

### EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

### PRECAUTIONS TO TAKE DURING USE

- The PC compact disc is intended for use exclusively on IBM compatible systems with the minimum configurations specified on the system requirements of the game purchased.
- Do not stand too close to the screen. Sit a good distance away from the monitor as far away as the length of the cable allows.
- Avoid playing 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 at least 10 to 15 minutes per hour while playing a video game.

### HANDLING YOUR COMPACT DISC

Avoid bending the disc. Do not touch, smudge or scratch its surface. Do not leave the disc in direct sunlight or near a radiator or other source of heat. Take occasional rest breaks during extended play. Always store the disc in its protective case.

### ESRB RATING

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

### CONTACTING TECH SUPPORT:

If you have a technical problem with the game, our Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please feel free to contact us via email, fax, telephone or letter. (When contacting us via email or fax, please ensure to put the game title in the subject of your message.)

#### Assistance Via the World Wide Web:

The fastest way to answer most questions is by visiting our online support. You may find the latest support information for **Spring Break** at <http://www.eidosinteractive.com/support/index.html>. Our support FAQs are available 24-7 for your convenience. These pages are updated frequently and have the same information that our support techs will use to answer your question if you call or email us. The answers to about 90% of the questions we are asked can be found there, so it really is worth the time to take a look!

The second fastest way to get an answer to your question is to email us. (You will find our email submission forms at our web site.) We typically respond to email queries within 24-48 hours during the business week. Response times can be considerably longer over the weekend, holidays and immediately after a product release. It all depends on how many people we have working and how much email is coming in at any one time, but we do try really hard to get you the right answer as quickly as possible. Weekdays, excluding holidays, during the hours when the phones are open, we still give email questions our highest priority.

Through this site you will also have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available.

#### Assistance via Telephone or Fax:

We are available to take your calls Monday through Friday between 9:00 a.m. and 5:00 p.m., Pacific Time at (415) 615-6220 (voice) or (415) 547-1201 (fax). Our tech support department is closed on all major holidays. **Note: You are responsible for all toll charges when calling.**

To ensure the quickest service you will need to be at your computer and have the following information at hand:

- A complete listing of your computer's hardware. (Contact your computer manufacturer if you are unsure.)
- What version of Windows® you are using.
- A copy of your DirectX Diagnostics report.
  - Click **Start**
  - Click **Run**
  - Type *dxdiag*
  - Click **OK**
  - Click the **Save Information** button and save the file to your computer.
  - When you call our Technical Support line either have this file open or have a printed copy. If you send an email query you may attach the file to the email.
- What error message(s), if any, you have had.
- How the game is currently configured.

### NOTE: OUR SUPPORT AGENTS DO NOT HAVE AND WILL NOT GIVE GAME HINTS STRATEGIES OR CODES

#### Product Return Procedure:

In the event our support agents determine that your game disk is defective, you will need to forward material directly to us, please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you a authorization number that must be included and you will need to include a daytime phone number so that we may contact you if necessary. **Any materials not containing this authorization number will be returned to you unprocessed and unopened.** Your postage paid package should be sent to the following address:

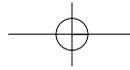
Eidos Interactive Customer Services  
651 Brannan Street, suite 400  
San Francisco, CA 94107  
RMA# (include your authorization number here)

#### Warranty Policy

If our technicians determine that the product storage medium is found to be defective with ninety (90) days of original purchase (as described in Eidos Interactive's Limited Warranty and unless otherwise provided by applicable law) Eidos Interactive will replace the item, free of charge, to the original purchaser, if the item is accompanied by the original dated sales receipt, packaging and RMA#. If you do not have the original receipt or the warranty period has expired, Eidos Interactive will replace the disk for a nominal fee.

**Note: You are responsible for postage for your game to our service center.**

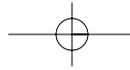
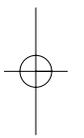
**REGISTER YOUR GAME AT**  
**[www.eidosregistration.com](http://www.eidosregistration.com)**



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**INSIDE FRONT COVER**

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# INSTALLATION

The beaches are empty, the islands deserted. It will stay that way until you install the game and start playing ... here's how:

## System Req's

Before you install VIRTUAL RESORT: SPRING BREAK™, make sure your computer has everything you need to begin playing; otherwise it may be a very quick trip. **Please note SPRING BREAK requires DirectX 8.1 or higher to run.**

### minimum specs

**OS:** Windows 98/Me/XP

**CPU:** PII 450MHz or equivalent

**RAM:** 128MB

**VIDEO:** DirectX 8.1 compatible graphics card

**SOUND:** DirectX 8.1 compatible sound card

**CD:** 16x CD-ROM Drive

**INPUT:** Keyboard/mouse

**HARD DRIVE:** 950MB of free hard drive space to run. More required for save game files

### recommended specs

**CPU:** PIII 800MHz or faster

**RAM:** 256MB

**VIDEO:** 16MB DirectX 8.1 compatible graphics card

**SOUND:** DirectX 8.1 compatible sound card with 3D sound support

**INPUT:** Keyboard/mouse wheel

## Installing SPRING BREAK

Once Windows 98/Me/XP has loaded on your computer, place the SPRING BREAK CD in your CD-ROM drive. Windows automatically detects the CD and an Autorun menu appears on the screen, presenting you with a list of options. If this is the first time you've installed SPRING BREAK, click INSTALL GAME and follow the onscreen instructions.

**NOTE:** Should Windows fail to automatically detect the CD and the Autorun menu doesn't appear, then double-click MY COMPUTER on your desktop and then double-click your CD-ROM drive icon. Now double-click the SETUP.EXE file from the root directory of the CD and follow the onscreen instructions.

### config

After installation is completed, you can choose from a variety of 3D sound providers by clicking the CONFIG button on the Autorun menu and selecting from the drop-down menu. Click the TEST button to test if that configuration works with your system. If you hear a sound, then it's OK. If you don't hear a sound, select another one and try again.

## Microsoft DirectX

DirectX is a tool from Microsoft that provides improved graphical and sound quality and performance to your computer. SPRING BREAK requires that DirectX 8.0a or higher be installed on your system in order to run. We have included the very latest version of DirectX with the

game (at the time of release this was DirectX 8.1b). It automatically checks your system and installs runtime components as necessary at the end of the installation. If you need to reinstall DirectX, follow the instructions below.

**NOTE:** DirectX is a system component. After installation, the DirectX 8.x runtime cannot be uninstalled without reinstalling your operating system. DirectX 8.1 is already included in Microsoft Windows XP. Attempting to install the DirectX 8.1 runtimes on Windows XP will have no effect.

### from the autorun menu

1. Once Windows 98/Me/XP has loaded on your computer, place the SPRING BREAK CD in the CD drive.
2. Windows automatically detects the CD and an Autorun menu appears on the screen, presenting a list of options.
3. Click the INSTALL DIRECTX 8.1 button and follow the onscreen instructions.

### manually installing DirectX from the SPRING BREAK CD

1. Place the SPRING BREAK CD in the CD Drive and open Windows Explorer.
  2. Locate the DirectX.exe file in the root directory of the SPRING BREAK CD and double-click it.
  3. Follow the onscreen instructions.
- Only the most recent version of DirectX is available for download from the Microsoft Web site. You can download and install this free version for the Microsoft Windows 98 and Windows 2000 operating systems.

**NOTE:** Microsoft does not recommend that you attempt to install earlier versions of DirectX. To download

and install the latest version of DirectX, click the link to the following web site:  
<http://www.microsoft.com/directx/homeuser/downloads/default.asp>

## Starting SPRING BREAK

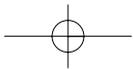
If installation is successful, you return to the Autorun menu where the button PLAY SPRING BREAK is now visible. Click this button to launch SPRING BREAK.

You can also start SPRING BREAK by clicking the START button on the Windows taskbar, highlighting Programs\Eidos Interactive\Spring Break\ and then clicking SPRING BREAK. The game will now launch. If you choose to place a SPRING BREAK icon on your desktop at the end of the installation, you can also launch the game by double-clicking this icon.

## Uninstalling SPRING BREAK

In the unlikely event that you want to uninstall SPRING BREAK, point your cursor at Start\Programs\Eidos Interactive\Spring Break\, click UNINSTALL SPRING BREAK and follow the onscreen instructions.

Should this fail to work, click Start\Settings\Control Panel\ and double-click the ADD/REMOVE PROGRAMS icon. Scroll down the list until you see SPRING BREAK and then click ADD/REMOVE to uninstall the game. SPRING BREAK can also be uninstalled from the Autorun menu by clicking the appropriate option.



# INTRODUCTION

Think fun, sun and sand and you're halfway there. **SPRING BREAK** realistically simulates real life beach resorts and human behaviors, while trying not to take itself too seriously — in fact not very seriously at all. As the owner of the resorts, you need to react to the needs of your guests, manipulate prices and deal with the day-to-day running of your human playground. You are there to provide the best possible holiday experience for your guests while trying to make a quick buck for yourself. Along the way, they'll experience all the joys and the headaches of a typical package holiday; from romance and excitement to discovering that too much partying and sun really is a bad thing.

## winning

Each scenario in the game has certain objectives that must be met in order for you to complete the level and progress to the next one. Failure to do so would mean bankruptcy and ultimately losing the game.

## this manual

We all know that people rarely read manuals no matter how hard we try to spice them up with a wit and humor. The average player just stampedes through the game until he or she gets stuck. So for all those casual manual readers we've tried to organize the chapters in the order that you may need them, while still maintaining a degree of continuity for those few willing to read the manual from cover to cover.

But wait, help is at hand...

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## readme file

There is a Readme file (called `readme.txt`) in the root directory of the **SPRING BREAK** CD-ROM, giving a rundown of any last minute changes that didn't make it into the manual.

## tooltips

Resting your cursor over certain graphics in the game, such as buttons, icons or buildings, will display a tooltip — a small box providing simple information on that item. Handy if you're not quite familiar with all the functions of **SPRING BREAK**.

## Manual Conventions

Throughout **SPRING BREAK™** and this manual, we refer to the following common conventions that are simple for new players and familiar to more established gamers.

**CLICK:** Pressing the left mouse button. Generally used to confirm all actions in the game, such as laying a building or clicking a button.

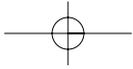
**DOUBLE-CLICK:** There may be some instances where you'll need to double-click the left-mouse button (press the mouse button twice quickly in succession).

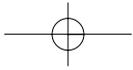
**RIGHT-CLICK:** Pressing the right mouse button. Generally used in-game to scroll the screen (hold down). Also cancels follow-cams.

**MOUSE WHEEL:** If it's supported by your mouse, you can use the mouse wheel to move scrollbars up and down and rotate building and scenery objects depending on what is currently active in the Main Window.



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# THE MENUS

## THE MAIN MENU

The Main Menu displayed at the start of the game is your portal into the **SPRING BREAK** experience.

### starting a new game

To start a brand new game, click **START** from the Main Menu. You are taken to the Map screen displaying the 12 scenarios in **SPRING BREAK**. Only the first three scenarios are available when you first start **SPRING BREAK**. As you meet the objectives and complete the current scenario the next one will be unlocked and become available.

### continuing an existing game

To continue an existing game from the point you last saved, click **LOAD** from the Main Menu, click the saved game you wish to load and then click the **LOAD** button. Your saved game will now load. If you have multiple saved games, you can click the arrows at the side of the screen to scroll through and find the one you want to load.

### sandbox mode

Sandbox Mode offers you free rein to create the resort of your dreams on any previously completed scenario without the need to meet the original objectives. Only buildings and islands that you've unlocked through completing the scenarios in the normal game will be available to you.

### credits

A lot of people have worked long hours to bring you the wonderful experience that is **SPRING BREAK**. To see who was behind it all, you can view the credits from the Extras Menu (available from the Main Menu).

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## THE MAP SCREEN

When you start a new game, continue an existing game or want to play in Sandbox Mode, you are taken to the Map screen. The Map screen details your progress through **SPRING BREAK**, highlighting the islands as they become available. Clicking an island will display information about the selected scenario on the right side of the screen. Once you have selected a scenario to play, click the **PLAY** button. You can only play scenarios that you've already unlocked.



### loading a saved game

You can load a previously saved game at any time during **SPRING BREAK**. Click the **LOAD GAME** button to open the Load Scenario panel. Select a game and click **LOAD**. Your saved game will now load. Please note you will lose your current game unless you save the game beforehand! You can also load saved games from the Main Menu.



### restarting a scenario

Your resort has fallen into a dilapidated state and guests are leaving faster than jet setters who just maxed out their credit cards? Then click **RESTART SCENARIO** to replay the scenario from the beginning.



### changing your video settings

From the ingame Video Menu you can configure various display options within **SPRING BREAK**.



### RESOLUTIONS:

Depending on your graphics card, you can choose up to four resolutions (640x480, 800x600, 1024x768 and 1200x960) to display the game in by clicking the **SCREEN RESOLUTION** box and selecting



Exit

a resolution from the drop down menu. The higher the resolution, the better the game will look, but performance on slower machines may be affected. If a resolution is not displayed on the menu, then it's unsupported by your video card. Please contact your hardware manufacturer for details.

**INCREASING PERFORMANCE:** If **SPRING BREAK** seems to be running slowly, you can try toggling the **SEA EFFECTS** (animating sea) and **LIGHTING EFFECTS** (all nighttime lights on buildings and scenery items and the shadows cast by buildings) **OFF** to increase performance.

**OBJECT OUTLINES:** Outlines characters when they go behind stuff. Defaulted to **OFF** as we're not fans, but hey, some people like it so it's there if you want to use it.

**NUDGE SCROLLING:** The Map Area scrolls when you place the cursor at the edge of the screen. Again, you may like it ... we do, so it's defaulted to **ON**.

### changing your sound settings

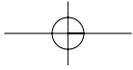
You can alter both the volume of the **MUSIC** and **SOUND EFFECTS** in **SPRING BREAK** by clicking the appropriate volume control and sliding it to the left to decrease and to the right to increase the volume.

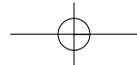


### exit to main menu

Returns to the Main Menu. **NOTE:** You will lose your current progress unless you save the game first!

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# GAME BASICS



If you've never played this type of game before, it's important to understand the basic terminology and controls used throughout this manual and **SPRING BREAK**. We've already touched upon the control terminology used. You cannot directly control what the guests at your resort do, but you can influence their decisions!

## The Main Window

This is your view into the wonderful microcosm of **SPRING BREAK**. You not only watch the daily lives of all your guests here, but you can select your guests and buildings to find out more about them, plan and build your resort and even manipulate certain buildings in a bid to try and keep your moody guests happy. The Main Window is divided into the Interface and the Map Area.

## The Map Area

This area is used to control the view of your resort. Everything you see and control is within the Map Area of the game.

### selecting within the map area

Clicking a building, a staff member, a guest or piece of scenery will display certain characteristics relevant to them. For example, clicking a guest will select him or her and open a panel with information specific to that guest.

### scrolling the map area

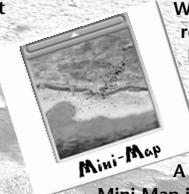
**NUDGE SCROLL:** Move the mouse cursor to the edge of the screen in any direction and hold it there; your viewpoint will shift in that direction.

**CURSOR KEYS SCROLL:** You can also use the cursor keys to scroll the map. If this is your preferred scrolling method, Nudge Scrolling can be disabled from the ingame Options Menu.

**FAST SCROLL:** Nudge scroll not quick enough? Then hold down the right mouse button and, while keeping the button pressed, move your mouse cursor around the screen. You'll notice the viewpoint will follow your movement — this is handy for the larger levels later when you need to scroll somewhere quickly.

### mini-map

At the top left of the Main Window is a miniature representation of the overall Map Area — the Mini-Map. Buildings in your resort are shown as blue, staff are detailed by red and guests are represented by black.



A rectangular green box on the Mini-Map indicates the currently visible proportion of the Map Area. By clicking anywhere on the Mini-Map you can jump to that part of the Map Area. Click the **ARROW** button at the top of the Mini-Map to minimize it.

### objectives counter

When you start a scenario, a counter for any specific objectives is shown on the small panel to the left of the Main Window. This counter provides indispensable at-a-glance information on how close you are to achieving an objective. The Objectives Counter Map Area can be minimized in the same way as the Mini-Map.



## The Interface

The Interface at the bottom of the Main Window allows full control over all manner of things in SPRING BREAK. Here's a brief description of the main functions and controls:

**BUILD BUTTON:** Opens the Construction panel, where you can browse available building types, find out their characteristics and start construction of these buildings within your resort.

**SCENERY BUTTON:** Opens the Scenery panel, where you can browse available scenery items, see their characteristics and buy them for your resort.

### GUEST AND BUILDING BROWSER

**BUTTON:** Launches the Guest and Building Browser panel, a browser that offers various filters that allow you to view specific summary data about guests and buildings within your resort.

**FINANCE BUTTON:** Opens the Finance panel, offering you an overview of your finances.

**CAMERA BUTTON:** Switches the main display to Camera Mode. This overlays an Olympus-style viewfinder and lets you take photographs of your guests and resort.

**ZOOM IN:** There are three levels of zoom available for your pleasure: CLOSE, NORMAL and FAR. You can also use the **PgUp** and **PgDn** keys on your keyboard to execute the same function.

**GAME SPEED:** You can select NORMAL, FAST and LIGHTNING speeds to run the game at. You can also use the + and - keys to increase and decrease the speed respectively

**NORMAL:** SPRING BREAK will run at a moderate speed.

**FAST:** The game will run at twice the normal speed.

**LIGHTNING:** The game will run at four times normal speed.

**RESORT RATING:** The resort rating, a one- to five-star value, is a

barometer of the overall mood of guests in the resort at the current time — the happier the guests, the higher the rating.

Clicking the STAR button next to the Resort Rating will display an overview of statistics for your

current resort: the Map Area-area size, weather conditions, average temperature, known hazards, male/female appeal, total amount of guests, staff and buildings, the number of scenery objects and the total amount of litter strewn about.

**CURRENT TIME:** Details the current time of day displayed as a 24-hour clock.

**ARRIVAL TIME:** Indicates the time that the next ship or bus is due to arrive at your resort. Clicking the ARRIVAL button will display an overview of the scheduled arrival times and other useful information.

**CASH:** Displays the cash available to spend on your resort. Or not as the case may be. Clicking the CASH button opens the Finance panel.

**POWER OUTPUT AND USAGE:** The yellow bar represents the total amount of power your generators are outputting. The red bar indicates total power usage by all the buildings within your resort. Clicking the POWER button to the left of the power consumption bars will display the Power Information panel.

**MESSAGE TICKER:** Lists important messages from your staff or general information about your resort. Clicking the ARROW button to the right of the Ticker displays the message history. Clicking the ARROW to the right of the message focuses your view over the source of the report, if still applicable.

**STAFF SHORTCUTS:** Each photograph represents one of your staff types. If a photo is blank, that staff type is unavailable on the current scenario. If a photo is semi-transparent, you don't have any of that staff type employed. Constantly clicking a photo will shift your view between each staff member of that type. Right-clicking a photo opens the Staff Control panel.

**OBJECTIVES:** Displays the current scenario briefing, the objectives for the level and your progress toward achieving them.

**OPTIONS:** Accesses the ingame Options Menu, with controls for adjusting sound volumes and graphics settings, loading and saving

games, restarting a scenario and quitting to the Main Menu.

**GIPAMP MP3 PLAYER:** SPRING BREAK offers a built-in Mp3 player with full control over the game's fantastic soundtrack. It also allows you to create playlists with your own Mp3s.



Build



Scenery



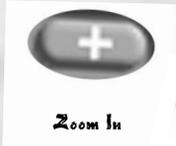
Guest/Building Browser



Finance



Camera



Zoom In



Zoom Out



Normal Speed



Fast Speed



Lightning Speed



Resort Rating



Star



24-Hour Clock



Ship Arrival



Bus Arrival



Cash



Power Bar



Power Information



Message Ticker



Staff Shortcuts



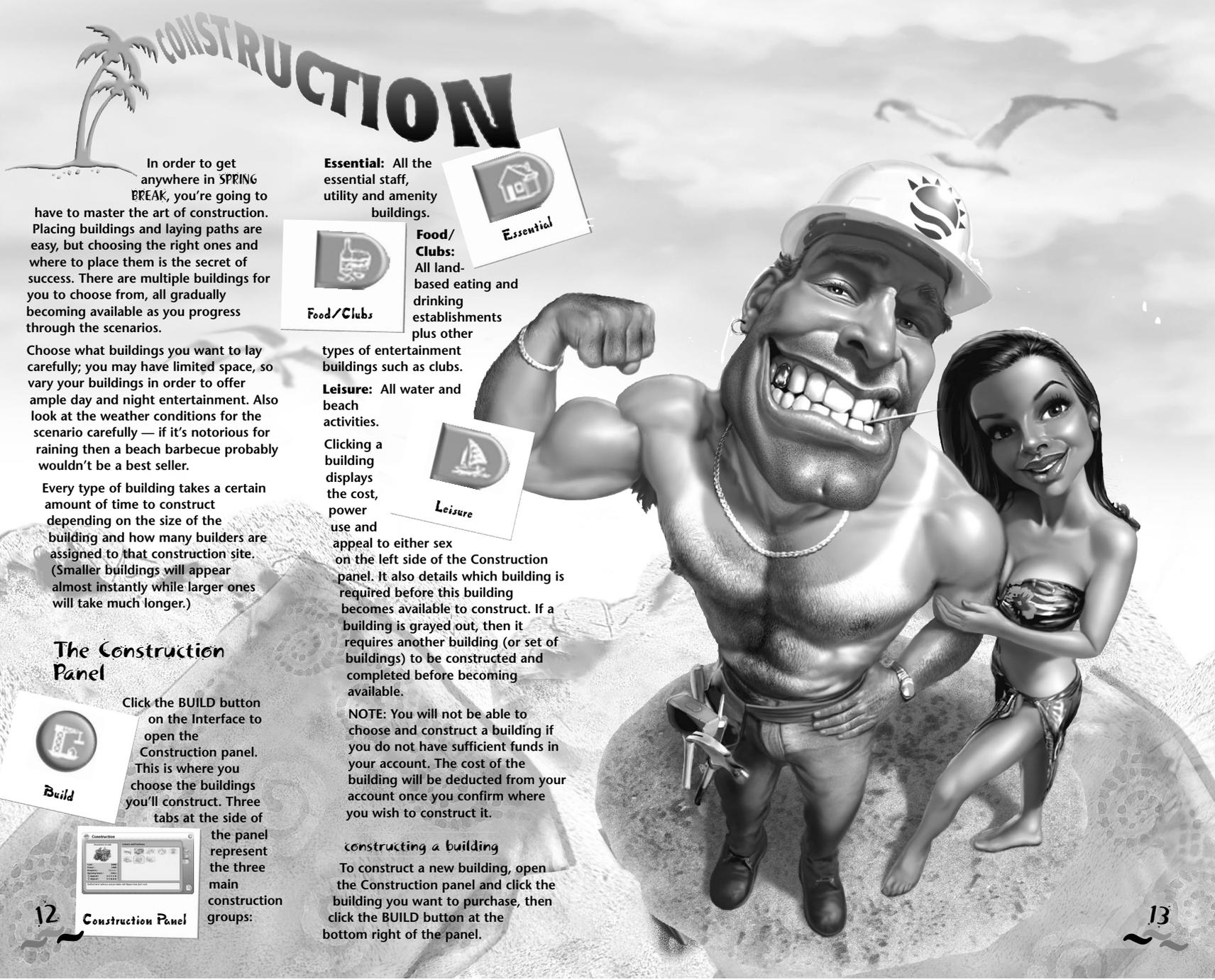
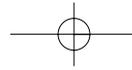
Objectives



Options



Mp3 Player



# CONSTRUCTION

In order to get anywhere in **SPRING BREAK**, you're going to have to master the art of construction. Placing buildings and laying paths are easy, but choosing the right ones and where to place them is the secret of success. There are multiple buildings for you to choose from, all gradually becoming available as you progress through the scenarios.

Choose what buildings you want to lay carefully; you may have limited space, so vary your buildings in order to offer ample day and night entertainment. Also look at the weather conditions for the scenario carefully — if it's notorious for raining then a beach barbecue probably wouldn't be a best seller.

Every type of building takes a certain amount of time to construct depending on the size of the building and how many builders are assigned to that construction site. (Smaller buildings will appear almost instantly while larger ones will take much longer.)

## The Construction Panel

Click the **BUILD** button on the Interface to open the Construction panel. This is where you choose the buildings you'll construct. Three tabs at the side of



Construction Panel

**Essential:** All the essential staff, utility and amenity buildings.



Food/Clubs

**Food/Clubs:** All land-based eating and drinking establishments plus other



Essential

types of entertainment buildings such as clubs.

**Leisure:** All water and beach activities.

Clicking a building displays the cost, power use and



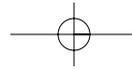
Leisure

appeal to either sex on the left side of the Construction panel. It also details which building is required before this building becomes available to construct. If a building is grayed out, then it requires another building (or set of buildings) to be constructed and completed before becoming available.

**NOTE:** You will not be able to choose and construct a building if you do not have sufficient funds in your account. The cost of the building will be deducted from your account once you confirm where you wish to construct it.

constructing a building

To construct a new building, open the Construction panel and click the building you want to purchase, then click the **BUILD** button at the bottom right of the panel.



Your cursor will change to a preview of the building and its floor plan. Whenever the placement of a building is unsuitable, the building will become semi-transparent and a red mark will appear indicating the invalid placement point. When a placement is valid, the preview of the building will be solid; click once and the framework of the building will be placed on the Map Area ready for your builders to begin constructing. Your builders will start work on the new building immediately unless they are tending to other jobs at the time, in which case as many as are available will head towards the new construction site.

NOTE: Its important that you don't place too many buildings down in one go, otherwise you may end up spreading your builders around too thinly. Two builders attending a building will complete the job in half the time, three in a third, etc.

You can rotate a currently selected building by pressing the **Spacebar** or pushing the mouse wheel up or down before you've confirmed placement of the building. This can sometimes allow you fit the structure into a tight spot as the width and length of buildings may vary dramatically.

### selling a building

All buildings can be sold for about 75% of their original cost price. Selling a building removes it and any staff associated with it from the game world. Click the building you want to sell and then click the **DEMOLISH** button at the left corner of the panel. The building will then be ready for your builders to dismantle as soon as any become available. Once a building has been dismantled the funds are deposited in your account. Click a building at any time to display the progress of the dismantling.



Demolish



Go To

## The Building Information Panel

Clicking a building displays the Building Information panel that allows you direct control over a wealth of options available to that specific building. The name of the building is shown at the top of the panel;



Building Info

clicking the **ARROWS** on either side of the building name scrolls through all the buildings within your resort. There are four tabs on the Building Information panel

(though this can vary from building to building):

**CASH FLOW:** Details the income, costs, daily profit and average profit of that building and allows you to adjust prices associated with that building.

**REPAIR:** Lists the building's repair state, the amount of power being consumed, its age, last and total breakdowns, the maintenance inspection shifts and repair status.

**THOUGHTS:** Shows the current like and dislike thoughts of all the guests that have visited that building today. Clicking the **GOTO** button to the right of a guest's name will open up the individual Guest Information panel.



Cash Flow



Repair



Thoughts



Settings

**SETTINGS:** Details specifics relevant to that building. For example, how many empty rooms are available in your hotel

or which events can be arranged on Beach Event Stage. If the Settings tab is not present, that building does not have any additional information or settings to be altered.

In addition to the information offered within these tabs, the left side of the Building Information panel details the guest capacity and opening hours of the building. Below this are two buttons: **OPEN** and **CLOSE**. Clicking either will open or close the building to your guests, handy if you need to make urgent repairs to a building and don't wish the guests to continue using it.

### repairing and maintaining buildings

All buildings have an associated "repair state." As buildings fall into a poor and ultimately dangerous repair state they will only work at reduced efficiency or close down completely. Guests will also become dismayed if they happen to use or walk past a building and find it in an unacceptable state. Details of a building's repair state can be found on the Maintenance tab. If a building requires urgent attention, click the **CALL MECHANIC** button at the bottom of the panel. Only a Mechanic can repair buildings.

### power consumption

Every building within the resort requires power to run. On the Interface is a power consumption bar that shows your total current power output as yellow and current resort usage as red. The bars begin to flash when your resort is



Power Bar

using more power than you are generating. Some buildings automatically shut down until there is sufficient power to run them. Keeping your Power Generators in good repair is vitally important if you don't want to plunge your resort into darkness. When a building doesn't have sufficient power, a Power icon appears above it.

## the power information panel

Clicking the **POWER** button next to the power consumption bars on the Interface bar displays the Power Information panel. This panel has two tabs:



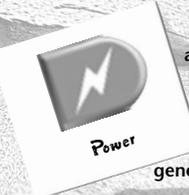
Power



Power Info

**POWER:** Lists the repair state and consequent power output of each of your Power Generators with total output and demand displayed at the bottom. Click the **ARROW** to the right of any generator to be taken directly to it.

**OUTAGE:** Details any buildings that are suffering a power outage. Click the arrow to the right of each building name to view that building.



Power



Outage

## The Scenery Panel

Guests love a beautiful resort and you can choose to lay various scenery items such as paths, benches, plants and lights from the Scenery panel accessed by clicking the SCENERY button on the Interface. Placing a scenery item works in the same way as placing a building except there's no construction time added — all scenery items appear immediately.

Seven tabs represent the different types of scenery items you can place: paths, furniture, plants, bushes, ornaments, trees and advertising boards. As you click each scenery item its cost and appeal rating is shown at the top of the panel (if applicable).

Unlike most other panels in **SPRING BREAK**, the Scenery panel has a couple of extra controls:

**IN:** Minimizes the Scenery panel to the side of the screen.

**OUT:** Returns the Scenery panel back to its original size.

**CLOSE:** Closes the Scenery panel.



Scenery



Scenery Panel

### the importance of paths

Guests don't like aimlessly wandering around for hours trying to find things to do. They like to be guided there and the best way of doing this is through paths. Paths are very important to the success of your resort — guests are unlikely to use any attractions or amenities unless there is a path to take them there!

It's also important that you plan your paths carefully — try to keep them simple so they guide your guests around your resort. Paths can only be built on solid land that is clear of any obstructions; they cannot be built on beaches, on water, through trees and rocks or over other buildings.

### laying paths

From the **PATH** tab on the Scenery panel, click a piece of paving and your cursor will change to a preview of that piece of path. Now click the Map Area to lay a piece of paving and it will be placed immediately.

If any part of the path goes red, it indicates that the path cannot be laid at that point. Laying a segment of paving next to an existing one automatically joins them together. Holding down the left-mouse button allows you to lay paving down, as though you were "painting" on the Map Area — saving you trouble of having to click each path piece down individually! Remember to add lights along your paths so guests can see where they're going at night.



Path

### demolishing a piece of paving or scenery item

With the Scenery panel open, click the **DEMOLISH** button from the bottom left and then click the item you want to remove. Unlike buildings, you only receive around 20%-50% of funds back for demolishing a scenery item and the item will disappear immediately from the Map Area.



Demolish

**FAULTS IN LIFETIME:** How many faults the building has had. If a building has had a high number of faults, you should decrease the gap between the amounts of days your mechanics come to visit.

**AGE:** The age of the building. Older buildings are more prone to breaking down so require more regular maintenance trips from your mechanics.

**POWER CONSUMPTION:** The amount of Power the building is consuming.

**INCOME TODAY:** How much income each building has had so far today.

**COSTS TODAY:** The amount of costs incurred by that building so far today.

**PROFIT TODAY:** Total amount of profit the building has made today.

**AVERAGE PROFIT:** An average profit for the building over the life of the building.

**CUSTOMERS TODAY:** The amount of customers the building has had so far today.

**POPULARITY TODAY:** How popular the building is compared to the others today.

**OPEN:** Whether a building is currently open ...

**CLOSED:** ... or closed.

## Guest and Building Browser (building side)

The Guest and Building Browser allows you to scroll through a complete list of all the buildings and guests currently within your resort, detailing overall statistics. For now we are just covering the building side of the Browser. Please see "The Guest and Building Browser (guest side)" on page 22 for information about the guest side.

The list of buildings in the browser can be ordered by a variety of different criteria. To view the options for buildings, click the **DOWN ARROW** button at the top of the Guest and Building browser. Then, clicking one of the following filters will reorder the list so that entries toward the top have the greatest value.

The filters available are:

**ALL:** Lists all buildings alphabetically.

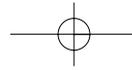
**REPAIR STATE:** Shows the current repair state of your buildings.



Down Arrow



Guest/Building Browser



# THE GUESTS



Guests are the single most important things within your resort and by Jove they can be a hard bunch to please. Guests like to complain about anything and everything unless it suits their personal requirements and expectations. But not every guest desires the same thing — during the day some may like to lounge around sipping piña colodas or chilling out in cafés. Others demand more thrilling entertainment like jet skis and beach discos, or just want to get away. By evening, quiet guests come out of their shells and begin to demand other types of entertainment such as romantic meals at restaurants and clubs where they can style on the dance floor.

**SHINY HAPPY PEOPLE:** As fickle as they are, guests are your only source of income. But they aren't all rich; most guests only have a limited amount of hard-earned cash to spend and they choose carefully what to spend it on. Offer lots of varying attractions to your guests and they'll respond by spending oodles of cash, praising your resort and encouraging more people to vacation there — while at the same time making you a packet. Everyone's happy!

**DRASTIC ACTION:** Pleasing guests is not a walk in the park though. Whenever the guests' opinion counters reach very low values, the guest is left with little choice other than to leave the resort. Soon other guests will follow — jumping on the next boat or bus out of there. No guests, no money. No money, you can kiss your chances of success goodbye.

## Listening to Your Guests

Responding to feedback from the guests is vitally important in ensuring a smooth running, profitable resort. Feedback from guests comes in a number of guises: the Thumb System and the Smileys offer a simple visual representation of the guests' mood. The Guest Information panel goes into more depth, allowing you to identify exactly what's troubling them.

### the thumb system

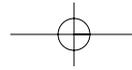
Thumbs up! Or down as the case may be. When guests see or use something they like, be it eating a tasty burger, admiring the cleanliness of your rest rooms or applauding the celebrities on display, then a "thumbs up" will appear above their heads. If they disapprove of something, say a newly arranged mess on the floor, they'll give it a "thumbs down" and walk off in a snit. Not a good thing as they'll probably end up telling their friends.



Thumbs Up



Thumbs Down



### smileys

When you click a guest, a small Smiley appears above the guest's head. There are five Smileys that indicate the guest's mood:



Smiley 1

**SMILEY 1:** The guest is as happy as pie, ready to spend loads of money, and will probably even tell the folks back home how good the holiday was.



Smiley 2

**SMILEY 2:** The guest is in a pretty good mood, though it's not the best vacation ever.



Smiley 3

**SMILEY 3:** Not bad, though the guest is feeling a little bored and let down about your resort. This baby needs more entertainment!



Smiley 4

**SMILEY 4:** Oh dear, the guest isn't a happy camper. He or she is ready to beat feet unless things pick up quick!



Smiley 5

**SMILEY 5:** No hope. This guest would rather have the company of the sharks then spend another minute in your resort.

## The Guest Information Panel



Clicking a guest opens up the Guest Information panel. This panel gives details of the

guest's desires, opinions and thoughts. Paying

close attention to the guest's opinions is vitally important when deciding what areas to address and improve and, ultimately, whether your resort becomes a huge success or a total failure.

Remember though, like most people on this planet, guests in *SPRING BREAK* are as unpredictable as the weather — they all have their own opinions and desires and can react differently in the same situation.

### guest information

The Guest Information tab offers a view to the current state of the Guest:

#### ACTIVITY NOW:

What the guest is currently doing. If the guest is wandering around doing nothing, you need to ask yourself why.

**TOP DESIRES:** What the guest is currently most looking for.

**ARRIVED ON:** What day the guest arrived.

**DEPARTING ON:** What day the guest is departing.

**CASH:** Amount of cash the guest has left to spend on the island. If the guest has a fair stack of money left, then don't just sit there — offer things to spend it on!

**SUNBURN:** How much a guest is sunburnt. Sunburnt guests aren't happy guests, so make sure that there's somewhere to get suntan lotion.

**DRUNK:** A percentage of how drunk the guest is. Once guests get to 100%, they're liable to relieve themselves at the nearest location, throw up and then fall asleep in a dark corner. Not very pleasant for the other guests!

**BLADDER:** The higher the bladder rating, the more your guests are bursting to go to the toilet. If their bladder rating gets too high and there are no toilets available, they'll just let loose there and then.

**HEADACHE:** When guests become dehydrated, they'll start complaining of headaches. It's nothing serious, just a hangover, but they'll moan without headache pills.

### guest opinions

The Guest Opinions tab lists the seven main opinions that affect your guests' everyday enjoyment of your resort. Any opinions that are in the red are spoiling their holiday and you'll need to know why. These opinions are:

**BEAUTY:** Plants, trees, lights, statues and shrubs all add to create a beautiful environment for your guests to enjoy. The more beautiful scenery items you have, the happier your guests will be.

**QUEUING:** No one likes to line up, yet people always seem intent on doing so. Only for so long, though. Eventually guests become fed up and mosey off to find something else to do.

**TOTTY:** Guests love beautiful people and everyone has hopes of a little holiday romance. The better the totty in your resort, the happier your guests will be.

**PRICE:** What the guest feels about the prices within the resort. Guests are always happier with cheap goods, but if something's popular it may be worth sneakily upping the price and making a little more profit.

**VARIETY:** Details what the guest feels about variety on the island. No one likes doing the same thing over and over again.

**CLEANLINESS:** If the guest finds the resort dirty, they'll certainly let you know about it.

**SAFETY:** Guests won't have a good time unless they feel safe within the resort. From bad water to shark attacks, there are all manner of things that can upset a guest.

**BEST:** What the guest likes most about your resort...

**WORSE:** ...and then what they don't. Take note of this, if it doesn't improve the guest will probably end up packing their bags and jumping on the nearest transport (or off the nearest bridge).

### guest thoughts

The Guest Thoughts Tab displays the selected guest's last three thoughts about your resort. Take heed of your guests' thoughts and act on them as necessary, otherwise your resort may become a very lonely place.



Guest Opinions



Guest Info



Guest Thoughts

## The Guest and Building Browser (guest side)

Click the GUEST AND BUILDING BROWSER button on the Interface to open up the Guest and Building Browser. This browser allows you to scroll through a complete list of all your guests and buildings currently within the resort with overall at-a-glance statistics. As we are only dealing with guests in this section, please see "The Guest and Building Browser (building side)" on page 17 for building information.

To view the options for guests, click the DOWN ARROW button at the top of the panel. The list can be ordered by a variety of different criteria. Clicking one of these filters will reorder the list so that entries toward the top have the greatest value. Displayed to the left of the filter menu is the amount of guests currently in your resort.

When you click one of the filter options, all guests within your resort will display a bar below their feet with the same information. The guest filter options available to you are:

**HAPPINESS %:** How happy or unhappy your guests are with your resort.

**SUNBURN %:** How sunburnt the guest is. As they roast under the sun, guests will start to demand suntan lotion. If a guest reaches

100% sunburnt and there's no suntan lotion available, that guest will be very, very unhappy.

**HEADACHE %:** When guests become dehydrated they'll start complaining of headaches. It's nothing serious; they've just had one tequila sunrise too many and are now suffering from a hangover. The higher the percentage, the more a guest will yearn for headache pills from the General Store.

**DRUNK %:** How drunk the guest is. Once they're three sheets to the wind (over 90% drunk) guests are liable to start fighting, vandalizing, becoming amorous, using the nearest location for a bathroom or throwing up there and then — none of which are particularly pleasant for the other guests.

**BLADDER %:** The higher the rating, the more your guests are bursting to go to the toilet. If their bladder rating gets too high and there are no toilets nearby, then they'll just let loose there and then — to the dismay of surrounding guests.

**SICKNESS %:** As guests indulge too much, their sickness rating increases until they can't hold on any more and start blowing chunks all over the place. Not pleasant for either your staff or the other guests.

**PRICE:** What the guest feels about the prices at the resort. Guests are always happier with cheap goods, but if something's popular it may be worth sneakily upping the price and making a little more profit.

**SAFETY:** Guests won't have a good time unless they feel safe within the resort. From lightning to shark attacks, there are all manner of things that can upset a guest so make sure you have supplied lots of cover for them.

**QUEUING:** What the guest feels about standing in line for entertainment. No one likes to line up, and guests will tolerate it only for so long. Eventually they'll become disgruntled and walk off.

**BEAUTY:** Not everyone wants to hang around beach bars partying and dancing to the latest summer sounds. Some guests like to wander around admiring the beauty of the resort before heading to the beach with their piña coladas.

**CLEANLINESS:** If the guest finds the resort dirty, he or she will certainly let you know about it.

**TOTTY:** A generic term meaning "the attractive people around them." Guests love beautiful people and everyone hopes for a little holiday romance. The better the totty in your resort the happier the guests will be. Everyone loves a lifeguard.

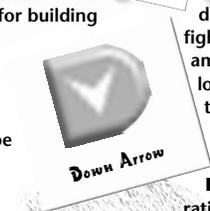
**VARIETY:** Details what the guest feels about variety on the island. No one likes doing the same thing over and over again.

**AVAILABLE CASH:** How much cash each guest has left to spend within your resort.

**CURRENT ACTIVITY:** The current activities each guest is indulging in.

**MALE:** Lists the males at your resort.

**FEMALE:** Lists the females at the resort.





# THE STAFF

Your staff are very important to success in SPRING BREAK. They maintain your resort as well as look after your guests. Without staff your resort will fall into disrepair, causing your guests to become upset and leave the island. Guests are willing to pay a lot of money to go on the vacation of their dreams, so they don't expect to end up sleeping in a shantytown listening to golden hits from the 30s.

## Staff Mood

You can control several variables, such as salary and working hours for each staff member. Before we go into detail about this, remember that there is a limit to how much you can expect your staff members to work — they're only human after all. Even if you offer them ridiculous amounts of money to work harder and faster, there will be a time when they need rest and their mood will start dropping. As with the guests, this is indicated by a Smiley and a mood percentage. When a staff member's mood drops below 50%, the worker will become so unmotivated and slovenly that he or she will probably not bother getting out of bed.

### zooming to a staff member

You can zoom to a particular staff member by clicking the corresponding



Staff Photos

photograph on the Interface. If you continue to click the same photograph, you will cycle between all the staff of that type.

If a staff member in a photograph is transparent, then you don't have any of that staff type employed. If the photograph is completely blank, then that staff type isn't available on the current scenario.

## The Staff Information Panel

Whenever you click a staff member the Staff Information panel opens. This panel allows you to manage specific details for that member of staff: his or her current activity and what he or she achieved today; the current salary and working hours; thoughts and any special orders specific to that staff member.

**INFO:** Details specifics about that staff member so you can see whether the person is working hard enough or not!



Staff Information



Info



Salary



Thoughts



Settings

**SALARY:** Allows you to alter the working hours and salary paid to that staff member (in the same way as from the Staff Control panel).

**THOUGHTS:** Shows the staff member's last three thoughts.

**SETTINGS:** Each type of staff member may have certain special orders specific to the job. The Settings tab details those specific orders and

allows you to alter them. For example, if you find that your cleaners are spending more time emptying bins than cleaning the toilets, then toggle the EMPTY BINS and CLEAN TOILETS options to OFF (so there's no tick in the box).

### relocating staff

If there's a particular area of your resort that requires attention, you can order a staff member to drop what he or she is doing and go directly there. Click the staff member and then click the RELOCATE button on the left side of the Staff Information panel. Your cursor will change to a relocation-arrow. Scroll around the Map Area and then click the location where you want the staff member to go. The person will stop working and head off in that direction.



Relocate

### calling cleaners and mechanics

If a building is in a dangerous state of disrepair, a scenery item has been vandalized or something needs urgent

cleaning, then you can call a cleaner or mechanic to attend to the problem immediately. Click either CALL MECHANIC or CALL CLEANER (as appropriate) from the Building Information panel for that item. The first staff member to complete his or her current task will head straight on over.

## The Staff Control Panel



Staff Control

The Staff Control panel allows you to quickly and easily manage all your staff in one go. You can view all the staff currently in the resort or

those of a specific type, by clicking the DOWN ARROW button next to the Staff Type box and then selecting the appropriate types you want to display from the drop down menu. The Staff Control panel also allows you to set the working hours and salary for any staff member, as well as hire new staff and fire those you no longer need.



Down Arrow

### hiring (and firing) staff

When constructed, all staff buildings come ready stocked with one staff member. Some buildings, such as the Cleaners Shack, allow you to hire a few additional staff of that type up to a maximum per building. Hiring new staff to cope with the increased passage of guests is important as your resort expands.

There are a number of other ways you can access the Staff Control panel to hire Staff. You can either click a staff member,

then click the STAFF CONTROL button at the bottom of the Staff Information panel or click the building you wish to hire new staff at and click the STAFF CONTROL button at the bottom of the Building Information panel.

To hire a staff member, open up the Staff Control panel and click the button next to "Hire a new." The staff member will appear in the browser. There are other options available:

**HIRE:** Hires new staff member of the type displayed in the Hire a new: box. Click the DOWN ARROW to the right to select a different staff type.

**DISMISS:** Dismisses the currently selected staff member from the browser. Firing staff members costs a small redundancy fee, normally around a day's salary.

#### staff salaries

Every staff member in SPRING BREAK needs to be paid a salary in order to do his or her job. Adjusting the staff's salary level can increase or decrease their motivation to work; for example, increasing a cleaner's salary may encourage that worker to work faster and harder while decreasing the salary will probably upset them.

Under the Salary column on the Staff Control panel you'll see the salary listed for every staff member of the selected type. Use the scroll bar to the right of the Staff Control panel to scroll through all your staff. Click the following buttons to change these amounts:

**INCREASE:** Increases salary amount.

**DECREASE:** Decreases salary amount.

**ALL WAGES:** Applies the change globally so all staff member of the same type have the same salary.

Adjusting staff members' salary from the Staff Information panel works exactly the same way. Click the staff member and then click the Salary tab. You'll see the same controls as detailed above.

#### staff working hours

Your staff operate in ten-hour shifts and are defaulted to work during normal daytime hours when first employed. You cannot change the length of the shift, though you can ask them to work longer hours by changing their shift time when they are still working. Word of warning though: no one likes to work too long. Pushing staff members to continually do one shift after another is likely to rub them the wrong way — eventually they'll probably stop working altogether. It's also important that you alter the working hours so that some of your staff work during the evening — guests like to party in the evening as well as during the day!

Under the Hours column on the Staff Control bar you'll see the shifts each staff member of the selected type is currently assigned to work. You can use the scroll bar to the right of the Staff Control

panel to scroll through all your staff. Working hours automatically adjust in ten-hour shifts as you increase and decrease the start and finish times.

Click the following buttons to alter the working hours:

**INCREASE:** Sets the shifts to finish later.

**DECREASE:** Sets the working shifts to start earlier.

**ALL SHIFTS:** Apply the change globally so all staff members of the same type work the same shifts.

Adjusting staff working hours from the Staff Information panel works in exactly the same way. Click the staff member and then click the HOURS tab. You'll see the same controls as detailed above.

## Staff Types

### mechanic

Nothing lasts forever and without a mechanic your possessions certainly won't last very long. All buildings and attractions need constant maintenance if they are to continue in service without falling into disrepair and being closed to your guests.

Mechanics will make regular visits to your buildings. The default is every eight hours, though you should increase or decrease this depending how popular a building is — the more use a

building gets, the greater the likelihood it has of developing problems. A mechanic will break from his daily routine to fix any buildings that require urgent attention. Can he fix it? Yes he can.

You can set the number of visits a mechanic makes to a building from the Maintenance tab within a building's Building Information panel. You can also order a mechanic to urgently attend a repair by clicking the building or piece of vandalized scenery and clicking the CALL MECHANIC button at the bottom of the Building Information panel.

### lifeguard

Every beach needs a lifeguard. Lifeguards make guests feel safe and good by being on hand to help any troubled swimmer, warn of shark attacks and generally look good walking down the beach. The more lifeguards you have, the quicker they can respond to those guests get themselves into trouble. If you find the waters are unsafe, you can have a lifeguard close that stretch of beach. Remember though, guests do not like being without water activities, so don't keep them closed too long. You can close a beach from the lifeguard's Setting' tab and also from the Sea Safety Level Settings panel on each Lifeguard Tower.

### cleaner

Cleaners are the unsung heroes of holiday resorts, walking around all day cleaning up after the melange of guests. Guests are messy, very messy. If they have

# MONEY, HONEY



to walk more than two yards to put rubbish in a bin, they'll probably just drop it on the ground instead. Ironically they hate seeing litter on the floor — there's no pleasing some people. Hire as many cleaners as you can afford and leave them to perform their duties, clearing up litter, scrubbing dirty toilets and removing "ralph" from the side of the swimming pool.

If you find that you need to focus your cleaners on emptying bins, go to the Settings tab within the Cleaner's Staff Information panel and toggle the appropriate order ON or OFF. Orders that are ticked are ON.

You can also order a cleaner to urgently cleanse something by clicking the CALL CLEANER button at the bottom of the Building Information panel for that object (such as emptying a bin or cleaning the toilets).



Holiday Rep

### holiday rep

Holiday reps routinely chat with guests to find out how they're feeling and if they're having a great time or not. As your reps wander around, they'll let you know what the guests like and dislike about your resort, and may offer some pointers as to how to deal with them.

You can adjust the amount of time your reps spend with your guests from the Settings tab in the Rep's Staff Information panel. The longer a rep chats with your guests, the better the guests will feel and the greater the improvement in their overall mood. The downside is you'll need to employ more reps as they won't be able to chat with as many guests in a day.



Security

### security guard

A few unsavory guests will always try and spoil the party by brawling and vandalizing. Hire a few security guards to keep them in order and make the other guests feel safer. If you find that guests are still being rowdy, then you can decrease the tolerance level of the security guards and increase the amount of fines they hand out. Be careful though, if your tactics are too heavy-handed, you may end up driving the other guests from your resort.

You can alter a Security Guard's tolerance level from the Settings tab in the Security Guard's Staff Information panel. You cannot alter the minor and serious fine amounts.



Builder

### builder

Builders will stand around drinking coffee and shooting the bull unless you issue new build orders. Once you place a new building to construct or request one be demolished, your builders leap into action and head toward the new construction/demo site (unless of course it's outside their working hours). Builders construct or demolish buildings in the order they are placed, spreading themselves out equally among the work. Obviously the fewer workers you have constructing a building, the longer it will take to complete, so it's better to issue a few build orders at a time than many at once.

If a building requires urgent construction, use the Relocate option (explained earlier in this section) to send your builders to work on that specific building. A maximum of six builders can work on a building at any one time.

It's about time we got down to business, and we mean serious business. Make no mistake, you may have created a small golden oasis, but without money it won't stay that way for long. Salaries need paying, new attractions need adding, maintenance needs doing and prices need to be kept low.

The surrounding landscape, however lush, will mean nothing without the very best in accommodation and entertainment. You need to do your utmost to create the ultimate resort. Your guests will tend to patronize the coolest places; if you let your resort slide, or don't keep current with your guests' preferences, then you'll see your trade start to dwindle.

The financial aspects of the game are really straightforward and simple to grasp; SPRING BREAK is about fun in the sun after all. If your bank balance is negative or less than the cost of the building you wish to purchase, then no new construction work can be carried out until you have sufficient funds in your account.

### daytime & evening business

The day and night cycles play a big role in what the guests desire. During the day, most guests like to lie around on beaches trying to get that perfect bronze tan. At night they need other forms of entertainment, for no matter how hard they try they won't get a tan in the dark. All buildings have certain opening and closing times — though some can run for 24 hours. Guests are more likely to spend larger wads of cash when you have an even balance between daytime and nighttime attractions.

## ADJUSTING PRICES

All buildings in SPRING BREAK have either a charge for the attraction or a price for the goods they sell. Increasing the amount you charge for an item to make yourself more profit is great in principle, but guests like a good deal and are liable to become upset if they feel they're being ripped off. Sometimes you may even need to lower your prices to encourage your guests.

**CASH FLOW:** This tab from a building's Building Information panel displays what items the building is selling or offering to your guests.

**MONEY:** Click either the dollar or cent to adjust that value. Sometimes increasing the price by only a few cents can make the difference between profit and loss!

**PLUS:** Increases the price of the item.

**MINUS:** Decreases the price of the item.



Prices



Cash Flow



Money



Plus/Minus

# CLIMATE & HAZARDS



Your profit for the item is shown to the right of the price and will change as you alter the prices.

## The Finance Panel

You can keep track of your finances by clicking the FINANCE button on the Interface (or the CASH FLOW button next to your current bank balance).

**OVERVIEW:** Offers you an overview of your finances, such as profit and current bank balance.

**INCOME:** Lists all your resort incomes.

**EXPENDITURE:** Details your daily expenditure.



Holidays are all about sizzling hot sunshine — but it's not all fun in the sun. This idyllic state may get interrupted with occasional bouts of adverse weather affecting what your guests want to do. And it's not just the weather — a number of things can go wrong in and around your resort, ranging from a heat wave to shark attacks. Although you can't control nature, protecting your guests from these potential killers is a priority. A deceased guest is not only a minor inconvenience, it's bad for business.

**SUNSHINE:** A lovely sunny day and everyone will indulge themselves in whatever they enjoy doing the most.  
**CLOUDY/OVERCAST:** People sunbathing will tend to get up and engage in other activities, as the perfect blaze of sunshine over the resort is under a light cloud cover.

**LIGHT RAIN:** Like the cloudy weather, guests will get up and do something else. Guests in general will not engage in new outdoor pursuits, seeking the drier comforts of restaurants and cafes or maybe going for a stroll, with some guests continuing what they do quite happily.

**HEAVY RAIN:** Even hardcore guests retreat to their rooms or similar cover for the duration of the rainfall. Guests engaged in activities such as jet-skiing will continue to brave the weather until the end of their turn before seeking cover.

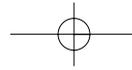
**THUNDERSTORM:** Guests still outdoors will be risking their lives. Lightning strikes will occur, potentially damaging property and injuring any lingering guests who are still intent on enjoying the great outdoors no matter what the weather.

**SHARK ATTACKS:** Sharks are bad for business. Make sure your lifeguards close any beaches when threatened by a shark attack. Remember though, guests get upset if the beaches are closed for too long.

**FOOD POISONING:** Iffy water supply? Make sure you keep you resort clean and well maintained or your guests will go a nice shade of green, vomiting their guts up.

**BEER SHORTAGE:** Guests love beer, so much so that you may encounter beer shortages of certain brands if oversold — so try and offer a varied amount. Offering an off-brand beer is better than having no beer at all.





# GIPAMP

SPRING BREAK comes with a built-in Mp3 player called the

GipAmp that allows you to define your own playlists, incorporating either the fantastic soundtrack already present in SPRING BREAK or your own music tracks. Following is a list of the main controls on the Interface:

**PLAY:** Play current track

**STOP:** Stop playing current track.

**PAUSE:** Pause track.

**PREV/NEXT:** Skip to the previous or next track.

**OPEN:** Open up the GipAmp Browser.



Play



Stop



Pause



Prev



Next



Open

## GipAmp Browser

On the left side of the GipAmp is a volume control. Click each of the volume buttons to increase/decrease the music volume. The title of the track is displayed in the main browser of GipAmp; the one currently being played is highlighted in bold. On the right side is a scroll bar. Click and hold the bar to move the list up and down. At the bottom of the GipAmp panel are eight control buttons:

**DAY:** Set selected track to play during the daytime.

**NIGHT:** Set selected track to playing during the evening.

**SHUFFLE:** Randomly shuffle the tracks into a different order.

**DELETE:** Remove the track from your current playlist. Please note this does not delete the track from your hard-drive, just GipAmp's playlist.

**REFRESH:** Refresh playlist (handy if you've accidentally deleted a track from the playlist or one you've recently added hasn't appeared).

**DEFAULT:** Click to reset the playlist back to fantastic original soundtrack and clear out any rubbish you may have added...

**BROWSE:** Plays all Mp3s in order without the day and evening option.

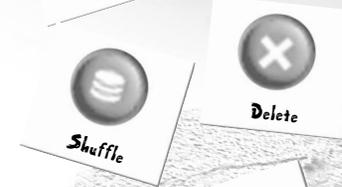
**PLAYLIST:** Plays all Mp3s with the day and evening option enabled.

**NOTE:** Holding down the **CTRL** key while clicking tracks performs the same function as in Microsoft Windows, allowing you to group select multiple tracks and set parameters for them all at once.



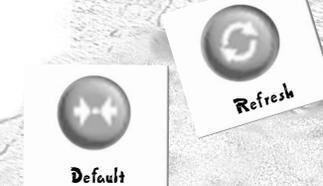
Day

Night



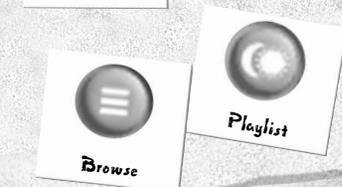
Shuffle

Delete



Default

Refresh



Browse

Playlist

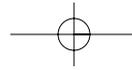
## Adding Your Own Mp3s

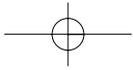
You can add your own Mp3s to SPRING BREAK by placing the Mp3 you wish to play in the Music folder located at the root directory of SPRING BREAK game folder. For example, if you installed the game to the default directory, you would place your Mp3s in the C:\Program Files\Eidos Interactive\Spring Break\Music\ folder. Please consult your Microsoft Windows manual for more information about copying files into a directory.

You can also direct GipAmp to display Mp3s in any folder you may have them stored in by creating a shortcut and placing it in the Spring Break/Music directory. For example, if you have an Mp3 collection stored in a folder called My Music, then create a shortcut to that folder and drop the shortcut into \Spring Break\Music (in the same way you would add an Mp3). GipAmp will then display any Mp3s present in that folder as well as in the default Spring Break\Music directory.

**NOTE:** Click REFRESH after creating a shortcut. GipAmp will not display any Mp3s in subdirectories of the folder you have created a shortcut to.

Once placed in this directory, the Mp3s will appear within the ingame Mp3 browser where you can manipulate them as with the standard game music. The Mp3s will only appear if they are authentic Mp3 files and are placed in the directory mentioned above.





# CAMERA SCREEN

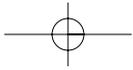
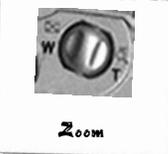
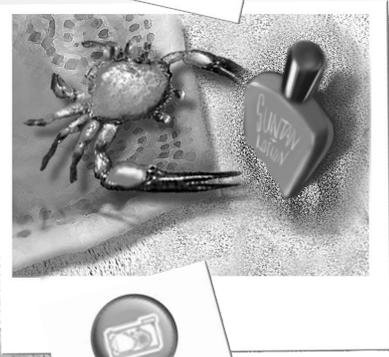
Using the camera allows you to take unlimited snapshots of your favorite moments while playing **SPRING BREAK**. Photographs are saved as .jpg files into the photography folder within the **SPRING BREAK** directory. As with all .jpg files, you can then print your photographs, email them to a friend, in fact whatever you like! You will need software capable of displaying .jpg files for any of the ideas mentioned (consult the Windows documentation for details on displaying, printing and emailing .jpg files).

Depending on your screen resolution, you can take only a limited number of photos at one time. These photos are saved as only files in the folder called Photos, in the **SPRING BREAK** directory. For example, if you've installed **SPRING BREAK** to the default directory offered upon installation, your photographs can be found in C:\Program Files\Eidos Interactive\Spring Break\Photos\.

**CAMERA:** To open or close the camera, click the CAMERA button on the Interface. You can scroll the camera around in same way you normally control the view in **SPRING BREAK**.

**ZOOM:** Click this button to zoom the camera in and out. The T half zooms in. The W half zooms out.

**SHOOT:** Click this to take a picture. Any photos you take appear at the bottom of the Camera screen in the roll of film.





# BUILDINGS

## HOTEL:

The centerpiece of any new resort, the main hotel complex houses a reception and administration area in addition to a number of stylish apartments. Hotels cannot be built; they come ready-packaged as part of the resort. A hotel is open for 24 hours and can accommodate a maximum of 100 guests. A hotel is always present on a map and cannot be built or demolished.



Hotel



Builders Yard

**BUILDERS YARD:** All of SPRING BREAK's islands come equipped with a builders yard; without one, you wouldn't be able to construct any new buildings. Although it's the beating heart of the resort, a builders yard is a noisy, dirty and unsightly place that stores all the material and equipment required for any work needed on your resort. A builders yard comes complete with six eager workers. A builders yard is always present on a map and cannot be built or demolished.

**COMPLAINTS:** People complain and they come here. In droves they huddle around the kiosk, voicing their utter disdain of your resort. There is a complaints hut present on every map and cannot be built or demolished.



Complaints

## Hotel and Related

**POWER PLANT:** Though a little unsightly, these generators are state-of-the-art machines that provide an enormous amount of power for their small size — a wolf in sheep's clothing. As your resort grows, you may need to build additional generators to keep up with the increasing demand for power. Each power plant generates 7500 units of power.



Power Plant

**WATER CLEANING PLANT:** It's a good idea to build a water cleaning plant if you can afford it. They're not essential, but they do work wonders on the local water supply, which is often of dubious quality and can play havoc with your guests' bowels. If the resort suffers a food poisoning attack, and a water cleaning plant has been built, then the recovery rate of the resort is also speeded up.



Water Cleaning Plant

**EXTRA ACCOMMODATION BLOCK:** Not your average beach front chalet — extend the capacity of your resort in easy stages with these extra accommodation blocks, offering the same luxurious apartments as your main hotel.



Extra Accommodation



First Aid

**FIRST AID:** No matter how safe your resort, accidents are still

bound to happen from time to time. Whenever they do, your unfortunate guests will want swift and expert attention; and that's just what they'll get in this well-equipped first-aid post, complete with expertly trained nurse.

**TOILET:** Hardly the most

glamorous building in your resort, but one of the most vital all the same. Providing adequate toilet facilities is an essential part of keeping the guests happy. If they have nowhere to go when nature calls, then they'll be forced to pee on the spot, not a pretty sight for any other guest.



Toilet

**REPS CHALET:** Holiday reps are vital to the smooth running of your hotel. They'll entertain, help and advise your guests about all manner of things.

Without a reps chalet you can't hire any holiday reps. Each chalet can hold a maximum of five reps, who tend to stay in the vicinity of their chalet, so place them carefully!

**CLEANERS SHACK:** Cleaners are your only defense against litter and nasty things in your resort. Every cleaners shack you build comes complete with one new cleaner equipped with a montage of



Cleaners Shack

cleaning equipment. Through hiring, you can house a maximum of five cleaners per shack.

**SECURITY OFFICE:**

Give a guest a little too much to drink and he or she will start getting rowdy. Most guests will just end up falling asleep at this



Security Office

point, but some will be intent on causing mayhem, so a low-key security presence is always a good idea. Each security office comes with one security guard, ready to patrol your resort, respond to any problems and generally look menacing.

**MAINTENANCE HUT:** Excessive usage, wear-and-tear, vandals —

they all mean one thing to your buildings; breakdowns. To keep your attractions in tip-top condition you'll need to hire skilled mechanics. Each maintenance hut can hold a maximum of five mechanics. Every maintenance hut you build is supplied with one ever-ready mechanic.



Maintenance Hut

**GENERAL STORE:** The general store sells a wealth of essential items for your guests, though

two of the products are particularly important: sun cream and headache pills. Guests will consume huge amounts of both depending on their current desire; the more they drink the more



General Store

headache pills they'll need for the morning after, the more they sunbathe the more sun cream they'll go through.

**SOUVENIR SHOP:** Everyone likes a little vacation memento, and the souvenir shop provides just that. A wide range of quality SPRING BREAK merchandise is for sale: t-shirts, mugs, those pens that reveal parts of the anatomy when turned upside down ...



Souvenir Shop

**LIFEGUARD TOWER:**

The lifeguard tower is supplied stock with one lifeguard ready to save lives and look good walking down the beach. The lifeguard tower is an essential building wherever there is a body of water. Each tower has an control radius within which the lifeguard is most effective. The lifeguard can travel further, but this will unnecessarily endanger your guests, so build lots of these!



Lifeguard Tower

### Eating and Drinking

**POOL BAR:** Similar to the beach bar, but a little more stylish and designed to stand by the pool. It allows guests to spend money without having to venture too far from the pool area.



Pool Bar

**THEME BAR 1:** Tacky. Very tacky. An English-themed pub, they serve proper pints for those guests who get a little homesick for the homeland.



Theme Bar 1

**THEME BAR 2:** Neon lighting, plastic seats — it doesn't come much sleazier than this. And your guests love it.



Theme Bar 2

**BEACH BAR:** What could be better? Sell various types of beer for your thirsty guests.



Beach Bar

**BEACH BBQ:** A real flame-grilled treat — sells genuine fat burgers all day long. None of the greasy rubbish you get in the cafés, this is the real deal.



Beach BBQ

**CAFÉ 1:** Specializes in french fries and snacks for guests wanting to chow down on fast food. Popular choice when it begins to rain, a café is only open during the day.



Cafe 1

**CAFÉ 2:** Similar to café 1, but offers a wider range of snacks in a more appealing atmosphere.



Cafe 2

**RESTAURANT 1:** Your typical Mediterranean restaurant — sweeping walls, wooden slats and tiled flooring. The restaurant caters to a more discerning palate — allowing the pretense of being a little more civilized than the rest of guests.



Restaurant 1

**RESTAURANT 2:** Similar to restaurant 1, but larger and serving better quality food. If your male guests really want to impress the ladies, they'll bring them here. Restaurants are



Restaurant 2

only open during the evening. **ICE CREAM STALL:** Nice cold, ice-cold treats any time your guests need them. The ideal thing to cool off those hot bodies.



Ice Cream Stall

**SOFT DRINKS STAND:** That's right, the soft drinks stand sells drinks without any alcohol in them. Imagine that.



Soft Drinks Stand

**BURGER BAR:** Grease, grease, ketchup and onions are cunningly used to hide the remarkably cheap patties favored by this stall, but hey, everyone loves them.



Burger Bar

**THEME CLUB 1:** Ahoy there, sailor! Oooarr me hearties. Themed around pirates and the high seas, the club opens its doors late at night, ready for guests to start shakin' their booty.



Theme Club 1

**THEME CLUB 2:** Not one for the faint-hearted, this is strictly for the beautiful people. Theme bar 2 attracts a more beautiful, stylish crowd that is intent on dancing through the early hours of the morning to some serious sounds while looking good.



Theme Club 2

**COCKTAIL BAR:** A more stylish venue for the posh crowd — one to impress the ladies.



Cocktail Bar

## Leisure & Pastimes

### BEACH FURNITURE SHACK:

This building needs to be situated on or adjacent to the beach. It is effectively a storeroom for all the equipment your resort provides for free on the beach. Can only be built on the beach.



Beach Furniture Shack

### SWIMMING POOL:

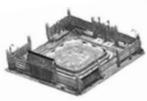
Essential for any self-respecting resort, these are always a favorite with the guests. Sunbathe, swim or sleep by cool blue water.



Swimming Pool

Complete with sun-loungers, guests listen to the sound of water without having to wander near the sea and get sand in their flip-flops.

**JACUZZI:** Perfect as a stand-alone unit or placed near your main pool, the jacuzzi is a particular favorite of couples and wannabe-couples everywhere. Features a routine cycle of bubbles and a constant temperature for that sexy feeling. Also hides the embarrassment of those guests with too much wind.



Jacuzzi

### FUN POOL:

Now we're talking. Huge spiralling funnels propel your guests down into a pool at the bottom at breakneck speeds. Those who ride the Black Hole come out as local heroes.



Fun Pool

### BEACH EQUIPMENT:

If your guests decide they need a little more adventure on their holiday, or just want to escape from their partner for awhile, they can head over to the beach equipment rental and get themselves a snorkel. Lots of

'Oohs and Aaahs are guaranteed as they marvel at the coral reefs in the sea — until they realize they can't go any further under than four inches. Can only be built on the beach.



Beach Equipment

### PARTY BOAT:

The party boat is moored, but this is the ultimate party for those clubbers who just can't get enough.



Party Boat

### BEACH DISCO:

Two decks and a microphone, the ideal kit for grooving those long hot nights away. Let your guests relax and listen to real cool anthems played in a real chilled-out environment. Can only be built on the beach.



Beach Disco

### BEACH EVENT STAGE:

It may seem nothing more than a stage, but this little wonder could be the best kept secret in your resort. Featuring cyclic attractions as set by the resort manager, you: guest cabaret, catwalks, singers



Beach Event Stage

who sound like they're strangling a hyena and everyone's favorite, the wet t-shirt competition. Can only be built on the beach.

**BEACH SHOWER:** Cool down and clean off after a hard day of sunbathing. Always a hit with guests around them, beach showers can only be built on the beach.



Beach Shower

**JET SKIS:** This is made up of three jet skis and one assistant. One guest-per-jet ski may ride for a short duration, before returning the craft to the jetty and then telling everybody how much fun they are and how they traveled at near light speed.



Jet Skis

### WINDSURFING RENTAL:

This is supplied with six surfboards and sails, and one assistant in a wetsuit. Guests may hire the boards for a short duration, before returning them to the jetty, giving them a chance to discover that they really aren't very good at windsurfing.



Windsurfing

**AMUSEMENTS:** Ping. Pow. Boom. Stuck in a timewarp, the arcade offers the thrills and spills of all those retro games you fondly remember spending months playing, but then reminding you that they are actually complete rubbish. Ideal



Amusements

activity when it's raining for those who've had too much thongs and sun for one day.

### CASINO:

Everyone likes to have a little gamble here and there and with a casino they can do just that. Show me the money!



Casino

### SPEEDBOAT RENTAL:

The ultimate poser's toy. If your guests want to impress the chicks, go hire a speedboat and pretend you have lots of money. Supplied with very fast, two-engine craft, guests may hire the boat for a short duration, before returning it to the jetty. A speedboat is for those guests who are too afraid to wear a pair of Speedos.



Speedboat Rental

**PEDALOES:** They're slow, they're dull, they're hard work, but everybody loves them! Three of these fabulous craft are supplied along with the usual assistant and storefront.



Pedaloes

**FISHING TRIPS:** A modern fast craft complete with state-of-the-art angling equipment. Let your guests relax and take in some sun while trying to land a marlin. Comes complete with a captain by the name of Columbus.



Fishing Trips

# CONTROLS & SHORTCUTS



+ key/ - key	Increase/decrease game speed
Page Up/Page Down	Zoom in/out
F2 key	Settings menu
F4 key	Save Game menu
F5 key	Load Game menu
Spacebar	Rotate building or scenery in build mode
Shift	Hold when placing building to stay in build mode
B key	Open Build panel
S key	Open Scenery panel
M key	Open GipAmp panel
P key	Pause
← cursor	Scroll Map left
→ cursor	Scroll Map right
↑ cursor	scroll Map up
↓ cursor	scroll Map down

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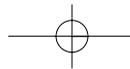
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# SOUNDTRACK



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Manual lovingly written by  
Nick Bridger

## EVENING SOUNDTRACK

**Penn + Chus "From Madrid with Love"**  
Written and produced by Chus L. Esteban and David Penn  
Publishing and Copyright Control  
2001 Red Melon Records, San Francisco

### "I Like It Funky"

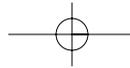
WRITTEN BY: Milford, Bracewell and Syd Dale  
SAMPLE: I Like It Funky contains elements of Disco-Tek by Syd Dale on Amphonic Music.  
PRODUCED BY: The Angry Mexican Dj's.  
MIXED BY: The Angry Mexican Dj's  
Published by Amphonic Music and Copyright Control.  
Palm Pictures © 2001

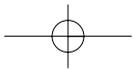
**Bent "Always" (Ashley Beedle's Mahavishnu Remix)**  
"Always" by Ernesto Lecuona/Kim Gannon © 1942 Southern Music Pub. Co. Inc. by permission of Latin-American Music Pub. Co. Ltd. London

**Ashley Beedle's Mahavishnu Remix:**  
Remix and additional production by Ashley Beedle. Programmed by James Brown and Ashley Beedle. Special guest: Keyboards and Korg. String programming: Pete Z. Engineered by James Brown. (P) 1999 Sport/Ministry of Sound Recordings Ltd. © 2000 Sport/Ministry of Sound Recordings Ltd.

**Afro Medusa "Pasilda"**  
performed by AFRO MEDUSA  
written by Bennett/Cole/Fructuoso  
published by Reverb Music Ltd/Warner Chappell  
Licensed courtesy of Ministry of Sound Recordings

**Laurent Garnier "Man with the Red Face"**  
isrc N° FR V22 99 00078  
Written & produced by Laurent GARNIER at the Wake Up Lab around Paris. Mixed by Laurent Garnier & Laurent Collat. Sound designed by Laurent Collat. Basic Groove Publishing. www.laurentgarnier.com (P) & © 2000 F COMMUNICATIONS  
From the album "Unreasonable Behaviour"





**Alexkid "Esmeralda"(Meet You At The Fun Fair)**

isrc N° FR V22 01 00045

Written, programming or beats, samples or Fender Rhodes, keyboards or guitar & bass on every track: Alexis Mauri.

Wah Guitar: Stéfane Goldman Fender Rhodes: ReadyMade

Electric bass: Michel Sanchez Percussions: Ivø Abadi

Publishing by Taktic music. www.alexkid.com

(P) & © 2001 F COMMUNICATIONS

From the album "Bienvenida"

Evening Soundtrack sourced by Couchlife Limited.

**DAYTIME SOUNDTRACK**

**Fenomenon "Pacific Memories"**

Copyright & Publishment: Oceanlab Recordings.

Written & Performed By Hobie Rosenberg & Kay Brets

Guitar by Andy Hana

Recorded at Oceanlab Studio, Stavanger, Norway.

**Fenomenon "Picturebook"**

Copyright Oceanlab Recordings

Written, performed & produced by Kay Brets & Hobie Rosenberg

Horn by Leonard Chaparian

Additional Piano by Trond Tellefsen

Recorded at Oceanlab, Stavanger, Norway

**"Face The Waves (Instrumental)"**

Written by Ian Dark, Stephen Manley, Mark Tayler

Published by Zomba Music Publishers Ltd

Performed by Crustation

Courtesy of Zomba Records Ltd

**"Flame (Instrumental)"**

Written by Ian Dark, Stephen Manley, Mark Tayler

Published by Zomba Music Publishers Ltd

Performed by Crustation

Courtesy of Zomba Records Ltd

**"Hombre"**

Written by Julius Waters, Mark Blackburn

Published by Zomba Music Publishers Ltd

Performed by Kinobe

Courtesy of Zomba Records Ltd

**"Bopalong"**

Written by Julius Waters, Mark Blackburn

Published by Zomba Music Publishers Ltd

Performed by Kinobe

Courtesy of Zomba Records Ltd

Daytime Soundtrack sourced by Nick Bridger

**Special Thanks**

Andrew Wedsley, Graeme Monk, David Hill @ Nuphonic

Sergio Pimentel @ Couch Life

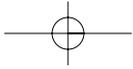
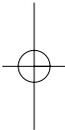
Richard Kirsten @ Zomba Music

Lucy Kaulback, Charlotte Osbourne, Jason Walker, Andy Norman (for his moment of wit), Mark Cluer, Kay Brets @ Oceanlab Recordings & Lee Briggs.

Uses Miles Sound System. Copyright © 1991-2002 by RAD Game Tools, Inc.

good morning, good day and good night.

-the end.



# SuperClubs®

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SuperClubs  
*Breezes*  
RESORTS

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**FPO  
INSIDE BACK COVER**

