The Tower SP

Skyscraper Management Simulation Game

For 1 Player

SEGA

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Altered vision	**Involuntary movements**	**Disorientation**

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    2. Play video games on the smallest available television screen.
    3. Do not play if you are tired or need sleep.
    4. Play in a well-lit room.
    5. Take a 10 to 15 minute break every hour.

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Rev-D (L)

What is "The Tower SP"?

You are about to play "The Tower SP", a building simulation game.
Your mission, as the head of construction for the Yamanouchi Building, is to expand the building by placing offices, condos, restaurants, shops and other facilities in a well-balanced way.
By doing so, your building will start to attract more residents.

Your tenants are your most valued customers and also the source of your income.
They may be selfish at times, but they are very lovable characters.
If you offend them, the economic structure of your building will soon be in trouble.

Fulfill their requests and expand the building as you upgrade.
Eventually, you will be able to build a Cathedral on the top floor of your building.
Then on one weekend morning, you will encounter a miracle there.

At that very moment, your building will be given the highest rating of "TOWER".

C o n t e n t s

Welcome to "The Tower SP"

"I love science. Not only do I love it, but I also love to talk to others about what I know and what I've learned. However, I'd like to do more than just talk about it, I'd like to use pictures and sentences to convey my message in a simple yet appealing manner. I enjoy using my brain in this kind of creative way."

Those were the words Osamu Tezuka, the Japanese manga artist, spoke in an interview at the Kitano Junior High School entrance exam. These words give us confidence that even without knowing difficult technical terms, we can still disseminate the nature of things.

"The Tower SP" was created with these ideas in mind. How do the elevators we use everyday work? What would it look like if you were to cut a building vertically? These kinds of questions inspired the creation of this game.

In the modern fast paced world of today, we come across a lot of complex information that is difficult to explain with just words; for example, the behavior of insects, flight schedules or the cause of traffic jams. The Tower Project aims to show the mechanics behind these kinds of everyday matters, which are usually overlooked, in a fun and simple way through a video game.

The game you are about to play, "The Tower SP", is the gateway to the virtual world we are aspiring to create. We would like to welcome all players who are about to step into our world.

Welcome to "The Tower SP"!!

"The Tower SP" Development Staff

Controls

This section explains the controls of Game Boy® Advance SP.
See also "Basic Rules" on P.12-13.

∗For use with Game Boy®Advance SP or Nintendo DS™, see each instruction manual.

Controls on Menu Screen / Information Window

A Button	OK, Next
B Button	Cancel
+ Control Pad	Select Menu, Left/Right to Switch Tabs
L Button / R Button	Switch Tabs
START	(While Item is selected in Tool Menu) Display Item Information

L Button

On/Off of Information Bar / Elevator Shaft Display

+Control Pad

Move Cursor

SELECT

Open/Close Information Screens P. 24-26

START

Open/Close System Menu P. 27

B Button

Switch between Finger Cursor and Magnifying Glass P.16

R Button

Switch among Main Screen, Tool Menu, Mode Menu P.15

A Button

OK
Check Transport Item
(Hold) Fast Forward Time
(Hold) Drag and extend Galleries, Fire Escapes, Elevators, etc.
∗When the cursor is placed on a certain item, use the A Button to perform various actions. P. 30-39

Game Start

Insert the game cartridge into the Game Boy®Advance SP slot. Then, turn the power on to display the title screen.

Title Screen

Press START or the A Button to select how you want to start the game.

How to Start the Game

When the screen is displayed, select mode from the menu and press the A Button.

CEO of Yamanouchi Group (AKA Yama)

Saving a Game

You can save the progress of your game by selecting "Save" P. 27 in the System Menu. Keep in mind, game progress will be lost if you quit the game without saving.

● **Start a New Game**

When you play the game for the first time, the "General Office Building" scenario will begin automatically and Yama will instruct you on how to play. Here is where you will learn the basic rules and techniques. If you press Start during the lesson, the Pause Menu will open where you can select "Restart the lesson" or "Exit the lesson".

● **Continue from the Saved Game**

You can continue a saved game. Select "Yes" to start playing.

∗When you select "Continue a Saved Game", the game starts from 5am of the day you saved the game.

Commercial Building (Com Bld.)

If you succeed in building the General Office Building up to "TOWER" P.11, the "Commercial Building" will become available to play. Types of tenants and the conditions for upgrading are different.

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How to Play

You will be in charge of constructing and managing a building. Create a skyscraper that will attract many visitors and residents.

Build a "TOWER"

Expand the building and place items (items mean all tenants and transport facilities). With the money collected from tenants, make the building bigger. Your final goal is to reach a population of 2000 and obtain the "TOWER" rating.

∗After obtaining the "TOWER" rating, you can still keep playing the game.

❶ Extend the Lobby
You will start the game with only a Lobby located on the 1st floor. First off, extend the Lobby horizontally so that items can be placed on floors above and below.

❷ Place Tenants
Place various tenants like Offices and Condos on the adjacent floors. Make sure not to forget to place facilities like Toilets and Cleaning Rooms.

❸ Place Transport Items
Connect each floor to the Lobby with Stairs and Elevators to allow access to the tenants.

❹ Population Increase
More people will visit tenants and the population of the building will increase with time. You will also receive more income from rent and other sources. Use your income to expand your building.

❺ Upgrading
When the population of the building reaches a certain level while repeating steps ❶ through ❹, the building will be upgraded, allowing you to place new items. Place items to attract more customers.

Be Careful Not to Run Out of Funds

There is no "Game Over" in this game, but when you run out of funds with no income expected, there will be nothing you can do. In that case, refer to Yama's Advice P. 25 and restart the game.

Basic Rules

This section explains the basic rules of the game including the methods for expanding the building and the flow of time.

Rules on Expanding the Building

The General Office Building can be built up to 50F high, while the Commercial Building can be built up to 35F high. Both buildings can be built down to B5F and as wide as the construction site.

Gen. Office Bld.

Com. Bld.

50 floors above ground

35 floors above ground

5 floors under ground

5 floors under ground
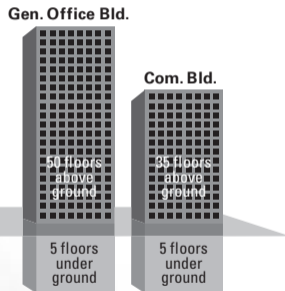
- Floors can't be extended wider than the Lobby on the 1st floor.
- The floors above ground can't be extended wider than the floor (or the Lobby) below.

● Deregulation

As the building is upgraded, the construction site will expand.

Extended Construction Site

Flow of Time

In the game, time passes faster than in real life. Years pass by differently, too.

Time and Calendar

● Flow of a Day

A day consists roughly of 8 time zones. Each time zone has its own speed at which time passes.

■ 8 Time Zones

Fast 5am – 7am (Early Morning)
7am – 8am (Morning)
8am – 12pm (Late Morning)
Slow 12pm – 1pm (Noon)
1pm – 12am (Afternoon)
12am – 1am (Night)
1am – 2am (Late at Night 1)
Fast 2am – 5am (Late at Night 2)

● Flow of a Year

A year consists of 4 seasons or Quarters (Q = Quarters) and each Quarter consists of 2 weekdays and 1 weekend day.

1 Year = 4 Quarters

Spring	Summer	Autumn	Winter

WD1 (Day 1)	WD2 (Day 2)	WE (1 Weekend day)
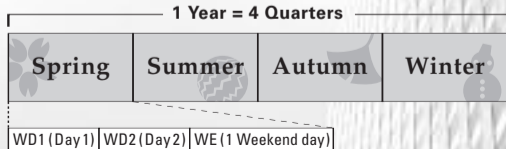
Game Screen

On the main screen, time automatically passes as you watch people living their lives.

Main Screen

On the main screen, move the cursor with the + Control Pad and check what's happening in the building. Push A Button to carry out various actions.

Time and Calendar | P. 13 | Funds

Current Rating

When the building is upgraded, you will be rewarded with a star.

Pop. (Total Population)

The number of the residents and visitors in the building on the specified day. The number resets at 5am every morning.

Message Bar

Tips are shown in blue. Notices and warnings are shown in red.
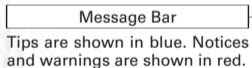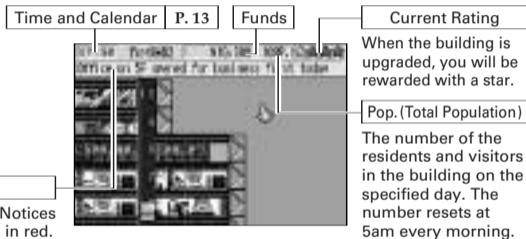
Switching Screens

Press the L Button to switch the display (On/Off) of the Information Bar and the Elevator shafts.

Information Bar

Elevator

Sub Screens

On the main screen, you can open various sub screens.

Tool Menu | P.28

Select transport items or tenants to place.

R Button

System Menu | P.27

Start

Save the progress of your game and change the cursor speed here.

Main Screen

Mode Menu | P.22-23

R Button

R Button

Switch modes and pricing to check the status of the building.

R Button

Select

Information Screen | P.24-26

Check information such as balance and sales reports.
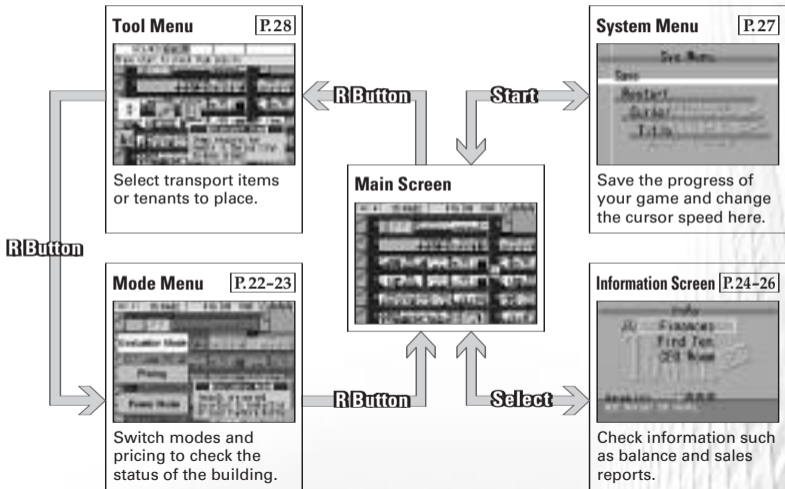
Checking Tenant Information

Press the B Button in the main screen to switch the cursor to the Magnifying Glass. The information of the selected tenant is then displayed in the Information Window.

Magnifying Glass

Tenant Address and Name

Tab

The number and type of tabs differ according to tenants.
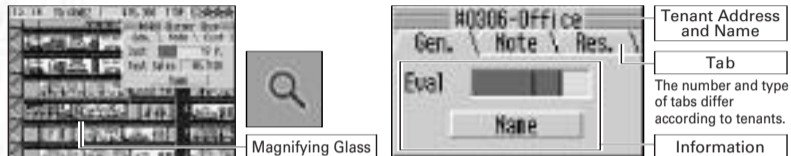
Information

● General Tab

Here you'll find information on the tenant's evaluation by residents, the Maintenance Costs, and sales performance numbers. In some cases, you can name the tenants and change various settings. P. 30 – 39

Evaluation

"Evaluation" and "Stress" displayed in each window change color according to the level and amount.

blue	Good – OK
yellow	Feeling a little stress
red	Discomfort

Note Tab

Check requests from tenants and current status here.
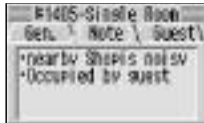
Resident Tab / Customer Tab, etc.

Check information on the residents by selecting an item you wish to view. You may also choose one resident to name.

Stress / Evaluation   Name

Resident

A named person is shown in blue. Also, any thoughts of the resident in the main screen are shown in speech bubbles as follows.
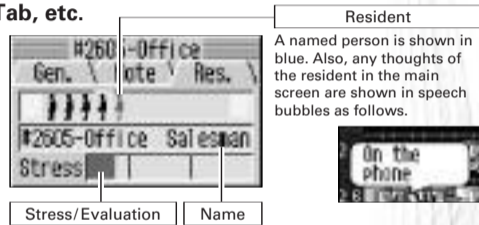
Naming a Person

When you name a tenant or a person, the Naming Screen will be displayed. You may use up to 4 letters for your name. When you have decided on a name, press "OK". Press "Back" to delete. Use "Up / Low" to switch between Uppercase / Lowercase of the letter just entered. Keep in mind that you can only name one person.

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Elevators

Elevators are the most important transport items required to manage the building smoothly. Master how to run them flawlessly.

Checking Elevators

Check the Elevators on the main screen as follows. The same applies for the Giant Elevator. P. 31

Car		Elevator Shaft
In each Car, an "F" symbol will be displayed when it is full.		The floor number where the Elevator Cars stop is shown.
People waiting for the Elevator going up		People waiting for the Elevator going down
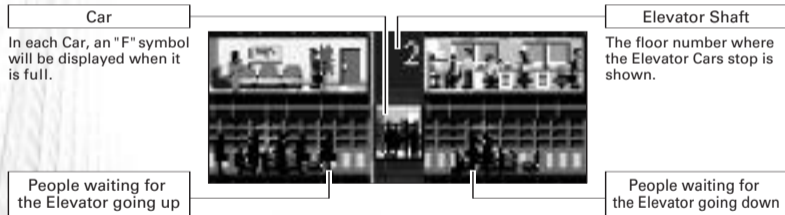
● People Waiting for the Elevator

The longer people have to wait, the higher the stress. This is shown by people changing to pink, or worse, to red. If stress accumulates while moving, the evaluation of their destination and their tenants will go down.

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Using E Magnifying Glass

When you press the A Button on an Elevator shaft or Car, the cursor changes to the E Magnifying Glass. Select a Car and press the A Button again to check user information. Press the A Button on an Elevator shaft to display the Elevator Information Dialog. P. 20-21

User Information

On the User Information screen, you can check the detailed information of the person who is currently using the transport item.

List of Users
Select a user, then press the A Button to name the person. P. 17

Information of the Selected User
The longer the stress gauge is, the more annoyed the user is.

Other User Information

Press the A Button and move the cursor onto a person waiting for an Elevator, on the Stairs or on an Escalator to also display information on each of its users.

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Opening Elevator Information Dialog

On the Information Dialog, you can configure the movement of the Elevator/Giant Elevator. Take advantage of the Zone Method P. 44 or the Sky Lobby Method P. 45 , and make sure the Elevators run smoothly.

Default Floor
You can set the default floor of each Car (where it remains while no users exist). Choose a floor and press the A Button to set.

Additional Feature Menu
Set additional features to Elevators

Stop Setting
Stops at floors marked "●", skips ones marked "X".

Additional Feature Menu

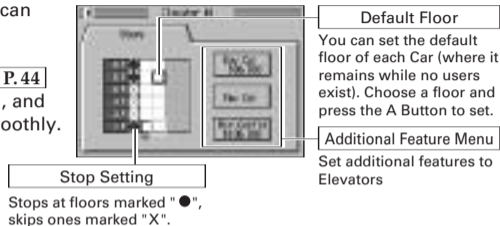| Buy Car	Adds another Car. You can add up to 4 Cars per Elevator/Giant Elevator.
Rmv. Car	Remove a Car from an Elevator.
Buy Config	Enables you to configure Express Settings and set Waiting Time.

Elevator Malfunction

Sometimes an Elevator Car may malfunction. In the Information Dialog of the broken Elevator, "Repair Car" will be displayed in place of "Buy Car". Select to repair.

Setting Which Floors to Stop

Select floors to stop/skip and press the A Button to set. Note that it is impossible to set all the floors to be skipped.

Setting Preferences

When you select "Buy Config" from the Additional Feature Menu, the "Pref." tab will be displayed, allowing you to set your preferences. Select from the menu with the +Control Pad and press the A Button to change settings.

Pref. Setting Menu

Express Settings	You can switch through "Local", "Exp UP" and "Exp DN".
Waiting Time	"AUTO" is the standard setting. Elevator Cars wait on a floor until all the people that waited get on or until it becomes full. Other than that, you can choose "LONG (long waiting time)", "MIDDLE (normal)" or "SHORT". With this setting, Elevator Cars move after assigned waiting time is up.

Set Preferences Carefully

Preferences could be advantageous or disadvantageous depending on how you set them. For example, during the morning rush, setting Elevators to "Exp DN" might solve some problems. Also, try reducing people's stress by setting the "Waiting Time" to "SHORT" for Elevators used by many people, and to "LONG" for Elevators that are not used very often. Consider the flow of people and set preferences.

Mode Menu

Learn the status of the building by switching between "Evaluation Mode", "Pricing", "Power Mode" and utilize the information to improve management.

Selecting a Mode

Press the R Button twice on the main screen to show the Mode Menu. Select from the menu and press the A Button to switch between modes.

Evaluation Mode

In this mode, you can check the evaluation of each tenant given by the residents and guests (the number of customers in the case of Shops and Restaurants). You can also check the information on each tenant by using the Magnifying Glass. **P.16**

● **Evaluation of Tenants**
Evaluation of each tenant is indicated by three colors.

blue	High Evaluation
yellow	Standard
red	Low Evaluation

Pricing

Press the R Button to open the Pricing Window. You can set the rent for offices, sales price for condos, and rates for hotel rooms. Lower prices mean lower income, but the stress of the residents will decrease.

Pricing Window
When the price is changed, the price of all the same type of tenants will be changed.

Evaluation of Tenants
Similar to the Evaluation Mode, tenants are shown in three colors. Elevators are also displayed.

Power Mode

Each tenant is displayed in different colors, according to its power usage. This is represented as follows：
blue < yellow < red.
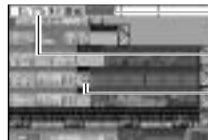
Power Meter

Funds

Magnifying Glass
Select a tenant to display its Information Window. **P.16–17**

Power Meter and Blackouts

The Power Meter shows the power usage of the building and it increases as you place tenants.
Every time the Meter reaches the limit line, a blackout will occur. When this happens, the power will increase as will the Cost.

Information Screen

On the Information Screen, you can check the finance balance and inspection results. You can also search tenants by various conditions.

Opening Information Screen

Press SELECT on the main screen to open the Information Screen. The conditions required for the next upgrade **P. 11** are displayed at the bottom of the screen.

● Finances

You can check the current income and expenses. Use the L Button / R Button to switch through "Financial Report", "Revenue" and "Maintenance Cost".

Financial Report

Q Revenue	This is the total sum of "income" collected from all tenants.
Q Total Maint.	This is the total sum of "Maintenance Cost" to manage all tenants. If the total Maintenance Cost is higher than the total Revenue, you are losing money.
Q O. Income/ Expenses	This includes income/expense of when an event takes place and the incurring cost to change movies.
Q Const.	This is the construction cost for the items placed this Quarter.
Last Q Bal.	This is the funds that are carried over from the previous Quarter.

● Condo Sales Report

This tab is displayed when an Open House is held. **P. 33**

Yesterday's Result	The number of successful Open Houses are displayed. When unsuccessful, the reason as to why it failed will be displayed.
Today's Reservation	The number of current occupancy and the number of today's reservations and their scheduled times are displayed.
History	Recent results of Open Houses are listed.

● Yama's Inspection Diary

This will be displayed when "Yama's Inspection" **P. 41** takes place in the General Office Building scenario. Check the previous inspection results here.

Result	Check results from the previous inspection.
Advice	Check advices given from Yama's previous inspection.
History	This is the list of recent inspections.

● VIP Stay Information

This will be displayed when a VIP stays in the Commercial Building scenario and you can check information on the VIPs that have stayed recently.

About VIPs

In the Commercial Building scenario, VIPs like the Representative stay in Suites. **P. 32** Getting a good evaluation from VIPs is one of the conditions to get a 4 star rating.

● Search Tenants

You can search tenants by using various conditions. Set the conditions to search, then choose "Search" and press the A Button. Note that the maximum number of tenants that can be displayed is 100.

Search		List of the Tenants Found
Chose a condition and press the A Button. Then press with the Left/Right of the +Control Pad and press the A Button.		To view information on any particular tenant P.16–17, chose a tenant and press the A Button.

3 Conditions to Search

Tenant Type	Type of tenants such as "Offices" or "Condos"
Tenant Condition	Specify the condition of tenants, such as "Garbage" (when garbage cannot be thrown out) or "Name" (named tenant).
Floor	Specify the floor range, for example, "1F –10F".

● CEO Room

Yama will tell you a lot of useful information including placing items, tips regarding the behavior of residents and conditions for the next upgrade.

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System Menu

In the System Menu, you can save the progress of your game, restart the game and change the cursor speed.

Opening the Menu

Press START on the main menu to open the System Menu.
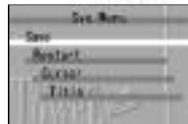
● Save

You can save the progress of your current game P.8. Select "Yes" on the confirmation screen.
＊You can have only 1 saved data file.

● Restart

Quits the current game and starts a new game.

● Cursor Speed

Select the cursor speed from "Slow", "Normal" and "Fast".

● Return to Title

Quits the game and returns you to the title screen.
＊If you quit the game by choosing "Restart" or "Return to Title", your progress will not be saved.

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Placing Items

The rules for placing transport items like Elevators and Stairs P.30–31 are a little different than the rules for placing other tenants.

Opening the Tool Menu

Press the R Button on the main screen to open the Tool Menu. After selecting the type of item, choose an item to place and press the A Button. To learn more about a specific item, select and then press START.

Funds | Power Meter P.23

Item Type

Item

When the building upgrades, more items will become available to place.
See P.30–39 for the details of each item.

Explanation Window

The contents of the Explanation Window varies with the selected items.
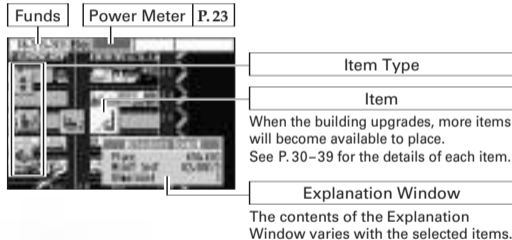
Construction Cost for an Item

When you place items where there are no floors, it will cost money to extend the floor to accommodate those items.

Maintenance Cost / Daily Income

For example, if Maint Cost is indicated as "$/Q", it means it costs $ each season (Q) to maintain.

Remaining

Some items have a limit as to how many can be placed.

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Placing Items

Select an item to build and select a spot with the cursor. Then, press A Button to set item into place.

Limitation for Tenants (Other Than Transport Items)
● Cannot be placed overlapping other tenants.
● Cannot run off the edge of the Lobby floor or any floor underground (in the case for tenants that can only be placed above ground).
● Other than the above, some tenants can only be placed in a certain area.

Placing Transport Items

Elevators and Stairs can be placed anywhere. Escalators can only be placed in front of certain tenants, in the Lobby or in a section of floor where there are no tenants.
＊When you place multiple transport items on the same floor, they must be placed away from one another.

Removing Items

You can remove an item by selecting "Remove Tenant" P.39 under "Special Facilities" in the Tool Menu. Select an item to remove, press the A Button, and then select "Yes" to remove.

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Item Type

Construct your own original building by making the best use of the features from each transport item and tenant.

Items marked with **Off** can be placed in the General Office Building, and those marked with **Com** are allowed to be set up in the Commercial Building.

Transport Items

These are items required for people to move between floors. Residents cannot have access to tenants if a transport item is not connected to the Lobby. An "X" is displayed over non–accessible tenants.

Off **Com** Stairs

Connects one floor to another (or the Lobby to a floor). Note that residents can only use 2 sets of Stairs continuously. Residents using the Stairs will feel a certain degree of stress.

Off **Com** Escalators

Can only be placed in front of certain tenants like commercial items and Toilets. People can use 4 Escalators continuously. People tend to feel less stressed than when using Stairs.

Off **Com** Elevators

The most important transport item in a building. Up to four 21 person Cars can be installed per Elevator shaft and can be extended to 20 floors.

Off **Com** Giant Elevator

A big elevator that can be managed like the standard elevators. Up to four 42 person Cars can be installed and can be extended as high as the height of the building. Note that it can only stop at Basement floors, 1F, 10F, 20F, 30F, 40F and 50F.

＊Only the General Office Building can have 40 – 50 floors.

Office Facilities

Offices and other items required to maintain Offices.

Off Offices

A maximum of six office workers work per office from morning to evening and the rent is collected every Quarter. When you place the cursor on a vacant Office, you can sometimes place an ad in the newspaper by pressing the A Button. When you place the cursor on one of the occupied Offices, you might be able to purchase stocks by pressing the A Button. If you are successful in buying stock, a "$" sign will be displayed.

Off **Com** Cleaning Rooms

Cleans Offices and Toilets on the weekends. Note that offices that are not cleaned may become infested with Cockroaches. P. 40

The number of cleaning staff can be adjusted on the General Tab in the Information Window. P. 16

⊞ Hotel Facilities

Hotel Rooms and other items required to maintain Hotel Rooms.

Off Com Single Rooms/Twin Rooms

A Single Room is a room for one person that is in high demand but is set at a low unit price. A Twin Room is a room for two people available at a higher price than a Single Room. Hotel guests use Restaurants and Fast Food Shops, and contribute to their sales. They also use Vending Machines and Saunas.

Com Suites

A room for two people that is more gorgeous and expensive than Twin Rooms. Note that guests will not come unless there is Parking in the building. Place a SPA Resort to attract more guests.

Off Com Housekeeping

Beds in Hotel Rooms are made after the guests check out. Rooms with unmade beds are not available to guests and worse, may become infested with Cockroaches. P.40

The number of Housekeepers can be adjusted on the General Tab in the Information Window. P.16

Off Com Men's Saunas/Women's Saunas

Used by hotel guests before going to bed. It reduces stress drastically. A Sauna can accommodate up to six people at the same time. There are two types – one for men and the other for women.

⊞ Condo Facilities

Condos and other items required to maintain Condos.

Off Condos

A Condo can accommodate up to three people. When people move in, a certain sales price is collected. However, no additional income is collected once the resident has settled down. Note that when a resident moves out, the sales price must be refunded. Residents use restaurants, fast food shops and shops, and contribute to their sales. When a condo is built, an open house will be held. If the condo receives a good evaluation, people will move in. When you place the cursor on a vacant condo, you can sometimes place an ad in the newspaper by pressing the A Button.

Off Recycle Center (Rcy Center)

An important item required for condo residents to throw out garbage. One Recycle Center can handle garbage from up to eight households. If the Recycle Center is full of garbage, the residents are forced to take the garbage back home. Note that this can cause cockroach infestation.

Commercial Items

The initial Construction Cost is high but commerical items generate income every day. Place a shop of your choice after you have decided on its location and type. Each shop has its own range of customers and peak time, so decide on the target customer and choose an appropriate shop. The maximum number of customers allowed in one shop is 40. When a shop is full of customers, a "F" mark will be displayed.

Off Com Fast Food Shops (f. Food)

Fast Food Shops are open from 10am-9pm. If they are not placed in the building, people will go outside the building to eat. Note that this can be the cause of heavy traffic in the Lobby.

Type of Fast Food Shop and Customer Range

Soba (Japanese Noodles) (Mainly Men)
Ramen (Chinese Noodles) (Mainly Young People)
Burger Shop (Young People)
Ice Cream Shop (Young Women)
Cafe (Women)

Famous Shops and Restaurants

In the Commercial Building scenario, VIPs P. 25 may use fast food shops and restaurants. When VIPs give good evaluations on them, those shops will become famous, thus increase their sales. Famous shops and restaurants have a " ☆" mark next to the tenant name in Tenant Information P.16–17. Up to three "☆" can be awarded.

Off Com Restaurants (Rstrnt)

Restaurants are open from 5pm–11pm. Just like fast food shops, if this item is not placed in the building, people will be forced to leave the building to dine.

Type of Restaurant and Customer Range

Sushi (Middle-Aged People)
Chinese Restaurant (Mainly Men)
French Restaurant (Women)
Pub (Young People)
Family Restaurant (Young People and Families)

Off Com Shops

Shops are open from 10am–9pm. In the Commercial Building scenario, you can occasionally hold bargain sales at "Boutiques", "Drugstores", "Men's Shops" and "Electronics Shops". This will drastically increase the number of customers.

Type of Shop and Customer Range

Florist (Women)
Boutique (Female Clerks)
Pet Shop (Families)
Bank (Mainly Office Workers)
Drugstore (Women)
Men's Shop (Men)
Sports Shop (Young People)
Electronics Shop (Men)
Hair Salon (Young People)
Bookstore (Middle-Aged People)
Post Office (Mainly Office Workers)

To Attract Customers

You can sometimes attract customers to commercial items that are open. When the cursor changes to the one indicated on the right, tap A Button to attract customers.

＊You can always attract customers to a commercial item which has just been placed.

Public Facilities

Items required to manage the building. Items other than "Parking" require Maintenance Cost, but they are essential in maintaining the building.

Off Com Toilets

An indispensable item around Offices and commercial tenants. If not placed in the building properly, people's stress will accumulate. Up to 9 people can use a Toilet at the same time and up to 9 people can wait in line.

If a Toilet becomes dirty, the level of "Dirt (Dirtiness)" will increase. When you place the cursor on a dirty Toilet, the cursor will change as indicated on the right. Tap the A Button to reduce the dirtiness.

Off Com Vending (Vending Machine)

An important item required around Hotel Rooms. It reduces the stress of the guests.

Off Med Center (Medical Center)

An important item that needs to be placed close to Offices. Used by sick office workers, drastically reduces stress. It can hold up to 40 people at the same time.

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Off Com Parking Ramp

This is a necessary item to lead cars into the Parking Lot. It can be placed in B1 and be extended downwards.

Off Com Parking

Demanded by office workers and always used by Suite guests.

Parking that is not connected to the Parking Ramp on the same floor will not function and an "X" mark will be displayed.

Off Security or Sec (Security Room)

When placed, Guards patrol Offices and Condos at night. Theft P. 41 may take place due to the lack of Guards. Guards also extinguish fires. P. 41

The number of Guards can be adjusted on the General Tab in the Information Window. P.16

37
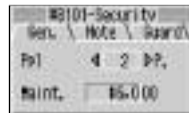
🏛 Large Facilities

Very big and expensive items that are used by many people. These items become available when the building is upgraded to a certain level.

Off Com **Cathedral**

It can be placed at the top of the building higher than 40F (higher than 30F for the Commercial Building). Once it is placed, you can't make the building any higher unless you remove it. Worshippers gather at the Cathedral and when more than 40 people gather by noon on a weekend, a wedding will take place. A wedding is a precious event that only happens once during gameplay. It is one of the conditions to get the "TOWER" rating. P. 11

Com **SPA Resort**

A huge resort facility with a large natural hot spring spa. Place the cursor on the item and tap the A Button to make the fountain spurt and attract visitors. Some of those people will then stay in Hotel Rooms in the building. The SPA can accommodate up to 100 people at the same time. It's open from 3pm – midnight.

Off Com **Metro Station**

It can be placed in B6 where the subway runs and on B5. When placed, customers to commercial tenants will increase. Also, some office workers who commute by car may start using the Metro and it will save Parking.

Off Com **Cinemas**

Attracts many customers. Shows movies twice a day: 1pm – 4pm, 5pm – 8pm. Customers may visit commercial tenants on their way home. Customer range and appeal differs according to the type of movie. Keep attracting customers by changing the movie from time to time.

> To change movies, select "Movie" on the General Tab in the Information Window. P. 16

🏢 Special Facilities

Off Com **Sky Lobbies**

Like the standard Lobby on the first floor, this is an item to allow people to make transport connections. It can be placed on 10F, 20F, 30F, 40F and 50F. People can change between transport items placed on one Sky Lobby. Take advantage of this item to create a smooth flow of people.
✻ Only the General Office Building can have 40F and 50F.

Off Com **Remove Items**

A tool to remove items P. 29 that have been placed.
✻ If you use this tool on a Sky Lobby, the entire Sky Lobby (total connected Sky Lobby on a given floor) will be removed.

Events

This section explains the events that may take place when you are managing the building. Note that these are not the only events that you may come across.

Cockroach Infestation

Cockroaches infest Offices, Condos and Hotel Rooms.
Cockroaches cause stress. They can also spread to neighboring tenants. Exterminate them as soon as possible.

● **Exterminating Cockroaches**

When you place the cursor on a tenant infested with Cockroaches, the cursor will change. Tap A Button to exterminate. Residents will move out unless you exterminate the Cockroaches before the next day; leaving you with no other choice but to remove the tenant.

The Day of Infestation (Need to Use a Bug Bomb)	The Next Day after Infestation (Need to Call an Exterminator)	Following Days (Need to Remove the Item)

Theft

Theft may take place in offices or condos. When it happens, residents will move out. This will intimidate residents and cause stress to the people living on the same floor. Remove these tenants as soon as possible. Of course, Thefts can be prevented if guards patrol properly.

Fire

Fire can break out in the General Office Building and will keep spreading (up to a maximum of 6 floors) until guards extinguish it. An area affected by fire will no longer operate, forcing residents to move out. Remove the burned areas to place new tenants.

Yama's Inspection (Inspect)

In the General Office Building scenario, Yama may come to inspect and evaluate the building. The results of inspection can be checked in "Yama's Inspection Diary" P. 25. Make use of his advice to manage the building.

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Tips

This section explains tips and techniques on managing a building. Read them carefully.

Connect All Floors to the Lobby

People come in from the Lobby on the first floor and move to their destinations using transport items. People cannot reach floors that are not connected to the Lobby.

Consider the Routes People Take

When people move from one place to another, they can only transfer transport items once at a Lobby or Sky Lobby. Keep this condition in mind when creating routes. If people have to travel a long distance to get to a transport item, it can cause stress. Note that each transport item should be within a certain distance of others.

For Example

1 Starting point

2 Moves to 1F by Elevator

3 Through the Lobby

4 Transfers to Stairs

5 Safe arrival at destination
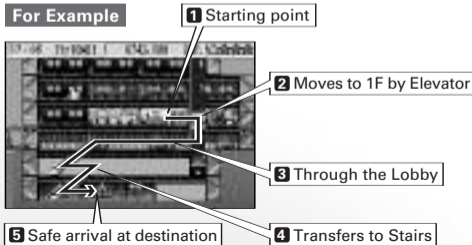
Make the Best Use of Stairs and Escalators

If Elevators are used just to go to a Toilet or Vending Machine situated on a connecting floor, they will always be full. To avoid this, place Stairs and Escalators to connect the two floors. Residents nearby will use these items and the flow of people will be smoother.

People Hate Waiting

Various factors can cause stress but the waiting time for Elevators is a huge factor. While waiting for the Elevators, people will turn red. This means that it's time to add more Cars or place a new Elevator.

Be Careful with Noise

If commercial tenants and Cinemas are next to Condos, Hotel Rooms or Offices, people will get stressed out due to the noise. Place these items at a distance or on another floor.

Pay Attention to the People's Requests

People's requests and complaints are sometimes displayed in the Message Bar P. 14 on the main screen. Since these requests are strong demands from the residents, take immediate action to minimize their stress.

Fast Forward Time

If you hold down the A Button over items other than transport items, the cursor changes to what is indicated to the right. This allows you to fast forward time. Use this feature if you need to wait for the collection of income or new residents to move in.

Use the Zone Method to Create a Smooth Flow

As the population increases, Elevators can be set to stop only at designated floors to create a smooth transportation flow. This is called the "Zone Method". The following is an example. Set an Elevator to stop at only designated floors P. 21 and aim for an efficient operation.

For Example

	Stops at 11F–20F
Stops at 2F–10F	Skips
Elv #1	Elv #2
Both stop at Lobby on 1F	

20F
10F
1F
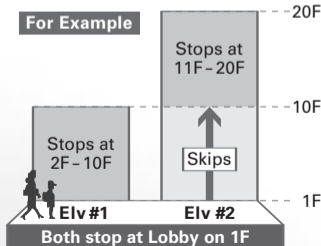
Take Advantage of the Sky Lobby

At Sky Lobbies, which become available when the building upgrades, people can change between transports like they do at the Lobby. People can transfer only once from one Elevator to another at a Sky Lobby. Building a skyscraper involves taking advantage of these items.

● Giant Elevator and Sky Lobby Method

The Giant Elevator stops at floors where Sky Lobbies are located. Therefore, it is advantageous to use the "Sky Lobby Method" in which multiple Elevators are utilized. For example, as the following diagram shows, people who reach floors higher than 21F will go up to the Sky Lobbies using the Giant Elevator, and then change to either Elevator #3 or #4.

For Example

		Stops at 20F, 31F–40F
Stops at 20F–30F	Skips	Skips
Elv #3	Elv #4	G. Elv.
Transfer at Sky Lobby on 20F		
		Stops at 1F, 11F–20F
Stops at 1F–10F	Skips	Skips
Elv #1	Elv #2	To Sky Lobby on 20F
Lobby on 1F		G. Elv.

40F
30F
20F
10F
1F
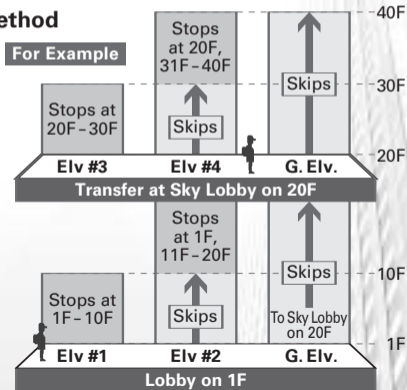
Credits

This game, "The Tower SP," is a remake of "The Tower 1.2J" which was released for the PC by Open Book in 1995. To develop it for the Nintendo Game Boy®Advance SP, the specifications, program size, graphics and SFX have been enhanced. Because of space limitations, only the names of staff who directly took part in this title are listed here. However, from 1994 to 1997, "The Tower" series has gone through several upgrades, mainly by the staff at Open Book. We'd like to express our gratitude to all staff, both overseas and in Japan, who took part in developing this game since the original version to the newest update.

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Notes

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