

PIZZA CONNECTION 3



Epilepsy warning

Certain individuals may be susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns. These individuals may suffer a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or any member of your family has ever had symptoms relating to epilepsy, please consult your doctor prior to playing. We also advise parents to monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movements or convulsions while playing, please stop immediately and consult your doctor.

Precautionary measures:

- Please sit a reasonable distance away from the screen, as far away as the length of the cable allows.
- Play the game on as small a screen as possible.
- Do not play when you are tired.
- Please ensure you are playing in an environment that is well lit.
- Take a 10-15 minute break for every hour of gameplay.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and pegionline.eu

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Introduction

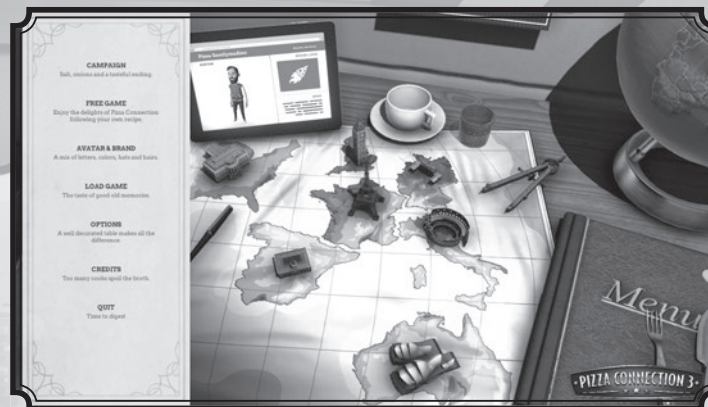
Life has become a hectic adventure. Heartless fast food franchises are now welcome time savers. But people long for something authentic. A place with personality. And, in the end, what is life without the taste of a fresh, crusty pizza simply dripping with cheese? Decide where to start your own story. Build your own pizza empire by bringing people what they really crave.

Pizza Connection 3 empowers you to go from rags to riches with your own personal pizza brand. Starting out with just a small pizza cart, your fresh, tasty pizzas just dripping with cheese will take the city by storm while your enemies call you a villain and quiver in fear. This game is a new installment in the Pizza Connection franchise set in the present, inheriting the gameplay and recognition value of its predecessors while improving the existing core mechanics.

Pizza Connection 3 is set in a fictional present. It features some of the worlds most well-known cities and capitals. The game brings together the most recognizable architectural features of modern capital cities with a distinctive look and feel for every city.



Main Menu



Every time **Pizza Connection 3** starts you will find yourself in the main menu. You can choose to play and progress through the Campaign, start a Free Mode game, customize your brand, load a saved game, change game options or roll the credits. The main menu represents your strategic headquarters, from where you can plan to conquer the world with your fresh pizza. The centerpiece is therefore a world map showing of all the cities you can choose to play & conquer in **Pizza Connection 3**.

Campaign

Pizza Connection 3 features 12 single-player missions spread across a variety of different cities which help the player learn the game from the ground up by unlocking new gameplay mechanics with each completed mission. Each mission has several objectives to be achieved before successful completion. Every mission can be repeated any time. You start your journey as the child of a poor Italian family living in a shabby apartment on the outskirts of Rome, Italy. You decide to start selling your own homemade pizzas from an old cart. You soon start to earn a little money and your true story begins...

Free Mode

This mode offers you the means to configure a game for play in a city of your choice. Customization options include:

Opponents	
	Choose from a set of opponents. You can choose to play against multiple AI controlled opposing players. Each opponent represents a character with an unique playstyle.

Player Options	Change everything player specific. Here you can change things such as the amount of money at the start of play, or you can choose to start play with a single restaurant.
Citizen Options	Here you can change everything related to the different citizen types. This includes changing their wealth, patience and the total amount of citizens on this map.
Game Options	Everything related to the game, including Win and Lose conditions.



Brand Customization

In this section you can create both a custom avatar based on the citizen visuals and variations and a brand for your franchise. Your avatar can be seen on advertisements and billboards of the properties you rented throughout the city. You can always change your brand before starting a new game. The first time the game starts you'll be guided to this section to create your first brand and avatar.

Options

Here you can configure a number of different options related to graphics, audio and general game settings. Pay attention to the Game settings, as there a lot of different ways to customize your experience.

Load

Use this option to load an existing save-game.

Credits

Display the ingame credits.

Quit

This option closes the game.

Controls

City View		
Input	Action	Effect
Right Mouse	Hold and move	Moves the camera
Left Mouse	Click	Selects the clicked object or triggers a UI Element if it is interactive.
W/Up	Hold	Move Camera up
A/Left	Hold	Move Camera left
S/Down	Hold	Move Camera down
D/Right	Hold	Move Camera right
Q	Hold	Rotate camera left (release button: rotate back to initial camera angle)
E	Hold	Rotate camera right (release button: rotate back to initial camera angle)
1	Press	Default game speed
2	Press	Fast game speed
3	Press	Fastest game speed
Mouse Wheel	Scroll	Zoom in/Zoom out
F10	Press	Toggle UI Visibility

Pizza Creator		
Input	Action	Effect
Left Mouse	Click	Select UI/Place ingredient
Left Mouse	Hold	Form dough
Right Mouse	Click	Rotate Ingredient fixed angle
Right Mouse	Hold and move	Rotate ingredient freely
R	Press	Rotate ingredient randomly

Architect		
Input	Action	Effect
Right Mouse	Hold and move	Moves the camera
Left Mouse	Click	Select UI
Place furniture	Hold	Move Camera up
Right Mouse	Click	Rotates furniture (fixed angle)
W/Up	Hold	Move Camera up
A/Left	Hold	Move Camera left
S/Down	Hold	Move Camera down
D/Right	Hold	Move Camera right

City View

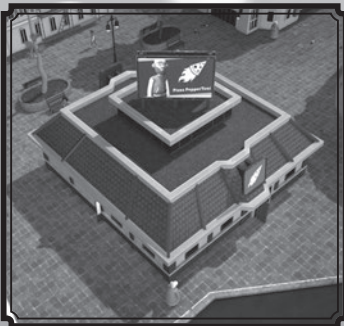


Main City View

Buildings

Restaurants

A restaurant is the most important building in the game. Restaurants can be rented for different prices depending upon their location. For example: A restaurant near a popular building has a higher rent than a restaurant near the edge of the city map. There are fixed positions for restaurants in a city. Once you rent a restaurant, the rent for the current day is deducted from your budget. All future rent is then deducted from your budget at the start of each new day.



Every restaurant has an area of influence. The green area shows the influence area within which a restaurant is able to attract passing citizens who are currently hungry. The blue colored area shows the potential reach of this restaurant's delivery service.

Restaurants can be upgraded. Upgrading a restaurant will enlarge its overall size and area of influence.

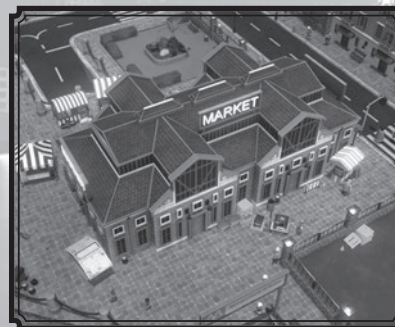
The interior of a restaurant consists of different sections: Storage, Kitchen, Dining Room and Delivery. You can choose to define the function for each room individually in the Architect. You are also able to change room layouts and sizes based on several schematics.

Steps for a functional restaurant

1. Rent a restaurant
2. Create & put at least 1 pizza on the restaurant's menu.
3. Hire employees from the Employee view
 - You'll need at least 1 Cook, 1 Service and 1 Supply Guy
4. Outfit the interior of the restaurant in the Architect view
 - You'll need at least 1 Oven and a set of chairs & tables

Market Hall

Market halls are located roughly in the center of the city. There is only one market hall per city. The market hall is always neutral and cannot be rented or bought. If you don't own a warehouse, your supply guys will get their ingredients from the market hall. If a restaurant is supplied from a warehouse, the supply guys will walk to the warehouse and get the ingredients from there instead.



Each of your warehouses gets its ingredients from the market hall. Ingredients in your warehouses are restocked immediately at the beginning of the day (0:00).

Warehouse

Warehouses store ingredients which are needed to bake pizzas. Cities have fixed locations for warehouses, which can be rented. Warehouses have limited space to store ingredients but they can be upgraded. To fill a warehouse with ingredients, the player has to sign up with an ingredient vendor.



After picking an ingredient vendor, the ingredient vendor restocks the warehouse with ingredients. At each start of a day, the warehouse is restocked from the market hall.

The delivery of the ingredients to the restaurant is handled by supply guys and requires a certain amount of time, depending on the distance between the warehouse and the restaurant. Ingredients don't have a specific type until they are used in the restaurant. There are different types of ingredient vendors. They range from cheaply priced, low quality products to expensive, high quality ones.

Marketing Spots

Marketing spots help you increase the influence areas of your restaurants. They have fixed positions on every map and can be rented. They always start at the smallest upgrade level (pillar) and can be upgraded. Upgrading a marketing spot costs a certain amount of money and increases its operating costs.



Every marketing spot has its own influence area. You are able to select one of your restaurants as the restaurant you want to advertise at the selected marketing spot. This gives you the opportunity to attract passing citizens that are not reachable within your restaurant's influence area.

Units

Citizens



The second most important part of the game is your potential customers, the citizens of your current city. Every time you start a new game, a pool of citizens is created and spread throughout the city. Each citizen follows their own individual day cycle based on the preferences set for their citizen type. For example: Oldsters like to visit the church, so at several times during the day they have a high probability of visiting a church somewhere on the map. Every citizen is a resident of a specific apartment or hotel (exclusive for Tourist), where he or she lives and goes to rest.

There are 6 different types of citizen. Every inhabitant of the city belongs to one of them, except for gangsters, mascots and employees:

Teen	Student	Worker	Tourist	Oldster	Big Shot
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Over the course of the day, citizens get hungry and will start looking for food. This is indicated by a pizza symbol above a citizen's head. The speed at which their hunger grows is based on their citizen type. They will consider going to a restaurant if they enter a restaurant's area of influence. If citizens get hungry while inside a building, they will consider having a pizza delivered.

They also have a certain time period in which to find food. If the time period for finding food expires, their hunger resets and they will need to grow hungry again. Think of it as not being able to find a restaurant you like and therefore eating your homemade sandwich instead.

Besides their distinctive daily schedules, citizen types have different preferences when it comes to the ingredients on a pizza. They have tendencies and favorites amongst the several ingredient types as well as individual ingredients. This is also true for their taste in furniture, as some might favor Modern architecture while others prefer different styles or a mixture.

Employees



Managing your employees is an important part of the game. You need to hire a workforce for every restaurant you own. There are 4 different types of employees:

Cook	Service	Supplier	Delivery
Making pizza	Brings pizzas to tables and takes guests orders	Transports supplies	Delivers Pizza to apartments

Cooks, Service and Suppliers are all required for a functioning restaurant. Delivery is optional and makes sense if your restaurant is targeted towards providing a delivery service. Employee management including hiring, firing and scheduling is done via the staff management window.

Mascots

Mascots function identical to marketing spots, except that they can be moved by clicking anywhere in the city view. They automatically move to their destination and stay there as long as they are hired. They belong to one of your restaurants.

Every mascot has its own influence area.





They attract passing citizens that are not reachable within your restaurant's influence area. This way they extend the influence area of the restaurant they currently belong to.

Gangsters

Gangsters are hired in a restaurant. They are available for 24h. After 24h they vanish. You can choose between 3 levels of gangster ability. The ability is equal to the gangster's chance of success.

A gangster can be sent out to sabotage any rentable building by right clicking on the map. A gangster can be moved by right clicking, whether to avoid police or to tackle another, enemy gangster. If a gangster is selected, all police officer and police car influence areas become visible.

A successful act of sabotage by the gangster will alert surrounding officers. If a gangster is detected by a police officer the police will fight and arrest the gangster.



Police Officer



Police Officers roam the streets of every city. They make their way to a random rentable building. Upon reaching the building they pick another random rentable building as their new destination.

Police Officers have an influence area. If a gangster enters the influence area of a police officer the gangster is arrested.

Pizza Cart

The Pizza Cart is a mobile restaurant you can place at fixed spots in the current city. It works similar to a restaurant, but the location can be changed at will. There is a maximum of 1 pizza cart for every player on the map. The pizza cart isn't dependent upon employees and you can use it to test several spots in the city to see whether your pizzas attract the right customers or perform as planned.



General



1 Minimap

The minimap on the bottom left shows the city map. Your restaurants, properties and units are displayed in your brand color, while enemy property is displayed in its own current brand color. Every building not rented by any player will be shown in neutral gray. You can toggle to see specific property types by clicking on one of several buttons on the right side of the minimap.

2 Budget & Playback Options

The playing speed area at top right gives you some control over how fast the game is played. It also shows the current ingame time as well as how many days you have played since the start of play. This area displays your current budget, as well.

3 Journal Access Bar

In the top left corner you will find three buttons you can use to access your Glossary, Missions and Notifications.

Glossary

The glossary is a compendium of everything you need to know about citizens. It gives you an insight into their tastes in ingredients, their preferences for a perfect pizza, their preferred furniture styles and their basic characteristics such as patience and wealth.

Missions

Here you can gather information about your current and completed tasks for the active mission.

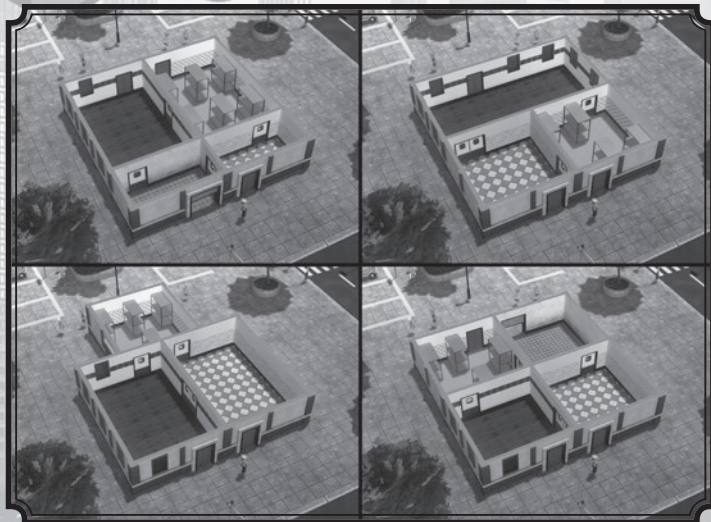
Notifications

This view displays all current notifications informing you about possible problems or events happening in the properties and units you rent or own.

Architect View

The interior of a restaurant can be changed extensively. Here you can place furniture, change layouts and sections as well as upgrade your restaurant.

When a restaurant is upgraded, all ingredients in its storage room are destroyed. The cost of the upgrade is displayed in advance near the corresponding button. This includes information on how expensive the loss of ingredients will be. All furniture in the restaurant is automatically put into the furniture inventory when the restaurant size is upgraded. It can be placed in the restaurant again later.

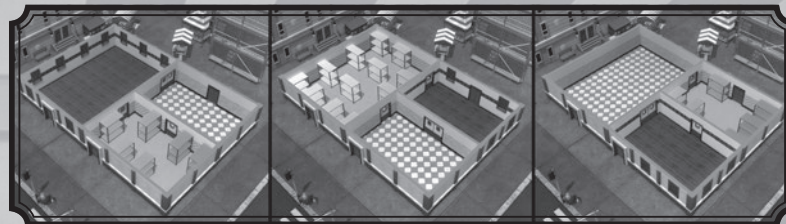


Layouts

Layouts determine how rooms are placed inside a restaurant (floor plan). You can change the layout by paying a certain amount of money. Layouts are either 3 room or 4 room layouts. All rooms are connected to each other by doors. Each room has its own door leading outside.

Changing layouts gives you the ability to create rooms of different sizes to focus on a certain area of your business. For example: You want to serve a lot of customers at once? Choose a layout with a large room to use as the Dining Room.

Layouts can be changed using the architect. You can choose between a fixed set of different layouts for every upgrade level of your restaurant. If you change the layout, all your furniture is placed in your inventory.



Sections

A restaurant layout has 5 different sections.

None	Kitchen	Storage	Guest Room	Delivery
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You can choose/change which room of a layout is being assigned to which section. A kitchen and storage section are always required and there can be either a dining room section, a delivery section or both sections if the layout offers 4 rooms. A neutral section represents an empty room that has not been assigned any special purpose. If a layout only has 3 rooms, you decide if you want to have a dining room OR a delivery section.

Hints

- Larger rooms have a greater capacity than smaller rooms.
- A large kitchen can contain more ovens and cooks than a small one.
- A large dining room can contain more hairs and tables than a small one.
- A large storage can contain more ingredients than a small one.
- A large garage can contain more delivery stations than a small one.

Examples for different playing styles

- Restaurant optimized for delivery service
- Restaurant optimized for large numbers of guests
- Restaurant optimized for fast lunches
- Restaurant with equal strengths/weaknesses in all areas

Furniture Editor

The furniture editor allows you to place, edit and remove furniture. Activating the edit mode displays a toolbar containing all placement options. Placeables are split into different categories and restricted to one specific section. Ovens, for example, can only be placed in the kitchen.

Kitchen Furniture

Furniture Type	Purpose
Ovens	Needed to bake pizzas.
Camera	Countermeasure against gangsters.

Dining Room Furniture

Furniture in the Dining Room always belongs to a specific architectural type such as modern, classy, rustic or simple. Citizens react to these types and have different preferences. Cameras are a special item which can be placed to lower the success rate of gangsters trying to sabotage a restaurant.

Furniture Type	Purpose
Tables	Needed to place ordered pizzas on. Pleases taste in furniture
Chairs	Needed so guests can sit down and order/eat pizza. Pleases taste in furniture.
Plants	Pleases taste in furniture
Arcade Stations	Pleases taste in furniture
Decorative objects	Pleases taste in furniture
Camera	Countermeasure against gangsters.

Delivery

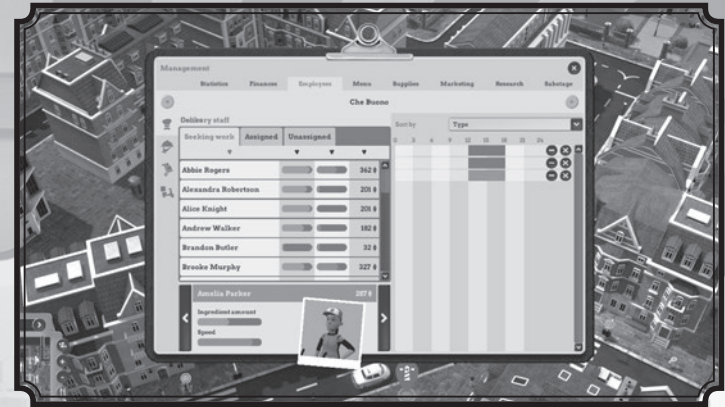
Furniture Type	Purpose
Delivery scooter	Used by delivery employees to deliver pizza to buildings.
Camera	Countermeasure against gangsters.

Management View

Statistics

This view helps you better understand your franchise and your accomplishments. It displays your company's average ratings with every citizen type, giving it an important role in understanding how your brand is perceived.

It also lists and shows an overview of your Employees, your currently rented restaurants and marketing spots, as well as displaying which pizza has sold well.



Finances

This view helps you getting a better understanding about your franchise's financial situation. It shows all expenses and earnings over the course of days, weeks and months. It's where you go when costs are too high or your restaurants are running poorly.

Employees

This view lets you manage all of your employees. It's a job market at its core, where all available employees are displayed. Here you can search for new employees for your restaurants while also managing your existing workforce. You can assign employees to your specific restaurants and schedule them, as well. There is a total of four different employee types you can hire:

Cook	Service	Supplier	Delivery
Making pizza	Brings pizzas to tables and takes guests orders	Transports supplies	Delivers Pizza to apartments

If you abandon restaurants, employees will be unassigned but will still remain on your payroll so you can assign them to any other restaurants you own. Of course, you can also fire them. Employees have two main values: Speed, which essentially describes how fast they work and quality, which means something different for every employee.

Cook	Service	Supplier	Delivery
Effort a cook puts into creating the perfect pizza.	Friendliness towards customers when taking orders.	How much the supplier can carry in one go.	The amount of pizzas handled in one go.

All employee types are required to run a restaurant except delivery, which is only needed if you plan on including a delivery section in your restaurant.

Menu

Here you can add, manage and remove pizzas from the menu for every restaurant you own. Here you can also change the priority in which ingredients are delivered for every pizza.

Storage

Every restaurant has a storage section. This tab lets you manage the storage section of every restaurant you own. All ingredients currently stored are listed here. You can decide to remove unneeded ingredients, select your supplying warehouses or individually remove ingredients from the storage section. If there's a problem and no pizzas can be baked, head to this tab to see whether there are old, unneeded ingredients that need to be purged in order for new, needed ingredients to be stored.

Research

To build a successful business it's important to stay up to date with market trends. So stay on top of the game and don't forget to do your research! Research is divided into four stages. Every stage needs to be fully researched to unlock the next stage. You are free to choose the next research topic in the current stage. Research gives you more effective units, more furniture to place in your dining rooms or magnificent looking marketing spots.

Marketing

This section lets you create and manage your marketing campaigns. Use marketing campaigns to promote a specific part of your company or your restaurants. This measure reaches every citizen in the city. Money you invest in a campaign is deducted every day it runs. Once you have started a campaign, it will run until you actively decide to stop it.

To start a campaign, choose a market campaign type:

Social media	Television	Radio	Newspaper
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Each campaign type resonates differently with each citizen type (Oldsters do love their radio). Choose a feature of your company to promote. Choose between pizza price, service, furniture or waiting time. The more money you invest, the greater the impact of your campaign on all citizens.

Sabotage

This is an overview of all gangsters currently available. This view also shows you the gangster's current level and how many gangsters can be hired.

Pizza Creator



The Pizza Creator allows you to design and create your very own pizzas. Pizzas created here can be sold in restaurants (or pizza carts) you currently own. You can open the pizza creator from the city view at any time by clicking on the pizza creation button. Pizza creation is a 3 step process.

Pizza Creation View



Step 1: Form Dough

In this step you can shape the dough for your pizza. The dough is moved by clicking and dragging with the left mouse button. Predefined shapes are also available in case you don't want to shape the dough yourself. Predefined shapes are: Round, Square & Triangle.

Step 2: Place Ingredients

Entering this step automatically adds tomato sauce on top of your pizza dough. If the pizza already has ingredients placed on it, the tomato sauce and all placed ingredients are already there when you go to this step.

Ingredients can now be placed on the pizza dough. Each ingredient has 3 different sizes. Choose from a variety of different ingredients from several categories: Meat, Cheese, Fish, Fruit, Vegetables, Spices. Be careful before placing ingredients in this step, as going back to reshape the dough will discard all placed ingredients. Change the size of ingredients in the list by using a 3-step slider or, alternatively, use the slicer provided at the middle-right bottom of the screen.

Rating & Economics

Keep in mind that placing ingredients on your pizza will have an economic impact. Every citizen type will rate your pizza differently, as everyone has a different taste in ingredient types. In addition, each citizen type has different preferences for the topping thickness and the variety of ingredient types on their pizza. Teenagers might favor a light and simple pizza with Salami and Cheese while Big Shots could favor a thick pizza with a lot of different ingredient types. Use the glossary to get an overview of the preferences of each citizen type.

Step 3: Review Pizza

The review gives you an overview of the pizza you created, loaded or made using the pizza chef. It displays the final pizza with the most relevant information.

General

Pizza Chef (Automation)

If you don't want to spend time on the creation process, you can pay a certain amount of money to have a pizza automatically created by a computer controlled pizza chef. You can set a citizen type the pizza should attract and a quality for the pizza chef, which will create the recipe. A higher quality pizza chef results in a pizza that is closer to the citizen type's preferences. The impending costs are displayed to help you decide if the automated creation is worth the cost.

Naming

The pizza can be named at any time during the whole creation process. It is a requirement before you can save the pizza.

Load

Already saved pizzas from the current game can be loaded at any time during the creation process. If you load a pizza, you are taken to Step 3. You can go to any of the previous steps of the pizza creation process to customize the pizza again.

Save

The pizza can be saved in the review view by entering a name for the pizza and pressing a save button.

Credits

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Whistling - Kai Rosenkranz

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Soundtrack Mastering by

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Notes

Technical support and customer Service

If you have any questions or problems with one of our products, we offer you answers and solutions to the most frequently asked questions in our forums:

forum.assemble-entertainment.com

You may also reach our technical support team via email at

support@assemble-entertainment.com

or phone:

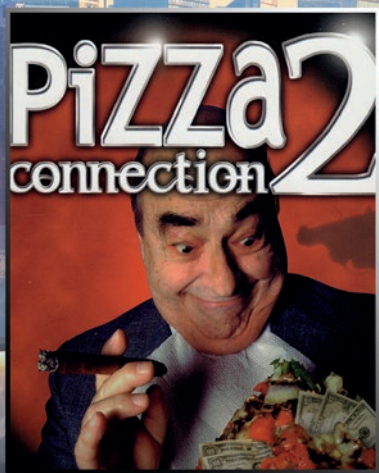
Tel: +49 (0)611 13 57 82 30 (Mo - Fr 10am GMT - 4pm GMT) International rates may apply!

Before contacting us, please make sure you know the complete product name and can provide proof of purchase. Please be as precise as possible when describing technical errors and include error messages and any other helpful information, if possible. Please understand that we are not able to answer questions regarding general gameplay and hints via email or phone.

ANYONE FOR SECONDS?

PIZZA CONNECTION

BOX



TWO PIZZA CLASSICS - NOW IN ONE BOX!

Steam-Code Pizza Connection 3: