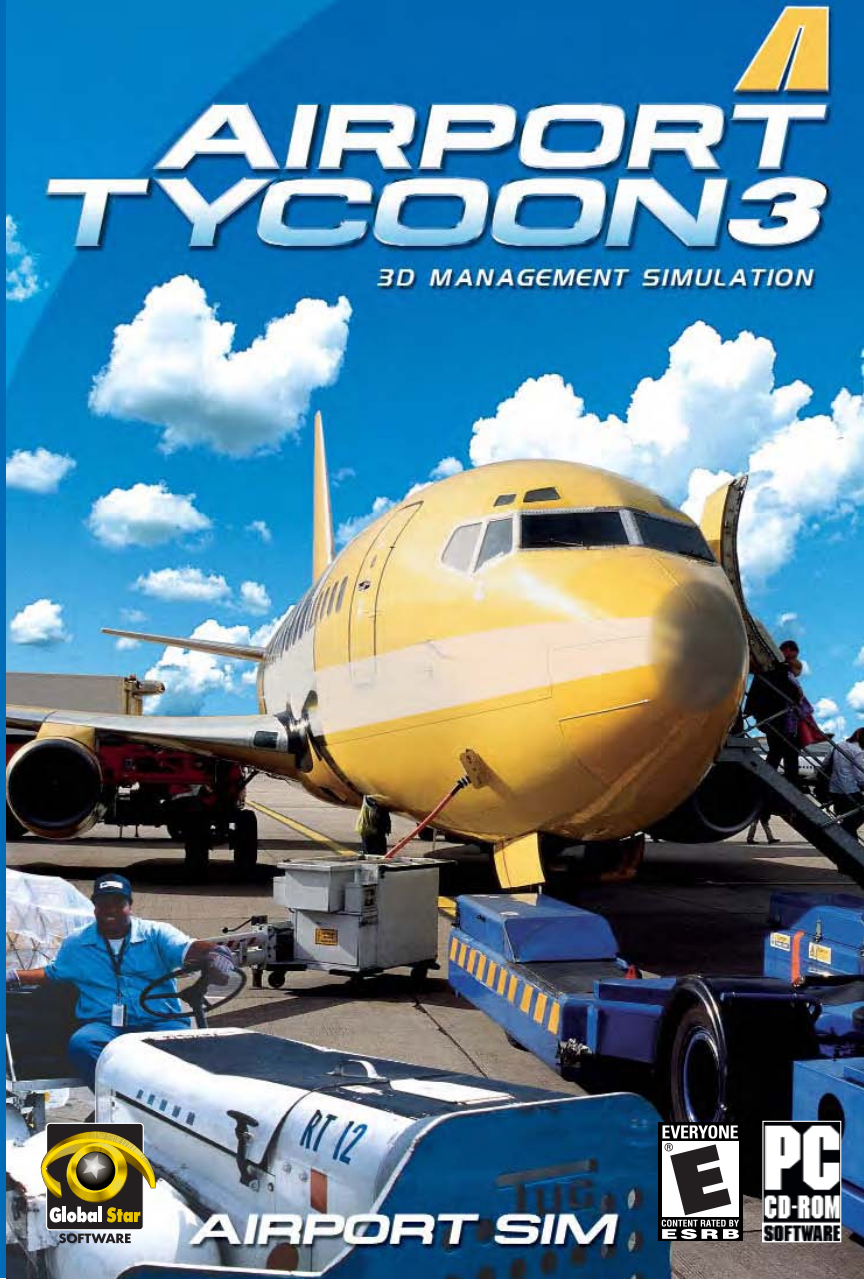


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Manual



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AIRPORT SIM



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INSTALLATION AND SETUP

INSTALLING AIRPORT TYCOON 3

1. Place the **Airport Tycoon 3** CD into your CD-ROM drive.
2. If AutoPlay is enabled, the AutoRun program will start immediately. Double-click the **Install Game** button to start the installation. If the game is already installed this button will appear as **Repair/Install**. Follow the on-screen instructions to install the game.

- If AutoPlay is disabled, you will need to manually start the installation program. Double-click the **My Computer** icon on your desktop and then double-click the Airport Tycoon 3 CD icon.
- Double-click the **Setup** icon. The installation program will begin. Follow the instructions to install Airport Tycoon 3.
- Airport Tycoon 3** will be added to the **Start** menu. To play it, click the Start button on the Windows taskbar and select **Programs, Global Star Software, Airport Tycoon 3** to start the game.

Note: This game requires you have Direct X 8.1 or higher installed on your computer. If you do not have it, the installation program will ask if you want to install it. If you install Direct X, you will need to restart your computer before playing Airport Tycoon 3.

UNINSTALLING AIRPORT TYCOON 3

- From the **Start** menu, select **Settings, Control Panel** and double-click **Add/Remove Programs**. If you are using Windows XP, you can access the Control Panel directly from the **Start** menu.
- Click **Airport Tycoon 3** and click **Add/Remove**. On Windows XP, click **Change/Remove**.
- Click **Remove** and click **Next**.
- Click **OK**. The program will be removed. Click **Finish**.

GETTING STARTED

THE MAIN MENU

The first screen you will see is the main menu. The main menu lets you choose what type of game you want to play or allows you to change the game's options.

Click on one of the following menu items:

1. Tutorial

Learn the basic steps of building and running an airport.

2. Scenario

Manage a pre-existing airport and meet specified objectives in a limited amount of time.

3. New Airport

Build an airport from scratch.

4. Load Game

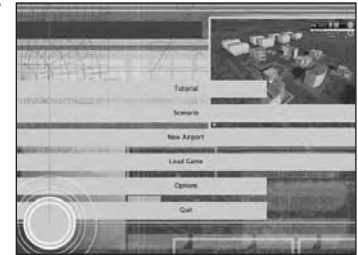
Load a previously saved airport and continue playing where you left off.

5. Options

Change the game's video, audio and control settings.

6. Quit

Exit Airport Tycoon 3.



VIEWING A TUTORIAL

Tutorials take you through the basics of building and managing an airport. It is a good idea to go through the tutorials before playing Airport Tycoon 3 to familiarize yourself with the game.

To view a tutorial:

- Click on a tutorial from the list. A picture of the airport and a description will appear on the right-hand side of the screen.
- Click **Accept** to view the selected tutorial.

You can click **Back** at any time to return to the Main Menu.



PLAYING A SCENARIO

Scenarios let you manage pre-existing airports from a variety of different cities. The goal of each scenario is to reach certain objectives in a given amount of time.

To play a scenario:

1. Click on a scenario from the list. A picture of the airport and a description will appear on the right-hand side of the screen.

2. Click Accept to play the selected scenario.

You can click Back at any time to return to the Main Menu.



BUILDING A NEW AIRPORT

This game mode lets you build and manage an airport from the ground up.



To build a new airport:

1. On the World Map, you can pick a city where you'll base your airport. Click on the location dots to see information about each location:

City: The name of the selected city.

Country: The country where the city is located.

Airport Area: The size of the building area in the selected city.

(Small/Medium/Large)

Domestic Flights: The domestic flight potential of a city. The potential will appear as a rating from 1 to 5, displayed in airplane icons. (5 airplanes represents the maximum amount of domestic flights)

International Flights: The international flight potential of a city. The potential will appear as a rating from 1 to 5, displayed in airplane icons. (5 represents the maximum amount of domestic flights)

Population: The population of the city.

Weather: Climate conditions you will face in the city. These icons represent Fog, Rain, Snow, Storms and Sun.

Short Description: A quick description of the city.

2. Click **Accept** to pick a city.

LOADING AN AIRPORT

To load a saved airport:

1. Click on a saved airport from the list.

When you select a saved airport, a picture of it, the in-game date you saved the airport on and your cash balance are displayed.

2. Click **Accept** to load your airport.



You can click **Back** at any time to return to the Main Menu.

CHANGING GAME OPTIONS

You can change Airport Tycoon 3 options by clicking **Options** from the Main Menu.

Game Options: Adjust in-game options.

Video: Change screen resolution, color depth and more.

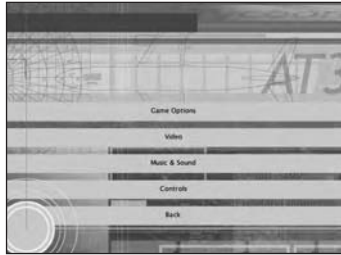
Music and Sound: Adjust the volume of sound effects and music.

Controls: Display camera and mouse settings.

Music and Sound: Adjusts the volume of the sound and music.

Game Options: Adjusts options specific to the game such as tool tips, the daily cycle, automatic contract renewal, weather and special effects.

Controls: Displays the controls of the game. (Keyboard and mouse settings)



PLAYING AIRPORT TYCOON 3

GETTING FAMILIAR WITH THE AIRPORT CONTROL INTERFACE

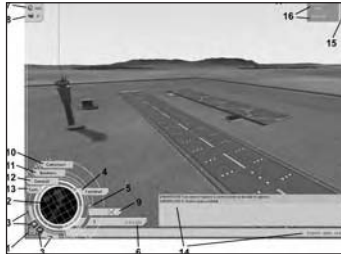
The Airport Control Interface is used to build and manage your airport. Familiarize yourself with it before playing the game.

1. **Minimize Control Interface:** Click this to hide the Airport Control Interface.

2. **Mini-Map:** An overview of your airport. Displays building and road layout. The Mini-Map also displays specific buildings when you select them from the Construction Menu.

3. **Rotate/Zoom:** Click the arrows to rotate your view. Click the +/- icons to zoom in and out.

4. **Terminal Menu:** Click the button to access the Terminal Menu



where you can build and manage passenger terminals.

5. **Contract Alarm Lamp:** Flashes red when you receive a new contract proposal.

6. **Money:** Your current cash balance.

7. **Customer Satisfaction:** Represents how happy, or unhappy, your customers are. (A score of 100 is perfect)

8. **Airport Rating:** Represents how well your airport is doing. (A score of 100 is perfect)

9. **Open Airport:** Click this button to open your airport for public use. If you have not built all the required buildings yet, you will not be able to open it.

10. **Construct:** Click to open the Construction Menu and access various building unit categories.

11. **Business:** Click to open the Business Menu to negotiate contracts and manage finances.

12. **General:** Click to open the General Options Menu. You can load, save, quit and adjust game options from here.

13. **Cam:** Click to open the Camera Menu and change your view.

14. **Message Panel:** Contains information about your airport. For example, before you have built anything in New Airport mode, the first message you will see will say "Your airport requires a runway to be able to operate."

15. **Weather Conditions:** Displays the current in-game weather conditions.

16. **Date/Time:** Displays the current in-game date and time.

17. **Time Acceleration:** Click the buttons to speed up or slow down the game time. (> is normal time and >>> sets the fastest time acceleration)

THE CONSTRUCTION MENU

This menu contains building categories used to create your airport. When you click on a category, a sub-menu will open that contains building types.

The Construction Menu contains the following categories:

Public Services: These buildings are used by customers.

Air Support: These buildings are needed for (or help) your airport to operate.

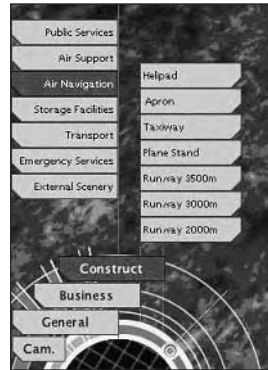
Air Navigation: Used to help airplanes land, move or take off.

Storage Facilities: Used to store cargo. For example, cargo terminals.

Transport: Used by land traffic: cars, buses and taxis.

Emergency Services: Buildings that house emergency response teams: Police, Fire and Medical.

External Scenery: These units raise customer satisfaction by making your airport more attractive.



THE BUSINESS MENU

This menu contains contract menus, financial information, and your airport's flight schedule.

The Business Menu contains the following categories:

Contracts: View your contracts.

Airport Charges: Set your airport fees.



Timesheets: Display take-off and landing times for all airplanes on a particular runway. You can select more than one runway at the bottom of this menu.

Statistics: Display statistics detailing airport revenue and traffic.

Airport Information: Display miscellaneous business information about your airport.

THE GENERAL OPTIONS MENU

This menu contains game-related items like saving and loading games.

The General Options Menu contains the following categories:

Load: Play a previously saved airport.

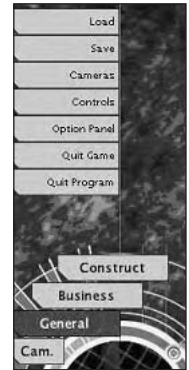
Save: Save your airport in its current state.

Controls: Display the game controls.

Options Panel: Open the Game Options menu.

Quit Game: Exit your game and return to the main menu.

Quit Program: Exit Airport Tycoon 3.



USING THE CAMERA MENU

This menu contains a list of cameras currently available. Select a camera in the list to activate its view. For example, if you have a control tower, then you can change your point of view to inside the control tower by clicking **Control T Cam #1**.



GETTING STARTED

Playing Airport Tycoon 3 involves two phases:

- The Building Phase
- The Airport Management Phase

The Building Phase

When you start a new airport, you have a set amount of money available to buy and place buildings. There are, however, some mandatory buildings you'll need to add before you can open your airport.

The Airport Management Phase

Once your airport is open, you can bid on incoming airline and service contracts to gain business. If you have a passenger terminal, you can also sign contracts with businesses inside it as well.

Once you've established contracts, you will need to keep customers happy with services such as security and entertainment. You can also expand and demolish what you have already built to improve your airport.

BUILDING AND OPENING YOUR AIRPORT

Before you can open your airport, you need to have some mandatory buildings in place.

Click the Construct Menu to access the building units. If you hold your mouse pointer over an item, you can see the cost per building and a short description of it. Click on a unit and move it to the place in the building area where you want it to go. Click again to place it there.

If you cannot place a building unit in a particular spot, it will be framed with a red border. Otherwise, a blue border will indicate the building can be placed there.

Click the right mouse button to change the direction the building is facing. If you click and drag when placing a building, you can fill an area with multiple buildings of the selected type.

The mandatory building units you need to open your airport are:

- Runway
- Taxiway
- Plane Stand
- Apron
- Turnaround
- Airport Maintenance Building
- Cargo or Passenger Terminal (If you build a Cargo Terminal, you will need to build at least one storage building as well.)
- If you make a mistake, you can demolish a building by clicking on it and pressing **Delete**.

Note: You cannot demolish cargo or passenger terminals. The same applies to hotels and gas stations that are currently being used by a business under contract.

CHOOSING A TERMINAL TYPE

Before you build, you need to decide if you are building a cargo or passenger (PAX) airport. You will initially have enough money to build an airport geared towards one or the other. Later on, you can improve your airport to accommodate both.

Airport type is determined by what kind of terminal you build. Two different types exist: Cargo and Passenger (PAX).

Cargo Terminals

When you right-click on a cargo terminal, a window will appear showing you the amount of cargo it can handle. When it reaches its maximum cargo traffic capacity, you will need to build another cargo terminal.

PAX Terminals

A PAX terminal is more complicated than a cargo terminal. You will need to build additional basic services inside your terminal like check-in desks and baggage carousels as well as security points, fire extinguishers and other things.

If you don't want to build the terminal's interior, a set of pre-made terminals are also available.

CHOOSING A RUNWAY TYPE

Your choice of runway will not only affect your cash flow, but also what type of planes your airport can handle.

Short runways are used for smaller planes. They cost less, but also result in smaller income opportunities. Longer runways are used for larger planes, which cost more, but also have the potential to bring in more income.

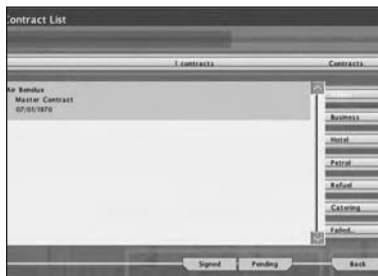
It is recommended you start with a 1000 m or 2000 m runway. Larger runways are too expensive in construction and maintenance costs unless you have a well-established airport already in place.

Once you have built all the required buildings, you can open your airport by clicking the **Open Airport** button on the Airport Control Interface.

ACQUIRING CONTRACTS

You will not be offered contracts until you have opened your airport.

All contract management is done from the Contracts screen, located in the Business Menu.



Depending on your Airport Rating and Customer Satisfaction level, contracts of varying quality will be offered to you.

When a new contract is offered to you, the contract lamp will flash. Click on the message that appears in the Message Panel. The contract will be listed as a pending contract.

Double-click on the offer to open it. You can choose to accept or reject it. To accept it, click the **Accept** button.

If you do not like the terms of the contract, click on the icon to the right of the offer. It will change to an X. If you turn down a contract, you can send a counter-offer by clicking the **Renegotiation** button.

After a few days, the company will either accept your renegotiation and send you the modified contract, or they will reject it.

Note: Airlines won't negotiate forever, so be careful not to send a contract back too many times for an airline you really want.

There are 4 groups of contracts:

1. Airline Contracts

- Master Business Contract
- Flight Contract
- HUB Contract

2. Outside Business Contracts

- Hotel Contracts
- Gas Station Contracts

3. Inside Business Contracts

- Fast Food Restaurants
- Luxury Restaurants
- Book Shop
- Duty Free Shop

4. Airline Service Contracts

- Catering Contracts
- Refueling Contracts

Airline Contracts

Airline contracts are agreements between you and various airlines to use your airport. There are three types of airline contracts:

Master Business Contract

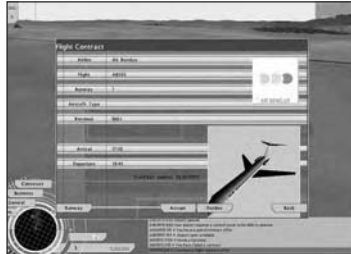
The first airline contract you will receive is the Master Business Contract. You will receive one Master Business

Contract per airline that is interested in using your airport. It shows the cost of each offer you have from that airline.

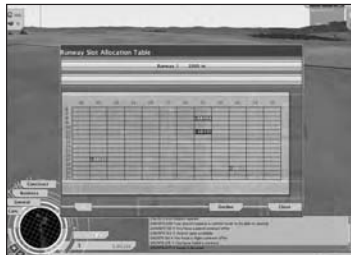
Flight Contract

Once you have accepted an offer in the Master Business Contract, you will receive an individual flight contract that represents a single plane.

You can choose to accept or reject the plane. If you accept it, you will then need to negotiate the planes arrival and take-off times on the contract's Timesheet.



To negotiate a planes take-off and arrival time, click Runway at the bottom of the flight contract. The airline will indicate what take-off and landing time they want for this plane.



To renegotiate a planes take-off and landing times, drag the timeslots to different positions on the timesheet.

HUB Contracts

These contracts will appear in the Master Business Contract of an airline after you have dealt with them for a number of years and are on good terms.

A HUB contract is an agreement between you and an airline that they will repair their aircraft at your airport.

Maintaining HUB contracts is a sign of good service and will attract more flight contracts.

Outside Business Contracts

There are two types of outside businesses that you can sign contracts with: hotels and gas stations. Both types of business increase your revenue.

Once you have agreed to a contract, you can place the hotel or gas station wherever you want. Keep in mind that both buildings require roads to operate, and their location will have an effect on the surrounding area. For example, do not place your hotel near runways, you guests won't appreciate the noise!

Inside Business Contracts

You will receive inside business contracts if you own a passenger terminal with a retail area.

Once you have agreed to a contract, the business will be set up inside your terminal.

Businesses get the best results when there is heavy terminal traffic and a high customer satisfaction level. They primarily increase airport revenue.

Airline Service Contracts

There are two types of airline service contracts: Catering and refueling.

Airline service contracts generate cost, not revenue, but they increase the efficiency of your airport.

Airline service quality will differ from provider to provider. Each contract will have a rating between 1 and 5 stars to indicate the level of service quality. (1 being the worst, 5 being the best)

Airline service quality also depends on how good your Turnaround (for catering) and Plane Maintenance (for refueling) buildings are.

MANAGING YOUR AIRPORT

Once you have built your airport and acquired contracts, you will need to maintain and improve it.

There are three factors which you must take into consideration when managing your airport:

- Weather Conditions
- Customer Satisfaction
- Airport Rating

Weather Conditions

Every city has different weather conditions. Weather affects aircraft landings and take-offs. It can cause accidents and slow down airplane traffic, generating delays.

Sunny weather conditions are ideal since there are few ill effects on aircrafts. (But watch out for birds!) Fog, rain, storms and snow cause a higher degree of problems and increase the chance of accidents, respectively.

Customer Satisfaction

The customer satisfaction indicator on the Airport Control Interface will show how happy your customers are.

If customer satisfaction is high, then you will get more contracts for higher quality airlines and businesses.

Heavy traffic, crime and fires will lower your customer satisfaction. You can raise it by placing PAX terminal objects and external buildings.

Airport Rating

Your Airport Rating is an overall rating of the value of your airport. If your Airport Rating is high, you are doing a good job. If it is low, then you need to manage things differently.

Airport Rating is important when trying to acquire HUB contracts and higher quality airline service contracts.

You can increase your Airport Rating by adding more buildings, increasing cargo and passenger traffic and raising customer satisfaction.

BUILDING INSIDE PASSENGER TERMINALS

You can build inside passenger terminals, adding things like check-in desks, security gates and decorative objects like sculptures and paintings.

To build inside passenger terminals, click on the terminal you want to build in and press **T**.

Building inside a passenger terminal is similar to adding building units to your airport. Click the Construct menu for a list of categories and then click on an item and place it where you want it.

QUICK REFERENCE TABLES

MOUSE AND KEYBOARD CONTROLS

Mouse/Keyboard Controls (in outside and terminal mode)

Left Mouse Button: Select a building

Delete: Demolish selected building

Shift + Left Mouse Button: Add another building to your selection

Ctrl + Left Mouse Button: Remove a building from your selection

Right Mouse Button: Open the properties window of the building you click on

Right Mouse Button + Drag: Rotate camera

Note: To pan, move the mouse pointer to the edge of the screen.

Keyboard Camera Controls

W, Arrow Key Up, Numpad 8: Pan camera forward

S, Arrow Key Down, Numpad 2: Pan camera backwards

A, Arrow Key Left, Numpad 4: Pan camera left

D, Arrow Key Right, Numpad 6: Pan camera right

Q, Numpad 7: Rotate camera left

Q, Numpad 9: Rotate camera right

1 to 4: Quick zoom mode (4 zoom levels, respectively)

F2 key: Browse through all cameras currently available

F1 key: Standard outside camera

Other F-keys: Maps to more cameras currently available

Normal Mode Controls

C: Open Camera menu

B: Open Construct menu

T: Open the Terminal selection menu

BUILDING UNIT LIST

Public Services

Passenger Terminal #1: A small one-story passenger terminal.

Passenger Terminal #2: A one-story passenger terminal with an adequate retail area and a daycare.

Passenger Terminal #3: The largest one-story passenger terminal available. It contains a large retail area, a VIP lounge, a prayer room and a subway connection.

Passenger Terminal #4: The smallest of the two-story passenger terminals. You can connect 6 jetways to it. It has adequate retail and daycare areas.

Passenger Terminal #5: A normal-sized, two-story passenger terminal. Similar to Passenger Terminal #5 except you can connect 9 jetways to it.

Passenger Terminal #6: A large, two-story passenger terminal. It contains all terminal area types (retail area, VIP lounge, prayer room) and you can connect 14 jetways to it.

Passenger Terminal #7: Similar to Passenger Terminal #7 except it also contains a subway entrance and you can connect 20 jetways to it.

Passenger Terminal #8: The largest passenger terminal. Similar to Passenger Terminal #8 except you can connect 28 jetways to it.

Prefabricated Terminal #1 – 8: These passenger terminals come fully equipped with things like check-in desks, security gates and benches already added to them. Once you have placed one, you can add or remove things from inside it as you want.

Spectator Gallery #1: A small sightseeing place for passengers while they wait to board their flight. It generates extra revenue.

Spectator Gallery #2: A small sightseeing place for passengers while they wait to board their flight. It generates extra revenue.

Air Support

Plane Maintain #1: This building can make light airplane repairs. Required by some airlines. Also houses your fuel contractors.

Plane Maintain #2: This building can make scheduled airplane repairs. Required by some airlines. Also houses your fuel contractors.

Plane Maintain #3: This building can make all airplane repairs. Required by some airlines. Also houses your fuel contractors.

Admin #1: Small administration building. Its financial department can handle a small amount of contracts. Its sales and marketing department are responsible for helping you get contracts and they will help outline reasons for failed deals.

Admin #2: Medium-sized administration building. Its financial department can handle more contracts than Admin #1. It also has a better sales and marketing department.

Admin #3: Large administration building. Its financial department can handle more contracts than Admin #1 and Admin #2 and it has an even better sales and marketing department.

Control Tower #1: Navigates aircraft during flight time, landing and take-off. It can control a small amount of planes at one time.

Control Tower #2: Navigates aircraft during flight time, landing and take-off. It can control more planes at a time than Control Tower #1.

Control Tower #3: Navigates aircraft during flight time, landing and take-off. It can control more planes than both Control Tower #1 and Control Tower #2.

Airport Maintain #1: This building's personnel are equipped with basic equipment and are responsible for the maintenance of one runway and associated taxiways and aprons. They keep them clean, free of bird hazards and operational in rain, snow and cold.

Airport Maintain #2: This building's personnel are equipped with better equipment than Airport Maintain #1.

Airport Maintain #3: This building's personnel are equipped with the best equipment available.

Turnaround #1: This building's personnel are responsible for the cleaning, catering and baggage handling of an airplane. It also houses the catering contractors for your airport. Capable of handling a few planes at once.

Turnaround #2: This building's personnel can handle more planes than Turnaround #1.

Turnaround #3: This building's personnel can handle even more planes than both Turnaround #1 and Turnaround #2 can.

Air Navigation

Apron: An airport road assigned to airport support vehicles. You need an apron to connect Turnaround and Plane Maintenance buildings to Plane Stands.

Plane Stand: A parking space for an airplane. You will need one for each plane that is landing.

Jetway: An upgraded plane stand with a tube that connects

directly to a terminal. You can only build a jetway adjacent to a two-story passenger terminal. You can speed up traffic time and raise customer satisfaction with jetways. Only the largest passenger planes can use them, however.

1000m Runway: A 1000 meter runway for small aircraft.

2000m Runway: A 2000 meter runway for normal-sized aircraft.

3000m Runway: A 3000 meter runway for larger planes.

3500m Runway: A 3500 meter runway for the largest-sized planes.

Helipad: A helicopter stand for VIPs who travel via helicopter.

Taxiway: A special durability road which connects a runway to plane stands. It can also be used by airport vehicles.

Storage Facilities

Cargo Terminal #1: Connects the incoming and outgoing cargo traffic of your airport. This building can handle a few cargo buildings and a small amount of traffic.

Cargo Terminal #2: Connects the incoming and outgoing cargo traffic of your airport. This building can handle more cargo buildings and traffic than Cargo Terminal #1.

Cargo Terminal #3: Connects the incoming and outgoing cargo traffic of your airport. This building can handle even more cargo buildings and traffic than both Cargo Terminal #1 and #2.

Normal Cargo #1: Used to store normal cargo carried by airplanes. Small capacity.

Normal Cargo #2: Used to store normal cargo carried by airplanes. Large capacity.

Cold Storage #1: Used to store cold goods carried by airplanes. Small capacity.

Cold Storage #2: Used to store cold goods carried by airplanes. Large capacity.

Livestock #1: Used to store livestock carried by airplanes. Small capacity.

Livestock #2: Used to store livestock carried by airplanes. Large capacity.

Transport

Bus Stop: Build these to make your airport available via bus.

Taxi Rank: Build these to make your airport available via taxi. You can also charge a taxi surcharge to add to your airport's income.

Long-Stay Car Park: An open parking place for your airport passengers' vehicles. Affects customer satisfaction. Also a source of revenue for your airport.

Short-Stay Car Park: A parking place for VIP passengers' cars. Another source of revenue for your airport.

Road: Used to connect your airport to the road at the edge of the building zone. Used to increase customer traffic.

Emergency Services

Airport Fire Station #1: Home to a fire team and truck. Capable of extinguishing small fires.

Airport Fire Station #2: Home to a fire team and truck. Capable of extinguishing medium-sized fires.

Airport Fire Station #3: Home to a fire team and truck. Capable of extinguishing large fires.

Airport Police #1: Houses a small police team. Responsible for the safety of travelers during check-in and arrival. Their main function is to prevent crime. They can only handle small

amounts of passenger traffic.

Airport Police #2: Houses two police squads. They can handle even more traffic than both Airport Police #1 and Airport Police #2.

Infirmary #1: A small first aid building.

Infirmary #2: Can handle both first aid and a good range of medical procedures.

External Scenery

Sculpture #1: Increase customer satisfaction.

Sculpture #2: Increase customer satisfaction.

Flowers: Increases customer satisfaction.

Grass: Increase customer satisfaction.

Bush: Increase customer satisfaction.

Palm Trees: Increase customer satisfaction.

European Trees: Increase customer satisfaction.

Pine Trees: Increase customer satisfaction.

Contract Buildings

Hotel #1 to #4: Contract buildings. When your airport reaches a certain amount of traffic, you will get a hotel offer. It generates a good amount of revenue. One of these is a casino.

Gas Station #1 to #3: Contract buildings. When your airport reaches a certain amount of traffic, you will get a gas station offer. It generates a good amount of revenue.

Special Buildings

Post Office: An award building granted to you for exceptional cargo handling speed and cargo traffic.

Meteorology Station: An award building granted to you for handling your airport without any fire, weather or bird-related accidents.

Military Outpost: An award building granted to you when you reach the highest safety levels without any crime.

Aviation Museum: An award building granted to you for reaching a high volume of passengers and a high customer satisfaction level.

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Fill out our e-registration and receive free technical support and new product updates!

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