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# INSTALLATION

## *Technical Specification*

It's important that your PC meets the minimum technical specification shown on the **VEGAS: Make It Big!**™ box. So, before going any further, double check that your machine is capable of running the game successfully.

## *Installation*

- 1 Place your **VEGAS: Make It Big**™ CD-ROM into your computer's CD-ROM drive.
- 2 The disk should autorun and show the initial screen. If it does not autorun then double click on 'My Computer' on your desktop, double click on the CD-ROM drive and double click on the file **setup.exe**.
- 3 Choose your language, click on OK, and then follow the on-screen prompts.
- 4 After the game has been successfully installed, either double click on the **VEGAS: Make It Big**™ icon on your desktop, or from the **START** menu select **Programs/Empire Interactive/ VEGAS: Make It Big/ VEGAS: Make It Big** to run the game. The game will now load.
- 5 **NOTE:** The game disc must be in your CD-ROM drive at all times when you play **VEGAS: Make It Big**™
- 6 If you have any problems with installation or the running of the game then look at the readme file associated with this installation, or visit the **VEGAS: Make It Big**™ support part of the Empire website at: <http://www.empireinteractive.com>

# INTRODUCTION

**VEGAS: Make It Big**™ is a game all about entertaining the public which just so happens to be set in the gambling capital of the world, Las Vegas. If you've found other casino games too small, limiting or repetitive, **VEGAS: Make It Big**™ is the game you've been waiting for. It is an exciting game that incorporates every aspect of running a modern, casino and entertainment complex.

The casino is the heart of any gambling complex, but you will find yourself involved with so much more. With thousands of visitors visiting Vegas each day, you will need to cater to their every need, because if you don't, someone else will. They will need hotels to stay in, theatres to be entertained in, coasters to ride on, restaurants to dine in, outlets to shop in, bars to drink in, and of course, casinos to gamble in. Sound exciting? This list just scratches the surface of the range of entertainments that will be on offer in **VEGAS: Make It Big**™

Over the course of 10 exciting and challenging levels, you will attempt to become the King or Queen of the Strip. Well, what are you waiting for? Start building the greatest entertainment complex the world has ever seen and watch as the people arrive from the four corners of the world to experience the new Vegas, your Vegas. Go on, Make it Big!

# GETTING STARTED

From the main menu screen you have a number of options...



## MAIN MENU OPTIONS

### *Campaign*

Select campaign to start playing the first of the 10 scenarios that make up the **VEGAS: Make It Big™** campaign. The first three scenarios are available to you; the first is called 'Welcome to the Strip' and is the Training level. The second is called 'King of the Hill' and third is 'Top of the Heap'.

### *Vegas Training*

If this is your first time playing **VEGAS: Make It Big™**, you might want to try the Training level which will help you to get to grips with the basics of the game; select 'Welcome to the Strip' and you'll be up and running in no time. For more information about the training level and how to play **VEGAS: Make It Big™** see the 'Welcome to the Strip' section of this manual on page 5.

### *Vegas Challenge*

If you feel that Training is not for you and that you are ready to be thrown in at the deep end, feel free to choose either of the other two levels; 'King of the Hill' or 'Top of the Heap'. Remember, you can always opt to take the training later. For more information about the complete collection of Campaign levels, see the 'Make it Big Campaign levels' section of this manual on page 20.

### *Sandbox*

This option takes you to a place where limits don't exist and your direct competitors have all left the state. It's a place to set your own rules and have unlimited fun and games. If you're feeling adventurous, dive in and Make it Big with no limits. See the 'Sandbox Mode' section on page 20 for more details.

### *Load Game*

This option is fairly self explanatory. It will only be available to you if you have previously saved one of your games.

### *Options*

Here you will be able to change or set various game settings and preferences.

### *Credits*

Check out who it is that has hand crafted **VEGAS: Make It Big™**, for you to enjoy.

### *Quit*

I can't imagine you will be clicking this button for a while yet. When you eventually want to quit **VEGAS: Make It Big™**, click this button to return to Windows.

## WELCOME TO THE STRIP

Having selected 'Campaign' from the main menu, you will be presented with the Campaign level select dialog. To begin with it will be populated with the names of the first three levels, the training level plus two others. You will be able to return here in the future to replay any of the levels that you have unlocked; unlocked levels will appear in chronological order so to play the most recent level you would select the level at the bottom of the list.

Clicking on the cancel button at the bottom-left of the dialog will take you back to the main menu.

We want to get playing so highlight the 'Welcome to the Strip' training scenario by clicking on its name. This makes the accept button become available and clicking on this button takes you into the game and starts your 'Make It Big' training.

### *Enjoy your Training*

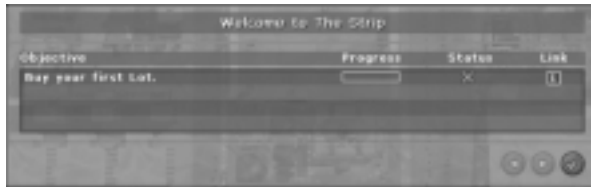
Your overall goal in this, your first taste of Make It Big, is to attract 50 or more people to your casino complex. You will not find this too taxing, which is probably a good job, this is the training level after all!

A series of help boxes and info panels will guide you through the user interface and introduce you to the basics of the game.

### *Game Objectives*



The first thing you will be introduced to is how to get a reminder of your game objectives. At the top-left of the screen you will notice a group of five buttons. The button with the gold cup on it (2nd from left) takes you to the in-game objectives panel.



This panel provides a useful reminder of your game objectives and can be accessed at any time.

The Status column lets you know whether or not a particular objective has been completed, and the link column provides an information button against each objective.

Clicking on one of these buttons presents you with more details that are pertinent to the selected objective. Click on the accept button at the bottom-right of the panel when you want to return to the game.

## Controlling the camera

The next part of your training gets you up to speed with the various controls that move the camera, and hence, your view on the world.



### Rotate view

To rotate your view of the world using the mouse, press and hold the right mouse button.

Moving the mouse left and right will cause the view to rotate around its current point of focus.

Moving the mouse forward will cause the camera to lower, while pulling the mouse back will cause the camera to rise. This action can be reversed by going to 'Options' and then to 'Configuration' and selecting 'Mouse Invert'.



### Zoom in and out

Moving the mouse wheel forward will zoom in to the current view, while moving the mouse wheel backwards will zoom out. As the camera zooms in, its altitude lowers to further enhance the feeling of zooming in on a subject. The reverse is true when zooming out.

If you don't have a wheel on your mouse, you can achieve the same effect by using the 'Page Up' and 'Page Down' keys.



### Pan view

Hold both mouse buttons down to pan across the current view.

With both buttons held down, moving the mouse left and right will move the camera left and right in the game world. Moving the mouse forward will cause the camera to move forward, but unlike the zoom effect when using the mouse wheel, the camera's altitude will not change. And finally, moving the mouse backwards while both mouse buttons are depressed will cause the camera to move backwards.

## BUYING YOUR FIRST LOT



The next action that you will be guided through is the purchase of your first Lot. All casino complexes require a Lot to be built upon.

Lots are simply areas of prepared land that have been earmarked by the city for further development.

When the player clicks on a vacant Lot, the camera swoops down to focus on the selected Lot, and the information panel at the bottom of the screen displays the purchase cost.

To the immediate left of the purchase message is the 'Buy' button. Click on this button to complete the purchase.

Congratulations, you have the basis of your first dream casino complex!

The next decision to make is the 'theme' for your complex. In this first level you only have two themes to choose from, but you can see that ultimately you will have 10 unique themes with which to style all of the buildings in your casino complex.



## LET THE CONSTRUCTION WORK BEGIN...



With the Lot selected, the context-sensitive panel at the bottom-left of the screen fills with buttons that are relevant to the Lot. The Build Objects button will be flashing at this stage in the training level, prompting you to press it.

The Build Objects button is the bottom button, the one with the crane on it. This is the button you will click to build any new building or infrastructure on your Lot or inside your Casino.

Clicking on this button brings up the Construction toolbox, which gives the player access to every object that is currently available to be built or placed in the world.



This is the Construction toolbox; at the far left of the panel are the four icons representing the major building groups;

**Top left** for 'Hotels, Maintenance, Staff and Facilities' (6 'sub tabs').

**Top right** for 'Casinos, Activities and Entertainment' (3 'sub tabs').

**Bottom left** for 'Shops, Services and Food & Drink' (3 'sub tabs').

**Bottom right** for 'Paths, Scenery and Furniture' (5 'sub tabs').

The tabs that are at the top of the panel are context sensitive; they change to present the player with sub-choices for the selected building group.

In this example, the player has clicked on the top left icon for Hotels etc. As a result, the tabs on top of the panel are 'Hotels', 'Offices', 'Maintenance Staff', 'Restrooms', 'Power & Water' and 'Transport'.

## BUILDING YOUR FIRST HOTEL

In our example walk-thru of the training level, the player only has one object that is available to build - a \$3000 'Small Hotel'. If there had been more objects available, the arrow buttons to the left and right of the objects will provide the means to scroll back and forth through the available objects.

If you want to know more about an object before you commit to building it place the cursor over the picture in the build panel and Right Click. This will bring up a panel of additional information.

Clicking on the image of the Small Hotel will select it; moving the cursor over the Lot will reveal a ghosted image of the desired building.

### *Placing the Hotel on to the Lot*



You can change the orientation of the hotel by pressing the space-bar. When the floor of the ghosted image of the hotel glows green, you know you have a good place to build the hotel. Whereas, if it glows red this signifies that the hotel cannot be built in its current location. This may be because part of the building hangs off the edge of the Lot, or it may be red because the building is overlapping with the footprint of an existing building.

As already mentioned, pressing the Space Bar before placement will rotate the image of the Hotel, allowing you to place it in any of four orientations.

### *Connecting to the outside world*

You should be mindful of the fact that the hotel will need to be connected by pavement to at least one edge of the Lot. Other than that consideration, place the hotel and let's get the customers coming our way.

As soon as you have placed the hotel, you will be reminded of the fact that it must connect to the edge of the Lot; and it must be an edge that connects to the outside world – an edge that simply borders a neighbour does not count for this purpose. Follow the on-screen instructions.

## EXITING FROM THE CONSTRUCTION TOOLBOX OR CANCELLING THE BUILD



When you have finished constructing new buildings you will need to exit from the Construction Toolbox and return to the main user interface. Click on the button with a cross in it, on the right of the Construction Toolbox to do this. This button can also be used to cancel a building that you are part way through selecting.

## INFORMATION ON YOUR HOTEL



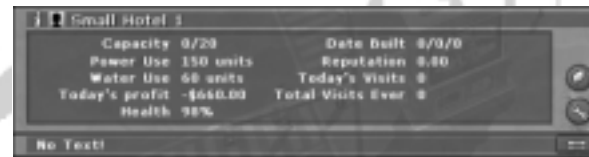
As soon as you have connected the hotel to the outside world, you are open for business. For your ongoing training, you will be invited to click on your new hotel which will give you access to a lot of information about the business.

The icons in the square panel at the bottom-left of the screen will change to give you access to three pieces of information about your hotel. The three icons on the right of the panel are 'General Information', 'Visitor Information' and 'Financial Information'.

### *General Info*



Clicking on the General Information button will populate the Main Information Panel with basic information and details about the hotel. As you can see below, the player is presented with an overview of hotel's business facts and figures.



### *Capacity*

The capacity readout shows the number of guests that are currently staying in your hotel followed by the actual capacity of the hotel. In our example we haven't managed to fill any one of our 20 rooms which isn't going to make anybody very rich.

## Power & Water

Power and Water is charged by the unit; a unit in both cases has a basic cost of 1 dollar, although this can change in times of shortages.

Power represents the amount of power that the hotel uses in the course of a day.

Most buildings also consume water on a daily basis.

Until you build your own power and water facilities you will have to pay the city for these resources.

## Profit

This shows a current snapshot of the building's current profitability. Basically, it is Today's income less today's costs. Because the costs (excluding the build cost) are paid for at the very beginning of the day at 0:00 and income comes in over the course of the day, it is quite usual to see the profit showing as a negative sum early in the day. As money comes in to the business so this negative figure reduces. When income is higher than outgoings, the business has reached profitability for the day.

## Built

The three digits represent the day, month and year that the construction was built.

## Reputation

This figure is based on the change in a visitor's happiness, after staying at your hotel. This is averaged over a large poll of past and current guests to give you a fairly good idea of how happy your guests are with the quality and service at your hotel.

**IMPORTANT NOTE** – Reputation is a very important score! Generally you want to keep this as high as possible (see the 'More on Reputation' section below for more details).

## Building Health

Whenever a building is constructed, it starts with a health of 100%. The 'health' of a building gradually reduces over time to represent damage and straight forward wear and tear. If you allow this figure to get to zero the building will automatically close and it will not function again until you get it repaired.

## Selling Price

In our example we are looking at a hotel which displays the selling price of a room under the title of 'Room Rate'. If we were looking at a Restaurant we would see and be able to adjust the price of the meals sold there, and if it were a Roller Coaster, it would be the price of the ride. Each building in which you sell a commodity to your guests and visitors will have an adjustable selling price associated with that commodity, allowing you to hike up the prices when times are good and lower them when times are tough.

## Visitor Information

You are now invited to click on the Visitor Information button which will ensure that the Main Information Panel will be filled with pertinent information about the guests that have stayed in your hotel. The list details your visitors by People Group and the bar for each indicates how pleased they were by your hotel. A green bar shows that they enjoyed their stay, a red bar that they thought your hotel was not 'up to scratch' in some way. The longer the bar the more happy/unhappy your visitors were.



The total visits number tells you how many visitors have stayed at your hotel since it opened.

## Financial Info



Next up is the Financial Information button; clicking on this button will populate the Main Information Panel with all of the financial data that is pertinent to the running of your hotel.



## Daily Sales

Daily Sales is the number of customers that have been served at your hotel so far today.

## Total Sales

This is the total number of customers that have been served at your hotel since it was opened.

## Income

Daily Takings represents the amount taken from paying guests so far today.

## Costs

Basic Costs represent the daily overheads of the hotel.


## Daily Profit


This represents the difference between Income and Costs.

# ADDING ENTERTAINMENT TO YOUR LOT: BUILD A NIGHT CLUB

To help get you totally comfortable with the construction process, the Training level will now prompt you to build a Night Club. You will follow a similar sequence to the build process for your Hotel:

Click on your Lot

Click on the Build Objects button..... 

Click on the Casinos, Activities and Entertainment Icon..... 

Click on the Activities Tab..... 

Click on the Night Club image..... 


Move the cursor over your Lot to place the Night Club

Make sure it is connected to the outside world with suitably placed pavement

## INTRODUCING THE DEVELOPMENT TREE

Next up in the training level is a brief explanation about the development tree that forms the backbone of the games building availability and construction. In essence this simply means that some building types are dependent upon others existing in the world. The example that is given in the training level is that of the Souvenir Shop.



 The Souvenir Shop is not available to you until you have built a Head Office. So we are going to build a Head Office next by clicking on the Offices tab in the Hotels, Maintenance, Staff & Facilities section of the Construction toolbox, and then clicking on the image of the Head Office. You will notice that this build procedure is practically identical to the procedure that you went through to build your hotel and Night Club.


### *Connecting buildings to the outside world*

As with the hotel, you must connect your new building to an accessible edge of your Lot by laying pavement. This gives suitable access to the building and ensures the smooth running of your new Head Office. Of course, there's nothing stopping you connecting the head office to the pavement that you have already laid for your hotel; each building does not necessarily need its own private paving.

## BUILDING UPGRADES

Having built your Head Office, you will be introduced to the upgrade potential that most buildings offer. With a Head Office you will be able to construct various retail outlets; one of which, the Souvenir Shop, we are going to construct now. Firstly, select your newly built Head Office by clicking on it.



 Then click on the Upgrade button and then enable Retail Division; click on the Lot and build a Souvenir Shop by selecting the Shops, Services, Food & Drink button and then the Shops tab of the Construction toolbox.

Place the Souvenir shop on the Lot in the usual manner, making sure that you connect it to the outside world by laying suitably placed pavement.

## BREAKDOWNS AND MAINTENANCE

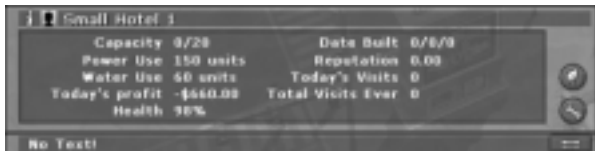
Most buildings suffer fatigue and gradually fall in to disrepair. To repair a building you first need to build a suitable service hut on one of your Lots. Some buildings require a mechanic while others require an electrician to carry out the repair. As it happens, we are going to need to build both a Mechanic's Hut and an Electrician's Hut because the Hotel requires a mechanic to carry out repairs while the Night Club requires an Electrician.

### *Building your first Mechanic's Hut*

Let's build a Mechanic's hut then so we can start providing good maintenance for our existing buildings. With the Build Objects button already selected, click on the Hotels etc. button and then on the Maintenance Staff tab. Select the Mechanic's Hut and place it on your Lot in the usual way.

### *Repairing your Hotel*

With the Mechanic's Hut built and your first Mechanic available to you, it is time to set about repairing the hotel that you built on the Lot at the beginning of the Training Level. It is important to realise that you summon a mechanic to a building from within the interface of the damaged building itself.



Firstly, select the Hotel to bring up its information panel. You will notice the Repair button at the bottom-right of the panel; clicking that button will summon your mechanic to make repairs to the hotel.

## *Building your first Electrician's Hut*

You build an Electrician's hut in a similar way to the Mechanic's Hut that you built earlier. With the Build Objects button already selected, click on the Hotels etc button and then on the Maintenance Staff tab. Select the Electrician's Hut and place it on your Lot in the usual way.

## *Repairing your Night Club*

You can repair a Night Club in the same way you repaired your Hotel, except you will need an Electrician to carry out the repairs rather than the Mechanic. Simply click on the Night Club and then click on the Electrician button at the bottom-right of the information panel to summon the Electrician to carry out the necessary repairs.

# FILTERS ON YOUR WORLD

Having constructed the beginnings of your casino empire, it is time to introduce you to the various filters you can apply to the world. Each filter gives you information about the world by way of a cold-to-hot colour coding system.

Click on the Filters button to access the array of Filters that are available to you. There are five filter groups to choose from: People, Gambling, Non-Gambling, Affecters and Supplies.

## *The 'Influences' filter*

When you select the Influences filter group, you have the following filters to choose from:


- **Noise** – Area affected is **Red**
- **Smell** – Area affected is **Red**
- **Beauty** – Area affected is **Green**
- **Calming** – Area affected is **Green**
- **Rubbish** – Area affected is **Red**
- **Host Coverage** – Area affected is **Green** (inside casinos only)
- **Pitboss Coverage** – Area affected is **Green** (inside casinos only)
- **Security Coverage** – Area affected is **Green** (inside casinos only)
- **Entertainment** – Area affected is **Green** (outside casinos only)


With all the above the coloured area only shows parts of the map that are affected by the selected influence.


The Brighter the colour the more that area is affected by the influence. Note that a 'red' filter is generally 'bad', a 'green' one 'good'.

The Training level invites you to take a look at three of these; Noise, Smell and Beauty. When you take a look at your Lot through the Beauty filter, you will notice that your entire Lot is devoid of beautiful things. Let's see what a difference planting a tree will have.

## Click on your Lot

Click on the Build Objects button..... 

Click on the Paths, Scenery & Furniture Icon..... 

Click on the Plants, Trees and Fountains Tab..... 

## Click on the Tree image

Move the cursor over your Lot to plant the Tree. As the Beauty filter is still active you can see the difference the tree has made. All such enhancements will make your Lot more attractive and increase the chance of visitors deciding to stay with you. Conversely, a lack of beauty will give them good reason to look elsewhere for their entertainment.

The filter system is very extensive and provides a great way to view your entire Lot with a particular focus; there's plenty more to explore in your own time but for now, let's move on.

# CASINO, CASINO, CASINO

At the heart of every entertainment complex in Las Vegas is a Casino, and it's time you added one to yours. The build process for a Casino is the same as any other building except that there is an additional step; the interior outfitting of the Casino.

## *Going inside your Casino*


As this is partly a game about Casinos and gambling, there is one building type that you can go inside of; yes, you've guessed it, the Casino.


Select the Casino you have just built by clicking on it. Then, click on the Enter Building button on the right side of the information panel, and hey presto! You are inside the building you have just constructed. You should think of the inside of a Casino as a smaller version of your Lot. Things inside the Casino function in a very similar way to the outside world; you will need to build and install gaming tables and machines, restrooms and other facilities. In addition, a Casino has some unique features which we will explore a little later.




## Installing Slot Machines

In this Training level we will start by installing a Slot Machine.

Click on the Build Objects button..... 

Click on the Gambling Icon..... 

Click on the Slots and Video Machines Tab..... 

Click on the Slot Machine image

Move the cursor over the Casino floor to position the Slot Machine exactly where you want it. Just as with building placement, the footprint of the Slot Machine will glow green when it can be placed in its current position and red when it cannot. Pressing the Space Bar before placement will rotate the image of the Slot Machine, allowing you to place it in any of four orientations.

**NOTE – After the Training Level, if you want to build multiple copies of the same item hold the SHIFT key while placing the item.**

## Maintaining Slot Machines

Slot Machines will eventually fill up with coins if left untended for too long. This will cause the machine to be taken off line until one of your cashiers gets to the machine to empty it. You will need to place a Cashier's desk inside your Casino to get access to a Cashier so let's do just that.


Click on the Build Objects button..... 

Click on the Office, Facilities & Maintenance icon ..... 

Click on the Casino Staff & Interior Facilities Tab..... 


Click on the image of the Cashier's Desk


Move the cursor over the Casino floor to place the Cashier's desk exactly where you want it. A central location will speed the Cashier's access to all areas of your Casino. Do you remember how we made repairs to the Hotel earlier? Well, we arrange for a Slot Machine to be emptied or repaired in the same way.


 First, click on the Slot Machine to bring its information panel up, and then click on the Repair button (Spanner) to summon the Cashier.

## Installing Gaming Tables

Following on from the installation of the Slot Machine, we are now going to install a Blackjack table.

Click on the Build Objects button..... 

Click on the Gambling Icon..... 

Click on the Tables Tab..... 

Click on the image of the Blackjack table

Move the cursor over the Casino floor to position the poker table exactly where you want it.

## House rules on Gaming Tables

You can change some of the features of a gaming table; **Bet Range** and **House Edge**.

### Bet Range


This controls the minimum and maximum bets for the table. You will want to ensure that you are offering a mix of tables to suit all pockets.


### House Edge

This controls how fair the house is with the betting. A higher House Edge will make the odds on the given table favour the house while a lower House Edge will shift the odds slightly in favour of the customer. You will need to determine how keen you are to attract more customers versus taking more of their cash.

## *Adding Security to your Casino*

You can hire Security officers to watch over your guests; each officer operates out of a Security Office which you can place anywhere inside your Casino.

**Click on the Build Objects button**..... 


**Click on the Office, Facilities & Maintenance icon**..... 


**Click on the Casino Staff & Facilities Tab**..... 

**Click on the image of the Security Office**

Move the cursor over the Casino floor to place the Security Office exactly where you want it. Each Security Office comes with one Security Officer.

### *Security Officer's Area of Coverage*

 Use the Security Filter in the Affectors group of filters to find out how much of your Casino is covered from the newly placed Security Officer.

 You can move the Security Officer to be in a better position to cover more of the important areas of your Casino. Do this by first clicking on the officer and then clicking on the Move button which can be found at the bottom-right of the Security Officer's information panel. Then click on the area of the Casino floor where you want the Security Officer to stand.

### *Raising and Lowering the Casino Floor*

Having raised or lowered areas within your Casino has hidden benefits. In addition to making the Casino look more up market and allowing you to zone complete areas of each floor, having areas at different heights also allows you to create built in sound and smell barriers.

To raise or lower an area of the floor you should do the following:

**Click on the Interior Décor button**..... 

**Click on the edit Floor Height Tab**..... 

Select an area of the floor by clicking with the mouse and dragging the cursor





With an area of floor highlighted, click on the selected Floor button to raise the selected area, or click on the Lower selected Floor button to lower the selected area.


### *Connecting different levels of the Casino Floor*

When you build a Casino with split levels, you will need to build staircases to connect the different levels, allowing customers to reach each part of the Casino floor.

To place a staircase on to the floor of your Casino, do the following:

**Click on the view Casino View button**..... 

**Click on the Build Objects button**..... 

**Click on the Scenery, Lights, Stairs & Furniture Tab**..... 

**Click on the image of the Interior Stairs**

Move the cursor over the floor of the Casino to position the Staircase, remembering to press the Space Bar to rotate the Staircase to the most suitable of the four available directions; line the staircase up to correctly link to two levels and press the mouse button to place the Staircase.

### *Leaving your Casino to return to the main Lot View*

 To return to the main Lot View, simply click on the leave Casino which can be found to the far left of the Information Panel.

### *Completing the Training Level*

That's pretty much it for your training. There is so much more to discover, but half of the fun in any game is making the discoveries yourself. To complete this level you have been challenged with the task of attracting a further 50 visitors to your Lot. There are many ways to succeed in this quest but why not try adding to your Casino? It's probably got into a bit of a mess while you've been doing your training so try placing a Cleaner's Hut for starters.

*Good Luck and Happy Gaming...*

# MAKE IT BIG CAMPAIGN LEVELS

After completing the Training level you will be well equipped to tackle the other two levels that are available at the beginning of the game; 'King of the Hill' and 'Top of the Heap'.

In both of these scenarios you will be competing against opponents who after the same goal as you are ... "to make it Big in Vegas!"

## *Unlocking new levels*

After completing (and only after!) 'Top of the Heap' challenge you will unlock the next campaign level 'Big Spenders'. This pattern continues until you have unlocked and won all 10 Campaign levels.

# SANDBOX MODE

The term Sandbox refers to a free and open game that you play in solitaire mode with no direct competitors and no limits. You still need to be mindful of the city run complexes though, which are there to keep you on your toes.

## *From St. Louis to Hacienda, 12 of the best*

Working from the northernmost end of the strip at St. Louis Avenue to the Southern end at Hacienda Avenue, you set the goals in the 12 Sandbox levels in **VEGAS: Make It Big™**

### **St. Louis Avenue**

The most northerly location on the strip for Casino development, St. Louis Avenue offers one large block being sold off as two separate Lots along with a couple of smaller blocks, ideal for those wanting to start small and grow steadily.

### **Sahara Avenue**

At the corner of Sahara and Las Vegas Boulevard, this level sees a good selection of Lots for sale, ranging from small to medium in size and cost. There really is a Lot to fit everyone's budget here and under normal circumstances, competition would be stiff. However, in Sandbox mode you are free to build the Casino of your dreams.

### **Circus Circus Drive**

Moving a little further south we come to Circus Circus Drive and Karen Avenue. New York has it's Off Broadway district and this level sees you strutting your stuff in the Off-Strip district of Vegas. Being off-Strip, the prices of the Lots are lower than their on-Strip counterparts.

### **Convention Centre Drive**

This district has a number of long and narrow Lots on offer. As some of the Lots back on to each other, you could buy a second Lot when you run out of real estate on the first; they will naturally merge into one large Lot at the point of the second purchase. Whichever Lot you buy, you will have a prime spot to take advantage of the guests that have been visiting the nearby Convention Centre.

### **Desert Inn Road**

Another level that benefits from close proximity to the Convention Centre, Desert Inn Road offers a number of small to medium sized Lots. You will need to attract customers away from the Country Club to the south.

### **Sands Avenue**

A number of Lots ranging from the compact to the more expansive, this district is where Sands Avenue and Spring Mountain Road straddle either side of the Strip.

### **Winchester Drive**

Although Winchester Drive is one of the smallest roads that leads off from the Strip, the Lots in this area are some of the largest available anywhere in town. The scale will allow you sufficient space to create a true gem of a Casino.

### **Flamingo Road**

This is where the world famous Flamingo Road crosses the Strip. There are a number of Lots available, ranging in size from the very small to the enormous, giving you many alternatives and a divers array of opportunities.

### **Harmon Avenue**

Despite the lack of competing players, this Lot will prove quite a challenge due to the narrow nature of the available Lots and the close proximity of some established city-run Casinos.

### **Rue De Monte Carlo**

Rue De Monte Carlo and Tompkins Avenue collide as they cross the Strip. Very narrow Lots are the main feature of this level, meaning that you will need to plan carefully to maximise the use of the available space.

### **Tropicana Avenue**

Tropicana Avenue links Interstate 15 to the West to the McCarran International Airport to the East, making it a very busy area of the Strip. If you build the right Casino and entertainment complex, you should have no difficulty in attracting large numbers of visitors.

### **Hacienda Avenue**

At the southernmost point on the Strip, Hacienda Avenue has a lot of small to medium Lots available. They are all mixed in with established Casinos, so life will be challenging from word go.

## *Sandbox Settings*

After selecting the Sandbox level to play, you will be presented with the opportunity to setup the starting conditions for the game along with some of the game's mechanics. Simply move the sliders to the right to increase the value or to the left to decrease.

### **Starting Cash**

This can be set to a value between \$50,000 and \$1m. Set it higher for an easier game.

### **Population**

This can be set to a value between 100 and 5000. Set it higher for an easier game.

### **Unlock Build Tree**

Select this tick box if you want access to all of the buildings and objects in the game from the start of the game.

### **Starting Time of Day**

This can be set to any time from Midnight (0) to 11pm (23).

## Events

The further to the right this is set the more often 'Events' will occur. Be warned that events can be bad as well as good!

## People Delivery

Click on this button to bring up the people delivery panel. Use the sliders to modify the proportion of the selected people group visiting the world.

E.g. if you move the Tourist slider to the right you will get more of these arriving, but slightly less of all the other people groups.

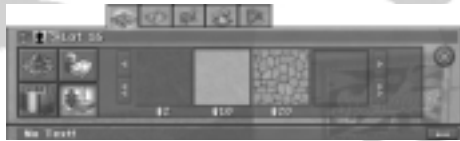
# LEARN MORE ABOUT...

This section of the manual provides you with numerous hints, tips and extra detail about many aspects and features of **VEGAS: Make It Big™**

## *More on the ideal Lot*

There is no right or wrong way to shape the ideal Lot, but here are some helpful hints to point you in the right direction:

## *More on laying Pavement*



As mentioned earlier, it is vitally important to lay pavement on your Lot to ensure that guests and employees can move around freely and get to each of your buildings. This diagram shows four of the different types of pavement and their costs. They all do the same job in terms of allowing

passage and access, but the more expensive pavements will add to the beautification of your Lot, while the cheapest pavement might even turn some away.

In the following screen we have placed a Hotel in the middle of our Lot. You can see that a Pavement has been laid to allow guests to get from the edge of the Lot to the front door of the Hotel. The grass border is not strictly necessary but it helps to beautify the entrance to the Hotel and so attract more potential guests.

In this example the Hotel had to be connected to the left, right or bottom edges of the Lot. Laying Pavement from the Hotel to the top edge of the Lot would simply connect the Hotel to the neighbouring Lot, and would not succeed in connecting the Hotel to the outside world to allow guest access.

Other buildings can now be built to take advantage of the Pavement that has already been laid.



## *Guests don't like Noisy and Smelly things*

Every Lot needs its services to keep it running smoothly, but you will do well to ensure that you keep a good distance between guests and the things that generate lots of noise and smells. You can use the inbuilt filter system to get a good idea of what are the noisiest and smelliest parts of your Lot. Try to build your guest-centric buildings like hotels and shops a good distance from the noisiest places like Bars and Arcades and from anything that generates a lot of smells.

## Top 5 external Smelly objects

- Male Restroom
- Cleaner's Department
- Female Restroom
- Cleaner's Closet
- Mechanic's Department

## Top 5 external Noisy objects

- Live Music Venue
- Helipad
- Arena
- Large Casino
- Circus

## *Make good use of beautifying and calming objects*

Try to maximise the effect of beauty and calming by lining popular paths with pretty things so that people are exposed to beauty more often, but don't waste money prettifying up areas where people don't go. You can also use beauty and calming objects to offset the effect of noise and smells ... and the increase the appeal and reputation of your buildings.

## Top 5 external Beautiful objects

- Fireworks Display
- Large Statue
- Large Fountain
- Row of Palms
- Roulette Fountain

## Top 5 external Calming objects

- Roulette Fountain
- Large Fountain
- Row of Palms
- Aquarium
- Museum

## *Customers appreciate good access*

Try to give people easy access to your buildings and attractions; the further they have to walk the less appreciative they will be. It will also pay to be mindful of which side of your Lot borders the Strip. Most guests will arrive from this direction so make sure you attract them onto your Lot the second they arrive.

Bear in mind that fulfilling one desire can increase another desire (e.g. drinking can result in your visitor needing to visit a toilet!).

## *Know your guests*

On smaller Lots, choose to fulfil a certain type of guest. This focussed approach will increase your chance of satisfying them. Pick a guest type that is visiting in large numbers. You could go for less common, richer guests, but the risks are higher.

As a general rule 'poorer' visitors tend to be far less fussy about things such as noise, smell and rubbish, whilst very rich ones will be very fussy indeed ... and expect to see lots of beautiful items as well! On the plus side your rich guests are not too concerned about the price of things – if it's what they want they'll pay almost anything to get it! The less well off will be prepared to 'shop around' for the best deal going ... and are sensitive about being overcharged. Naturally there are exceptions to these guidelines – Mothers the world over hate mess and rubbish!

Be aware that building 'just the right item' for a certain guest type will not only make them happier when they are on your Lot ... but will also help you attract them to your Lot in the first place! Rollercoasters are a good example of this – building one of these should attract more Kids to your Lot.

If you're wondering why particular people aren't visiting, or why you are not getting as many customers as you expect get some feedback and comments. This information can be obtained from people, buildings or Lots (see More on Visitor Information, Opinions & Thoughts and More on Visitor Feedback on Lots & Buildings below).

## *It's a Sign of the times!*

Build signs to increase the appeal of your Lot. Certain buildings like Casinos and other forms of entertainment will have their own appeal, but a carefully placed sign will surely help bring in the crowds.

## *The Grass is Greener!*

Vegas can be a dry and dusty place ... visitors will tend to appreciate a Lot that has areas of restful grass and refreshing water.

## *Power and Water*

When you buy a Lot and start construction all your power and water needs are supplied by the city ... at a cost. As your requirements increase you might want to consider investing in your own generators and water plants in order to reduce expenditure on these necessities.

## *Building Multiple Copies of the Same Item*

If you want to build the same item in several places select the object in the build panel and hold down the Shift key on your keyboard. For as long as you hold the Shift down every time you left click the mouse another copy of the object will be placed (where the mouse pointer currently is – you can of course move the mouse between clicks so long as you keep the Shift key pressed). This can be very useful when placing bins, benches or multiple slot machines.

# MORE ON CASINOS

## *A Reminder!*

Remember that once you have built a casino you will need to go inside and install Slots, Tables, and Facilities etc. in order for it to function and attract guests. If you do not do this your casino will simply be an empty shell that will not attract any guests ... and cost you money!

## *Influences in Casinos*

Beauty, Calm, Noise, Smell and Rubbish all work in Casinos in the same way as they do outside. If you want to attract the High Rollers you'd better make sure you have an area which is "really lovely". There are also additional Influences for the interior of a Casino – Comps and Hosts.

## *Pit Boss & Comps*

When you build the Pit Boss office, not only do you 'unlock' a number of additional gambling items but you can also start introducing 'comps' to your casino.

Click on the Comps button to bring up the panel where you set your 'comps' level. This allows you to reward those customers who spend a certain amount of money with you. Whilst Comps cost you money ... a customer rewarded with a Comp is generally going to be pretty happy – which means that they will both stay longer (and so spend more) and have a better overall experience and so raise the reputation of your Casino (which in turn means you will attract additional guests).

A Pit Boss projects an area of influence – anyone who is in this area who fulfils your comping criteria can be rewarded (if the Pit Boss spots them) so position him carefully.

## *Hosts*

Casino Hosts can be hired once you have bought the Hospitality Suite for your casino. Hosts look after and pamper your special guests (High Rollers, Celebs and Whales). If these guys are visiting and you want them to come back employ some Hosts to make them feel 'extra special'.

Hosts project an area of influence so position them wisely – ideally where all your high stake tables are concentrated.

## *Security & Cheats*

The presence of a security guard makes most of your customers feel more relaxed (after all some of them could have a considerable sum of money) and so add to the ambience of your casino. However, there is one type of guest that Security Guards definitely put on edge – cheats! Unfortunately almost any visitor could turn out to be a cheat – and the only way of dealing with these undesirables are well positioned Security Guards. As with other casino staff mentioned above Guards project an area of influence and any cheat operating within this could be spotted and ejected.

# MORE ON CASINO INTERIORS AND HOW TO REUSE THEM

Spent hours developing 'the perfect interior' and can't bear to part with it? Want to see how it does in a different level? Well, you can save it separately from the normal save game procedure.

To just save a casino interior go inside the casino and click on the 'Save Casino Layout' button. This will bring up a list box and you will be prompted to type a name for your interior (e.g. "small nautical 1". Type a name and click on the save button and your layout is saved for the next time you play.

Once you have saved an interior (or indeed more than one) next time you build a casino of the same size and theme you will be asked if you want to start with an empty shell or use a layout you have built previously.

Interiors you have saved in a scenario can be used in sandbox – and vice versa.

## Casino Options in Sandbox

When you build a casino in Sandbox, after you have placed it you will be asked what sort of interior you would like with it. The options are -

- **1 Star:** Basic Casino Structure (the normal empty shell)
- **2 Star:** Fancy Casino Structure (empty but with raised and lowered areas)
- **3 Star:** Casino Structure & Facilities (raised areas and staff buildings etc.)
- **4 Star:** Casino (comes with basic furnishings and equipment)
- **5 Star:** Casino Deluxe (the complete interior with all the trimmings)

In addition this list will also include any interiors you for this casino size and theme that you have saved before.

Remember you can build and save a casino layout in sandbox and reuse it later in a scenario.

# MORE ON REPUTATION

Every time guests use a building, play a game or leaves your Lot they report back how much they enjoyed the experience as a 'reputation score'. As a general rule the higher your reputation (for buildings and Lots) the more likely you are to attract additional guests.

Whilst every guest has different demands and priorities the factors that influence their enjoyment include

- Was the attraction on offer the 'perfect thing'? For example thirsty bikers really want a bar with a Rock Band.
- Was it value for money?
- Was the overall ambience good (quiet and odour free)?
- Was it attractive (lots of statues, trees etc.).
- Did they have to travel a long way to get there?
- Was it rubbish free?

- Was it fun? Families for example like the presence of entertainers?
- Could they find what they were looking for? For example guests on your Lots who get tired and can't find a bench to rest on are not going to be impressed.
- Was the attraction working when they wanted to use it?
- Was the attraction full when they wanted to use it?
- Did they receive a Comp when using the Casino?
- Where they pampered by a Host when using the Casino?

Fussy guests (generally the richer ones) will tend to value reputation over price, those on a budget will place more emphasis on cheap prices whilst those here for a 'good experience' (such as the Wedding Parties) will look for 'just the right ambience'. On a small Lot you may well have to prioritise the guest type you are going all out to satisfy.

Be aware that increasing your reputation from a low to medium value is relatively straightforward ... but increasing it from medium to high is rather harder.

Also note that reputation depends on the building having a steady stream of visitors. If the number of visitors declines then the reputation will fall back to average as 'word of mouth' recommendations are no longer promoting it.

# MORE ON HIRING & FIRING STAFF



Some buildings employ one or more staff (check the capacity – the Cleaner Closet was '3' so it can support up to three cleaners). Take a look at our internal Cleaner Closet; the button towards the top-right of the

information panel is the Staff button. Clicking on this button will bring up the Staff panel, from where you can hire and fire.



To fill a vacancy simply click on one of the entries with the word 'Vacant' against it, and then click on the 'Hire Staff' button; it is the left-most of the three buttons at the bottom-left of the staff dialog. The button to its right is the 'Fire Staff' button. If you want to fire a member of staff, click on the staff

member concerned and then click on the 'Fire Staff' button. The third of the three buttons is the 'Staff Target' button. Click on the staff member's name in the Staff Panel and then click on the 'Staff Target' button; the camera will locate on the member of staff concerned and start to track the movements of the staff member.

## MORE ON ENTERTAINERS

You can add to the entertainment provided on your Lot by building the Entertainers Suite (from the Offices Tab in the build panel). From here you can hire up to 3 wandering entertainers (a magician, clown and themed character). Once you've hired them move them around your lot as you would other staff to maximise their influence. Families in particular like to see these jolly folk ... but some of your grimmer guests such as bikers find them irritating ... so make sure you position them wisely!

Entertainers are hired in the same way as all other staff.

## MORE ON SELLING BUILDINGS & OBJECTS

You can sell entire buildings or single objects which results in them being removed from the game. As we will see, there are two ways to sell a building or object. Firstly, each building has a 'Sell' button on their information panel. Clicking on this button will bring up a confirmation dialog; one more click on the 'Yes' button will cause the building to be sold.



The other way is from the main Lot view. With the Lot selected, the panel to the left of the information panel contains a 'Sell Buildings' button.

Clicking on this button puts you in to Sell Buildings mode. Any building you click on when in this mode will be sold and removed from your Lot.



## MORE ON ADJUSTING THE SPEED OF THE GAME



At the start, the game is running at the default Speed. The game can be made to run either twice as fast or three times as fast as the default speed. In this image, the player has just clicked on the image of the airplane causing the game to run three times as quickly as the normal setting; the tractor button.

Clicking on the train button in the middle of the three Game Speed buttons will cause the game to run at double speed.

## MORE ON HIDING THE INFORMATION PANEL



Clicking on the 'Hide Info Panel' button which is positioned just to the right of the three Game Speed buttons will literally hide the info panel, freeing up a large area of the screen real estate.

## MORE ON PAUSING AND SAVING YOUR GAME

You can pause the game by clicking on the Pause Game button which is the right-most button of the five at the top-left of the screen.



Click on it again to restart the game.

## MORE ON MANAGING EVENTS & BREAKDOWNS

As you've discovered, most buildings that you construct suffer the ravages of time and gradually fall into disrepair. If such a building's health stat reaches zero, it breaks down and will not function again until it is fully repaired. There are two main services that carry out the repairs on buildings; Mechanics and Electricians. In addition, a Cashier is the person you need to repair all coined slot machines inside your Casino.

### *Mechanics: What they fix*

A Mechanic fixes problems with the following building types:

- Helipad
- Small, Medium and Large Hotels
- Male & Female Restrooms
- Swimming Pool & Wave Pool
- Themed Rides & Roller Coasters
- Gym & Health Spa
- Observation Deck
- All Restaurants and Bars
- Aquarium, Circus, Dolphin & Shark Pools
- Stage Show, Magic Show, Theatre, Show Girls & Topless Revue
- Museum, Live Music Venue & Arena
- All Stores, First Aid Station & Wedding Chapel
- Convention Centre
- All Non-Slots games

### *Mechanics: What building is needed*

As you've already discovered, one Mechanic is automatically hired when you build a Mechanic's Hut. Should you want more mechanics you can either build multiple Mechanic's Huts or, you can build a Mechanic's Department instead. Department's still come with a single Mechanic but you have the scope to hire a further two mechanics as and when needed.

### *Electricians: What they fix*

An Electrician fixes problems with the following building types:

- Water Treatment Plant
- All forms of Disco and Night Club
- Arcade
- Cinema

## *Electricians: What building is needed*

One Electrician is automatically hired when you build an Electrician's Hut. There is no equivalent of the Mechanic's Department for electricians, so should you want more than one electrician, you will have to build multiple Electrician's Huts.

## *Placement of Mechanic's & Electrician's Huts & Departments*

Positioning the Mechanic's Hut or Electrician's Hut in a central position on your Lot will cut down the time it takes for the mechanic or electrician to get to any of your buildings and will help speed their repair. On the downside, these buildings cause quite a bit of noise which might annoy some visitors.

## MORE ON DETAILED FINANCIAL INFO FOR BUILDINGS AND LOTS

Each building has data and stats recorded for its performance over the last 10 days; these can be accessed by selecting the building concerned and then clicking on the 'Finance Information' button (Yellow Dollar). On the financial information panel, there is the 'Detailed Financial Information' button. Click on this button to bring up the last 10 day's worth of data for the building.

The example here shows the building's profit over the last 10 days.

As you can see, there are a total of five info tabs and they contain the following information:

- Income/Costs summary.
- 10 day Profit records.
- Total number of visits to building over the last 10 days.
- Total number of different people groups that have visited over the last 10 days.
- Popularity of building over the last 10 days.



## MORE ON FILTERS

There are 4 Filter sub groups.

### *People Groups*

Use this control to highlight a particular people group and check to see how many of them are in the city or on your Lot. All people in the selected group will 'glow' with a gold colour.

## *Influences*

Use these to find out where particular influences are concentrated. For example select the 'Noise' Filter to discover the noisiest areas on your Lot.

Noise and Smell tend to make people unhappy, use items that give out Calm, Beauty or Entertainment to try and counteract the effects of these.

When inside your casino use the Host or Security filters to ensure your staff are positioned to give optimum coverage.

## *Supplies*

Use these filters if you need a quick guide to finding out which desires your Lot is supplying. This is also handy to pinpoint exactly which building is supplying a particular desire. All buildings that supply the selected desire will glow with a gold colour.

## *Objects*

Gives a quick overview on the 'state' of buildings in the world. Very useful if you need to know which buildings are making a profit, which are the most popular or which are going to need repair soon. When inside your casino you can also get information on your Bet Range and House Edge settings.

## MORE ON VISITOR TYPES

All visitors to your Casino complex fall into one of the following categories; the number of stars against each visitor type gives an indication of the disposable cash they are likely to have on them; more stars = more cash.

### *Gambler*

Hard-core Gamblers \*\*\* \*\*

Restaurant, Bar, Topless Review, Country Music,

Slot Ladies \*\*\*\* \*

Restaurant, Country Music, Hair Salon

### *Business*

Business Men \*\*\* \*

Exclusive Nightclub (with Pole Dancers), A La Carte, Cocktail Bar, Topless Revue

Business Women \*\*\*\* \*

Health Spa, Exclusive Nightclub (without Pole Dancers), A La Carte, Cocktail Bar, Theatre

### *Family*

Parent, Male or Female \*\*\*

Observation Deck, Disco, Aquatic Displays, Circus, Crèche

Retired Man or Woman \*\*\*

Observation Deck, Ballroom, Restaurant,

Boy or Girl \*

Pools, Rides, Observation Deck, Fast Food, Soda Fountain, Aquatic Displays, Circus, Magic Shop



## Tourist

Single Guy or Girl \*\*\* \*

Gym or Spa, Nightclubs

Skater Dude or Skater Chick \*

Coasters, Clubs, Rock Bars, Thrash Metal

Stag party or Hen party \*\*\* \*

Disco and Night Clubs, Bar and Cocktail Bar, Topless Review (Stag),

Wedding Party \*\*\*

Nightclub and Ballroom, Cocktail Bar, Musical and Theatre, Beauty Parlour and Hair Salon (for females).

## Trash

Grunge Male or Grunge Female \*

Club, Fast Food, Thrash Metal

Sad Drunk \*

A bar!

Biker & Biker Babe \*

Club and Rock Music

## VIP

Male High \*\*\* \*\* \* \* \* \*

Generally anything expensive or exclusive!

## SUPER VIP

Celebrity or Agent \*\*\* \*\* \* \* \* \* \* \* \* \*

Whale \*\*\* \*\* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*

- See scenarios for details

The above is just a guide to get you started – many of the people in Vegas have pretty wide tastes and will consider visiting many other attractions from those listed above. Also some buildings come with an inbuilt prestige factor that can lure people into giving your lot a try. Observation Decks, Roller Coasters and for your more disreputable visitors Topless Reviews etc. can all act in this way (as do several others). Other buildings come with an 'in built' additional benefit – for example the Circus provides an area of entertainment the affects all passers by, not just those that visit it whilst the Museum has an aura of both calm and beauty.

Remember that adding upgrades to a building can radically change who it appeals to ... and how much they enjoy using it.

Also bear in mind that other than Skaters and Kids most people like to visit a casino ... and sooner or later everyone will need a place to eat, sleep and drink!

# MORE ON VISITOR OPINIONS & THOUGHTS

## Visitor Desires

You will often see one of thirteen icons above the head of a visitor. They have the following meanings:



**Activity:** The Visitor is keen to experience any attraction where the guest takes an active role - be it dancing, working out or any of the thrill rides.



**Sleep:** Eventually everyone needs to sleep, even in Vegas, and guests showing this icon have had enough for the day and are looking for a hotel for the night or returning to the hotel they are staying at. Any of the Hotels can be used by a guest, though most guests will feel more at home in hotels of a particular size; small, medium or large.



**WCs:** A guest displaying this icon is in need of a Restroom. Restrooms can be built on the Lot or inside a Casino. If you do not make these facilities available, people will tend to go elsewhere.



**Drink:** This icon indicates that the guest displaying it is thirsty. Each person has a preference towards certain drinks. Be sure to supply those in high demand. Also, the bar inside the casino will enable your drinkers to gamble for longer without breaking to go in search of a drink.



**Entertainment:** A guest displaying this icon is in search of a suitable show. Vegas is famous for its glitzy shows. While in town the vast majority of guests will take one in. There's a variety of shows for a broad range of tastes, so choose wisely.



**Food:** This icon indicates that the visitor is hungry and is looking for food. Ranging from fast food to gourmet meals, there's something for everyone; make sure you provide a good range.



**Gambling:** This is an icon that will be seen a lot, indicating that most guests are here to gamble. This is a generic icon that refers to all types of gambling.



**Money:** When a guest runs out of money they may well display this icon, which simply means they are trying to raise more cash. ATM's and cash desks will allow them to prolong their stay while the more desperate visitors might be interested in a visit to the Pawn Broker.



**Rest:** Gambling is tiring work. This icon indicates that the guest wants to rest for a while.



**Bins:** This icon means that the guest is looking for a bin to dump rubbish in. If you fail to place a sufficient number of bins in your complex and within your Casino, don't be surprised to see the floor filling up with discarded trash.



**Shopping:** Ranging from tacky souvenirs to classic artistic masterpieces, there's a shop for all tastes, and this icon tells you that the guest is on a shopping mission.



**Unhappy:** This icon appears when the guest's happiness has a downward trend.



**Happy:** And not surprisingly, this icon appears when the guest's happiness is on the rise.

## People Thoughts & Comments

To get more detailed information about an individual person simply click on them. This will bring up an information panel on that person.



**Money** shows how much cash they have available. People who run out of money will tend to leave town ... unless they are having a great time (their happiness indicator is close to full) in which case they will look to get more cash (from an ATM, Cashier or Pawnbroker).

**Happiness** – ... is how happy they are. Unhappy people tend to leave Vegas and head home – often before their money runs out! The better you are at making a person happy the more likely they are to stay on your Lot (thereby giving you more of their money) – and equally importantly happy guests increase your reputation, thereby helping to attract more visitors.

**Duration** – how long they are visiting Vegas for. When the bar is full their vacation is over and they will leave no matter how great a time they are having.

**Desires** – the desire bars fill from left to right. When this is full it will turn from Red to Green. If a person has multiple 'green desires' they will attempt to fulfil these one after the other. Regardless, the icon above their heads shows the desire that person wants to satisfy 'right now!'

In some cases when a person fulfils a desire this will lead to another being increased. E.g. a thirsty person who fulfils their drink desire will have their need to find a toilet increase!

**HINT** – if you have trouble clicking on the person you want, pause the game and then click on them

## People Thoughts



When you have a person selected click on the thought button to get information on what they are doing – and more importantly their opinions on places they have recently visited. This is a useful source of information for finding out what specific people think of your Lot and facilities ... and your opponents for that matter!

## SPECIAL CHARACTERS - CELEBS AND WHALES

There are 20 Super VIPs who might visit Vegas – 12 celebrities and 8 super rich gamblers (known as 'Whales'). These characters tend to be very choosy and arrive with specific requirements that they expect to be fulfilled. You'll get information on them all when you meet them in the game – however note that in order to attract them to your Lot you don't have to build everything they're demanding ... but the more you build the more likely they are to pay you a visit.

Getting a Whale into your casino can be particularly profitable ... unless he or she wins of course!

## MORE ON VISITOR FEEDBACK FOR BUILDINGS AND LOTS

### Feedback on Your Lot

When you have your lot selected click on the Information button to get overall information on your Lot (in a similar way to the information you get for your buildings).

Click on the Visitor Information button to get visitor feedback on your Lot and find out which people types like it ... and which ones don't.

To obtain additional information on why people are not visiting your Lot, click on the right hand tab at the top of the Visitor Thoughts for Lot panel. This will display recent information on why people chose not to visit your Lot (and so highlight areas that you might want to improve).

### Viable

This is ok – your Lot fulfilled people's selection criteria for visiting

### No Supply

Your Lot could not fulfil a person's current desire (e.g. someone needed a toilet ... and your Lot didn't have one).

### Poor Reputation

The poor reputation of your Lot discouraged people from visiting – this could be a serious problem, maybe you need to reduce prices, build more scenery or provide more attractions and facilities on your Lot.

### Not Suitable

The buildings on your Lot were not 'quite the right thing'. E.g. You have a Bar so you supply drinks ... but a thirsty Business Woman was really looking for a Cocktail Bar and so decided not to visit.

With all the above the longer the bar the more people this applied to.

To return to people group opinions on your Lot click on the left hand tab above this panel.

## ADDITIONAL FEEDBACK ON BUILDINGS AND GAMBLING ATTRACTIONS

Select a building and then click on Visitor Information. Click on the 2nd tab at the top of the panel to get information on why your building might not be attracting as many visitors as it should. The information is similar to that for Lots but with some additional fields.

### Viable

As per Lot

### Poor Reputation

The poor reputation of the building discouraged people from visiting – is the building too smelly or noisy? Is there too much litter or are prices set too high? Maybe it has broken down too often or is always full?

## **Not Suitable**

The building was not quite the right thing.

## **Broken**

People would have visited ... but it was broken at the time.

## **Too Full**

The building was at maximum capacity and so had no room for additional visitors.

## **Too Expensive**

The price you are charging is too high and so discouraging visitors

## **Wrong Bet Range**

The bet range on the gambling attraction is too low or too high (e.g. High Rollers will not use tables with a low bet range, family men will not play at high stake tables).

## *World Information*

When in World View (click on the globe button) you can find out what people types are currently in Vegas. Simply click on the second button to get an exact breakdown of all the People Groups currently in town.

# **MORE ON THE OPTIONS PANEL**

Use this panel to customise your display, sound and control settings.

From the Options Panel there are three tabs – Display, Sound and Control

## *Display*

Choose this to change how Vegas appears on your screen.

There are 5 default settings for the overall Detail Level at the top of this panel – Very Low, Low, Medium, High, and Very High. Scroll through these using the right/left arrows. The displayed setting will be the one selected and this will automatically set the options for Draw Distance, Texture Detail etc.

If you want to customise any or all of these select Custom and then manually change the setting for each option.

Returning to one of the 5 default settings for overall Detail Level automatically restores the options to their default positions.

Please note that raising the display settings above the default level may result the game running at a reduced speed.

## *Sound*

Select this if you want the music or sound effects in Vegas to be louder or quieter. Simply move the slider(s) to the left to reduce the volume, or to the right to increase it.

## *Controls*

Select this panel if you want to invert your mouse, activate/deactivate nudge scroll or display/hide the in game tooltips. Click on the relevant tick box for the setting you wish to change.

After changing any settings remember to click on the confirm option before returning to the game.