



CONSTRUCTOR

PLAY
GUIDE.



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CONSTRUCTOR

Welcome to the all-too-real world of **CONSTRUCTOR**, where Construction meets Corruption! No expense has been spared (except my salary) to bring you the ultimate fusion of scintillating Sim puzzle and gritty street action. Just like the real world it so bitingly mocks, CONSTRUCTOR is a complex, challenging environment that requires quick wits, what management dweebs would call ‘multi-tasking’, a willingness to inflict cruel fates on your enemies and a LOT of money.



You'll need to plan your estates, build, demolish, buy and even steal to try and build a better tomorrow, with an extra dash of beating up on people, outlandish stereotyping & rent gouging—it's all here! Enjoy fending off psychos trying to chainsaw your fences, ghosts haunting your tenants and gangs of thugs throwing manic “raves”.

While there are many scenarios in Constructor, they all share common elements. The idea of the game is to build and defend a successful, sustaining neighbourhood and to harass your neighbours while they try to do the same to you. You'll build like there is no tomorrow...factories, houses, hospitals, police stations, and everything in between, all while keeping track of the spending and borrowing...Phew!

If that's not enough, you'll need to play dirty by also deploying Gangsters & other Undesirable elements to help you wipe out your opponents. You must fill your homes with tenants, your factories with workers and keep your tenants happy and spawning more workers, tenants, policemen, mobsters, etc. You must do so all within the constraints set down by the Council. The Council is your local government. They determine how well you are doing. The Council is demanding, unreasonable and coercive. They set in-game missions, regulate land use, act as tenant advocates, inspect your property, issue progress reports and generally make your life hell. To succeed at Constructor, you've got to keep the Council happy. It can feel like juggling water!

As time progresses, you build bigger & better houses, larger factories, get better tenants, get your hands dirty and try to smile when paying your taxes...onwards and upwards!



THE CONTROLS—PS4.



- 1 Left Stick
- 2 **R2** Button
- 3 **R1** Button
- 4 **L2** Button
- 5 **△** Button
- 6 Right Stick
- 7 **R3** Button
- 8 **○** Button
- 9 **□** Button
- 10 **L1** Button
- 11 Touch Pad Button
- 12 Touch Pad
- 13 **OPTIONS** Button
- 14 **×** Button
- 15 Directional Buttons

- Directional buttons : Step rapidly from one icon/menu item to another
- Left Stick : Move Pointer
- Right Stick : Scroll Map
- R2** + Right Stick - U/D: Zoom into/out of map
- OPTIONS** button : Enter/Exit options screen whilst in-game
- ×** button : Select a character or icon
- button : Move (or target) any currently selected character
- button : Cancel current select / or exit data screen
- R2** + **△** : Enter World Map mode to allow purchasing of estates
Click on an estate to scroll automatically
While in Map mode, R2+directions to move estate
- R2** + **×** : Enter Estate Agent to place house site
Whilst in Estate Agent mode, directional buttons to change house
- ×** + Left Stick : Lasso an area to select multiple people
- L2** +
Directional buttons - L/R: Increase/Decrease game speed
- Access HQ screen Press **□** button over icon on HUD takes you to location,
× button takes you inside. Same process applies to all resources and gadget icons.

PS4 — SHORTCUTS.

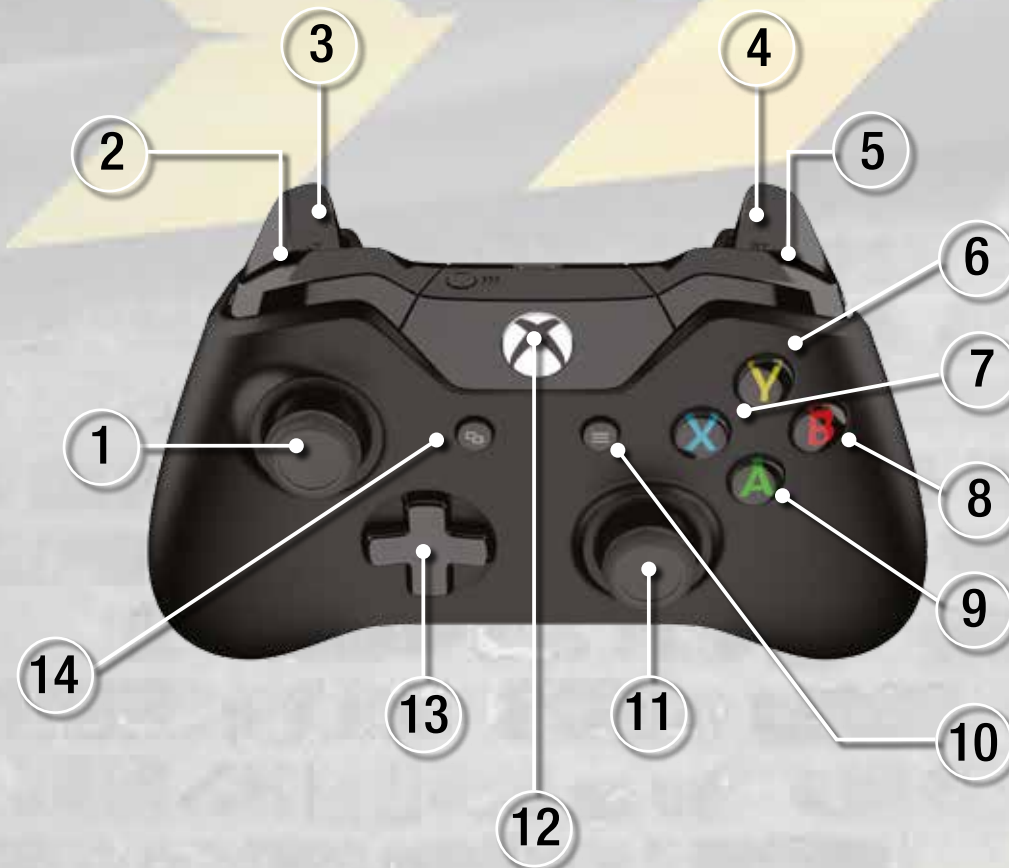
The controls for Constructor WILL take a little time to master...but these short-cuts will help to speed things up...no, honestly...they will.

Hopefully you will notice (if not, it's time for an eye test!) the small 'Sony button' images that appear on the top left of many icons in the game, this shows you can short cut these actions.



- R2** + **X** Estate Agent
- R2** + **□** Character Screen
- R2** + **△** World Map
- L2** + Directional Button UP HQ
- L2** + Directional Button DOWN Bank
- L2** + Directional Button RIGHT Speed Up
- L2** + Directional Buttons LEFT Resume Normal Speed
- L2** + **R2** + **□** Residential House Screen
- L2** + **R2** + **△** Gadget Factory Objects Screen

THE CONTROLS—XBOX ONE



| | | |
|----|-------|-----------------|
| 1 | | LEFT Stick |
| 2 | | LEFT Bumper |
| 3 | | LEFT Trigger |
| 4 | | RIGHT Trigger |
| 5 | | RIGHT Bumper |
| 6 | | Y Button |
| 7 | | X Button |
| 8 | | B Button |
| 9 | | A Button |
| 10 | | MENU Button |
| 11 | | RIGHT Stick |
| 12 | | XBOX Button |
| 13 | | Directional Pad |
| 14 | | VIEW Button |

| | |
|--|--|
| Directional Pad : | Step rapidly from one icon/menu item to another |
| Left Stick : | Move Pointer |
| Right Stick : | Scroll Map |
| Right Trigger + Right Stick - U/D: ... | Zoom into/out of map |
| MENU button : | Enter/Exit options screen whilst in-game |
| A Button : | Select a character or icon |
| X Button : | Move (or target) any currently selected character |
| B Button : | Cancel current select / or exit data screen |
| Right Trigger + Y Button : | Enter World Map mode to allow purchasing of estates. Click on an estate to scroll automatically. While in Map mode, RIGHT Trigger + Directional Pad to move estate |
| Right Trigger + A Button : | Enter Estate Agent to place house site Whilst in Estate Agent mode, Directional Pad to change house |
| A Button + Left Stick : | Lasso an area to select multiple people |
| LEFT Trigger + Directional Pad - L/R: | Increase/Decrease game speed |
| Access HQ screen | Press X Button over icon on HUD takes you to location, A Button takes you inside. Same process applies to all resources and gadget icons. |

XBOX ONE—SHORTCUTS.

The controls for Constructor take a little time to master...but these short-cuts will help to speed things up.

Hopefully you will notice (if not, it's time for an eye test!) the small 'X-Box button' images that appear on the top left of many icons in the game, this shows you can short cut these actions.



| | |
|----------------------------|-------------------------------|
| RT + A | Estate Agent |
| RT + X | Character Screen |
| RT + Y | World Map |
| LT + D-PAD UP | HQ |
| LT + D-PAD DOWN | Bank |
| LT + D-PAD RIGHT | Speed Up |
| LT + D-PAD LEFT | Resume Normal Speed |
| LT + RT + X | Residential House Screen |
| LT + RT + Y | Gadget Factory Objects Screen |
| LT | Left Trigger |
| RT | Right Trigger |

THE CONTROLS — PC — SHORTCUTS.

The controls for Constructor WILL take a little time to master...but these short-cuts will help to speed things up.

Hopefully you will notice (if not, it's time for an eye test!) the small 'keyboard button' images that appear on the top left of many icons in the game, this shows you can short cut these actions.



- 1 Character screen
- 2 Estate Agent
- 3 Place Object
- 4 Go to the Lumber Yard
- 5 Go to the Cement Works
- 6 Go to the Brick Yard
- 7 Go to the Steel Works

- G Go to the Gadget Factory
- P Toggle PAUSE on/off
- R Toggle Radar on/off
- Cursor Keys Scroll Map
- Q House Data Screen
- W Mob HQ
- E Police Station

The SIX icons on the bottom RIGHT hand side of the HUD are always accessed by the same keys, no matter what icon is displayed there.

- A - S - D
- Z - X - C

The LEFT hand side of the HUD is always:

- ' HQ
- TAB World Map
- M Mission Screen
- O Options Menu
- B Bank
- Page UP Speed UP Game
- Page DOWN Resume Normal Game Speed

TUTORIAL.

Just like life, Constructor gets better when you know something about it (or think you do). Yes, Constructor is difficult, but we have documented proof that it can be beaten, and beaten soundly! Don't give up!...you need to take some time to become familiar with the game by playing the splendid TUTORIAL, which will endeavour to toughen up the budding property developer and mould them into a seasoned property tycoon, fit to take on the inevitable battles, the ups and downs that trying to make it big in Constructor Town will dump on your door step!

Don't make the mistake of your predecessors and think you can walk into Constructor, all guns blazing and take over the town...it's just NOT going to happen. Remember the old saying, "Pride comes before a fall", so fire up the tutorial and get learning, or you'll find yourself back at Constructor High School wearing the dunces cap...Kapiche?



GAME SET-UP

After selecting PLAY GAME, you will see the GAME SELECT screen.

- Click on SELECT to choose a colour. This will be your team colour throughout the game. Your estate maps, workers and other game elements you control will all display this colour. At this point, you can edit/personalise your team name.
- Click on COMPUTER (on a different colour) to play against a computer opponent. You can choose up to 3 computer opponents.
- Click on CANCEL to return to the SELECT stage.
- Click on the GAME TYPES box (lower left) to toggle through the various Missions (see MISSIONS on page 10).
- Click on the SKILL LEVEL button to change the difficulty level.





- Click on the MAP Select button to choose from many different maps
- Click on the FIXED START button to toggle between having your first estate always be in the same spot or a RANDOM START in which your first estate may be anywhere—even back-to-back with an opponent!

When your play selections are properly configured, ACCEPT will appear at the lower left.

- Click on ACCEPT to begin a game.
- Click on ABORT to return to the MAIN MENU.

TOP TIP: We strongly recommend that you start out by playing the **BUILD, BUILD, BUILD** mission against yourself (no computer opponents selected) at EASY setting to get a feel for the game. Once you master the basics, you'll have a better chance against the galling time restraints, sneaky tactics of other missions and skill levels.



MISSIONS.

There are two main types of mission in the game: **GLOBAL MISSIONS** which you choose at the beginning of the game and **COUNCIL MISSIONS** which occur at various times during the game.

GLOBAL MISSIONS: There are several missions (scenarios) to choose from at the start of the game plus a special, no time limit scenario Including:



FINANCIAL CONQUEST: To achieve success in this scenario you must have a bank balance of at least \$1,000,000 within a 40 year time period. To qualify, there must be no debts of any kind to the Bank, the Mob or to the Tax Man.



EGOMANIA: You are required to build at least one of every type of house there is in the game, including all the 'special commissions', finishing off with the construction of a grand Pharaoh's Pholly - the Pyramid.



WORLD DOMINATION: Follows the same theme as Egomania. In this scenario you have to own at least one residential property on every single estate in the world.



UTOPIAN STATE: Brings together all the capitalistic skills you have acquired in the other scenarios with the happiness of your tenants. The objective is to have at least three of each type of tenant and keep them all unstressed and be at least 90 % happy.



BUILD, BUILD, BUILD: Is for those who just can't get enough of this game and want to build forever with no time limits and nothing that you have to achieve other than creating the most amazing Constructor World. A good place to practice.





COUNCIL MISSIONS: There are a variety of Council missions that must be tackled throughout the game. These missions all originate with the Council and mostly concern getting you to improve things for your tenants.

Some missions are triggered by not keeping to the rules set by the Council (for example, not making the best possible use of available space on your estates).

When a Council Inspector does his rounds and finds wasted space on your estates the Council will demand you correct the problem in a fixed period of time.

Some missions ask you to reduce the amount of certain character types on an opponent's team. You might be told to reduce the size of someone's Police force or the number of Ghosts around. The solutions may be just to get rid of a number of characters or might be to destroy the buildings where these characters originate, like destroying a Haunted House to get rid of ghosts.



Some missions are given to you based on who you put on your estates. For example, if you put a Hippy Commune in the middle of a well-balanced residential estate, they're liable to squawk. Curing a problem of this sort requires you to compensate the tenants of the estate by improving their properties. Other missions of this type include Council demands to construct parks to improve the environment.

All missions have a fixed period of time in which you must successfully complete them. You might have more than one mission to tackle at once. In this situation the time periods allowed for each mission run consecutively.

Failing to complete the tasks in a mission has serious consequences for you. There are two types of penalties imposed:

- 1) the immediate repossession of some of your prime properties, or...
- 2) your developer's license is taken away from you by the Council - you're out of the game!



To enable new players to better understand some of the complexities of Council Missions, the Easy difficulty setting has some missions disabled, while others occur later than in higher difficulty levels.



To keep track of the missions that have been given to you and how long they have left to run, click on the **BRIEFCASE ICON** on the left side of the screen. This will put you in the mission data screen.



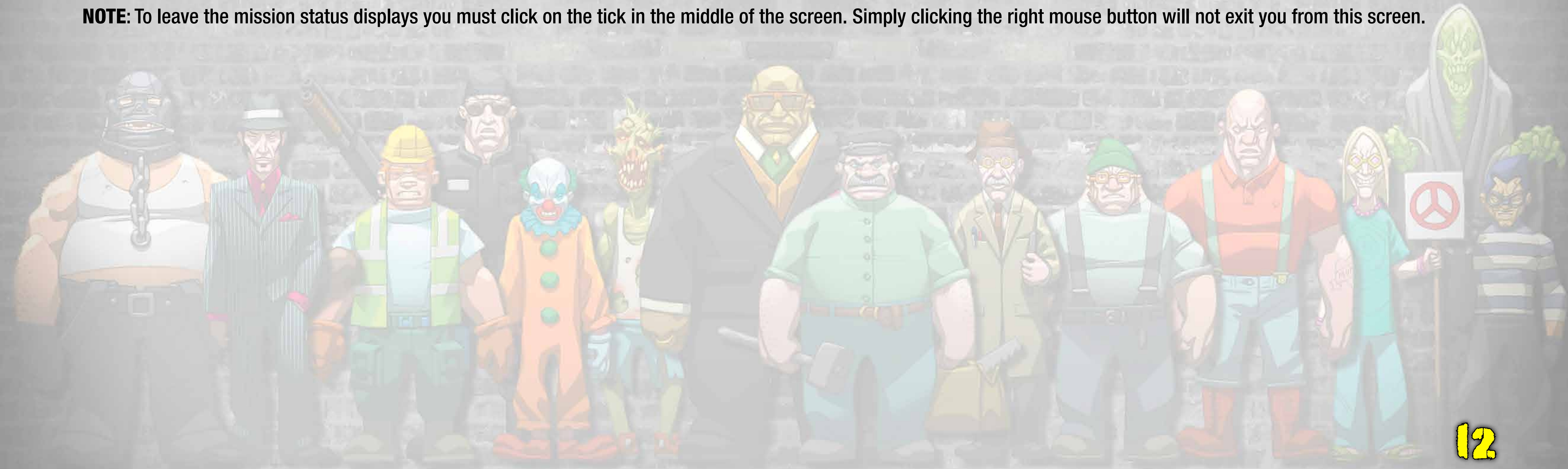


MISSION CONTROL - Clicking here will take you to the mission review screen. When the briefcase is flashing it means there are missions awaiting completion. When the background flashes, it means that time is nearly up for a particular mission - watch out!

When in the Mission data screen, clicking on the top Global mission dial (top left of the data screen) will give you details of the scenario you are playing and the time left to comply with it.

The three lower mission dials give you information about any Council missions currently running. Click on any dial that have activity icons in them and it will display details of the task you have to undertake and the time left to complete it.

NOTE: To leave the mission status displays you must click on the tick in the middle of the screen. Simply clicking the right mouse button will not exit you from this screen.



YOUR HQ.



Your first view of the game map will centre on your HQ (headquarters).

This humble looking site office is the seed of your fledgeling property empire, the nerve centre of your operation...Ok, Ok, it's a bit of a dump, but it's home.

Your property empire will be run from here, so look after it well. If you lose your HQ it really is game over.

Your HQ is manned by willing work teams, including 2 foremen, 2 repairmen and 8 workers. This area is surrounded by lush green belt land which you will soon destroy to make way for factories and houses...Tut, tut...oh well, never mind!



FLAGS: You will notice flags outside of the HQ building. A flag indicates that a character is inside a building – different coloured flags for different characters. The number on the flag indicates how many of that character type are inside the building. This flag system applies to every building that has characters inside of it. Flags can be included in the lasso function or be individually selected just like a character and any of that character's functions initiated.

INSIDE YOUR HQ.



To check the status at HQ at any time, click on the 'HQ' icon at the top left of your screen, or simply click on your HQ building.

The HQ screen will display how many workers and tenants you have available, details about your relationship with the Council, time until your next inspection and your land use % (the higher the better).





Number of workers, foremen, repairmen and gangsters available.

Number of tenants & their tenant types available.

Icons to convert:

- Convert two spare workers into a tenant.
- Convert two spare tenants back into a worker.
- Convert four spare workers into a foreman.
- Convert three spare workers into a repairman.
- (other icons can appear here when the other options are not available)

Message board.

At the bottom right of the screen are icons that let you convert characters (workers into tenants or foremen, tenants into workers, etc.), to make repairs to your property and to raise and lower rent.

Below the two panels is information about the number of Black Marks (these are given for not solving complaints). If you have been successful in completing any of the Council's Missions, then you are awarded White Marks. When these outnumber the black ones, the message will read White Marks.

The next line tells you when the next Council inspection of your estates is to take place. The Council will pass judgment on how well you are doing. If you are not up to a particular standard then the Council might issue instructions of changes you have to make.

The final line shows your current land usage. This percentage shows the percentage area of your estates that is currently being used for properties. The higher this number is, the better you're doing.

SAVE GAME.

At any time during the game press and hold the **OPTIONS** button. This will take you to the **OPTIONS** screen and will pause **CONSTRUCTOR** and let you adjust game settings and/or save your game.

Click on **SAVE GAME** to save a game, or **RETURN** to resume game play without saving.



BUILDING — GETTING STARTED.



A visit to the Real Estate office will be high on your list of ‘to-do’s’ if you want to succeed in Constructor Town.

Relax, there are no sleazy characters in cheap suits here...well, only occasionally.

BUILDING STRUCTURES: The first thing you need to do is build a Wood Yard in order to allow you to start building Level 1 houses (well, wooden shacks, really). Then you’ll move a tenant in. Charming!

You must build at least one of each Level type dwelling before you will be allowed to erect more advanced structures (Cement Yard, Steel Yard, Brick Yard, Gadget Factory, etc.), each of which in turn allows you to build fancier houses and better facilities, attracting better tenants, whose spawn will become (hopefully) tenants, workers, policemen and gangsters.

TIP: You may wish to purchase an additional lot before building on the one you start out with. (At the outset the Council will allow you to buy a second lot without meeting their rather strict building requirements; later, you won’t be so lucky!)



Click on the **SATELLITE** icon (at left of screen) to see what lots are available. Clicking on a lot will select it (outline it in white).

If you want to purchase an estate/lot (or anything else), click this icon.



The purchase price is deducted from your cash balance (displayed at the top left). Click on the **BACK** icon to return to the Main screen.



LET’S BUILD! - First, build a **WOOD YARD**. To do so, click on the **REAL ESTATE OFFICE** icon



(in the control panel on the mid-right of your screen).

Structures available depend on your current building level. At the moment, only the wood yard will be available.



As the game progresses, you can select from **RESOURCES**, (factories such as Wood, Cement, Steel, etc.) **HOUSES**, **UTILITIES** (Gadget Factory, Police Station, etc.) and **UNDESIRABLE** (Pawn Shop, Commune, etc.) building categories by clicking on the appropriate icon, then scrolling up or down to select one.



When a building is selected (has a white box around it), information about its cost, material requirements and foundation size will appear.

When the wood yard (or any structure) is selected, you can choose where you wish to place it by moving the pointer around the map.

It will appear red when in an illegal position and will attempt to snap to the nearest available space and to use the space most efficiently. You can fine tune the size of the plot/position of the building as you move the pointer.

Simply press the  button (XB1...A Button - PC... click target) to purchase the site once in a valid position.


CALL IN A Work Team! - 3 workers are automatically assigned to each Foreman at the beginning of the game, and will follow when you move him around. Let's try it!

To erect the actual structure, click on the foundation of the building (when the pointer turns into a building or house) and then click the  button (XB1...A Button - PC...click target) to enter the BUILDING SITE DATA SCREEN. This gives you a summary of what work is going on, any problems and what resources are needed.




Click on the icon to **CALL IN A WORK TEAM**. They'll put it up right smart!

An alternate method of calling/directing a gang: Go to your HQ building and click on a **FOREMAN** (they wear brown overcoats and coloured hats - see page 37). An animation will appear and you'll be asked what you want.

Position the pointer over the new building site and click the  button (XB1...X Button - PC...Right click mouse) to tell the foreman and his crew to report to the site you click on - in this case the wood yard site - to work. They will put up the structure. Once complete, they will stand around outside it waiting for their next assignment.

After the Wood yard has been built, click on the Foreman standing Idling in the grounds.

Hover the pointer over the Wood Yard building (the cursor will change to a house symbol) and click the  button (XB1...X Button - PC...Right click mouse).

This will put the Work Team inside the Wood yard and they will start to produce units of Wood (up to a maximum of 25 units). You will also know when they are producing units when the FMV starts within the wood yard screen. Congratulations...You have Wood!



NOTE: Make sure that the cursor changes to a little building when clicking on a building. This ensures that your Work Team will actually enter the building. Otherwise, they'll be standing idle outside it!

The amount of wood you have will appear on the left of your screen. Click on this to get more Wood info.



Once you get going, you'll have **BRICK (B)**, **CONCRETE (C)**, and **STEEL (S)** icons, too!



Now go and build a house!



Click the REAL ESTATE icon again, then the



HOUSES icon and this time select one of the pathetic Level 1 wooden hovels to build.

Follow the same building procedure as you did with the Wood Yard.

When the building is finished, a **FOR RENT** sign will appear, indicating that you can move tenants in.

Now you know how to build stuff...right?

Remember to build at least one of each available house for each level, and be judicious as you build on your lots. Time for tenants...



TENANTS — THE BASICS.

Tenants are like you and me: whining crybabies who want every whim satisfied. Be warned: tenants who are unhappy cause damage and light fires. But they are necessary, and even useful.



THE TENANT SCREEN: When you click on a house that says **FOR RENT**, you'll go to the inside structure screen.

It may look like a rogues gallery, but this handsome bunch will soon be moving into your new properties! This screen allows you to choose your tenants and details their stats.



GETTING A TENANT: Click on the **GET TENANT** icon in the lower right control panel to find a tenant. There are only two skeezy couples available at this level, the **SLOBS** and the **GREASERS**.



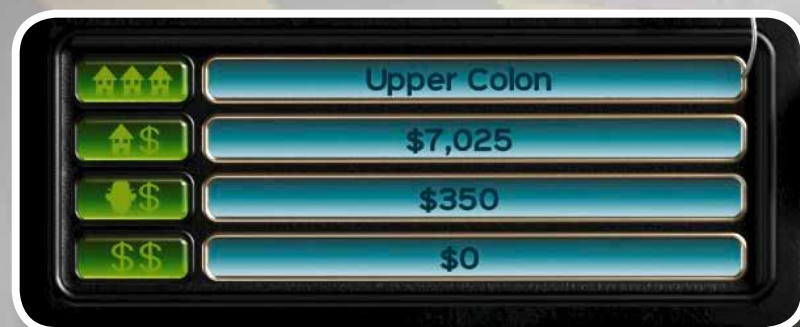
Click on one to select, then take their money. Once the tenants are 'installed' in your new gaff you will see the **HOUSE SCREEN**. This allows you to play God (just a little...) with your tenants.



You'll see a **BIRTH METER** in the upper left, with **BREED WORKER**, **BREED TENANT** and **PAY RENT** mode icons to the right of it. The current mode will be highlighted. By default, tenants pay rent. To have them begin breeding instead, click on either the tenant or worker icon.

Tenants will keep breeding until you change them back to paying rent or something bad happens. Once offspring are born, they will appear in your **HQ** tally.

NOTE: As you progress levels, you can breed different level tenants, as denoted by a number on the tenant icon.



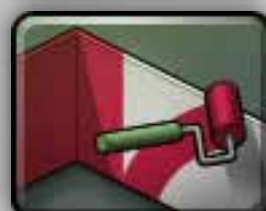
The four bars below this area reflect the name of the estate, the current value, the amount of rent being paid, etc. To the right you'll see a picture of the house (or the tenants, once they've moved in). Below this, A slider shows you how happy the tenants are. Your tenants happiness affects them (and you!) in many ways. Info boxes tell you the life span of your tenants, how many children they have and how long until the birth of the next.



At the lower right are tenant action icons that let you treat your tenants with the care they deserve.



FENCE: Build a fence as soon as the house is complete. The workmen will already be in the yard.



REDECORATE: Click on the paint roller icon to see rooms and purchase upgrades. You must send a Work Team inside the house to complete an upgrade.



GADGETS: Once you've built a Gadget Factory, you can built and purchase gadgets like Double Glazed windows (they block out factory noise) and Computers (they make tenants spawn next level tenants).



EVICT: Click on this icon to send troublesome tenants packing! Warning: evictions can backfire...



REPAIR: Click on the house with trowel icon, then target a house for instant though costly repairs (including putting out fires!).

TIP: A cheaper way to repair damage is to send a repairman from HQ. To do so, click on a **REPAIRMAN** (a grumpy looking guy tossing a wrench), then direct him where to go by clicking on the damaged property. You can also elect to have repairmen be on constant patrol (see Repairmen, page 38).



RAISE/LOWER RENT: Treat your tenants to a rent increase (or decrease)!



SELL PROPERTY: You can sell a house back to the Council. After doing so, the property will become a vacant lot.



TENANT COMPLAINTS: When the red Tenant Complaint icon at the left of the screen is blinking, batten down the hatches!

Some cranky cretin is demanding your attention, and it will probably cost you money. If you get tired of their whining, you can always send a Foreman to blow them to kingdom come! Cheers!

THE GADGET FACTORY.



THE GADGET FACTORY: After you've built a Concrete Yard and some level 2 houses, you can and should build and staff a Gadget Factory.

Once you've built a Gadget Factory, you need to select items to manufacture.




To do so, click on the factory (or the icon) to see the gadget screen. You'll see a variety of items that can be built, each with a number indicating plant capacity for that item. Click on the item to order the number you want built (each click raises the number ordered). Send in a work crew to begin manufacturing, and away you go.



Once items are built, you can click on an item and then on the delivery icon, then target where you want it delivered. You can also have tenants go to the factory to pick up gadgets by clicking on the gadget icon in the tenant screen, selecting the item for purchase, then buying it. Now your sweet tenants can live in peace and harmony!

There's a start. Keep going, building, buying, getting bigger, better, bolder!

- TIPS:**
- To get rid of an annoying Hippy, try sending a Work Team to beat the stuffing out of him (On the main screen, grab a Work Team and target the hippy while he's outside using the  button (XB1...X Button - PC...Right click mouse).
 - Try to cover every pixel of your plots with a built structure. The Council considers empty space "wasted".
 - To plant TREES, you've got to have a Gadget Factory built and some trees "manufactured". Click on the **PLACE OBJECT** icon, then select a lovely evergreen. Bliss!



BUILDINGS

Here's a quick overview of the **RESOURCES** you have to build. The Resources govern your progress through the different stages of property construction.



WOOD MILL: This building is both the first resource and the first property you have to construct in the game. It provides all the wood required for every property in the game. As wood is the most commonly used material in construction, it is always worth considering having more than one of these essential resources around.



CEMENT YARD: When at least one of each of the wooden houses has been constructed, this resource becomes available. This gives you the opportunity to build a completely different, and much improved, range of housing plus several other interesting properties.



BRICK YARD: After one of each of the wood and cement houses has been constructed, you will be able to build this Brick Yard. Once built, there is a whole new range of residential properties available for building. As with other resources, there are other types of property available in conjunction with this one. Make sure you don't miss out on any — keep checking what's available.

STEEL YARD: This is the last resource you have to build. It becomes available after you have constructed at least one of each of the wood, cement and brick houses. This resource gives you the chance to embark on the construction of some of the most elegant residences in the game. And if that were not enough, some other very interesting properties will be available that you should check out.



Once you have built at least one of all the different types of resource yards you can think about upgrading your existing ones. Every resource yard can be upgraded to **FACTORY STATUS**. The benefits of this are increased production speed and a greater inventory capacity – both very important features in the later stages of the game.

HOUSING — LEVEL 1.

HOUSES: The following pages provide information about the different types of houses you can construct throughout the different stages in the game.

WOODEN HOUSES: Require 3 wood units. **IDEAL TENANTS:** Slob or Greaser families. **SOCIAL LEVEL:** 1



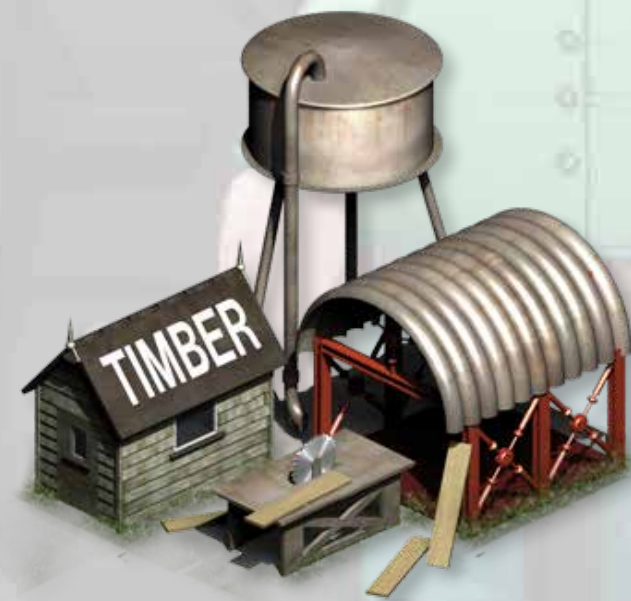
LOG CABIN: Quick and easy to build, this is your introduction to building residential properties. Short construction time means you'll soon have this minimal abode ready to move in to. **BUILD TIME:** 50 days. **COST:** \$3,500. **FREEHOLD VALUE:** \$5,000



WOODEN LODGE: The second of the wood only constructions, this is an improved property over the cabin and takes a little longer to build. **BUILD TIME:** 70 days. **COST:** \$4,500. **FREEHOLD VALUE:** \$6,500



SOWETO HUT: The third and last in the range of minimalist, wood-only constructions, this more desirable residence provides a better standard of accommodation and is built to be stronger than the previous two. Slightly longer to construct, it still only needs 3 units of wood to complete. **BUILD TIME:** 90 days. **COST:** \$5,000. **FREEHOLD VALUE:** \$7,000



HOUSING — LEVEL 2.

When at least one of each of the wooden houses has been constructed, the **CEMENT YARD** becomes available for construction. This gives you the opportunity to build a completely different, and much improved range of housing plus several other interesting properties.

WOOD AND CEMENT HOUSES: Require 3 units each of wood and cement. **IDEAL TENANTS:** See each property below. **SOCIAL LEVEL:** 2



BUNGALOW: The first of the wood and cement buildings is an elegant single-storey property. Stronger than any of the wooden only properties it takes much longer to construct. Ideal for Punk or Students. **BUILD TIME:** 300 days. **COST:** \$5,800. **FREEHOLD VALUE:** \$7,500



NORTHERN MEWS: Your first two-story property, at last you can see over the trees. The slightly longer build time is well worth it to produce this most desirable residence for the ideal tenants, the Slob or Greaser families. **BUILD TIME:** 350 days. **COST:** \$9,000. **FREEHOLD VALUE:** \$11,000



COUNCIL HOUSE: Considered by some to be a down-market property, this is an extremely sought after style of home that will have the Slob or Greaser families queuing up for a chance to live there. Of all the wood and brick buildings this has the longest construction time. **BUILD TIME:** 400 days. **COST:** \$9,200. **FREEHOLD VALUE:** \$11,500



HOUSING — LEVEL 3.

After one of each of the wood and cement properties has been constructed, the **BRICK YARD** becomes available for construction. Building this allows you to construct some totally different, and exciting new residential properties plus other buildings which will be very useful in this stage of the game.

WOOD, CEMENT & BRICK HOUSES: Requires 3 units of each material. **IDEAL TENANTS:** Nerd or Retired Major. **SOCIAL LEVEL:** 3



MID WEST: Taking its theme from classic American design, this first property cleverly hides the fact that it is made out of advanced materials by cladding the outer surfaces in wood. The construction time is a little longer than you have so far experienced, and the extra strength and security are well worth it. This exquisite property deserves the best of tenants. **BUILD TIME:** 500 days. **COST:** \$9,500. **FREEHOLD VALUE:** \$12,000

DAKOTA: Have a desire to ‘get back to basics’ and find your roots? This superior wilderness hideaway would have the ‘Waltons’ doing cartwheels. Though taking a little longer to construct than other properties, the rustic simplicity is well worth the effort. Although Grandma Clampit would probably be the best tenant, your ideal inhabitants are the Nerd or Retired Major’s families. **BUILD TIME:** 560 days. **COST:** \$9,500. **FREEHOLD VALUE:** \$12,400



OHIO: More graceful Americana. Incredibly, this extensive property can be built from only 3 units of wood 3 of cement and 3 of brick and in construction time that will astound you. Very desirable, this fast-mover in the property market will ideally suite the Nerd or Retired Major’s families. **BUILD TIME:** 580 days. **COST:** \$10,500. **FREEHOLD VALUE:** \$13,000



HOUSING — LEVEL 4.

When you have built at least one of each of the wood, cement and brick properties, the **STEEL YARD** becomes available for construction. This, the last of the resource types in the game, will give you the chance to embark on the construction of some of the most elegant houses in the game. If that were not enough, there are some other very interesting properties that you should check out.

LEVEL 4 HOUSES: Requires 3 each of wood, cement, brick and steel. **IDEAL TENANTS:** Yuppie and Professor. **SOCIAL LEVEL:** 4



MOCK TUDOR: Elegant, sophisticated, magnificent and all the other estate agent jargon you can think of. This property is a true classic. Taking a fair length of time to construct and needing 3 units from each of your resources, the strength, security and appearance are worth all the effort. It is likely that you would really like to move in yourself. Well you can't. Instead, the ideal tenants for this property are the Yuppie and Professor's families.

BUILD TIME: 620 days. **COST:** \$12,000. **FREEHOLD VALUE:** \$15,000

SCOTTISH LODGE: Traditional splendour and regal elegance; really the only way to sum up this property. Yes, it takes a little bit longer to build, and it's a bit expensive to buy, but it has a good resale value. Fit for Royalty, pretentious Yuppie or Professor's families.

BUILD TIME: 650 days. **COST:** \$13,500. **FREEHOLD VALUE:** \$17,500

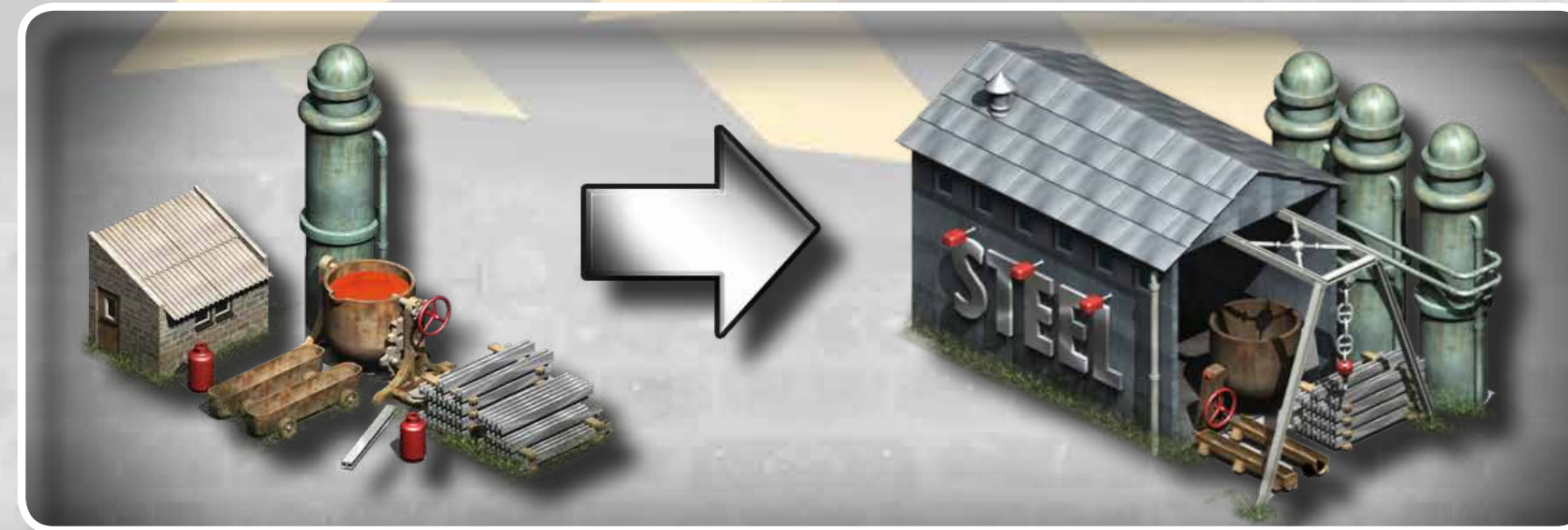


NY RESIDENCE: This sprawling property owes much of its influence to the developer of the 'Drop Dead' motel chain and amateur embalmer, Norman Bates. A very atmospheric property that is worth the construction time and the 3 units of each resource needed to build it.

BUILD TIME: 680 days. **COST:** \$20,000. **FREEHOLD VALUE:** \$19,000



Now that you are entering the busiest and most demanding stages of the game it is worth considering upgrading all your resources. The benefits are considerable - greater inventory capacity and more rapid production. So as soon as your new **STEEL YARD** is complete, have a look at improving your productivity.



There are no more resource types to construct so it might be a good idea to check that you built everything you need and that you have not missed any of the non-residential properties that are now available. Don't forget, upgrade those resources— it will pay dividends in the future.

HOUSING → LEVEL 5.

LEVEL 5 HOUSES: Requires 3 each of wood, cement, brick and steel. **IDEAL TENANTS:** Brokers and Sloanes. **SOCIAL LEVEL:** 5



BEACH HOUSE: Exciting, modern, new deco, all these are apt descriptions of this property. Using all the latest construction technology and materials, this house would not be out of place in an episode of Miami Vice. Functional and spacious, this house will make a great home for either the Yuppie or Stockbroker families. **BUILD TIME:** 700 days. **COST:** \$20,000. **FREEHOLD VALUE:** \$25,000



CLASSIC GEORGIAN: Own your own piece of Belgravia or Park Avenue with this substantial Georgian residence. Three floors of spacious rooms all contained within one of the most splendid facades available. Built in a reasonable time, though some might say it was quite long, and making incredible use of only 3 units from each of your resources, this most sophisticated property will make a marvelous home for either the Yuppie or Stockbroker families. **BUILD TIME:** 750 days. **COST:** \$23,000. **FREEHOLD VALUE:** \$28,000

ATLANTAN: The pinnacle of grand elegance. Inspired by the style of a time long gone, this graceful manor is fit for the most discerning of tenants. Strong, secure and with magnificent views from the upper floors, this property does take some time to construct to such high standards and will need 3 units of each of your best resources. The ideal, and most willing tenants for this property are Stockbroker and Sloane families. **BUILD TIME:** 800 days. **COST:** \$25,000. **FREEHOLD VALUE:** \$32,000



HOUSING — SPECIAL COMMISSIONS.



THE SPECIAL COMMISSIONS: These properties represent the absolute best in style, grandeur, and pompous excess. The list of available properties includes a Russian Winter Palace, a Dutch Round House, an extensively converted Gothic Church, Ye Olde Pub and others even more exciting...No, really!

The properties are not displayed here as only a certain class of person will be allowed to see them and, if they are really good, build them.

Are you good enough to build these prestige properties? First, you must obtain the building plans. These are controlled by tenants residing in the top level houses and take quite a time to produce.

Once you get the plans you have to think seriously about the resources you will need to construct these buildings. All of them take a considerable amount of manpower/time and require a substantial amount of material supplies as well.

After they are constructed you will find that either of your highest social ranked families will be more than happy to move in to them, but don't expect them to produce anything; you should be honoured that they are there at all!

UTILITIES.



GADGET FACTORY: This factory provides many essential items needed in the game. Similar to the Resources, this factory is already in its upgraded state and no further improvements can be made. Introduced into the game with the Cement Yard, it will quickly become one of the most visited properties in town. As you progress through the game the range and diversity of products available will increase.



POLICE STATION: Constructing this enormously useful Utility should be high on your list of priorities. Some of the benefits of law and order on your estates, protecting property and tenants, making people feel secure and arresting anyone who is up to mischief. The Station also serves as a small jail, holding two prisoners at a time. This building is available in conjunction with the Cement Yard.



PRISON: If your Police are particularly good at their job then it won't be long before the small capacity of your Police Station for prisoners is inadequate. The Prison has a large capacity, usually enough for all the bad guys you can catch. Another bonus is that all prisoners that end up in the prison serve longer sentences. This is hard time, so make sure none of your people end up in the can.

MOB HQ: To balance out the forces of law and order, you need access to the Mob for those occasions when doing things the 'correct' way just is not the right way. The Mob, having a great love of Italian food, hangout at Siciliano Brothers Inc - Funeral home & Pizza parlour. A strange combination you might think, but the brothers seem to to make a living...a very good living! Apart from providing a source of gangsters to carry out those 'special' jobs, the Mob can arrange loans for you. This building is available after the Brick Yard has been built.



THE PARK: As the residential properties become more densely packed, tenants need to calm themselves in more rustic surroundings. Building a Park can have very beneficial effects on people's temperament but beware; it also makes for a great hiding place for all those undesirable types that occasionally wander around your estates.



SCHOOL: Fed up with buying all those expensive home computers and finding that all people want to do with them is play System 3 games? Build a school and improve the social standing of those tenants that need it the most.



HOSPITAL: After any conflict or after excessive amounts of hard work, you will find that many of your working class people head back to your HQ for a bit of rest and relaxation. To speed up the recovery process of your run-down people, build a Hospital and put them in it. They won't have to stay long.



TENANTS.

Once you have your first house built, it is time to get some tenants in and start recouping some of your investment.



The Tenant selection screen is accessed from within a house data screen by clicking on this icon located in the control section.



The choice of tenant starts at the bottom, ranked in levels that reflect their social standing. At each level there is a choice of two different families that have different characteristics.

The main differences between any two families of a particular social standing are their ability to create children and the amount of money they will pay in rent and their life expectancy. There are many other, more subtle factors involved in choosing the correct tenant and you should refer to the bar chart for each one that is displayed at the top right of the data screen. Experience will soon teach you which is the best family for a particular property.

In addition to the descriptions following, a chart indicating the main differences has been placed at the end of this play guide.



THE SLOBS: These tenants have a social standing of level 1, and when you get to know them better you will understand why. This family is the backbone of the early part of the game; they will provide you with money (in the form of rent) and produce children that are not afraid of work. When you get the chance, educate their children to a higher standard to produce your next social level of tenants.

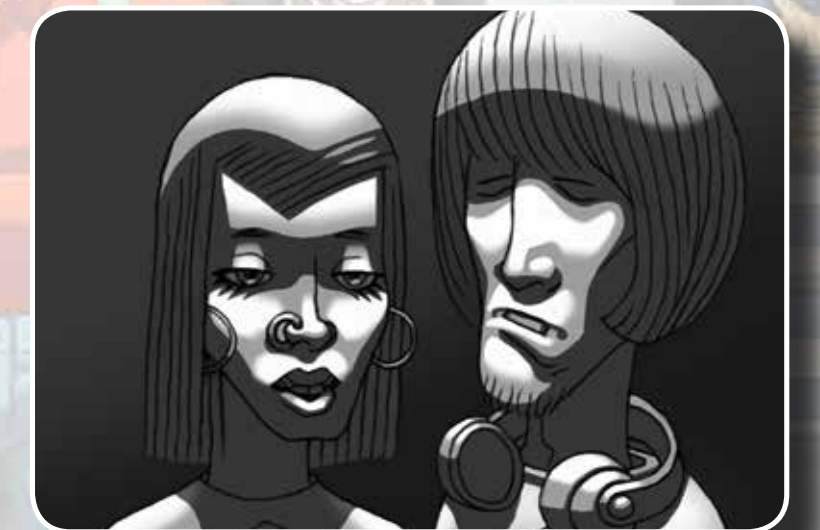
THE GREASERS: Much the same as the Slob family, they fit into the same social standing level. They are hard working, industrious, reasonable productive and always prompt with their rent, and tend to live to a ripe old age.



THE PUNKS: At first sight you might think that you would never want this family in any of your properties but give them a chance and look after them and you will be pleasantly surprised. Well, surprised at least. Apart from rent and tenants, this social standing level 2 family will contribute to the law and order of the community by producing Police Cadets.



THE STUDENTS: Similar to the Punks, this family is a little better behaved because of their laid-back nature. Not as productive as their fellow level 2 family, they are more money motivated, which is not such a bad thing.



THE NERDS: This family may not be what everyone aspires to becoming but they do make an effort to improve the environment and are very productive when it comes to having an extended family. This social level 3 family would love to be more highly regarded in the community. It's a shame they are just so boring.



THE MAJOR AND WIFE: Old soldiers never die and this one is no exception, though there are some in the neighbourhood who would gladly get rid of him. Having spent his whole life in the military, the Major, now retired, still likes a strict regimental way of life. Anything that disturbs his routine will have him complaining. On the good side, this social level 3 family are pillars of the community, pay their dues on time and are faithful tenants – so long as you do what he wants when he wants it.



THE YUPPIES: Young, enthusiastic, always willing to create another designer-clothed child, this family brings necessary style to dull neighbourhoods. As social level 4s, they always think that a bit more money will move them up the scale but rarely like to part with any of it.

THE PROFESSOR AND WIFE: Intelligent, caring and excellent parents that produce the very best of children, though not very often. Always willing to lend a hand around the neighbourhood and pay a little bit extra for a good home, this social level 4 family are good to keep around for a long time.



THE STOCKBROKER'S FAMILY: Been in the city since leaving school, this guy is very prim and proper about business. Has no time to produce any offspring but will point you in the right property direction of property development and investment. Being a social level 5 family, they have no desires or ability to advance further.

THE SLOANE FAMILY: These people come from a long line of rich ancestors. They have not had to work for their money and expect a lot from you to get them to part with any of it. Automatically a social level 5 family, they will help you reach the pinnacle of success in the community.

Should you not be getting along with any of your tenants you can always try evicting them. This might seem a very straightforward affair but you will find very few families that will leave their home quietly.

There are several different things that can happen, like trashing the inside of your property or even them turning into squatters. Of course, they might simply leave.



If you want to evict a tenant then clicking on this icon in the control section will send them on their way, maybe...but be warned, they may smash the place up and nick the kitchen sink.



COMPLAINTS.

You might think that building a beautiful house with a nice garden and in a good neighbourhood would be enough for most tenants. Well you would be very wrong.



Given the slightest excuse, all your tenants, even the very best ones, will bombard you with a torrent of complaints about their living conditions. Try putting up a factory next to the wrong family or a neighbour that is in the wrong social class and you will soon see that your tenants do not like you very much.

There is an enormous range of things that tenants will complain about, and an equally large number of things you have to do to stop them. When a tenant complains they contact you first telling you what they are not happy about and give you a period of time to remedy the problem.

If you do not respond properly to a tenant's complaint then they will get in touch with council and complain to them. The Council takes a very dim view of landlords and property developers that do keep their tenants happy and will give you black marks on your record. The consequences of getting too many black marks are very severe so you need to avoid this at all cost.



The black mark indicator is on the right side of the screen and there is also information about the number you have in your HQ. To counteract the black marks, you can earn white marks (good reports from the Council) by completing the missions they set you. If you are in credit with white marks then the amount is shown on the HQ data screen.



There is a permanent reminder of complaints against you from a flashing icon on the left of the screen. Clicking on this will show you the exact details of the complaint so that you can remind yourself of what you have to do to get rid of the complaints.

When you enter a house data screen of a property where the tenants are complaining, the family picture on the wall will be flashing red. Clicking on this will show you what they are upset about and the complaint they have made to you. A banner will also float above a property where the tenants have a complaint. When you receive a complaint there is a 'jump to' icon on the letter so that you can visit the property immediately.

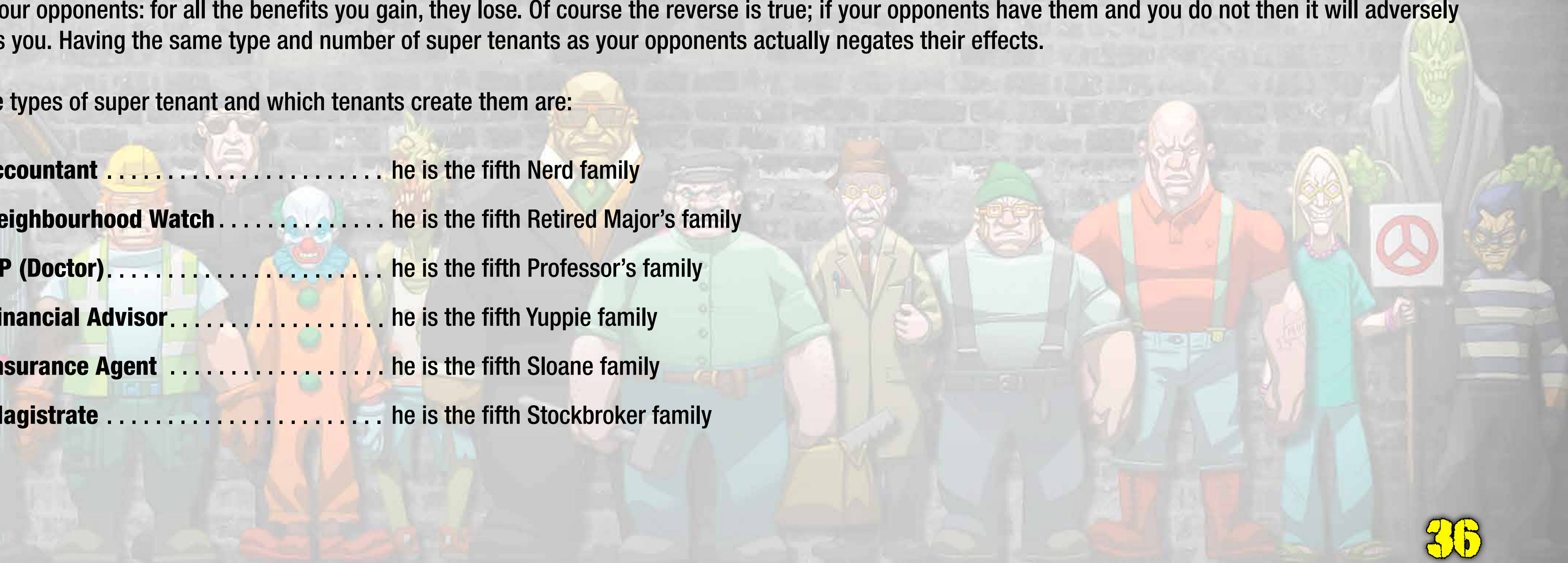


SUPER TENANTS: Super tenants are very much the product of good property management and tenant placement strategies. To create super tenants, of which there are six types, you must house selected tenants in quality properties . The fifth tenant of the same type becomes a super tenant.

Having super tenants resident on your estates is beneficial to your performance in the game. It is important to understand that having super tenants also effects your opponents: for all the benefits you gain, they lose. Of course the reverse is true; if your opponents have them and you do not then it will adversely affects you. Having the same type and number of super tenants as your opponents actually negates their effects.

The types of super tenant and which tenants create them are:

- Accountant** he is the fifth Nerd family
- Neighbourhood Watch** he is the fifth Retired Major's family
- GP (Doctor)** he is the fifth Professor's family
- Financial Advisor** he is the fifth Yuppie family
- Insurance Agent** he is the fifth Sloane family
- Magistrate** he is the fifth Stockbroker family



YOUR WORKFORCE



The backbone of your workforce are Foremen, Workers and Repairmen. The Foreman is a central controlling character. He is a very experienced worker and as such is the leader of Work Teams. A Work Team consists of a Foreman and at least one worker.

Gangsters 'could' be considered part of your team, but they are quite tricky to acquire and even trickier to keep on side. Just remember, the Mob could end up controlling you and your Empire if you are not careful. The Mob will do your bidding as long as the money is right and you don't ask for too many 'favours'. Just don't over step the mark with the 'Boss'...you may live to regret it...or maybe not. We will talk (quietly) about the Mob a little later, until then...keep it zipped, OK? You have been warned.




To control the Work Team you only have to manipulate the Foreman and any workers assigned to him. For details on constructing Work Teams see the Character screen section (page 39). The foreman is also capable of special functions that he does on his own like destroying a garden object or blowing up a house or taking over a property.

NOTE: Foremen are not born in the game; they are created by converting Workers in the HQ. Just use the conversion icons in the control section to produce a new Foreman. Workers are the batteries that power construction and production tasks. They are produced only by social level 1 Tenants and will automatically go to your HQ when they are old enough to begin working. As a particular worker is used on a task, his experience grows. This is added to the experience of the Foreman and improves the performance of the whole gang.



In addition to doing manual labour, your workers are also a very effective fighting unit whenever trouble is about. When they engage in battle as soon as one of them receives any injury the Foreman and his fellow workers will jump in and defend each other.

To have your workers attack:

- Select a Worker
- Hover your pointer over the enemy person you wish to attack. The pointer will change to indicate a valid target.
- Press the  button (XB1...X Button - PC...Right click mouse) to target the victim. The worker will move to the assigned target and try to administer a beating.

TIP: Workers are also a form of convertible currency. Foremen, Repairmen, Gangsters and extra Tenants can be created by converting Workers in the HQ.

When you have exhausted all possible means of creating new workers (either breeding them or converting spare Tenants back into Workers), then you are allowed to purchase workers.



Convert Workers into a Foreman



Convert Workers into a Repairman



Convert Workers into a Tenant



Convert Workers into a Gangster



Convert a Tenant into a Worker



Purchase a Worker for cash



The **REPAIRMAN** is one of the most valuable characters you have in your workforce. His function is to repair damaged properties, thereby extending their life expectancy. There are two ways to control your Repairmen. The first is to send them to specific properties in need of repair. When he enters a damaged property he will automatically start to repair it. The more damage, the longer it will take to repair. This function is particularly important if a house is coming under attack and you wish to negate the effects of that attack by leaving him in the property.

The second, and perhaps most important function of the Repairman is to carry out repairs to properties on a single estate automatically. To engage the auto-repair function, move a Repairman to the estate you want him to look after.



Once there, click his auto-repair icon.
He will immediately begin moving from property to property, entering each one and remaining inside until the property is brought back up to prime condition.

To stop this function, simply click the Auto-Repair icon a second time.



THE CHARACTER SCREEN.



Another important control area that you should get used to using is the **CHARACTER SCREEN**.

Clicking on this icon displays a list of Foremen, Repairmen, Gangsters and unassigned Workers under your control.

The array of icons associated with each character tells you how healthy they are, what they are currently carrying and what they are actually doing.

Depending on which selection of people you choose from the list will determine which icons and options appear in the bottom right.

Using this screen is vital as you progress to the later stages of the game as your workforce becomes quite large and difficult to keep track of .



GROUP WORK TEAM SCREEN.



To get in to the screen you need to click on a **FOREMAN** and then click on the **GROUP WORK TEAM** icon in the control section of the screen. This icon is only displayed when a single Foreman has been selected.



On this screen you can build Work Teams, modify existing ones, shuffle workers around between gangs and generally keep track of your workforce. The display shows the Foreman that was selected, on the left, and any workers he has associated with him underneath. The other icons, to the right of the Workers and Foreman, are indicators of his energy level, what tool he is carrying, his current task if any and on the far right the amount of experience he has gained.

WORKERS ASSIGNED TO EACH FOREMAN
EXPERIENCE LEVEL
CURRENT TASK
CURRENT TOOL
ENERGY
CHARACTER

On the Right side of the screen is the Worker Pool from which you construct Work Teams.

This pool shows all the Workers of your team that you have in the game at that time. If the list is bigger than a single screen's height, you can scroll the list by moving the pointer to the very top or bottom of the screen, or using the scroll arrows.

The Workers that are already associated with the currently selected Foreman have a bright green background behind their heads. Also, any worker that is assigned to a Foreman has a team number displayed in the top left of their icons.

To add a Worker to the selected Foreman's Work Team, simply click on him and his background will become brighter. You can select any Worker to join the Work Team – even if he is already associated with another Foreman.

When you have assembled the Work Team that you want, click on the **GROUP TEAM** icon



in the control area and the Work Team will be created.

THE POLICE.

The police bring law and order to your town by making swift arrests of Undesirable types who wander the streets.

In order to use your Police Force you have to build them a Police Station. Once that is done you need to start producing Police Cadets. The Cadets provide the raw power that drives your Police Force, so make sure you develop a regular supply of them. Cadets are created by level 2 tenants. Once created, they automatically appear in the Police Station

Having a Police Force makes your estates a safer place and makes your tenants feel secure. The biggest threat to law and order are the Undesirable types who make frequent appearances and must be kept under control. When a Policeman sees an Undesirable on his way to carry out mischief, he tries his best to curtail his activities. When the Policeman makes a successful arrest, he calls up the Police helicopter to send his prisoner off to jail.



POLICE: This icon takes you directly inside the Police Station and displays its data screen.

When you enter the Police Station, the Radar display will show all the estates where a Policeman could be assigned. The estate that has the Station on will be flashing as the default when you first visit the Station. All the estates that can have a Policeman assigned to them will be highlighted in white. Clicking on one of these will make it flash and become the selected estate.



If you have generated sufficient Cadets, the control section will display an icon of a Policeman.

Clicking that icon will assign him to whichever estate you have previously selected. When assigned, the Policeman icon will be highlighted and other icons will appear. Also, the selected estate will change to your team colour and a Radar blip will show the Policeman's movement around the estate.

To cancel the assignment of a Policeman, simply click on an active Policeman icon. When you do this, the Policeman will automatically return to the Station. Selecting other estates with Policemen on them will allow you to cancel their patrols if you wish.



When Policemen have been assigned, additional information is displayed on the data screen: the amount of coverage time available and the efficiency of a particular Policeman.

The coverage time represents how much Cadet energy you have in reserve. This is depleted by the number of Policemen assigned and by the level of efficiency you set for each Policeman. The efficiency gauge value indicates how effectively a particular Policeman can spot criminals. The higher the value, the further away he will be able to spot a criminal. The efficiency value is altered by clicking the up and down arrows in the control section.



Increase Efficiency.



Decrease Efficiency.

Apart from having Policemen do regular beats around an estate, you can also make them patrol a specific path between two points. This is carried out from the main game screen by clicking on a Policeman moving around an estate.



DEFINE PATROL: This icon appears when you select a Policeman on the beat and allows you to define a specific patrol path. After clicking the icon, the pointer changes and allows you to place the first patrol marker. (This has to be on the pavement of the estate the Policeman is assigned to.)

Next, place the end patrol marker. This can be on any other estate you wish, so long as a pavement has been built. Placing the second marker completes the function and the Policeman begins patrolling immediately.



CANCEL PATROL: This will stop a Policeman from doing a specific patrol and return him to his normal beat on the estate he was originally assigned to.

The other icons available are:



JUMP TO: Click this to jump you into the main game screen centred around the Policeman you selected in the Station.



PERFORM MANUAL REPAIRS TO THE POLICE STATION:



EXIT DATA SCREEN:

FINANCE.



MONEY: As you progress through the game you inevitably reach a stage where you have to borrow money. This is usually the first reason people have for visiting the Bank.

Apart from trying to get an overdraft, the Bank is the repository of all your performance statistics, particularly financial performance. You can access the Bank from the start of the game by clicking on the bank balance shown at the top left hand corner of the screen. Following are details of all the key functions and different sections in the bank.



DECREASE MONEY: This icon appears in several places. In a house data screen it will decrease the rent to those tenants by 5 percent. In the HQ data screen it will reduce rents by 5 percent on every house you own. In the Bank data screen it will reduce your overdraft by paying money back to the Bank. In the Mob Boss's data screen this will repay some of your loan.



INCREASE MONEY: This icon appears in several places. In a house data screen it will increase the rent those tenants pay by 5 percent. In the HQ data screen it will increase rents by 5 percent in every house you own. In the Bank data screen it will increase your overdraft. In the Mob Boss's data screen this will increase your "loan".



BALANCE SHEET: Displays your current balance sheet held by the bank. (This display is the default when you first enter the Bank's data screen. If you leave the Bank while viewing another of the Bank's screens, then that becomes the default next time you return.)

To analyze your performance in the game at any time, there are a variety of detailed charts that show how well or badly you are doing.



STATISTICAL GRAPHS: This icon will take you into the statistics department where various graphs are available.

Once in the graph section you can select the style of graph you would like to see.



LINE GRAPHS: Use this to display your performance statistics in the form of line graphs.



BAR GRAPHS: Use this to display your performance statistics in the form of bar graphs.

The following allow you to select the different charts available.



BANK BALANCE: Display graph of your performance with the Bank.



TENANT STRESS: Display graph of the stress levels of your tenants.



LAND USAGE: Display graph of how efficiently you have used land.



HOUSE OWNERSHIP: Display graph of the number of houses you own.



COUNCIL RELATIONSHIP: Display graph of your relationship with the Council.



CRIMINAL ACTIVITY: Display graph of your criminal activities.

The other important section in the Bank is the **TAX MAN**. From the moment you begin the game the clock starts ticking for you to hand over a percentage of your hard-earned money to the Tax Man.

There are several different taxes, as detailed on the Tax data screen, and these are all added together into one lump sum for you to pay regularly. The amount owed to the Tax Man has to be paid in total and the consequences of not paying it at all are very severe.



PAY TAX: When tax is due, clicking on this icon will automatically remove the total amount owed from your bank account and pay it to the Tax Man.



THE MOB

If you just fancy a nice slice of pizza this is not the place to come. Entering the Mob's headquarters puts you face to face with the 'Boss' and you had better show him some respect.

Access to the Mob's headquarters is only possible after you have constructed **SICILIANO BROTHERS INC. FUNERAL HOME & PIZZA PARLOUR.**

You can enter by clicking on the property itself or on this icon  on the right hand side of the screen.

Once the Mob's headquarters is built you add Gangsters to your team.

They are created in your HQ by converting workers.

In order to get your Gangster to actually do anything you have to get your level 3 tenants to do favours for the Mob. You have some favours to start with so you can use your Gangsters straight away. The number of favours you have is shown on the Mob's data screen.

Every time you kill someone or destroy a house using a Gangster the favours get used up.

Gangsters are extremely useful, particularly for killing people or destroying someone's property.



When you select a Gangster, a weapons selection icon is displayed in the control section. Clicking on this allows you to purchase better weapons. Not all of them are available when you first get a Gangster. Gangsters earn the right to use better weapons based on the number of successful kills a particular Gangster has to his credit.



To send a selected gangster on a mission, click on a target in the normal manner.

The other essential function of the Mob is to act as a loan shark for you if your overdraft is at the limit. You can ask the godfather for a loan simply by clicking on the up arrow displayed in the control section inside Mob's headquarters. Clicking on the down arrow will pay back the loan immediately.

The Mob differs from your bank in that if you don't pay back their money when they tell you to, they will come around and collect it anyway. In the Mob's data screen there is a counter telling you how long you have to pay the money back and how long overdue you are if you're late. The Mob have some tolerance about getting their money back, but it doesn't last for long. If you choose to ignore their demands, they will recover their money by removing one of your prime properties. You will also find that your Gangsters, although you created them, have allegiance to their godfather and become reluctant to work.

DEALING WITH THE ENEMY.

OPPONENTS: At the start of a game you can select the number of computer opponents you want, though there are some conditions according to difficulty level and map you are playing.

Unlike many other simulations, the opponents in Constructor do not begin the game with fully built and working towns. Instead, they build just like you do and sometimes observe the same rules as you. This means that a solo player can enjoy the game to its fullest, just as if he were playing a network game in his own home.

Opponents are referred to as teams, with each one having an individual colour to identify them. This team colour is used as frequently as possible even on things like the small animated characters that populate the game and the flowers in hedgerows. When you click on an enemy controlled character (workers, gangsters etc.) an animation sequence or character name is displayed in the animation window. You are told that it is an enemy, how strong it is and which team it belongs to.

To obtain information about an opponent's house you must first send any of your characters, including undesirables, in to the building. Once inside, clicking on the foundation with the ⊗ button (XB1...A Button - PC...click target) will display the data screen for that house. While your character is in that property he increases the stress on the tenant, the more people you send in the greater the stress but he also gets hurt whilst there.

You can also get information about how another team is progressing in the game from the statistics section of the Bank.



THE UNDESIREABLES.

Undesirables are used to harass and attack your opponents. Sort of like a demented army! There are 7 different types of Undesirable: Hippy, Clown, Ghost, Mr. Fixit, the Psycho, Thief and Thugs. Undesirables become available after their appropriate dwelling places have been constructed. To use an undesirable, click on its house and select one of the functions displayed.



An Undesirable can only be activated if he is actually in the property when you click the icon. He might not be in if he's already out on a job, having a wander around his garden, under arrest or simply dead. The data screen will have information about his anticipated return.

- To find out what a particular Undesirable can do, press the  button (XB1...A Button - PC...click target) on any of the icons in the data screen and an explanatory message is displayed.
- To activate the function, press the  button (XB1...A Button - PC...click target) on the **BUY** icon in the right hand control area.
- On the main screen, scroll (or use the radar window) to select a target.



The Undesirable does not need to go straight to his target. You can use stealth tactics to move in stages towards the target. There is no time limit on moving an Undesirable; you can take as long as you want to reach the final target.

When an Undesirable's function has been initiated, the pointer changes in different ways depending on what you are pointing at.

- A legal place to move to is shown as a pale orange inward pointing arrows
- An illegal place is shown as dark red.
- A legal target, either property, person or object, is shown as four large green inward pointing arrows
- An illegal target is shown as a flashing red/white disk with a bar through it when you attempt to target it.

Undesirables by their very nature come under close scrutiny from the Police. An Undesirable is most vulnerable when he is on his way to doing mischief or actually doing it. Should a Policeman spot him at this time, he will more than likely be arrested and whisked away to prison. He is least subject to any harassment from the Police if he is just standing around in his own grounds, or in a Park, or on his way home after completing his dirty deed.

All computer controlled opponents in a game have the same restrictions as you with regard to Undesirable's availability and range of functions.





THE HIPPY.

PICKETING: The Hippy can be sent to picket outside an opponent's resource or house. Picketing a resource stops production. Picketing a house causes stress to the tenant.

STREET PARTY: By positioning the Hippy in a key position he can have a street party to which all are welcome. Any character (the player's or his opponent's) within ear shot of the party music will forget what they are supposed to be doing and move towards the music.

SQUATTING: Placing a hippy into an opponent's vacant property will turn him into an unwelcome squatter. When a squatter is in a player's house the normal functions of that property cannot be carried out.

DISTRACTION: If a Hippy has been placed in one of your vacant properties, you can use your Hippy to lure him out of the house for a chat. Once outside, the hippy is vulnerable to attack and can be destroyed.

THE KILLER CLOWN.

ENTERTAIN: The Clown has no fear of haunted houses and can be sent to amuse a Ghost residing in one of your houses. Ghosts have heard all of the Clown's bad jokes before and will run screaming from the house.

HYPNOTISE: One of the Clown's talents is the power to entrance dogs. Send the Clown into a garden and instantly distract the dog from his normal duties. While the dog is distracted you can enter the grounds of the house without fear.

WHEEL OF DEATH: Everyone likes the wild rides at the fair. Target an opponent's character and the Clown will entice him to go to the House of Fun for an unforgettable ride.

ARSON: The Clown can enter a property's grounds and throw an explosive projectile at the building, causing considerable damage to the building.



THE GHOST.



POSSESSION: Possess an opponent's character and the player temporarily loses control of him. The character is unable to carry out any of his functions. This powerful effect only lasts for a short period of time.

HAUNT A HOUSE: Send the Ghost into an opponent's house and it will begin haunting immediately. Any tenants will vacate the property as soon as they become too stressed to remain there.

GENERATE INVISIBILITY: The Ghost has the power to turn one of your own people invisible for a limited period of time. Your character is still visible to you, flashing, but not to any opposing players.

CREATE ZOMBIES: Send the Ghost to haunt an estate by targeting the pavement surrounding that estate. When the Ghost arrives he will sink into the pavement. Shortly afterwards a stream of Zombies emerges, terrifying the neighbourhood and causing any Policemen about to go into overload.



MR FIXIT.



ELECTRICAL REPAIRS: Mr Fixit is the repairman from Hell! Everything he does is destructive. Sent to an opponent's house to undertake electrical work, he will have the sparks flying out of the building and deactivating all the electrical items in there.

GAS REPAIRS: Having Mr Fixit look at the gas oven in an opponent's house, which he has to remove, will cause a large explosion creating a lot of damage to the property.

PLUMBING REPAIRS: Mr Fixit stinks at plumbing and loves water, lots of water. Soon after beginning his repair, spouts of water pour out of the property, engulfing the garden and threatening to spread around the estate.



THE THUGS.

TERRORISE: Target the grounds of a house where you want to drive the tenant out. Once the Thugs arrive they begin their intimidation and try their very best to get the tenant to quit the property.

PARTY TIME: Send the Thugs inside a house and they will immediately start to party. When the party first starts, a message is broadcast to the owner of the house warning him that a rave is underway. As the party continues each room is downgraded in turn. Once all rooms have been trashed the party ends and the Thugs return home. This function causes considerable damage but if a house has a burglar alarm the Thugs will leave immediately.

CRUISING: Wander round an estate looking for trouble. This increases the stress of all the residents which has a big impact on the performance of whatever function they are currently doing.

STREET BRAWL: Thugs can be used to combat other Thugs by organising a rumble between rival gangs. Target the gang you want to rumble with and your Thugs will head straight for their leader. When in range, your gang announces their challenge and the targeted gang stops whatever they were doing and starts to fight. The rival gangs brawl their way around the streets, occasionally throwing missiles at each other until one of the gang leaders is dead. The defeated Thugs then return home.

THE PSYCHO.

RAMPAGE: The Psycho is very effective at scaring people. Send him to a building site and watch all the people there run for their lives.

FENCE DESTRUCTION: Send the Psycho into a property's grounds and target the fence to destroy it. This makes the tenant very stressed and the house becomes a lot more vulnerable to damage. In addition to the high cost of the damage, the property also becomes more vulnerable to a takeover.

HOUSE DESTRUCTION: The Psycho is able to completely destroy a house. His effectiveness at doing so is dictated by the strength of the property and whether or not it is being repaired – but you can always send more than one Psycho over there.





THE THIEF.

STEAL RESOURCES: Your Thief can steal items from an opponent's Resources. Any material stolen (timber, bricks, cement or steel) will be added to your stocks. If your Resources are full, the stolen items will still be added - up to double the normal capacity of a particular Resource.

STEAL GADGETS: The thief can remove gadgets from an opponent's house. This can have the effect of reducing that tenant's functionality and social standing. Successfully stolen gadgets are added to your Gadget Factory's inventory even if the factory is already full – up to double its normal capacity. If the house is protected by a Burglar Alarm or Gangster on security detail, the Thief's chances of success are considerably reduced.

STEAL MONEY: The Thief can try to steal money from an opponent's HQ. Stealing the last few month's hard earned rent, the Thief's success is a matter of pure luck.

SNATCH A WEAPON: If an opponent's Gangster is out in the open, the Thief can have a go at taking his weapon from him. This is a very risky manoeuvre, as Gangsters have extremely quick reflexes and get really annoyed if someone touches their weapon. A successful snatch will place the weapon in your arsenal.

CONSTRUCTOR PROBLEM PAGE.

Building an empire is no easy task; even Donald Trump went broke! Below are some common 'problems' players may encounter.

Today's guest Agony Aunts are members of the Constructor crew...Gawd help us!

PROBLEM: *I sent a Work Team into a building, but no work is getting done!*



ANSWER: If there's no flag outside, you've targeted the outside of the structure. Make sure that the targeting icon turns into a house or building when you click on it. Otherwise, you send the Work Team to hang around outside, and they'll sometimes hide out of sight.

PROBLEM: *I sent a Work Team to a plot, but they're not working. Why?*



ANSWER: It could be any of several reasons:

- 1) You're out of resources. You can't build with empty factories.
- 2) There's an enemy worker on the lot. (Chase him out and get back to work.)
- 3) You're on the wrong lot. Make sure the sign matches your colour. Empty lots look alike.

PROBLEM: *One (or more!) of my guys is missing. Where are they hiding?*



ANSWER: Once your town starts growing, it's very easy to lose track of your characters. Try clicking on the Character Select icon to reach the master control screen to direct all of your foreman/repairmen/workers.

PROBLEM: *My Work Teams are moving very, VERY slowly.*



ANSWER: Your Work Teams are very, very tired. You have to let them rest. Send Work Teams back to HQ while they are not working, or if they're tired. Be sure to rotate your Work Teams so one isn't being overworked (one that stays in the same factory stays fresh, but one that goes out and builds all the houses will get tired quickly.) Also, build a Hospital to restore your workers quickly.

PROBLEM: *My tenants complain too much!*



ANSWER: If you give them something to complain about, they will. Sometime even of you don't. Try to make your houses "nice". A decent sized yard makes people happier, as do trees and other items for their yard. If they live near a factory, then give them double-glazing from the Gadget Factory so it's quieter. Of course, some people just like to complain. As you play the game you'll learn what each tenant likes and how to pamper them. Or you could just evict him.

PROBLEM: *I ran out of workers.*



ANSWER: Try upgrading your level 1 bedrooms. Sexy bedroom upgrades get your tenants breeding much faster.

PROBLEM: *How do I grow upper-level tenants?*



ANSWER: There are two ways.

- 1) You can give a tenant a computer from the Gadget Factory. This will allow them to make a next level tenant (i.e., give a Level 2 tenant a computer, and they can grow Level 3 kids).
- 2) Once you have the proper resources you can build a Schoolhouse. This allows ALL your tenants (not just the ones with computers) to have next-level children.

PROBLEM: *I ran out of tenants.*



ANSWER: Make sure your town is steadily reproducing. Tenants die of old age, move out when complaints go unanswered, or die in explosions when fires go unchecked. Check your HQ screen to see how many tenants (and workers) you have on hand. In a pinch, you can swap workers for tenants and vice versa. Note: If you put tenants from one level in a different level (higher or lower) house, they won't reproduce, they'll only pay rent.

PROBLEM: *I ran out of money.*



ANSWER: Remember, reproducing tenants do not pay rent. If you're getting strapped for cash, stop tenants from having babies (and/or raise their rent.) Raising rent can be helpful, but it tends to heat up tenants, which in turn heats up your town into a giant firecracker (which will explode.) You can borrow money from the bank, but remember you'll have to make the monthly interest payments. You can also borrow from the Mob, but if you don't pay them back they just might come and take a few houses while they're waiting.

PROBLEM: *The computer is sending all manner of nasty people into my town to mess it up!*



ANSWER: These are the Undesirables. Build and staff a Police Station (level 2 tenants produce police cadets). When you have police on patrol in your town, they'll arrest any of the baddies who want to damage it.


PROBLEM: *How do I get the bigger and better factories/houses/etc...*



ANSWER: After you build one of each type of house on a level (for the first three levels), a new factory becomes available, which allows you to build the next level. Then, you can upgrade all the factories to get access to more stuff (like new gadgets in the Gadget Factory).

PROBLEM: *My workers take too long to get anywhere!*



ANSWER: Once you build the Gadget Factory, you can produce subway sites and place them using the **PLACE OBJECT**  icon. This allows your Work Teams to get places faster. The council will provide some subway sites, but you can make as many as you want, and place them where you like (if one per block and only on sidewalks is where you like.)

PROBLEM: *Someone else built something on my property - I want it gone!*



ANSWER: You can send a foreman to take over the site, but have lots of workers ready to defend him because whatever team's property it is will be sure to send guys over to stop him. Or you can send Undesirables to try and blow up the property (A Psycho from the Biker Bar with a chainsaw does some nice damage.)


PROBLEM: *Someone keeps trying to take over my property.*



ANSWER: Send your workers to attack the foreman that is taking over your property. Or, once you have the proper resources, you can build doghouses in the Gadget Factory. Place a doghouse in a yard and it will chase away anyone trying to damage your property.

PROBLEM: *I can't keep track of all my houses!*



ANSWER:  Click on the **HOUSES** icon. This will bring you to a screen where you can look over all your houses at once, and see what's going on (like how many kids they've made, how happy they are, current rent, etc.) From this screen you can directly access any house and go right to the house functions screen. This screen will also tell you who is complaining and how many days are left in the complaint.

PROBLEM: *I look ugly and all my friends hate me.*



ANSWER: Your friends don't hate you. They're just repulsed by your ugliness.

NASTY TRICKS & STUPID PLOYS.

The hidden game of Constructor is one of wanton destruction and abuse of your opponent's property and personnel.

- Use the MAP screen to see what your opponents are doing. When you see that someone is ready to build on a site (the foundation square is there, but no Work Team is on site) put one of your own workmen on the site. This will keep workers from building; eventually the plot will catch fire and blow up!



- Send a Repairman to a house you want to sell and let him remain there for a bit. The value of the house will go up!
- Use the Hippy's "Street Party" mode to distract the enemy while you attempt to takeover or damage enemy property. This is especially handy if a pesky repairman is preventing your Undesirables from taking over. (Since repairmen are either on the move or inside a house it's tough for a Clown or Ghost to grab him.) But he'll be drawn to the street party. While he's dancing, have a Clown hand him a ticket for a Free Ride.



- Produce 3 of any one type of Undesirable and it will create a mission for all your opponents requiring them to remove one of your desirables.
- Before an opponent can build on one of his or her estates, place a cheap level 1 shack on a strip of land situated down the middle so it blocks them from being able to build on it. This will prevent them from being able to buy more land, since they haven't built on the land they already own!



- Ignore the stated purpose of the mission, tenant complaints, etc. and spend all your resources spawning workers that you can convert into masses of Foremen. Send the Foremen to takeover and/or blow up opposing teams.
- Build estates on enemy land. It costs more, but it's worth it. It takes up your enemy's valuable land, and if you let the property deteriorate, it'll blow up and damage surrounding estates!

APPENDICES.

ICON REFERENCE.

The following tables are a quick reference for some of the most commonly seen icons.



JUMP TO: When this icon appears on a message, clicking it will transport you to the source of that message. If a character is selected, then clicking the icon will take you to that character's location and centre the screen on him.



EXIT SCREEN: This icon takes you out of the current screen, either to a previous screen or the main game screen.



ACCEPT: Most often seen on the bottom of messages, clicking this means you acknowledge the message and have read it.



CANCEL: Cancel action.



COMPLETE ACTION: This icon appears in many places within the game. Its function is to complete an acquisition in order to get that item. In most instances clicking this will include spending money but not always.



SCROLL LEFT: Used in several situations, this icon will scroll the screen or a list to the left.



SCROLL RIGHT: Used in several situations, this icon will scroll the screen or a list to the Right.



SCROLL UP: Used in several situations, this icon will scroll the screen or a list upward.



SCROLL DOWN: Used in several situations, this icon will scroll the screen or a list to the downward.

ICONS DISPLAYED WHEN INSIDE A HOUSE:



SELECT FENCE: Go to the Fence upgrade screen to select a new fence for the property.



REDECORATE/UPGRADE PROPERTY: Keep your tenants happy (well, stop them moaning a little...) by upgrading rooms within the property.



GADGET SELECTION: From within a house's data screen, clicking this icon will display the range of gadgets that can be installed in the property. If there is stock available in the Gadget Factory, you can click on the item you want, purchase it and the Tenant will go and collect it from the factory. If the item is out of stock there will be a cross over it and the item cannot be selected.



SELECT TENANT: To Place a Tenant in the house, click on this and you are taken to the Tenant selection screen.



EVICT TENANT: Used when you want to try to remove a tenant from the property you are currently viewing.



SELL PROPERTY: Available when inside a house, clicking this icon will give you the opportunity to sell the house you are in. It will display the amount of money you will receive from the sale and ask for confirmation that you want to go through with it.

ICONS DISPLAYED INSIDE YOUR HQ:



Convert six spare Workers into a Gangster.



Convert four spare Workers into a Foreman.



Convert three spare Workers into a Repairman.



Convert two spare Workers into a Tenant.



Convert two spare Tenants back into a Worker.



Purchase a Worker: This icon only appears when other options to create workers are not available



Convert White Marks into money.

ICONS DISPLAYED WHEN INSIDE THE ESTATE AGENT’S PROPERTY SELECTION SCREEN:



Resources: Display the Resources available for construction.



Houses: Display the range of houses available for construction.



Utilities: Display the range of Utilities available for construction.



Undesirables: Display the range of Undesirable’s abodes available for construction.



Commissions: Display the special commission properties available for construction.

ICONS ASSOCIATED WITH YOUR WORKFORCE:



Summon a Work Team to your current location and begin any outstanding construction, or production tasks required.



Cancel Selection: When in either the People List or Work Team data screens this icon allows you to cancel the current selection you have made.



Demolition: Remove a building site, finished house or garden object from the game that belongs to you. Once clicked, the Foreman needs to be targeted and will move to the location without any associated Work Team.



Auto Repair: With a repairman selected, this will make him visit each property, in turn, on the estate he is currently on and repair the properties to full strength before moving on to the next one. If he is in a property when this icon is clicked, he will leave the property and begin his auto repair functions.



Work Team Creation: This icon takes you to the Work Team building screen where you structure groups of Workers and Foremen.



Takeover a House: One of the Foreman's key functions is the ability to take over a property belonging to an opponent. This icon appears when a Foreman is selected. Clicking it will allow you to target the property you want to attempt to take over. Multiple Foremen can be used to try and takeover a single property. Not all properties can be taken over.



Halt: Immediately stop whatever action the currently selected character is doing.



Return Home: Makes the selected character, or characters, return to your HQ as quickly as possible using the shortest route.



Perform manual repairs to the property you are currently inside: Visits from repairmen to do manual repairs are far more expensive than the automatic maintenance visits and should only be used in cases of emergency.



Choose Weapon: When a Gangster is selected this icon will appear. Clicking it will put you in the weapon selection screen. The range of weapons available is determined by the experience of the particular Gangster you are looking to equip, the greater the experience the bigger the selection of weapons. Click on the weapon desired then purchase it; this will put it into the Gangster's hands immediately. Gangster experience is based on the number of successful kills to his credit.

MAIN SCREEN ICONS:



Wood: Displays data about your Wood production. Along with the icon is a number that indicates the current stock level of that resource.



Cement: Displays data about your Cement production. Along with the icon is a number that indicates the current stock level of that resource.



Brick: Displays data about your Brick production. Along with the icon is a number that indicates the current stock level of that resource.



Steel: Displays data about your Steel production. Along with the icon is a number that indicates the current stock level of that resource.



HQ: Displays the data screen of your headquarters and allows you to carry out all the functions there.



Satellite Display: Shows a satellite view of the world from which you can purchase more estates by selecting the one you want and clicking the purchase icon in the control area. This view is also useful for keeping an eye on how the opposition are doing.



Mission Control: Clicking here will take you to the mission review screen. When the briefcase is flashing it means there are missions awaiting completion. When the background flashes it means that time is nearly up for a particular mission.



Factory: Display the Gadget Factory's data screen and allows all the functions associated with item selection, manufacture and delivery.



Complaints: When this icon flashes it indicates that some tenant has complained about you to the Council. Clicking on this icon will display the most recent complaint. The number displayed with the icon tells you how many complaints are outstanding.



HQ Siege: When this icon flashes it indicates that you HQ is under attack, clicking on it will take you to the scene of the action.



Fence Attack: This icon, when flashing, can indicate two things that might be happening. First, a Psycho is attacking the fence of one of your properties and second, that a Foreman is attempting to take over a house. Clicking on the icon will transport you to the center of the action.



Property Attack: When the icon flashes it means that a property owned by you has come under attack. Clicking on the icon will transport you to the trouble spot.



Fight: When this icon flashes it indicates that somewhere some of your people are under attack. Clicking on it will take you to the conflict.



House List: Displays a scrollable list of all the houses you currently own with key statistics about each property, including type of house, tenant's social standing and stress level, the rent being paid and damage to the house. In the control section are arrows to let you scroll the list if bigger than will fit on a single screen and between them, a 'jump to' icon to take you inside the currently selected house. The radar screen displays the position of the property within the world map.



Special Delivery: When pressed, this icon will display special items that are available for direct delivery from the Gadget Factory. The items include trees, subway stations and a range of garden objects. To see what is available, use the arrows below in the control section. The items are only on available after they have been manufactured. Click the icon between the two arrows to initiate delivery, then target where you want it delivered.



The Bank: Simply click on your Bank Balance (Top left of screen). This will transport you to the Bank where you can review your financial data, carry out important functions like borrowing money and also visit the Tax Man - where you can pay him money.



The Mob: Click here to enter the Mob Boss's domain to check on your relationship with the Mob and maybe arrange a loan.



Message Pool: Accessible from the OPTIONS screen, visit the message pool screen where you can review the most recent messages and, using the icon in the control area, toggle on or off the help message system.



Character Screen: Display a list of Foremen, Repairmen, Gangsters and unassigned Workers under your control. Selecting a single person from the list will display the 'go-to' icon in the control section, allowing you to quickly get to a particular person.



Estate Agent: Displays all the different types of properties that you can build as they become available throughout the game.



Police: Takes you directly to inside the Police Station and displays the data screen with information about your Police Force and allows you to carry out all the Police functions.

Pause the game: Tap the OPTIONS button on the controller. An animated icon replaces the pointer when the game is paused. Tap on the PAUSE button again and the game resumes. Holding this button will take you into the OPTIONS screen.



Game Speed: Simply press the ⊗ button (XB1...A Button - PC... click target) when the pointer is over the TIME DISPLAY to speed up the game, faster and faster. Click on the X icon next to the Time Display to return it to normal speed.



View Tax calculations screen: Takes you to see the dreaded Tax Man...



Pay due Tax now: Enough said :-)



Send currently selected characters back to HQ : Need to get the lads back to the HQ? Simply lasso your characters and click the icon. They will automatically take the fastest route back home.



Send currently selected characters to Hospital : Some of your boys taken a beating...or just looking tired? Simply lasso your characters and click the icon. They will automatically take the fastest route to hospital, this will fix them up good & proper! Remember to pop along at visiting time with some grapes eh?



Options Screen: Here you can adjust various game parameters.



Reset selection of Work Team back to currently linked ones: Helpful if you want to revert back to that favourite saved selection of Foreman & Workers.



Upgrade resource: Only seen within the Resource Data screen. When it's time to step up production, upgrade your resource to get those buildings flying up!



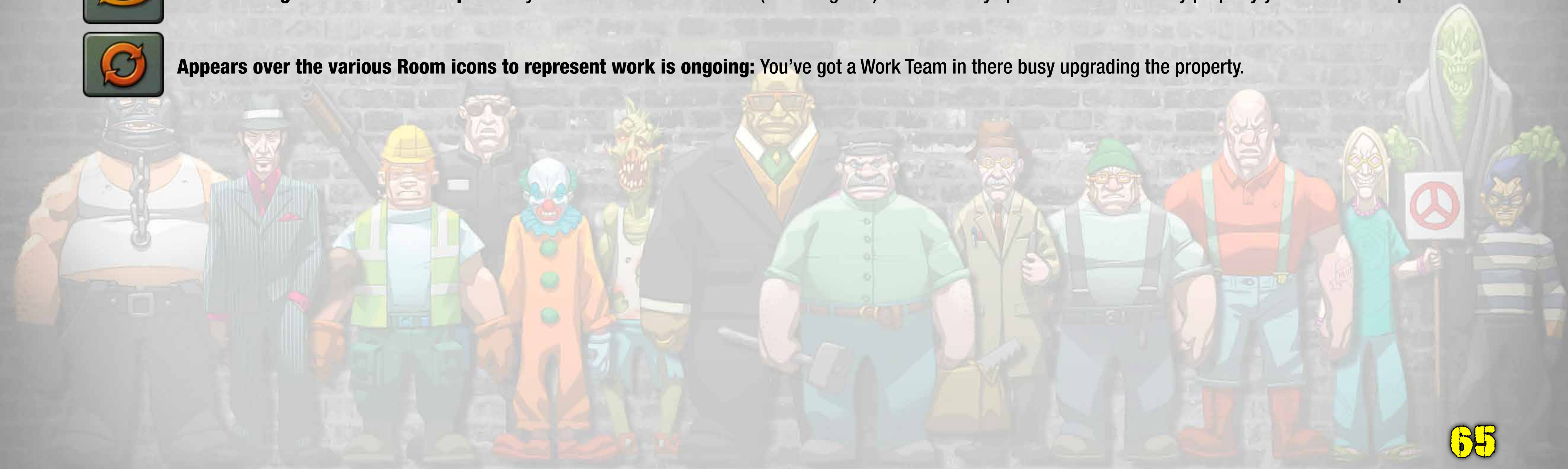
Police patrol efficiency: Not clickable...This icon represents how far a Policeman can see when patrolling.



Rotate facing direction of House plot: Only seen within the Real Estate (Estate Agents) screen. Easily spin the direction of any property you are about to place.



Appears over the various Room icons to represent work is ongoing: You've got a Work Team in there busy upgrading the property.



TENANT ATTRIBUTES.

- 1. Social Class: This indicates the stage of the game in which a particular tenant becomes available.
- 2. Reproduction Speed: This shows how fast children will be produced.
- 3. Maximum Rent Will Pay: All tenants have a rent ceiling above which they will not pay more, no matter how splendid the property may be.
- 4. Stress Handling Ability: This figure is the combination of many factors and has been calculated using standard conditions. These values vary in special circumstances.
- 5. Life Expectancy: Calculated on the tenant having a stress-free, well balanced time in the game.

| Family Name | Social Class | Reproduction Speed | Maximum Rent Will Pay | Stress Handling Ability | Life Expectancy |
|------------------|--------------|--------------------|-----------------------|-------------------------|-----------------|
| Greaser..... | 1..... | 9..... | Lowest 1..... | 7..... | Shortest 1 |
| Slob..... | 1..... | Fastest 10..... | 1..... | Most 10..... | 6 |
| Student..... | 2..... | 6..... | 2..... | 8..... | 2 |
| Punk..... | 2..... | 8..... | 2..... | 9..... | 7 |
| Major..... | 3..... | 4..... | 3..... | 7..... | 3 |
| Nerd..... | 3..... | 7..... | 3..... | 7..... | 8 |
| Professor..... | 4..... | 3..... | 4..... | 6..... | 4 |
| Yuppy..... | 4..... | 5..... | 4..... | 5..... | 9 |
| Sloane..... | 5..... | Slowest 1..... | 5..... | 4..... | 5 |
| Stockbroker..... | 5..... | 2..... | Highest 5..... | Least 3..... | Longest 10 |



PROPERTY ATTRIBUTES.

1. The figure in the first column, Level, is the social standing level that the particular property becomes available or can be used in.
2. The Freehold Value is the resale value of a property in perfect condition, occupying the absolute minimum amount of space (footprint) and not having had any upgrades done to it.
3. Initial strength is a property straight out of the box with no modification to it, or its perimeter. The figure shown is not an actual value but a relative figure to show you the relationship between the different properties. It is important to note that building a property on an enemy's land will reduce the strength rating by 20 percent.
4. The Build Time is not actual time but a relative measurement to indicate the differences in constructing various properties. It is important to note that the actual build time is dependent on many factors, such as number of Work Teams, number of bodies within a Work Team, experience of the various Workers and Foremen, how tired the workforce is etc.
5. There is no chart data for the Special Commissions.

Property Type Level Purchase Cost Freehold Value Initial Strength Build Time Resource Units needed to build properties

RESOURCES

| | | | | | | | | | |
|-------------------|---------|-------------|-------------|-----------|-----------|----------|----------|----------|---------|
| Wood Mill | 1 | 5000 | 5000 | 250 | 50 | 0 | 0 | 0 | 0 |
| Cement Yard | 2 | 7500 | 7500 | 250 | 80 | 10 | 0 | 0 | 0 |
| Brick Yard | 3 | 10000 | 10000 | 250 | 100 | 10 | 10 | 0 | 0 |
| Steel Yard | 4 | 15000 | 15000 | 250 | 150 | 10 | 10 | 10 | 0 |

RESOURCE UPGRADES

| | | | | | | | | | |
|----------------------|---------|-------------|-------------|-----------|-----------|----------|----------|----------|----------|
| Wood Factory | - | 5000 | 5000 | 250 | 50 | 10 | 0 | 0 | 0 |
| Cement Factory | - | 7500 | 7500 | 250 | 80 | 10 | 10 | 0 | 0 |
| Brick Factory | - | 10000 | 10000 | 250 | 100 | 10 | 10 | 10 | 0 |
| Steel Factory | - | 15000 | 15000 | 250 | 150 | 10 | 10 | 10 | 10 |

| Property Type | Level | Purchase Cost | Freehold Value | Initial Strength | Build Time | Resource Units needed to build properties | | | |
|---------------|-------|---------------|----------------|------------------|------------|---|---|---|---|
| | | | | | | W | C | B | S |

HOUSES

| | | | | | | | | | |
|----------------|---|-------|-------|-----|-----|---|---|---|---|
| Log Cabin | 1 | 3500 | 5000 | 50 | 50 | 3 | 0 | 0 | 0 |
| Wooden Lodge | 1 | 4500 | 6500 | 60 | 70 | 3 | 0 | 0 | 0 |
| Soweto Hut | 1 | 5000 | 7000 | 70 | 90 | 3 | 0 | 0 | 0 |
| Bungalow | 2 | 5800 | 7500 | 80 | 300 | 3 | 3 | 0 | 0 |
| Northern Mews | 2 | 9000 | 11000 | 130 | 350 | 3 | 3 | 0 | 0 |
| Council House | 2 | 9200 | 11500 | 140 | 400 | 3 | 3 | 0 | 0 |
| Mid-West | 3 | 9500 | 12000 | 150 | 500 | 3 | 3 | 3 | 0 |
| Dakota | 3 | 9500 | 12400 | 160 | 560 | 3 | 3 | 3 | 0 |
| Ohio | 3 | 10500 | 13000 | 170 | 580 | 3 | 3 | 3 | 0 |
| Mock Tudor | 4 | 12000 | 15000 | 180 | 620 | 3 | 3 | 3 | 3 |
| Scottish Lodge | 4 | 13500 | 17500 | 190 | 650 | 3 | 3 | 3 | 3 |
| Town House | 4 | 15000 | 19000 | 200 | 680 | 3 | 3 | 3 | 3 |
| Beach House | 5 | 20000 | 25000 | 220 | 700 | 3 | 3 | 3 | 3 |
| Georgian | 5 | 23000 | 28000 | 220 | 750 | 3 | 3 | 3 | 3 |
| Atlantan | 5 | 25000 | 32000 | 220 | 800 | 3 | 3 | 3 | 3 |



| Property Type | Level | Purchase Cost | Freehold Value | Initial Strength | Build Time | Resource Units needed to build properties | | | |
|---------------|-------|---------------|----------------|------------------|------------|---|---|---|---|
| | | | | | | W | C | B | S |

UTILITIES

| | | | | | | | | | |
|----------------|---|-------|-------|-----|------|----|----|----|----|
| Gadget Factory | 2 | 5000 | 5000 | 250 | 200 | 10 | 10 | 0 | 0 |
| Mob HQ | 2 | 10000 | 10000 | 100 | 400 | 10 | 10 | 0 | 0 |
| Police Station | 2 | 10000 | 10000 | 100 | 400 | 10 | 10 | 10 | 0 |
| Prison | 2 | 10000 | 10000 | 100 | 400 | 10 | 10 | 10 | 0 |
| Park | 3 | 10000 | 10000 | 100 | 400 | 10 | 10 | 10 | 0 |
| School | 3 | 10000 | 10000 | 100 | 1500 | 10 | 10 | 10 | 0 |
| Hospital | 3 | 10000 | 10000 | 100 | 800 | 10 | 10 | 10 | 10 |

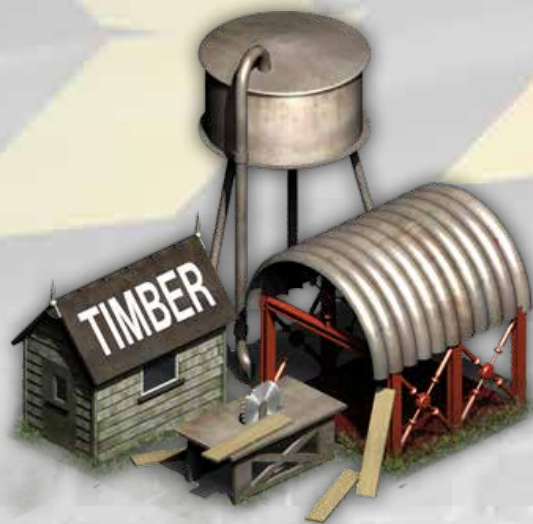
UNDESIRABLE'S ABODES

| | | | | | | | | | |
|-----------------|---|------|------|-----|-----|----|----|----|----|
| Commune | 2 | 5000 | 5000 | 100 | 300 | 10 | 10 | 0 | 0 |
| Pawn Shop | 2 | 5000 | 5000 | 100 | 300 | 10 | 10 | 0 | 0 |
| Fixit's Store | 3 | 5000 | 5000 | 100 | 300 | 10 | 10 | 10 | 0 |
| Apartment Block | 3 | 5000 | 5000 | 100 | 300 | 10 | 10 | 10 | 0 |
| Biker Bar | 4 | 5000 | 5000 | 100 | 300 | 10 | 10 | 10 | 10 |
| Haunted House | 4 | 5000 | 5000 | 100 | 300 | 10 | 10 | 10 | 10 |
| House of Fun | 4 | 5000 | 5000 | 100 | 300 | 10 | 10 | 10 | 10 |



Appearance point of different properties

1 - Wood Mill



2 - Three types of level 1 Houses



3 - Cement Yard



4 - Three types of level 2 Houses

Commune
Pawnbrokers
Gadget Factory
Police Station
Prison



5 - Brick Yard



6 - Three types of level 3 Houses

Fixit's Store
Apartment Block
Mob HQ
Park
School
Hospital



7 - Steel Yard



8 - Three types of level 4 houses

Resource Upgrades
Biker Bar
Haunted House
House of Fun
Three types of level 5 houses
Commissions



GADGET ATTRIBUTES.

| Description | Cost of Manufacture | Purchase Price | Manufacturing Time | Maximum Stock |
|-------------------------------|---------------------|----------------|--------------------|---------------|
| Subway Station | 100..... | 500..... | Least 1..... | 5 |
| Trees | 10..... | 50..... | *4..... | 25 |
| Rat Trap | 200..... | ** 10%..... | 5..... | 5 |
| Computer | 100..... | ** 10%..... | 5..... | 5 |
| Double Glazing | 100..... | ** 15%..... | 5..... | 5 |
| Burglar Alarm | 500..... | ** 20%..... | 6..... | 5 |
| Tenant DIY Kit | 1000..... | ** 20%..... | 8..... | 5 |
| Storm Shutters | 100..... | ** 15%..... | 5..... | 5 |
| Dog Kennel | 250..... | 1000..... | 3..... | 5 |
| Garden Gnome | 150..... | 100..... | 2..... | 5 |
| Wishing Well | 250..... | 125..... | 3..... | 5 |
| Garden Shed | 500..... | 500..... | 6..... | 5 |
| Pond | 500..... | 1000..... | 6..... | 5 |
| Rose Arbor | 400..... | 250..... | 6..... | 5 |
| Greenhouse | 750..... | 750..... | 7..... | 5 |
| Garden Furniture | 1000..... | 1000..... | Most 8..... | 5 |

Notes:

* In the case of trees, though the manufacturing effort is quite high there are five produced simultaneously.

** The interior gadgets have a manufacturing price based on a percentage of the original Freehold Value of the property that you are installing it in.

The Cost of Manufacturing amount is deducted from your bank account when manufacturing is initiated in the Gadget Factory

The Purchase Price is deducted from your bank account only when the goods are delivered.

There is an additional charge of 100 units for any interior Gadget delivered (rather than collected from the Gadget Factory by a tenant).