P I Z Z A

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T Y C O O N

SOFTWARE 2000

MICRO PROSE

VIRUS WARNING

The original game disks for PIZZA TYCOON provided by us are guaranteed to be virus-free. Keep the original disks write-protected at all times, particularly if you play the game from disk and have not installed it on a hard drive. In this case you are strongly recommended to make game copies and play from those.

To avoid the program being destroyed by the effects of a virus, you should switch your computer and any external devices (e.g. second drive, monitor etc.) off for at least 30 seconds before loading the program from disk. This is the only way to make sure that no virus remains in your computer's memory.

Software 2000 will not accept any liability if the program or any program data is destroyed or damaged in whole or in part due to the effects of a virus or the use of a virus protector or a similar utility program.

FOREWORD

The following instructions apply to the **program** versions for Amiga and PC. Apart from the installation, the **operating procedures for** the two versions are identical.

IMPORTANT NOTICE:
Please have this product registered with us by filling In and sending off the enclosed registration card. Only then can we keep you informed about product Improvements and updates.

CONTENTS

REGISTRATION CARD AND TECHNICAL SUPPORT

In your *Pizza Tycoon* Package you will find a registration card. Only with this card can you register as a customer, and only if you are a registered customer will you have access to our Technical Support and our Hotline.

IMPORTANT NOTICE: Make a note of your personal registration number. Send off your registration card immediately after purchasing this game, otherwise we will be unable to help you with any problems that might occur and you will not be able to use our Hotline Service which offers useful tips and hints.

Should you encounter any problems with this product, please ring our HOTLINE:

<div align="center">

Monday to Friday 10am - 12.30pm & 1.30pm - 4pm

Tel: 0454 329510

Fax: 0454 326499

</div>

When phoning, please make sure that you have all the necessary information about your computer system handy (machine type, additional hardware, data concerning your operating system and configuration).

We will try to deal with your complaint as quickly as possible.

III. INSTALLATION AND PROGRAM START

CONFIGURATION FOR AMIGA

To start PIZZA TYCOON you need a Commodore **Amiga with a** disk **drive and a colour monitor. The program requires** at least 400 K ChipMem **to** start and **at least** 440k of **additional memory (Chip. Fast or Other** Memory).

Installation on hard drive - Amiga

PIZZA TYCOON should be installed on a hard drive. You will need at least 1.5Mb RAM and 3.5Mb (3.670,016 bytes) free hard disk space.

Boot your system as usual and insert PIZZA TYCOON disk 1 into any disk drive. Now switch to the disk's directory.

Simply click on the icon PizInstall to start installation.

You will be asked which directory or drive you would like to install the game in. Choose a directory which already exists, such as WORK:GAMES or DH0:. A new directory called PIZCON will then be created in the chosen drive or directory.

Now PIZZA TYCOON will be copied into the directory PIZCON. A directory called GAMESAVE will be created for saved games.

Note: If your machine is a A600, A1200 or A4000, you open the hard disk partitions by typing in HDO:, HD1 etc., NOT DHO:. DH1 etc.

Program start - **Amiga**

If you are playing from disk, you should format a saved game disk before you start the Workbench. This disk must be called PIZ-GAMESAVE.

Insert disk 1 into your machine's internal drive DFO: and switch it on or restart it. The program will now load and start automatically. It will recognise how much RAM is available and load as much data as possible into your memory.

Note:: If the control diode of your disk drive flashes, the disk in that drive must not be touched on any account! If it is removed from the drive during a writing procedure, ALL data on this disk could be irretrievably lost! So, hands off the eject button as long as the light is on...

If you have installed PIZZA TYCOON onto your hard disk, go to the appropriate directory, In our two examples this directory would be PIZCON within the directory GAMES on the WORK drive or the directory PIZCON on the DHO: drive.

Double click on the program icon PC. The program will now load and start.

CONFIGURATION FOR MS-DOS

PIZZA TYCOON requires the following hardware to run smoothly on your PC:

- 386 SX or higher
- Hard drive (approx. 7Mb free hard disk space required for installation)
- 4Mb RAM or more
- VGA graphic card
- **Mouse** including mouse driver (**Microsoft** compatible)
- **MS-DOS 5.0 or higher**
- Optional: Soundblaster card

PIZZA TYCOON supports Soundblaster sound cards. If you have not installed a Soundblaster card, you can still play PIZZA TYCOON, but unfortunately you will not have any music or sound effects.

Installation on hard disk - MS-DOS

Before you can play PIZZA TYCOON, you need to install the program on your hard drive as the files on disk include packed files only. This means that the PC version of PIZZA TYCOON can only be played from a hard drive, not from disk.

To install the program, first start your PC. Insert disk 1 into the internal disk drive (A or B).

- Now use the following command: A: <ENTER> to go to the relevant disk drive (in this case drive A).

- **Next, give the command to install: INSTALL <ENTER>**

The installation program will now start, and is self-explanatory. Simply follow the on-screei instructions. If the installation is successful, you will find a directory called PIZZA on your hard drive.

Program start - MS-DOS

Use the DOS command CD to go to the Pizza directory and start the program by typing PIZZA.

- Example: CD \PIZZA <ENTER>
- **PIZZA<ENTER>**

IV SYSTEM LEVEL

After starting the program, you will **find** yourself on the system **level of PIZZA TYCOON where you have to decide on some basic** settings **before you can start playing.** Determine the number **of** players, choose your character **and the game mode.**

Illustration 1: Main menu

V MAIN MENU

In the main menu you will find the options

1.   *Quick Start*
2.   *Old game*
3.   *New game*
4.   *High scores*
5.   *Settings*

1. QUICK START

This is a quick way into Pizza Tycoon. Quick Start assumes free mode and you will be offered a choice of one or two default restaurants (high or low quality). You will then choose a Character Name and Restaurant Name.

2. OLD GAME

Here you have the opportunity to load and continue a game previously saved on disk. If you play from disk, saved games are always searched for on the saved game disk PIZ-GAMESAVE (AMIGA only) or, if you play from a hard disk, in the GAMESAVE directory which was created automatically during installation.

Amiga users: If you have inserted a disk called PIZ-GAMESAVE in a disk drive, it will have priority over the GAMESAVE directory on your hard drive. A disk with this name should always be inserted AFTER starting PIZZA TYCOON.

The saved games will be displayed in a saved games window. Choose a game and click on it. If you do not wish to load an old game, click outside the window to get back to the main menu.

Illustration 2: Old game

3. NEW GAME

At the beginning of a new game, you can choose between two game modes:

Free game mode or Mission mode

3.1 Game **Modes**

3.1.1. Free mode

Here you do not have a specified aim. Simply play as long as you like or until your character fails. You can move around freely from city to city.

3.1.2. Mission mode

You choose a curriculum vitae you want to follow. Your aim now is to relive this life as closely as possible. The game ends when you have reached the final stage of your chosen life.

All the available lives are displayed in the mission window (Missionsauswahlfenster). Click on a mission to look at it in the left window. Click on OK to play this mission.

With the option "Disk", you can also load a curriculum vitae you have saved onto disk as a mission. These are loaded either from your PIZ-GAMESAVE disk (AMIGA only) or from the GAMESAVE directory (if you are playing from hard disk).

After choosing the game mode, you will be taken to the character selection menu:

Illustration 3: Character menu

3.2 Character Selection **Menu**

With 100 different characters you will be spoilt for choice! Each character has individual values. For a detailed description of these see the section The PIZZA TYCOON characters".

You will have two windows in front of you:

3.2.1. The character window

In the left window, the values of the character currently shown in the picture are displayed. The character is the owner of the company that is highlighted on the right. Scroll the list of characters up or down using the arrow icons. You can change the first name and the surname of every character by clicking on his name box and typing in his new first name and surname separated by a space. However, if you use the arrow icons to scroll the list again afterwards, the name you have typed in will be lost because the characters must be reloaded every time.

In addition to the characters provided, you can also use your own characters from a disk. These must have been saved with Save as character on your PIZ-SAVEGAME disk (AMIGA only) or in your GAMESAVE directory (when playing from hard disk). This feature allows you to increase the number of available characters as you wish. In the course of the game, the values of your character will change. If you save it on a disk, you can swap this character with your friends.

All competitors, not only human players, can be assigned characters of your choice. This means that you can determine the difficulty level of the game individually.

3.2.2. The player window

In the right-hand screen window, the company names of the competing restaurant chains are displayed. The uppermost name is activated and represents your restaurant chain. You can change this name at random by clicking on the currently active yellow box and typing in a new name.

At first, the player window is set to one human player, while all the competitors are controlled by the computer. If you want several human players to take part in the game, just move the line between the human and the computer-controlled opponents down using the arrow icons. Keep doing this until the desired number of players is coloured green (i.e. "controlled by human player").

When you are happy with all the settings, click on OK. Now a map will appear so you can choose the city from which you would like to start your game.

Illustration 4: The player window

4. HIGH SCORES

Here you can have a look at the scores you have achieved in previous games. You will be shown the most important information about those games.

5. SETTINGS

You can select various settings concerning the game. Once you have configured PIZZA TYCOON according to your liking, the settings can be saved. For this purpose, a file called "pizprefs" is created on PIZ:CON1, which will be recognised automatically when you start the game.

VI. THE PIZZA TYCOON CHARACTERS

You can choose from a range of 100 different characters. In this chapter we will explain what the different character values mean. All the values can be changed. These changes are caused by the actions you take during the game, by things that happen to you or simply by the passing of time. For example your character will age in the course of the game.

A character is described by:

Photo If you want to gain a quick impression of a character without looking at his values, look at his photo. Pictures can speak louder than words. However, try not to go solely by appearances: some characters have hidden talents.

Name; At the beginning of the game, names can be changed. During the game, however, you must stick to the name you have chosen.

Money: This is the initial capital that the character has to his name. However, it is not the most important criterion at the start of the game. Obviously you will find it easier if you star off with 10,000 Dollars rather than 5,000, but the other character values represent long-term assets that should not be underrated.

Age: Your character will age in the course of the game - with each passing year in the game he will grow one year older. The older you are, the slower your health regenerates - if you are older than 100 years it will not regenerate at all.

Popularity: This value determines your position in society. The higher the value, the easier it will be for you to establish contacts with business partners.

Value 100: you are everybody's darling and they are all falling over each other to do business with you.

Value 0: you are an absolute outcast. Nobody wants to have anything to do with you.

Health: This value represents your vitality, i.e. your ability to regenerate used energy.

Value 100: you are fighting fit and full of health.

Value 0: you are on your last legs and cannot renew used energy.

Energy: Your daily working hours depend on this value. The higher it is, the more actions you can perform in a day (and the more responsibilities you have to shoulder, the shorter the days will seem).

See also: A DAY IN PIZZA TYCOON.

Value 100: you can move mountains and are bursting with energy.

Value 0: "Hey! Wakey wakey!"

Intelligence: This value is most important for your computer-controlled opponents. You will probably use your own rather than your character's intelligence. The intelligence value determines how rational and reasonable the decisions of your computer opponents are.

Value 100: you are a faultless robot.

Value 0: "Who am I?"

Charisma: This refers to the impression you make on other people. If the value is high, you are more likely to achieve positive results in any chance event connected with business negotiations.

Value 100: you are Miss/Mister Universe.

Value 0: you are Frankenstein's Monster.

Dexterity: This value tells you how quick you are. This is most important in the action sequence. There your dexterity value determines how fast you can move your character. It is also vital when it comes to shady deals. If you are nimble and dextrous, the police will have a job catching you.

Value 100: you are a cross between Robin Hood and Peter Pan

Value 0: you get overtaken by passing snails!

Personality: The higher this value is. the better you are at convincing business partners of your opinion.

Value 100: "Here's looking at you, kid."

Value 0: "Forgive me for living."

Cookery; Again this value is of main importance for computer-controlled opponents. It determines how good the food is and how well the character will do at pizza competitions.

Value 100: Pizza champion

Value 0: "Pitsa? Do you mean that funny round stuff?"

Courage: Decisive for your relationship with the underworld. The higher this value is, the easier it will be for you to get a reputation in this harsh environment and to be taken seriously there.

Value 100: you're a tough cookie and nobody messes with you if they can avoid it.

Value 0: The mere sight of a toy gun would make you flee the country!

The character values affect the situations and probability factors in the game, but remember: the biggest influence on the course of events is YOU.

VII: GAME LEVEL

1. THE USER INTERFACE IN PIZZA TYCOON

PIZZA TYCOON has the same user interface throughout the whole game, which you should get used to fairly quickly. Later on in this manual we **will** refer to the actions of **"clicking"** and **"pressing** a **key"**. As we are rather **lazy,** we use these terms to describe the highly complicated action of **moving-the-mouse-pointer-on-a-menu-option-or-an-icon-key-and-pressing-the-left-mouse-button.**

Got it?

Ok. And now for some practice:

• Move the mouse pointer on an icon or a menu option.

• Press the left mouse button.

The selected function will now be activated, i.e. you have "clicked" on this function.

Thus **"double** clicking" means clicking on the same icon or menu option twice in succession.

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*Note: In this manual we refer to various **keys** which **will** be shown as icons in the **left** or right margin.*

The GAMEPLAY AREA (Illustration 5: left side of the screen shot) is where most of the action takes place. Here you can see the city, the restaurants and all the important overviews.

In the STATUS WINDOW (Illustration 5: top right) up-to-date information about your chain of restaurants or the restaurant you are visiting at the moment is displayed. This window also informs you about things which are happening at the same time as events in the game play area, so that the course of the game is not interrupted. Only when you have to make a decision will the computer interrupt you with the relevant message.

With the mouse pointer in the status window, press the left mouse button to make the status information reappear after a message has been displayed. You may see the message which was last displayed again by pressing the right mouse button with the mouse pointer positioned in the status window.

Apart from messages and information there are two permanent displays in the status window, which are marked in yellow. You will find the time and date at the top of the window and your account balance at the bottom.

Illustration 5: The user interface

For more information about time and date, see the next section - ONE DAY IN PIZZA TYCOON.

The display at the bottom shows your account balance, so that you are always informed about your financial resources. This should help you decide whether you can or cannot afford a certain action. If you try to overdraw your account, a message will appear in the status window informing you that you do not have sufficient funds. The desired action will be refused by the system.

On the key pad (illustration 5) you will see the keys with which you can activate the sub-menus. The icons on the keys ("icons" are the lovely little pictures on the keys) symbolise the action which can be performed by pressing that key. On the key pad there is always a BACKSPACE key with which you can go back to the sub-menu. This does not apply to the two main menus on the map and in the restaurant.

Backspace key

2. ONE DAY IN PIZZA TYCOON

The normal **working** day always starts at 9.00 am, when the shops open. The time is displayed in the status window (top right).

The various actions you perform in one day need different amounts of time. For example you will need a relatively short amount of time for passive actions such as analysing statistics. Actions where you actually have to do something, like buying food or setting up a restaurant, need more time. For example, allocating or re-allocating a particular piece of **furniture** always takes 10 minutes.

Time passes even when you are not doing anything - only much slower. When your working day ends will depend on the energy value of your character. You can finish work between 3 **pm** and **11.20 pm.** The end of a working day can be calculated using the following equation:

(ENERGY VALUE OF CHARACTER) / 2 **˙ 10 minutes.**

This means that an additional amount of 12 energy points allows you to work one hour longer.

For example: Somebody who has 40 energy-points can work from 9.00 am until 6.20 pm.

At the end of your working day the statistics for this day will be displayed. This shows you the turnover, the expenses and the profits for this **day.** Separate statistics will usually be displayed for each of your restaurants. This option can however be switched off.

If you finish all your planned actions before the end of your working day, you may end the day early by pressing the *SUNSET* key in the main **menu.** Then the next player takes his turn.

If more than one human player is participating in the **game,** the next player performs his actions for the same day. The day only finishes when all the players, including the computer players, have completed their day.

A human player starts a new day in the same menu where he finished the previous day.

Sunset key

3. GETTING STARTED IN PIZZA TYCOON

After starting PIZZA TYCOON you will see a menu, from which you should select NEW GAME with the mouse. This will take you to another carefully created menu. Select the option FREE MODE with the mouse and you will find yourself in the character selection screen.

In the left window you will see the name, the initial capital and the character values of the currently selected person. If you like you can also have a look at the other characters by clicking on the arrows above and below the window. It is important that the character you wish to select has sufficient initial capital and high energy and health values. Incidentally you may also change the person's name. Use the mouse to click on the name and type your own pseudonym. Some brave souls even enter the world of business under their real name.

To the right of the window you will see a wonderful photograph of the person.

There is another selection window at the right hand side of the screen. You will notice that the first line is coloured yellow. This is the name of your future pizza empire. If you don't like the name we suggest, just click on it and insert a silly name of your own.

When you have done all this, select START to play the game. If you think the huge pizza on the screen is an odd shape, you are obviously the right man for the job; you have the instincts of a born pizza chef!!!

Anyway, enough of this nonsense.

As you will notice at a glance (or maybe at the second or third glance), this is the overview map. Unfortunately, our poor, overworked graphics designer wasn't too accurate with his pen and ink. But never mind - you may now enter the city of your choice,

I personally would recommend a young, successful entrepreneur like you to go to Berlin. Rents are relatively low there and the chances of achieving a good turnover are high. So click the Berlin icon twice in succession.

Now you've reached the general user interface of this game. Move the mouse pointer over the map until you find the district of Charlottenburg or Tempelhof. Now zoom to the lowest level in the district you have chosen - press the left mouse button when the name is displayed. A yellow frame should appear. Press the mouse again, and you've reached the

Now look for a restaurant to **rent.** You should not spend more than $2000 on it.

If you want to scroll the map, you just have to position the mouse pointer on the frame and click the left mouse button. Every time you click on a house in the map, the corresponding data will be displayed in the status window. Click on the house again and you will see the number of potential customers in this location.

Make sure that there are enough potential customers and that the **premises** are not too small. At the beginning you should rent a restaurant rather than buying one.

Once you have found the restaurant of your **dreams,** you should memorise the name of the estate agent displayed in the status window, and click on the *TERMINAL* key in the key pad. Then press the *TELEPHONE* key and dial the number of your estate agent.

If the line is engaged, try again.

To dial this number again, dick on Estate Agent in the left window. The corresponding entry of your database will be displayed. Then just click on the number and your videphone will dial for you.

Terminal key   Telephone key

The estate agent will say hello and ask how he can **help** you. Say **"Ich möchte** mieten" (I'd like to **rent...)** and accept his offer with the *THUMBS UP* key. The first rent will be deducted from your account.

Click on the BACKSPACE key to get back to the general map and go into your new restaurant by double clicking on it.

If you suddenly start to feel ill, don't worry; it just means that you have a healthy taste as far as shapes and colours are **concerned.** To make yourself feel better you will have to work on the **furnishings** of your **restaurant.** Take the groups of inhabitants and their expectations concerning quality into account as well.

In the key pad, click on the *FURNISHINGS* key and then on the *CHAIR* key. You will then see the furniture book. **Click** on the *SHOPPING TROLLEY* key and select one of the furniture suppliers. Use the mouse to select some tables and chairs and click on THUMBS UP. Now you can place the furniture in your restaurant.

Thumbs up key

Backspace key

Furnishings key   **Chair key**

Thumbs up key   **Shopping trolley key**

Recipe list key   **Cook key**

You should also select some decent floor coverings at the same time. Very few customers will want to go to a restaurant with an ugly concrete floor. Buy a cheap oven in the sub menu KITCHEN EQUIPMENT. You should have at least $3000 - $4000 left now.

Once you've furnished your **restaurant,** you can start compiling your menu. Go to the recipe list (RECIPE LIST key). Click on one of the first standard **pizzas** and click on the *COOK* key. You should start with at least four of the standard pizzas (see enclosed pizza cookery book). You don't need to create your own pizzas to begin with. The popularity of the pizzas should be in the yellow to green range for a large part of the **population.** The price of a pizza is very much dependent on the average income. To start with, you should go for a price of $8 to **$10.**

Now that you now know which pizzas you will be offering, you can start buying the **ingredients.**

Go to the main restaurant menu and click on the STOCK key. **Depending** on the recipes you have chosen, you will need a certain amount of ingredients in stock. These amounts are shown in red.

Now click on the SHOPPING key and choose a **supplier** in the same way as you did when you furnished your restaurant.

You should pay special attention to the quality and amount of the food. Medium quality food (between 30 and 40) should be sufficient at first. You should not sign any contracts with a supplier until your restaurant is fairly well established. When you stock up for the first **time,** your ingredients should last for about **10** days. Later on buy **ingredients** according to what you need and what you have used.

Next you need to employ a cook and a waiter. Click on the STAFF key. Then click on the CHEF or the WAITER key and then on the SHOPPING key.

Stock key

Buy key

Chef key   **Staff key**

Waiter key   **Shopping key**

After about a week your restaurant should be fairly well established. Then you might need more **staff**. According to your needs you can then go through the catalogue for cooks and waiters and employ a character that suits you.

The quality of the staff in their special sector should be at least 40%. Their other character values should be as high as possible. Try to reach a sensible compromise. At first you should employ one cook and one waiter so your personnel costs do not exceed **$1000** per week. You don't need to employ a manager at this stage.

Well, now you've got all the ingredients for opening a restaurant. That's it. Have fun making your pizzas!

Children

Teenagers

Blue collar workers

fttiiic collar workers

Business people

Pensioners

4. THE DIFFERENT TYPES OF CUSTOMERS

PIZZA TYCOON distinguishes between six different groups of potential customers. Each group has different expectations and tastes.

The proportion of the different groups in the population total varies from area to area.

Apart from the area itself, the following factors in the vicinity of your restaurant may have a positive or negative influence on the number of potential customers:

	Church	Bank	Cinema	School	Disco	Bar	Shopping Centre	Hotel
Children		-	+	+++		-		-
Teenagers			++	+	+++			
Blue collar workers			+		+	+++		
White collar workers		+					++	
Business people		++		-	+			+++
Pensioners	++	+	-	-	-		+	

You will notice that in general there are more positive than negative factors. Thus it is always advisable to set up in a lively area as more customers will be attracted.

When furnishing your restaurant and setting up your menu you should take the preferences of your potential customers into account so as to attract as many customers as possible.

Illustration 6: Overview

Illustration 7: Medium range view
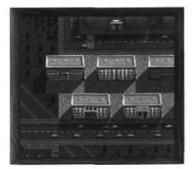
Illustration 8: Close-up view

5. THE MAP

The city in which you are at the moment can be displayed on the top menu level, the map-mode. This map offers you three zoom-levels.

Zoom level 1: Overview (see illustration 6)

Zoom level 2: Medium range view (see illustration 7)

Zoom level 3: Close-up view (see illustration 8)

If you click on an area of the map using the left mouse button, a yellow selection frame will be connected to the mouse pointer. Move the frame over the area of the city you want to zoom in on and press the left mouse button. By pressing the right mouse button you will zoom out by one level.

5.1. Characteristics of the Three Zoom Levels

1. Overview, zoom level 1

- You can select the strategy menus.
- You can choose between three view modes.

2. Medium range view, zoom level 2

- You can select the strategy menus,
- You can choose between three view modes,
- You can move by using the arrow keys on your keyboard or by clicking on the wooden frame of the map in the direction you wish to move.

3. Close-up view, zoom level 3

- Individual houses and furnishings can be selected.
- You can move by using the arrow keys on your keyboard or by clicking on the wooden frame of the map in the direction you wish to move.

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5.1.1. Overview and medium range view

5.1.1.1. The strategy menus

The strategy menus (if any) are always shown above the map or the area of the map which is on the screen. This lets you select restaurants, houses and furniture on the whole map.

The type of location selected is indicated by a flashing rectangle.

Strategy menu: Player
All restaurants of the selected chain will be displayed.

Strategy menu: Range
All restaurants of the selected chain will be displayed with the area from which customers are attracted. This area widens as more and more people get to know about the restaurant.

Strategy menu: Locations
Certain amenities in the city such as bars, discos or hotels are shown, as they have a considerable influence on the behaviour of customers in the vicinity of your restaurant. For more information on population groups and their reactions, see the section THE DIFFERENT TYPES OF CUSTOMERS.

Strategy menu: Properties
This menu shows you the premises which are currently available. They are highlighted by a flashing rectangle. This lets you find out quickly where there are premises for rent or sale.

5.1.1.2. The three views of the city

In zoom levels 1 and 2. three maps are displayed one behind the other. You can bring each map to the front by clicking on its label in the top margin.

The MAP
This is the normal view, showing an aerial view of the city with its streets.

The AREAS
Each area of the city is displayed in a different colour. In the status window you can see information on the activated area, i.e. the area on which the mouse pointer is positioned.

The AREA CONTROL

Mere you can see which player controls which areas of the city. The areas appear in the colour of the player who controls them.

5.1.2. Close-up view

Here you can see a small area of the city. You can get detailed information on the area in which you are planning to set up. You can easily see where the premises are by looking out for shop windows. From now on, these premises will be referred to as "locations". When you click on a particular location you will be given information about this shop. You can obtain the following information from the status window:

- whether the shop is for sale, for rent or not available

- the area of the shop in meters

- its price

- its rent

- the estate agent in charge of it.

If you click on a location which has already been selected, a list of potential customers will be displayed in the status window.

Restaurants will be shown as shops with awnings. The restaurants are displayed in the colours of the corresponding players:

Player 1: WHITE
Player 2: BLACK
Player 3: BLUE
Player 4: BROWN
Player 5: ORANGE
Player 6: RED
Player 7: LIGHT BLUE
Player 8: YELLOW

Double click on a restaurant to enter it. Press the right mouse button while you are in the restaurant to return to the overview.

6. YOUR OPPONENTS' RESTAURANTS

To go into an **opponent's restaurant, double click on** it **from the close-up view.** Just **as** in **your restaurants, people go** into it during **opening hours, sit down at one of the tables and have a meal -** if **the** owner **behaves sensibly.**

There **are** two **things you can do in an opponent's restaurant,**

A) Pizza baking competition

Have you heard? Believe it or not, some of your competitors are actually saying that your pizzas are no good. If you **don't** agree, make a song and dance about **it**. Challenge your opponent to **"the** ultimate pizza baking competition"! Your task is to bake a pizza according to a given recipe as accurately and as quickly as possible. This is a highly dramatic competition. Your reputation as a good cook and businessman is at stake.

So watch out! **If** you fail in this competition, your reputation in society might be seriously damaged. If you win, however, you could make a lot of money and it could greatly enhance your reputation.

As you will notice, you can win a lot or lose a lot.

After clicking on the key for the competition you will be asked if you want to participate. Say YES! Then put a certain amount of money on the result. If you lose, this amount will be deducted from your account. Now select the level **of** difficulty.

In the next few seconds a **pizza** will be "assembled" before your very eyes. The time it takes will depend on the level of difficulty. Your task now is to bake exactly the same pizza in as short a time as possible. After you have finished, click THUMBS UP".

Your pizza will now be compared with the original and the result will be announced. Then you'll know if you have won or lost.

Once a month you are invited to a joint **pizza** competition.

And once a year the great annual competition is held. This is very interesting as the pizzas are judged according to their taste. So make sure you bake something yummy!

If you win this competition, you can offer this pizza to your customers for one year as the "pizza of the **year"**. Needless to say, this pizza will be a best-seller.

Thumbs **up key**

Illustration 9: Attacks

B) Attacks

If you have already visited the arms dealer, you will be shown four joke articles after clicking on the attacks key. Use these joke articles to bring a bit of fun into the life of your opponents. Click on the article you would like to use and confirm your choice by clicking on THUMBS UP". The result of this action, i.e. whether it succeeds or fails, will depend on your character values. This means that your opponents will either suffer some damage and will be a laughing stock, or you will get caught by the police and you will be the one to suffer.

If you get up before the normal shop opening hours, i.e. before 9 am, you can really have a wild time. For more information see the section "CLOAK AND DAGGER OPERATIONS". If you want to know how to get up before 9 am, see the section "CHARACTER MENU".

Illustration 10: Map Menu

Character key

Illustratton 11: Character menu

7. THE KEYS ON THE GAME OVERVIEW

7.1. Map Menu

The key with the plane calls up the pizza ... sorry, map. Now you can choose which city you want to travel to. After clicking on the appropriate button the price of your flight ticket will be displayed. Moreover the name of the company with the highest turnover in that city will be shown.

If you click again on the price, you will fly to that city. The latest data of the city you have left will be saved onto your saved game disk **PIZ-GAMESAVE** (AMIGA only) or onto your hard disk in the GAMESAVE directory. They will be reloaded when you return. If you are carrying any weapons at this stage in the game, you will take them with you to the other city.

7.2. Character Menu

This menu item refers only to your character or those of the other players and their values.

If you click on the CHARACTER key, you will be taken to your personal character menu. Here the game mode is shown, and the time when you want to get up the next morning (normally 9.00) is displayed in your note book.

Wake-up time;

Using the arrow icons in the note book, you can set your alarm clock to any time between midnight and nine am.

You might need to do this for various reasons:

- You might need more time for your activities.

- You might want to burgle one of your competitors, which can only be done at night. See section **'CLOAK-AND-DAGGER OPERATIONS'.**

It is not advisable to get up before 9 o'clock very often because your health value and you yourself might suffer considerably. Moreover the longer working day will use up more energy which you will not be able to replace completely during the following night. You should also remember that the end of your working day depends on your energy value. You can stop working between 3 **pm** and **11** pm.

Holidays:

Press the switch on your desk lamp to take a couple of days off. You can set the number of days you want to take with the two arrows in the box.

If you go on holiday, you leave the game for (he chosen time period to recuperate.

Meanwhile the other players - humans as well as computer players - continue the game.

The longer your break, the more your character can relax. With every day off, your health value will increase by a certain number of points depending on your age. The younger your character is, the more good the holiday will do him and the shorter the time needed to recuperate by a certain number of points.

At the beginning of the game you should avoid going on holiday, otherwise you might give the competition too much of a head start. You would risk missing new trends, market changes or important newspaper items. Also your restaurants would be an easy target for attacks and any other nasty activities your competitors might think of.

Nothing is more depressing than coming home from a holiday feeling fresh and relaxed - only to discover that you have gone bust in the meantime!

Once you have got a good grip on your restaurants by entering into long-term supply contracts, employing managers and ensuring you have the necessary cash to cover running costs, you can and should spoil yourself from time to time. If you are relaxed and healthy you will be a lot more active and successful than if you are sickly and exhausted and have to stop work at 3 pm because you have run out of energy.

Using the two arrow keys of the key pad. you can go to the player whose data you would like to look at.

7.2.1. Character **values**

If you press the *CHARACTER VALUE* key, the values for health, energy etc. will be displayed. For detailed information see the section THE PIZZA TYCOON CHARACTERS'.

Character value key

Company key

Illustration ! 2 Company

Curriculum
vitae key

Position key

Illustration 13: Position

7.2.2. Company

By pressing the *COMPANY* key you can call up a list of cities in which you have restaurants and the weekly profits and losses of these branches.

7.2.3. Curriculum **vitae**

Pressing the **CURRICULUM** *VtTAE* key will take you to this menu item.

All major actions you take are noted and appear **along** with the exact date in your curriculum **vitae.** This means that you can trace the day you made your first million or the day a restaurant of your chain was awarded the title "Most beautiful **pizzeria** in town". Browse through the pages of your CV using the arrow keys. CVs can be saved separately so that other **players** can use them as missions.

7.2.4. Status

Which position do you enjoy in society (the world) and in the underworld? The green bar represents your status within the "position level" you are **currently** in. The entire box must be green before you can be **"promoted".** Possible positions are:

Social	Underworld
Hopeless case	As good as dead
Failure	Loser
Worker	Amateur
Small entrepreneur	Gambler
Restaurateur	Pocket thief
Business man	Thug
Self-made man	Gangster
Hero	Pimp
Star	Professional
Freeman	Killer
Mayor	Boss
Senator	Mafia big wig
President	Godfather

Your standing in both worlds is influenced by various events and situations such as:

Social:

- Successful ownership of as many restaurants as possible
- Your wealth
- Your popularity with the customers
- The creation of delicious pizzas
- High turnover
- Good business contacts with many suppliers
- Awards
- Control over large parts of the city

Underworld:

- Carrying out contracts for the underworld
- Regular contacts with the mafia
- Ruthless behaviour towards competitors
- Taking part in shady dealings
- Periods in jail

Make sure that your position in both worlds improves simultaneously - that will give you the best chances!

7.2.5. Awards

The mayor of a town regularly **awards** prizes for outstanding **achievement:**

■ Most Beautiful Restaurant in Town Medal

■ The Golden Pizza for the Pizza of the Year

■ Best Investor in Town Star

■ The Cooking Spoon for the most successful imitator of the year

■ The Golden Bow Tie for the fastest service

■ The World Trade Badge

Awards key

Illustration 14: Awards

All **award ceremonies, apart** from those for the '**Pizza** of the **Year**' and the '**Imitator** of the **year**', take place every two months. The mayor always announces in advance when and where the ceremonies will be held. If you think you have a **good** chance of winning a prize, you can transfer the necessary financial contribution to the account named by the mayor and appear at the said place on the appropriate day - and on time! Then you will find out whether you are the lucky winner who will receive an award.

The competition for the "Pizza of the **Year**" only takes place at the end of every year. Anyone can take **part** and financial contributions are not necessary. Your aim is to present a new pizza creation and receive high marks from the jury. The pizza baker with the **highest** marks **will** be awarded the "Pizza of the **Year**" Medal. For one year, he will also be allowed to advertise his creation in his restaurant as "Pizza of the **Year**" (with the appropriate year).

The title "Imitator of the **year**" is awarded every year on the 30th of July. Here the medal will be presented to the cook who has won most pizza competitions (at least 5).

7.2.6. Target CV

The target CV is only used if you are playing in mission mode. You are given the CV that you will have to **"re-live"**. At every stage of the CV a percentage will be displayed, telling you how closely you have managed to stick to the given career.

7.2.7. Turn **Page**

Use the **arrow** keys to scroll through the other players. Apart from the CV with private **information,** you have access to all files concerning your competitors.

The *ARROW***keys** are also used to turn the pages of your own CV.

Target CV key

Previous page

Next paw

7.3. Disk Menu

With the *DISK* key you can go to the system level. The game will be paused and the game time stopped, so chance events cannot happen. The following functions are available:

7.3.1. Saving

- the current game
- your character
- your CV as a mission

Everything you save will be stored on your saved game disk **PIZ-GAMESAVE** (AMIGA only) or in the **GAMESAVE** directory (hard disk only). Similarly, old games will be searched for either on your **PIZ-GAMESAVE** disk **(AMIGA** only) or in the GAMESAVE directory on your hard drive.

Amiga users: If you are playing PIZZA TYCOON from disk, you will need a saved game disk called PIZ-GAMESA VE.

On saving, the extension "**.GAM**" is added to game files, "**.CHR2**" to character files and "**.MIS**" to mission files. The extensions are added automatically - you need not type them in.

7.3.2. Old game

Loads a previously saved game.

If you choose OLD **GAME,** a list of all previously saved games will appear and you can select the game of your choice by clicking on it. If you do not want to load any of them, simply click somewhere outside the box.

7.3.3. Settings

Sets the options of the game.

Under SETTINGS you can choose and save your **game** configuration. The chosen settings are stored under the name "PIZPREFS",

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*Amiga users: If you are playing from disk, the settings are **also** stored under "PIZPREFS" on your saved game disk PIZ-CON1.*

7.3.4. Quit

Quits the game and takes you back to Workbench or DOS.

7.3.5. Ok

Continues the game.

7.4. Advertising

Advertising key

You can and should advertise your restaurant chain. Your possibilities range from a simple flyer handed out in the street to the production of your own **commercials**.

Click on the **ADVERTISING** key. This will take you to the advertisement overview where you will see which marketing activities are currently in **operation,** how many more days **they** will continue **for,** how much the different types of advertisements cost you every day and how effective the campaign is (shown as a percentage).

Illustration 15: Advertising

View advertisement

Shopping key

Turn Page key

Turn Page key

Shopping key

Turn Page key

Turn Page key

Shopping key

Backspace key

The selected marketing activity is **highlighted**. All activities you now choose via the KEY PAD **refer** to the campaign you have chosen:

ViewAdvertising: Here you can have a closer **look** at the advertisement,

Shopping: Starts a marketing campaign of the selected type.

TurnPage: You can determine the length of the marketing campaign (at least 7 days). You can also extend its duration after it has already started. After you have left the menu. the campaign can still be extended but not shortened.

You can follow a selected marketing campaign by clicking on it.

If you have started an advertising campaign using the *BUYkey*, you can select the exact nature of the campaign with the arrow keys:

- Flyers - Choose the number to be printed.
- Posters - Choose the graphics.
- Newspaper ads - Choose your individual slogan from a number of text blocks and determine its size using the arrow keys. The effectiveness of the ad depends on the contents of the slogan. If you have chosen a slogan and decide later that you do not **like,** you cannot stop the campaign because the marketing agency will already have started the preparations. All you can do is cut costs by choosing a small advertisement format and a short duration for the campaign.
- TV ads - Choose the commercial you like best.

Once you are happy with your settings, press the *SHOPPING* key again to conclude the contract. With the exception of newspaper ads. you can cancel the whole campaign by pressing the *BACKSPACE* **key**. Expensive advertising campaigns only make sense if you own several restaurants.

Market research key

Area info key

Illustration IB: Area info

7.5. Market research

If you want to sell your pizzas successfully, you need to know your market. it is vital to keep informed about your customers and their tastes as well as your competitors' activities.

By pressing the MARKET RESEARCH key. you call up the AREA INFO panel.

Eight information panels are available:

7.5.1. Area Info

All information on this panel refers to the part of town in which you currently are, or, if the last screen showed the overview map, the part last displayed in the status window.

On this panel the population is divided into several groups. You need this information to adapt your restaurants in this area (their interior design, the menu and the prices) to your potential customers.

The information includes:

• Average income, telling you the average wealth of the inhabitants of this pan* of town, and how strongly they react to price changes

• crime rate

• traffic

• type of area

In different types of area, the population demands different things:

Residential area	Comfort, quality, standard pizzas
Industrial area	Price, standard pizzas
Commercial area	Time, standard pizzas, quality
Recreational area	Individual creations, quality
Shopping area	Time, individual creations
Transit area	Time, standard pizzas

Property info

Illustration 17: Property info

Economy key

Customer taste
key

7.5.2. Property info

Here the current situation on the property market in the area is illustrated.

"Availability of commercial buildings" shows you how probable it is that business premises will be let or sold.

In highly frequented or densely populated areas with a great deal of traffic, a shortage of free business premises might make it difficult for you to find suitable localities to rent or buy. The number of business premises for sale or rent is shown at the bottom of this page.

The information on rent and price levels per square metre is particularly important. They include an average value of the costs you will have to meet if you want to open a restaurant in this area.

"Trend" tells you how property prices are likely to develop. These are long-term trends which determine how prices will develop for months to come,

7.5.3. Economy

Here the general economic trends are displayed.

7.5.4. Customer taste

One of the most important pieces of information you need if you want your restaurant to be a success refers to your customers' tastes. Obviously you want to sell as many pizzas as possible, so it is vital to study the eating habits of the different groups within the population - especially when creating your own pizzas. It is vital to satisfy the tastes of as many customer groups as possible.

Illustration 18: Customer taste

The six different groups are:

 Children

 Teenagers

 Blue-collar workers

 White-collar workers

 Business people

 Pensioners

The better you can satisfy the **customers'** tastes, the more pizzas you are likely to **sell**. If you click the left mouse button somewhere within the table, the taste of the different groups will be illustrated in detail by values between 0 and **100%.**

If, for example, the value under HOT is 0% in the first line, it means that children like hot ingredients about as much as their parents like Heavy Metal, **i.e.** not at all. So you should serve hot pizzas only if you want to get rid of the little **darlings...**

However, if you find 100% unter SPICY in the bottom line, then you know that the taste buds of the elderly have become so **weak** that they need lots of spices on their pizzas. **Otherwise** they **might** not notice that they are eating **pizza** at all and think they are sinking their false teeth into a beer mat.

These are only two examples. The tastes of the different groups change over time, and occasionally there can be a downright revolution. **Generally,** however, customer tastes are fairly constant and changes only occur very slowly.

Under the menu heading **"Cooking",** every ingredient is assigned a specific taste value in the status window.

7.5.5, Trends

As well as long-term customer taste, there are short-term trends that only last a few weeks and apply to all groups. If you are quick to spot these trends and adjust your menu accordingly, your restaurant might be the flavour of the month.

Every now and then, for example, some crazy professor suddenly discovers that cucumber makes you slim. So if you have a pizza with lots of cucumber on the menu, people will be queuing round the block.

On the other hand, some stupid tabloid might print a story claiming that a malaria virus has been detected in bananas. People would then scream blue murder and run a mile at the mere sight of anything vaguely resembling a banana.

So it is advisable to keep an eye on the papers to see what ideas are being put into peoples' heads and what ideas for new pizzas you can accordingly kiss good-bye...

Trends are expressed in figures. Positive values mean that the relevant ingredient is IN. An ingredient with a negative value, however, is most definitely OUT.

There are different kinds of trends:

PERMANENT
Something that remains popular over a certain period of time.

EVOLVING
The popularity of the ingredient concerned reaches a maximum or minimum, only to fall or rise again at the same rate.

HOT SHOT
The popularity soars to a maximum and then slowly falls again.

Pizza chartskey

7.5.6. Pizza charts

How popular is a certain pizza? The charts are calculated on the basis of the cumulative sales figures of the last seven days. Information includes the ranking, last week's **ranking,** the name of the **recipe,** the owner and the sales figures for the previous week.

Your pizza creations are sure to shoot to the top of the charts very soon. But skill and quality are not the only things that count. Chart rankings are based solely on sales figures. So it is important to spread your **restaurants** widely in order to sell the greatest possible number of pizzas made according to a certain recipe.

Info on
competitors

7.5.7. Info on competitors

This information panel shows the turnover of all eight restaurant chains at a **glance,** so you **get** an overview of your competitors' respective **positions.** The colour of their businesses **corresponds** to the colours on the map.

Market share
key

7.5.8. Market share

The market shares tell you how big the share of each restaurant chain is in the market as a whole.

Newspaper key

7.6. The Newspaper

The paper is an important source of information. Use it whenever you make business decisions.

The paper picks up the trends of tomorrow and even the day after tomorrow before they are shown in the trend info of market research. So if you read it you can react accordingly. Broccoli prices are on the rise! Get a large stock in now! Find out whether interest rates or property prices are changing or whether import or export barriers are being introduced for certain goods.

Newspaper items will not simply appear on your monitor if something important is happening. Important events just happen and you will not know anything about them unless you click on "Read newspaper". Of course world-shattering events do not happen every day. Some journalists actually invent sensational news or blow completely unimportant items up out of all proportion. Still you should make sure that you don't miss vital news...

7.7. Global Statistics

By pressing the GLOBAL STATISTICS key from the main menu, you can look at all your restaurant chains and the statistical information that concerns you. Again, the different information panels are selected using the KEY PAD:

Global statistics key

7.7.1. Monthly overview

Monthly overview key

Your income and expenditure are split into separate categories and listed for the current and previous month. If you click on these categories, you will see a window showing the results of your individual restaurants.

"Orders", "Repayment" and "Miscellaneous" cannot be split up according to the individual restaurants.

Restaurant
overview key

Cash
development key

Loan key

Insurance key

Property key

7.7.2. **Restaurant** overview

Your restaurants are displayed in a clearly laid out list. On the left you can see where the restaurant is located and on the right the most important information on this restaurant. This makes it very easy to compare your restaurants with each other.

7.7.3. Cash development

The development of your bank account for every week over the entire year can be displayed. The unit in which the numbers between 0 and 10 on the vertical axis are to be interpreted is shown above the graph. This will change when necessary, so that all sums of money are always displayed in the correct relation to each other.

7.7.4. Financial overview - Loans

This is an **overview** of your current credit status, showing how much you have borrowed from each bank and the conditions of the **loans**. The remaining term of each loan is given in months.

7.7.5. Financial overview - Insurance

Here you can see what insurance you have taken out with which company as well as the monthly premiums.

7.7.6. Financial overview - Property

This list shows the price of any **property** you have bought and the monthly rent of rented premises.

7.7.7. Balance sheet

The balance sheet gives you an overview of your assets and liabilities. Where has your money gone and where is it coming from? On the **left** you can see the assets you own or which are available to you. You will notice that only a small proportion is available in cash. Most will consist of **property,** furniture and machines.

Not every transaction affects your profit. For example, if you buy **furniture,** part of your money will be entered under the heading of furniture and fittings, but the total value of your assets will remain the same. Don't worry if at first you see a loss written in red ink on the left side of the balance sheet. This is completely normal and arises from your investments. You can only make a profit if you sell your **pizzas** successfully. At the end of the year, the contents **of** the profit box will be transferred to Company Capital after deduction of 20% tax.

7.7.8. **Daily** profits

Here you can see the development of your profits for each day.

Balance key

Daily profits key

Terminal Key

Illustration 19: Telenet Menu

Thumbsup key

Thumbs **down** key

7.8. Telenet

Telenet is a communication facility for the entire city, similar to the video phone. You can communicate interactively with your business partners via a **so-called** Telenet terminal. To speak to one of **them.** press the TELEPHONE key and click on the appropriate Telenet number. The number will then be dialled automatically.

You will find all the Telenet numbers in the Telenet directory for the relevant city which is included in the separate city guide.

Communication with your business partners is carried out by means of a simple menu dialogue procedure.

Yes-no questions can be confirmed with the THUMBS UP key or refused with THUMBS DOWN. In many cases you can choose between different answers. Your business **partner** at the other end of the line can see you just as you can see him.

Your personal Telenet database is split into the following categories:

- Estate agents
- Banks
- Insurance companies
- Authorities
- Others

Illustration 20: Estate agents

Thumbs down
hey

7.8.1. Estate agents

At the estate agent's you can

- buy business premises and warehouses

- sell them

- rent them

- cancel existing rent agreements.

If you ring an **estate** agent, the **call** always refers to the city last selected on the map. If you are in one of your restaurants and phone the estate agent from there, it refers to this restaurant.

The estate agent treats business premises and warehouses in the same way.

If you want to rent a place, you will have to hand over the money for the first month's rent when signing the **contract.** The full rent is always deducted from your account in advance even for part months, so make sure that you have the necessary amount of cash available. Thereafter the rent will always be debited from your account at the end of each month.

It is also possible to buy premises you have so far been renting. If you have been renting the place for more than a year, the estate agent might even offer you a discount.

You should, however, always be careful when buying premises. Some estate agents will try to cheat you and demand a higher price than was stated in the status window. Always make a note of the price you were quoted there and insist on this sum.

If you try to sell an **object,** it is customary practice to deduct between **10** and 20% of the current market price. If you think the estate agent's offer is too low, however, you can always try to push the price up by negotiating. In this **case,** do not confirm the offer, but click on the THUMBS DOWN key instead. Afterwards you can choose a sentence with which to answer the estate agent.

Illustration 21: **Bank**

Thumbs up key   Thumbs down key

7.8.2. Banks

You can't carry out any financial transactions without banks! At the bank you can:

• Take out loans

If you ask a bank for a loan, the banker will first look at your financial situation as a whole. Me will consider your solvency, your reputation in society and the property you own (if any). Some banks are more willing to take risks than others and they also charge different interest rates. So it is worth shopping around for the best deal.

Once the banker has decided to grant you a loan, he will make you an offer. Via the Telenet dialogue system you can either accept it (THUMBS UP key) or reject it (THUMBS DOWN key).

If you have taken out a loan, it will be listed under "statistics" in the financial overview, together with any other important information. The repayment will be deducted from your account every month.

You can only take out one loan per bank.

• Accumulate savings

You can deposit money at the bank at any time and receive interest on it. If you select this item, the bank will make you an offer stating the amount to be deposited, the term and the interest rate. Again, you can either accept or reject the offer.

• Transfer money

Transfers are particularly useful for laundering money.

They can also be used to lend money to another player. Negotiate with him about the sum in question, the time when he will have to pay it back and, of course, the interest rate.

The account numbers of the players correspond to their player numbers. Player No 1 will have account number 111111, player No 2 will have 222222 etc.

If you select TRANSFER, a cheque will appear. Enter the sum and the account number on this cheque. Then the banker will tell you whether or not it was possible to carry out your order.

Illustration 22: Transfer form

There are two reasons why it might not be possible to make a transfer:

* The account you have named does not exist.
* The sum to be transferred is not available in the account.

7.8.3. Insurance

Make sure you are well insured! In case of loss or damage, an insurance will compensate you at least for part of the loss. You can insure yourself against the following risks:

Theft: In case your staff is not as honest as you would wish.

Burglary: In case your warehouse is burgled.

Fire: Protect yourself against arson and explosions.

Personal liability: In case you have to pay a fine.

Illustration 23: Insurance

Loss of life: If you die, you will be brought back to life and the insurance sum will be paid out. Unfortunately, this is only possible in the game and not in real life!

If you need to make a claim, you should advise the appropriate insurance company of this immediately because you must make your claim by the end of the week - otherwise you won't get anything! The bigger your contributions are, the more likely it is that the insurance company will pay out if the worst comes to the worst.

7.8.4. Authorities

Are you ready to fight your way through the jungle of bureaucracy? How clever are you when it comes to dealing with politicians?

Don't worry, you are in a stronger position than you might think because the powers that be depend on you and your donations to their party. You can use politicians to achieve your goals and donate simply to make a name for yourself.

The higher your standing in the world, the easier you should find this. But your personality and charisma also play a role in this part of the game.

7.8.4.1. The mayor

You need to have achieved at least the position of a small entrepreneur in order to be able to talk to the mayor in person.

It is not easy to get through to the mayor, but once you have managed it you will receive his account number to transfer your donations to.

Party donations are quite normal. A politician needs you like a normal human being needs the air he breathes or like you need your ingredients to bake your pizzas.

But why on earth does it have to be you. you might ask. Well, if you make donations, the mayor will be more likely to remember you when you need him to. This can be extremely useful when the mayor is due to present awards or your restaurants have to be inspected by the hearth authorities.

What's going on in the heads of these big wigs when they make decisions will always be beyond us. of course. But one thing is certain; the more generously you donate, the more likely it is that any decisions will be in your favour...

7.8.4.2. The police

II you want to talk to the police, you must be at least a "blue-collar worker".

The policeman can give you important information, e.g. whether and when an inspector is going to pop round to check the quality of your restaurant, or the next time your central warehouse will be examined.

Unfortunately the custodians of the law are usually men of few words, and hide behind a wall of paragraphs and regulations. You have to drop fairly direct hints to make them understand what you are getting at. It wouldn't hurt to make a small donation in advance, just in case you should fall foul of the law some day.

But be careful what you say! The punishments for insulting an official are severe and would not do your standing in the world any good at all...

7.8.4.3. Others

These are the local arms dealer and the leading families in town. No, no... not the city's dignitaries, but that honourable society the mafia!

7.8.4.3.1. The arms dealer

From the local arms dealers you can buy both joke articles to be placed in your competitors' restaurants, and weapons you need to burgle a rival or for (illegal) arms deals.

Joke articles Include:

- *Smelly cheese:* Lends a very unpleasant smell to any pizzas made from it.

- *Laxatives:* Have such a laxative effect that the pizza leaves the customer's body before he can leave the restaurant...

- *Rats:* They are sociable creatures in a restaurant, even though some customers might never come back if they see them.

- *Stink bomb:* Leaves a terrible stench in the restaurant which lasts three days before it gradually disappears.

Weapons Include:

- *Flame thrower:* Burns everything within a range of about 1.5 metres.

- *Insecticide:* Due to its contaminating effect, the restaurant in question will have to close for several days.

- *Bazooka:* The projectile will destroy any piece of furniture or equipment it hits immediately.

- *Bomb:* Destroys everything and everybody within a range of 4 metres.

The prices of weapons may vary between the different arms dealers and especially the different cities. You can only buy and use the joke articles; weapons, however, can be bought and sold. Obviously, arms dealing is illegal, so you had better not get caught...

If you want to sell weapons to a dealer, he will make you an offer. You can either accept it (THUMBS UP) or reject it (THUMBS DOWN).

If you don't have a central warehouse, you will have to carry your weapons around with you. The risk of getting caught with them is extremely high. Whether the police catch you or not will depend mainly on your "dexterity" value. It is advisable to use any weapons you are carrying with you as quickly as possible or re-sell them.
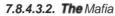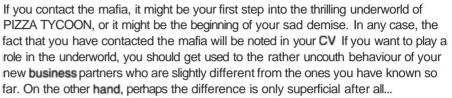
Thumbs up key   Thumbs down key

However, if you have established a central warehouse, your weapons will be fairly safe there. You should store them in the warehouse as quickly as you can. Even though there are occasional inspections by the local authorities, you can find out the relevant dates by "persuading" the appropriate politician (see section "AUTHORITIES").

You can only sell weapons you are carrying with you.

Illustration 24: The Mafia

7.8.4.3.2. The Mafia

If you contact the mafia, it might be your first step into the thrilling underworld of PIZZA TYCOON, or it might be the beginning of your sad demise. In any case, the fact that you have contacted the mafia will be noted in your CV If you want to play a role in the underworld, you should get used to the rather uncouth behaviour of your new business partners who are slightly different from the ones you have known so far. On the other hand, perhaps the difference is only superficial after all...

Once you have selected one of the clans and introduced yourself to its members, you are faced with the following choice:

- "I need a job on the side."

- "I need money desperately."

- "I need information."

7.8.4.3.2.1. Jobs from the underworld

With the first sentence you make it clear that you are not afraid to take part in illegal dealings. This means that the boss of the clan can assign you a job.

For most deals, a meeting point is arranged, and you had better be there on time! Otherwise you run the risk of running into a policeman instead of your contact.

All underworld jobs have some risk attached. You will be told how risky it is before you accept your job. Then you have to decide whether you still want to do it or not.

If you are caught in the act, the local police will arrest you and either put you into jail or impose a fine, depending on what you were doing. You can only accept ONE task at a time.

Depending on your position in the underworld, you will be offered the following tasks:

Courier services: Your job is to pick up goods from a certain place at a certain time and to deliver them to a different place at a different time.

Attacks: You have to attack a certain restaurant which will be pointed out to you. There you simply do what you would like to do yourself if it was one of your competitors' restaurants. You will need to have the weapons available or buy them from an arms dealer. You will be told in advance what level of damage or contamination is desired. You will only be assigned this kind of task if you have achieved the position of a pickpocket,

Laundering money: You are given a certain sum of money which must be transferred in equal parts to four accounts within a specified time. Use your cheque forms from the bank to do this. And be extra careful - your employer would be very unhappy indeed if there were any differences in the sums or mistakes in the account numbers!

You will only be assigned this kind of task if you have achieved the position of a thug.

Arms deals: You have to buy weapons from any arms dealer and to take them to an agreed meeting point. You will have to pay for them out of your own pocket. You will be reimbursed when you receive your reward. You will only be assigned this kind of task if you have achieved the position of a pimp.

Share deals: You are offered a deal which requires an "investment" on your part. If the deal is successful, you will be paid the agreed amount after a certain period of time. You will only be assigned this kind of task if you have achieved the position of a killer.

7.8.4.3.2.2. Loans from the underworld
If you are in a real jam and desperately need money, you can borrow the money from an underworld clan. You will need to have at least the position of an amateur in the underworld to do this.

Select: "I need money desperately."

The underworld also grants loans when no bank will trust you any more. The interest rates, however, are huge; often, twice the amount you borrowed will be demanded back after only a few months. In the interest of your own health you should be able to repay the money when you're told to. There have been reports of mysterious accidents or sudden suicides of pizzeria owners who were hopelessly in debt...

7.8.4.3.2.3. Information from the underworld
Select: "I need information."

If you can come up with the necessary change, you will get some very useful hints and tips, such as the telephone number of an arms dealer.

7.9. Ending your Day

If you have taken enough actions for today, you can end your day immediately by pressing the *SUNSET* key. The next player will then take his turn.

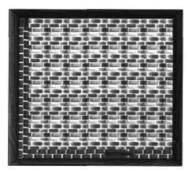Sunset key

8. THE RESTAURANT MENU

8.1. The Restaurant

When you have rented or bought the restaurant of your choice in the city you can enter it by double-clicking the left mouse button. You will have a birds-eye view of the premises. The space you have at your disposal depends on the size of the place. By clicking on the wooden frame or pressing the cursor keys you can get an overall view of your **restaurant** (of course, you will only be able to do this if the restaurant is bigger than the screen picture).

The entrance door at the bottom of the screen will always be ajar whenever the restaurant is open. Otherwise it will be closed.

To your left is the door to the kitchen which you enter by clicking on the kitchen wall or by pressing the space bar.

You will notice that your restaurant is still **completely** empty. You have to furnish it and hire staff before you can open for business. If you do this correctly you will gradually see more and more guests frequenting your restaurant. Your guests will find their own tables and wait more or less patiently for their pizzas. Then your staff will serve the pizza in great style.

In the status window you receive information about the furniture by clicking on the **different** items. When your restaurant is closed you can rearrange the items of **furniture** by clicking on them.

If you want to find out for yourself how popular your restaurant is, just click on the **person** of your choice with the left mouse button and the customer will willingly give you his opinion about the restaurant's strengths and **weaknesses**. The following criteria are taken into consideration:

- Quality of the pizza
- Price of the pizza

Illustration 25: The Restaurant

- Condition of furnishings

- Speed and politeness of staff

In any case you'll get an idea of how your restaurant is working and where its strengths and weaknesses lie.

8.1.1. Your second, third and subsequent restaurants

Once your first restaurant is well established, you will be able to open further restaurants and slowly establish a chain of restaurants in a city. Your influence in the city will increase.

Of course, the demands on you will increase as well, so don't overreach yourself. Using the TAB key takes you from one restaurant to the next within one city.

The next logical step for you would be to expand your chain of restaurants over the whole of Europe. As you can see, your tasks will become increasingly complex.

8.1.2. Opening a restaurant

The normal opening hours of your restaurant are 9 am to 9 pm. If you wish to get up earlier, you will have to alter the alarm time in the CHARACTER MENU.

Using the *KEY* opens the restaurant. To do this you will have to satisfy certain conditions:

- You need at least one oven in the kitchen.

- You can't make pizza without a chef,

- If you don't have any seats you can't have any guests.

- You can't take orders without waiters.

- Every 'pizzeria' must have recipes on the menu.

When all these conditions are satisfied you will be asked again whether you want to open the restaurant. You can answer *YES* (Thumbs up) or WO (Thumbs down).

Important **advice:** You can't expect any guests in your restaurant until you've opened it.

Key

Thumbs up key

Thumbs down key

Key

Stock key

Illustration 26: Stock

Fruit key

Vegetables key

Meat key

Cheese key

Shopping key

Contracts key

Backspace key

8.1.3. Closing a restaurant
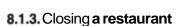
You close a restaurant by using the *KEY.* As an **extra** safety precaution you will be asked if you really want the restaurant to be closed.

If you want to add. rearrange or remove furniture you will have to close the restaurant first.

8.2. Stock

The menu STOCK contains everything you need to ensure good materials management and logistics, from purchasing to concluding delivery contracts.

Click on the *STOCK* key.

Your warehouse book, **containing** all the information concerning your stock, **will** appear in the game play area. On the cover the capacity of your warehouse is indicated; this depends on the size of your restaurant. Below you can see how much of the warehouse is already in use.

On the KEYPAD you will see the icons for the four groups of ingredients as **well** as the *BACKSPACE* key, which you should be familiar with by now. By pressing the key for a certain group of ingredients you open the appropriate page in your warehouse book. The KEYPAD is supplemented by the keys *SHOPPING* and *CONTRACTS.*

Illustration 27: Warehouse book

8.2.1. Choice of ingredients

After pressing the key for a certain group of ingredients, for example "Vegetables", the warehouse book will show you the stock of ingredients (in this case tomatoes, olives and anything else belonging to this group) for the restaurant you are currently in.

The columns - from left to right - indicate:

- The ingredient (for example tomatoes, olives etc.)
- The quality

1 - 16	= Spoiled
16-31	= Edible
32 - 47	= Good
48-63	= Very fresh
64 - 79	= Top quality
80 - 95	= First class
96 - 100	= Royal

- Your current stock of the respective ingredient in kg
- The demand for this ingredient in kg per day (calculated on the previous day's consumption)
- The actual consumption of the ingredient in kg per day from the previous day
- How many days your stock of this ingredient will last (calculated on the previous day's consumption).

Important advice: If the data on one of the ingredients appears in red writing, you must obtain new stocks immediately.

Shopping key

Illustration 28: Book of suppliers

Thumbs up key

Thumbs up key

8.2.2. Choosing **the suppliers**

Using the *SHOPPING* key takes you to the selection screen showing the suppliers of the group of ingredients you have marked, e.g. the suppliers of vegetables. They are listed according to the quality of their merchandise. On the banner you will see the name of the supplier and underneath it the value of the produce you have acquired so far.

By using the *ARROW* keys you can page through the suppliers.

Click on the symbol of the supplier you want to buy from.

8.2.2.1. Buying **the ingredients**

Position the mouse pointer on the ingredient you want to buy. By pressing the left mouse button you increase the amount of the required ingredient. Using the right mouse button **reduces** the amount.

Each ingredient has its own price composed of various values. The amount chosen is indicated in kg. In the column Stock you will see the ingredients bought so far and the stock you already have in your warehouse. The column DAYS shows how many days this ingredient will last, assuming the consumption stays the same as on the previous day.

The total cost of the chosen goods is shown at the bottom of the screen.

8.2.2.1.1. *Single order*

By using the *THUMBS UP* key you will receive an invoice for the chosen goods. The amount will be immediately debited to your account. You will then automatically return to the suppliers' menu.

8.2.2.1.2. *Contracts*

To save time and money you can agree delivery contracts with the suppliers. The advantage of these contracts is that the supplier grants his regular customers a discount for loyalty. **Click** on the *SHAKE HANDS* key.

Do yourself a favour - look for a good supplier and buy from him regularly. He will show his appreciation.

Above a certain sum you will be able to negotiate the conditions of the contract with the supplier. The conditions are shown on the blackboard on the right of the supplier. But be careful - most suppliers are only looking out for number one.

You can conclude the contract by pressing the *OK* key (Thumbs up) . *THUMBS DOWN* rejects the contract offered.

Once you have concluded a contract you will receive the first delivery the following day. You can view the conditions of your contracts in the menu SHOPPING)by using the *CONCLUDED CONTRACTSkey.*

After you have concluded the contract you will return to the suppliers' menu.

8.2.2.2. Concluded contracts
While leafing through your warehouse book to check your stock, you can view your contracts by using the *CONTRACTS key.* You can obtain detailed information, from the total amount to the remaining term of the contract.

To ensure that contracts remain favourable even over a long period of time, you can adjust the quantity delivered according to your actual demand in the game play area. To do this, click on the contract. This ensures that you can react flexibly to changing demand without having to conclude new contracts all the time. You will appreciate that there has to be a fee for this. In addition you can cancel current contracts.

Menu key

Turn page key   **Turn page key**

Thumbs down key   **Calculator key**

Customer Ratings key

8.3. The Menu

A good menu is **the** key to a successful restaurant. By using the *MENU* key you can view the menu of the restaurant you are at.

By adding or removing standard recipes and individual creations you can react to changing **customer** demands and create an individual menu for each of your restaurants.

By using the *ARROW keys* you page forwards and backwards.

You can change the price of a particular pizza by clicking on it. Enter the new price via the keyboard.

To remove a pizza from the menu, first click on the name and then on the *THUMBS DOWN* key.

The *CALCULATOR* key shows all the recipes of the menu in detail together with the **sales** and turnover figures for the **previous** day.

If you press the CUSTOMER RATINGS key you will be able to see how popular your menu is with the different groups of customers.

Furnishing key

8.4. Furnishings

Pressing the *FURNISHINGS* key in the restaurant menu takes you to **this** menu. Surely **it** can't be that difficult to put a couple of tables and chairs into a restaurant, can it? Anyone can do it. Or can they?

With a little practice you'll soon be able to compete with any second-rate interior designer. To keep you busy our design team has been extremely industrious and has put over **180** items of furniture at your disposal. No trouble or expense has been spared, and even such items as fountains, **pinball** machines, jukeboxes etc. have been included in our range so that you'll be able to let your imagination run riot.

We know that you and your clientele appreciate a change from time to **time,** so new items of furniture will continually be offered by the suppliers in the course of the game. Each supplier has his own range, and the quality of the supplier is indicated by the seats.

You can choose where to place all the items of furniture in your restaurant - if necessary you can even turn them through 90* by using the right mouse button.

Try to find the most effective way possible to arrange your furniture because there is not much room in most of the restaurants.

All the items of furniture have certain **values,** such as **quality,** age and condition, and these values appeal to different social groups, just as in real life. Thus a pensioner will **prefer** to sit on a chair that isn't likely to collapse any moment. On the other **hand,** a business man won't want to have his meal sitting on garden furniture. These six groups of people - kids, **teenagers, blue-collar** workers, white-collar workers, business people and pensioners - each have their own preferences.

So, if you want to be successful, you'll have to be very careful which group of people you are aiming at. Further **information** concerning this problem can be found in the section TIPS FOR THE WOULD-BE INTERIOR DESIGNER" .

Backspace key

Shoppingkey

Customer
Ratings key

8.4.1. Buying furniture

After pressing the *FURNISHINGS* key you will see a closed furnishings and **fittings** book in the GAME PLAY AREA.

Simultaneously the keys for the four groups of furniture and the familiar *BACKSPACE* key will appear on the KEYPAD. Press the key tor the **required** group of **furniture** and you will get to the appropriate pages in your furnishings and equipment book. The KEYPAD is supplemented by the keys *SHOPPING and* CUSTOMER RATINGS.

8.4.2. Furniture

Now your warehouse book is open at the appropriate page. The following data about your furniture is shown:

Capacity utilisation: Is there enough furniture in your restaurant - or too much or too little? A capacity **utilisation** of **100%** would be **ideal**, but that would mean you **wouldn't** have any extra capacity at peak times. So it is advisable to keep the capacity utilisation at about 80% at normal times.

Total value: How much has it cost so far to furnish of your restaurant?

Quality : The quality of your **furniture** depends on the retailer you bought it from and how long it has been in use.

Capacity: How many guests can you serve at a time in this restaurant? And how many guests can you serve per day?

The window below shows details of the items of furniture of your restaurant **with** the name and number of pieces. If this window is not big enough for all the items, you can move the list by using the two fields to the right of the window. Click on the top or bottom field to do this.

Illustration 29: Kitchen equipment

8.4.3. Kitchen equipment

The book will open to the page with the list of your kitchen equipment:

- *Ovens*: How many ovens are being used in this restaurant?
- *Baking time per pizza* : This is the average time needed to bake a pizza with the ovens you have.
- *Total value*: How much money have you invested in this restaurant's ovens?
- *Quality* : What is the average quality ot the pizzas when they leave your ovens ?
- *Baking capacity*: How many pizzas can you bake in your ovens at a time? How many pizzas do you produce per day?

As with the **furniture** you will find a window below with a general overview of your kitchen equipment.

8.4.4. Extras

Besides furniture and ovens you also have various other accessories and machines at your disposal to furnish your restaurant. There are four groups of extras. Next to each group you will see the total number of **items** in a restaurant:

- *Décor*. This includes flowers for the **tables**, candles, **ornamental** screens etc.
- *Entertainment media* : This includes television, jukeboxes etc.
- *Slot machines*: The noisy, **colourful,** hypnotic machines which are corrupting the youth of today.
- *Other machines* : For items one needs every day, such as **cigarettes** and condoms.

Below you will find **the** window with an overview, just as with the furniture and kitchen equipment.

Illustration 30: Extras

8.4.5. Floor covering

Of course, you could leave the stone floor as it is, but that would not look very attractive.

The appropriate key and page of your warehouse book will give you information about the floor covering in your restaurant:

*   *Value* : How much have you spent on floor coverings?

*   *Quality*: What quality is the floor covering?

*   *Number of tiles*: You always buy floor covering in the form of squares or tiles. How many do you need for this restaurant?

*   *Total area:* How many square metres do you need for this restaurant?

Underneath this information you will see an example of the present floor covering.

8.4.6. Shopping

Press the *SHOPPING* key. The possible suppliers of the chosen group of furnishings, for example the furniture suppliers, are listed. The suppliers are marked with quality seals. You can leaf through the list by using the *ARROW* keys.

To buy items from a supplier, click on his symbol.

8.4.6.1. Buying items of furniture

Place the mouse pointer on the item you want to buy and press the left mouse button to increase the number. Pressing the right mouse button reduces the number.

Next to the item of furniture you will find the information which will be useful to you. Be aware of quality, price, quantity etc.

By using the *ARROW* keys you can leaf through the supplier's range.

Shopping key

Turn page key   Turn page key

Thumbs up key

Backspace key

Turn page key

Turn page key

Bin key

Bin key

Transport key

Sell key

8.4.6.2. Invoice

Press the *OK* key (Thumbs up) to receive an invoice. The amount will be debited from your account immediately.

Pressing the *BACKSPACE* key takes you back to the restaurant. You will not be taken back to the Suppliers' Menu until you have bought some floor covering.

8.4.7. **Arranging** the items of furniture

In the game play area you will now see the dining room or the kitchen of your restaurant. By moving the mouse pointer across the game play area you can move the first item of furniture you have bought. Move it where you want it to be and press the left mouse button to put the item in place.

If necessary you can turn the item through 90" with each click of the right mouse button.

If you have bought several items of furniture choose the next item you want to position by using the *ARROW* keys on the KEYPAD.

If you realise you've made a mistake in buying a certain item you can discard the item you are currently moving with the mouse pointer. Just click on the *BIN* key.

But be careful with the bin! Once an item has been discarded you can't get it back!

After you have arranged all the furniture in your restaurant to your liking the furnishings and equipment book will appear again, opened at the page showing the furniture you have just bought.

6.4.8. Rearranging the furniture

You can only rearrange the furniture when the restaurant is closed.

When you click on an item of furniture for the first time the respective data will be shown in the STATUS WINDOW. Clicking on the item a second time takes it on to the mouse pointer. Now it can be moved around and placed at will. At the same time the keys *BIN, TRANSPORT and SELL* will appear on the keypad.

If you **press** the *BIN* key, the item on the **mouse** pointer will **be discarded. If you click the** *TRANSPORT* key the item will be **loaded on to a truck and can be used to furnish** another of **your restaurants,**

If you click on *SELL*, the value of the item on the mouse **pointer will be credited to your** account.

8.4.9. **Customer** Ratings

How do your guests like the furnishings in your restaurant?

At the bottom you'll find a **pictogram** for each of the six groups of customers. The column with the **percentage** above indicates graphically and in numbers what the respective group thinks of the furnishings.

To exit the info **panel,** click on a group of **furnishings** or on the *BACKSPACE* key.

8.4.10. **Tips for** interior **designers**

If you really expect to find **the** tip for the ultimate furnishing scheme **in** this section **-dream** on! Even we **can't** provide you with that.

But how about a few **ideas** and hints for **day-to-day** business?

Furniture: Here you'll find tables and chairs for your restaurant. At the beginning of the game you won't be able to afford expensive **furniture.** You can make life easier for yourself at first if you open your first restaurant in an area where people are not too fussy about appearances, i.e. where they don't demand expensive furniture.

It is impossible to define a **"good"** or a "bad" chair. In general, however, modem, cool **furnishings** appeal to kids and **teenagers,** whereas business people and pensioners prefer classic, **high-quality** furniture. So - keep the population of the area in mind!

*Kitchen **equipment:*** At first, your actions will be dictated by your lack of money, so a simple plain oven will have to do. The specifications of the ovens speak for themselves. There are enormous differences between **them,** from the baking time to the quality. Also, don't forget that new, better ovens will be developed in the course of the game. So - be patient and hope you will be able to get hold of a **"super-oven".**
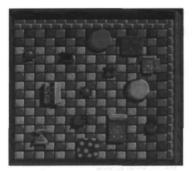
Backspace key

Illustration 31: NOT LIKE THAT!

Illustration 32: THAT'S MORE UKK IT!

Extras: These are things to make your restaurant more **attractive**. If you like flowers, there is a huge variety of flower pots and vases. If you prefer more unusual things we can offer you anything from fountains to partitions. By improving the looks of your restaurant you will especially please **white-collar** workers, business people and pensioners.

If you want to appeal to younger **customers**, put some pinball machines and video games in. **You'll** see what a difference it makes!

The jukebox and the television give you plenty of scope. The jukebox lets you address different groups **of** customers through your choice of music. Just click on the jukebox and choose a record when your restaurant is open, and **watch** how your customers react to the music!

The same applies to the television. Simply choose a channel and watch the **customers'** reactions.

Arrangement of **tables** *and chairs:* If you place your tables and chairs sensibly it is possible to make the most of the tight space in your restaurant and to fit more seats in.

Try to **put** the chairs as far under **the** tables as possible to make the best use of the space available.

But be careful not to place the chairs and tables too closely **together,** otherwise your guests might have trouble getting through and it might be difficult or impossible to reach some of the tables. In this case you will not be able to make use of all the places at your disposal.

Avoid placing furniture in such a way that it obstructs the entrance door and the passage to and from the kitchen. In the worst case neither your customers nor your waiters would be able to get into the dining room.
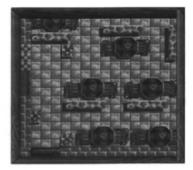
A few furnishing suggestions:

Illustration 33: Furnishing suggestion no. 1
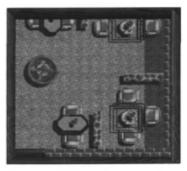

Illustration 34 Furnishing suggestion no. 2
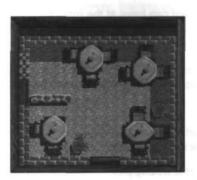

Illustration 35: Furnishing suggestion no. 3

Illustration 16 Furnishing suggestion no. 4

8.5. Staff

The staff - one of the most sensitive and at the same time most important factors - can determine whether a restaurant is economically successful or not. And because the staff also represents one of the biggest cost factors you should consider very carefully before you employ somebody. To make the choice as hard as possible for you we have provided you with hundreds of characters, each with his/her own values and individual CV.

You can employ three different groups of staff in your restaurant:

Chef key

Waiter key

Managerkar

Staff key

- Chefs: They make the pizzas and are the heart of your restaurant.
- **Waiters:** They serve the customers and have to be very alert to keep up with the pace of the kitchens, ovens and orders.
- Managers: Once a restaurant of yours is up and running you can employ a manager to relieve you of everyday decisions.

Each restaurant can have at the most six chets, six waiters and one manager. Should you need even more capacity in a restaurant, you can only achieve it by staff training and pay rises.

After you press the *STAFF* key, the chefs will be listed first. If you have already appointed staff, the employees' details are shown as follows:

- Name
- Work performance (capacity) shown as pizzas per day. Absences, due for example to illness or staff training, will also be shown here.
- Employee's weekly pay.

You can toggle between the overviews of chefs, waiters and managers with the three top keys on the keypad.

To view the details of an employee more closely just click on his name.

After you have selected a member of staff you can **choose** between three functions:

8.5.1. Dismissal

The employee in question is **fired. This is extremely unpleasant for all** concerned - but you must think of your **turnover...**

8.5.2. Wages

These can have a vast effect on the **motivation** and capacity of an employee. If you need higher **performance** immediately, it can be achieved through pay rises. On the other hand the performance of an employee will deteriorate if you cut his wages.

8.5.3. Staff training

If your staff isn't as efficient or capable as you would like, you can send them on training courses. However, training costs money and the staff will not be available to work in your restaurant while the courses are taking place.

Depending on his job. the values of the employee in question will improve either in cooking, selling or managing.

After you have pressed the TRAINING key, the choice of training courses will be displayed.

You will see:

Illustration 37: Training

- The **description** of the course
- The percentage points an employee needs before he can take part in the course
- The cost of the course
- The length of the course in days

Using the buttons to the left of the course description, you can send your employee back to school. Courses he cannot visit yet will not have a button next to them.

After finishing a course, the employee will not necessarily be qualified for the course on the next level up. He might have to attend the same course several times before he can move on.

You will have to pay your employee while he is away on the course, and you cannot fire him during this time.

At the end of the course you will be informed about the employee's success. This depends mainly on the his motivation value. If it is higher than 80% he is sure to pass.

8.5.4. Your employees' attitudes

Don't forget your employees are only human too. You cannot treat them like you treat your ovens or your goods in stock.

The character values of your staff will change with time. How serious these changes are will depend on their work load, their pay and various events.

Your employees know what they are worth and want to be paid accordingly. Most regard themselves as competent and capable and expect an appropriate wage. If they don't get it, their motivation value will drop because they will be frustrated.

Occasionally, your employees might turn up for work late with some lame excuse or other. You can react with three different answers. Each answer has an effect on the values of your employee.

Anybody can fall ill from time to time and your employees are no exception. Especially in winter, people often catch cold. Try not to worry too much about this. If you act reasonably towards your staff, they will appreciate it.

There are a few guys, however, who think your restaurant is a self-service shop. Stock disappears and sometimes money might even be missing from the till! You will not notice these irregularities unless you spend some time in your restaurants. If you don't have the time, you should hire a manager to keep an eye on things.

Nobody's perfect - accidents can happen, and they can be costly both to your wallet and your nerves; for example, if your chef suddenly announces that he has accidentally left all the cheese next to the oven and it has now melted into a sticky mess.

Shopping key

Turn Page key

Data key

Turn Page key

Application key

Illustration 38: Character values

8.5.5. The labour market

The *SHOPPING* key will take you to the PIZZA CONNECTION labour market. You will be shown members of the profession you have selected previously.

Scroll through the selection using the *ARROW* keys.

Press the *DATA* key to call up the character values (see illustration 38).

If you press the *APPLICATION* key, the relevant person's application will be displayed.

You will often be able to read things between the lines which are not listed in the official character values. Internally. PIZZA CONNECTION uses roughly twice the number of character values you can see on display.

Click on *THUMBS UP* to employ the person.

If you have sacked somebody recently or if the person has resigned of his own accord, you cannot re-employ him for a while.

The character values influence the relevant person's behaviour:

• Cooking: Determines how good a chef is at baking and preparing pizzas.

• Selling: Whether a waiter is quick, courteous to customers etc.

• Management: Does a manager have a good grip on the restaurant he is in charge of?

These three values only apply to the relevant job categories. It won't be any use employing a chef who is good at serving people.

• Reliability: How far can you rely on this person? Employees who are unreliable will make more mistakes, and you will have to suffer the consequences.

• Motivation; How enthusiastic is the person about their work? Low motivation means that this guy will skip work or keep turning up late.

If an employee's motivation drops to a very low level, he might demand more money. You should handle such a situation delicately if you want to keep a good worker. Should his motivation drop to 0%, he will resign of his own accord. It will take a face to face conversation and a few extravagant promises to change his mind - and even then you might not be successful.
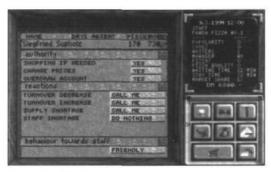
- Intelligence: An intelligent employee is aware of his own abilities and appreciates praise and further training.

- Health: A low value means that this person might be absent more often due to illness.

8.5.6. The manager

Once you have enough money to hire a manager, he can take a lot of pressure off you. He can take over tasks you no longer have time for. You can authorize him to do the following things:

- Stock up when necessary

- Change prices

- Overdraw the account

Under "Reactions" you can decide how your manager will act in certain situations such as "Falling turnover", "Staff absence". "Stock shortage" and "Insufficient capacity". You can choose whether your manager should act by himself, call you or not do anything at all.

Moreover you can determine how he will treat your staff. He could either play the tough guy and run a tight ship or he could try to be a pal to the staff and convince them he's on their side.

Since managers are only human too. they can make mistakes which correspond to their respective character values. If you have hired a manager for a restaurant, notifications of sickness or of employees being late for work will be handed directly to the manager and not to you.

Manager key

Illustration 39 The manager

8.6. List of Recipes

The list of recipes does not only apply to any one restaurant, but represents your personal collection of recipes. It will show you all the recipes you can use for the menus in your various restaurants.

The first page contains the standard recipes which correspond to the recipes shown in the enclosed cookery book.

The following pages are for your own creations and are blank at first.

The last recipe on the page of your own creations is an entry entitled NEW. If you want to develop a new recipe, click on this.

The number of recipes that can be stored in the List of Recipes is only limited by the available memory.

With the recipes provided you will find a number on the right next to the recipe entry. This number tells you how many of your restaurants in this city have this recipe on the menu. You can view existing recipes in three different modes:

• Appearance

• As a recipe

• As a recipe statistic

By using the ARROW keys you can leaf forwards and backwards through the list of recipes. All the other keys refer to the recipe highlighted on the iist.Turn Page key

By using the *PIZZA VIEW*key you can view the recipe in the form of a baked pizza on a plate.

If you use the *INGREDIENTS*key you can view the recipe in the form of a list of ingredients.

Turn page key   Turn page key

Pizza View key   Ingredients key

Pizza Info key   Turn page key

I'm key   Turn page key

The *PIZZA INFO* key allows you to view it in the form of a recipe statistic.

The statistic tells you how popular this recipe is with the various population groups. The most important factors are whether the taste of the pizza meets the preferences of the inhabitants (see "Market Research"), and what the pizza looks like. As far as the standard recipes are concerned, another important point is how closely the pizza matches the original recipe in the cookery book - this is expressed as a percentage.

Once you have chosen one of these modes you can leaf through all the recipes by using the *ARROW* keys. Pressing the *LIST* key returns you to the list of recipes. In the status window you will find a detailed description of the current recipe. You can bake the recipe of your choice by pressing the *POT* key.

8.6.1. Take

Choose a pizza from the recipe list, then click on the *TRANSFER* key to put the pizza on your menu. You will be asked to set a price for the pizza. Unless the competition forces you to act otherwise, the retail price should be higher than the cost of production.

8.6.2. Baking

If you have trained as a master chef you can skip the following section. Everybody else, however, should read this section very carefully, as the art *of* baking pizzas is the cornerstone of your business and will make the difference between commercial success and failure.

We spent a lot of time developing this aspect of the game, and are proud to present no fewer than 68 ingredients for the standard recipes and your own creations. This should mean you will be able to come up with ideas for new, exciting pizzas for quite a while. In addition, there is a practically infinite number of pizza toppings.

The sales of pizzas depend on the preferences of the customers. Every pizza, whether a standard one or one of your own creations, has its own taste determined by the various ingredients in it.

The appearance of the pizzas and their nutritional value will also influence sales. There are a number of changing values you have to consider to sell pizzas successfully, and these provide added variation during the game.

Here are just a few:

Short-lived trends are important. Take note of the long-term taste values of the different groups of **people, especially** those who make up most of your clientele. Of course, sudden unexpected events, such as contaminated food, are also important factors.

As you can **see,** selling the **"right"** pizza is no easy matter - it demands a great deal of skill.

8.6.3. Standard Recipes

To help you get started we have compiled 14 standard recipes in the enclosed cookery book. You must stick to these recipes as closely as possible. The more closely you copy the original, the more popular the standard pizza will be.

You'll know **most of** these pizzas, as they figure on the menus of most pizzerias in a similar form to this. The advantage of these standard recipes is that many of your guests will be looking for a recipe they're familiar with. The standard recipes are widely known, so the customers already know what to expect.

This is how you bake the standard recipes:

Choose a standard recipe from the list, for example the **"Andrea Doria",** then click on the *COOK* key,

Look up the recipe for "Andrea **Doria"** in your **cookery** book.

Now it's your turn; stick closely to the recipe and bake the pizza. Try to get as near to the recipe in the book as possible.
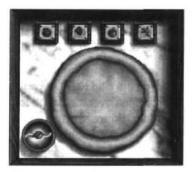
The status info window shows you the recipe with its values at this particular moment in time.

Above the dough you will find four drawers representing the groups of **ingredients.** Click on the **drawers,** then choose the ingredient you want from the list.

The status window shows you the main data about the ingredient: its name, weight, calorific value, intensity of taste, fat content, sweetness, salt content, spiciness and trend.

To chop up the ingredient click on the food processor. Depending on the ingredient you can use the food processor once or twice. By clicking the right mouse button you can **turn** the ingredient through **90˚** each time.
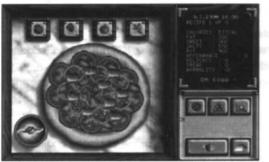

Pot key

Illust MI ion **40:** Baking pizza
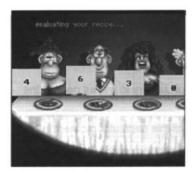
Illustration 41: The finished pizza

Thumbs UP key

Illustration 42: The jury

Pressing the left mouse button puts the ingredient on the pizza base. To remove it simply press the right mouse button. If you want, you can remove several ingredients like this.

If you want to use an ingredient several times in the form you last used it, simply press the left mouse button and the ingredient will appear again on the mouse pointer.

When you think you have finished, click on *OK (THUMBS UP key)* and your pizza will be judged by a totally impartial jury.

Each member of the jury can award 20 points. The total points shows as a percentage how close the pizza is to the original. If you haven't made any mistakes your score should be higher than 70%. With a little practice you will soon be able to achieve higher scores. A higher score will also increase your popularity with the customers.

8.6.4. Individual Creations

Of course you can concoct your own creations. We haven't counted them, but the possibilities should be almost infinite. So come out of your shell and get ready to create every possible and impossible taste combination you can imagine. Who knows, the "Lobster-Banana-Radish-Pea-Strawberries-Pizza" might be the hit of the year!?! Don't be scared to take a risk ...

Click on the *ARROW key* in the BAKING menu to page on, then on the field NEW. If you now choose *(NEW PIZZA/BAKING)* you will be able to spread toppings over the dough to your heart's delight and create your own Mafia cake. The procedure is the same as described in the previous section, except that the jury won't compare your creation with a standard pizza, but will judge it on its own merits.

If your creation is successful you can name the pizza and - if you are very brave - you can also put it on your menu.

You can exchange your creations with friends and acquaintances and hold a real pizza exchange competition, if you don't want to get too involved in pizza baking.

Press the *F1* key to load your own creations, and *F2* to save them. The recipes will be saved under a number of your choice on the disc PIZ-Gamesave: or the Gamesave directory. You can swap these personal creations with your friends and acquaintances.

8.7. Restaurant Statistics/Balances

The statistics menu in the restaurant is purely an information menu and is structured similarly to the global statistic.

If you click on this option you will first be shown the daily balance for this restaurant. You can also call up the following information:

Daily balance: How many orders did you take on the previous day? Did you succeed in satisfying demand? Ability to deliver, consumption of ingredients, turnover, profit and expenses will be shown. The value of the ingredients consumed is calculated as an average because you might have bought them from various suppliers at various prices.

Weekly review: How many guests did you have last week, and how many pizzas did they eat? Now you can find out what your turnover was and how much profit you made.

The last line shows the totals.

Monthly review: The monthly review corresponds to the same panel in the global statistic. The only difference is that the data only refers to this particular restaurant. In each case you will see the data for the current and for the previous month.

Income/Expenditure: This overview provides you with detailed data of your income and expenditure in the current week. The data refers to individual pizzas, so you can see exactly which pizza is making the biggest average profit this week. The *ARROW* keys allow you to leaf through 3 pages:

- Pizza receipts Page 1 (corresponds to menu page 1)
- Pizza receipts Page 2 (corresponds to menu page 2)
- Expenditure on stock and staff

To exit this statistic click on the *BACKSPACE* key.

Backspace key

Customer Statistic: The customers visiting your restaurant are split into **six population** groups. The yellow **bars** indicate the highest possible number of potential customers. The **green** bars represent the number of customers who **actually** come to your restaurant.

Sales Curve: This option shows you the income and expenditure for the previous week **again,** this time in the form **of** a graph.

RED	=	Expenditure
GREEN	=	Income

The data has been scaled down so the bars will fit into the available space. The scale of the numbers 0 - **10** on the y-axis is indicated beneath the headline.

8.8. Animated Statistic

The Animated Statistic is supposed to give you the opportunity to see how a restaurant is doing without having to bother with **"boring" statistics.**

The Production Flow: In the box at the top you can see the **orders,** on the right the ovens with their maximum throughput. The number **of** baked **pizzas** is shown at the bottom of the picture and the number of pizzas paid for is shown on the left.
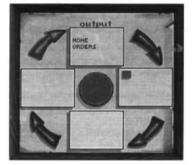

Animated
Statistic key

Production Flow
key

Illustration 43: The Production Flow

**Restaurant
Popularity** key

Illustration 44: The Restaurant Popularity

Pizz/.! Quality
key

The Restaurant Popularity: This picture shows the effect of the individual production factors:

- the time a guest has to wait for his pizza

- the price of the pizza

- the recipes on the menu

- the advertising

- unexpected events

- the recipes

- the furnishings of the restaurant

- the awards

The red arrow marks the respective importance factor. The changes in the thermometer indicate the positive or negative effect of this item.

Quality of the Pizzas: By choosing this option you can view the effect of the various factors on the quality of the pizza:

- pizza toppings

- ability of the chefs who are employed

- unwelcome guests, e.g. insects

- various ovens.

The red arrow shows the effect of the factor. The changes in the thermometer indicate a positive or negative effect.

Capacity key

Customer
Popularity key

Income
Expenditure key

Capacity: Is your restaurant able to satisfy the demand? The symbols to the left of the picture show the influence of various factors:

- furnishings of the restaurant
- stock
- chefs
- ovens
- service

The individual factors are represented by horizontal bars. By reading from top to bottom you can see if you are exploiting your capacity to the full. A graph shows how the weakest factor can determine the total capacity of your restaurants.

Popularity with the Customers: How popular is your restaurant with the different groups of inhabitants?

Income/Expenditure: This option shows you how much money you spent and received the previous day.

Illustration 15 The central warehouse

Illustratinn *Aft:* The centml warehouse book

Thumbs up key

9. THE **CENTRAL WAREHOUSE** MENU

There's no need to go shopping every day and tear your hair out about unreliable suppliers and ingredients you can't get hold of. Just open your own central warehouse. You'll find it on the city map.

Having a central warehouse of your own makes you independent of suppliers. You can store all the ingredients you need in large amounts and distribute them to your various restaurants when they need anything.

The warehouses are cooled, so the ingredients stored there won't go off.

Opening *a* central warehouse opens up even more interesting possibilities. You can start to trade internationally, and as soon as you have a warehouse in two cities you can start to import and export between the cities.

You enter your warehouse in the same way as you enter a restaurant, with a double click. The stock control is done in the same way as the stock-keeping at your restaurants. You'll also find a warehouse book which shows the total capacity of all the warehouses you own in this city.

As well as the keys for the groups of ingredients, you will see another key for weapons. Click on one of the keys to open the page to the required category.

As well as the ingredients themselves, the quality, the amount stored, the total demand from all the restaurants and the value are also indicated.

You also have two further keys, *SHOPPING* and *SELL* These keys allow you to choose your suppliers, as you did at your restaurant.

After you have chosen a supplier you will move to the Central Buying or Selling Menu.

As you did when you were shopping for the restaurants, you can choose the amount you require by using the left and right mouse burton and then confirm the purchase by clicking on the *OK (THUMBS UP)* key. When you are setting the amount with one mouse button, the other one speeds up the rate at which the amount changes.

When you sell goods you will get approximately 80% of the retailer's purchase price. You can only sell goods to a retailer that are equal to or better than the quality of his own goods.

9.1. Export

Choosing the *EXPORT key* brings up the map of Europe. Click on the **city** to which you want to export goods from the last category you chose. Before you can export goods you must already have a central warehouse in the city.

The contents of the warehouses in both cities will now be shown. Select the amount you want to export or import. Transport costs are $200 per 100 km.

You can **only** export a product if it is free from any export restrictions.

9.2. Delivery Priority

With the *DELIVERY*PRIORITY key you can choose the order in which you want the different restaurants of your chain to be supplied. The first restaurant on the list will receive deliveries first, then the second and so on. This priority will become important when certain goods in your central warehouse start to run low.

Click on the restaurant which you want to be supplied first.

9.3. Weapons Store

If, after clicking on the central **warehouse,** you press the *CACHE* key instead of choosing any of the product groups, you will move to the secret store of weapons in the warehouse.

You can install one secret store of weapons in each of your warehouses. You can store illegally acquired weapons and collect them from the warehouse. You should only carry weapons on your person when you need them for immediate **use,** or intend to sell or export them.
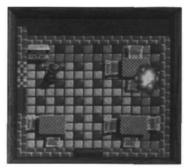
Illustration 47: Cloak-and-Dagger Operations

10. CLOAK-AND-DAGGER OPERATIONS

Entering an opponent's restaurant before 9 o'clock in the morning, i.e. before it officially opens, means you are committing a burglary at one of your opponent's restaurants. You can carry a weapon of your choice.

If you burgle the restaurant of a human opponent he will have the same weapon as you. In this case he can disguise himself as a chef and defend the premises against the burglar, i.e. you.

Use the ARROW keys of your computer to move through the restaurant. The chosen weapon can be deleted by using the space bar.

Flame-thrower: Burns everything within a range of 1.5 metres.

The flame-thrower is activated as long as you hold the space bar down. The damage you cause is indicated in the status window. High quality furniture might resist the flames longer.

Insecticide: The restaurant in question will have to be closed for several days in order so that it can be decontaminated.

Walk about in your opponent's restaurant and spray your insecticide evenly over the whole room. The degree of contamination is indicated in the status window.

Bazooka: Fires one shell which will destroy any piece of furniture it hits.

You can aim at any piece of furniture from any distance. However high quality the piece of furniture is, it will be destroyed.

Bomb: Destroys everything and everybody within a range of 4 metres.

Go into the restaurant, place the bomb and run!!!

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