KOEI

# AEROBIZ™




## Instruction Manual

SEGA GENESIS™ 16-BIT CARTRIDGE

OFFICIAL SEGA SEAL OF QUALITY

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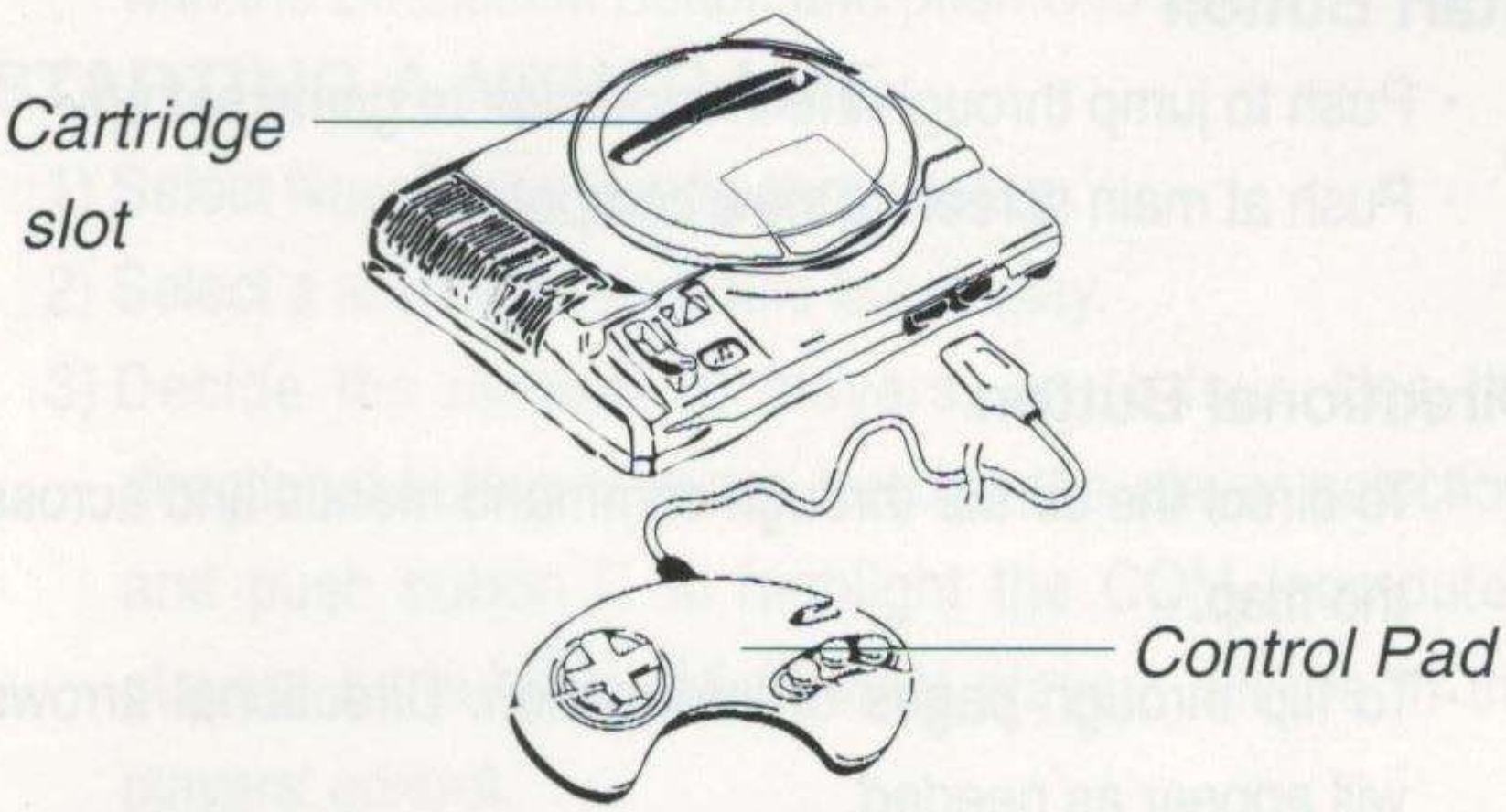
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# LOADING INSTRUCTIONS

1. Make sure the power switch is OFF.
2. nsert your AEROBIZ™ GENESIS cartridge.
3. Turn the power switch ON. If nothing appears on the screen, recheck cartridge insertion.
4. The opening screen will be displayed. To skip to game set-up, press START.



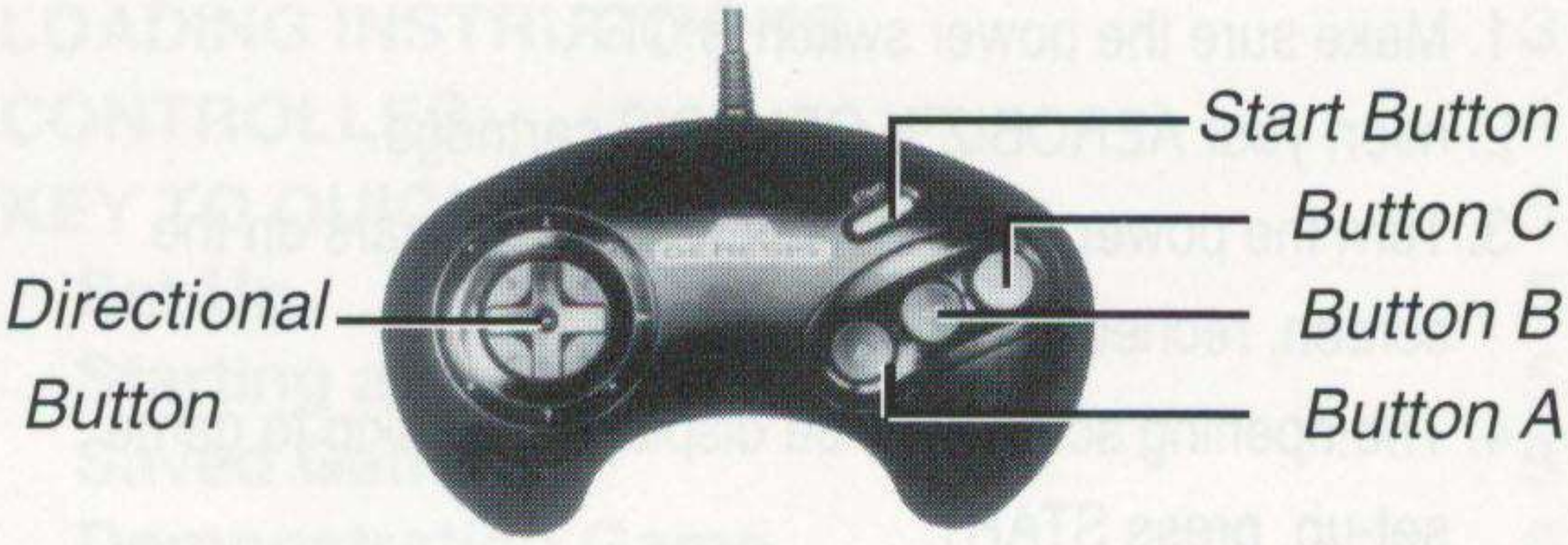

## Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself and the Sega Cartridge.

## Warning to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

# CONTROLLER




## Start Button

- Push to jump through the introduction to game set up.
- Push at main screen to view competition.

## Directional Button

- To direct the cursor through command menus and across the map.
- To flip through pages of information. Directional arrows will appear as needed.
- To scroll the globe in main screen functions.
- Press up or down to speed through messages.

## Button A

- Push once at the main screen to switch from the command bar to the map at the main screen.
- Push twice at the main screen to view information on your company.

## Button B

- Push to cancel out of commands.

## Button C

- Push to select highlighted commands.

# KEY TO QUICK PLAY

## SET UP

1) Insert the game cartridge.
2) Turn ON the game system.
3) The introduction to the world of Aerobiz will begin. Push Start to skip to game set-up.
4) Select a New Game or Continue, to play a saved game, with the Directional Button and push C to select.

## STARTING A NEW GAME

1) Select New Game during game set-up.
2) Select a scenario you would like to play.
3) Decide the number of players, up to four. Use the directional button to move through the player selection, and push button C to highlight the COM (computer) players as huMAN. All huMAN players will be in the players' control.
4) When all players are set, push down on the directional button to highlight END, then push button C.
5) Decide main headquarters. Move the cursor across the map and push button C to select a city for each player to control.
6) Name company. To rename, push B to erase the current name. Move the cursor through the alphabet, push C to select, and write out the new name.
7) Okay the names of computer controlled companies by selecting YES. Or choose NO to rename.
8) Choose level of game difficulty.
9) Okay the final set-up by pushing C, or push B to return to scenario selection.
10) The game starts at the main screen, with the command bar highlighted.

## SAVED GAME

Choose Continue during game set-up. Choose which saved game to play. The game will start up from where it was last saved.

## DEMONSTRATION GAME

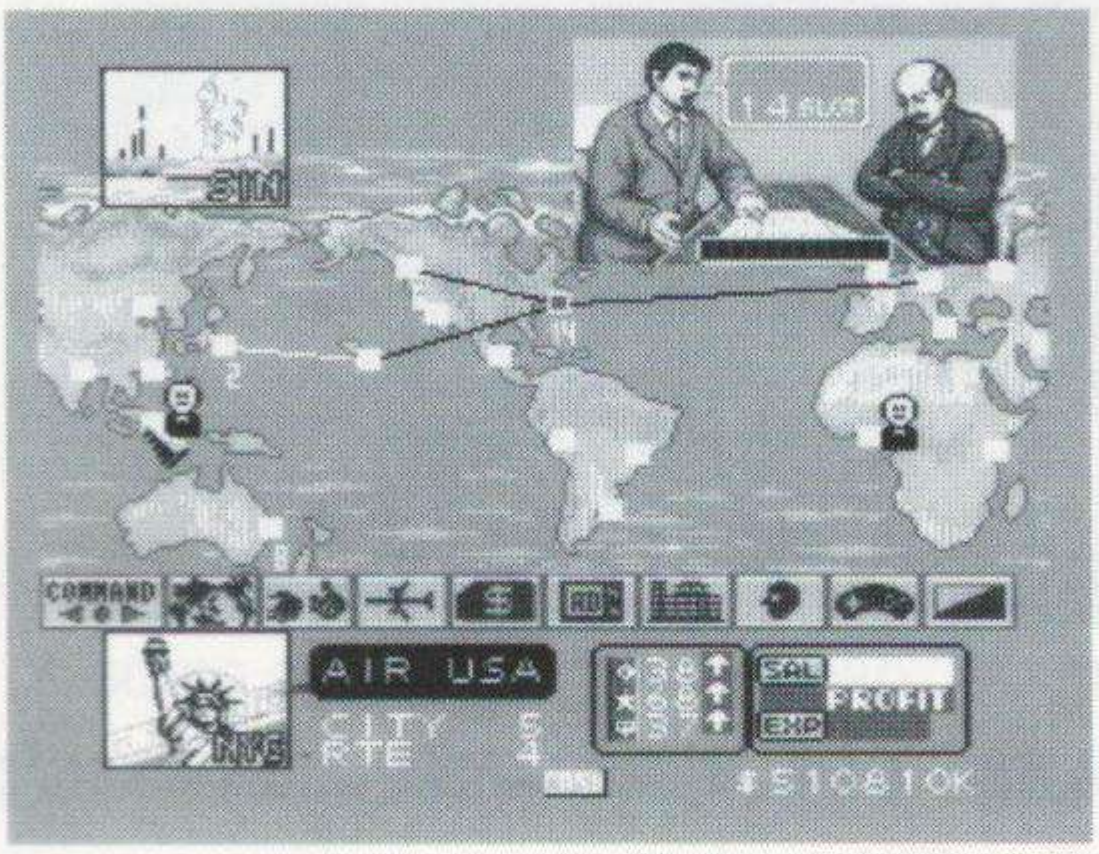
You can watch the demonstration play if you leave all the players in the computer's control during game set up. Push the RESET button to escape from the demonstration at any time.

## MAIN SCREEN FUNCTIONS

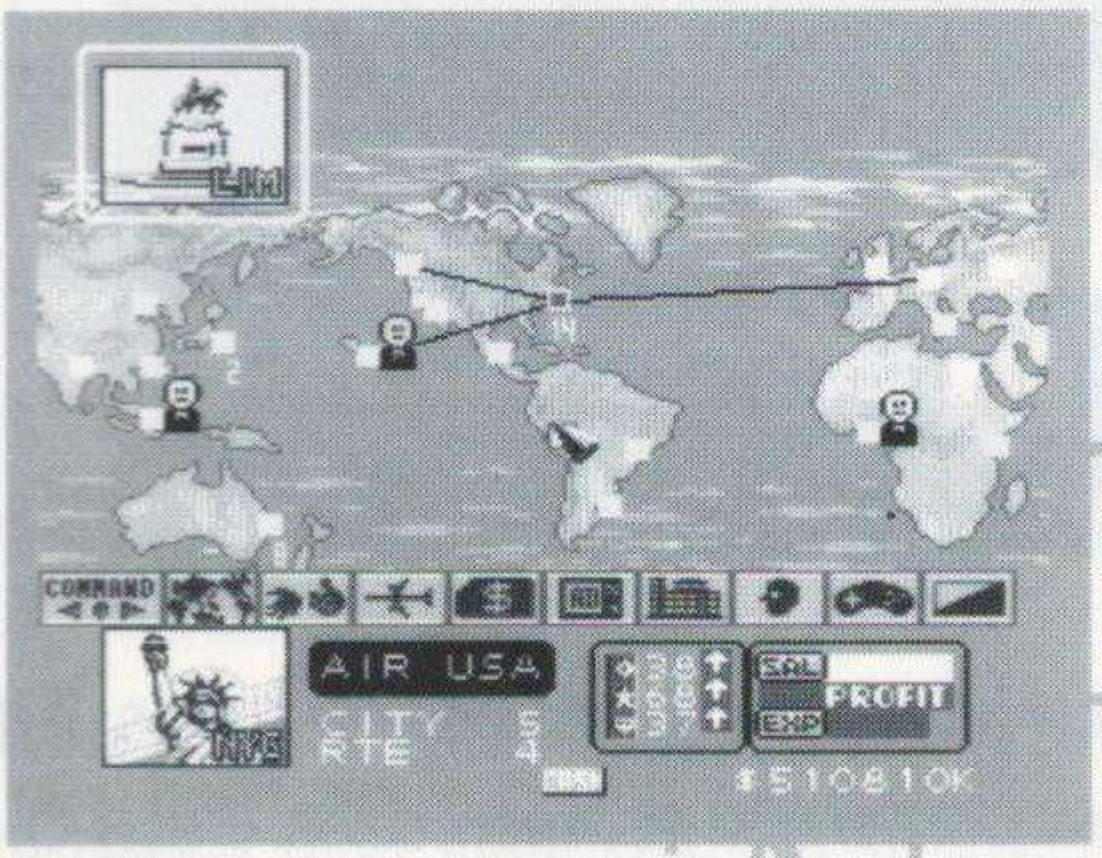



As Aerobiz starts, you assume the position of CEO of your own airline. Data about your company is shown at the bottom of the screen: headquarters, name, route and profit information.

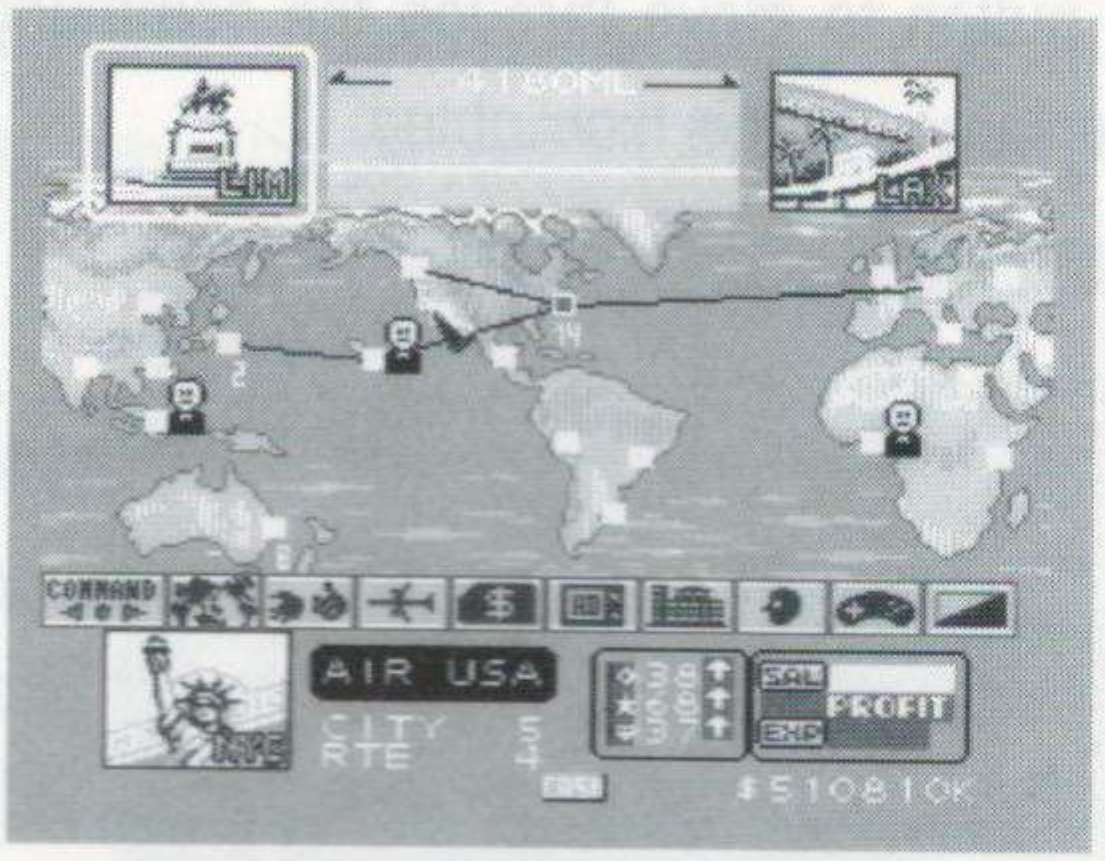
The command menu is in a bar at mid-screen. Use the directional button to move through the commands. Each command enlarges as it is highlighted.




Push button A once, and an arrow cursor will appear on the map of the world. Move the arrow to a city and push button C to select a city. If you choose a city which is currently in negotiation, a brief status report will appear.




Having selected a city, push button C once more to view city data. There are three screens which inform you of the city population, status as a business or tourist city, companies flying to the city, and passenger traffic. Push button A to flip between screens, or B to return to the map of the world.




Having selected a city, simply move the cursor to another city to view the distance between two cities.




You can view information on competitor routes, if they exist, when viewing distances between cities. Push C, with two cities connected, to view competitor information.




Push button A twice to view data about your company before selecting a city at the world map. A command menu will appear for you to access route data, company earnings, a sales report, planes and assets. Push Start to view the same information on competitors.

## QUICK PLAY

This explanation is a successful start to your career as CEO of your own airline.

Set-up:Scenario 2
1 Player game
L.A. headquarters
Beginner level

### First Turn

- Open routes (first command) from L.A. to cities with holding slots: cities with adjoining numbers. Assign a B747 to the L.A.-Honolulu route, DC-10s for L.A.-NYC, B727s to L.A.-Vancouver, and B727s to L.A.-Mexico. Order the maximum number of flights per week, and set all fares for 35% profit.

· Buy planes (third command):

Airbus: 2, A300s

Boeing: 1, B767

MDC: 1, DC-10.

· Set all budgets to maximum (fourth command).

· Send one manager to negotiate in L.A. (second command). Send the other 2 managers to New York and London. Negotiate for 14 slots in each city.

· Invest in a charter company (sixth command). Buy 15000 shares of the lowest priced stock.

· End turn (last command).

## Second Turn

· Change planes to A300s on routes you previously set up (first command). Select the route to change, and a profit screen will appear. Push C and choose Types. Select planes with the best fuel-efficiency to maximize profits on all routes. When you're done, push button C. Planes you have not placed on routes will remain in stock.

· End turn.

## Third Turn

- Your negotiations should be complete. Now open routes to each city where you were awarded slots.

- Send the managers out to negotiate again in Paris and Tokyo.

- Build a branch office in New York (sixth command). Construction will take 3 months.

- End turn.

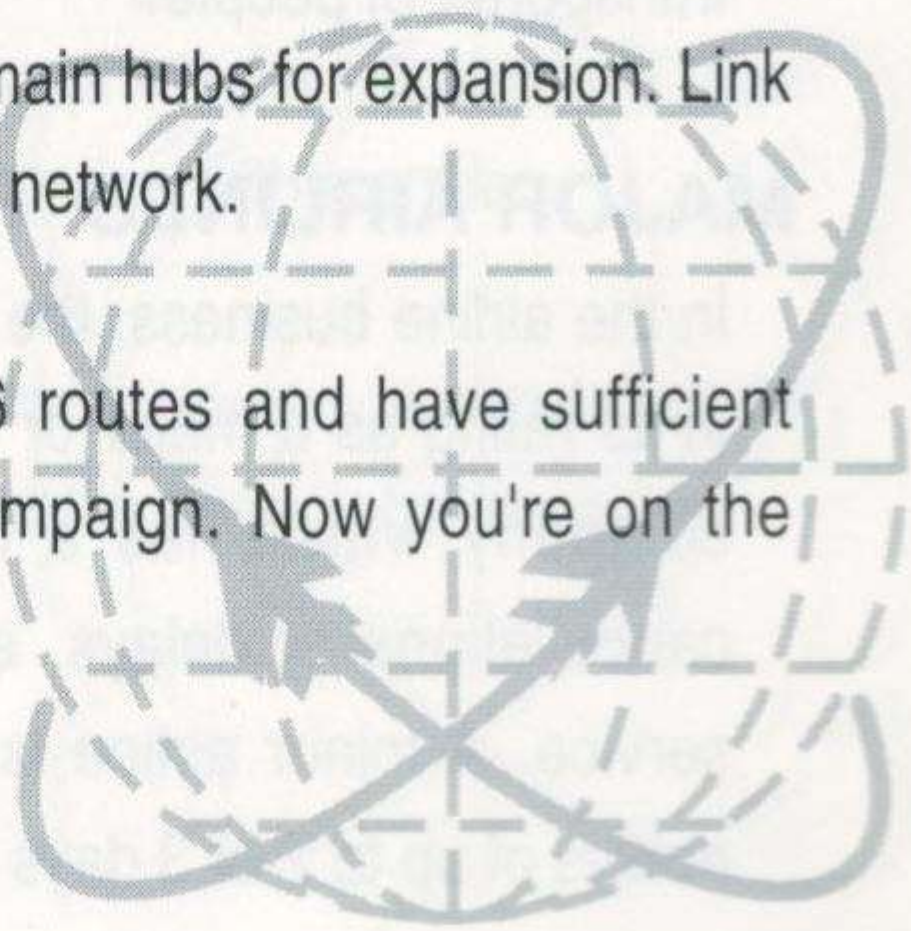
## Goals from Here

- Maintain your stock of planes. Keep track of the most efficient planes for the routes your company is flying.

- Continue to open routes between other cities.

- Sell stock when your capital is low.

- Use your branch offices as main hubs for expansion. Link your hubs to create a global network.



- Once you have opened 16 routes and have sufficient capital, start a network campaign. Now you're on the road to success!

# AEROBIZ: A GLOBAL NETWORK

## YOUR COMPETITION

In the latter half of the 20th century, airline competition has intensified year by year. All airlines are extending their air routes in an effort to appeal to new customers around the world. The airlines all share the same goal, that is to connect cities of the world with a traveling network.

The competition is tough, and moving people is serious business. However, not all airlines have what it takes to succeed. Minor problems are hard to justify to passengers when other airlines seem to provide the same services. It's up to each airline to win loyal customers of their many passengers from the very start.

The airline companies of today are expected to supply the best transportation available. Convenience, safety and comfort are desired by all passengers. Each airline must continuously invest in maintenance, ad campaigns and special services. It's all a part of the role of being a global transporter of people.

## MAJOR AIRLINES

In the airline business, the success of a company is evident in its rating as a major or minor airline. A major airline is a company which has a record for regular flights, few cancellations or delays, and is recognized for first class service. A minor airline is a company which has frequent delays of up to 2 or 3 days and a poor reputation for service.

What do you need to do to win recognition as a major airline? Let's look into the qualities required of an airline company: air routes, safety and service.

- **Expand Air Routes**

  It's fascinating to be able to travel to any city in the world because the transportation routes are available. Passengers feel a sense of security and trust in your airline when you provide the means for them to reach distant cities. Open routes around the world.

- **Safety First!**

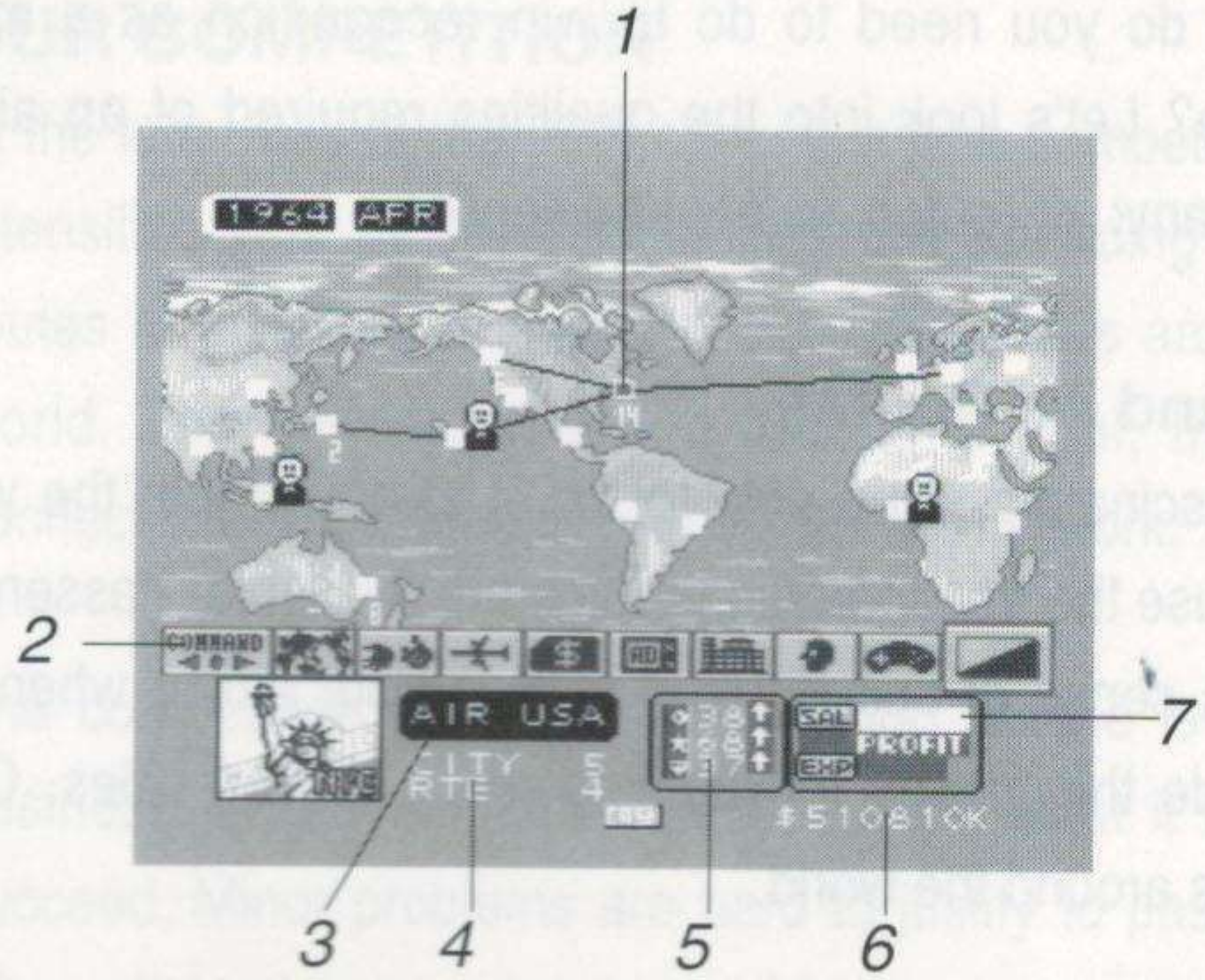
  Passengers entrust their lives to an airline when they choose to fly. No one is willing to fly on a airline with a reputation for breakdowns. Passengers also lose faith in airlines which show up in the news because of problems. Keep your planes in flying condition.

- **Service with a Smile**

  Long lines and delays are irritating for travelers. It's up to you to provide a relaxing atmosphere for passengers once they board. Give passengers service with a smile.

An airline company with extensive routes, a reputation for safety and good service is bound to be a global success!

# STARTING YOUR BUSINESS




1. City Marker (see below)
2. Command Bar
3. Company Name and Color
4. Number of Connecting Cities and Routes
5. Budget
6. Capital
7. Graph of Profit

City Markers

Red: A headquarters city

Yellow: A branch office city

Green: City connected by air routes

Gray: City not connected by air routes

For information on route colors see Viewing the Data-Simple Data.

## SCENARIOS

There are 2 scenarios. You choose your headquarters from 22 cities. Depending on the scenario, game level and headquarters location, you are provided with varying capital and planes at the start of a game.

Scenario 1: 1963-1995
Scenario 2: 1983-2015

The game year starts in April and ends in March of the next year. Your turn comes up every 3 months.

## YOUR GOAL

You are President and CEO of an airline company.

Your company is provided with a number of airplanes and holding slots in certain cities.

Extend your routes and connect 22 cities of the world through your air routes. Strikes, airplane trouble and world events may hinder your progress. Your goal is to become the most successful airline in the world.

## VICTORY

You win when the following 3 conditions are all fulfilled:

1. You connect all 22 cities through air routes.
2. Your annual report shows capital "in the black," you're maintaining a profit.
3. You are transporting the target number of passengers set for your game level.

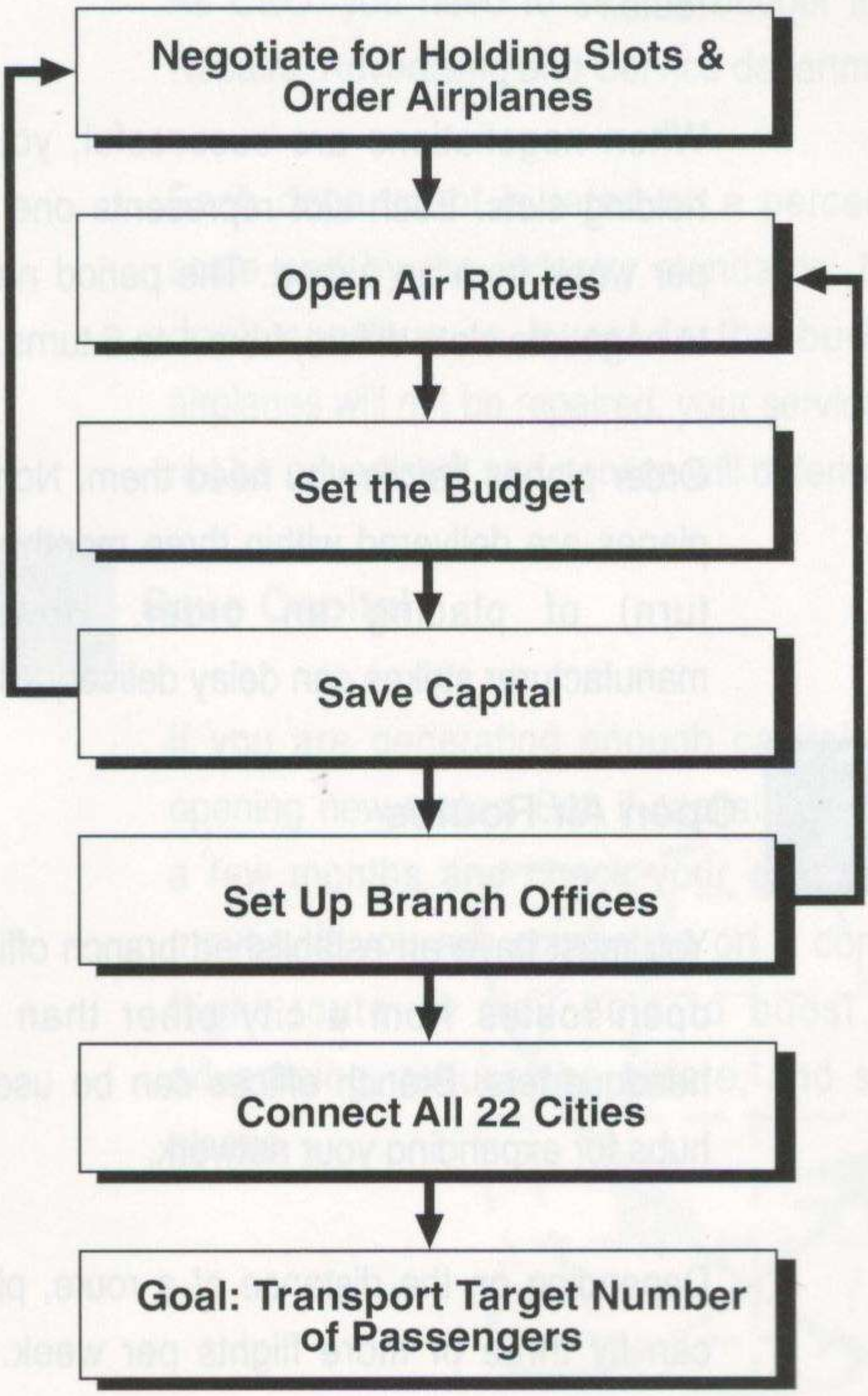
| Game Level | Target Transport |
|---|---|
| Pro: | 4,500,000 people |
| Hard: | 4,000,000 people |
| Normal: | 3,500,000 people |
| Easy: | 3,000,000 people |
| Beginner: | 2,500,000 people |

## DEFEAT

1. Management conditions are poor and capital remains "in the red" for a year, you're not making a profit.
2. 32 years pass without meeting victory conditions.
3. A computer controlled company wins.

## GAME FLOW

You can't open routes without planes, and you can't get planes without ordering them. In order to understand the process of running your own airline, follow the general game flow.



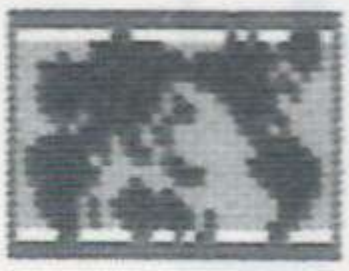


## Negotiate for Holding Slots&Order Airplanes

You have to negotiate to earn the right to open routes to each airport. And, you need planes which can fly non-stop between two cities on a route.

When negotiations are successful, you win holding slots. Each slot represents one flight per week from an airport. The period needed to negotiate slots differs, from 1 to 6 turns.

Order planes before you need them. Normally planes are delivered within three months (one turn) of placing an order. However, manufacturer strikes can delay delivery.



## Open Air Routes

You must have an established branch office to open routes from a city other than your headquarters. Branch offices can be used as hubs for expanding your network.

Depending on the distance of a route, planes can fly three or more flights per week. The potential number of flights per week is

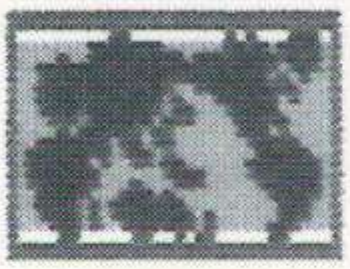
designated by an empty circle. The actual number of flights is designated by an orange circle. Balance the potential and actual number of flights carefully when assigning planes.



## Set the Budget

As CEO, you need to set the budget for the Repairs, Advertising and Service departments.

Each department is rated on a percentage scale and by the industry standards. If you don't continue to invest in the budgets, airplanes will not be repaired, your services will not be advertised, and service will deteriorate.



## Save Capital

If you are generating enough capital, keep opening new routes. But, if capital is low, wait a few months and check your competitors' moves. If you are competing on a common flight route, it may help to boost your advertising, reduce the airfare, and switch planes.



## Set Up Branch Offices

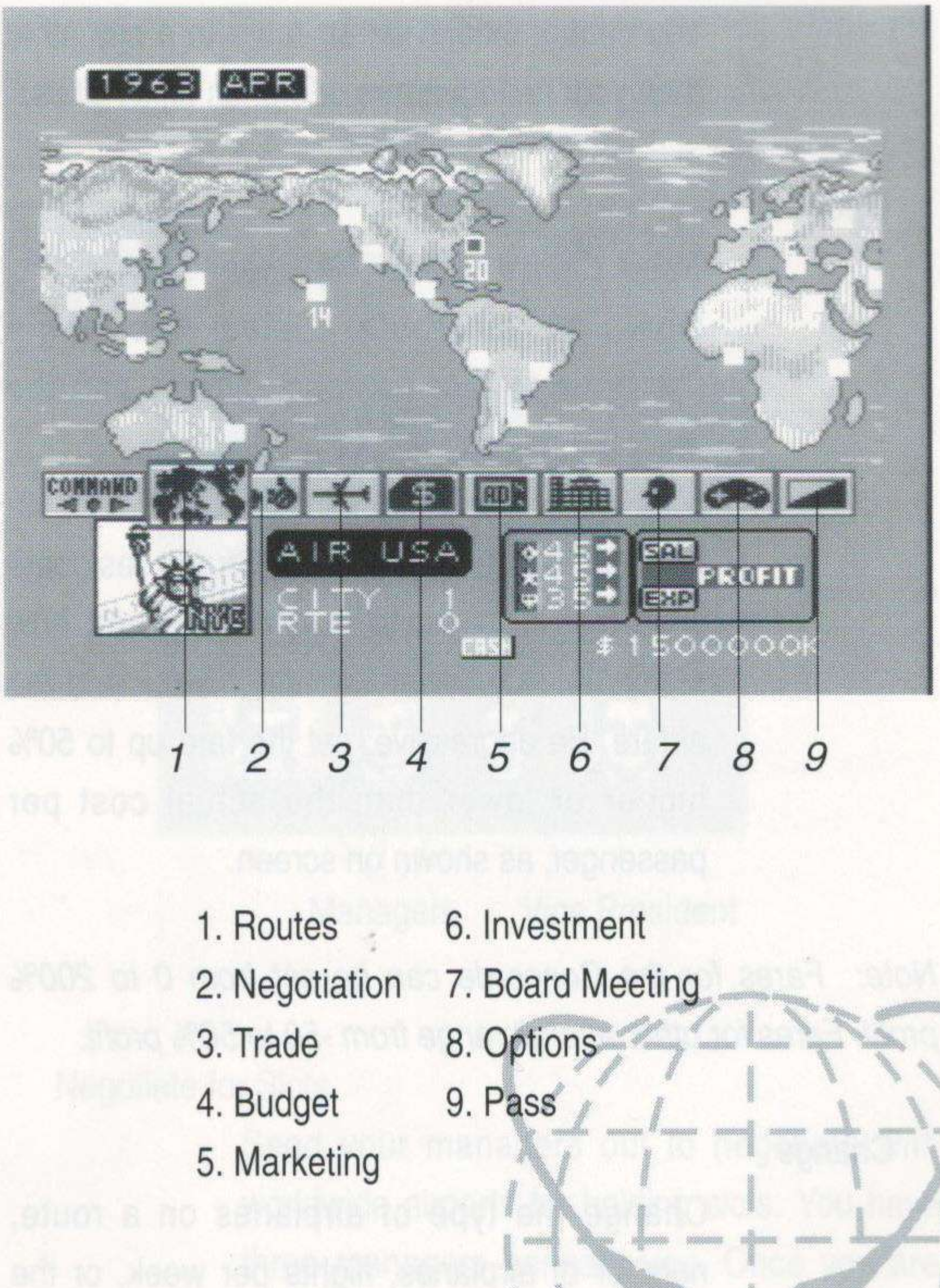
As you add routes from the headquarters city, think about setting up a branch office. It costs more to set up an office in a large city than an industrial city, but large cities will prove more profitable.

• Connect All 22 Cities

After you connect all 22 cities, your last goal is to reach your yearly target for transporting passengers (see Victory). Stay competitive with ad campaigns and by buying out charter companies.

# MAIN SCREEN COMMANDS

Each main command icon has a list of sub-functions which appears when selected.




1. Routes
2. Negotiation
3. Trade
4. Budget
5. Marketing
6. Investment
7. Board Meeting
8. Options
9. Pass



## 1. Routes

You cannot extend an air route to a city other than your headquarters or branch office cities.

Open

*Need: Capital • Slots • Airplanes*

Open an air route. Select the origin (headquarters or a branch office) and the destination (a city with available slots).

After you confirm to open a route, designate what type of plane to use on the route, how many, the number of flights per week and the airfare. Be aggressive; set the fare up to 50% higher or lower than the actual cost per passenger, as shown on screen.

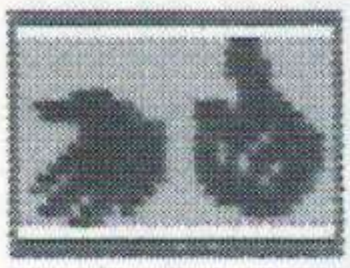
*Note: Fares for the Concorde can be set from 0 to 200% profit. Fares for other aircraft range from -50 to 50% profit.*

Change

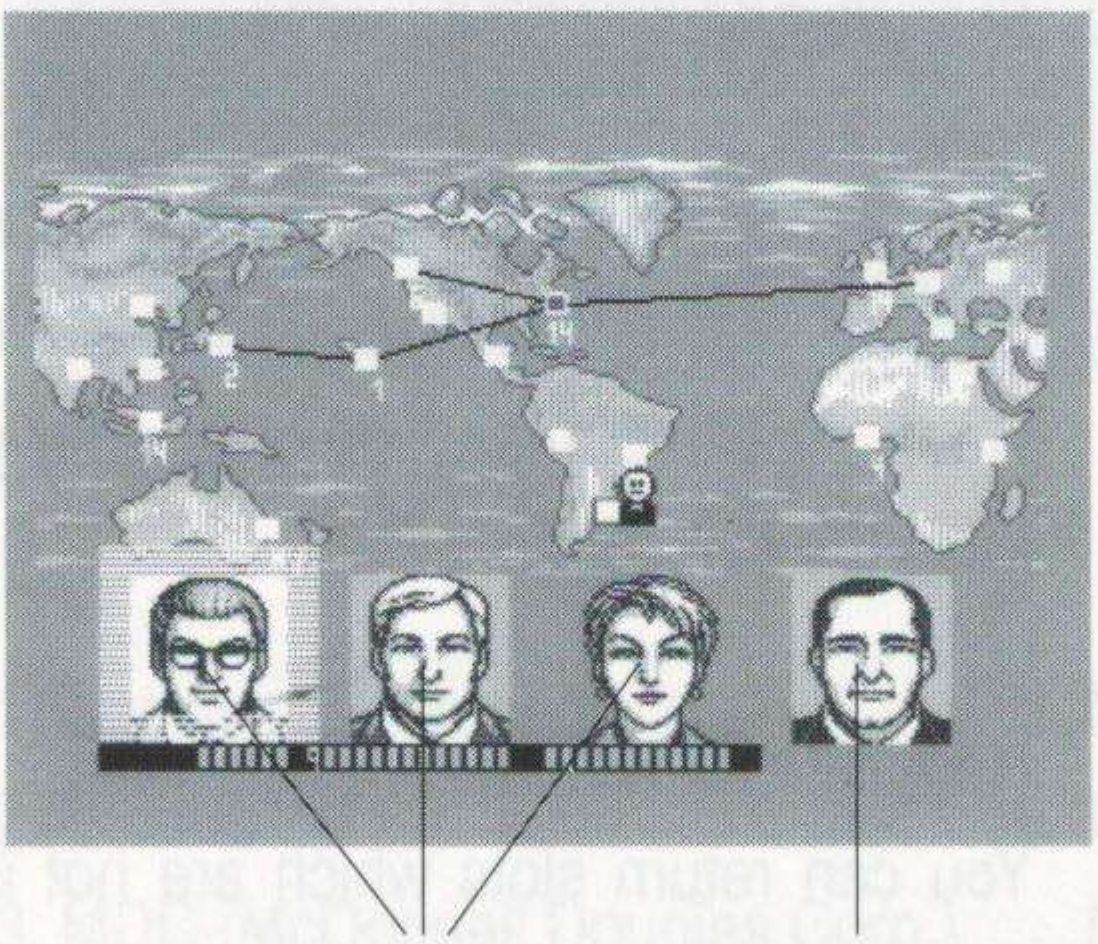
Change the type of airplanes on a route, number of airplanes, flights per week, or the airfare. There is no fee for making changes.

Close

Close an air route. If you close a route between the headquarters and a branch office, all routes connecting the branch office will close.



## 2. Negotiation



Managers Vice President

Negotiate for Slots

Send your managers out to negotiate with worldwide airports for holding slots. You have three managers beneath you. Once you are awarded slots, you must pay to keep them open, even when not in use.

Negotiations take from 3 months to 2 years! The term depends on the city, the number of slots requested, and whether or not a branch office of your company exists in the city. Costs also vary from city to city. Short term negotiations are possible if you let more than one manager negotiate at an airport at the same time. You must break off negotiations at one airport in order to assign a manager to talks at another airport.

The number of slots acquired is the maximum number of flights allowed from an airport in a week. Your company pays quarterly fees to keep the slots open.

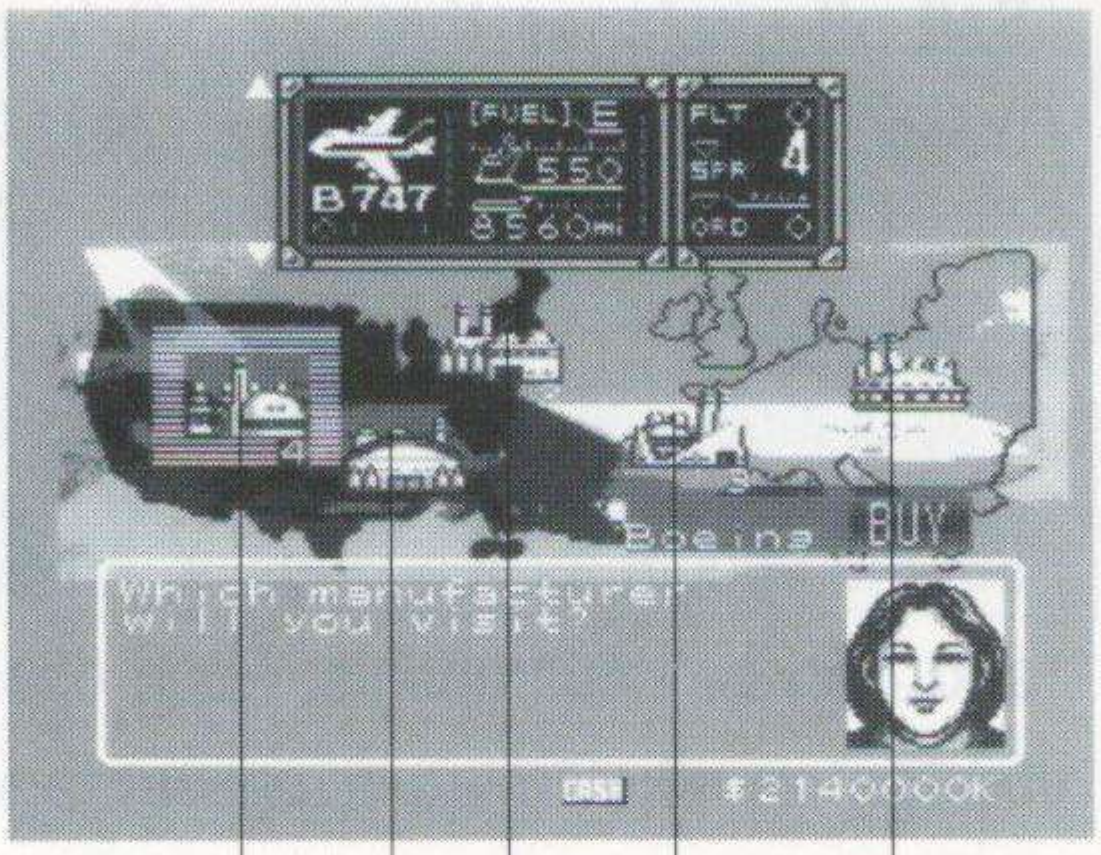
Negotiate for Return

You can return slots which are not in use by sending your Vice President to negotiate. The VP can handle more than one of these assignments per turn.



## 3. Trade Commands

Trade airplanes. There are 4 manufacturers and one purchasing company.




1. Boeing — Manufacturer
2. Globus — Purchaser
3. MDC (McDonnell Douglas Corp.) — Manufacturer
4. Airbus — Manufacturer
5. Markov — Manufacturer

### Order Planes

*Need: Capital*

Place an order with a plane manufacturer. Normally, planes are delivered to your company within three months (one turn). But, there are sometimes delays on the part of the manufacturer. You can order up to 5 types of planes in one turn.

If you order many of the same planes from the same manufacturer, you may be able to get a better price per plane.

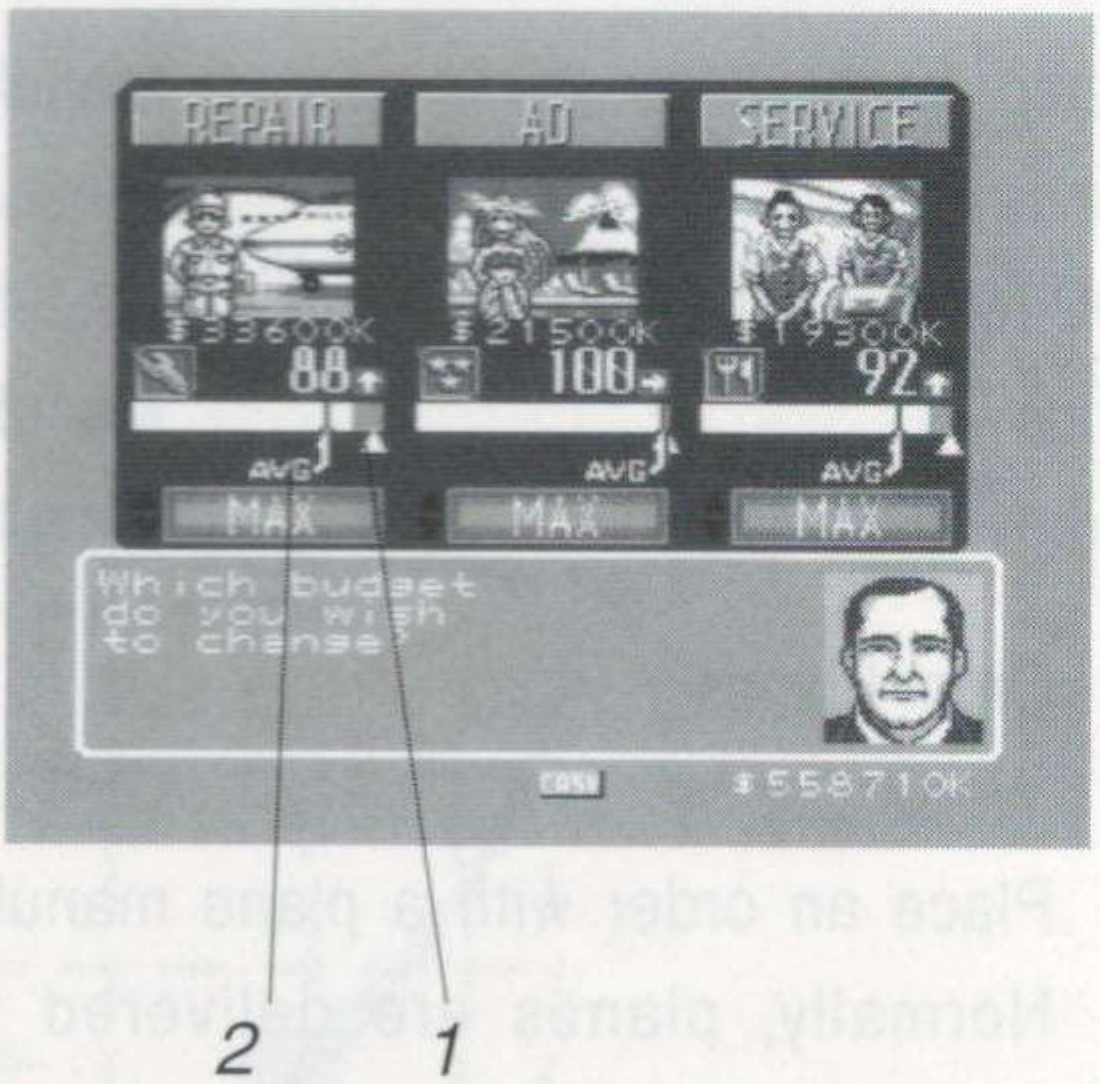
### Sell Planes

Sell off airplanes that are not in use. The buying rate varies from time to time.



### 4. Budget

Set the budget for the Repairs, Advertisement and Service departments. Each department's budget is shown as a percentage of the industry standard.




1. Prediction of budget setting
2. Industry Average

The industry average is given so that you can assess how your competitors are allotting their budgets. The triangular mark on the graph predicts how investment now will affect next quarter's budget.

| | |
|---|---|
| MAX: | Increase to maximum. |
| RAISE: | Raise the budget a bit. |
| MAINTN: | Maintain the budget at the current level. |
| REDUCE: | Reduce the budget to save money. |
| STOP: | Stop all investments to this department. |

Repair

The budget for maintenance. It includes expenses in the repair shop and labor costs. When the repairs budget is low, your planes will not be able to fly safely.

Ad

The budget for advertisement on television and in newspapers and magazines. Your company will win recognition and more passengers if your advertising strategy succeeds.

Service

The budget for service related employees, such as flight attendants and ticket agents. Salaries and services are included. Provide good service to make an impression on passengers.



## 5. Marketing

Carry out marketing campaigns, and strive to increase the number of the passengers you transport. You can only set up one campaign in a turn.

Flags appear above the command bar to show how many quarters are left in a campaign.

Route

*Need: Air Route, Capital*

Entice people to fly your airline with a special gift offer and increase passengers. You can run this ad on up to 2 air routes at a time.

Hotel

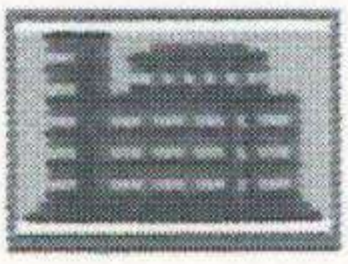
*Need: Hotel, Capital*

Stimulate tourism to a city where you have a hotel chain. If successful, air traffic to that city will increase. But, your campaign will also affect air traffic for other companies.

Network

*Need: At least 16 Air Routes, Capital*

Advertise the convenience of your entire airline network. If successful, passengers will increase on all air routes owned by your company.



## 6. Investment

Your investments include branch offices, hotels and stock or the purchase of charter companies.

### Branch

- Set Up

*Need: Air Routes, Capital*

To set up a branch office, a city must be currently connected to your air route network. It takes three months to construct the branch office. You can only build one branch office at one time. Use branch offices as your hubs for expansion.

- Close

*Need: Branch office*

Closing a branch office will save you money in the short term, but you will also lose income on all flights that were connected to the branch location.

### Hotel

Hotels will bring in extra revenue, and are ranked with stars. The more stars, the more elegant the hotel. You can run a promotional ad for your hotels to increase the profitability of your air route network.

• Build

*Need: Air Route, Capital*

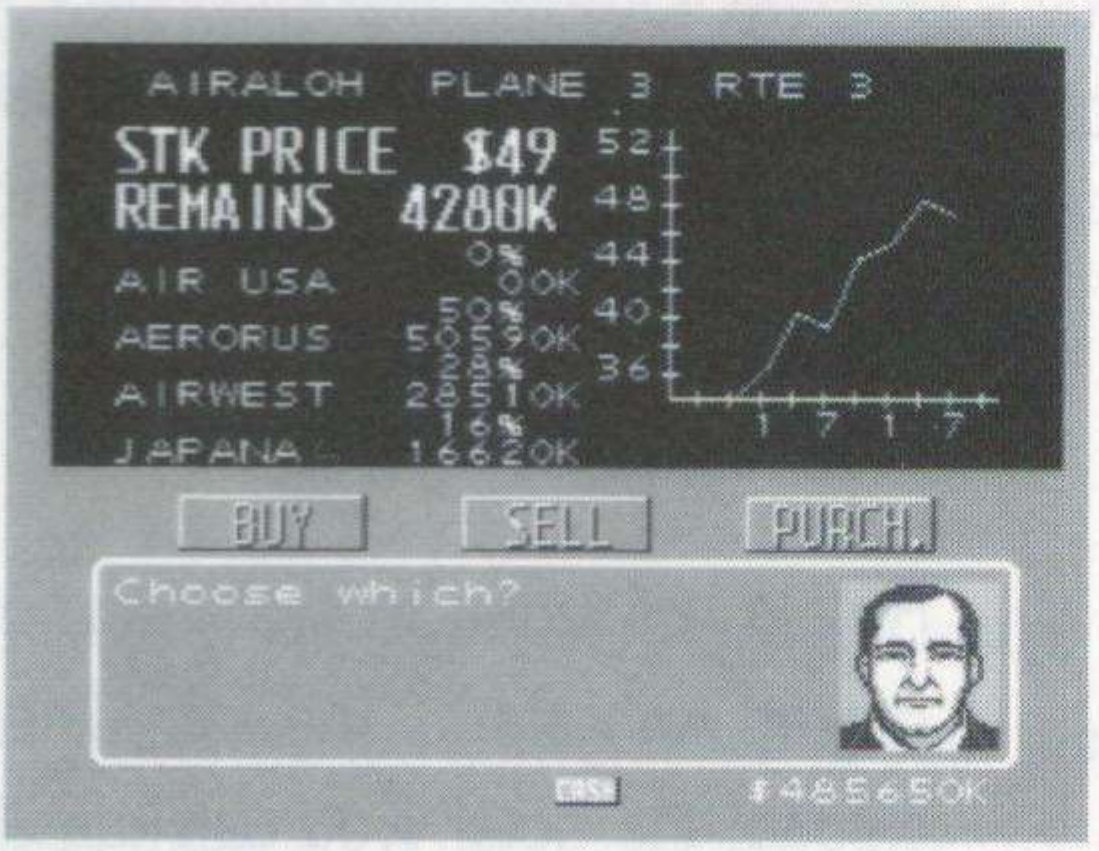
Build a hotel in a city that is connected to your headquarters city. It takes six months to construct a hotel. Only one hotel can be built at a time, and you can own 10 hotels at maximum.

• Selling

The return on hotel sales is low, but helpful when in the red.

Chtr Co.

Charters are small companies which connect a number of cities. A charter works in the functions of buying and selling planes, negotiating for holding slots, and transporting passengers.



• Buy

*Need: Capital*

Buy stock in a charter company. Charters offer 10,000 shares for sale. The price of shares varies with each charter.

• Sell

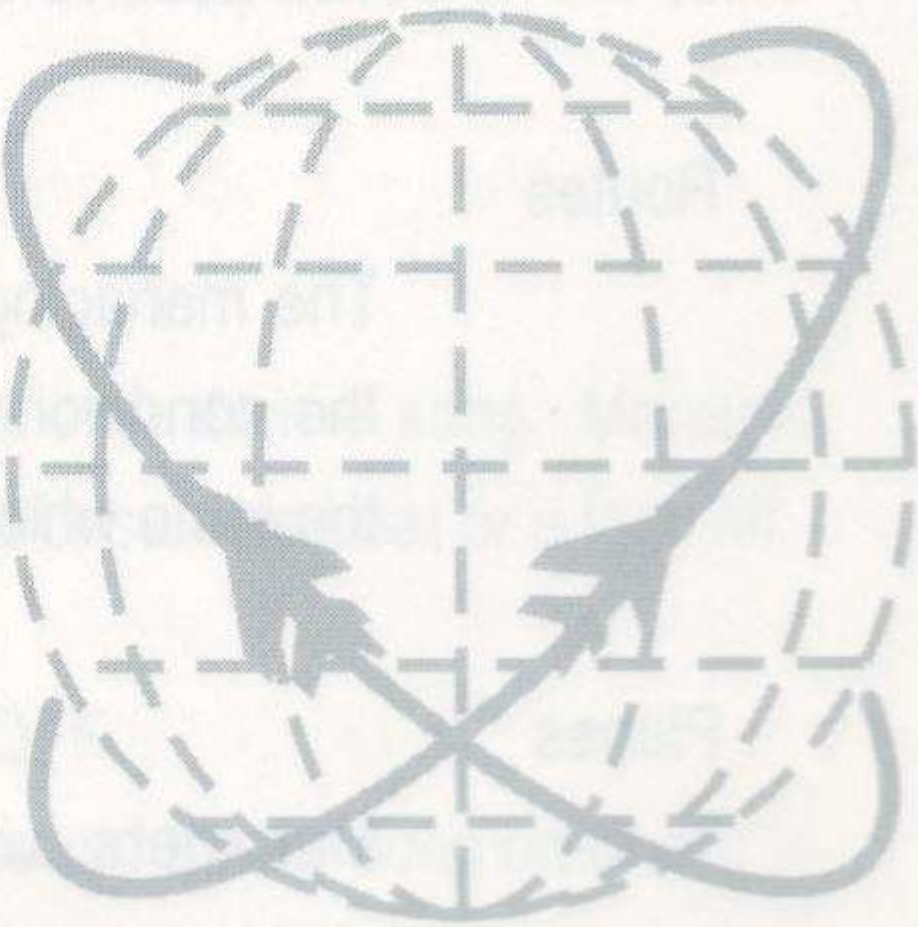
*Need: Stock*

You can sell the stock you buy in a charter company. Play the market and try to make a profit.

• Purch. (Purchase)

*Need: More than 51% of shares*

You can buy a charter when you own more than 51% of their stock and your air routes are connected to their headquarters. When purchased, the company is taken over. Your company will take charge of their air routes and airplanes.





## 7. Board Meeting

Meet with your managers and Vice President, and listen to their opinions on business conditions.




Open

Managers will give advice on potential routes and cities with promising demand for your flight services.

Routes

The managing staff will give their opinions on the condition of individual air routes. Specify the route which you want reported.

Planes

Managers will make suggestions on which planes to stock or sell.

Budget

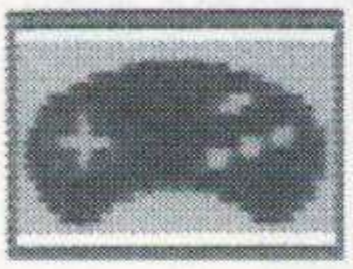
The managers of repairs, advertising and service will report on the status of their departments.

Hotel

Follow up on the status of your hotel chain. Managers will suggest ways to better management and warn you when hotels are not profitable.

Market

The marketing manager will give you the results of passenger surveys.



## 8. Options

Save

You can save up to two games. By saving you erase any game previously saved on the same save space.

Change Music

Each city has its own theme song. Manage your business to a bosanova beat or a jazz riff.

Music ON/OFF

Switch the background theme song on or off.

SFX ON/OFF

Switch the sound effects for special events and commands on or off.

Msg Speed (Message Speed)

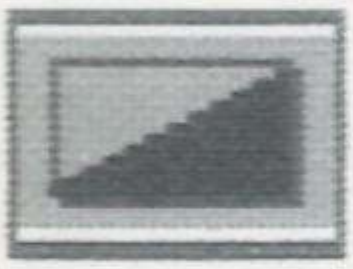
Set the speed at which messages are displayed: Fast, Normal or Slow.

Quit Game

To end a game. Save your game before quitting if you want to return to the same game at a later time.

Exit

Exit the options menu and return to game play.



## 9. Pass

End a turn.

# VIEWING THE DATA

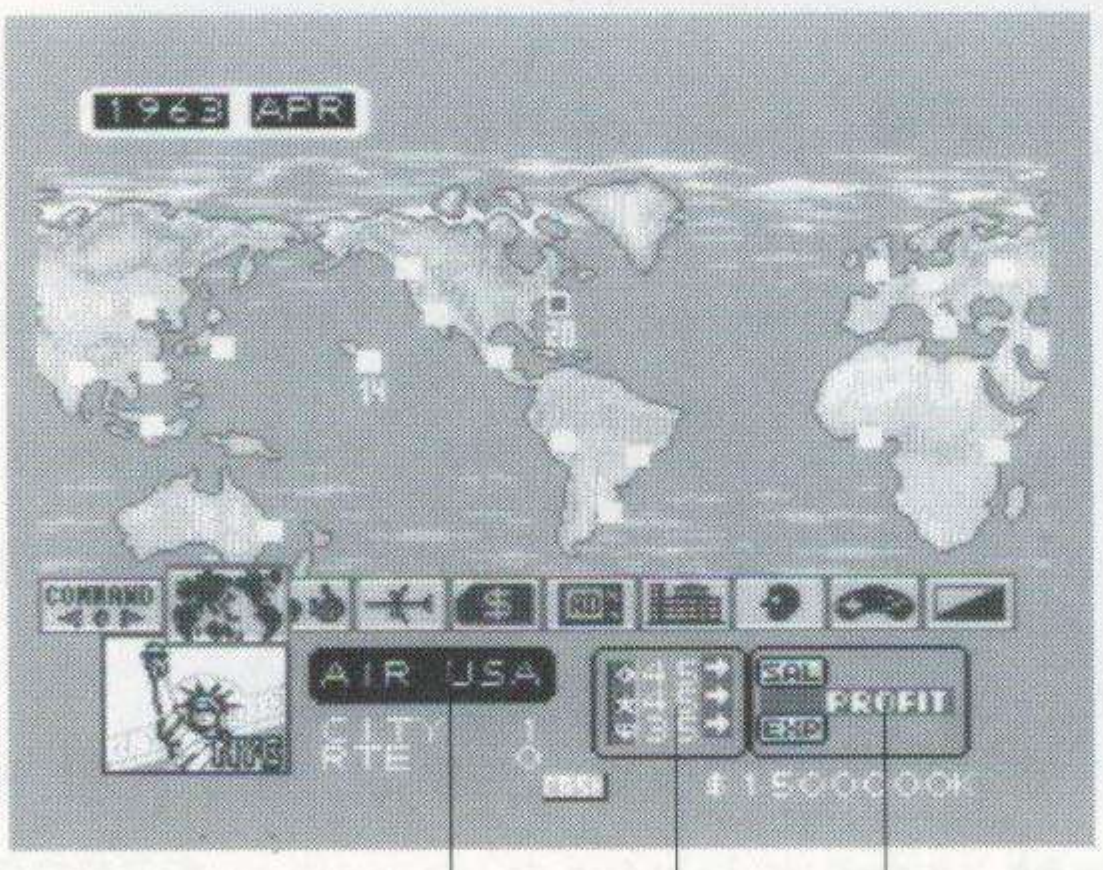
When you strive to achieve results, what interests you other than demands from society are the trends of your industry. In this section, you'll learn how to view data on your company and your competitors.

There are five types of data: simple data, industry data, city data, quarterly reports, and yearly reports.

## SIMPLE DATA

Where: Main screen

How: Press START




1. Company Name

   Each company is shown by name and company color.

2. Budgets

   The set rates of repairs, advertisement and services.

3. Graph of Profit

   A bar graph representing sales (top) and expenses (bottom) from the previous turn. Compare sales with expenses. If the sales bar is longer, the company is in the black (making a profit).

Color Coded Routes

Yellow: Serviced by more than one airline

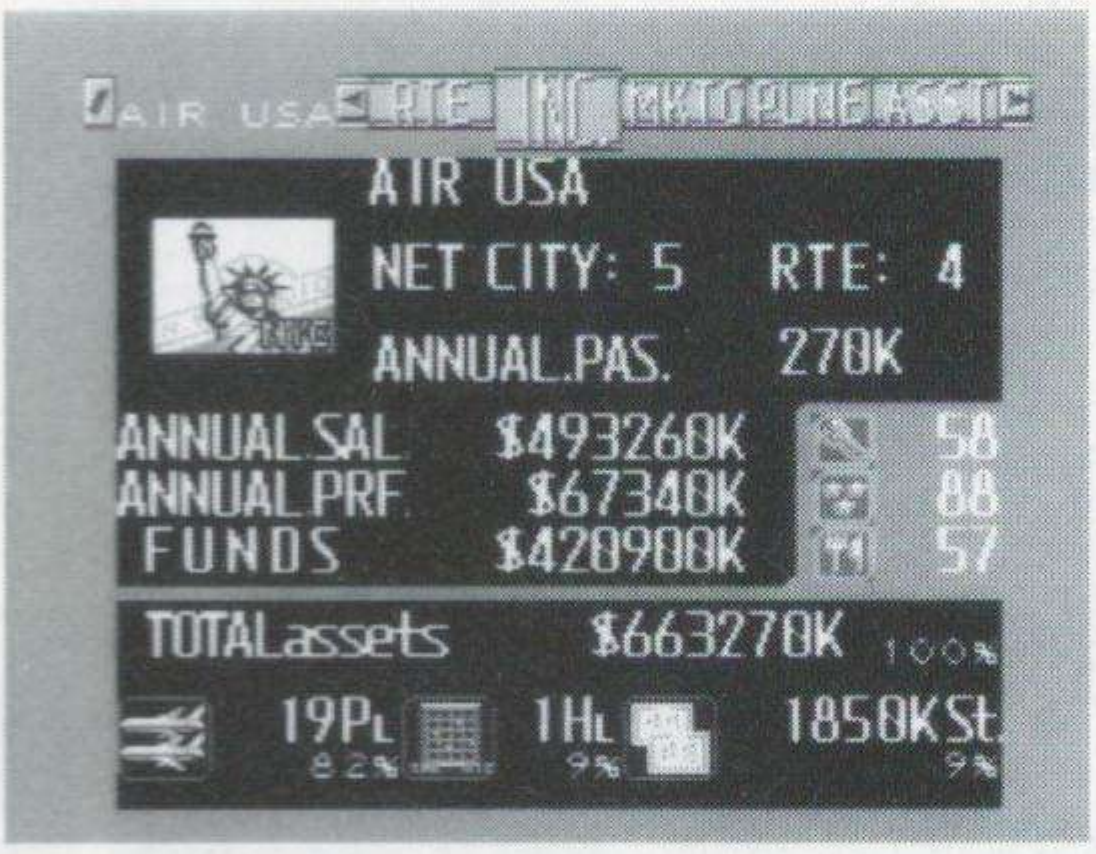
Black: Profitable route

Red: 'In-the-red'

## INDUSTRY DATA

Where: Main screen

How: Push A twice from the main screen, then push START to choose a competitor to view.




### RTE (Routes)

Shows the type of airplanes, number in stock, information on air routes, flights, fares and sales.

### INC. (Company)

Shows annual sales (SAL), profit (PRF), budget (icons), funds available, total assets accumulated from April, and annual passenger (PAS) information. The bottom part of the screen indicates what percentage of assets the company is utilizing: planes (PL), hotels (HL), and charter company stock (ST).

## MKTG (Marketing)

Shows quarterly report of sales for flights and hotels, profits on routes and hotels, expenses for fuel and other items (budget allocations). The details of the expenses for the previous turn are shown on the bottom half of the screen:

| | |
|---|---|
| PORT: | Fee for air route rights |
| BRAN: | Branch offices |
| REPR: | Repairs & maintenance |
| AD: | Advertisement |
| SEVC: | Services |
| OTHR: | Campaigns, tours, stocks |

## PLNE (Airplanes)

Shows data on the total numbers of planes stocked, number of planes assigned to flights (FLT) and number of spares (SPR). The year the planes went on sale and information on whether they are still in production or not is shown to the right. ORDER indicates the total number of planes which are being ordered.

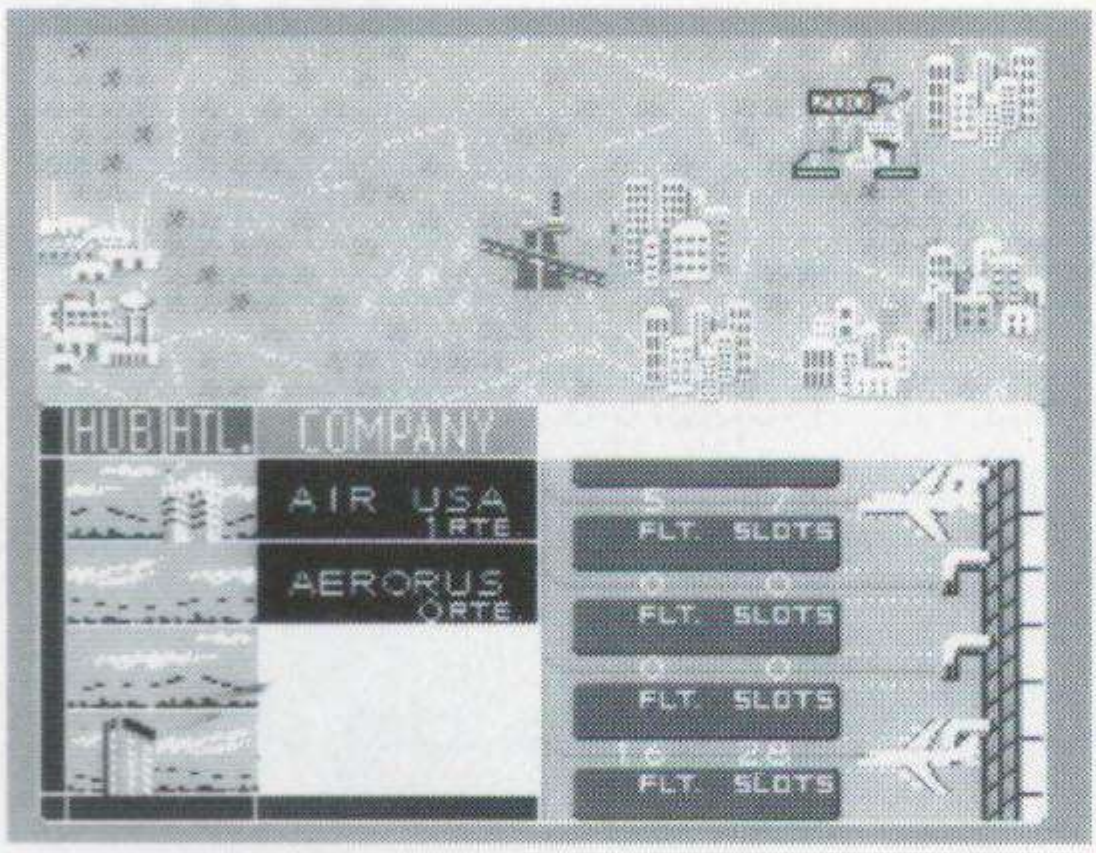
## ASST (Assets)

Shows the condition of stock holdings and hotels owned in separate windows. Push up or down on the directional button to flip through asset information.

## CITY DATA

Where: Main screen

How: Push A to get map, move cursor to a city and push C twice. Push A to flip through the 3 screens of data.




First screen of City Data

• City Data

The name of the city, population, economy and city ranking is shown at left. The number of slots taken over the number available, and the number of people flying out of the city (FLYING) are shown at right.

Rank System:
A: Superior
B: Excellent
C: Good
D: Fair
E: Poor

Cities are typed as Large, Balanced, Industrial or Tourist places.

| | |
|---|---|
| Large: | Networking and business |
| Balanced: | Tourism and small business growth |
| Industrial: | Potential for urban growth |
| Tourist: | Perfect for tourist campaigns |

• Assets

Hubs and hotels are shown with holding slot information for each company in the city.

• Traffic

Information on passenger traffic for each company flying into the city is given. A row of people at the gate represents the number of passengers moved by each airline. Each person represents a number of people. A key to the value is at the top of the screen.

## QUARTERLY & ANNUAL REPORTS

Where: Displayed between turns.

How: Use the directional button to flip between the quarterly and annual reports.

- Quarterly Report

Push up and down on the directional button to show sales, expenses, profits and passenger graphs one at a time.

### SAL (Sales)

Total sales is shown in the green line. Sales includes profit from hotels and income from air routes.

### EXP (Expenses)

Total expenses, such as fuel for the airplanes, flight attendant salaries and repairs costs are shown in the red line.

### PRF (Profits)

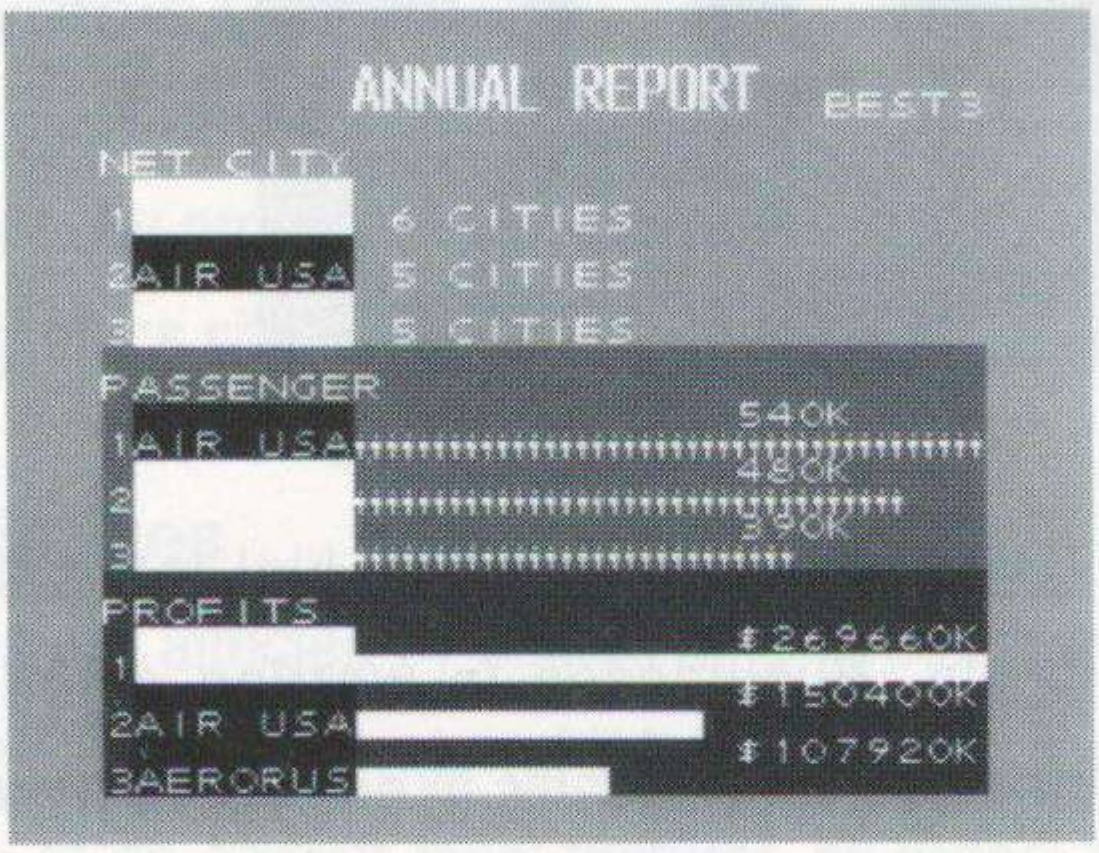
The pink line indicates profit after expenses are deducted from sales. When profits are in the red they will not be shown.

### PAS (Passengers)

Rows of passengers indicate the total number of people transported quarterly for each company.

• Annual Report

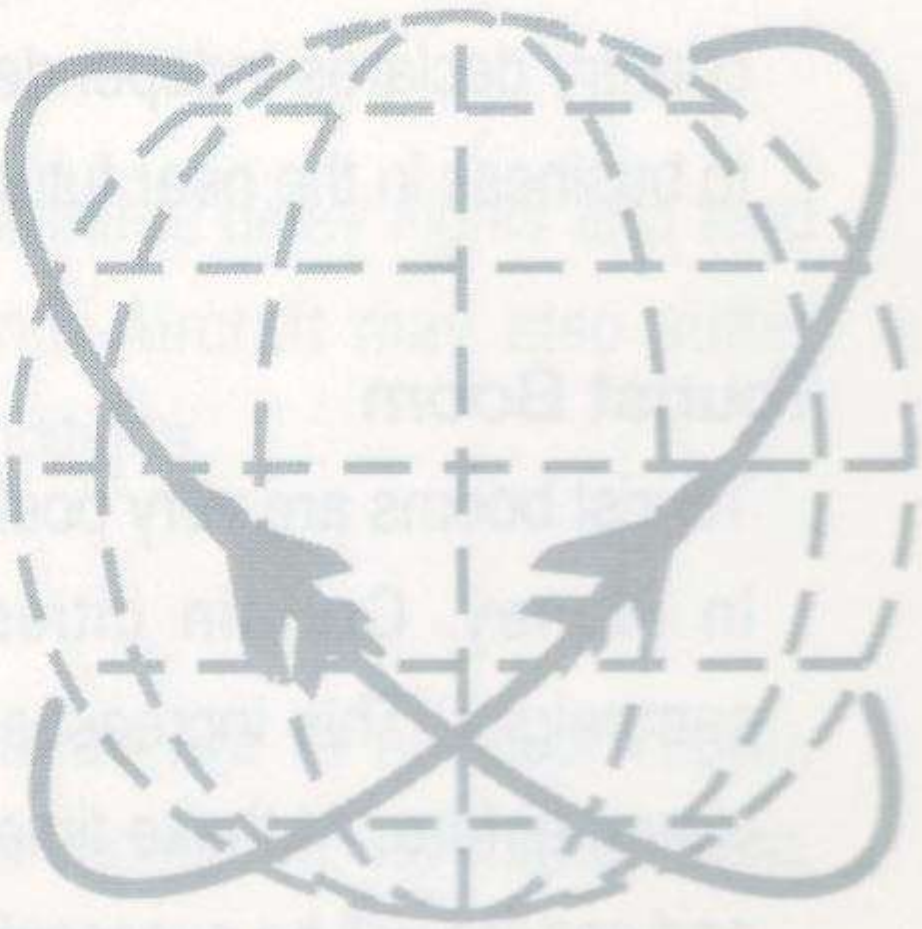
An annual report is conducted to announce the results of the best 3 companies of the year. The top companies are chosen for 3 different areas of competition.




NET CITY: Most cities linked.

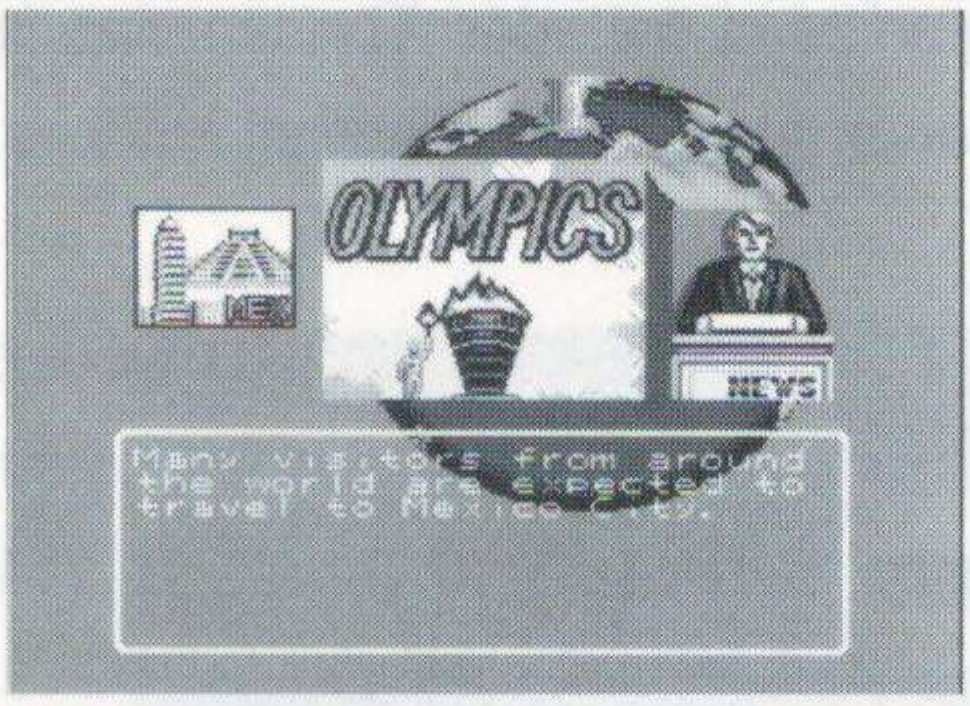
PASSENGER: Most passengers transported.

PROFITS: Highest profit for the year.



# WORLD EVENTS

The following events occur throughout the game.




## War

When war breaks out, the price of fuel increases on a worldwide scale. Businesses in warring countries are directly affected by events. Traffic in and out of nearby cities will drop.

## Internal Struggle

Internal struggle includes all political uprisings and revolutions. A struggle will hinder all business until all violence subsides in the country. The affected cities will lose business and the demand for air travel will decrease. If a country declares independence, they will be more receptive to business in the near future.

## Tourist Boom

Tourist booms are very positive for cities because they bring in money. Certain cities are often targeted in tour campaigns. This increases the demand for air routes and cheap airfare. At these times the airlines with the best fares and service will be successful.

### World Fair

The host city for the World Fair will benefit from an inflow of new business. Air routes and cheap fares to the fair site will be in high demand.

### The Olympic Games

Every four years, the Olympic Games are hosted by a different city around the world. Air routes and cheap fares to the Olympics site will be in high demand.

### Labor Strikes

Airlines are affected by strikes among their own labor forces and by the aircraft manufacturer strikes. If a labor strike occurs at an aircraft manufacturer, all orders for planes will be delayed at least 3 months.

### Earthquake

Earthquakes scare away tourists. The hotels in the city where an earthquake takes place lose business, as do the airlines.

### Bad Weather

Typhoons, wind storms and blizzards delay flights and tend to frighten tourists from flying. Aircraft may also suffer damage in severe weather conditions.

### Accidents

Accidents occur when airplanes are in need of repair. Accidents damage an airline's reputation, no matter what, so it's important to keep planes in good repair.

# CITIES AROUND THE WORLD

Airport abbreviations are used in city graphics and are included below.

## EUROPE

### London, Great Britain — LON

London is a city of tradition. As the capital of Great Britain, it is the nation's financial and cultural center. Many tourists who visit London witness the changing of the guards at Buckingham Palace.

### Paris, France — PAR

Paris is internationally renowned as a city of cultural and intellectual diversity. Its most lucrative industry is tourism. The Arc de Triomphe and Eiffel Tower are historical landmarks which draw millions of tourists each year.

### Rome, Italy — ROM

Blessed with the mild climate of the Mediterranean Sea, Rome is an attraction for many of the tourists who visit Europe each year. Landmarks such as the Colosseum and Saint Peter's Church attest to the rich history of this city. Small industries and tourism are the substance of Rome's economy.

### Moscow, Russia — MOW

Situated along the Volga River, Moscow was the capital of the former Union of the Soviet Republic. It has been the focus, in Russia, of the movement for social democracy. The city relies on heavy industry to fuel its economy.

## AFRICA

### Nairobi, Kenya NBO

Nairobi is the capital of Kenya. As a modern city, Nairobi is a center for communications. Nearby is a wildlife sanctuary which attracts many tourists, the Nairobi National Park.

### Lagos, Nigeria LOS

Lagos, on the Gulf of Guinea, is a city which covers four islands. A system of bridges and causeways facilitates travel across the islands. As the capital of Nigeria, Lagos is a bustling center for small industry.

### Cairo, Egypt CAI

Cairo is situated at the apex of the Nile, and is one of the largest cities on the African Continent. The magnificent pyramids and the Sphinx draw many visitors to Cairo each year. At the edge of the tourist path, high-rise buildings stand in a row, monuments to business in Egypt.

## MIDDLE EAST

### Tehran, Iran THR

In 1788 Tehran became the capital of Iran. Today it is an industrial and commercial center for the nation. Many businesses in Tehran are involved in the sale and export of carpets. Mosques within the city draw people from all over the world.

## ASIA

### Delhi, India — DEL

The legend of Raja Shah Jahan entices many people to visit Delhi. He was the King who mourned over the loss of a princess. In memory of her, Raja Shah Jahan built the Taj Mahal, the temple which has enchanted many.

### Beijing, China — BJS

Beijing, in northeast China, was once known as the "Forbidden City." Now many visitors come through Beijing to sightsee at the Imperial Palace, the former location of the ancient dynasties of Ming and Ching.

### Hong Kong, British Crown Colony — HKG

The free port of Hong Kong is considered a major center of international trade. As a hub for fashion manufacturers and bankers, this city has become one of the greatest trading centers of Far East Asia.

### Tokyo, Japan — TYO

Tokyo is a city of progress. As a business hub, Tokyo competes with the American and European markets. Fashion, technology and trade all make up the vitality of this metropolis.

### Singapore, Singapore — SIN

As a center for free trade, Singapore has high economic growth. Major industries of the city include manufacturing and tourist services. At the very fringe of the city are the

mangrove swamps, testimony to the tropical rain-forest climate of the region.

## AUSTRALIA

### Sydney, Australia — SYD

Sydney is the largest city in Australia, outside of Canberra, the capital. Although it thrives on business, the distinctive climate of Australia draws many visitors simply for travel and relaxation.

## NORTH AMERICA

### Vancouver, Canada — YVR

Canadian railroad and airway systems terminate on the west coast, in Vancouver. Backed by inland mountains, the city is a major port of the Pacific Coast. Vancouver is one of few cities to have successfully preserved much of the natural beauty of its environment.

### Los Angeles, U.S.A. — LAX

"L.A." is an international city with diverse industries, and is a main attraction for many tourists. Nearby Hollywood and Disneyland draw people from all over the world. Many universities also accredit L.A. with a reputation for fine education.

### New York City, U.S.A. — NYC

New York City, the Big Apple. This metropolis is the trade center of the nation as well as the reputed financial capital of the world. Artists flock to New York and compete to make it big on Broadway. As a hub of cultural and commercial activity, New York City is the largest city in the U.S.

## CENTRAL AMERICA

### Mexico City, Mexico — MEX

The capital of Mexico, Mexico City, is one of the world's most heavily populated cities. In 1957, the people of Mexico City were hit by a tremendous earthquake. In 1968, they became the proud hosts of the Olympic Games.

## SOUTH AMERICA

### Lima, Peru — LIM

Francisco Pizarro is credited with founding the city of Lima, Peru, in 1535. The history of Lima dates back to the Incan Empire. Today it is relied upon for its extensive oil refineries.

### Buenos Aires, Argentina — BUE

As a major world port, Buenos Aires is the gateway to Latin America. It is the capital city of Argentina. The fair climate of the region gives the city its name, which means "good air."

### Rio de Janeiro, Brazil — RIO

"Rio" is the second largest city in Brazil. As a modern city, much of the nation's foreign trade is handled in Rio. In February' visitors from all over the world gather there to take part in the famous carnival celebration.

## HAWAII

### Honolulu, U.S.A. — HNL

Hawaii is a land of perpetual summer. Honolulu is the main port of entry for all tourists who visit the Hawaiian Islands. Besides tourism, sugar processing and pineapple canning have remained the main industries of this city.

# AIRCRAFT GUIDE

**707** — **Boeing Company**

The invention of this plane in 1954 brought about a new age of jet transport. It was the largest airplane in the world at the time of its debut. Popular for commercial airlines, the 707 was widely used on transcontinental routes.

**727** — **Boeing Company**

As one of the first 3-engine jets, the 727 is another success story in the history of commercial aircraft. The wing flaps of this model extend downward, allowing for high-speed flight and smooth landings.

**737** — **Boeing Company**

Developed as a smaller version of the 727, the 737 is a fuel-efficient short-range aircraft. The fuselage is nearly the same as in the 707 or 727, but the width of the plane only allows for 100 or so passengers.

**747** — **Boeing Company**

The 747 was the first wide-body aircraft. It is able to carry nearly three times as many passengers as the original jet, the 707. Because of its monumental size, extreme measures were taken to ensure the safety of the aircraft. It has been a great success among commercial airlines.

## 747-400 — Boeing Company

Improvements were made to the 747 design to create the 747-400. New features include a two-crew, digitized flight deck, and increased fuel efficiency. Over 400 passengers can be flown in a 747-400 on a long-range route, such as from New York to Tokyo.

## 767 — Boeing Company

The 767 is a sized down model of the 747, yet at the time of its debut, it had better fuel efficiency for mid-range routes. It has become a popular plane for intercontinental flights.

## DC8 — McDonnell Douglas Corp.

The DC8 was introduced after the 707 and quickly became popular for its use on transatlantic flights. The interior of the DC8 is spacious and comfortable for passengers flying long distances.

## DC9 — McDonnell Douglas Corp.

The DC9 is a small jetliner that was developed for short-hauls. As a low maintenance plane which requires only a two-pilot crew, it is economical for commercial airlines.

## DC10 — McDonnell Douglas Corp.

The DC-10 was the first three-engine, wide bodied jet. Many versions of this plane have been produced for long-distance transport over land, and at extreme altitudes over the sea. It can carry about 380 passengers, and is perfect for commercial flights.

## MD11 McDonnell Douglas Corp.

As a medium to long-range aircraft, the MD-11 is an advanced successor to the DC-10. Improvements were made to the winglets and tail in order to create a highly aerodynamic model.

## L1011 Lockheed Aircraft Corp.

This aircraft has high climb performance due to high-thrust engines. The power generated by the engines also adds to its flight range. The L1011 is a close rival of the DC-10 for performance.

## TU154 Tuploev Design Bureau

This is a medium range aircraft. A three-person flight crew is required, consisting of two pilots and one engineer. The interior is designed for passenger comfort and safety.

## IL62 Ilyushin Design Bureau

The main features of this airliner are the rear engines and four turbofans. A five-person crew is required: two pilots, one navigator, and one radio operator and engineer. It rivals other jets for long-range performance.

## IL86 Ilyushin Design Bureau

This is a wide-bodied passenger aircraft. The interior can be arranged to accommodate economy class through first class passenger service. In the standard layout, the Il-86 carries over two-hundred passenger seats, with twin aisles.

## IL96 Ilyushin Design Bureau

The Il-96 is an updated version of the Il-86. It is a long-range airliner, the first developed in the former U.S.S.R. for intercontinental air transport. Fuel efficiency has been improved by the addition of winglets.

## A300 Airbus Industrie

The A300 was developed for large-scale transportation over short to medium-range routes. It's a wide-body plane with one turbofan engine supported beneath each wing.

## A310 Airbus Industrie

This is an adapted version of the A300. The wing span has been reduced by advanced technological methods which allow the aircraft to lower fuel consumption. As a medium range plane, it rivals the 767.

## A320 Airbus Industrie

The fly-by-wire system is newly incorporated into the design of the A320. A feature from the A310 is the advanced wing design. As a narrow-bodied aircraft, it is suitable for short or medium-range transport.

## A330 Airbus Industrie

This aircraft made its debut in 1992. It's a four-engine, long-range airplane, able to carry nearly 400 passengers. The passenger seats are laid out with twin aisles, designed for extra comfort.

## Concorde — British Aerospace PLC

The Concorde is the only jetliner to have ever broken the sound barrier. As the first supersonic jet, it is an ideal aircraft for international travel. The body lines are sleek and long, designed to make this plane the most aerodynamic aircraft in the sky.

To simplify game play the following changes were made: The Concorde®, whicih is displayed under Airbus Industrie when purchasing planes, is the property of and was sold by British Aerospace PLC. The L-1011® , which is displayed under McDonnell Douglas Corporation, is the property of and is sold by Lockheed Aircraft Corporation. Koei Corporation reserves the right at any time to clarify or amend items as it deems necessary.

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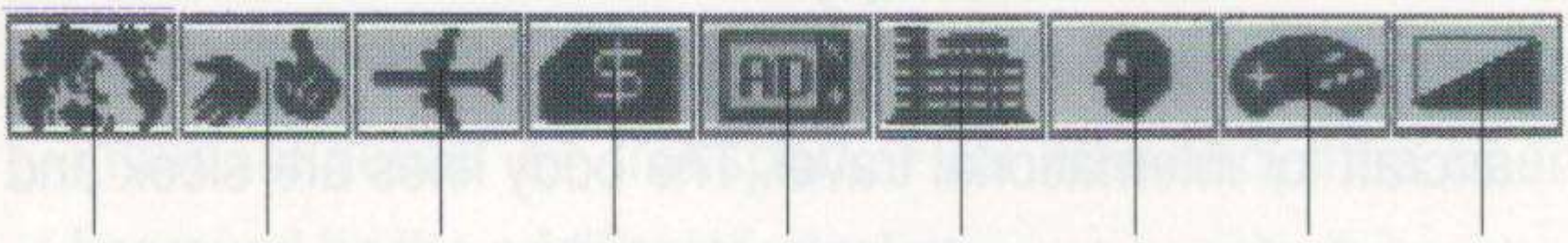
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# CHARTS

## COMMANDS



1 2 3 4 5 6 7 8 9

1. Routes
2. Negotiation
3. Trade
4. Budget
5. Marketing
6. Investment
7. Board Meeting
8. Options
9. Pass

### 1. Route Commands

| Open | Open an air route |
|---|---|
| Change | Change the set up of air route |
| Close | Close an air route |

### 2. Negotiation Commands

| Negotiate for Slots | Negotiate for holding slots with an airport |
|---|---|
| Negotiate for Return | Return holding slots to an airport |

### 3. Trade Commands

| Order Planes | Buy planes, wait for delivery |
|---|---|
| Sell Planes | Sell planes for capital |

### 4. Budget Commands

| Repair | Set the maintenance budget |
|---|---|
| Ad | Set the advertising budget |
| Service | Set the budget for airline services |

## 5. Marketing Commands

| | |
|---|---|
| Route | Advertise a certain air route |
| Hotel | Run a special tour to a city |
| Network | Advertise the convenience of your network |

## 6. Investment Commands

| | | |
|---|---|---|
| Branch | Set Up | Set up a branch office in a connecting city |
| | Close | Sell off the building of the branch office |
| Hotel | Build | Build a hotel in a connecting City |
| | Selling | Sell a hotel |
| Chtr Co. | Buy | Buy stock in charter companies |
| | Sell | Sell your shares |
| | Purchase | Purchase if you own >51% shares |

## 7. Board Meeting Commands

| | |
|---|---|
| Open | Advice on potential routes |
| Routes | Opinions on current air routes |
| Planes | Advice on airplanes |
| Budget | Budgeting suggestions |
| Hotel | Review of your assets |
| Market | Advertising suggestions |

## 8. Options

Save / Change Music / Music ON/OFF / SFX ON/OFF / Msg Speed / Quit Game / Exit

## 9. Pass

## DATA

### Simple Data

| | |
|---|---|
| Company Name | Company name and color |
| Budgets | Budgets settings for repairs, advertisement and service |
| Graph of Profit | Sales and expenses of the previous turn |

### Industrial Data

| | |
|---|---|
| RTE | Information on each air route |
| INC | Details of sales and profit from the previous turn |
| MKTG | Expenses from the previous turn |
| PLNE | Total planes in stock and on order |
| ASST | Information on assets |

### City Data

| | |
|---|---|
| Population | City population |
| City Rank | A-E progress ranking |
| Tourism | A-E tourism ranking |
| Branches | Branch offices, if held |
| Hotel | Hotels, if owned |
| Flights | The number of active flights |
| Slots | The number of holding slots |
| Passengers | The total the airline has transported |

### Quarterly Report

| | |
|---|---|
| Sales | Sales for quarter |
| Profits | Total profits |
| Expense | Total expenses |
| Persons | Number of passengers transported |

### Annual Report

Best three ranked companies for sales, profits, and passenger transport.

## EVENT EFFECTS

| Event | Effect |
|---|---|
| War | City data and passengers decrease |
| Internal Struggle | City data decreases |
| Tourist Boom | Appeal of city increases |
| World Fair | Tourism in host city increases |
| Olympic Games | Special routes open |
| Labor Strikes | Company data decreases |
| Earthquake | City data and appeal of city decrease |
| Bad Weather | Passengers decrease, planes in danger |
| Accidents | Company data decreases |

# 90-DAY LIMITED WARRANTY

Koei Corporation warrants to the original consumer purchaser that this game cartridge shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Koei will repair or replace the game cartridge, at its option, free of charge.

**To receive this warranty service:**

1. Send in your Registration Card.
2. Save your sales receipt and the UPC code found on the game packaging.
3. If your game is still covered under a store warranty, return the game cartridge to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify Koei Corp. by calling the **Technical Support Dept. at (415)348-0500, between the hours of 9 a.m. to 4:45 p.m. Pacific Standard Time, Monday through Friday.**
5. If the Koei Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number prominently on the outside packaging of your defective game cartridge, enclose your name, address and phone number, and return the game cartridge, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt or

similar proof-of-purchase (UPC code) within the 90-day warranty period to:

**Koei Corporation**
**One Bay Plaza, Ste. 540**
**1350 Bayshore Hwy.**
**Burlingame, CA 94010.**

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Features : 1 player, 1 scenario, 70 ports to discover, 6 different ships to choose, battery back-up to save games.

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**Pacific Theater of Operations**

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### Bombs Away in the Pacific!

Fire! Bombs away! Air raid! This is no drill. Take control of the Japanese or Allied forces in the Pacific theater of war. Battleships, submarines and fighter planes make up your arsenal. Will your strategy outfox the enemy? Take the P.T.O. challenge!

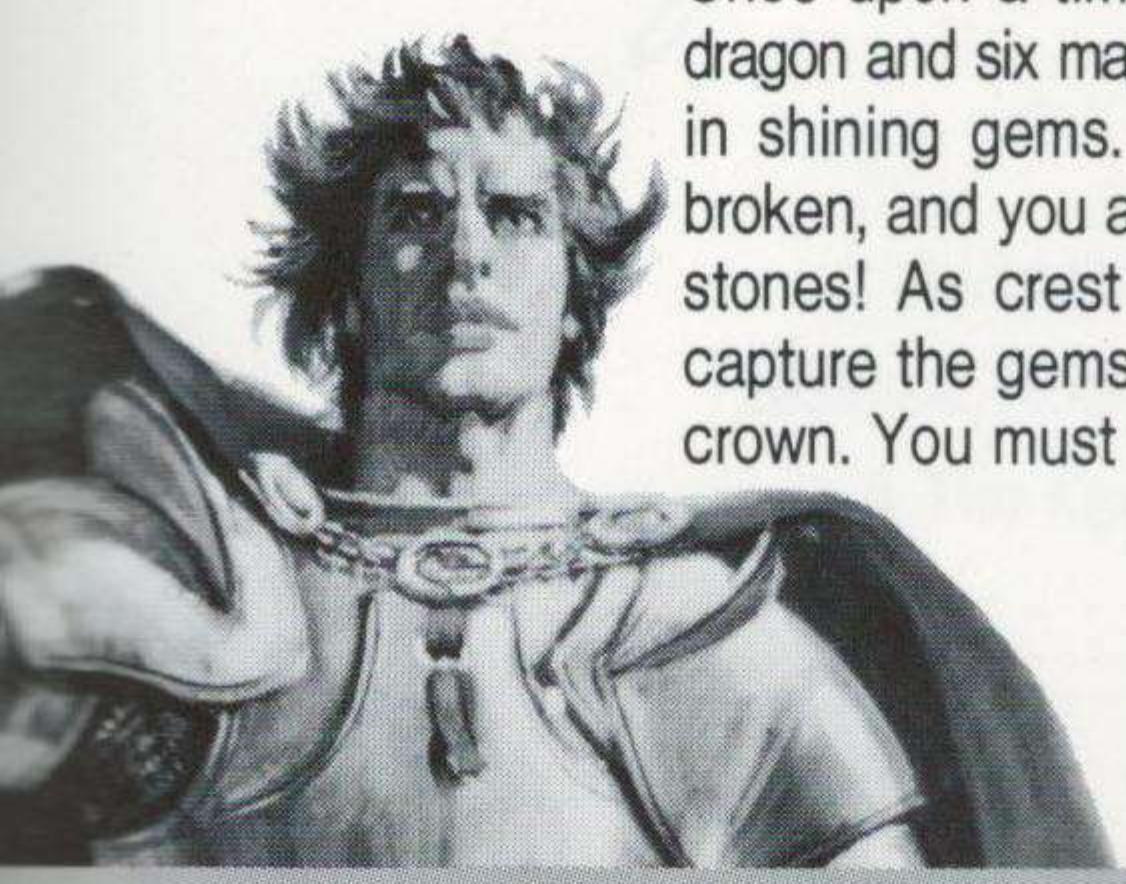


Features: 1-2 players, 9 scenarios, 10 difficulty levels, historically accurate warships and maps, battery back-up to save games.

OFFICIAL SEGA SEAL OF QUALITY

## GEMFIRE™

### Fantasy and Creatures of Lore!



Once upon a time, an evil wizard cursed a dragon and six magicians, sealing their powers in shining gems. Now, the spell has been broken, and you are in search of the magical stones! As crest holder of a noble family, capture the gems and reunite them with the crown. You must return the island to peace!

Features: Up to 2 players, 4 scenarios, monsters for hire, magic of the gems, advisors, battery back up to save games.

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# WELCOME TO
# THE KOEI WORLD!

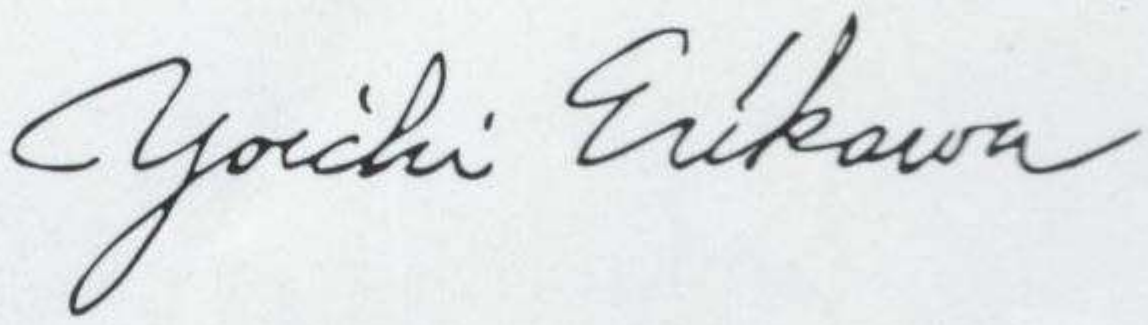
Have you ever wondered what it would be like
to take part in history's great events?

Through our games you will encounter
historical situations where you can play
many roles - a hero, warrior, maybe even a ruler, and
in the process create your own history!

We hope you get many enjoyable hours from this game
and experience the passion and thrill of the time period.

Please look for future quality releases from us!

We appreciate your interest in our products.



Yoichi Erikawa
President, Koei Corporation
& The Koei Staff

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Patents: U.S. Nos. 4, 442, 486/4, 454, 594/4. 462, 076; Europe No. 80244; Canada No. 1,183, 276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)

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