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- Do not sit too close to the screen; position yourself with the linking cable at full stretch.
- Play video games preferably on a small screen.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for 10-15 minutes per hour while playing video games.

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Contents *Airline Tycoon Evolution*

<i>Welcome to Airline Tycoon Evolution...</i>	<i>3</i>
<i>1-Installation</i>	<i>4</i>
Installation of DirectX®	4
<i>2-The Characters</i>	<i>5</i>
Moving Around the Game	5
Keyboard	6
<i>3-The First Game</i>	<i>7</i>
Selecting Your Home Airport	7
Selecting the First Mission	7
Selecting a Player	7
The First Day	8
Your Office, the Most Important Control Centre of All	8
The First Mission	8
Planning Your First Orders	8
Observing Departing Flights	10
Eight More Orders...	11
What Next?	12
<i>4-The Airport</i>	<i>13</i>
Safe & Secure Ltd. / HiTec Designer Shop	13
<i>5-Aircraft Constructor</i>	<i>14</i>
Guide to functions	14
Internet functions	16
<i>6-Options</i>	<i>17</i>
<i>7-Troubleshooting</i>	<i>19</i>
The screen stays dark when the game starts	19
The game crashes immediately when run	19
The game crashes while playing	19
I do not hear any music	20
I do not hear any sound effects	20
The mouse cursor does not move properly, is jerky or is not visible	20
<i>8-Technical Support</i>	<i>21</i>
<i>9-Credits</i>	<i>22</i>
<i>Appendix & Notes</i>	<i>23</i>

Welcome to Airline Tycoon Evolution

Congratulations on purchasing **Airline Tycoon Evolution**. We hope you will have many hours of fun with it on your computer.

Airline Tycoon Evolution is an economic simulation that you should not take too seriously and that does not claim to be realistic. Our aim was to create a simulation that, most of all, is great fun and that you do not need to rack your brain over too much.

This may sound like an easy task; however, if you think Airline Tycoon Evolution is a walkover, you are wrong! You need to keep a close eye on all details, choose orders carefully, plan routes correctly, employ staff, keep an eye on your shares, set up branches and lots more. And on top of all that you have to make a profit and become an Airline Tycoon.

Airline Tycoon Evolution is unique in many details. The game runs in real-time and, at the same time, it is organised into rounds. In the real-time part you have to be ready at 9 o'clock in the morning to manage your airline (hopefully successfully) until 6 o'clock in the evening. You finish work at 6 o'clock and can lean back in a comfortable armchair in front of the TV, and hope you did everything right so that you still own an airline the next morning. Of course, you can work as much as you want, since you are your own boss. Watch out, though - the competition never sleeps and will always be snapping at your heels...



Chapter 1 *Installation*

Insert the Airline Tycoon Evolution CD into your CD-ROM drive. The installation will start automatically, if the auto-run facility for Windows® is enabled, otherwise you will have to run the file setup.exe on the Airline Tycoon Evolution CD manually.

Install the game using the "INSTALL" button and follow the instructions on screen. Once Airline Tycoon Evolution is installed, click on the "PLAY" button.

You can run Airline Tycoon Evolution either by clicking on the shortcut on your Windows desktop, or by selecting it from the Start menu: Airline Tycoon Evolution.

Installation of DirectX®

DirectX® is a runtime environment developed by Microsoft for Windows® games. Airline Tycoon Evolution cannot be played without DirectX® 6.1 (or higher).

During the installation the program checks whether you need to update or install DirectX®. Should you be prompted to do so, we strongly recommend that you choose to install DirectX®. Later versions of DirectX® will not be overwritten.



Characters Chapter 2

Each of the four players in Airline Tycoon Evolution has their own features. These are important in enabling you to assign counters, offices and other elements to the four players and their airlines.





Each player also has their own characteristics. These show in the different strategies and actions used to win the game. However, none of the four players has a technical advantage that would make it easier to become an Airline Tycoon.

Tip:



It may be important which of the four players you select: try taking over your biggest competitor, so it can no longer threaten your success.

Features

Figure:	Airline Name	Abbr.	Colour
	Sunshine Airways	SA	Blue
	Falcon Lines	FL	Green
	Phoenix Travel	PT	Red
	Honey Airlines	HA	Yellow

Moving Around the Game

Moving around the game is very intuitive in Airline Tycoon Evolution. To move a player in the airport, just click on the appropriate place on the ground. The player walks to the desired position with a single click and runs if you double-click. If you want to access a room, then click on the appropriate door. The player will enter the room as soon as he or she has reached the door.



In the example you can recognise the office of Falcon Lines by the Logo beside the door and the individual lighting.

As soon as you move the mouse to the left or right edge of the screen the mouse cursor will change to an arrow, and you can scroll through the airport. If you click on the left mouse button at the same time, you will scroll even faster. Clicking on the right mouse button will bring the player back on the screen. No need to look for him!



Chapter 2 Characters

Moving around in rooms and using items is just as easy. As soon as you move the mouse over an interactive item, person or selection text, the cursor will be surrounded by a green line. Text will also be highlighted, as soon as you can select it.

Keyboard

In Airline Tycoon Evolution some functions can be accessed directly using the keyboard. This will make playing much easier when the game has reached an advanced stage.

A	Player goes to Petrol Air
O	Player goes to their Office
C	Player goes to Rick's Café
D	Player goes to the Duty-Free Shop
W	Player goes to the advertising agency
E	Player goes to the plane dealer
G	Player goes to the Globe (filofax)
H	Player goes to the cargo office
K	Player goes to the newspaper stand
B	Player goes to the Bank
L	Player goes to the Last Minute counter
M	Player goes to the museum
N	Player goes to the Nasa-Shop (not available in every mission)
P	Player goes to the Personnel office
R	Player goes to the Route management board
S	Player checks the Score (telescope)
T	Player goes to the Air Travel counter
U	Player goes to Mr Uhrig (airport management)
W	Player goes to the Workshop
Y	Player goes to the Security Office
X	Player goes to the HiTec Design Shop
Tab (⇧)	Player immediately quits to go home
F1	Call up a tool tip
F2 / Esc.	Display options / Quit game
F3	Load game
F4	Save game
Pause button	Toggle pause on and off
+/-	Speed up / slow down game
Space bar	The time count speeds up 20 times when the player runs. Pressing O and then the space bar means that the player arrives at their office almost immediately.



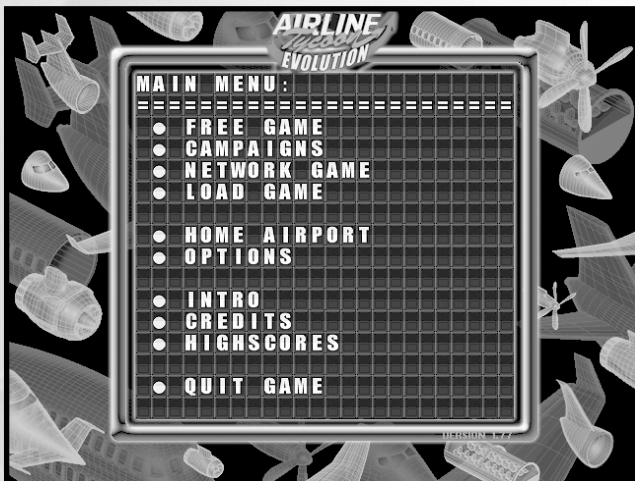
Tip:

If a button is pressed twice, the player will run rather than walk!



The First Game Chapter 3

When you first start Airline Tycoon Evolution, the introduction will be shown, which you can exit at any time by pressing the ESC button or clicking anywhere on the screen. Afterwards, the main menu will be displayed. Before you boldly throw yourself into the first game, you should first choose your home airport.






Tip:

You only have to select your home airport once at the beginning. Airline Tycoon Evolution stores all your settings.



Selecting a Home airport

In the main menu, click on the option Home airport. In the following menu you will find all the airports available in Airline Tycoon Evolution.

By clicking on the symbols  and  you can browse through all the available airports. Choose the desired airport by clicking on it. In front of the currently selected airport you will see a . Click on OK to confirm your choice and return to the main menu.

Selecting the First Mission

In the main menu, click on the option "New Game". At the beginning you can only play the first mission, "A new job"; all other options are greyed out and cannot be selected.

Click with the mouse on the option "A new job" and then on "Next" to choose the first mission. This will take you to the player selection.

Selecting a Player

In Airline Tycoon Evolution you can choose between four different airlines. It is a matter of taste which one you choose. As far as we know, neither the different airlines nor the players have any advantages or disadvantages over one another; try them all out and decide which you prefer!



Chapter 3 The first game




Tip:

You can also change the names of your adversaries. A very interesting choice would be your partner or the nice gentleman from the Inland Revenue (a so-called death match), or your favourite neighbour, the one who always mows his lawn at lunch-time...

Click on an airline to select it. You can change the name of the player by clicking on the default name. You can type in a new name as soon as the green highlight is shown.

After the selection, click on "Start". The game begins...

The First Day

In the first mission you will be accompanied by Belinda, your assistant. At the beginning Belinda will give you valuable hints and tips. When you do not want any more support from Belinda, just click on the  symbol at the bottom right-hand side.

First you need to go to the office of the airport manager, Mr Uhrig, where all players have to report every morning. Mr Uhrig is responsible for the smooth running of the airport and behaves accordingly.

On the first day Mr Uhrig will tell you how you can perform your mission. If you did not pay attention, you should visit him again, or give him a call. However you should not disturb him unnecessarily; Mr Uhrig is a very busy man.

After the conference in the morning, all players go to their offices.

The Office, your Most Important Control Centre

At the beginning, your office is the most important control centre of your new company. Enjoy the peace, the tasteful interior, the beautiful suede, and the not yet dried-out plant in the corner, because soon you will no longer have the opportunity to look at the interior of your office...

Belinda



From your office you can look up and create flight plans, equip aeroplanes, manage the kerosene supply, make phone calls, read your post and, of course, decide when to finish work.



Tip:

If Belinda talks too slowly for you, just click on the speech bubble. She will then just skip to the following text or hide behind the status bar.

The First Mission

In your first mission your task will be to perform ten orders. It is not very important how much money you earn or how many people you transport. The only condition is that you have to complete all orders before your competitors, otherwise you have lost the mission.

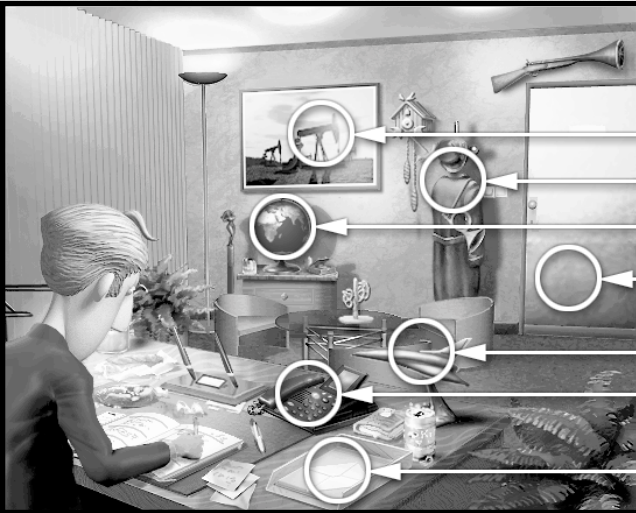
At the beginning of the first mission you own two aeroplanes, and you have already accepted two orders that you can schedule and operate immediately. First you will need the filofax, in which you have to assign the orders to the planes.

Planning the First Orders

You can access the filofax by first clicking on the globe in your office and then on the filofax in the bottom left-hand corner. This chapter explains how to plan orders. Refer to the chapter Filofax / Notebook for a detailed description of the filofax.



The First Game Chapter 3



To select an option, just click on the appropriate area on the screen.

- Kerosene management
- Finish work
- Filofax
- Leave the office
- Equip planes
- Make a call
- In-tray

In the bottom left-hand corner click on **6**, to display a listing of your planes. Then click on **4** to see a listing of the orders already set up.

On the left-hand side you now have to select a plane which is suitable for at least one of the two pre-arranged orders. A plane is suitable if:

- The plane can transport at least the number of passengers defined in the order
- The plane's range is sufficient to complete the flight without a stop-over
- The order can be carried out on time.

The information for each plane can be accessed by first selecting a plane and then clicking on **5**. The information for the orders can be accessed by clicking on **1** (the blue **1**). Clicking on **2** will always take you back to the listings.

As soon as you move the cursor over the list of flights, you can see those time slots highlighted brightly in the left planning window, which will allow you to carry out the order within the set time frame.

Now click on one of the orders so that you can see the green order icon on the cursor (**3**). Move the icon to the planning window on the left-hand side into one of the brightly highlighted areas by clicking on the desired position. You can then move the order to another position until the flight has been fixed. This means you can easily move the order into the correct position. You should plan both orders as early as possible on the same day, if this is feasible, otherwise the competition will win the mission.

Should the order icon have a red border when you put it into its position,

Tip:

The cursor colour changes when you can select an option...



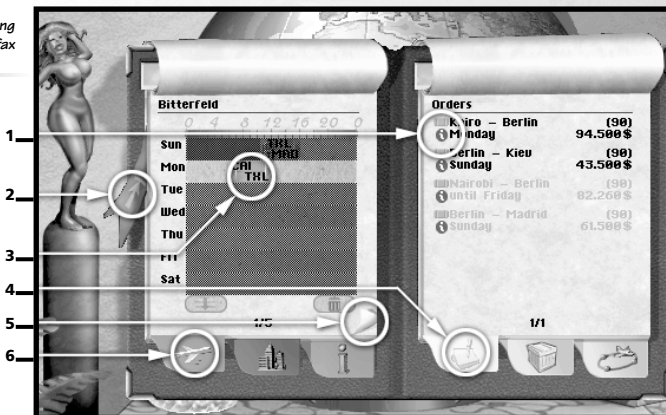
Remember:

If an order is carried out too late or not at all, the set contract penalty is due...



Chapter 3 The First Game

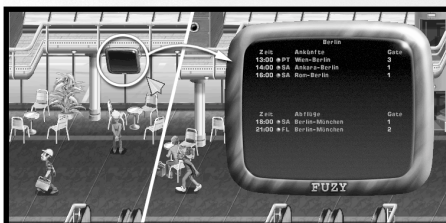
Planning orders using
the Filofax



then the order is set too late, and unless you change the planning you will have to pay a contract penalty. Correct the planning by clicking on the order icon and putting it into a different position that will allow you to perform the order in time. Whilst the order icon is still on the mouse cursor you can move the order back by right-clicking on it, and subsequently attach it to another plane.

Observing Departing Flights

An airport monitor



Once you have planned your first two orders in the filofax you can see the effects of your planning. Go to the airport hall by clicking on the door in your office.

First you should check if your flights

are shown on the airport monitor as you have planned them. To do this, click on any of the monitors in the airport building...



Hint:

Flights are closed two hours before their departure. You can recognise a closed flight by the small lock icon.

You should at least see the two flights you planned in the previous chapter with the initials of your airline on the monitor. Should this not be the case, there are three possible reasons why you did not plan all orders as described - if so, you should check your filofax again; you have not planned the flights for the first day (the monitor only shows flights that take off the same day); or you went home in-between and the flights have already been carried out.

In Airline Tycoon Evolution, unlike many other economic simulations, you can observe the effects of your planning in full detail. You can see what the passengers do and what they feel. Check the departure time of your first



The First Game Chapter 3

plane. Go to your ticket counter in the area on the left of the airport. The passengers start checking in from up to two hours before the take-off.

When the cursor is close to a person, a thought bubble appears. That is how you know what your passengers and also the competition think. It is also possible to spy on other players.



Tip:

A double-click makes everything so much faster...

Left: the first passengers start to pick up their tickets and check in their luggage.

Right: the passengers can board the plane approx. 30 minutes before the departure of the plane.

Once your first passengers have their tickets, you should go to the gate. That is where the passengers will go to await the departure of their plane. Of course, the passengers do not like wasting their time with long waiting times. In the airport you will find shops, a museum and a café to prevent boredom and, amazingly, a toilet which is conveniently situated right beside the café. The shops at the airport are busy, because just before going on holiday the passengers have all their spending money. Even if they do not, there is still the bank...

Eight More Orders...

To complete the first mission you have to perform ten orders. If you do not believe us, just call the airport manager Mr Uhrig. He will certainly confirm this.

Once you have completed this chapter there will still be eight orders missing. You therefore need first to obtain them and then to plan them. There are several ways to obtain an order. The first option is to get them at the Air Travel or the Last Minute counter at your home airport. At the Last Minute counter you will get orders that have to be planned quickly but the reward will be much higher.

Go to the Air Travel or Last Minute counter. To do this, just click on the Air Travel counter and your player will automatically move there. If there is already a player at the counter, you will have to be patient and hope that the competition has not already snapped up all the best orders.

Once you are at the counter you will see the orders on the wall. There, it is possible that all orders have been obtained by the competition. In this case you will have to come back later.

Move the cursor over the different orders to display their details. Once you click on an order, you accept it irrevocably.



Tip:

To speed up the run-time of the game, click on the time in the menu bar at the bottom of the screen. The time will run faster as long as you hold the mouse button down.

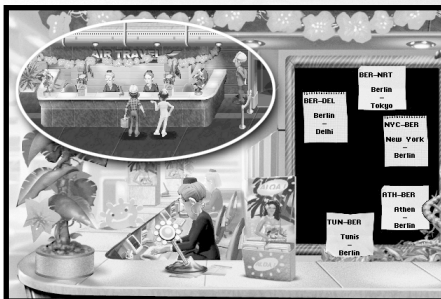
Chapter 3 The First Game

Air Travel's orders



Tip:

In the personnel office you can employ an order analyst. He will actively assist you in choosing the right orders.



Remember, if you are not able to perform the order as requested, you will have to pay a contract penalty. This means that you cannot collect orders indiscriminately but have to study their details carefully beforehand. Since you only have two planes at the beginning, you'll have to ensure that you can perform the orders in time.

The second option is to obtain orders through your branches. To do this, just call the branch and ask for available orders.

Once you have obtained new orders you can go back to your office and select the filofax to plan the orders as described previously. Of course, it may be that you have to commute a few times between your office and the order counter until you have completed the first mission.



What next?

When you have completed the first mission successfully, you should be familiar with the general functions and the aim of Airline Tycoon

Evolution. Your next step should be to find out everything about routes and their function within Airline Tycoon Evolution. This will enable you to successfully complete the following missions. We therefore strongly recommend that you read the Routes chapter.

The Airport Chapter 4

Apart from the old buildings and offices, Airline Tycoon Evolution features two new services, giving yet-to-be airline tycoons a variety of new strategies and gameplay features in their competition to become the best Airline Tycoon of all time. A description of the old buildings and offices is in the original manual which you will find on the game CD-ROM. You'll need Adobe® Acrobat® Reader® to open the manual.

Safe & Secure Limited

The airport is growing. And since some far-from peaceable lowlifes are getting up to no good on the once so peaceable grounds in the meantime, Safe & Secure Ltd have moved in. The entrance is secret though. If you find it, say hello nicely. Mr Flightworthy, S&S Ltd's security officer, just loves telling people about his work.

From this fortress of security Mr Flightworthy continually checks that the airport is running smoothly and according to the rules. Using his monitors he surveys even the most out of the way areas of the airport. Why does he also train his sights on the ladies' toilets? Let's not go into that right now...



Tip:



There's a rumour that the entrance is hidden somewhere in this area

The scope of the security services the firm offers is enormous. From laptop surveillance to each individual aircraft in the fleet, Safe & Secure Ltd is always ready. But to enjoy this level of service, you have to pay through the nose. Because security comes at a price. Think carefully about whether you want to save in this particular area. You don't even want to think about how much an image campaign would cost.

HiTec Designer-Shop

Just recently the HiTec Designs company opened a branch in the airport. Mr Balderdash constructs and builds aircraft according to your wishes and ideas. His best tool for this is the "Aircraft Constructor" (operating instructions can be found in chapter 5- Aircraft Constructor). You will find his office on the upper level directly above the luggage conveyor belt.

He's not too bothered how the aircraft end up looking- after all, you pay him before the aircraft is delivered. And he does give you decent assurances of their reliability, even for the most fantastic designs.

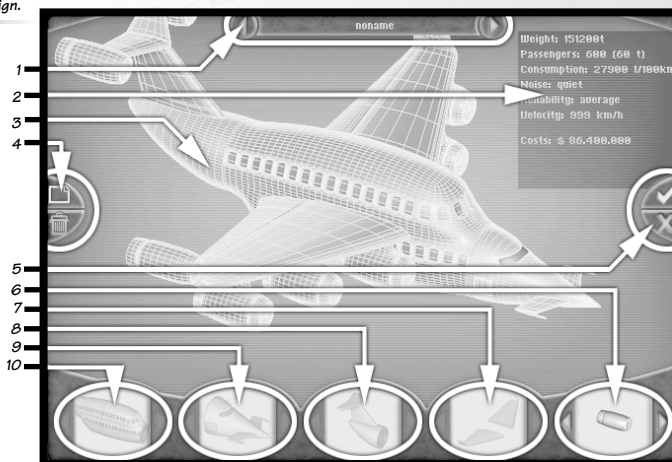
But who knows? Maybe it's precisely the craziest aircraft which will be successful. After all, a lot of people are keen on weird and original ideas. But perhaps these people will only get to enjoy the flight once.

Chapter 5 The Aircraft Constructor

The plane dealers have their limits. And these arise when you want an aircraft which corresponds exactly with your wishes and ideas. Luckily Mr Balderdash has moved with the times and opened another branch of his chain of design offices in the airport. In his aircraft designer shop, using "Aircraft Constructor" he accommodates the weirder customer requests as well.

Mr Balderdash has structured the operation of the "Aircraft Constructor" according to the latest discoveries from a whole array of usability studies. So that your design is produced in as automated a way as possible, "Aircraft Constructor" offers you a selection of standard parts, which you can choose from and position as you like.

The Aircraft Constructor: Your first step into the world of aircraft design.



Guide to functions

In the bar on the lower edge of the screen select the individual aircraft parts by clicking on the mouse, and drag them onto the blue digital drawing-board in the middle of the display. You can compare the separate parts with the arrow keys before you position them.

Construction Name (1): An aircraft without a name? Unthinkable! Luckily this field allows you to christen the aircraft. Just think of it as the champagne bottle shattering elegantly against the nose of the aircraft. There are no limits to your imagination in thinking up a name. But bear in mind that 1) 'Lead Duck #1' is not going to inspire confidence in the passengers. 2) Choose a name you'll be able to find again easily in Mr Balderdash's catalogue.

Technical Data (2): The data entered depends on the choice and number of aircraft parts you are including in your design. This gives you an overview of your bird's features during the construction stage.

The Aircraft Constructor Chapter 5

Weight: How much does your 'bird' weigh? This mainly depends on the number and thrust of the engines needed.

Passengers: Shows the maximum number of passengers the aircraft can handle.

Noise/insulation: Why do you think house prices along the flight paths of major airports are so low? That's right! Aircraft produce noise. For the benefit of the real estate agents and residents of these extremely noise-polluted areas, you should keep an eye on the amount of noise your plane generates. In addition you will spare your passengers from hearing damage, which would occur without a doubt in a loud aircraft.

Fuel consumption: Depending on weight and engine model, here you will find out how high your gas consumption is.

Reliability: A significant factor for calculating the repair costs for your new 'bird.' The level of reliability also determines whether the airline passengers reach their destinations safe and sound, or whether they will have to test out the stewardess' safety instructions on the way.

Velocity: This figure indicates how fast your construction will fly.

Costs: This factor will probably interest you the most. How much is this utterly awesome, ultra-cool aircraft going to cost. That much? Oh, then you'd better have the cheap fuselage after all.

Warning indicators: The "Aircraft Constructor" warns you about construction errors; for example, if the engines selected are not capable of moving the aircraft forward.

Digital Drawing Board (3): In this window you can watch your construction slowly take shape.

Functions (4): A click on the folder will open a clean drawing board, which you can use to get your ideas "down on paper." You should use the recycling bin if you want to remove a design completely.

End Programme (5): Use these two control buttons to end "Aircraft Constructor." The green tick confirms the design and transmits it to Mr Balderdash, who immediately puts it on his supply list. The red cross ends the programme without transmitting the data.

Engines (6): Gliders are quiet, save gas and can also fly at night. They do have limited reach though, and taking off requires terrific effort. For example, a cliff to push them off. But since no airport offers these take-off conditions, each 'bird' worth its salt has decent engines. Whether you use modern jet propulsion or old fashioned propellers depends on you. As well as on the weight of the aircraft (do you know of any single-engine large



Weight:	151200t
Passengers:	600 (60 t)
Consumption:	27900 l/100km
Noise:	quiet
Reliability:	average
Velocity:	999 km/h
Costs:	\$ 86,400,000

Tip:

The technical Data contains all the information of your yet-to-be plane.

Tip:

A quiet aircraft will have an impact on passenger satisfaction and hence your image!

Chapter 5 The Aircraft Constructor

capacity aircraft?) and on how much noise you want to ask the passengers to put up with.

Wings (7): Absolutely vital for the basic handling characteristics, like banking, for example. From the Hippe Delta wings to the classical, straight constructions for propeller-driven planes, you will find everything here.

Tail unit (8): The parts in this group are necessary for any aircraft for aesthetic reasons alone. Quite apart from the fact that form also influences fuel consumption and noise generation, and prevents the passengers from falling out of the rear of the aircraft, it also has massive influence over your plane's flight performance.

Nose (9): Head and command centre of the aircraft.

Fuselage (10): The be-all and end-all of every aircraft. The number of available seats, as well as weight, reliability and noise generation of the construction depend to quite a large extent on the size and shape.

Your construction is finished? Great. Then save it and go and talk to Mr Balderdash. Because your construction will now also appear in his supply list.

Internet functions


Aircraft Exchange

Airline Tycoon Evolution gives you the opportunity to exchange and rate your own constructions on the Internet through the official Airline Tycoon Evolution site. Of course, you will need a functioning Internet connection to be able to use this option. The service is free, though connection costs could be incurred. You will find the exchange at <http://www.spellbound.de> as well as instructions for exporting the aircraft from the game and importing new aircraft from the Internet.

High Score List

OK, on your PC you may have the monopoly as the Airline Tycoon, with no other tycoons around. But what about worldwide? Just enter your high score in our "World Rankings" list and see at a glance how well you have really mastered the game of airways and routes. You will find "World Rankings" at: <http://www.spellbound.de>. The instructions for how to enter your personal high score there can also be found on our website.

Options Chapter 6

Various options allow you to customise Airline Tycoon Evolution to your requirements. Use the button  at the bottom right corner of the status bar to access the options screen.



In the very last line you will see the text "Version 1.78". This number will increase with every update so you will always know which version of Airline Tycoon you are playing. Entries with three stops at the end lead to a new menu which are described below.

Graphics...

The graphics menu allows you to switch on/off the graphics detail to optimize Airline Tycoon Evolution to the speed of your computer. If the airport seems sluggish (slow scrolling, passengers move around very slowly), you should switch off the Transparency, Planes and Scrolling options.

Planes on/off: With this you can switch planes off on the runway.

Passengers: Passengers in the airport will no longer be shown.

Blending: The blending effect when changing to another screen is turned off.

Thoughts: The thought bubbles for passengers and competitors will no longer be displayed.

Scrolling: If this option is disabled, the airport will no longer move (scroll). The views change as soon as your character reaches the edge of the screen.

Transparency: Certain graphics, such as banisters or barriers, will no longer be displayed transparently.

Shadows: The shadows of people will no longer be displayed.

Sound...

Midi Music: Turn the background music on and off.

Random Music: When the "Random Music" option is enabled, all the tracks will be played one at a time. The "Next Track" option lets you skip a track at any time. By clicking this option you can choose various music styles.

Next Track: See previous option.

Digi Sound: With this option you can enable and disable the output of sound effects and speech.

Chapter 6 Options

Ambience: This enables you to alter the volume of the ambience in the airport.

Announcements: This option controls the volume of the loudspeaker announcements in the airport.

Speech Output: The volume of speech output in the rooms. As soon as the volume is set to 0, speech bubbles (dialogs) will automatically be shown.

Effects: The effect volume control.

Planes: With this the volume of the plane noise can be altered.

Other...

Assistant: You can disable the help of your assistant once you think you can do without her.

Advisor: The advisor will no longer be shown and cannot therefore give you any more tips.

Autosave: If this option is enabled, the game will automatically be saved at 17.00 (game time).

Fax: This will stop fax announcements from being displayed.

Real Names: Airport abbreviations are internationally established and do not always correspond to what you would expect them to be. Thus, Rome is officially abbreviated as FCO. If you enable this option, abbreviations that are somewhat clearer will be used.

Speech Bubbles: Speech bubbles will be shown even if you have enabled speech output.

Summary: This option turns off the briefing screen shown before the morning conference in Mr Uhrig's office.

Load Game...

In this menu you can reload a previously saved point in the game. For this, simply click on the entry.

Automatically saved games appear in the lowest entries and are named "Auto. Saved".

Save Game...

You can save a game at any point by clicking on one of the 11 available slots, entering a name and then clicking OK at the bottom right. The saved games can be overwritten with new saved games. The twelfth slot is reserved for the automatically saved game and is not visible here.

Regarding the following problem descriptions and suggested solutions, we do not want to put all the blame on faulty or badly installed drivers; however, experience has shown us that in most cases out of date or faulty drivers or incorrect configurations are the causes of program errors. We therefore want to eliminate the known possible sources of the error first.

Trouble Shooting Chapter 7

The most frequent problems in DirectX® games are caused by sound and graphics card drivers. If these are out of date or faulty, the program will usually end without warning, and you will find yourself back at the Windows desktop. These errors usually occur sporadically and cannot be easily explained. In this case, always obtain the latest drivers from the manufacturers of your sound and graphics cards first. You can usually find out on the Internet or by telephone from the manufacturer concerned where and how to obtain these.

Sometimes other programs that, at first glance, appear to have nothing to do with Airline Tycoon Evolution are involved in programme crashes. In the event of problems, we strongly recommend that you first close all programs before playing Airline Tycoon Evolution (this also goes for the Office start bar!).

In rare cases, faulty hardware or resource conflicts can also lead to errors.

Below, you will find an extract of the most frequent errors and a suggested solution. If all efforts fail to help, you should read the **Feedback Tool** section.

The screen stays dark when the game starts

First of all, check that you have installed DirectX® correctly. If in doubt, install DirectX® again from scratch. The DirectX® installation program occasionally asks if it should replace certain drivers. You should confirm these questions, certainly on the second attempt. Otherwise, the drivers will not be replaced.

Another possibility is to manually enable the desired screen resolution initially. Airline Tycoon Evolution uses a 640x480 resolution and high colour (16 Bit). For details of how to change the resolution, please refer to your Windows documentation.

The game crashes immediately when run

Ensure that your hard disk (normally C:\) has adequate space available (20-30 Mb - however, this depends on the main memory) to store the temporary files. Therefore, the less main memory, the more hard disk space needs to be available.

Possibly, DirectX® is incorrectly installed or not installed at all. Install DirectX® again by going to the DirectX® directory on the Airline Tycoon Evolution CD and running the file DXSETUP.EXE. In either case, you should restart your computer afterwards.

If you occasionally also have problems with other games, we recommend that you completely reinstall Windows®. It is not sufficient, however, to overwrite the old version. You must first remove the previous version and then reinstall Windows. Before doing this, you must always perform a data backup as otherwise, important files may be irretrievably lost.

The game crashes while playing

If the crashes occur periodically, faulty drivers are probably the cause. First of all, obtain the latest DirectX® compatible drivers for your sound and graphics cards. You will usually find these on the Internet on the site for the relevant manufacturer of your graphics or sound card.

Trouble Shooting Chapter 7

Close all programs running in the background before starting Airline Tycoon Evolution. This also applies to toolbars, such as the "Office Shortcut Bar".

If you still experience periodic errors, you should switch off all sound effects as a test and attempt a test game. If Airline Tycoon Evolution runs properly without sound effects, it is more than likely that you do not have the latest driver installed for your sound card. Particularly for owners of an AWE 64, we strongly recommend that you install the latest driver (<http://www.creativelabs.com>).

You can get the latest information and trouble-shooting sections on our web site <http://www.spellbound.de>

I do not hear any music

For playing the background music, Airline Tycoon Evolution uses the Windows® MIDI output. If you do not hear any background music, you should first check the volume settings in Airline Tycoon Evolution and your loudspeakers. Next, you should check whether the Windows® MIDI output is functioning normally under Windows®. For this, simply double-click on a MIDI file, e.g. the file Swing.mid in the DATA\SOUND directory on the Airline Tycoon Evolution CD.

If you cannot play the file or you do not hear anything, your MIDI output is incorrectly configured and you should reinstall your sound card driver. Note: after installing the sound card, you need to rerun the DirectX® installation.

I do not hear any sound effects

First check whether the volume controls in Airline Tycoon Evolution are correctly set (refer to the **Options** section for more information). Remember to check your loudspeakers.

If the error continues, you should restart Windows®. When Windows® starts up you should hear a short jingle. If you cannot hear this, then you should reinstall your sound card. Note, after installing the sound card, you need to rerun the DirectX® installation.

The mouse cursor does not move properly, is jerky or is not visible

This may occur if you have installed an out of date or faulty graphics card driver. You should obtain the latest version from your dealer or the card manufacturer and install this. Do not forget that, afterwards, you will need to rerun the DirectX® installation and restart Windows®.

If this does not work, you can use the original Windows® mouse cursor.

Technical Support Chapter 8

If you encounter problems during the installation of, or whilst playing your game, please follow the directions below to obtain help:

Online help - www.montecristogames.com

Go to the SUPPORT section where we have put together the principal problems encountered along with their solutions.

Direct help:

If you would like to obtain help on a specific problem, you can contact us:

- by phone - **+33 1 40 39 12 31** from 9am to 6pm, Monday to Friday.
- by email support@montecristogames.com

Before contacting technical support, please have ready the following:

- *the configuration of your PC (RAM, MHz, Video and Sound Cards).*
- *a detailed description of the problem (error message, at what moment the problem arrives).*
- *a pen and paper in order to take any necessary notes.*
- *an immediate access to your PC (support will be quicker and more efficient if you are guided through step by step).*

chapter 9 Credits

Spellbound

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Further information about Airline Tycoon

Evolution on our homepage

<http://www.spellbound.de>

Notes

Lined area for notes.

