



Content

Warnings and precautions	3
Early Access	4
Menu	5
Definitions	6
About the game	7
Places	11
A few tips	15
Quality, ratings and sales of games (Spoiler!)	16
Support	17
Credits	18

Warnings and precautions

The following indications should be read carefully before adults and especially children use the game.

Persons who suffer from photosensitive epilepsy are susceptible to epileptic seizures or disturbances of consciousness if they are exposed to certain flashing lights or light effects. Those persons may suffer an attack when playing a computer or video game.

In most cases those who suffer from epilepsy are not exposed to any danger when playing those kinds of games. If you or a family member has ever had symptoms that could possibly be associated with epilepsy (such as seizures or impaired) you should take advice by a medicine before playing the game. Should an adult or child whilst playing a computer or video game suffer from dizziness, impaired vision, twitching eyes or muscles, loss of consciousness, disorientation or any kind of involuntary movement or convulsion, the game should be quit immediately and a physician should be consulted.

- In case of photosensitive epilepsy a few precautions should be considered. However, the use of computer and video games is not prohibited in such case.
- The gamers should not sit too close in front of the monitor or TV but be located as far as possible from the screen.
- For the reproduction a possible small display should be used.
- If a person has not slept enough or is overtired playing the game is not advisable.
- Sufficient lightening in the room where the game is being played is needed.
- Every hour in front of the screen, requires a minimum of 10 minute break.

Early Access

This game was released after a long time of planning and runs of trials on Steam in Early Access in October 2015. We received many questions of why we've already released it so early, but the answer is simple: we wanted to collect as many ideas and suggestions of the community as possible at an early stage to have the chance of putting as many of them into the game. We still believe that it has been the right way, although many people, unfortunately, don't exactly understand what "early access" is and that it does not mean to receive a completely developed game.

Throughout the Early Access phase, we got a lot of ideas and suggestions of the community and a lot of them were integrated into the game, which have greatly extended the game.

We want to thank all those people, who helped to optimize and enhance the game by thinking and being creative with us.

Overall, communicating with the community is an important part of all our work. So, for us, it is self-evident that we also respond to support requests (as long as they remain fair) and try to solve problems.

Far more people have worked on Game Tycoon 2 than on the final development of the game. Many thanks for their dedication, their ideas and their work.

We thank you for purchasing the game. Each purchase supports us a lot as a small independent developer.

Menu

Tutorial

In the tutorial menu you start one of the five tutorials. A new tutorial will be unlocked, if the prior mission has been successfully mastered.

Campaign

In the campaign menu you start one of the 20 missions. A new mission will be unlocked, if the prior mission has been successfully mastered.

Endless

Starts a new endless game or continues a saved endless game. Here you can type in a company name, choose a company logo, choose the difficulty level and the character. You start the game in 1980, but you can also choose the starting year in five-year steps until 2020. However, only if you have played one of the prior endless games at least until the starting year.

There are two difficulty level: Easy and hard.

The difference is, how much credit you can take, how strong the opponents are and many more.

Options

Here you can change settings, such as language, text displays, music, sound or volume. Help texts can be switched on or off.

Credits

All developers, testers and whoever has worked on this game, would surely appreciate it if you came by briefly.

Quit

Ends the game.

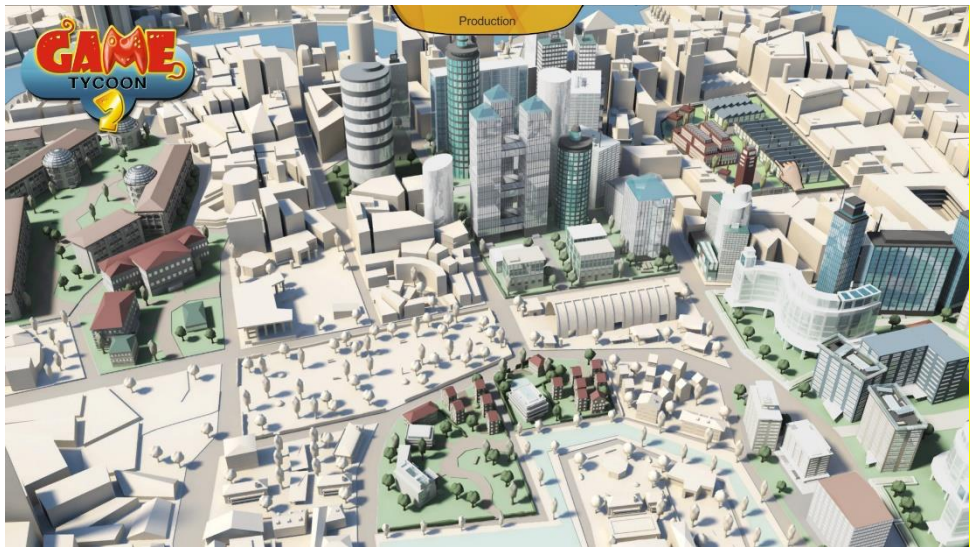
Definitions

Engine	An engine is the base frame of a game. It can save a lot of work, as many technologies are already integrated.
Distributor	A distributor makes sure that a game enters the market. No more than that. You are responsible for its production and advertising. Most time you get a higher share than with a publisher but also take a higher risk.
Publisher	A publisher publish the game. From a publisher you get a lower share than from a distributor but you do not have to put up with production or advertising costs.
Copy protection	Protects your games a few days longer and guarantees more income. It can upset gamers if it is too annoying.
Skill system	In the skills system certain areas of the game can be considered more or less.
Technology	An example for technology is a mouse. A feature of technology would be a mouse wheel.
Beta phase	In a beta phase bugs will be found and removed.
Bugs	There is hardly any software without errors. A bug is an error or a series of errors.
Update	An update fix bugs and/or brings new features.
Add-On	An add-on enhances a game with additional features.
Reputation	Your company's reputation has a positive influence on your sales. It can be improved by developing good games and positive actions. Bad games and negative actions harm it of course.

About the game

Play the tutorials first. They show you the basic functions and guide you through the game. Therefore, you get a support system to help you during the game. Whenever you see this symbol **i** in the game (usually next to a button or in the field) you can read a short support or descriptive text. Later on, when you know all the game's functions you can switch off this function in the main menu.

Via the main map, you can get to almost all important locations. The developer's office and research section can only be accessed through your company office.



In the scenes, you see a small info, which shows you the target of objects, where you move the mouse over:



With your company overview on the lower left, you get to see the most important information:



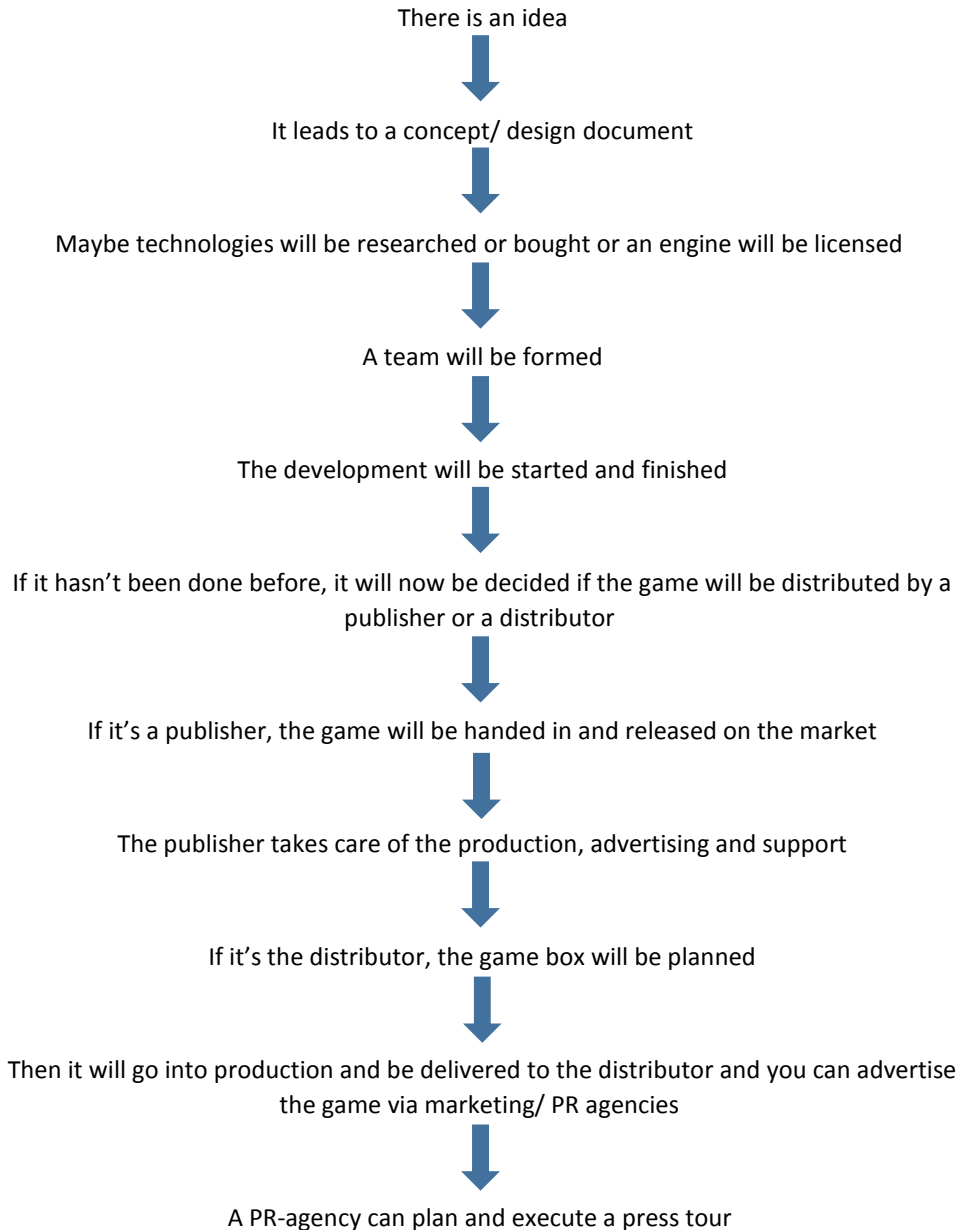
Your company logo, the date, the company's account balance and most important the reputation of your company. You should always try to keep your reputation in the positive and green zone. Your reputation improves with successful games, when you hire employees and so on. It deteriorates with bad games, games with many bugs or if you fire employees and so on.

With the buttons, you get to the menu, pause the game or change the speed of the game. Alternatively, you can change the speed with the keys CTRL + 1-4 or pause the game with STRG + Space.

On the upper left, you see a small info area. Here you can see details about current researched technologies, open contracts, game concepts and released games. You open and close this area with the right button.



Basically, you should always keep in mind how games find their way to the customers:



To reach the highest level of success with games it takes a lot of luck. However, many factors can already be taken into consideration during the planning and development, such as:

- Which genre is popular in this year?
- Which system is popular in this year?
- Which technologies are available and are they up to date?
- What should be the price?
- How much time is left for a beta phase?
- In how many languages should the game be released?
- Which special features should it have?
- Which extent and quality should the packaging have?
- is there any copy protection?
- How many units should be produced for the start?
- What is the best way to advertise the game?
- And a lot more

Places

In the following, we are going to describe the most important locations of the game. We will not describe all details, because some of these you will have to discover yourself to successfully develop games in Game Tycoon 2. The following locations are under your control in the game:

Company office

Here you can train employees, promote or fire them (also see different types of developers, which will be explained at the university area), check balances, statistics and the latest news. In the folder, you can change settings concerning employees and your salary. On the computer, you can plan games and engines, hire employees during the game and look at all products. Also you can see statistics for each published product (with publisher, with distributors, with online server and for engines) in the PC. During the planning on the computer, you get to see all the estimated expenses and duration of development, which are subject to changes. Here it is important which quality and speed your developers have and how many you actually assign to a project.

From your office, you can reach the research area and the development office. If you expand your company, your office will become too small and you will have to move into a bigger one across the floor. You can do that on the map.

Research

Here, research on new technologies can be done. Technologies can also be purchased later, but they are more expensive compared to research. The cost of research gets lower in the course of the game. Certain technologies also have features, which will be released after some time, and they can be purchased. The researched technologies can be used into game concepts. If you buy an engine, it already contains certain technologies according to the year of publication. You can also create your own engines with your technologies, use these or sell them in the law area. Engines can be expanded later, by developing sequels with new features.

Developer's office

Here the planned games and engines are developed on a project board. Therefore, you click on a project and assign the developers to it. You can hire developers at university or later on at your computer. Then you can start a project and see your progress. You can also release later games on own servers.

Law area

In the law area, there are two further areas: the lawyer and the notary area.

Lawyer area

At the lawyer's you can negotiate contracts with publishers and distributors. In publisher contracts and contract jobs, concepts and completed games can be submitted. In the further course of the game, contracts for online platforms can be signed too.

Notary's area

At the notary's area, you can purchase licenses at certain dates. Furthermore, you can buy and sell engines here. Engines are differentiated between those with a project license (only usable for one product) and full license (more projects can be developed with). You can also see if the engines are up to date.

University

There are two areas at university. The notice board and the kiosk.

The notice board

At the notice board, employees can be hired. These are divided into programmers, graphic designer and musicians. When you hire employees, make sure to check if they are freelancer, permanently employed or project based developers. The differences are:

Freelancers

They can be fired anytime but cost more. They can be trained or employed permanently.

Permanently employed developers

They can be trained or promoted. When they are fired, there is a notice period, which makes them more expensive but still less than free developers.

Project based developers

They only take part in developing one project and will automatically leave after that. They cannot be hired or promoted and are more expensive than permanently employed developers. On the other hand, there are no gratuities to pay in case of dismissal.

Kiosk

At the kiosk, you can check the market newspaper for the popularity of certain genres and systems in the actual year. In the gaming magazine, you can see how your game has been rated. You can only see the result as soon as you have marketed the game. Have in mind that the test rate is not equal to the game's quality. The game's quality is important for

fulfillment of minimum qualities in contracts and can be viewed in the game's overview on the computer after the development was finished. The test rating depends on what is added to the game's packaging as well as some other factors.

Banking area

At the bank, there are two areas: banking and stock exchange

Banking area

Here you can take out credits for your company and pay them back. If you pay them back earlier, you need to pay less interest. You can invest your money on an account book or in investments. You do not take risks with the account book, but only little interest rates. You get higher rates with investments but the risk is higher. Here you can also see your private account balance. You can buy status symbol at the shopping mall. Your monthly salary, which you pay yourself in your company, will be transferred to this account. During hard times, you can also borrow money from the company at low interest rates.

Stock exchange

Here you can buy shares from other companies and easily earn more money. Keep in mind, that companies at stock exchange can go bankrupt, if they are based on too low ratings and are then will be delisted from stock exchange. That is when some investments might get lost. The companies at stock exchange have a level. If their level remains at a high or low stage, they rise or fall a level or gain/lose value. If their level is in the lower one-digit stage, they might be delisted from stock exchange.

If your company is successful and has enough money, you can become a stock exchange company. This can have advantages but also disadvantages. Benefits are such as fresh capital. Disadvantages are the cost and the risk that other companies take part in.

Advertising Agency

In the advertising agency, you can advertise your products with special campaigns. You choose the duration and sign a contract. You can quit contracts ahead of time and receive back a certain amount, however not everything.

In the advertising agency, you can book appearances at trade fairs. Here you choose the fair and the extent of the booth. When the trade fair takes place, you can visit it via the map. At the trade fair, you can do ad-hoc campaigns, which improve your reputation and help your sales but are also expensive.

In the PR-area, you can plan press tours for your games and carry them out. They are expensive too but boost your sales.

Production

Production is divided into three areas. From right to left: replication, planning and stock. First, you set up the box on the table in planning. There you get to see the cost per piece at low circulation. When time passes there will be new packages and goodies, you can add to the games. The game's medium is not shown, but taken into account. Here you can also set up compilations of games.

When you click on finish, you can get the game produced in the replication area. Choose the system, the quality and the circulation of the game and start a normal or a slightly more expensive but quicker express production. If you manufacture more of the game later, the qualities will already be set for the system. You can only change the circulation then. In the stock, the game will be delivered a few days later. There you can set the sales price and choose the distributor contract. Keep in mind that genre and system have to correspond with the game in the contract or else it will not be shown here. In addition, a minimum quality of the games must be maintained. In the game's details, you can check how many games have been sold and how many are in stock. Watch this, because when the stores are empty, you earn no money. When games cannot be sold anymore, you can try to sell them cheap or let destroyed them.

If you want to publish a compilation of games, close a corresponding contract or one in which the platform and at least one genre are matching.

Shopping Mall

In the shopping mall, you can buy status symbols for your house in different shops. Furthermore, there is an exclusive pizza restaurant and a games shop. At the games shop you can look at the charts and the yearly-awarded trophies.

Your House

In your house, you can see your status symbols, which you have bought at the shopping mall. With some items you can also interact, but not as simply as in Game Tycoon's first part. You do not pay a rent because you have inherited the house.

A few tips

- Look after your company's reputation. If it is low, it affects your sales numbers. You can improve it through marketing campaigns, by hiring developers or just making good games.
- If you are in the red with your balance for more than three months in a row, the game is over! To avoid this, you must develop successful games, take credits or speculate successfully at the stock exchange. You can adjust your private income in the folder in the office once a year.
- Publisher assignments make only little money in the long run, but they can help keep you alive.
- Start small. Hire cheap developer and train them. Develop small games for publisher and then grow small with your company. Even you get a lower royalty with a publisher contract, it cost you less risk. If you then have more money, you can try bigger projects and sell them with a distributor.

Quality, ratings and sales of games (Spoiler!)

The following passage contains details concerning gameplay. We made sure not to publish everything here because we didn't want to spoil the fun factor of the game.

Quality

The quality of the games, which are important for contracts, can be influenced during the planning phase. Important aspects with regard to quality are:

- how popular and up to date are the used technologies? Obviously you're supposed to find out yourself.
- how many bugs are in the game?

...

The quality can be improved by patches on PC after finishing of the development. One patch can be developed for every percentage point of bugs. When only 0.0% of bugs are left in the game, you can just develop a content patches. The patch icon will then consequently vanish from the screen.

Ratings

In addition to quality, the gaming magazines' ratings are also based on a few other adjusted details from the game concept, which have been realized during development, e.g. skills and further details. Another way to boost your ratings could be a license...

Sales

In order to sell as many games as possible, many details have to fit in. This is a list of important factors:

- quality
- the extent of the box content
- the company's reputation
- special features

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Support

Due to the variety of hardware components and system configurations on the market, problems with installation and the operation of software products can never be entirely avoided. Therefore we would like to offer you assistance. Please visit problem-solving / Support/ FAQ's on our website. Answers to many problems and questions can already be found in the Online Forum and on the websites of Sunlight Games.

All questions related to the game are gladly answered by the technical support team.

You can contact them via the Sunlight Games' website (www.sunlight-games.com) or directly via E-mail: support@sunlight-games.com

Please provide the support team with the following information:

- Exact description of the error and detailed description of the problem
- Manufacturer of your processor and its speed
- Size of the user memory
- Manufacturer and description of the graphic card
- Operating system used

Updates and add-ons are available on the websites of Sunlight Games.

www.sunlight-games.com

Here you can find product information and additional info regarding the games of Sunlight Games, as well as updates and much more.

Credits

Idea

Marco Sowa

Executive Producer

Marco Sowa

Lead-Programming

Sebastian Engfer

Programming

Tim Polak

Marco Sowa

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Sebastian Krauß

Marco Sowa

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Animations

Michael Keutmann

Sebastian Krauß

Sound & Music

Alon Kaplan

Manual

Marco Sowa

Translations/Proof reading

Übersetzung

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Gabriel Burdese (Spanisch)

Knight of Soundtrack (Englisch)

V. Meyer (German)

Tester

QA-TestLab Solutions Limited

S.C. Quantic Labs S.R.L.

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