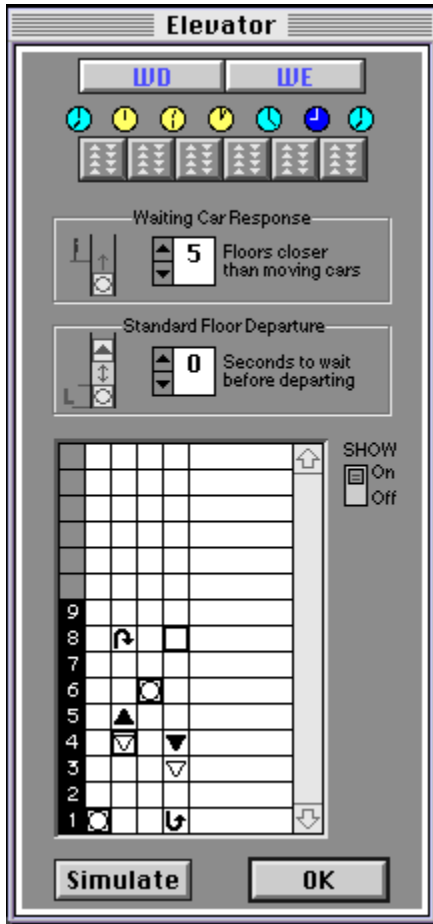


Info Bar

The Info Bar is pretty small but mighty important. The clock shows the time in SimTower's world. The stars show your tower's status, and the dateline shows you the time of year and how old your building is. There is also information about your financial standing and requests (or demands) of your tenants, and other vital statistics about your building.

Elevator Window

Access the Elevator Window by activating the Magnifying Glass, then clicking on the machinery of your elevator. (Clicking on a moving car will bring up particulars about that car, but not the scheduling window.) Use this window to schedule usage of all the cars in a particular elevator shaft. Click on an area for a description of how this window works:



Facility Window

The Facility window takes a reading on the current success (measured in stress levels) of any shop, restaurant or office. You can also track its occupants. Get this window by clicking with the Magnifying glass on any of these facilities. The game will pause when this window is open.

The eval line tells you if the collective personality of the facility is in a good or bad mood. Though it may seem visually illogical, a smaller amount of red in the bar indicates deep dissatisfaction. The bar fills from left to right, with a bigger bar indicating greater happiness. When the red hits the first divider, it turns yellow, indicating neutral stress. When the yellow increases past the second divider line, it changes to blue, indicating satisfaction.

The Rename button lets you change the name of the facility to anything you like.

Tenant Window

The Tenant window lets you see where individual people work and how they feel about it. It also gives you the ability to name individual people in your building. Once you've named a person, you can find them by using the Find Person Window (assuming they are still in your tower).

Find Person Window

The Find Person window lets you find the whereabouts of anyone you have given a name. Open this window and highlight the object of your search from the list of names and click the Find button. If that person is in your tower, the Edit window will center on the location. A red arrow will help you pinpoint the location. You can give names to a maximum of 20 people.

Find Tenant Window

The Find Tenant Window lets you see how a facility you have named is doing in your building .The Edit window will scroll to the business in question, allowing you to see if business is good or bad. The number of named facilities is limited to 20.

Theater Window

The Theater window lets you know what movie is playing in your theater, patron income, how long that movie has been playing, which tenants are watching, comments boxes and the Change Movie button.

Map Window

The Map window displays a reduced image of the Edit window display. The Edit button is set by default. The Eval button color codes your tower according to how happy your tenants are. The Pricing button color codes your tower according to how your tenants perceive your rents. The Hotel button will display in red any hotel rooms in your tower that need cleaning. Eval, Pricing and Hotel buttons pause the game.

Map Window

The Map Window appears when you first load SimTower. It can also be accessed at any time by choosing it from the Windows Menu. This window displays a reduced image of the Edit window display.

At the top of the Map Window are four Buttons. The Edit button is set by default, and it shows a silhouette view of your building.

The Eval button, when selected, color codes your tower according to how happy your tenants are. Blue areas have an Excellent rating. Yellow is a Good rating, and may be an area in transition. Red means your tenants in that area are quite unhappy, and unless you do something (lower their rent, for example), they will leave. This button pauses the game.

The Pricing button color codes your tower according to how your tenants perceive your rents. Tenants will pay more in rent if they believe higher rents are worth it. This button pauses the game.

The Hotel button will display in red any residences in your tower that have dirty rooms. Since it takes a little bit of time for the cleaning staff to get to all the rooms, this condition is acceptable for a while. If rooms are left dirty too long, you'll get a cockroach infestation. When this happens, you have no alternative but to destroy the room. This button pauses the game.

Eval Button

The Eval button pauses the game and color codes your tower according to how happy your tenants are. Blue areas have an Excellent rating. Yellow is a Good rating. Red means your tenants in that particular area are under stress and may soon leave.

Pricing Button

The Pricing button color codes your tower according to how your tenants perceive your rents. Tenants will pay more in rent if they believe higher rents are worth it. This button pauses the game.

Hotel button

The Hotel button is active only if you have hotel rooms. It displays in red any hotel rooms that need cleaning. It takes time for the cleaning staff to get to all the rooms, so this condition is acceptable for a while. If rooms are left dirty too long, you'll get a cockroach infestation and you destroy the room to clean it. This button pauses the game.

Finance Window

The Finance window is where you see where your money is coming from and going to. Multiply all income figures by 100 to arrive at the actual amount of money things cost. The game pauses when the Finance Window is active.

Reach for the Stars

Increasing Your Star Rating

The level of your tower is its Star Rating. The higher your star rating, the more Facilities you can add to your tower. Here's what you need to increase your star rating:

To go from 1 to 2 stars, you need a population of 300.

To go from 2 to 3 stars, you need a population of 1,000 plus more than one Security Office.

To go from 3 to 4 stars, you need a population of 5,000, plus more than one Hotel Suite placed, plus Recycling and Medical demands met, plus a favorable VIP rating

To go from 4 to 5 stars, you need a population of 10,000, plus a Metro station.

To go from 5 stars to Tower, you need a population of 15,000 plus a Cathedral.

Events

Events are extraordinary happenings at your tower. You may get a terrorist bomb in your building, a fire, hidden treasure, or a VIP visit. You must get a favorable VIP rating to increase to the next level.

Facility Requirements

All facilities have a Star Rating Requirement before you can even think of building them. Facilities also cost money. Here's a list of what you need to build something. Note that these costs do not include the cost of the floor itself, which is another \$500 per section. When you place an item where a floor has not been built, you are automatically charged for all necessary floor sections:

One Star

<u>Lobby</u>	\$5,000 per section (four sections at a time placed, if possible)
<u>Empty Floor</u>	\$500 per section
<u>Stairs</u>	\$5,000 each
<u>Standard Elevators</u>	\$200,000 each
<u>Office</u>	\$40,000 each
<u>Fast Food Place</u>	\$100,000 each
<u>Condo</u>	\$80,000 each

Two Stars

<u>Service Elevator</u>	\$100,000 each
<u>Single Hotel Room</u>	\$20,000 each
<u>Security</u>	\$100,000 each
<u>Housekeeping</u>	\$50,000 each

Three Stars

<u>Escalator</u>	\$20,000 each
<u>Express Elevator</u>	\$400,000 each
<u>Restaurant</u>	\$200,000 each
<u>Retail Shop</u>	\$100,000 each
<u>Movie Theater</u>	\$500,000 each
<u>Party Hall</u>	\$100,000 each
<u>Twin Hotel Room</u>	\$50,000 each
<u>Hotel Suite</u>	\$100,000 each
<u>Medical Center</u>	\$500,000 each
<u>Recycling Center</u>	\$500,000 each
<u>Parking Spot</u>	\$3,000 each
<u>Parking Ramp/Gate</u>	\$50,000 each

Four Stars

<u>Metro Station</u>	\$1,000,000
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Five Stars

<u>Cathedral</u>	\$3,000,000
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Finance Window

The Finance window is where you see where your money is coming from and going to. Multiply all income figures by 100 to arrive at the actual amount of money things cost.

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Find Tenant Window

The Find Tenant Window lets you see how a facility you have named is doing in your building. The Edit window will scroll to the business in question, allowing you to see if business is good or bad. The number of named facilities is limited to 20.

Find Person Window

The Find Person Window lets you find the whereabouts of anyone you have given a name. When you open this window, you'll see the list of names you have given people. Highlight that name, click the Find button, and if that person is in your tower the Edit window will center on their location and a red arrow will point to them. The number of people you can name is limited to 20.

Map Window

This window appears when you first load SimTower, and can also be accessed by choosing it from the Windows Menu. It has four buttons - Edit, Eval, Pricing and Hotel - which provide information on how well your tower is doing.

Stress

Stress is a measure of frustration your tenants feel. The primary cause of stress for your tenants in your Tower is difficulty in getting from one place to another within your tower. High rents, inconsiderate neighbors, uncleaned hotel rooms also increase stress.

Elevator Scheduling Button

Click and hold for a choice of Local, Express to Top or Express to Bottom. All elevator cars in this shaft will follow this schedule during the times indicated by the clocks on either side of this button, and during the days indicated by the Week Day / Week-End sitting.

Waiting Car Response

The number here means how many floors away from a request a moving elevator car can be and still respond to that request. A "1" here means the closest non moving elevator will respond to a single elevator request.

Standard Floor Departure

Control how many seconds the cars in a particular shaft will wait before taking people where they want to go. The default is zero seconds.

Show On/Off

Toggle this switch to show or hide a particular elevator shaft. This setting has no effect on elevator functions, it just hides them from view, or let you see them.

Elevator Shaft Activity

This box shows you what floors are served by a particular elevator shaft, and what the individual cars in a shaft are doing. Floors with service have white numbers in a black background along the left side. Floors with no service have a black numbers on a white background, and a red "X" through them.

Simulate

This reveals the elevator shaft of your choice a short time in the future, allowing you to better plan your tenants needs. The game will pause, this button will change to read Resume, and everything except the selected shaft and its future users will become "blank". Click the Resume button to bring everything back to normal.

OK

Closes the elevator Window.

Edit Button

This puts you in the standard game mode. Your tower is a gray silhouette. Standard Elevators are black lines; Express Elevators are blue lines, and Service Elevators are red lines.

Getting Your VIP Rating

VIPs only stay in a hotel suite. This person must be happy with your hotel suite and with your elevator system for you to get a favorable rating. Without a favorable rating, you can't get more stars. If you don't get a favorable rating the first time, you'll be given additional chances.

Friends in High Places

Getting a Favorable VIP Rating

A visit from a VIP is one of the Events which can happen at your tower. A VIP is probably the most important event. VIPs only stay in a hotel suite. This person must be happy with your hotel suite and with your elevator system for you to get a favorable rating (and without a favorable rating, you can't get more stars). If you don't get a favorable rating the first time, you'll be given additional chances.

Help file colors

Within the **win.ini** file, there can be a section called [Windows Help]. In this section can be lines for Jumpcolor, Popupcolor and Macrocolor, followed by numbers for how much red, green and blue each color contains. The **win.ini** file can be loaded into most text editors, including Notepad. These numbers can be changed and the file then saved, making it easier to read Help Files (like this one). Changes take effect next time Windows is loaded.

