

## **Introducing TSUNAMI MEDIA'S *FREE ENTERPRISE***

In the *FREE ENTERPRISE* strategy simulation, you hire a unique work force to operate machinery and manage paperwork necessary to run a business which can produce and sell over 100 products in a realistic economy. Users can chart business growth through detailed reports and personal interaction with their employees.

### Background Information

An innovative business management simulation, *FREE ENTERPRISE* is the first TSUNAMI title to encapsulate the synthetic intelligence of the participating characters in order to provide depth and realism during game play.

This product line serves as a platform for the patented technology TSUNAMI calls [Interactive Intelligence](#) or **I2**. Five years and two million dollars have been thus far invested in developing the **I2** technology. **I2** is useful in profiling and emulating an individual's work habits in a work environment.

Over 40 human attributes and characteristics are examined and cataloged, including physical characteristics such as age, weight, decision-making skills including decision-making style, need for information, mathematical aptitude and job-related proficiencies such as computer skills and management skills.

Unlike other simulation game designs which begin with a desired end result and work backwards, the *FREE ENTERPRISE* design was built from the bottom up utilizing a strict set of real-world rules to govern the simulation process. The end result is an accurate, balanced and consistent simulation which functions in real-time.

*FREE ENTERPRISE* represents the next generation in simulations which incorporates dynamic visuals, flexible resource management, and realistic simulation model C all accessed through a simple, intuitive [interface](#).

## System Requirements

In order to play *FREE ENTERPRISE*, you must have the following minimum hardware system:

- ! WindowsJ 95
- ! IBM PC and 100% Compatibles
- ! 486/66MHz or faster processor required, Pentium recommended
- ! 8MB RAM required, 16MB highly recommended
- ! Hard disk with 12MB space available
- ! WindowsJ 95 compatible SVGA display
- ! WindowsJ 95 compatible Mouse
- ! WindowsJ 95 compatible CD-ROM Drive
- ! WindowsJ 95 compatible sound card (a sound card is not required to play *FREE ENTERPRISE*, but is recommended)

## Installation

To install *FREE ENTERPRISE* under Windows 95, follow the steps outlined below.

- 1) Insert the *FREE ENTERPRISE* game CD in your CD-ROM drive.
- 2) Please wait. This is an [AUTORUN CD](#) and it takes a few moments for Windows 95 to recognize the disc.
- 1) Follow the on-screen prompts to install, cancel the installation or play the *Silent Steel* demo. When you have completed the installation of *FREE ENTERPRISE*, the TSUNAMI logo will play and the [MAIN MENU](#) will appear on screen.

In order to UNINSTALL *FREE ENTERPRISE*, you will need to insert your game CD into your CD drive and select the UNINSTALL option.

## Quick Start

Your *FREE ENTERPRISE* CD is a Windows 95 [AUTORUN CD](#). Simply insert the CD into your CD drive. After a few seconds (Win 95 is recognizing the CD), the installation screen will appear. Follow the on-screen prompts to install, cancel the installation or play the *Silent Steel* demo. When you have completed the installation of *FREE ENTERPRISE*, the TSUNAMI logo will play and the [MAIN MENU](#) will appear on screen.

If you select the QUICK START option, Robo Workers, Free Economy, Auto Paperwork and Editable People are all toggled to the ON position.

## Troubleshooting

Should you encounter problems with this title, please check the following prior to contacting the TSUNAMI TECHNICAL SUPPORT DEPARTMENT.

- Is your system operating properly in all other respects?
- Do other software programs operate properly on your system?
- Does your system meet the [minimum hardware requirements](#)?
- Have you read and followed the [installation instructions](#)?
- Is the program CD in your disc drive with the label facing up?
- Is the underside of the CD free from scratches, dirt or other obstructions which might interfere with proper reading of the media?

If, after checking the items listed above, you are still encountering difficulty, please call the TSUNAMI TECHNICAL SUPPORT DEPARTMENT at (209) 683-9283. Hours are 8:30 a.m. to 4:30 p.m. Pacific Time, Monday through Friday. To enable our staff to best assist you when you call, please be at your computer with your [hardware configuration](#) information available.

We also provide updates and answer tech support questions through our BBS (209) 683-6191 and on CompuServe @GO TSUNAMI. You may send e-mail to <http://www.tsunamimedia.com>.

No game [hints](#) can be provided by tech support personnel.

### **Hints and Tips**

For game hints and tips, please call our automated hint line at (900) 903-9283. For *FREE ENTERPRISE* hints and tips, there is a \$1.00 per minute charge. You must be over 18 or have your parent's permission to use the automated hint line.

## Understanding the Interface

*FREE ENTERPRISE* uses a very simple and intuitive mouse-driven interface. While there are Hot Keys available, all commands can be accomplished by using your mouse.

The major elements of the interface consist of the MAIN MENU, the GAME MENU BAR, the TOOL BAR and HOT KEYS.

## MAIN MENU Features

Upon starting a NEW SESSION, the player is presented with the *FREE ENTERPRISE* MAIN MENU. The *FREE ENTERPRISE* MAIN MENU functions are listed below:

- [NEW GAME](#)
- [QUICK START](#)
- [OPEN GAME](#)
- [START SCENARIO](#)
- [HIGH SCORES](#)
- [EXIT](#)



## **NEW GAME**

Begins a new session.

NEW GAME may be accessed by left mouse click or pressing **N** when the MAIN MENU is open.

After selecting NEW GAME, you will be presented with the [UNITED STATES MAP](#) displaying over 50 cities as candidates for your manufacturing plant location.

## NEW GAME OPTIONS

The NEW GAME OPTIONS dialog allows you to choose the OWNER NAME and COMPANY NAME for your business. You may also select the gender of the company president.

Determination of your funding source is critical. The difficulty factor for the game, displayed in the RATINGS area of the NEW GAME dialog, is determined by your funding source selections. You may select from an INHERITANCE in amounts of \$400,000, \$550,000 or \$750,000, a LOAN for \$100,000, \$200,000 or \$250,000 with a 1, 2, 3, 4 or 5 year term. You may also choose to raise CAPITAL in \$250,000, \$500,000 or \$1,000,000 amounts. If you select the inheritance or capital, the repayment obligations are displayed for you.

When you begin a new session, you can set the various reality settings by toggling the appropriate boxes in the REALITY MODES dialog.

### REALITY MODES

REALITY MODES determine the level of detail with which the player must deal.

- FREE ECONOMY provides you with an infinite supply of raw materials and unlimited demand for your finished goods.
- ROBO-WORKERS will disable the **12** functions and turn your workforce into happy little robots who work mindlessly and continuously.
- AUTO PAPERWORK ensures that all paperwork required for ordering materials, sales, etc. is automatically dealt with. No offices or office people are required.
- EDITABLE PERSONALITIES, when toggled ON, allows you to manipulate the personality characteristics via the sliders available under the CHANGE button in the EMPLOYEE INFORMATION dialog for each employee.

With these REALITY MODE options disabled, you must hire an administrative staff and wait for delivery of all necessary raw materials before you can begin manufacturing products. You must also hire a sales force to sell your finished goods.

If you select the QUICK START option, Robo Workers, Free Economy, Auto Paperwork and Editable People are all toggled to the ON position.

The default setting for all Reality Modes is OFF.

After selecting the desired options, click on START GAME to begin your session.

## **QUICK START**

The QUICK START option allows you to begin your session with a pre-established business, complete with an established floor plan and pre-hired and assigned workforce. By selecting QUICK START, you can bypass the initial setup phase and immediately begin running simulation turns.

QUICK START may be accessed by left mouse click or pressing **Q** when the MAIN MENU is open.

If you select the QUICK START option, Robo Workers, Free Economy, Auto Paperwork and Editable People are all toggled to the ON position.

After the 2D view of the pre-established business appears, you may make changes to the business equipment, layout and workers. When the business is set up the way you would like, click on the START TURN button to initiate a game turn.

## **OPEN GAME**

Allows you to select from a list of previously saved sessions. If no sessions have been saved, you must select NEW GAME.

OPEN GAME may be accessed by left mouse click or pressing **O** when the MAIN MENU is open.

## **START SCENARIO**

Offers several pre-built business [scenarios](#) which may be loaded, allowing for immediate play.

START SCENARIO may be accessed by left mouse click or pressing **C** when the MAIN MENU is open.

## **HIGH SCORES**

Presents a display of the top five game scores.

HIGH SCORES may be accessed by left mouse click or pressing **H** when the MAIN MENU is open.

## **EXIT**

Prompts you to end the current session.

EXIT may be accessed by left mouse click or pressing **X** when the MAIN MENU is open.

## GAME MENU BAR Features

The *FREE ENTERPRISE* GAME MENU BAR functions are divided among six drop menus which contain several sub-menus or dialogs. The drop menus include: [FILE](#), [OPTIONS](#), [VIEW](#), [MANAGEMENT](#), [REPORT](#), and [HELP](#).

### **FILE**

The [FILE](#) (Alt+F) menu controls the execution of your session.

### **OPTIONS**

The [OPTIONS](#) (ALT+O) dialog controls game appearance and behavior.

### **VIEW**

The [VIEW](#) (Alt+V) menu controls screen appearance and options.

### **MANAGEMENT**

The [MANAGEMENT](#) (Alt+M) menu allows you to deal with necessary business banking and administrative functions as well as access to CONSULTANT services.

### **REPORT**

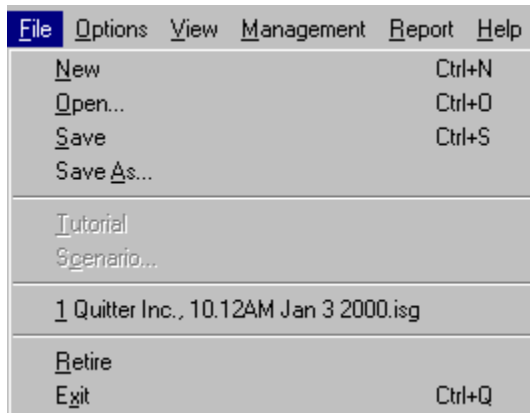
The [REPORT](#) (Alt+R) menu provides information regarding the status of your business.

### **HELP**

The [HELP](#) (Alt+H) menu provides general help and information.



## FILE Menu



The FILE (Alt+F) menu contains the following sub-menus:

- ◇ [NEW](#)
- ◇ [OPEN](#)
- ◇ [SAVE](#)
- ◇ [QUICK START](#)
- ◇ [SCENARIO](#)
- ◇ [HIGH SCORES](#)
- ◇ [RETIRE](#)
- ◇ [EXIT](#)

The FILE MENU also displays the four most recently played saved sessions in a numbered list appearing between the HIGH SCORE and RETIRE options.

## **NEW**

NEW (Ctrl+N, or **N** from the FILE MENU or select the NEW GAME icon from the TOOLBAR) begins a [new session](#). If a session is in progress, you will be prompted before the current session is discarded.

## **OPEN**

OPEN (Ctrl+O, or **O** from the FILE MENU or select the OPEN SAVED GAME icon from the TOOLBAR) loads a previously saved session. If a session is in progress, you will be prompted before the current session is discarded.

## **SAVE**

SAVE (Ctrl+S, or **S** from the FILE MENU or select the SAVE GAME icon from the TOOLBAR) saves a session currently in progress under a new name for future loading. SAVE may be accessed by left mouse click or pressing **S** when the FILE MENU is open.

## SCENARIO

SCENARIO offers several pre-built business [scenarios](#) which may be loaded, allowing for immediate play.

SCENARIO may be accessed by left mouse click or pressing **C** when the FILE MENU is open.

## **RETIRE**

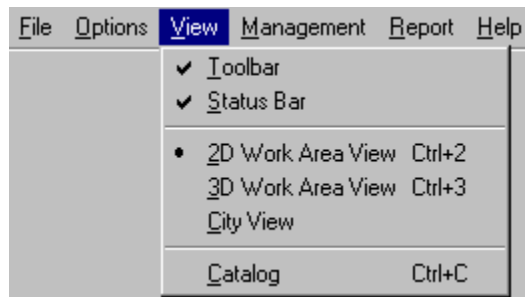
Selecting RETIRE displays your current business rank compared to other businesses in your city and prompts you to end the current session. Upon ending the session, your performance is rated against famous industrial leaders.

RETIRE may be accessed by left mouse click or pressing **R** when the FILE MENU is open.

## **EXIT**

**E**XIT (Alt+F4; Ctrl+Q) prompts you to end the current session.

## VIEW Menu



The VIEW (Alt+V) menu contains the following sub-menus:

- ◇ [TOOL BAR](#)
- ◇ [STATUS BAR](#)
- ◇ [START TURN](#)
- ◇ [CITY MAP](#)
- ◇ [CATALOG](#)



## TOOL BAR

The TOOL BAR, located at the top of the work area, consists of 10 buttons which allow you to access the various feature and controls for the game.

The TOOL BAR may be accessed by left mouse click or pressing **B** when the VIEW MENU is open.

## **STATUS BAR**

The STATUS BAR, located at the bottom of the work area, provides information regarding financial status, simulation date and time as well as game messages.

The STATUS BAR may be accessed by left mouse click or pressing **S** when the VIEW MENU is open.

## **START TURN BUTTON**

Selecting the START TURN BUTTON places the simulation in real time mode and initiates a turn.

Deselecting the START TURN BUTTON stops the current turn and allows you to manipulate the screen elements. Making catalog selections, placing ads for employees, machine placement and assignment of employees must take place with the START TURN BUTTON deselected and the screen in 2D mode.

The START TURN BUTTON may be accessed with the screen in 2D mode by Ctrl-T, left mouse click or pressing T when the VIEW MENU is open, or by clicking on the stoplight icon on the toolbar.

## **CITY MAP**

Selecting CITY MAP returns you to the map of the city in which your business is located. To return to the factory FLOOR PLAN, simply select the CITY MAP button again.

The CITY MAP may be accessed by left mouse click or pressing **M** from the VIEW MENU, from the TOOLBAR, or Ctrl-**M**.

## CATALOG

Selecting CATALOG (Ctrl+C, **C** from the VIEW MENU, or selecting the OPEN CATALOG icon from the TOOLBAR) pops up a dialog which allows you to select the various offices, machines and other equipment necessary to equip your business.

The raw materials are used in conjunction with the machines and equipment to produce finished goods. These finished goods are designed around “game physics” and do not portray any actual raw material requirements or realistic functionality (it’s only a game, after all!)

The CATALOG is divided into 16 tabbed sections. Each tab displays several items from which you may choose. The selected item is displayed along with pertinent information about the item. The ROTATE button allows you to position the object for placement as well as view the item from different angles. The PLACE button allows you to position the item on your floor plan. Remember, you can position items only when in the 2D mode.

The listed options, GENERAL, DIAGRAM, DETAILS and PRODUCTS , allow you to access additional information about the highlighted machine. As new machines are developed, they will become available in the appropriate section of the CATALOG.

## **OPTIONS Menu**

Selecting OPTIONS (ALT+O, **O** from the VIEW MENU, or selecting the GAME OPTIONS icon from the TOOLBAR) pops up a dialog which controls the following settings:

### ANIMATION REFRESH

Refresh rates may be set to NORMAL, which is the default and is based upon real time, or SLOW, FAST, EVERY MINUTE or EVERY TEN MINUTES, based upon simulation time.

MINIMIZING WINDOWS (left mouse click or press **M** when the dialog is open). Toggling MINIMIZING WINDOWS on causes dialogs to minimize upon use. When MINIMIZING WINDOWS is toggled off (the default setting), dialogs will appear as appropriate. MINIMIZING WINDOWS functions only if the CITY and BUILDING Dialog Boxes.

The NO SOUND EFFECTS (left mouse click or press **E** when the dialog is open) preference allows you to toggle sound effects on or off.

When in the 2D display mode with POPUP TIPS enabled (left mouse click or press **P** when the dialog is open), general information about screen elements is displayed when the mouse cursor is held over the desired element.

## MANAGEMENT Menu

MANAGEMENT (Alt+M) menu contains the following sub-menus:

- ◇ BANK
- ◇ PRODUCT INFORMATION
- ◇ IN-BASKET
- ◇ PERSONNEL
- ◇ HIRE PERSON
- ◇ HIRE CONSULTANT
- ◇ CITY RANKS

## PRODUCT INFORMATION

Selecting PRODUCT INFORMATION (Ctrl-F) pops up a dialog which provides information regarding the products you are manufacturing. This dialog allows you to set the sale price for each item you produce. By carefully controlling the prices of our goods, you can “play the market” and increase your market share or your profits. Lowering the sale price of your goods makes you more competitive and will increase your market share. A word of caution — some products have poor markets to begin with, so lowering the price may not increase sales. *There is no substitute for good up-front market research.*

The PRODUCT INFORMATION dialog also allows you to set the mode for purchasing raw materials. If you select PRICE SENSITIVE, you will purchase only the cheapest raw materials and sacrifice quality.

If you select QUALITY SENSITIVE, you will purchase only the highest quality raw materials and ignore the price.

Selecting VALUE SENSITIVE will result in a balance between best quality and best price. This option provides the “best bang for your bucks.”

PRODUCT INFORMATION may be accessed by left mouse click or pressing **F** when the MANAGEMENT MENU is open or by pressing Ctrl-**F** during game play.



## **IN-BASKET**

The **IN-BASKET** (Ctrl-I) lists memos, resumes and messages which are sent to you by company employees (or yourself). These messages provide input which aids in game play and strategy. For your convenience, **IN-BASKET** items may be arranged by date, type or originators name. The **TRASH** button eliminates memos from the **IN-BASKET**. The **HIRE** button is enabled when viewing resumes.

**IN-BASKET** may be accessed via the **TOOL BAR IN-BASKET** icon, by left mouse click, pressing **I** when the **MANAGEMENT MENU** is open, or using **Ctrl-I**.

## PERSONNEL

Selecting PERSONNEL (Ctrl+P, **P** from the MANAGEMENT MENU, or selecting the EMPLOYEE INFORMATION icon from the TOOLBAR) pops up a dialog which provides employee records and information, including the STRESS GRAPH for each employee. From this dialog, you may assign workers to various task locations, look at their skills and history, adjust their personality sliders, review their compensation, fire them, remove them from a task location, or reassign them to new task locations.

## **HIRE PERSON**

Selecting HIRE PERSON (Ctrl-H or **H** from the MANAGEMENT MENU) pops up a HIRING ADVERTISEMENT dialog from which ads may be placed to attract new workers. You may select the type of position, MANAGEMENT or WORKERS, for which you wish to advertise.

Larger cities will have a larger pool of workers to draw from. The larger pool offers a higher concentration of experienced potential employees, but that experience will demand a higher wage.

Once you have selected the type of employee for which you wish to advertise, click on PLACE AD. You may place ads once per day per position. Resumes will be placed in your IN-BASKET and you may hire your employees from among the offerings.

The LOAD button appears when EDITABLE PERSONALITIES is enabled. This feature allows you to hire “saved” personalities generated by the Personality Profiler. Using LOAD does not count as placing an ad.

HIRE PERSON may be accessed by left mouse click or pressing **H** when the MANAGEMENT MENU is open.

## CITY RANKS

The CITY RANKS dialog provides an overview of your business standing compared to other businesses in your city. Your business will be ranked in the following areas:

- ◇ PRODUCTION
- ◇ SALES
- ◇ MARKET SHARE (average)
- ◇ EMPLOYEES
- ◇ MACHINES
- ◇ INVENTORY
- ◇ ASSETS
- ◇ NET WORTH
- ◇ RESEARCH
- ◇ CASH POSITION

If you are not ranked first in a category, the name of the number one business is displayed to the right of each listing.

All businesses in a city start from “scratch” at the same time you begin your business. Therefore, this dialog provides an accurate measure of how your business stacks up against the competition.

## **BANK**

Selecting **B**ANK (Ctrl-B, **B** from the MANAGEMENT MENU, or selecting the BANK STATEMENTS icon from the TOOLBAR) pops up a BANK SERVICES dialog which allows you to examine company account balances and perform transactions between accounts. You may also request statements and loans from the BANK SERVICES dialog.

## SPY

The SPY is an individual who works as a CONSULTANT for a competing company. When you hire a Spy, you are buying the “inside scoop” on your competitors. The Spy enables you to discover why your competition is successful while you may be struggling. The cost to hire a Spy is \$5,000. SPY will be active only after a building and scenario have been selected.

The SPY may be accessed by left mouse click or pressing **S** when the BUILDING INFORMATION dialog (in the CITY MAP) is open.

## **HIRE CONSULTANT**

HIRE CONSULTANT brings in a Consultant for a \$2,500 fee to review the player's operation. The Consultant will examine market share, production and research.

HIRE CONSULTANT may be accessed by left mouse click or pressing **C** when the MANAGEMENT MENU is open.

## REPORT Menu

REPORT (Alt+R) menu contains the following sub-menus:

- ◇ GENERAL INFO
- ◇ BALANCE SHEET
- ◇ PROFIT/LOSS
- ◇ ASSETS
- ◇ INVENTORY
- ◇ PURCHASE
- ◇ PRODUCTION
- ◇ SALES



## GENERAL INFO

Selecting GENERAL INFO opens a window which lists basic facts and information about your business, including the following:

- ◇ Business Name
- ◇ Starting Date
- ◇ Number of Workers
- ◇ Checking Account Balance
- ◇ Savings Account Balance
- ◇ Outstanding Loans
- ◇ Net Worth
- ◇ Products

GENERAL INFO may be accessed by left mouse click or pressing **G** when the REPORT MENU is open.

## **BALANCE SHEET**

Selecting BALANCE SHEET opens a window which lists your company assets and liabilities and the net worth of your business.

Assets include:

- ⇒ Cash Available (Checking and Savings account balances)
- ⇒ Accounts Receivable (those who owe you money)
- ⇒ Inventory (raw materials and finished product you have on hand)
- ⇒ Furniture & Equipment (current asset value of that which is owned by the company)

Liabilities include:

- ⇒ Loans (any outstanding balance)
- ⇒ Payroll (accrued total per pay period)
- ⇒ Accounts Payable (those to whom you owe money)

Your Net Worth is the remaining balance of your assets after subtracting your liabilities.

The BALANCE SHEET may be accessed by left mouse click or pressing **B** when the REPORT MENU is open.

## PROFIT/LOSS

Selecting PROFIT/LOSS opens a window which itemizes your company income and expenses.

Income includes:

- ⇒ Used Equipment Sales
- ⇒ Interest on Savings
- ⇒ Sales for each type of machine
- ⇒ Miscellaneous Sales

Expenses include:

- ⇒ Rent
- ⇒ Personnel
- ⇒ Purchases
- ⇒ Inventory
- ⇒ Loans
- ⇒ Miscellaneous

If your income exceeds expenses, you are making a profit (that's good!). If your expenses exceed your income, you are suffering a loss (that's bad!). A loss is indicated by placing < > around the dollar amount of the loss.

PROFIT/LOSS may be accessed by left mouse click or pressing **P** when the REPORT MENU is open.

## **ASSETS**

Selecting ASSESTS opens a window which lists the date of purchase, price paid and current value of the equipment and other assets owned by your company.

ASSETS may be accessed by left mouse click or pressing **A** when the REPORT MENU is open.

## **INVENTORY**

Selecting **I**NVENTORY opens a window which lists the quantity of raw materials and finished product which your company has on hand.

INVENTORY may be accessed by left mouse click or pressing **I** when the REPORT MENU is open.

## **PURCHASE**

Selecting PURCHASE opens a window which displays a complete history of all purchases made by your company. This dialog also lists products ordered and those in transit. This dialog is a useful tool in assessing the productivity of your purchasing department.

PURCHASE may be accessed by left mouse click or pressing **U** when the REPORT MENU is open.

## **PRODUCTION**

Selecting **P**RODUCTION opens a window which lists the production figures for your business on a monthly basis.

PRODUCTION may be accessed by left mouse click or pressing **R** when the REPORT MENU is open.

## **SALES**

Selecting SALES opens a window which lists the records for all sales and related income generated by your business.

SALES may be accessed by left mouse click or pressing **S** when the REPORT MENU is open.



## HELP Menu

The HELP menu items provide general help and information.

### INDEX

Selecting INDEX accesses the HELP information you are currently viewing.

The INDEX may be accessed by left mouse click or pressing **I** when the HELP MENU is open.

### USING HELP

Selecting USING HELP accesses the general HELP information supplied by Microsoft regarding the basic operation of Windows 95 HELP FILES. USING HELP does not refer specifically to the help files associated with *FREE ENTERPRISE*.

USING HELP may be accessed by left mouse click or pressing **U** when the HELP MENU is open.

### ABOUT *FREE ENTERPRISE*

Provides information describing this product including version number and copyright date.

ABOUT *FREE ENTERPRISE* may be accessed by left mouse click or pressing **A** when the HELP MENU is open.

## **VIEW CREDITS**

Displays a list of those who conspired to produce this nifty little title.

VIEW CREDITS may be accessed by left mouse click or pressing **V** when the HELP MENU is open.

## TOOL BAR Features

The TOOL BAR consists of 10 buttons which allow you to access various features and controls for the game.



### NEW GAME

Starts a new game session. This button may be accessed by left click or pressing **Ctrl-N**.



### OPEN SAVED GAME

Opens a previously saved game session. This button may be accessed by left click or pressing **Ctrl-O**.



### SAVE GAME

Saves a game session currently in progress. This button may be accessed by left mouse click or pressing **Ctrl-S**.



### START TURN

Selecting the START TURN BUTTON places the floor plan in the three dimensional view and begins the next simulation turn. This button may be accessed by left click or pressing **Ctrl-T** when in the 2D mode.



### CITY MAP

Switches the screen to the CITY MAP. This button may be accessed by left click or pressing **Ctrl-M**. Left clicking again will return to game play.



### OPEN CATALOG

Opens the catalog. This button may be accessed by left click or pressing **Ctrl-C**.



### EMPLOYEE INFORMATION

Displays the personnel information dialog. This button may be accessed by left mouse click or pressing **Ctrl-P**.



### IN-BASKET

Displays the current messages, memos and resumes. This button may be accessed by left click or pressing **Ctrl-I**.



### BANK STATEMENTS

Provides access to the necessary banking functions and statement. This button may be accessed by left mouse click or pressing **Ctrl-B**.



### GAME OPTIONS

Allows configuration of animation refresh, speed, sound, and other game functions. This button may be accessed by left click or pressing **Alt-O**.

By using the mouse and left-clicking on these buttons, the various options are displayed which allow the player to control the game.

## Hot Keys

Hot Keys are provided for several features within FREE ENTERPRISE. They are divided into three categories, Alt+Key combinations, Ctrl+Key combinations and Function Keys.

### Alt+Key Combinations:

Alt+F	Opens the <a href="#">FILE MENU</a> on the <a href="#">MENU BAR</a> .
Alt+O	Opens the <a href="#">OPTIONS MENU</a> on the MENU BAR.
Alt+V	Opens the <a href="#">VIEW MENU</a> on the MENU BAR.
Alt+M	Opens the <a href="#">MANAGEMENT MENU</a> on the MENU BAR.
Alt+R	Opens the <a href="#">REPORT MENU</a> on the MENU BAR.
Alt+H	Opens the <a href="#">HELP MENU</a> on the MENU BAR.
Alt+F4	<a href="#">EXITs</a> the program.

### Ctrl+Key Combinations:

Ctrl+N	Opens the <a href="#">NEW GAME</a> dialog.
Ctrl+O	Opens the <a href="#">OPEN SAVED GAME</a> dialog.
Ctrl+S	Opens the <a href="#">SAVE GAME</a> dialog.
Ctrl+Q	<a href="#">EXITs</a> the program.
Ctrl+C	Opens the <a href="#">CATALOG</a> dialog.
Ctrl+T	Starts a NEW GAME turn.
Ctrl+M	Returns to the <a href="#">CITY MAP</a> .
Ctrl+B	Opens the <a href="#">BANK STATEMENTS</a> dialog.
Ctrl+F	Opens the <a href="#">PRODUCT INFORMATION</a> dialog.
Ctrl+I	Opens the <a href="#">IN-BASKET</a> dialog.
Ctrl+P	Opens the <a href="#">PERSONNEL INFORMATION</a> dialog.

### Function Keys:

F1	Accesses the <a href="#">HELP</a> system and credits.
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## Interactive Intelligence

Unlike typical strategy simulations, the employees in *FREE ENTERPRISE* will not perform their jobs mindlessly. The *Interactive Intelligence*, or **I2**, technology behind each employee provides a depth of personality that is unique to each individual.

The **I2** technology even goes a step further. **I2** factors determine how workers interact with one another. Employees do not react only with the computer. They also *interact* with one another. For example, if an employee is experiencing job stress, that stress will be communicated to the employees around the stressed individual. This may result in arguments, increased break times, or higher stress levels for the affected co-workers and could even lead to a breakdown on the job. The **I2** technology truly brings TSUNAMI products to life!

### I2 factors

A set of 41 factors are used to model the personality and physical characteristics of each worker. Factors include items such as work ethic, age, metabolism, etc. These factors are visible and changeable via the "change" button on the PERSONNEL INFORMATION (Ctrl-P) dialog. This button will only be active if two conditions are met - the game was started with the EDITABLE PERSONALITY checked at game start and the game is in 2D mode between turns. Each factor is controllable via a slider found on this dialog. Generally, each factor can be set from 0 to 100.

Some factors are very subtle and may only affect the worker's efficiency by a small margin. Others, such as metabolism or smoking, will affect the worker in more visible and significant ways. Changes to the sliders may take a period of simulation time to take effect as the worker adjusts to his/her new personality.

By changing the I2 values, the player can attempt to create the perfect work force. This turns out to be a challenge, as there are many complex interactions between the I2 factors. For instance, the player could create a work force of workers with high work ethics. This will increase the efficiency all right - but it will also increase stress in the work force and this may lead to a worker going "postal". Watch out - the personality you create may have internal conflicts that will cause runaway stress on the worker!

Below is a list of the factors and their general impact on game play:

Physique Tab	Effect	Description
Age	mod	Determines the years of work experience as found on the resume.
Height, Weight	subtle	Affects how much food is eaten, how quickly food is metabolized and also therefore how often the bathroom is used, assuming that the need for food is satisfied.
Metabolism	high	High metabolism workers move faster than those with low metabolism.
Physical Health	subtle	Low physical health increases the chance of sickness.
Physical Strength	subtle	Affects the efficiency of warehouse workers when they lift heavy packages.
Habit Tab		
Work Ethic	high	Determines the general ratio between time spent on work tasks as opposed to time spent on other activities like goofing off, eating, smoking, etc.
Coffee	high	Workers with a high need for coffee will drink more and go to the bathroom more often.
Smoking	high	Affects the amount of time smoking. If you have an otherwise good worker, you might want to place a smoking zone close to their work area.
Alcohol	subtle	This factor will have an impact on sickness, accidents and general worker efficiency.
Drugs	mod	Not good to be high around machinery!
Judgment Tab		
Information	subtle	This is a process factor which determines the amount of information needed, on average, before a decision can be made. This affects

		strategic business decisions as may be made by management from time to time.
Options	subtle	The number of options that need to be examined, on average, before one can be chosen. This affects the time it takes for a worker to select a task from a list of possible tasks.
Think Time	mod	If this process factor is high, the office worker will take more time making each decision, affecting the amount of physical output produced.
Random	mod	A worker with a high random process will pursue their work in a random fashion. They can handle many tasks at the same time. The highly methodical person will always move directly towards their goal in a straight line and would rather do one task at a time in a linear fashion.
Detail	subtle	High attention to detail is required for certain tasks such as accounting. This process factor is a measure of the workers natural inclination toward highly detailed work.
Closure	subtle	This process factor is a measure of the need the worker demonstrates for closure - that is, the need to complete a task once started. This factor will affect how many interruptions will be allowed by the worker before the task is complete.
Relations Tab Talkativeness	mod	A measure of the need the worker has for verbal interaction with other workers. A high value here means the worker will want to chat a lot.
Assertiveness	subtle	This is a measure of the worker's assertiveness. A highly assertive worker will not let other workers push them around.
Responsiveness	subtle	A highly responsive worker will show their emotions more than a non-responsive worker will.
Personality Tab Ambition	subtle	A measure of the amount of effort a worker will exhibit to get ahead.
Power	subtle	A measure of the amount of power a worker will exhibit over others.
Complaining	mod	This is a measure of how likely the worker is to complain to others.
Sensitivity	subtle	A measure of how sensitive the worker is to criticism.
Structure	mod	The degree of structure a worker requires before a task can be undertaken.
Office Tab Typing	subtle	Degree of typing skill. Required for clerical jobs.
Office Equipment	subtle	Degree of skill working with office equipment. Required for clerical jobs.
Reception	subtle	Degree of reception skill.
Computer	subtle	Degree of skill using a computer. Required for clerical jobs.
Clerical	subtle	Degree of skill dealing with paper documents.
Aptitude Tab Mathematical	subtle	Aptitude in mathematics. Good for maintenance, research, etc.

Mechanical	minor	Degree of aptitude for mechanics. Good for maintenance, research, etc.
Verbal	subtle	Degree of verbal aptitude. Required for marketing, management, etc.
Logic	subtle	Degree of aptitude in logic.
Profession Tab		
Accounting	mod	Degree of accounting skill. Good for accounting types to have.
Sales	mod	Degree of sales skill. Good for sale people to have.
People	mod	Degree of skill dealing with people. None required for programmers.
Planning	subtle	Degree of skill in project planning. Good for management types.
Engineering	subtle	Degree of engineering skill. Good for maintenance engineers and researchers.
Design	subtle	Degree of designing skill. Good for researchers.
Software	subtle	Degree of skill programming software or machines.

### Work Tasks

As the simulation proceeds, various tasks are generated that must be performed. For instance, a machine requires raw materials before it can produce output. It generates the task "order material". Many tasks are generated in a similar fashion. Some tasks are handled by certain job titles and other tasks are handled by other job titles. For instance, purchases of raw materials are more likely to be handled by the Purchasing Agent than by a Sales Person.

Also, each task in FREE ENTERPRISE (and there are some 60 different tasks) has been profiled against the I2 factors and a determination has been made as to the perfect worker for the task. For instance, the sales task of *cold calling* requires a high Talkative factor, amongst other factors. However, the player can hire a sales person with a low Talkative factor and pay the price of lower sales.

Machine efficiency is affected by the skill level and I2 factors of the machine operator - that is, how well the operator's profile matches the profile of the "perfect" machine operator. Hire carefully!

### Talking

From time to time, a talkative worker will want to interact verbally with others. When this happens, the worker will go find a compatible co-worker to talk to. The I2 factors are used to determine compatibility, and the stress of one worker can be passed onto another during the interchange. Sometimes, a worker needs structure (instructions) from his/her boss and will seek out a manager to give it to them.

### Stress

FREE ENTERPRISE tracks the stress level of each worker, plus the average stress level for the entire company. If a worker accumulates too much stress, it may cause them to go "postal". Firing co-workers, low wages, internal personality conflicts and assignment of inappropriate job tasks are all ways that workers can be stressed.



## **The FREE ENTERPRISE Tutorial**

A brief tutorial has been prepared to assist you in your initial *FREE ENTERPRISE* experience. The tutorial consists of twelve sections which will walk you through each of the essential steps from beginning your business through the production and sale of your first product. The twelve tutorial sections are listed below:

- 1) [THE OPENING MENU](#)
- 2) [THE UNITED STATES MAP](#)
- 3) [THE CITY MAP](#)
- 4) [CHOOSING A BUSINESS LOCATION](#)
- 5) [CORPORATE IDENTITY AND FUNDING](#)
- 6) [SELECTING A PRODUCT](#)
- 7) [ORDERING EQUIPMENT](#)
- 8) [PLACING EQUIPMENT AND OFFICES](#)
- 9) [HIRING STAFF](#)
- 10) [ASSIGNING EMPLOYEE TASKS](#)
- 11) [MANAGEMENT TASKS](#)
- 12) [COMPLETING A PRODUCTION CYCLE](#)

## THE OPENING MENU

*FREE ENTERPRISE* greets the player with the TSUNAMI WAVE animation and fanfare followed by a brief video title sequence. The OPENING MENU appears.

It is at this point that player input for *FREE ENTERPRISE* begins. From the OPENING MENU the player may choose to:

- ⇒ Begin a NEW GAME,
- ⇒ QUICK START a New Game,
- ⇒ OPEN a Saved Game,
- ⇒ START SCENARIO,
- ⇒ Look at HIGH SCORES or
- ⇒ EXIT to the Win95 interface.

Select NEW GAME by double clicking on the NEW GAME BUTTON, pressing **N** or pressing **ENTER**.

## THE UNITED STATES MAP

The United States Map displays over 50 cities as candidates for your manufacturing plant location.

By clicking on a city name, you bring up the CITY DIALOG BOX which provides you with summary information about each city including its current population, salary and rental statistics and best five product markets. This information is useful in helping you determine the quality and size of the worker pool, raw material availability and product sales potential.

To select a city, click on VISIT in the [CITY DIALOG BOX](#).

## THE CITY MAP

When a city is chosen, the screen switches to a map of the selected city's industrial sector. Should you wish to select a different city, simply click on the black area around the CITY MAP. Click on RETURN in the CITY INFORMATION dialog to go back to the UNITED STATES MAP and select a new city.

Of the nearly 250 buildings shown on the CITY MAP, the dark gray buildings are available for rent. The light gray buildings are active businesses which, when selected, displays a dialog box which shows the company name, address, products and staffing. Clicking on a dark gray building will display in the building dialog box the relevant information for that facility.

As you choose a company location, keep in mind that the other buildings represent suppliers, customers and, most importantly, competitors. By analyzing the city information and active business information, you can discern the availability of resources and determine which finished products are most needed and carry the highest profit potential. Hiring a [SPY](#) may be of help to you in this process. A SPY may only be hired after a building and scenario have been selected.

You may also use the PRODUCTS button to research which other companies are producers or consumers of any product in the economy. By selecting PRODUCTION, CONSUMPTION or MATERIALS, buildings will turn blue, indicating that the company is involved in the production or consumption of the selected product.

You should have a solid consumer base if you can find a product with many consumers and few producers. [Choosing a building location](#) is key to your success. You may return to the CITY MAP during game play by selecting the CITY MAP icon from the TOOL BAR.

## CHOOSING A BUSINESS LOCATION

To select a building in which to locate your business, bring up the BUILDING INFORMATION dialog by clicking on the desired location (remember, only the dark gray buildings are available to rent).

Rental pricing figures are displayed in a window below the building information. The BUILDING INFORMATION dialog also allows the player to access information about PRODUCTS in order to determine the number of businesses currently creating a particular product. Selecting PRODUCTS brings up the [PRODUCT MARKET INFORMATION](#).

Keep in mind that more businesses generating product in a given production arena cause greater competition and, therefore, lower potential profits. As a result, when choosing a product for your business, it is wise to look for products which exhibit a high demand and are being produced by a limited number of companies.

An industrial sector with few competitors and high demand (other companies which need a particular product) are most likely the best areas in which to begin your business. Choose wisely and your profits will grow quickly, leading to greater business advantages. Choose unwisely and it's the poor house....

When you have chosen your building, click on SELECT. Once a building has been chosen, the [NEW GAME OPTIONS](#) dialog will appear.

## **PRODUCT MARKET INFORMATION**

The PRODUCT MARKET INFORMATION dialog is one of the most important dialogs you will use. From the PRODUCT MARKET INFORMATION dialog, you can obtain production and consumption information for various products and raw materials being used and/or produced by other businesses. You can also compare rental prices, delivery times, availability of and competition for raw materials as well as estimate the best price for your finished goods.

Product categories are presented along the top of the dialog in tab form. The latest product technology for each category is displayed in the center. You may highlight buildings which either produce, consume or provide the raw materials for each product by using the PRODUCTION buttons. The effects are cumulative, allowing you to analyze the locations of several materials at once. The CLEAR button will reset the buildings back to normal.

Production and consumption figures, estimated delivery times, pricing and product utilization information may be obtained from the PRODUCT INFORMATION buttons. By analyzing the ratio between RAW MATERIALS and FINISHED GOODS pricing, you should be able to identify those products with the largest profit potential. Likewise, the figures for PRODUCTION and CONSUMPTION will help you find product markets with the fewest competitors.

If you select different buildings on the CITY MAP, you will notice a change in delivery times for the product currently selected. To accept the currently viewed building as your choice for the BUILDING INFORMATION dialog, press the NEW button. To return to your original choice, select the CURRENT button. Your primary goal here will be to find a building that is the right size for your needs, has affordable rent, and is close to your suppliers, reducing raw material delivery times.

Through a combination of the features described above and the RENT statistics on the BUILDING INFORMATION dialog, you should be able to choose a product that has a high profit potential, low competition and a business location that is centrally located at a suitable size and affordable price.

## CORPORATE IDENTITY AND FUNDING

After a building is selected, the NEW GAME OPTIONS dialog box appears in which you may insert the OWNER name and COMPANY NAME. If you change your mind, you may go back to the CITY MAP and choose a different location by clicking on the NEW LOCATION button.

The initial FUNDING SOURCE is selected using the NEW GAME OPTIONS dialog. The type of funding selected is a major factor in determining the game difficulty level.

You may choose an INHERITANCE, CAPITAL or LOAN financing and, if LOAN financing is selected, the term of the loan. Obviously, the more stringent the financing selected, the more difficult the game will be.

You may also set your REALITY MODES from this dialog. FREE ECONOMY, AUTO PAPERWORK ROBO-WORKERS and EDITABLE PERSONALITIES are the available reality modes.

After completing inputs to this dialog, click on **START GAME** to continue.

## **ROBO-WORKERS**

When ROBO-WORKERS is toggled ON, your employees become automatons and will not take breaks, goof off or display any of their “human” characteristics.



## **FREE ECONOMY**

When FREE ECONOMY is toggled ON, all competition is removed from the game. Buying raw materials and selling product requires no action on your part and all prices are set at the market average.

## **AUTO PAPERWORK**

When AUTO PAPERWORK is toggled ON, all ordering, marketing and sales functions are handled for you. You do not need any employees other than machine operators and maintenance personnel.

## **EDITABLE PERSONALITIES**

With EDITABLE PERSONALITIES toggled ON, you may adjust the personality characteristics of your employees by manipulating the sliders found under CHANGE in the EMPLOYEE INFORMATION dialog for each worker. This feature is active only in the 2D mode.

## SELECTING A PRODUCT

As the new owner of a business, the first thing you will want to do is determine what you want to produce and purchase the necessary equipment and offices to get your business started. These tasks are accomplished through the CATALOG.

The CATALOG is accessed either through the VIEW item on the GAME MENU BAR, the hot key CTRL-C, or by clicking on the CATALOG ICON on the TOOL BAR.

The CATALOG initially includes a selection of 52 machines which produce over 50 products. By investing in RESEARCH AND DEVELOPMENT, you may increase the number of machines to 115, capable of producing over 100 products. The machines initially available for purchase are divided into 14 categories, based upon what they produce.

You should have gathered some basic information regarding the markets in the city which you selected and, after examining the information regarding existing businesses, come to a decision regarding what type of finished goods you would like your business to produce.

By examining the CATALOG listings, you can determine the most economical combination of machines and equipment to produce your finished goods. Remember to consider the number of competitors, availability of raw materials and consumer demand as you plan your business strategy.

## ORDERING EQUIPMENT

The [CATALOG](#) lists the available machines for each product type, along with a picture of each machine. Data relating to PRICE INFORMATION, FINISHED GOODS produced, required RAW MATERIALS, INPUTS, OUTPUTS and PRODUCTS for which the machine produces parts may also be displayed. Machines which are more technologically advanced cost more initially, but may allow for higher profitability.

The remaining categories, OFFICES and FACTORY EQUIPMENT, provide various office layouts, conveyor belts, hand carts, forklifts, storage bins, specialty zones and miscellaneous factory needs.

## HIRING STAFF

The first and only person available as the game starts is you, the player. As the president, you must hire additional employees or be responsible for doing *everything* yourself. Additional employees may be hired during the game as long as funds are available.

Employees may be hired by accessing the MANAGEMENT MENU on the GAME MENU BAR and either selecting HIRE PERSON, or by pressing Ctrl-H.

The HIRING ADVERTISEMENT dialog appears. Select a department and title for the new employee you would like to hire. You may place only one ad per position per day.

PLACE AD will obtain resumes from the city worker pool. Resumes may be viewed by accessing the IN-BASKET. The resumes will provide you with invaluable information regarding your potential employees. Examine each resume carefully and select only those workers who meet your requirements. From the IN-BASKET, you may quickly hire new employees by clicking on the employee name and selecting HIRE. To delete a resume from the IN-BASKET, highlight the resume you would like to remove and click on TRASH. For your convenience, IN-BASKET items may be arranged by date, type or originators name.

Remember as you are hiring employees that blue-collar workers cannot perform white-collar jobs. New employees, until assigned to a task, will walk to the break room and wait there for their assignments.

Try to keep your work force as small as possible to keep costs down. Don't forget that each worker may be assigned up to ten different machine-related tasks.

## PLACING EQUIPMENT AND OFFICES

The factory work area or floor plan is the area where actual game play takes place. Offices, machines and other equipment are positioned and workers are assigned to various tasks from the floor plan screen. When the simulation turn is started, the workers go about the tasks within the floor plan area.

There are two primary display modes for the FLOOR PLAN in *FREE ENTERPRISE*, the 2D SETUP VIEW and the 3D ACTIVE SIMULATION VIEW.

While in the 2D SETUP VIEW, you can place and equipment, hire employees and assign tasks. While in the 3D ACTIVE SIMULATION VIEW, you cannot manipulate game elements. You must wait for the end of the current turn at which time the screen will return to the 2D SETUP VIEW. To override a turn-in-progress, click on the START TURN button. The turn-in-progress will then stop at the end of the current day.

The configuration of your warehouse floor plan is an important consideration for the efficiency of your workers and, ultimately, your profitability. Once a machine has been selected, click on ROTATE to obtain the desired orientation, then click on PLACE. A shadowed representation of the selected machine will appear on the factory floor plan. Using the mouse, move the shadow to the desired location. Left-click at the desired location.

By clicking on a machine after it has been placed, information is displayed including the VALUE, EFFICIENCY, STATUS and OPERATOR of the machine as well as a display of the INPUT and OUTPUT components. Buttons allowing the player to MOVE, SELL, SCRAP or UPGRADE the machine are available in the MACHINE INFORMATION dialog. There is also a MAINTENANCE CREDIT listing which indicates the amount of maintenance performed to date on the selected machine. MACHINE WORKERS may also be reassigned from this dialog.

The machine stations requiring workers are displayed on machines which have been placed on the floor plan. Until you have completed the process of [hiring staff](#), there are no workers (other than you, the president) available to run machines.

## ASSIGNING EMPLOYEE TASKS

After employees have been hired, they may be assigned tasks by accessing the MANAGEMENT MENU on the GAME MENU BAR and selecting PERSONNEL or by clicking on the EMPLOYEE INFORMATION button on the TOOL BAR. New employees wait in the break room until they are assigned to tasks.

Click on the desired employee name in the EMPLOYEE LIST to highlight the name. Click on PLACE to assign the employee to a task.

Left-click on the desired machine location to assign the worker to the desired task. Each employee may be assigned up to ten tasks.

***NOTE:*** It is important to point out that, unlike a normal strategy simulation, workers will not perform their jobs mindlessly. The I2 technology behind each employee provides a depth of personality unique to each individual. As mentioned before, there are various job titles, each made from a subset of job skills. Each person possesses the job skills for his job titles in varying degrees. The only exception is the president (the player's persona), who possesses all job skills to a small degree. This allows the president to take up the slack in any area until a suitable employee may be hired.

Once you have made all your selections, activate the simulation turn by clicking on the START TURN BUTTON, or selecting VIEW from the GAME MENU BAR and selecting START TURN BUTTON.



## **BILL OF SALE**

The BILL OF SALE dialog will appear either when the CATALOG is closed or when all selections have been made. The BILL OF SALE dialog allows you to confirm all purchases made and make any necessary changes prior to activating the simulation clock. If the listed selections are correct, click on the PURCHASE ALL button.

## MANAGEMENT TASKS

Constant communication between you and your employees is an important feature of *FREE ENTERPRISE*. Through a mechanism known as the IN-BASKET, important information is conveyed to the player from the workers, the president and the owners of other businesses. For your convenience, IN-BASKET items may be arranged by date, type or originators name.

For example, an employee may inform the player via the IN-BASKET that raw materials need to be ordered. Ordering is accomplished by the company's Purchasing Agent. The Purchasing Agent, after being assigned to an office, will walk to the office, sit down at the desk and determine what work needs to be done based upon priority and personal preference. When a material shortage is reported, the Purchasing Agent will choose ordering the applicable raw material as a priority task and place the appropriate order.

**NOTE:** Once more, the **I2** technology comes into play. A worker like the president — with the appropriate skill, but low on proficiency — can perform the required job to a limited degree. For example, the president can locate and order the materials, but won't get the same service or pricing a more experienced professional might. Thus it is important to get the most qualified people into the player's company, especially for the more important jobs.

Once finished goods are produced and stacked on pallets, an employee may alert you that some other action is required. In this instance, a sales force is needed to sell the product. If you have a Sales Manager, that employee will take the task and arrange for sales.

## **COMPLETING A PRODUCTION CYCLE**

A *FREE ENTERPRISE* cycle is completed when raw materials are purchased, assembled and crafted into new products and those products are sold to a grateful public.

## **A *FREE ENTERPRISE* Tour**

*FREE ENTERPRISE* contains many special features designed to enhance your enjoyment of this product.

- [SPECIAL EVENTS](#)
- [HIRING AND FIRING](#)
- [EMPLOYEES](#)
- [PERSONNEL DIALOG](#)
- [POSTAL MODE](#)
- [BREAK TIME](#)
- [MONEY MANAGEMENT](#)
- [MACHINE DEVELOPMENT AND RESEARCH](#)
- [STORAGE BINS AND CONVEYOR BELTS](#)
- [FACTORY LAYOUT](#)
- [COMPLETING A GAME](#)

## **SPECIAL EVENTS**

At the conclusion of your first sale, the first of many special events occurs. These special events display throughout the game when certain goals and/or watermarks are reached in the simulation. In this case, a video is displayed showing falling dollar bills.

Other events include strikes, bankruptcy, natural events that affect the economy, inventions, breakthroughs and the state of the player's business in general.

## HIRING AND FIRING

Employees may be hired by accessing the MANAGEMENT MENU on the GAME MENU BAR and selecting HIRE PERSON. The HIRING ADVERTISEMENT dialog appears. The player may choose to hire MANAGEMENT or WORKERS.

PLACE AD will attempt to obtain resumes from the city worker pool. Resumes may be viewed by accessing the IN-BASKET. For your convenience, IN-BASKET items may be arranged by date, type or originators name. Only one ad per category may be placed per day.

Each resume will show any interviewer notes as well as the particular applicant's top five strengths and their employment history. In this manner, the player can judge if the applicant is qualified.

Bear in mind that the salary listed is not negotiable. The figure represents the cost to hire that individual and you must determine if the skill level of the applicant is appropriate to the cost.

It is very important to hire the best people possible, but, as in the real world, you don't know who you're getting until they're actually working for you. You may adjust your worker's compensation later for good or poor performance or fire them at any time by accessing PERSONNEL or the EMPLOYEE INFORMATION dialog.

After employees have been hired, they may be assigned tasks by accessing the MANAGEMENT MENU on the MENU BAR and selecting PERSONNEL, or from the EMPLOYEE INFORMATION icon on the TOOLBAR. Click on the desired employee name in the EMPLOYEE LIST to highlight the name. Click on PLACE to assign the employee to a task. Left-click on the desired machine or office location to assign the worker to the desired task. Employees may be assigned up to ten tasks.

## EMPLOYEES

EMPLOYEES are divided into two categories:

### MANAGEMENT

- ◇ [Controller](#)
- ◇ [Sales Manager](#)
- ◇ [Purchasing Manager](#)
- ◇ [Marketing Director](#)
- ◇ [Foreman](#)
- ◇ [Director of R & D](#)

### WORKERS

- ◇ [Accountant](#)
- ◇ [Clerk](#)
- ◇ [Salesperson](#)
- ◇ [Purchasing Agent](#)
- ◇ [Researcher](#)
- ◇ [Marketing](#)
- ◇ [Maintenance Engineer](#)
- ◇ [Machine Operator](#)

## **CONTROLLER**

The Controller is responsible for overseeing cash flow and financial operations.



## **SALES MANAGER**

The Sales Manager is responsible for overseeing sales operations to ensure maximum output and efficiency. A good Sales Manager will secure more sales more efficiently from your sales staff.

## **PURCHASING MANAGER**

The Purchasing Manager is responsible for overseeing purchasing operations to ensure maximum output and efficiency. A good Purchasing Manager will obtain needed inventory more quickly and reduce the amount of excess stock carried in inventory.

## **MARKETING DIRECTOR**

The Marketing Director is responsible for overseeing marketing operations to ensure maximum output and efficiency. A good Marketing Director will develop increased interest in the company's product which will result in greater sales.

## **FOREMAN**

The Foreman is responsible for overseeing operation of all machines and their operators. A good Foreman will get greater productivity out of machine operators, reduce stress and generally speed up warehouse operations. The FOREMAN works only on the production floor.

## **DIRECTOR OF R & D**

The Director of R & D (Research & Development) is responsible for overseeing research operations aimed at developing new products or equipment. A good Director of R & D will get greater productivity out of researchers and generally speed up the development of new products and equipment.

**ACCOUNTANT**

The Accountant will insure that your accounts receivable and your accounts payable stay current.

## **CLERK**

The Clerk handles miscellaneous paperwork for your company.

**SALESPERSON**

The Salesperson seeks out orders for the company's product.



## **PURCHASING AGENT**

The Purchasing Agent insures appropriate levels of inventory are available to supply machine inputs.

**RESEARCHER**

The Researcher conducts research relating to the development of new products or machines.

## **MARKETING**

The Marketing person generates interest in the company's product in order to increase sales.

## **MAINTENANCE ENGINEER**

The Maintenance Engineer is responsible for the upkeep and repair of the machines on the factory floor.

## **MACHINE OPERATOR**

The Machine Operator is responsible for the loading, unloading and operation of the machines on the factory floor.

## PERSONNEL DIALOG

Working in a factory can create stress, even in a simulation. The EMPLOYEE INFORMATION DIALOG for each employee has a STRESS GRAPH for that employee permanently displayed in the dialog box. The more stress a worker experiences, the higher the graph goes.

Under normal stress loads, the graph will appear green. As stress levels rise, the graph will change to yellow. When dangerous stress levels are reached, the graph will turn red. If the stress-producing conditions are not reduced, the employee may lose control.

Worker stress may be increased by a number of factors. The primary “stress inducers” are firing people, low sales, low production, reducing pay, accidents and assigning employees to inappropriate tasks. A quick way to force an employee to go postal would be to lower pay and fire everyone the employee works with.

Worker stress may be decreased by adding employees, increasing production, increasing sales, increasing pay, maintaining a safe work environment and assigning employees to appropriate tasks.

As you can see from the above information, worker stress is based on a combination of company status plus each employee’s “personal baggage.” By manipulating these factors, you can actually control the stress level of individual employees as well as the average stress level for the company as a whole.

## POSTAL MODE

A special condition, known as POSTAL MODE, may occur when a worker's stress graph hits the top and goes over. At this point, the worker is no longer responsible for his or her actions. Most of the time, you will see this person suddenly pull out an assault weapon and brandish it for all to see. If the employee's really having a bad day, there may be a few accidents as well.

**NOTE:** It is interesting to note that a worker will not enter POSTAL MODE without some outside prompting. It requires the assistance of the player, knowingly or unknowingly. Such interaction could be cutting the worker's wages or assigning a menial task or something the worker just doesn't feel like doing. Worker sensitivity to annoying tasks increases with stress level.

## **BREAK TIME**

The workers have built-in vents to “let off steam.” One of the most popular is for the worker to take a break. This is frequently accompanied by smoking a cigarette if the worker is a smoker. A heavy smoker will take frequent breaks. Other behaviors people will indulge in are coffee breaks, going to the restroom, talking to others or just goofing off in general. Taking breaks can be disabled only by enabling the ROBO WORKERS option when setting up a NEW GAME session.



## MONEY MANAGEMENT

Once the player has a competent work force, the operation of the factory should proceed more or less smoothly. To help in this cause, most of the BANK functions required for the business are automated.

The player has both a checking account and an interest bearing savings account. [Loans](#) may be applied for when a large influx of capital is required. The loan amount may not exceed the player's net worth. The player's checking account balance is displayed in the lower right corner of the STATUS BAR.

Funds may be transferred between accounts by accessing the BANK SERVICES dialog. Select the appropriate "To" and "From" options from the TRANSACTIONS dialog and use the slider bar to set the approximate desired amount. Exact amounts may be entered manually. Once the amount is set, click on TRANSACTION to conclude your payment.

Money management concerns for the player on a day-to-day basis may be accessed by selecting the [REPORTS MENU](#) on the MENU BAR. The player's checking account balance is displayed in the lower right corner of the STATUS BAR.

## LOANS

As you are playing the game, events may dictate that you must obtain additional funds. These funds may be obtained by taking out a loan.

To obtain a loan, access the BANK SERVICES dialog by clicking on the BANK STATEMENTS icon on the TOOLBAR. Select NEW LOAN. Select the AMOUNT (remember that the loan amount may not exceed the player's net worth) and TERM from the NEW LOAN dialog and click on OK.

To repay your loan, access the BANK SERVICES dialog by clicking on the BANK STATEMENT icon on the TOOLBAR. Select the appropriate "To" and "From" options from the TRANSACTIONS dialog and use the slider bar to set the approximate desired amount. Exact amounts may be entered manually. Once the amount is set, click on TRANSACTION to conclude your payment.

## **MACHINE DEVELOPMENT AND RESEARCH**

Should you desire to develop new products or machines, you select an existing machine from you factory floor plan and click on the UPGRADE button. You will be presented with the RESEARCH DIALOG. From this dialog, dial in the components you would like to test to see if they may be combined to form a new product. You must next assign a RESEARCHER to all of the functions of the selected machine. The Researcher will operate the machine for the specified time frame. At the conclusion of the research period, you will be notified as to the success or failure of your research. You may run additional research cycles by changing components.

The UPGRADE button also allows you to switch to any machine that already exists which is within the selected machine category.

As new machines are developed, the player is given the option to upgrade existing machines via the UPGRADE button. By doing so, the new machine upgrades the old machine.

## **STORAGE BINS AND CONVEYOR BELTS**

Another way to streamline your company is to expand and automate the manufacturing process. By utilizing machines that produce raw materials for other machines, the player can cut costs and increase production by connecting the machines together with a series of conveyor belts and storage bins.

Conveyor belts transfer materials between like Sub-Machines. Storage bins compliment the machine's storage capacity and also allow the player to hook multiple machines together (remembering that outputs and inputs must match; i.e. you cannot connect a "motor" output to a "plastic" input). Conveyor belts may also be lowered to increase accessibility and floor plan efficiency.

## FACTORY LAYOUT

The layout of the factory is one of the major concerns the player will have to deal with. In addition to machine positioning, there are physical areas that need to be marked as being special.

The first of these is the *Storage Zone*. These red markings define areas where pallets of raw materials and finished goods are stored prior to use or shipment. Specific items may be assigned to each storage zone to prevent items from being stored too far from locations where they are to be used. To label a storage area, left-click on the desired area and select CHANGE. Click on the desired option and highlight the material to be stored by double-clicking. Storage areas may be scrapped or moved from this dialog. Close the dialog to put any changes into effect.

Another important area is the *Smoking Area*, which provides a location in which workers may smoke in the vicinity of their work areas. This saves time since the workers do not have to walk to the break room.

*Safety Zones* may also be marked around inputs for sub-machines to indicate dangerous areas on the floor plan. If you choose not to place SAFETY ZONES around machine inputs, accidents WILL happen.

## **COMPLETING A GAME**

*FREE ENTERPRISE* may be played as long as the player likes. The final score will be based how successful you are in reaching the goals set at the start of the session as well as on a comparison of your business to all the competition.

The end game compares you with famous political and industry leaders as a measure of performance.

## SCENARIOS

*FREE ENTERPRISE* ships with several pre-built scenarios which you may load and play. These scenarios present you with businesses in various states. Some scenarios offer a business in crisis and challenge you to get them back "in the black," while others begin with a stable business and challenge you to improve their standing or take them in a new direction.

Each scenario presents a specific set of challenges which you must meet or exceed in order to be successful and win the game.

## PRODUCT SELECTION

As the new owner of a business, the first thing you will want to do is determine what you want to produce and purchase the necessary equipment and offices to get your business started. These tasks are accomplished by reviewing:

⇒ CITY SITE POTENTIAL.

⇒ BUILDING LOCATION POTENTIAL.

⇒ OFFICE, MACHINE AND EQUIPMENT POTENTIAL.



## CITY SITE POTENTIAL

Selecting [NEW GAME](#) presents you with the [UNITED STATES MAP](#) which displays over 50 cities as candidates for your manufacturing plant location. Clicking on any city name brings up the CITY DIALOG BOX which provides summary information about each city, including its current population and best five product markets.

The information available from this map will give you an idea as to the type of industrial base in each city and the size of the available worker pool. The top five product listings will provide you with general direction regarding product selection for the selected city.

The larger your worker pool, the more experienced workers will be available to you. Larger cities will also provide greater access to raw materials and a large consumers base. The downside is increased competition and higher costs.

To examine the building locations within the available cities, click on [VISIT](#) in the CITY DIALOG BOX.

## BUILDING LOCATION POTENTIAL

Clicking on VISIT in the CITY DIALOG BOX, switches the screen to a CITY MAP of the industrial sector for the selected city. Should you wish to select a different city, simply click on the black area around the CITY MAP. Click on RETURN in the CITY INFORMATION dialog to go back to the UNITED STATES MAP and select a new city.

Of the nearly 250 buildings shown on the CITY MAP, the dark gray buildings are available for rent. The light gray buildings are active businesses which, when selected, display a dialog box which shows the company name, address, products and staffing. Clicking on a dark gray building will display in the building dialog box the relevant rental information for that facility.

Take a look at the light gray active businesses first. You should have a general list of potential products for your business from your study of the CITY DIALOG boxes on the UNITED STATES MAP. Try to determine which active businesses are your suppliers, consumers and competitors.

Clicking on a light gray building will pop up the BUILDING INFORMATION dialog. This dialog allows you to access PRODUCT MARKET INFORMATION in order to determine the number of businesses currently creating a particular product. Keep in mind that more businesses generating product in a given production arena cause greater competition and, therefore, lower potential profits. As a result, when choosing a product for your business, it is wise to look for products which exhibit a high demand and are being produced by a limited number of companies.

By analyzing the city information and active business information, you can discern the availability of resources and determine which finished products are most needed and carry the highest profit potential. Hiring an SPY may be of help to you in this process. A SPY may only be hired after a building and scenario have been selected.

By analyzing the city information, active businesses and checking an informants report, you should be able to narrow down your list of potential products down to two or three possibilities. Now you will want to examine the equipment needs for each of your remaining potential products.

## OFFICE, MACHINE AND EQUIPMENT POTENTIAL

Offices, machines and equipment are obtained through the [CATALOG](#). The CATALOG is accessed either through the [VIEW](#) item on the [GAME MENU BAR](#), the [hot key](#) CTRL-C, or by clicking on the CATALOG ICON on the [TOOL BAR](#).

You should have gathered some basic information regarding the markets in the city which you selected and, after examining the information regarding existing businesses, come to a decision regarding what type of finished goods you would like your business to produce.

By examining the CATALOG listings, you can determine the most economical combination of machines and equipment to produce your finished goods. Remember to consider the number of competitors, availability of raw materials and consumer demand as you plan your business strategy.

From this point, it's up to you. Pick a product and go for it! As the old saying goes, "Ya' makes yer choices an ya' takes yer chances!"

There is no help for this area of the window.

There is no help for this message box.

This is the ABOUT *FREE ENTERPRISE* dialog and provides information describing this product, including version number and copyright date.

This is the ACTIVITY LOG dialog which displays the recent activities and tasks performed by the selected employee.

This is the APPEARANCE dialog from which you may adjust the various sliders which control the personality traits of the selected individual. You may also change the name, sex and clothing of the president from this dialog.



This is the BANK SERVICES dialog which allows you to examine company account balances and perform transactions between accounts.

Selecting BANK pops up a BANK SERVICES dialog which allows you to examine company account balances and perform transactions between accounts. You may also request statements and loans from the BANK SERVICES dialog. Most of the BANK functions required for the business are automated.

The player has both a checking account and an interest bearing savings account. [Loans](#) may be applied for when a large influx of capital is required. The player's checking account balance is displayed in the lower right corner of the STATUS BAR.

Funds may be transferred between accounts by accessing the BANK SERVICES dialog. Select the appropriate "To" and "From" options from the TRANSACTIONS dialog and use the slider bar to set the approximate desired amount. Exact amounts may be entered manually. Once the amount is set, click on TRANSACTION to conclude your payment.

This is the CONVEYOR BELT INFORMATION dialog which displays information about the currently selected conveyor belt, including the belt connections and the number of units currently on the belt.

This is the STORAGE BIN INFORMATION dialog which displays information about the currently selected storage bin. This dialog displays the quantity of product stored in the bin as well as the number of connections and workers assigned to the bin. Workers may be unassigned from this dialog.

This is the EMPLOYEE LOUNGE AREA dialog which displays information about those employees currently away from their assigned task area. This dialog displays which employees are currently in the restrooms, breakroom and conference room.

This is the BUDGET dialog which provides information regarding income and expenditures. The dialog allows you to set budget amounts for purchasing and sales.

The budget is accessed by selecting the MANAGEMENT MENU on the MENU BAR and clicking on BUDGET. The player's checking account balance is displayed in the lower right corner of the STATUS BAR.

The budget serves as a guideline for the purchasing and sales departments for setting purchase and selling prices for the company's product.

This is the BUILDING INFORMATION dialog which displays the relevant information for the selected facility.

When a city is chosen, the screen switches to a map of the selected city's industrial sector. Should you wish to select a different city, simply click on the black area around the CITY MAP. Click on RETURN in the CITY INFORMATION dialog to go back to the UNITED STATES MAP and select a new city.

Of the nearly 250 buildings shown on the CITY MAP, the dark gray buildings are available for rent. The light gray buildings are active businesses which, when selected, displays a dialog box which shows the company name, address, products and staffing. Clicking on a dark gray building will display in the BUILDING DIALOG BOX the relevant information for that facility.

As you choose a company location, keep in mind that the other buildings represent suppliers, customers and, most importantly, competitors. By analyzing the city information and active business information, you can discern the availability of resources and determine which finished products are most needed and carry the highest profit potential. Hiring a [SPY](#) may be of help to you in this process. A SPY may only be hired after a building and scenario have been selected.

You may also use the PRODUCT button to research which other companies are producers or consumers of any product in the economy. Buildings will turn blue, indicating the company is involved in the production or consumption of the selected product.

You should have a solid consumer base if you can find a product with many consumers and few producers. [Choosing a building location](#) is key to your success. You may return to the CITY MAP by selecting the CITY MAP icon from the TOOL BAR.

This is the CATALOG dialog. From this dialog, you may select the various offices, machines and other equipment necessary to equip your business.

Selecting CATALOG (Ctrl+C) pops up a dialog which allows you to select the various offices, machines and other equipment necessary to equip your business.

The raw materials are used in conjunction with the machines and equipment to produce finished goods. These finished goods are designed around “game physics” and do not portray any actual raw material requirements or realistic functionality (it’s only a game, after all!)

The CATALOG is divided into 16 tabbed sections. Each tab contains several items from which you may choose. The selected item is displayed along with pertinent information about the item. The ROTATE button allows you to position the object for placement as well as view the item from different angles. The PLACE button allows you to position the item on your floor plan. Remember, you can position items only when in the 2D mode.

The CATALOG initially includes a selection of 52 machines which produce over 50 products. By investing in RESEARCH AND DEVELOPMENT, you may increase the number of machines to 115, capable of producing over 100 products. The machines initially available for purchase are divided into 14 categories, based upon what they produce.

The CATALOG lists the available machines for each product type, along with a picture of each machine. Data relating to PRICE INFORMATION, FINISHED GOODS produced, required RAW MATERIALS, INPUTS, OUTPUTS and PRODUCTS for which the machine produces parts may also be displayed. Machines which are more technologically advanced cost more initially, but may allow for higher profitability.

The remaining categories, OFFICES and FACTORY EQUIPMENT, provide various office layouts, conveyor belts, hand carts, forklifts, storage bins, specialty zones and miscellaneous factory needs.

This is the CITY MAP. This map displays the selected city's industrial sector. Of the nearly 250 buildings shown on the CITY MAP, the dark gray buildings are available for rent. The light gray buildings are active businesses which, when selected, displays a dialog box which shows the company name, address, products and staffing. Clicking on a dark gray building will pop up a BUILDING INFORMATION dialog which displays the relevant information for that facility.

As you choose a company location, keep in mind that the other buildings represent suppliers, customers and, most importantly, competitors. By analyzing the city information and active business information, you can discern the availability of resources and determine which finished products are most needed and carry the highest profit potential. Hiring a [SPY](#) may be of help to you in this process. A SPY may only be hired after a building and scenario have been selected.

You may also use the PRODUCTS button to research which other companies are producers or consumers of any product in the economy. Buildings will turn blue, indicating the is company involved in the production or consumption of the selected product.

You should have a solid consumer base if you can find a product with many consumers and few producers. [Choosing a building location](#) is key to your success. You may return to the CITY MAP by selecting the CITY MAP icon from the TOOL BAR.

To select a building in which to locate your business, bring up the BUILDING INFORMATION dialog by clicking on the desired location (remember, only the dark gray buildings are available to rent).

Rental pricing figures are displayed in a window below the building information. The BUILDING INFORMATION dialog also allows the player to access information about PRODUCTS in order to determine the number of businesses currently manufacturing a particular product. Selecting PRODUCTS brings up the [PRODUCT MARKET INFORMATION](#).

Keep in mind that more businesses generating product in a given production arena cause greater competition and, therefore, lower potential profits. As a result, when choosing a product for your business, it is wise to look for products which exhibit a high demand and are being produced by a limited number of companies.

An industrial sector with few competitors and high demand (other companies which need a particular product) are most likely the best areas in which to begin your business. Choose wisely and your profits will grow quickly, leading to greater business advantages. Choose unwisely and it's the poor house....

When you have chosen your building, click on [SELECT](#). Once a building has been chosen, the [NEW GAME OPTIONS](#) dialog will appear.



This is the RETIRE dialog which allows you to end your current session and rank your business and your performance against famous industrial leaders.

This is the MACHINE INFORMATION dialog which allows you to confirm the sale or movement of the selected item.

The configuration of your warehouse floor plan is an important consideration for the efficiency of your workers and, ultimately, your profitability. Once a machine has been selected, click on ROTATE to obtain the desired orientation, then click on PLACE. A shadowed representation of the selected machine will appear on the factory floor plan. Using the mouse, move the shadow to the desired location. Left-click at the desired location.

By clicking on a machine after it has been placed, information is displayed including the VALUE, EFFICIENCY, STATUS and OPERATOR of the machine as well as a display of the INPUT and OUTPUT components. Buttons allowing the player to MOVE, SELL, SCRAP or UPGRADE the machine are available in the MACHINE INFORMATION dialog. There is also a MAINTENANCE CREDIT listing which indicates the amount of maintenance performed to date on the selected machine. MACHINE WORKERS may also be reassigned from this dialog.

The machine stations requiring workers are displayed on machines which have been placed on the floor plan. Until you have completed the process of [hiring staff](#), there are no workers (other than you, the president) available to run machines.

This is the SPECIAL EVENT dialog which displays various highlighted events during your game session.

At the conclusion of your first sale, the first of many special events occurs. These special events display throughout the game when certain goals and/or watermarks are reached in the simulation. In this case, a video is displayed showing falling dollar bills.

Other events include strikes, bankruptcy, natural events that affect the economy, inventions, breakthroughs and the state of the player's business in general.

This is the FORKLIFT INFORMATION dialog which displays information about the currently selected forklift.

This is the *FREE ENTERPRISE* MAIN MENU which lists the available choices for beginning or restoring a game session.

Upon starting a NEW SESSION, the player is presented with the *FREE ENTERPRISE* MAIN MENU. The *FREE ENTERPRISE* MAIN MENU functions are listed below:

- NEW GAME
- QUICK START
- OPEN GAME
- START SCENARIO
- HIGH SCORES
- EXIT

This is the OPTIONS dialog, from which game appearance and behavior are controlled.

OPTIONS controls the following settings:

#### ANIMATION REFRESH

Refresh rates may be set to NORMAL, which is the default and is based upon real time, or SLOW, FAST, EVERY MINUTE or EVERY TEN MINUTES, based upon simulation time.

MINIMIZING WINDOWS (left mouse click or press **M** when the dialog is open). Toggling MINIMIZING WINDOWS on causes dialogs to minimize upon use. When MINIMIZING WINDOWS is toggled off (the default setting), dialogs will appear as appropriate. MINIMIZING WINDOWS functions only in the CITY and BUILDING Dialog Boxes.

The NO SOUND EFFECTS (left mouse click or press **E** when the dialog is open) preference allows you to toggle sound effects on or off.

When in the 2D display mode with POPUP TIPS enabled (left mouse click or press **P** when the dialog is open), general information about screen elements is displayed when the mouse cursor is held over the desired element.

This is the START TURN dialog which allows you to determine the turn length prior to starting the next game turn.

Selecting the START TURN BUTTON places the simulation in real time mode and initiates a turn.

Deselecting the START TURN BUTTON stops the current turn and allows you to manipulate the screen elements. Making catalog selections, placing ads for employees, machine placement and assignment of employees must take place with the START TURN BUTTON deselected.

The START TURN BUTTON may be accessed by left mouse click or pressing Ctrl-T when the VIEW MENU is open or by clicking on the stoplight icon on the TOOLBAR.

Turns will end at the close of a calendar period (i.e. if you choose a turn length MONTH on February 8th, the turn will conclude on the last day of February).

This is the **HIRING ADVERTISEMENT** dialog from which ads may be placed to attract new workers. You may select the type of position, **MANAGEMENT** or **WORKERS**, for which you wish to advertise.

Selecting **HIRE PERSON** pops up a **HIRING ADVERTISEMENT** dialog from which ads may be placed to attract new workers. You may select the type of position, **MANAGEMENT** or **WORKERS**, for which you wish to advertise.

Larger cities will have a larger pool of workers to draw from. The larger pool offers a higher concentration of experienced potential employees, but that experience will demand a higher wage.

Once you have selected the type of employee for which you wish to advertise, click on **PLACE AD**. You may place ads once per day per position. Resumes will be placed in your **IN-BASKET** and you may hire your employee from among the offerings. For your convenience, **IN-BASKET** items may be arranged by date, type or originators name.

The **LOAD** button appears when **EDITABLE PERSONALITIES** is enabled. This feature allows you to hire “saved” personalities generated by the **Personality Profiler**.



This is the IN-BASKET dialog which lists memos, resumes and messages sent to you by company employees (or yourself). These messages provide input which aids in game play and formulating strategy. For your convenience, IN-BASKET items may be arranged by date, type or originators name.

The TRASH button eliminates memos from the IN-BASKET.

This is the MACHINE INFORMATION dialog which displays information about the currently selected machine.

The configuration of your warehouse floor plan is an important consideration for the efficiency of your workers and, ultimately, your profitability. Once a machine has been selected, click on ROTATE to obtain the desired orientation, then click on PLACE. A shadowed representation of the selected machine will appear on the factory floor plan. Using the mouse, move the shadow to the desired location. Left-click at the desired location.

By clicking on a machine after it has been placed, information is displayed including the VALUE, EFFICIENCY, STATUS and OPERATOR of the machine as well as a display of the INPUT and OUTPUT components. Buttons allowing the player to MOVE, SELL, SCRAP or UPGRADE the machine are available in the MACHINE INFORMATION dialog. There is also a MAINTENANCE CREDIT listing which indicates the amount of maintenance performed to date on the selected machine. MACHINE WORKERS may also be reassigned from this dialog.

The machine stations requiring workers are displayed on machines which have been placed on the floor plan. Until you have completed the process of [hiring staff](#), there are no workers (other than you, the president) available to run machines.

This is the NEW GAME OPTIONS dialog which allows you to choose the OWNER NAME and COMPANY NAME for your business. You may also select the gender of the company president.

Determination of your funding source is critical. The difficulty factor for the game, displayed in the RATINGS area of the NEW GAME dialog, is determined by your funding source selections. You may select from an INHERITANCE in amounts of \$400,000, \$550,000 or \$750,000, a LOAN for \$100,000, \$200,000 or \$250,000 with a 1, 2, 3, 4 or 5 year term. You may also choose to raise CAPITAL in \$250,000, \$500,000 or \$1,000,000 amounts. If you select the inheritance or capital, the repayment obligations are displayed for you.

When you begin a new session, you can set the various reality settings by toggling the appropriate boxes in the REALITY MODES dialog.

#### REALITY MODES

REALITY MODES determine the level of detail with which the player must deal.

- FREE ECONOMY provides you with an infinite supply of raw materials and unlimited demand for your finished goods.
- ROBO-WORKERS will disable the **12** functions and turn your workforce into happy little robots who work mindlessly and continuously.
- AUTO PAPERWORK ensures that all paperwork required for ordering materials, sales, etc. is automatically dealt with. No offices or office people are required.
- EDITABLE PERSONALITIES, when toggled ON, allows you to manipulate the personality characteristics via the sliders available under the CHANGE button in the EMPLOYEE INFORMATION dialog for each employee.

With these REALITY MODE options disabled, you must hire an administrative staff and wait for delivery of all necessary raw materials before you can begin manufacturing products. You must also hire a sales force to sell your finished goods.

If you select the QUICK START option, Robo Workers, Free Economy, Auto Paperwork and Editable People are all toggled to the ON position.

The default setting for all Reality Modes is OFF.

After selecting the desired options, click on START GAME to begin your session.

This is the NEW LOAN dialog from which bank loans may be secured to fund your business.

As you are playing the game, events may dictate that you obtain additional funds. These funds may be obtained by taking out a loan.

To obtain a loan, access the BANK SERVICES dialog by clicking on the BANK STATEMENT icon on the TOOLBAR. Select NEW LOAN. Select the AMOUNT (remember, the loan amount may not exceed the player's net worth) and TERM from the NEW LOAN dialog and click on OK.

To repay your loan, access the BANK SERVICES dialog by clicking on the BANK STATEMENT icon on the TOOLBAR. Select the appropriate "To" and "From" options from the TRANSACTIONS dialog and use the slider bar to set the approximate desired amount. Exact amounts may be entered manually. Once the amount is set, click on TRANSACTION to conclude your payment.

This is the OFFICE INFORMATION dialog which displays information about worker assignment, office type and cost for the office. This dialog allows you to move or sell an office or reassign office workers. In addition, you may access the EMPLOYEE INFORMATION dialog by selecting VIEW WORKER. This feature is active only if a worker has been assigned to the office.

This is the PALLET INFORMATION dialog which displays product information about the currently selected pallet. The dialog lists the type of goods, pallet capacity and current inventory. You may move the pallet, change the contents or liquidate the contents from this dialog.

This is the EMPLOYEE INFORMATION DIALOG which displays pertinent information about each employee.

This dialog displays employee records and information, including the STRESS GRAPH for each employee. From this dialog, you may assign workers to various task locations, look at their skills and performance history, adjust their personality sliders, and their compensation, terminate them, remove them from a task location, or reassign them to new task locations.

This is the PERSONALITY dialog which displays information about the currently selected employee. From this dialog, you may change the sex and clothing of game characters. If EDITABLE PERSONALITIES is enabled, you may also change the name and personality sliders from this dialog.



The PRODUCT MARKET INFORMATION dialog is one of the most important dialogs you will use. From the PRODUCT MARKET INFORMATION dialog, you can obtain production and consumption information for various products and raw materials being used and/or produced by other businesses. You can also compare rental prices, delivery times, availability of and competition for raw materials as well as estimate the best price for your finished goods.

Product categories are presented along the top of the dialog in tab form. The latest product technology for each category is displayed in the center. You may highlight buildings which either produce, consume or provide the raw materials for each product by using the PRODUCTION buttons. The effects are cumulative, allowing you to analyze the locations of several materials at once. The CLEAR button will reset the buildings back to normal.

Production and consumption figures, estimated delivery times, pricing and product utilization information may be obtained from the PRODUCT INFORMATION buttons. By analyzing the ratio between RAW MATERIALS and FINISHED GOODS pricing, you should be able to identify those products with the largest profit potential. Likewise, the figures for PRODUCTION and CONSUMPTION will help you find product markets with the fewest competitors.

If you select different buildings on the CITY MAP, you will notice a change in delivery times for the product currently selected. To accept the currently viewed building as your choice for the BUILDING INFORMATION dialog, press the NEW button. To return to your original choice, select the CURRENT button. Your primary goal here will be to find a building that is the right size for your needs, has affordable rent, and is close to your suppliers, reducing raw material delivery times.

Through a combination of the features described above and the RENT statistics on the BUILDING INFORMATION dialog, you should be able to choose a product that has a high profit potential, low competition and a business location that is centrally located at a suitable size and affordable price.

This is the BILL OF SALE dialog which allows you to confirm all purchases made and make any necessary changes prior to activating the simulation clock.

The BILL OF SALE dialog will appear either when the CATALOG is closed or when all selections have been made. The BILL OF SALE dialog allows you to confirm all purchases made and make any necessary changes prior to activating the simulation clock. If the listed selections are correct, click on the PURCHASE ALL button.

This is one of several REPORT windows which list facts and information about your business. See the appropriate HELP file listing for the specific report in question for more detailed information.

This is the SCENARIO dialog which offers several pre-built business scenarios which may be quickly loaded, allowing for immediate play.

These scenarios present you with businesses in various states. Some scenarios offer a business in crisis and challenge you to get them back “in the black,” while others begin with a stable business and challenge you to improve their standing or take them in a new direction.

Each scenario presents a specific set of challenges which you must meet or exceed in order to be successful and win the game.

SCENARIO may be accessed by left mouse click or pressing **C** when the FILE MENU is open.

This is the UPGRADE dialog which allows you to upgrade your equipment as more advanced machines become available. This dialog allows the player to change a machine to another pre-existing type or research a new machine type by manipulating the sliders to select the desired construction materials.

If any materials are currently in the machine, they will be liquidated. Only full boxes may be moved to storage.

This is a stupid RTF file that ROBOHELP needs. Don't Delete it.

