

YOOT TOWER

**Bonus
Location
Included:
Waikiki**

Mac

SEGA



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Welcome to Yoot Tower

Sim Tower™ was released for the first time as a game for the Apple Macintosh. Since then, many people around the world have enjoyed Sim Tower™ on various platforms.

Technically, Yoot Tower can be classified as a simulation game. However, unlike other simulation games, it isn't the goal that makes Yoot Tower enjoyable but rather the story itself. In Yoot Tower, the daily life of the residents in the building you create *is* the story.

When we designed Yoot Tower three years ago, we decided to create a brand new environment for a new story to happen instead of just creating a new story. Now you can build a town in Tokyo, Waikiki or Keron Falls. Additional plug-in items will enhance the game by adding unique features and objects.

In addition, we created Yoot Tower with four design philosophies:

- Evoke the fascination of the Tower itself by adding enhanced sound, art and gameplay. We've been able to capture the essence of a living tower.
- Unique interface allows eager players to jump in and figure things out as they play.
- Yoot Tower is simple, but deep, and lots of fun.
- Open expandability allows you to add totally new objects and items through our Plug-In Module Technology.

The hero of Yoot Tower is not the building but the occupants themselves. It is the expansion of the tenants and the items which appear in the game that is the difference between Sim Tower and Yoot Tower. By increasing tenants population and the amount of stores and other unique objects, the game will upgrade the tower with a star rating which will expand the stores and services in the building menus.

We welcome and invite you to become a Chief Executive Officer of a brand new tower.

November 1998

Yoot Tower development team.

Chapter 1

Before starting the game

1. Game Objectives

- **Owner and Chief Executive Officer**

You are the owner, manager and Chief Executive Officer (CEO) of the structure. As CEO you have 3 main objectives:

- Construct commercial and residential areas.
- Invite people to these areas and make sure they remain happy (not stressed).
- Expand the structure.

To help you in your objectives, you are allowed access to any of the people's lives inside the structure. You can help the expansion of your structure by checking the profitability of any tenant.

- **Visiting Residents**

"Visiting Residents," as defined in this game, are people who visit the shops and restaurants in the structure, the business people in the offices and the hotel's customers.

- **Live in Residents**

The live-in residents will continue to live in your structure as long as the environment you create remains comfortable and livable. If you can accomplish this, you will receive revenue from them and with this income you will be able to expand your structure.

The residents are really the main characters in this game. They all have their own personalities and their own daily lives. You can peek into their life style and observe each individual's every move by naming him or her.

As time goes by, the number of residents in your structure could increase by tens of thousands. This all depends on your relationship with these residents, which will in-turn, determine how large your structure is capable of growing.

- **Resident's Stress**

As you are probably learning, everything in Yoot Tower revolves around your residents as they are your only source of income and determine the success of your tower. They hate to be frustrated by waiting too long at the elevator, by the noise from neighbors, or by waiting at the hotel's checkout line. If they experience any discomfort, their tolerance and patience could change. This will create

problems for you. In other words, a good environment in this game means an environment with no stress. You must remember that the residents are watching your every move as well. They want to know what you're doing to improve their environment and to what degree.

If resident a turns red, it means he or she is stressed about something. If you're not careful, you might end up losing this important customer. The best solution is to find out what is causing this stress and fix it as soon as possible.

Remember: a satisfied customer will always return. Therefore, it's most important to keep the stress level down for your residents.

- **Renovation Upgrades**

In the upper right-hand corner of your game screen, you will see a rotating star or stars. This "star index" indicates the size and rating of your tower. The more stars you have, the more objects and items will be made available to you for further enhancing the look, feel, and functionality of your tower. Stars are very good, but be careful not to grow too fast.

This grade's main index is the population. Once the population is increased, another star will appear which will allow you to add more items to your structure. You will then be able to change the structure to one with more variety. This is the best playing pattern for the game.

However, it isn't always easy to increase the population. The number of residents in Yoot Tower will increase if they're kept happy. But once these people start feeling stressed for one reason or another, they will leave your structure. This is the basic rule of the game.

It is very important for the game play to satisfy the residents with good structure renovations. These renovations are made possible when the residents are satisfied. Easy right? Not always.

- **Traffic flow and floor noise**

In Yoot Tower, the residents create the transportation characteristics of every floor. This is why the light or heavy traffic flow naturally occurring is dependent on the layout of the transportation facilities. Apartment tenants and hotel guests are especially sensitive to noise from residents who pass by the front doors of their homes and rooms.

If the noise level is considered too much, it could very likely create stress for the residents and make them want to leave. This is the relationship between traffic flow and noise.

However, busy traffic flow isn't always bad. For example, if you're a commercial tenant who is looking for customers, it's a good thing to see heavy traffic flow.

- **Final item and The Great Tower**

The criteria for upgrading will be different depending on the map. Once you have reached the highest star rating, you can build the item called "final item." (It is provided for each map). After successfully placing the final item, there will be a small event held. Then, if you qualify for the conditions, your structure will be certified as "The Great Tower."

2. Installing Yoot Tower

A. Run the installer

You will not be able to start the game from the CD-ROM drive. The program on the CD needs to be installed on your hard drive.

Yoot Tower CD-ROM needs to be placed into the CD-ROM player on your computer. Once you have placed the CD-ROM into the computer, you will see the window called "Yoot Tower." Double-click the file "Yoot Tower Install" and it will start.

B. Installation

- **Select the destination disk for installation**

Select which disk you want the programs and files used for Yoot Tower to be installed on. You can choose any of the memory devices currently connected but you can't install on Read Only devices such as "Yoot Tower CD-ROM."

If the selected disk uses hard disk compression software to reduce the memory space, you run the risk that the program will not be installed correctly.

- **Check the available memory**

Please check that the selected disk has enough memory space to save Yoot Tower files. The memory size required for installation and the available memory size are displayed. If the available memory size for the disk you selected is larger than the memory size required for installation, you can start.

- **Choose the folder to be installed (optional)**

The installation can be done even without a folder selected.

The installer puts Yoot Tower in the root directory on the hard drive; otherwise, use this option if you want to specify a folder instead. Please refer to your computer manual regarding folder directories.

This option is provided for the person who has knowledge of file structures including folder directories. Please do not use this option of installation if you are unclear as to how to proceed.

C. Installation screen

This indicates the progress of the installation from the Yoot Tower CD-ROM to the hard drive. The installation is complete once the bar graph in the center of the screen reaches the right edge. Please note that the time for installation is dependent on the CD-ROM drive on your computer. (Note: Does not usually take more than 10 minutes). If there is an interruption of the installation or if the bar graph isn't increasing, there might be a problem. If this occurs please consult our user support system or your computer company's user support system.

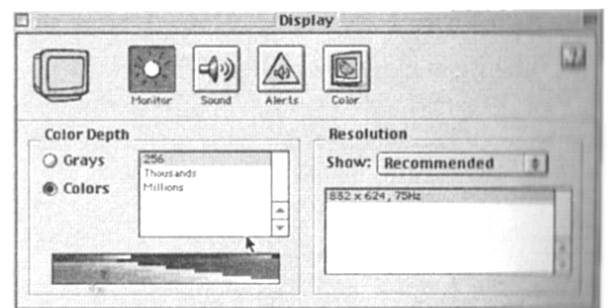
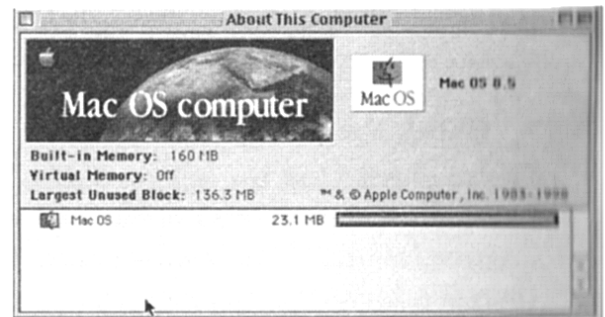
3. Before Running Yoot Tower

A. Checking the available memory space

1. Select the "Finder" from the application menu on the far right side of the menu bar.
2. Select "About This Computer" from the apple menu on the far left side of the menu bar.
3. Look at "Largest Unused Block" to confirm current available memory space on the computer.
4. Make sure the number is more than 100MB.
5. In case of a shortage of memory, open the "memory" application of the "Control Panel" items, then choose "On" for virtual memory to increase the memory size.

B. Monitor setting

Running Yoot Tower requires at least 640 x 480 resolution and 256 colors. Even if your computer is capable of displaying more than 32,000 colors, Yoot Tower program changes the number of colors to 256 automatically. After Yoot Tower is done, it will again automatically reset to the original number of colors.

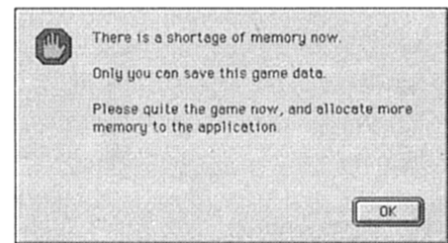


There is no upper limit of display size if the computer is capable of displaying at least 640 x 480 resolution.

C. Assigning memory

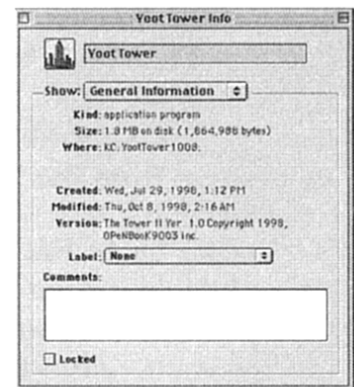
The memory size is set for 100MB at the initial stage. This number is large enough to load all of the plug-ins from the Yoot Tower CD-ROM, and it is also enough to play the game.

If the memory shortage warning dialogue box (as shown to the left) is displayed during the game play, select “Save” close the game, and then increase the memory size assigned for Yoot Tower program.



To do this, select the “Get Info” under “File” in the menu bar by clicking (only once) on the Yoot Tower application before starting the game. A window will open that gives the information on this application. You can change the number within “Minimum Size” under “Memory Requirement” in the lower right of this window.

To see how much memory can be used, read “Check the available memory” (Pgs. 1-8) and refer to “Largest Unused Block” size of your computer.



4. Start Yoot Tower

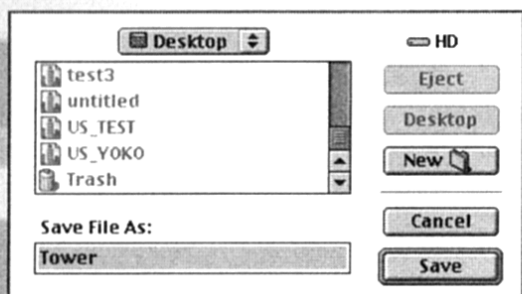
To start Yoot Tower, open The Yoot Tower folder and run Yoot Tower by double clicking on the Yoot Tower icon.

Once the game has started, a dialog box is displayed asking you to select either a new construction or to load an existing structure. Please select one by clicking the button. If a new structure is selected, choose the location for the construction of your structure from the map select window. Then the game will start.

5. Saving the Game and the End of Game

A. Saving the game

Your structure can be saved as a file. By saving the game you can continue your game by loading the file later. To save the file, press the “S” key while holding the “Command” key down or select the “Save” menu item from the “File” menu.



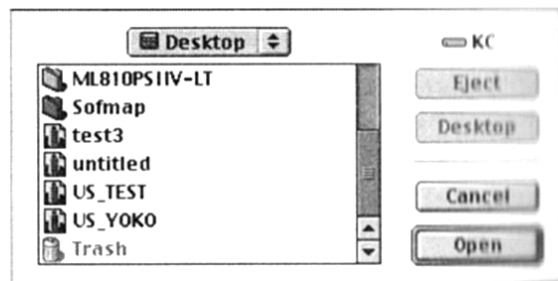
If you haven't saved the file before, the “File Save” dialog will be opened and you can name your file. If you've saved the file before, then the file is automatically saved over the existing file. If you want to save the file under a different name than your current one, select the “Save As...” menu item from the “File” menu.

Please refer to your computer manual regarding how to operate file saving or how to use “File Save” dialog.

B. Loading a game

You are able to play the game continuously from the point the game is saved by loading the saved file with the following procedure: To load the file, press the “O” key while holding the “Command” key down or select the “Open” menu item from the “File” menu.

When the “Open File” dialog box is opened, go to the folder where the file was saved, then press the “Open” button to select the file you want. Also, the file can be opened by double clicking on the file. Please refer to your computer manual regarding how to operate file loading or how to use the “Open File” dialog.



9

C. About resuming the game

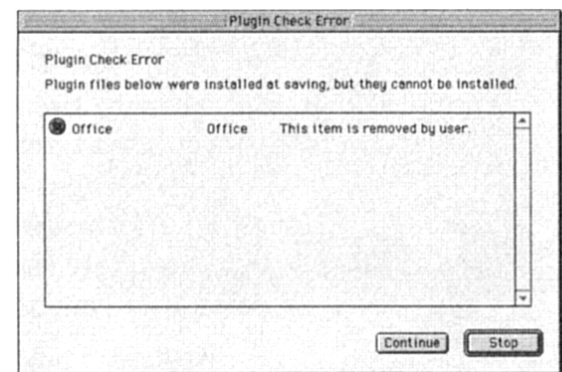
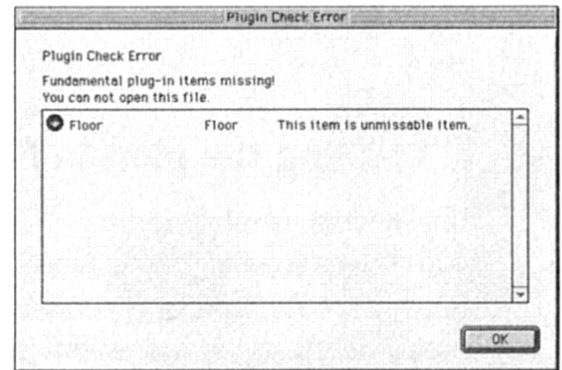
Yoot Tower uses the “plug-in structure.” This means that the structure can be added to or the variety of functions can be expanded by plug-in files.

If no plug-in file exists for a saved game or there isn't a compatibility of plug-in information, then a game cannot be resumed. To ensure the same environment, install from the CD-ROM or play the game in the same environment.

The dialog box shown to the right is opened when the plug-in isn't installed in the plug-in folder which is used for saved files. The plug-in error 1 dialog box is opened when the plug-in required to play Yoot Tower isn't installed. Please quit the game and check the plug-in folder. The plug-in error 2 shown below is displayed when the game can be continuously played, but the plug-in item with the error will be deleted from your structure. We recommend putting the game back to its previous environment and restarting the game.

D. The end of Yoot Tower

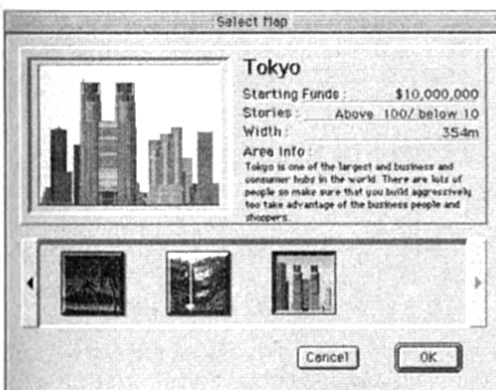
To finish the game, press "q" while holding the "Command" key down or select the "Quit" menu item from the "File" menu. Please refer to "Saving a game" (Pgs. 1-11) for instructions on saving the game.



Chapter 2

Map Select

1. Map select



the maps currently installed are displayed. Click on a graphic of a map in the lower half and the information for that map will be displayed on the upper half of the window.

If you want to construct a new structure when you start up the game, you must first decide which location. The map select window that's opened when you click on "construct new structure" gives you that option. Depending on the map, settings, the conditions at the beginning of your game and the conditions for the final grade, are different. Information and condition values for the selected map are displayed in the upper half of the map select window. In the lower half of the window, all

When you decide which map to build your new structure on, simply select the “ok” button.

2. Loading the plug-in files

A. Concept of plug-ins

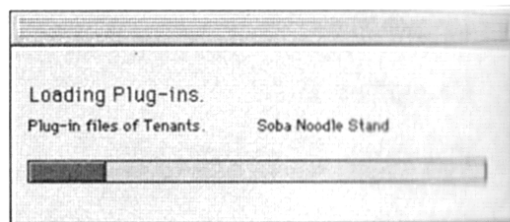
Yoot Tower uses the plug-in structure as a function to make the game’s environment more flexible in its construction. For example, each item, such as the office or the hotel, are independent plug-ins. Unless a plug-in has a specific location tied to it, it can be used in all the maps. Therefore, with the introduction of new plug-ins and new maps, it can make old structures fresh and exciting again.

B. Automatic management of plug-ins

Once the map is selected, the initial plug-ins used for that map will be loaded. If those plug-ins aren’t stored properly in a certain folder, the game might not load up properly. All of the plug-ins are managed by the Yoot Tower application and the game’s installer. Please do not access the folder where the plug-ins are stored. Yoot Tower cannot execute the game if any of the plug-ins from the initial folder are moved or deleted or renamed.

C. Loading the plug-in

Once the initial plug-ins for the selected map have been loaded, the game will start.



Tokyo



In Japan, there’s just no bigger metropolis than Tokyo. Not only is it one of the best known business districts, but this area is also famous for its many hotels and restaurants which are situated around the massive skyscrapers. There are many people here with different purposes.

That’s why it is relatively easy to get customers here, but it also requires a high satisfaction rate.

Beginners should start with this map because there is a higher degree of flexibility with a building height limit of 100 floors. Also, it is relatively easy to get customers.

Map Data

Height limit: 100 floors above ground
10 floors under ground
Rating: 5 stars

Items exclusive to this map

- **Apartments**

The occupancy for each apartment is 1 person. The rent has 4 rates that you can choose from. Every 3 months you will receive the rent (January, April, July, and October).

- **Subway Station**

The subway station can only be placed on the B10 floor. A subway is already built underground, but the subway station must first be placed before the resident can use it.

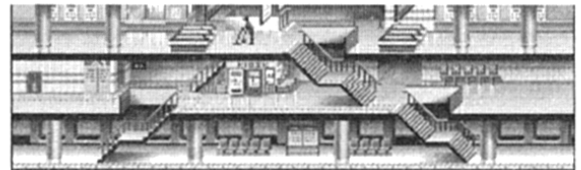
When the station is first placed, only trains that stop at every stop will stop a few times. As you make an investment of adding more scheduled stops with the express and limited express trains, more guests will come. It cost money to increase the number of train stops at the station.

Final Item

You can only place the final item when your structure reaches grade 4. Connect the transit system to move smoothly from the lobby to the final item.

Strategy Points

- Office demand is high
- Fast food demand is high
- More single hotel rooms
- Pay attention to the management of elevator due to skyscraper



Waikiki

Well known as a tourist spot, Waikiki in Hawaii sets the stage for your structure.

You can expect constant tourist demands all throughout the year due to sightseeing, but there is a higher demand during summer vacation and New Years.

It also demands local employment to welcome the tourists.

The structure you can construct here can go as high as 45 floors due to the fine view.

Build more facilities such as hotels and if you can keep the shops and the restaurants in good balance, you should be able to earn a high profit.

Map Data

Height limit: 45 floors above ground

6 floors under ground

Rating: 4 stars

Items exclusive to this map

- **Shops**

Use the Hawaiian image shops available here to construct a shopping mall that the tourists won't be able to resist.



Fruit Stand



Aloha Shop



BCD Mart



Surf Shop



Duty Free Shop



- **Boat Dock & Tickets**

Tourists will use the boat dock and ticket stand for a great sightseeing cruise.



- **Final Item**

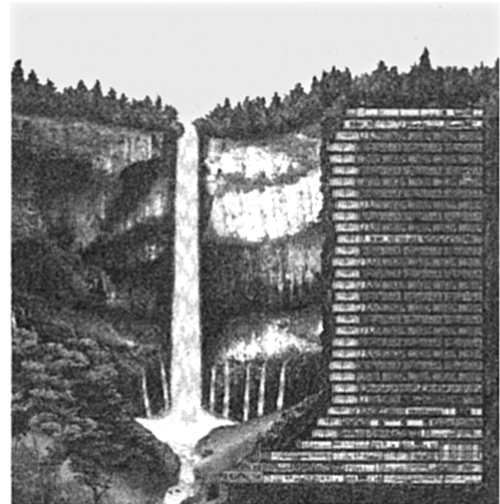
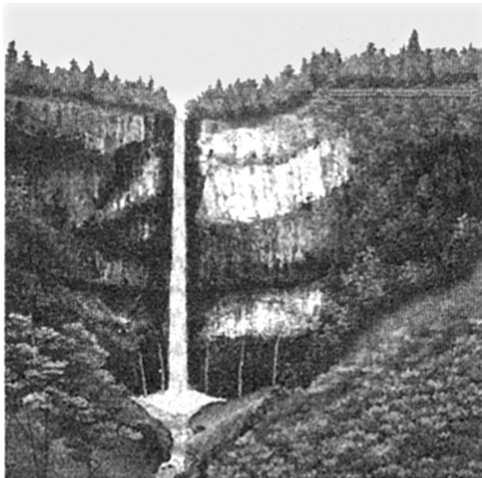
The final item can only be placed at the top of the 45th floor, the highest floor.



Strategy Points

- High demand for hotels, especially twin rooms and suite rooms
- High demand for shops and restaurants for tourists
- Pay attention to the location of the service elevators

Kegon Fall



Immediately after you open this map you will notice a difference compared with the Tokyo and the Waikiki maps. In keeping with the natural beauty of the surrounding mountains, you will be constructing your structure mostly underground. This Kegon Falls Map is also called a “moving scroll.” Stop your construction sometime and watch the outside view. The seasonal changes will amaze you.

Winter

There aren't as many customers in this map as there are in Shinjuku or Hawaii. However, it's up to you whether you can make this into an attractive sightseeing spot for tourists.



Map Data

Height limit: 2 floors on ground
32 floors underground

Rating: 3 stars

-Items exclusive to this map

• Restaurants

There aren't any large restaurants in Kego but there are many restaurants that will give the visitors warm services.



Old Time Café



Japanese Snacks



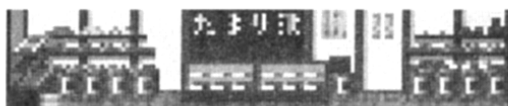
Traditional Japanese

• Shops

Shops typical of a Japanese sightseeing spot such as the souvenir shop and pickle farm are available.



Juice Bar



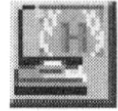
Pickle Farm



Souvenirs



Kids Store



- **Hotel Facilities**

Hotel facilities are a necessity in Kegon Fall. The traditional Japanese style hotel known as a Ryokan, will give tourists more incentive to visit than a functionally western style hotel.

The Kegon futon room works as the maintenance room in the Kegon Map.

- **Building Facilities**



Fire Department

The fire department works as a security room in the Kegon Map.

- **Final Item**



The final item can only be placed on the highest (2nd) floor.

Connect the transit facility from the lobby to the final item for smooth movement.

Once certain conditions are satisfied, the final event will be held.

Strategic points

- Since the number of customers is generally low, take care of fewer tourists
- Most of the visitors are tourists.
- Enjoy both the scenery and the strategy of Kegon Falls.

Chapter 3

Events

While you are expanding your structure to the highest grade, not everything will go smoothly. Daily management of the structure is very important but unexpected accidents/events can happen to the structure at any time.

An event may be a positive or a negative occurrence. While it may bring good fortune to you, it may also cause enormous damage as well. If you stay calm during negative events, you can minimize the damages.

1. Fires

- The most terrible accident that can happen to the skyscraper structure.

Among accidents in the skyscraper structure, the most tragic is the one caused by fire. Once a fire occurs, it might not be easily extinguished. You need to calm down and extinguish the fire quickly and assuredly.

- **Extinguishing the fire**

There are three ways to extinguish the fire: calling the Skyscraper Firefighters, using your security guards or waiting for the fire to self-extinguish.

A. Skyscraper Firefighters

A firefighting helicopter will come if you pay for the charges of hiring Skyscraper Firefighters. Control the helicopter with the mouse by moving the helicopter to the area where there's fire. Since the powder used to smother the flames is sprayed from the helicopter, make sure you extinguish all the flames before the fire spreads.

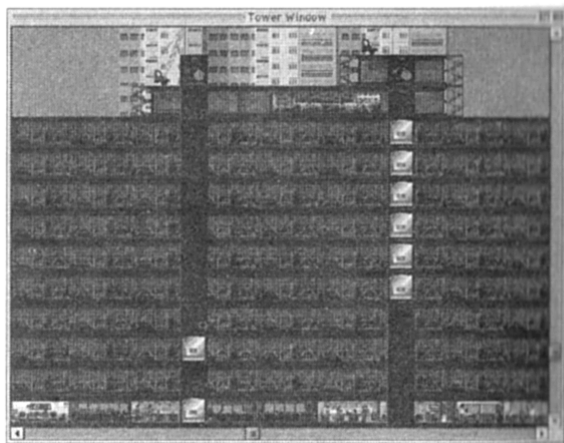
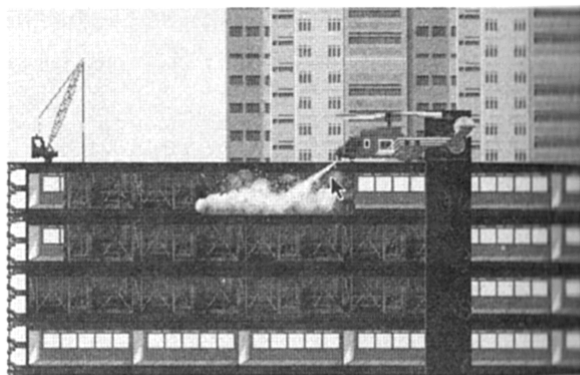
B. Firefighting by security guards

Even if you don't have enough money to call the Skyscraper Firefighters, there is an alternate way. That is, if you have already placed a security room in the structure.

Call the security guards and they will automatically go to the area where the fire began, to start fighting the fire. Just sit back and watch them do their work.

C. Self-extinguishing

Lastly, if you can't afford the Skyscraper Firefighters and you don't have a security office in your structure, then you must wait patiently for the fire to extinguish itself and hope that the damage isn't too extensive. You'll have no choice but to take the blame for a lack of disaster prevention.



2. Terrorists

- **Threats**

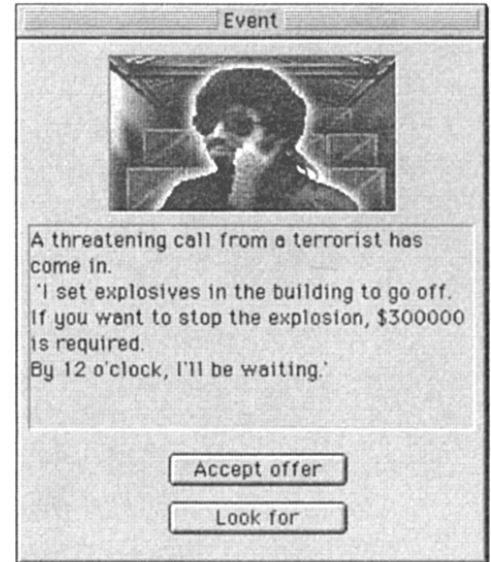
One phone call can destroy the peaceful life in your structure. This is the horror of terrorism. A terrorist can come to your structure posing as an ordinary customer and set the explosives. In exchange for peace, the terrorist will want an enormous sum of money from you. What do you choose?

- **Money or else?**

A difficult choice lies before you. Do you give in to the terrorist's demands, or do you refuse?

If you give in to the demands and give the exact amount of money requested, your structure and the safety of your customers is guaranteed.

Or you can decide to risk it all by having your security guards look for the explosive. If you choose "look for the explosive" the security guards will come up from the security rooms and look for the bombs in the structure. You have a certain time limit before the bomb explodes. If you've placed quite a few security rooms, you might choose this option.



Either option will cost you. Which choice minimizes the damages?

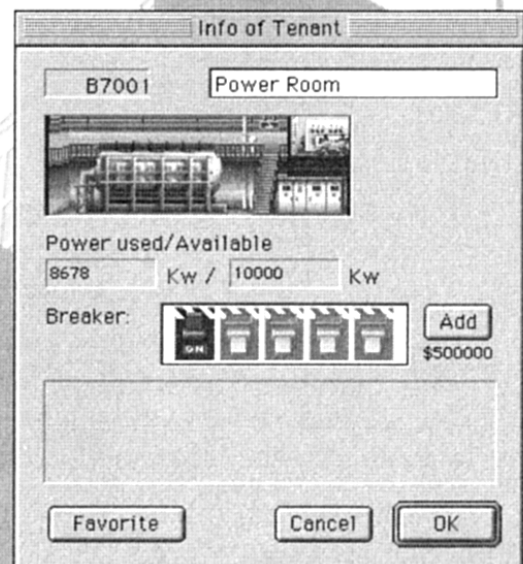
3. Power Supply

- **Power outages**

Your electrical supply isn't endless. Your structure will need electric power to keep it going. If the power usage exceeds the current capacity, the breaker will trip and you'll have a power outage. It's the same principle as the one in your home.

- **Power Room**

In Yoot Tower there is a public item called the "transformer room." It's necessary to use this item to expand your structure. The transformer room pulls outside energy into your structure. At the beginning of the game, the transformer room has a set power capacity that's enough to handle your structure. But as you expand the structure,



the power consumption will increase until the transformer room cannot supply enough power without changes. You can expand the capacity from time to time by adding transformer rooms in ratio to your structure's electrical power consumption.

- **Recovering the power**

Once the power is out, the power supply to your entire structure stops. The tenants won't be able to do their business and the transit system, which uses the power as well, stops. People on floors where there aren't any stairs will go through the emergency stairs to the outside.

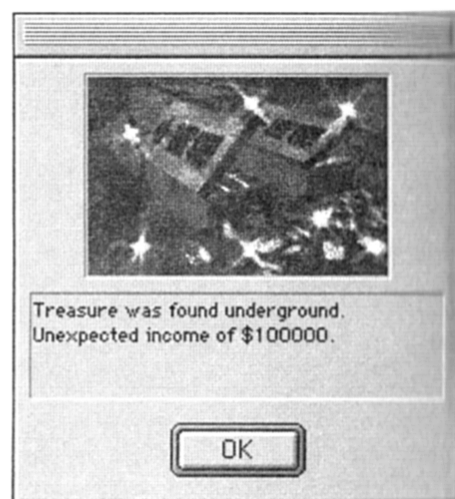
To get the power back, switch the breaker back on. But since a power outage means that the power consumption exceeds the transformer facilities' capacities, the power will obviously go down again. Add another breaker to the power room for a supply of steady power to the structure.

- **Prevention of power outages**

Unlike fire and terrorism, a power outage can be prevented with frequent management. Pull down the information window of the transformer room and you can monitor both the power consumption and the power capacity. Thus, it's possible to provide constant and steady electrical power by adding breakers before the power consumption reaches its limit.

4. Excavation of Treasure

Events in Yoot Tower are not necessarily bad. Since your structure can be expanded not only upwards, but underground as well, you may find unexpected stuff buried beneath. Are they treasures? Or do they damage your structure?



5. VIP's Visit

- **VIP's Trigger Upgrades**

Receiving an additional star rating will increase your structure's fame and give it recognition. To upgrade your structure, a VIP's visit is necessary.

- **Satisfaction**

To upgrade your structure, you need to expand it. Though your daily customers' satisfaction should be



foremost on your mind, it's necessary to keep a VIP happy as well. A VIP's high comfort level is paramount to upgrading your structure.

When the VIP has finished his stay at your structure, they will comment on their visit. If their visit was to their satisfaction, your structure's evaluation will be raised. If their stay was unsatisfactory, then you won't receive an upgrade for your structure. However, don't give up yet. More than one VIP will visit your structure on occasion. If a VIP is dissatisfied with their stay, make sure the environment is improved before the next VIP visits.

6. Colds



It's easy to catch a cold in the winter. Even if you're pretty good at managing your facilities, it's not possible to prevent illnesses among the residents. Therefore it's necessary to place enough medical offices in your structure from the beginning. It won't be enough to put just one medical facility if your structure has tens of thousands of residents.

Base the number of medical facilities on the number of residents in your building. It's not advisable to group your medical facilities on the same floor.

Figuring out the number of medical facilities needed and their locations is another one of your tasks as CEO.

7. Uncle Reggae

Sometimes, Uncle Reggae shows up in front of some shops and plays his favorite music. Unfortunately, the residents just don't appreciate his music. Complaints will come from the surrounding restaurants and shops. Watch what happens when Uncle Reggae plays his music.

8. Loyal Dog "Maru"

One of the superstars in Yoot Tower is the loyal dog "Maru." If you're lucky, you'll find "Maru" who lost his way in your structure. "Maru" doesn't do anything per se, but once he likes you, he'll stay in your structure and attract more customers for you.

Chapter 4

Basics

1. Time

Time exists differently in Yoot Tower. That's why we're defining the concept of time below.

- **One day**

A day consists of 24 hours in Yoot Tower. One day completes a single turn for a resident's life in the game.

The day is set for either "weekday" or "weekend" and depending on the setting, the day affects how the customer behaves. For example, offices are closed on weekends so there aren't any demands for business people. However, there are demands for restaurants and shops.

- **One month**

A month is the equivalent of a day, the same as above.

- **One year**

A year consists of 4 seasons (the equivalent of 12 months or 12 days). Each season will have 2 weekdays and 1 weekend. Depending on the season, items placed, and the map itself will affect the customers differently. A rainy weekend in spring will bring in very few customers in a structure mostly made up of offices.

- **Displaying the time**

The Information Bar displays the time. It indicates the date (year, month, and day), weekday or weekend, and time of day.

2. Displays

- **Elevator**

In the real world, elevators are operated in shafts using group management. Using this logic you can control the operation of the elevators. Each elevator is called a "car" and a set of cars is called a "group." In the game, clicking on the group unit displays the elevators. The figure indicates the side view from each floor. The reason why cars belonging to the same group look like they're occupying the same space is because you're seeing them front to back.

- **Elevator lines**

In the real world, you can't tell if a person waiting for an elevator is going up or down. In the game however, you can tell if a resident is going up or down. The people in the line on the right of the elevator are going up and the ones in the left line are going down. You won't be able to tell which floor they'll be stopping on, though.

3. Expanding Your Tower

A. Establishing the tower

- **Range**

The range for expanding the structure differs depending on the map. For example, up to 100 floors above ground can be constructed in the Tokyo Map whereas only up to 45 floors above ground can be built in the Waikiki Map.

- **Funds**

Your current funds are displayed on the Information Bar. If placing the item costs more than you have, you cannot place the item there. You could demolish the item, but that doesn't mean you will get your cost back. (Please refer to the "Tool Bar" from the "Basic Control" chapter for more on the demolition of items).

B. Placing the lobby

In order to begin construction, you must place the lobby on the 1st floor. Of course you can't place the lobby on other floors except the 1st floor. Depending on the map, you can build lobbies with 2 stories or 3 stories. With a 2-story lobby, items can only be placed on the 3rd floor and above, and with a 3-story lobby, items can only be placed on the 4th floor and above.

The lobby must be placed one after another continuously along the first floor. Even if you try to place another section of the lobby far away from the previous one, the game won't let you.

However, you can construct the Twin Tower branching out from the floor above the lobby. "Please refer to F." Twin Tower and Skybridge (Pg. 24).

C. Placing the Floor

- **Automatic floor placing**

The floor is the base for any construction whether it be offices or transit systems. You can't build anything if there isn't a floor first. Usually, if you click on an item, the floor will be placed automatically, even if you're placing the item on an un-floored area.

Please note that in this case, the cost of the floor will be added to the cost of the item.

The floor that's placed automatically is the same size as the item unless the item is the transit system. A minimum space needed for people to access the transit system will be added to the size of the transit system.

- **Manual floor placing**

You can manually place the floor as well. Use this to adjust the width and shape of your structure.

When you're placing the floor on the ground, the size of the floor won't exceed the size of the lobby nor the size of the floor directly below the lobby.

D. Placing the items

- **What is an item?**

An item is a general term for each unit in this game. An item can be the following: offices which house business people, residences (condos or apartments) for tenants, restaurants and shops for customers, etc. Each item will contribute to the population and the transit system.

Careful planning of where each item goes is a key to upgrading.

- **Funds**

The amount of funds you have is indicated in the information bar.

Every time you place an item, the cost of the item is deducted from your funds.

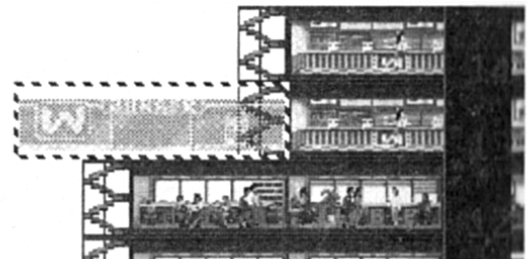
You can't place items which cost more than you currently have. Also, don't forget about the automatic floor placing. You won't be able to place the item if the item needs a floor but the total cost for the item exceeds how much you have.

- **Edges**

You can't place an item over the edge of the floor below. That's why the maximum width of your structure is determined by the size of your lobby. The limits under the ground may vary depending on the map.

- **Maximum number of items**

Each item has a limit as to how much your structure will contain. That is, you can only build up to a maximum amount set individually for each item. You can't



place any item that has reached its maximum. In order to place this item, you have to demolish the same item placed in another location first.

E. Transit System

- **What is the transit system**

The transit system is the general term for items such as stairs, escalators and elevators. It's how the residents get from one part of the structure to another.

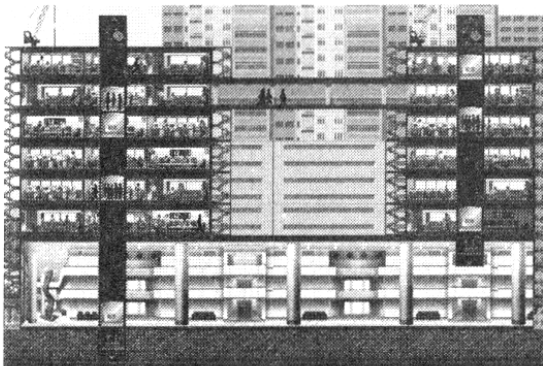
- **Limits**

Placing transit systems uses almost the same concept as placing tenants. However, additional space on both sides is required between transit systems if they're on the same floor. They can't go next to each other. For example, elevators shafts that go past the same floors need a certain distance from each other. Another limit is how many units of a system can be placed. For example, if you try to place an escalator but you've reached this transit system's limits; the game won't let you.

You need to have some distance between the Transit Systems. If you try to place the second one too close to the first, the cursor indicates no placement. This cursor will disappear when you come to an area where you can place the second transit system.

F. Twin Tower and Skybridge

- **How to construct the Twin Tower**

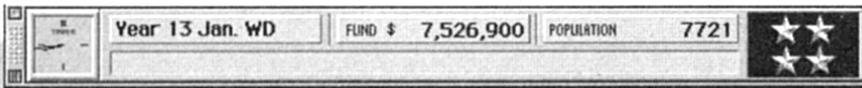


In Yoot Tower, the Twin Tower or two towers can be constructed by leaving space between the floors on a level. At least 8 horizontal floor spaces are needed to construct another Tower. Be careful. If you accidentally try to place the floor in less than the 8 horizontal spaces needed, the game will fill in the floor space between your cursor and the previous space.

- **Skybridge**

To connect the Towers, you can construct the Skybridge. If a person from one Tower wants to go to another item on the same floor but in the other Tower, she or he must go down and change transit systems. However, if there is a Skybridge between the Towers, the customer can just walk to the other side without using any transit systems. A Skybridge needs a minimum of 3 vertical floor levels, and up to 72 floor levels, before it can be constructed.

4. Star Ratings



- **What are the stars?**

Your structure will receive grades. The “grades” are linear and won’t skip steps.

- **Conditions for upgrading**

How can you upgrade your structure? There are two ways: the population number in your structure and a VIP’s reviews. A favorable review plus meeting the population goals preset by the map, will upgrade your structure. The goals are different depending on the map and these goals indicate the difficulty of each map.

5. Stress

Residents in your structure will experience some daily stress. Stress can be caused by the waiting time for an elevator, the distance from a shop or restaurant, or the noise level outside their home. Their stress level is continuously displayed. To find out the reason for their stress, open the Information Window, then click on the resident. You will find out the reasons there.

6. Goal

There really isn’t an end to this game. Even after you’ve reached the highest grade of “Tower,” it’s still fun to watch the residents move around and discover new things.

But if you lose your funds in the middle of a game, you won’t be able to place new items. If you feel that it’s difficult to continue the game at this point, restart the map. Waiting around for aimless income may be futile and lose you valuable time.

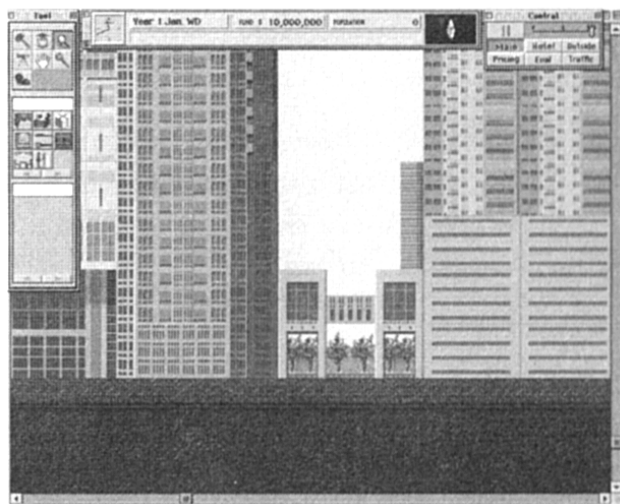
If you obtain a new module, there will be a way for you to re-visit to challenge the same map again, with new building options. You just might construct that perfect structure you have in mind.

Chapter 5

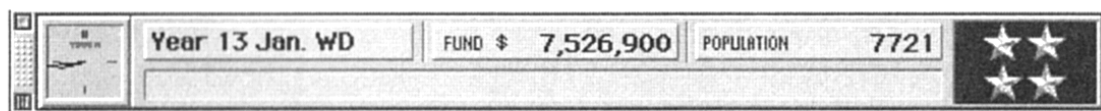
Basic Control

1. General Controls

When you run Yoot Tower, a large window will appear in the center of your screen surrounded by three supporting windows. The centered window is called the “main window” where you can construct the structure. When a new game is started, there is nothing to build so it’s just flat space on the screen. Placing a lobby, which is the entrance to your structure, begins the game. The look of the structure, both inside and outside, and your structure’s status are shown in the main window.

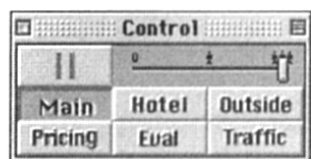


- **Information Bar**



The information bar is where you’ll find the status of your building. Displayed is: the time in the game, the population of your structure, your funds and the structure’s grade. Other changing information is also displayed here as well as requests and messages from the residents of your structure. (refer to Pgs. 5-16)

- **Control Bar**



This window gives you control over what information is displayed. Usually, the “Look Inside” button is activated which gives you the status of items selected, but you can also display the exterior of the structure. You can also pause the game temporarily and adjust the ratio of residents to silhouettes in the structure. (refer to Pgs. 5-14)

- **Tool Bar**

This window allows you to select the item you want constructed in your structure. Select the item from A and the different types of items will be displayed on B. Select a type from B and a display of that item will be shown on C. Higher grades will give you more types of items to play with.



- **Help**

If you hold the mouse button down when selecting an item from the tool palette, a description of that tool or item and the cost will be displayed until you release the mouse button.

2. Selecting the Tool

A. Demolition tool



Use this tool to demolish items or transit systems. If you click on the icon for the demolition tool, the cursor will become a sledgehammer tool. Click on any item with this tool and the item will be demolished.

Note 1: Demolition of floors

- **Requirements for above ground level demolition of floors**
 - You can only demolish the highest floor
 - There is no item on any floor that is connected to the one you want to demolish
 - There are no transit systems connected to the floor you want to demolish
- **Requirements for underground demolition of floors**
 - You can only demolish the lowest floor
 - There is no item on any floor that is connected to the one you want to demolish
 - There are no transit systems connected to the floor you want to demolish

Note 2: Demolition of elevators

To demolish all the elevators in a shaft, click on the machine room.

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B. Elevator extension tool

Use this tool to lengthen or shorten the elevator shaft.



C. Magnifier tool

Use this tool to look at detailed information about your items and residents. Click on the magnifying tool and move the magnifying glass over the item or to a resident's silhouette to open the information window.



D. Zoom tool

Use this tool to enlarge or reduce the main window screen size.

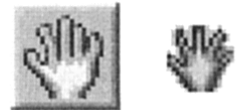


To enlarge: Click on the zoom tool icon and then click an area on the main window that you want enlarged with the enlarge display cursor.

To reduce: Click on the zoom tool icon and then press the Option Key. Click on the main window with the reduce display cursor where you want the area to be reduced.

E. Scroll tool

Use this tool to look around your structure. Click on the scroll tool icon and the cursor will become a hand. Hold the mouse button down on the main screen and drag the picture around. The game screen will scroll.



F. Interview tool

Use this tool to listen to the voices of the residents. Move the cursor over to a person walking or waiting for the elevator. You'll hear the tenant's voice.



G. Range tool

Use this tool to find out the range of customers affected. Click on an item and a green mesh will indicate the range. Depending on the item, the area affected will vary both in range and in meaning. See below for more clarification.



Items that can be clicked:

Restaurants, Shops, Movie Theaters, Classic Movie Theaters, Event Halls, Banquet Halls.

Range for attracting customers

Front Desk

Rooms that can be connected

Maintenance Room

Rooms that can be cleaned

Restrooms, Doctor's Office

Usable range

3. Selecting the Item

A. Basic facilities

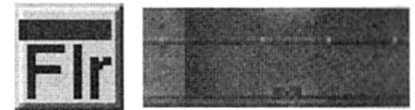
- Lobby



Use this item as a basic part of your structure to determine the width of it.

The lobby can only be placed on the first floor. You can place the lobby along consecutively just by holding the mouse button down and dragging the lobby across the floor. Depending on the map, your lobby can vary from a single story to three stories high.

- Floor



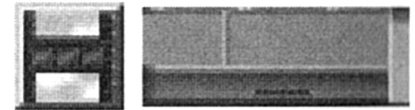
You can drag this item along a level to build floors. It's helpful in designing a unique building without wasting more expensive items.

If you place an item, Yoot Tower will automatically build a floor beneath it if the floor didn't exist before. If the space between the item and the previous floor is under 7 units (of floor), Yoot Tower will automatically place floors over the space.

- SkyBridge

Twin Towers, even Triple Towers can be constructed in Yoot Tower. Use the SkyBridge to connect the towers.

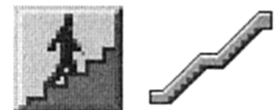
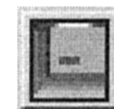
You need at least a 3-floor clearance both above and below, and between 16 and 72 units (of floor) left to right between the towers.



B. Transit systems

- Stairs

Use this system to connect adjacent floors. If the stairs aren't crowded, there will be no waiting time. However, it might create stress for some of the residents as it is quite strenuous.



- Escalators

This is another system that can be used to connect adjacent floors. Again, if the escalator isn't crowded, there's no stress. Use this to alleviate stress.



- **Simple Elevator**

You can carry up to 17 people in a simple elevator and a one elevator shaft can contain up to six cars. The elevator shaft only goes through 15 floors, and the gear box takes an additional two floors.



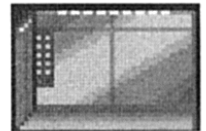
- **Service Elevator**

You can carry up to 17 people in a service elevator. Use this for your hotel employees as well as the restaurants' employees who use the elevator to go to the recycling center.

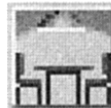


- **Large Elevator**

The large elevator can carry up to 42 people. However, it can only go six floors below the lobby.

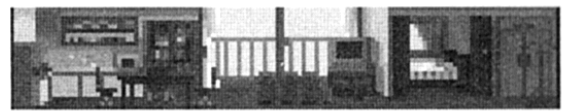
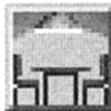


C. Residential facilities



- **Condominium**

Three family members live in a condominium, which you can put



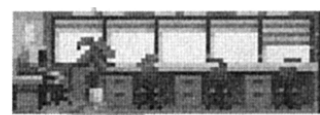
up for sale. You can set 4 different prices for the condos. Unlike apartments, which give you a constant but small stream of income, the sale of a condo gives you a one-time only but highly profitable influx of income. However, if residents experience too much stress, they will leave and you'll have to return the money at cost. You'll need to pay attention to them.

- **Others**

Other residential facilities may be available depending on the map.

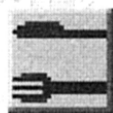
D. Offices

The offices are for lease and each office will contain six workers. In business cities like the Tokyo Map, offices are in high demand. You can set four different prices for the lease and these are paid every three months (every season).



E. Restaurants

Restaurants are tenants you manage. Depending on your star rating, additional restaurants will be available to you. There are also unique restaurants in each map that you can place. Customers off the street, office workers and hotel guests all use the restaurants in the morning, noon and evening. The number of customers frequenting your restaurants will determine your income. Pay attention to the transit systems to keep the business up.



Restaurant list:

Coffee Shop	Mexican Restaurant	Korean BBQ Restaurant
Sushi Bar	Indian Restaurant	Bar & Grill
Burger Shop	Chinese Restaurant	Family Restaurant
Soba Noodle Stand	French Restaurant	Ramen Noodle House
Italian Restaurant	Steak House	

F. Shops



Just like restaurants, shops are also tenants you manage yourself.

The number of shops available to you will increase your star rating. Again, there are unique shops you can place in each map. Customers off the street, office workers and hotel guests all use the shops. The number of customers will determine your income. You can also change the ratio of the variety in your merchandise. Demographics such as age groups or sex will vary depending on your product mix. To keep business up, you will have to pay attention to the product mix as well as the Transit System.

Shop list

Ice Cream Stand	Men's Clothing Store	Record Shop
Book Store	Barber Shop	Toy Store
Pet Store	Sporting Goods	Supermarket
Flower shop	Convenience Store	Cigarette Vending Machine
Drug Store	Amusement Center	Soft Drink Vending Machine
Boutique	Video Rentals	

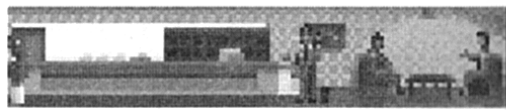
G. Hotel facilities



- Front

This tenant manages the hotel rooms. After checking in at the front, the hotel guests will go to their rooms. Make sure that the

hotel rooms are connected to the front by clicking in the information window of the front. Guests will not stay in rooms that aren't connected to the front. You can set the room rates up to four levels in the information window of the front.



If one front manages too many rooms, the hotel guests will be stressed out waiting to check in or check out. Increase the number of fronts to disperse the management of your hotel rooms when you add hotel rooms.

- **Hotel Rooms**



single room icon



twin room icon



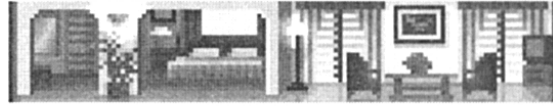
suite room icon



single room
for one person



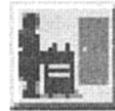
twin room
for two people



suite room
for three people

- **Housekeeping**

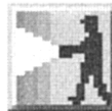
This item allows your hotel employees to stand-by before and after cleaning the rooms. After the hotel guests check out and before the next guests check in, your staff maintains the rooms by moving through stairs and elevators. There is a limit on how many hotel rooms a housekeeping can handle so be mindful. As a guideline, a housekeeping can take care of about 25 guest.



H. Building Facilities

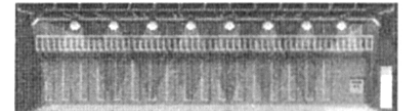
- **Security Station**

Use this item for a station in the center of your structure to house your guards while they're on duty. Your guards will work especially hard against fire and terrorism.



- **Garbage Recycling Center**

This is where the garbage from restaurants is stored. Use the service elevators to connect the restaurants to the recycling center. Since there is a limit on garbage that the recycling center can process, pay attention to how many garbage recycling centers you're placing. As a guideline, one center can process the garbage from around 50 restaurants.



- **Transformer Room**

This provides electrical power to your structure.



A breaker has limits on how much power it can provide, so you will need to add more breakers as your structure grows. If the amount of electrical power provided is low, power will go down and all functions will stop.

- **Parking Lot**

- Gate



This gives drivers access from the surface to the parking lot. Cars won't be able to get to the parking lots if this item isn't placed. If you're expanding your parking lot further underground, a gate needs to be placed on each level underneath the gate above. Only one gate can be placed on each floor.

- Parking spaces

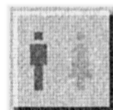
Hotel guests and office workers can park their cars in these spaces.



Without a gate connecting the parking spaces to the surface, the spaces will be empty. When you place a gate underground, the cursor will automatically change to the parking space cursor.

- **Restrooms**

Restrooms must be provided for everybody in your structure. If there aren't enough restrooms, their stress level will go up. So, pay attention.



I. City Function

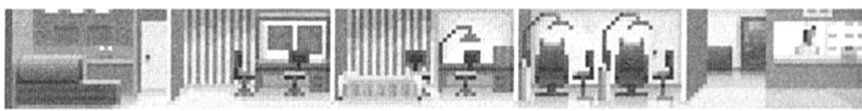
- **Elementary School**



Children who are living in your structure need education. You must build an elementary school for them.

- **Doctor's Office**

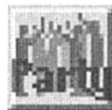
This item provides medical services to your residents



when they aren't feeling well. Especially during winter, many of your residents will catch colds. If there isn't a doctor's office, residents with colds will be stressed. You need to place this tenant to keep your residents healthy.

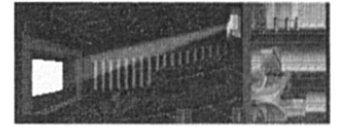
- **Banquet Hall**

When a certain number of your hotel rooms are being used, this tenant holds the party.



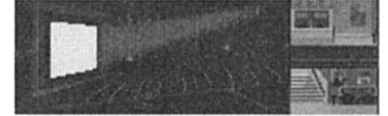
- **Movie Theater**

You manage the theater. When a new movie arrives, expect more business. Since the moviegoers also visit the shops and restaurants on their way home, this item will influence your management in the structure. Change the movies because even though a new movie gains business over the short run, the upturn won't last. You'll need to change the movie frequently to upkeep the draw on customers.



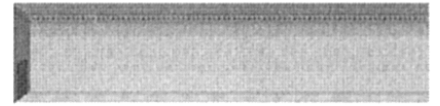
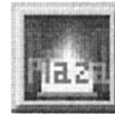
- **Classic Movie Theater**

Again, you manage this theatre. While the classic Movie Theater doesn't have big draws, you can get a steady and perhaps higher stream of traffic than the Movie Theater. Also, the cost of changing movies is less than that of a standard movie theater's costs.



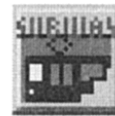
- **Event Center**

You can book concerts, tennis matches or exhibitions for the Event Center. Just like a movie theater, you can choose the event to be held.



- **Subway Station**

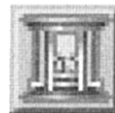
You can place this item only on the B10 floor. The subway is already built, but you need the station so that your residents can use it.



When you first place the station, only a train that stops at every stop will stop a few times. Make an investment into adding more diagrams that show the express and limited express trains. As you increase the number of trains that stop at this station, more guests will come.

- **Gathering Area**

This is a rest stop in your structure where many people gather. People that come to the gathering area will visit the commercial facilities such as shops and restaurants one floor below. This will be a central item in your shopping area.



J. Final Items

The final item can only be placed one star below the final star. After placing this item AND satisfying the conditions for the map, you will receive the highest grade. Each final item is unique, depending on the map, and only one can be placed in your structure.





K. Outside Facilities

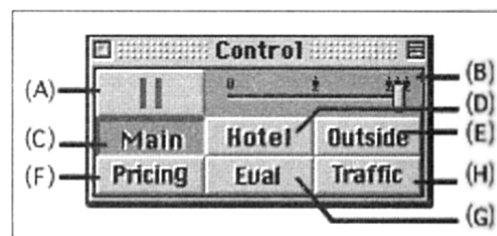
You can place billboards outside your tower to earn extra income. The billboard on the left can earn you \$50,000 per year of advertisement revenue. You can only place outside facilities in the “outside look” mode.

4. Using the Control Bar

A. Pause/Resume

Use this button to pause or resume the game.

It's useful when you want to check details inside your structure.



B. Pedestrian Display Scroll Bar

This controls how many pedestrians are animated during the game.

The game will process faster if the animation is reduced.

C. Main Look Button

This button activates the standard screen which displays the inside of your structure.

D. Maintenance Button

You can check the maintenance status of your hotel rooms. A red colored mesh will display where a room isn't being serviced.

E. Outside Look Button

This button displays the outside of your structure. From here you can place the billboards and advertisement. To place any other items, click the inside look button.

F. Price Range Button

The different mesh of colors indicate the price ranges of hotel rooms, offices, apartments and condominiums. To return to the standard screen, click on the Inside Look button.

Color displays:

Red - high price

Green - low price

Yellow - average price

Blue - very low price

G. Evaluation Button

The different mesh of colors indicates the current evaluation level for each item. To return to the standard screen, click on the inside look button.

Color displays: Blue - excellent Yellow - good Red - terrible

H. Traffic Flow Button

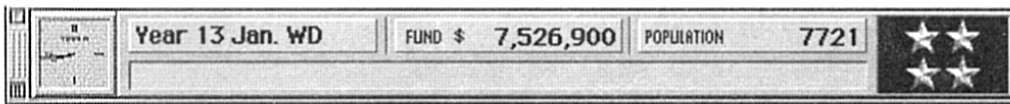
The different mesh of colors indicates the traffic flow on each floor in your structure. To return to the standard screen, click on the inside look button.

Color displays: Red - crowded Pink - slightly crowded
 Light pink - average White - few

Note:

Place commercial facilities like shops and restaurants in crowded areas and place residential facilities like condominiums and hotels in less crowded areas.

5. Information Bar



The information bar shows the time in your structure, your current funds, the population of your structure, the grade, a clock and a message from the residents.

• Clock

There is an analog clock and a digital clock. Click on the clock to change it from analog to digital or vice versa.



• Calendar

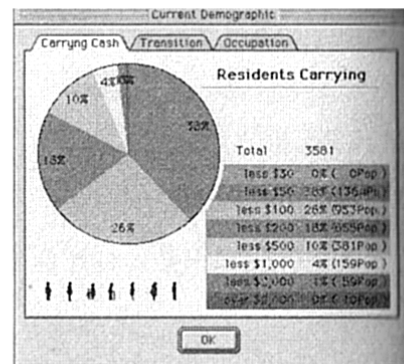
YEAR 13	1	2	3	4	5	6	7	8	9	10	11	12
YEAR 14	1	2	3	4	5	6	7	8	9	10	11	12
YEAR 15	1	2	3	4	5	6	7	8	9	10	11	12
YEAR 16	1	2	3	4	5	6	7	8	9	10	11	12
YEAR 17	1	2	3	4	5	6	7	8	9	10	11	12

Click on the date in the information bar and a calendar will be displayed. In Yoot Tower, you can check the calendar to see if it's a weekday or a

weekend. Customers behave differently depending on whether it's a weekday or a weekend. The calendar will be useful in the organization of your structure.

- **Population Graph**

Click on the population in the information bar and a population graph window is displayed. You will find graphs on the ratio of types of residents and the growth rate of residents. You can use these graphs for your decisions on expansion in your tower or to check on your tower's status.



- **Revenue Window**

Click on your current funds and the revenue window will open up. This window shows you this fiscal year's profit and expenses with the net totaled up automatically.

6. Menus

- **Apple Menu**

- About Yoot Tower

This displays the current version and information on Yoot Tower, including product information and credits.

- About Plug-ins

This displays the plug-in currently used.

- **File Menu**

- New (Command-N)

Select the "New" menu item to construct a new structure. A window will give you the option to select a map.

- Open (Command-O)

Select the "Open" menu item to play an existing game from the last point saved (Refer to your MacOS manual on how to use the file read dialog).

- Save (Command-S)

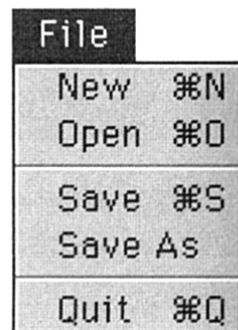
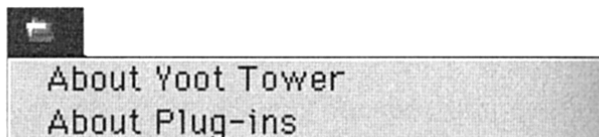
Select the "Save" menu item to keep the current status of your structure. This will save over an existing file. If there's no previous file, a dialog will appear for saving a new file (Refer to your MacOS manual on how to use the file save dialog).

- Save As...

Use this if you want to save your game under a different name.

- Quit (Command-Q)

Use this menu item to quit Yoot Tower. A dialog box will appear asking if you want to save the current status of your structure.



- **Function Menu**

- **Pause/Resume**

This stops the game temporarily. Use this to rethink strategies or to interview residents at length; otherwise, things may change while you're not looking. When the game is paused, it will read "resume" instead of "pause." You can either select this or click on the "pause/resume" button on the Control Bar to resume the game.

Function	
Pause	⌘I
Low Speed	⌘1
✓ Normal Speed	⌘2
Middle Speed	⌘3
High Speed	⌘4
Hide Elevator Room	
Settings...	

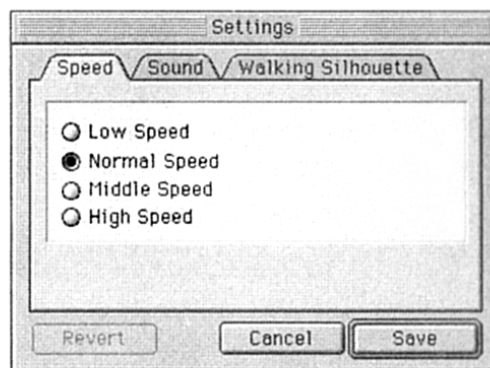
- **Other Settings**

Select this to set the game speed, sound, and traffic flow display in your game. Choose the best environment for an enjoyable game play. If you make changes, please note that the game is reset to the default settings when you quit the game.

- **Speed**

You can change the processing speed based on what kind of computer you're using and how you feel at that moment. If your computer is kind of outdated, you might want to quicken the speed. Or, if you have the latest computer, you may feel the pace is too fast and might want to slow it down.

Either way, the calculations are the same so nothing about the game will change.



- **Sound**

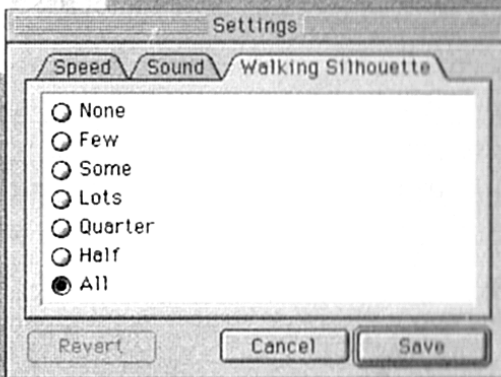
This sets up the different elements of sound. You can switch the sound on and off in the check box marked "play sound."

If you've checked play sound, you are then able to adjust details regarding the sound. Each item such as "elevator," "event," "environmental sound," and "BGM" can be adjusted separately. However, if the entire game speed is slow, you may be able to quicken the pace by switching the sound off.



- **Pedestrians**

You can show silhouettes of people waiting for the transit systems as well as people moving from item to item. Use this to choose none, half, or whole silhouettes of the total number of pedestrians.



Displaying all the moving silhouettes of pedestrians shows the reality of the status in your structure. However, the trade-off is that the game speed will slow down. Find the best display according to your game speed.

- Elevator Machine Room Display ON/OFF

All transit systems are displayed in front of other items in the inside look mode.

However, due to the width of the elevator shaft, the item behind the elevator is sometimes obscured from your view. To see the item behind the elevator shaft, use this to turn off the display of elevator groups. Once the elevators are no longer displayed, you will see the tenant behind the elevator.

- Favorite Menu

- People

Any person in your structure can be set as a “favorite.” The favorite menu will display the name of that resident and if you choose this, an arrow will indicate on the standard screen his or her current position. You can also choose to delete a person from your favorite list by selecting the delete command. Then highlight the name of the person you want removed and press the “delete” button.



- Tenant

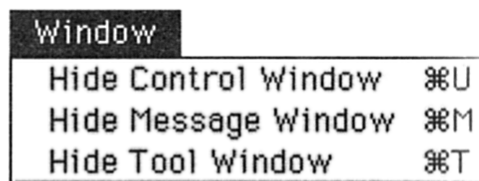
Any tenant in your structure can be designated as a “favorite.” The favorite menu will display the name of that tenant and if you choose this, an arrow will indicate on the standard screen the tenant’s position. You can also choose to delete this tenant from your favorite list by selecting the delete command. Then highlight the name of the tenant you want removed and press the “delete” button.

- Find

You can find the registered resident and tenant as well as the VIP visiting your structure by selecting the “find” command.

- Window Menu

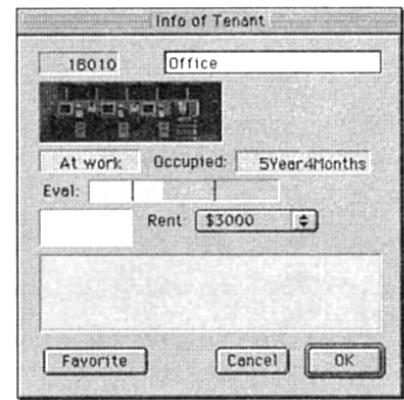
You can choose to display or not display up to 3 sub windows from the information bar, the tool palette and the control palette.



7. Information Window

• Resident Information Window

When you click on the silhouette of a resident with a magnifying glass tool, the information window will open.

A screenshot of a software window titled "Info of Tenant". It contains a small silhouette icon, a text field with "18010", and another with "Office". Below these is a bar graph with five segments. Further down are labels "At work:" and "Occupied:" followed by a text field containing "5Year4Months". There is also an "Eval:" label with a small bar graph. A "Rent:" label is followed by a text field showing "\$3000" and a small up/down arrow. At the bottom are three buttons: "Favorite", "Cancel", and "OK".

A. Name

The default setting for a name of a character in the frame is the character's basic attribute. You can change it to any name you choose to register this resident.

The color of the silhouette will then turn to blue.

If you delete the name, it will revert to the default setting with the basic data.

B. Carrying Cash (money in pocket)

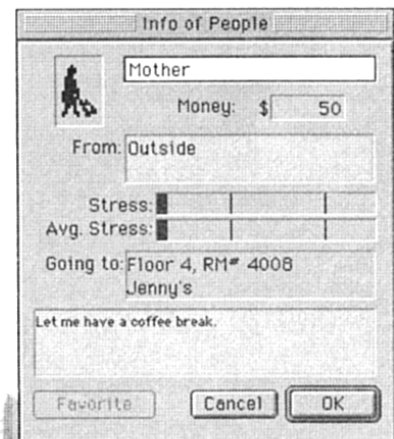
Each resident is carrying cash that can be used at the shops and restaurants of their choice.

C. Belongs to

This displays the tenant, such as office or hotel room, that the resident belongs to.

D. Current Stress

A bar graph indicates the resident's current stress level. The main causes of stress are from the transit system and from waiting times. If the bar is blue, the resident's condition is good. A yellow bar indicates normal and a red bar signifies an uncomfortable condition. The bar graph will be shortened at that point. The stress is cleared when they enter the tenant unit they belong to, but the stress they experienced will be averaged into the Average Stress.

A screenshot of a software window titled "Info of People". It features a silhouette icon, a text field with "Mother", and a "Money:" label followed by a text field showing "\$ 50". Below is a "From:" label with a text field containing "Outside". There are two bar graphs labeled "Stress:" and "Avg. Stress:". Further down is a "Going to:" label with a text field showing "Floor 4, RM# 4008" and "Jenny's". At the bottom is a text field containing "Let me have a coffee break." and three buttons: "Favorite", "Cancel", and "OK".

E. Average Stress

This bar graph displays the average stress from the transit systems and the environment. The average stress is then calculated into the evaluation of the item the resident belongs to. If this is a general customer off the street, this figure will be calculated into the customer's decision to return.

F. Destination

If the resident that you're looking at is moving, then this will display his or her destination. If this says "lobby," then the resident is leaving the structure.

G. Comments

The resident's current mental state is displayed.

- Information Window of each item

When you click with the magnifying glass on an item, the information window of the item will open.

- Residences, Offices

A. Room Number

The room number is displayed.

B. Operating Status

When the tenant unit is operating, this says "in operation." Otherwise, it says "for rent."

C. Residents

This will display the silhouettes of the current residents or workers. You can open the resident's information window by clicking on a silhouette with the magnifying glass.

D. Messages

This displays the tenant's requests. Be mindful of their requests for environmental change. Either try to change their location or improve the facilities in the structure.

E. Name

The default setting for a name of a tenant is the type of tenant it is. Register the tenant by giving it a name. If you delete the name, the name will revert to the default setting.

F. Rental Period

The duration of this tenant's occupancy is displayed.

G. Evaluation

This evaluation of the tenant is based on the total stress of the residents due to their waiting times or due to the transit systems.

H. Rent/Sale Price

If you're looking at an office or an apartment, this is the rental price. If you're looking at a condominium, the purchasing price is displayed.

- Shop Tenants (restaurants and shops)

A. Room Number

The room number is displayed.

B. Operating Status

If the tenant unit is operating, this says "in operation." Otherwise, it says "for lease."

C. Number of customers

The total number of customers for today is displayed.

D. Employees

This shows the silhouettes of the employees working in this item. You can open the resident's information window by clicking on a silhouette with the magnifying glass. Only three or so employees' silhouettes will be displayed, but if there are more employees than that, use the scroll bar to display them. The employees go home after the tenant unit closes, but restaurant employees will carry garbage to the recycling center to dump it before going home.

E. Message

The tenant's requests are displayed here. Use this to change the location of your tenants and improve the facilities in your structure.

F. Name

The default setting for a name of a tenant unit is the type of tenant it is. Register the tenant by giving him/her a name. If you delete the name, the name will revert to the default setting.

G. Store Hours

This shows the store hours.

H. Price per Customer

This displays the price per customer. The revenue is calculated using this number with the number of customers as well as other factors.

I. Revenue

Use the day's revenue as an evaluation index for the shop type tenant.

The revenue is calculated with the following formula:

Revenue = (number of customers) x (price per customer) - (cost of operation) - (personnel expenses)

J. Customers

The customers in the shop are indicated in silhouette. You can open the resident's information window by clicking on a silhouette with the magnifying glass.

Up to 10 customers can be shown here, but if there are more customers, use the scroll bar to see them.

- **About the merchandise mix ratio**

Unlike the restaurants which offer a fixed menu, the shops allow you to change the ratio of merchandise mix. Your customers will vary according to the merchandise you offer. By raising the ratio of merchandise to suit the customers in your structure, you can increase revenue.

Rock & pop	25	▲	Techno	25	%
Soul	25	%	Female vocal	25	%

- **About the buttons**

In all of the information windows, clicking on this button will register the shop along with the room number. If you name the shop, it will appear with the room number. By selecting from the "favorite" menu, residents and tenants who have been registered can be found quickly and indicated with an arrow above them.

When you change the name, clicking on this button saves the changed information and closes the window.

If you accidentally made a name change or changed the rent, you can close this window without any changes by pressing the "cancel" button.

If you've made no changes, clicking on either the "ok" or "cancel" button will close this window.

- **Information Windows for the Special Items**

A. Movie Theater/Classic Movie Theater

1. Feature Title

The featured title is displayed.

2. Genre

The genre of the movie is displayed.

3. Screen

The view area the movie is shown in.

4. Credits

Credits of the movie are displayed.

5. Changing the Film Button

a. Title Name

The names of movies are shown. Click on the movie you want.

b. Description of Title

When you click on the name of a movie, the description of that title will appear.

c. "Play Movie" button

When you've decided on which movie you want to show, press the "play movie" button.

6. Number of Customers

The daily number of customers is displayed.

7. Revenue

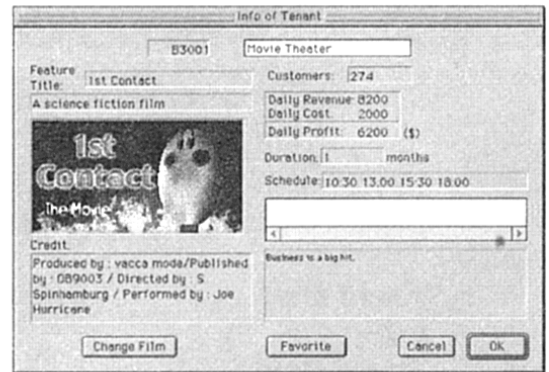
The daily revenue is shown here.

8. Movie Schedule

This shows the schedule of the movie being shown. You can expect to have a lot of customers during opening week at the Movie Theater, but the number of customers will lessen over time. However, the Classic Movie Theater will draw a constant stream of customers.

9. Time Table

This displays what time during the day the movie begins.



10. Customers

The customers in the theater are displayed in silhouette.

11. Messages

Requests to change the title and the status of your theater are displayed here.

B. Event Hall

1. Event Movie

The current Events are viewed here.

2. Event Name

The name of the Event is displayed.

3. Number of Visitors to the Event

The accumulative number of visitors to the Event is displayed.

4. Visitors

The visitors currently in the event hall are displayed in silhouette.

5. Messages

Comments from the sponsor are shown here.

6. Yearly Event Schedule

The schedule of Events for the following year is displayed. To change the schedule, click on the “Event change” button after selecting the month you want changed.

7. Event Sales

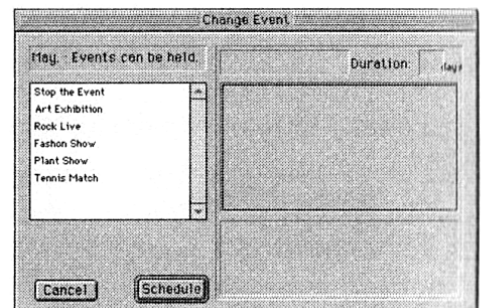
The revenue from this Event is displayed.

8. Event Change Button

When you want to change an Event or cancel a scheduled Event, press the “Event Change” button after making your selection from the annual Events Schedule list shown on your screen.

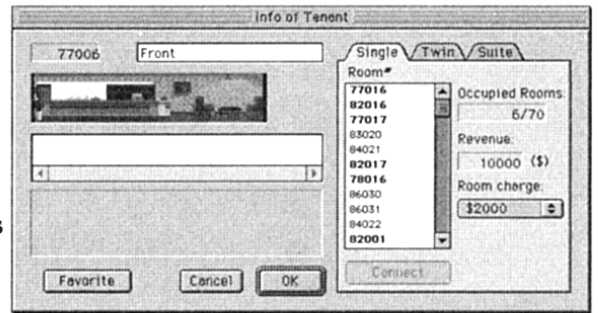
a. Month

The month of the Event is displayed



b, Event Select

The Events that can be held are displayed. If you want to cancel a scheduled Event first, press the “Cancel Event” button. Otherwise, select the Event you want scheduled and click on the “to be held” button.



c, Event Information

The selected Event's information is shown.

d. “To Be Held” button

To hold the selected Event, press this button. The Event will show up on the schedule.

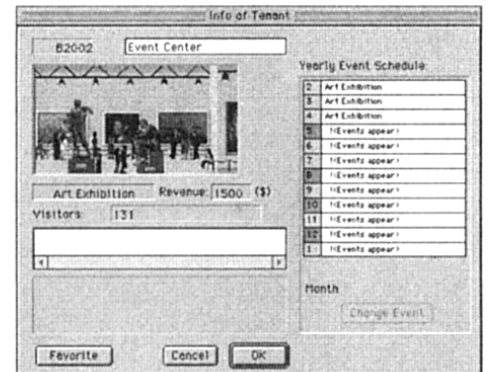
C. Front Desk

1, Room Type Select

Select the type of room you want to look at.

2, Room Number Select

Select the room you want to look at.



3, Number of Rooms in Service

This shows the number of hotel rooms being managed by this front.

4, Revenue

A daily sales revenue is displayed.

5, Room Charge

You can change all the room charges for the same type of room.

6, Front Connect Button

A hotel room isn't considered usable until it is connected to a front. To connect a selected room number to the referred front, press this button. If too many rooms are connected to a front, your customers will get stressed-out waiting for their check-ins and check-outs. Add an appropriate number of fronts so the hotel room can get dispersed around the connected fronts.

7, Guests

Guests waiting for check-in and check-out at the front are displayed in silhouette. If they are waiting too long, the color of the silhouette will become red.

D. Subway

1. Grade of Station

The station's current grade is displayed.

2. Add Services Button

Clicking this button will increase the grade but the expansion will cost money.

E. Time Table

Times in black show trains that stop at your station. Times in gray show express trains that don't stop at your station. If you expand the service, the express trains will stop at your station. Therefore, more trains will stop at your station and more people will come to your structure.

F. Power Room

1. Usage of Electrical Power

All the tenants use electricity and this displays the accumulative usage.

2. Breakers

When the power is down, resetting the breakers will temporarily restore the power. However, you need to increase the available electricity to avoid another power outage.

3. Available Electrical Power

This shows the current electrical power available to the transformer room.

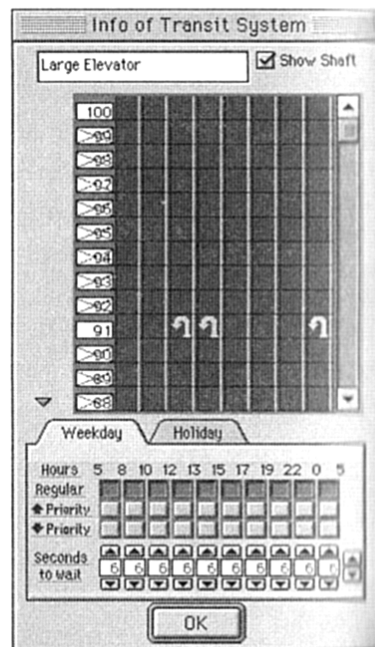
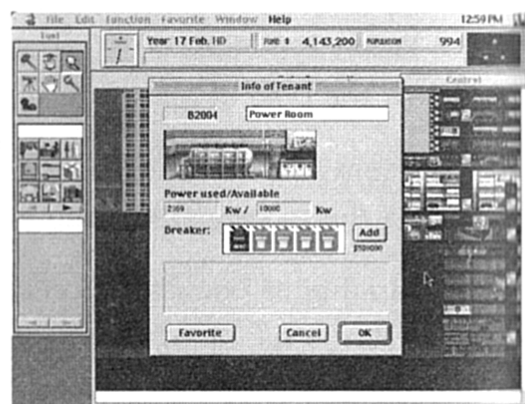
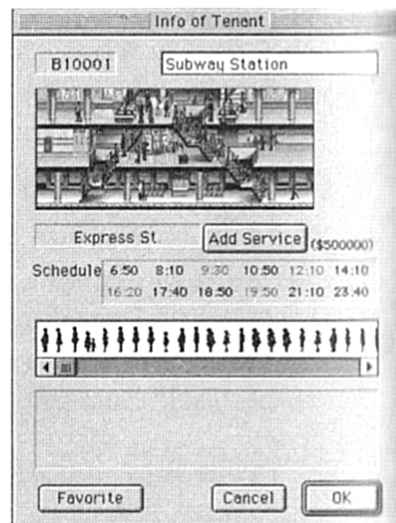
4. Add Button

Clicking this button will increase the available electric power.

But it requires the expand charge.

• Elevator Management Window

In order to expand your structure, you need to keep the residents happy. Your structure can't be upgraded unless you keep the residents' stress levels down. Most stress is caused by poor transit systems. To make your transit systems run efficiently, you have to manage the elevators cars well because they are the main transit facilities. The window explained here is key to efficient management.



To open the elevator management window, use the magnifying glass to click on any part of the elevator shaft except the cars.

Most of the settings here apply to all of the cars in that group and not to any one car in particular.

1. Shaft Display On/Off

This switches the shaft display on and off. If the shaft display is off, then you can see the items behind the elevator.

2. Stop/Non Stop Floor

Clicking on a floor number will switch stop and non-stop floors. An X indicates a non-stop floor and a number indicates a stop floor.

3. Car Movements by Day and Time

The traffic flow fluctuates with the different tenants in the building depending on the time period and the weekday or the weekend. You can adjust your elevators to accommodate these patterns. If you want to make changes for all the time periods at once, click on the right edge of the button.

Some elevators don't have this setting.

Chapter 6

Techniques for Upgrading

1. Placement of Transit Facilities

• Placement of Elevators

There are several kinds of elevators in Yoot Tower. Since each elevator has different characteristics, placing the appropriate elevator using its characteristics is key to efficient operation. For example, the simple elevator, which is the only available one at the beginning of the game, has a capacity of 17 passengers. A shaft can hold six cars so simple math shows that a full group of elevators carrying capacity loads can carry 110 passengers in one round. In order to support a structure with a population of 1,000 people, each car would have to make around nine trips at peak hours. Waiting around for nine elevators to pass you by can definitely cause stress.

Special elevators will become available to you from the middle of the game and each has its own characteristics.

For example, the service elevator is limited to use by hotel employees for maintenance work on the hotel rooms. It's also used by restaurant employees for dumping the garbage into the recycling center.

Also, the large elevator is faster than the simple elevator and can carry up to 42 passengers, which is 2.5 times larger as well. However there is a limit on what floors it can stop at, so you can't use it as just a larger simple elevator. Therefore, the strategy from the middle of the game is how to combine the simple elevators with the other elevators in order to secure an efficient operation.

- **Setting the Stand-by Floor**

You are free to set a stand-by floor for each car in a group. In the morning, more office workers arrive so it's better to set the stand-by floor at the lobby because everyone comes to the lobby. Conversely, if it's quitting time, the floors that call the cars are different. So then it's better to stop at different floors.

Try to figure out the best settings for the stand-by floors to reduce the stress of waiting for the elevators.

- **Escalators/Stairs Placement**

The elevator isn't the only transit system. Other transit facilities like the escalator and stairs can be useful transit facilities depending on how you use it. However, there are several things to consider. There isn't any stress from waiting around for stairs and escalators unless they are very crowded.

However, stress comes from using the stairs or the escalators themselves. The elevator will just bring you to your destination, but using the escalators and stairs is strenuous. No one will like it if the only transit system in a 10-story structure are stairs. Think about this and combine all the transit systems such as elevators, escalators and stairs, well.

2. Item Placements

- **Think about the appropriate location for an item all the time**

You are free to place most of the items anywhere in your structure. But based on the item's characteristics, each item has a better and a worse location. Knowing the characteristics will give you the ability to have an efficient operation.

Traffic flow and reasons for stress will vary between commercial and residential facilities. For example, you can place a supermarket next to a condominium. Yes, the condo's residents will have their stress reduced from transit systems, but the noise level of several hundreds passing by their front doors will greatly increase their stress. So instead of being stressed out about transit, the condo's residents will be bothered by the noise from those passing by all day long.

- **See through the people's flow**

Each item creates a flow of traffic that will congregate with other items' traffic flows. The flows are different between commercial customers, business workers and residents. Seeing where the flows intersect and making sure they're not jammed will reduce stress levels. By reducing stress levels, their evaluation will increase and it will eventually come back to you as revenue.

3. Funding Techniques

It's easier to spend money at the beginning of your structure than to earn it. If you rush the expansion, your funds will be gone quickly and you'll have to wait for the next rental revenue. In the meantime, there's nothing you can do.

The certain way to get your funds is to expand your structure step by step.

But it's not easy to get the funds for your expansion. This is an example of the chicken or the egg dilemma.

Below are several ways to earn funds efficiently, but they have high risks. Please be careful.

- **Construct the Condominiums**

This is the most reliable way to get a lot of money but the loss can be big if you fail. You will get paid for the condominium when it's purchased. Since it's a one-time fee, you will receive several hundred thousand dollars to your funds. But pay attention to the residents of the condominiums. If they have stress and give a low evaluation, they will sell back to you the condominium at cost. If several residents leave at the same time, you could owe millions of dollars.

- **Raise Hotel Rent**

This is useful for the Waikiki Map and the Kegen Falls Map which have a high demand for sightseeing. You set the room rates at the front, not at each individual room. This is more efficient than raising the office rent because you get paid from the hotel on a daily basis. But if the charge is too high, the evaluation might be low. You run the risk of losing hotel guests in the long term, but you can get an immediate profit this way. But still, it's important to keep a balance.

4. Collecting People Techniques

- **Control is not easy**

The techniques described above are ones you can control. Attracting customers isn't as easily controlled because even if you place a tenant unit that has a capacity of 100 people, those 100 residents won't come at the same time.

- **A key is whether you can provide a comfortable environment**

There are roughly three levels that each resident can evaluate the environment: “Comfortable” (blue), “Normal” (yellow), and “Bad” (red). If a resident is “comfortable” in your structure, then he or she will bring in a new resident later. If a resident has been using your structure in a “bad” state of mind, he or she will leave. Therefore if your structure has more residents feeling comfortable, then the population will increase. The reverse is also true: if your structure has more residents feeling bad, then the population will decrease. The only way to collect many residents is to make them feel as comfortable as they can.

- **How to maintain a comfortable environment**

You will require every technique of transit placement, item placement and fund collecting described here to ensure the comfort level of your residents. Don’t be afraid, though. If you are constantly checking your evaluations and solving problems, you will find the comfortable settings for the different residents.

Credits

OPeNBook9003

Game Design
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Programming

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Tomiya Nakamichi
Norio Morimoto
Minoru Yokosuka
Hisashi Fujii
Kiyoshi Yumisaki (Hand inc.)
Syoichi Hosoda (Hand inc.)
Taku Nakayama (Hand inc)

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Fumio Yamazaki
Hanako Yagi

Movies

Takumi Shirakawa (Vacca Mode)

Michiko Shirakawa (Vacca Mode)

Yukiko Nakamura

Sound

Tsuneco Kaneda

(Sha-la-la Company Co., Ltd.)

Kazushi Takabayashi

Product Management

Yasushi Takano

Koji Notsu

Kiharu Shishikura

Manual

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Jim Black

Razorfish Team

Shane Ginsberg

Silver McDonald

Jayson Elliot

Carlos Zuniga

Matthew Stewart

Moore & Price Design

Nimbus Design

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Pauline Szeles

Heather Ravenberg

Peninsula Prep

John Cheng

Donavan Stevens

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Kathy Tafel

Mark Stanley

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ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.



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