USER GUIDE

Copyright Notice

Health Warnings

Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment.
These persons may experience epileptic seizures while watching TV pictures or playing computer games.
Even players who have never had any seizures may nonetheless have an undetected epileptic condition.
Consult your doctor before playing computer games if you, or someone of your family, have an epileptic condition. Immediately stop the game, should you experience any of the following symptoms during play: dizziness, altered vision, eye or muscle twitching, mental confusion, loss of awareness of your surroundings, involuntary movements and/or convulsions.

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Chapter 1 - Getting Started:

INSTALLING THE GAME

Before you install Restaurant Empire, please review the Minimum and Recommended System Requirements. Your computer should meet all of the Minimum Requirements so that Restaurant Empire may run. If your computer meets or exceeds the Recommended Requirements you will experience greatly improved game performance.

Minimum System Requirements

Operating system:	Windows 98, 2000, ME or XP (Windows 95 and NT not supported)
CPU type and speed:	500 MHz Intel Pentium III or processors of the same grade
Memory:	128 MB RAM
CD-ROM Speed:	4x CD-ROM/DVD-ROM drive
Hard drive space:	700 MB
Graphics card:	NVIDIA GeForce, ATI Radeon, or 3D cards of the same grade
Other needs:	DirectX 8 compatible sound card; Keyboard; Mouse

Recommended System Requirements

1 Ghz Intel Pentium III or processors of the same grade and 256 MB RAM

Autorun Installation

To install Restaurant Empire please follow the instructions detailed below:

1) Before you start, you must have Windows 98 (or later) installed.

2) Make sure the Restaurant Empire CD is in your CD-ROM or DVD-ROM drive. If you have the autorun feature enabled, you will see the installation screen. Follow the on-screen instructions and Restaurant Empire will be installed on your computer.

Manual Installation

If the installation screen does not appear your autorun feature may be disabled. In that case, follow these instructions:

1) Double-click on the "My Computer" icon on your Windows desktop,

- or -

Go to Start > Programs, then find the Windows Explorer icon and left-click on it.

2) Locate the icon for your computer's CD-ROM drive and double-click on it.

3) Look for the file "SETUP.EXE" and double-click on it to install the game.

STARTING THE GAME
To start the game, you can either double-click on the Restaurant Empire icon on your Windows desktop, or you can left-click on Start > Programs > Enlight > Restaurant Empire, then locate the Restaurant Empire icon and left-click on it. The game will start.

GAME MODES

There are two game modes in Restaurant Empire:

Campaign Mode
This is the Campaign mode. Here you will follow an 18-scenario campaign of an aspiring chef and restaurateur on his quest to become a great chef and restaurant manager, with different challenges and goals to accomplish.

Sandbox Mode
This is Restaurant Empire's free-playing mode. You assign your own goals and play at your own leisure. The only objective is don't run out of money!

TIP:

If this is your first foray into the world of Restaurant Empire, we strongly suggest that you start playing the Campaign mode, as there are many tutorials to get you started. This way, you can learn to play the game effectively without having to read this manual in full detail.

TROUBLESHOOTING
If you are experiencing problems with your display, difficulties launching the game, or experiencing crashes to the desktop, you may need to make some changes to either your game settings or your computer's configuration. Please refer to the Readme file found in the Restaurant Empire folder for troubleshooting tips and fixes as well as technical support information.

Chapter 2 – Interface Basics:

CITY VIEW SCREEN

This is the city view screen. Here you can view the city and get a feel for the surroundings. You will mainly travel to and from restaurants and other locations in this view, such as the cooking contest stadium.

To move around the city, move the mouse to the screen edges or by using the arrow keys on your keyboard. You can also look at the city from different angles and perspectives. Holding down the right mouse button while moving your mouse left or right will rotate the view. If you want to change the viewing perspective or camera angle, simply move your mouse up or down while holding down the right mouse button.

To zoom in or out of the city, hold the right mouse button and press the Shift key. Then move the mouse away from you or towards you to view the city up close or from a distance. If you have a newer mouse with a scroll-wheel, you can also spin the wheel forward or back to zoom in and out.

RESTAURANT INTERIOR VIEW

This is a view of a typical restaurant interior.

Here you will conduct the majority of your everyday restaurant operations. You will manage your staff, prepare meals and cater to the needs of your clientele in this mode.

The controls for viewing and moving around while in the Restaurant Interior View are the same as those for the City View Screen.

TIP:

If you are ever doubtful about a button's function, simply mouse-over the button, or an interface element. A brief pop-up describing the button or interface function will appear. Extended help will be displayed if you mouse-over the button a bit longer. You can always turn on or off this dynamic help function by left-clicking on Game Options > Game Options > Context-Sensitive Help.

UPPER TOOLBAR

This is the upper toolbar. The upper toolbar contains the following buttons and elements:

Your Cash

Shows how much cash you have.

Last Month's Profit

It shows your company's total profit in the past month. You can left-click on the display to view your Income Statement report.

Seat Occupancy

It shows the percentage of occupied seats in your restaurant.

Restaurant Name Display

This is where you can view at a glance all the restaurants you currently own.
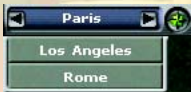
City Name Display

You can travel to different cities with the City Name Display. Left-click on the Mini Map button to view the location of your restaurants in the city.

LOWER TOOLBAR

This is the lower toolbar. The toolbar may differ slightly depending on the game mode you are in.

The lower toolbar contains the following buttons and elements:

Adventure Mode

Left-click to open the Adventure Mode interface. Only available in the Campaign game.

Information Center

Left-click to open the Information Center interface.

Recipe Menu

Left-click to open the Recipe interface.

Food Menu
Left-click to open the Food Menu interface. Only available when inside a restaurant.

Restaurant List
Left-click to open the Restaurant List interface.

Staff Panel
Left-click to open the Staff Panel interface. Only available when inside a restaurant.
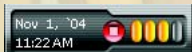
Customer Panel
Left-click to open the customer panel interface. Only available when inside a restaurant.

Tips Panel
Left-click to open the tips panel interface and view a categorized list of gameplay tips.

Time/Date & Game Speed Controls
With this interface element, you can quickly see the game's current date and time as well as control the game's speed settings.

Go Up/Down Floors & Show/Hide Walls
You can use the up and down floor buttons to go between restaurant floors. You can also use the wall toggle button to show or hide walls.

Interior Panel
Left-click to open the Interior Panel interface. Only available when inside a restaurant.

Build Menu
Left-click to open the Build Restaurant menu and start building a new restaurant. Only available in the city view and in later scenarios in the Campaign mode.

Open/Close Restaurant
Left-click the button to open a restaurant to customers or close a restaurant either for redecoration, to demolish it and sell off the land, or to build a new restaurant. Only available when inside a restaurant. (Please note that you cannot demolish, sell off, or rebuild any restaurants given to you if you are playing in Campaign mode - you can only temporarily close down the restaurant

for redecorating.

Restaurant Upgrade
Left-click to open the Restaurant Upgrade interface and purchase exterior decoration items for your restaurant.

New Event
Left-click to view any noteworthy new events happening in your restaurants. This button will flash when there are new events that require your attention.

Message
Left-click to view any news flashes and messages related to your restaurant's performance. This button will flash when new, unread messages appear.

Game Options
Left-click to open the Game Options popup.

BUILDING A RESTAURANT

Building a restaurant involves three steps: First, you have to decide on a plot of land or a building to purchase. Then, determine your restaurant size as well as the number of floors and its cuisine type. Finally, you have to name your new restaurant. We will look into each step in further detail.

1: Deciding on a Location
First, left-click on the Build Menu button. The interface will appear. Then, left-click on one of the available locations for sale. The camera will zoom in to the selected location. If you like the location, left-click on the Confirm button to continue on to the next step.

2: Choose Restaurant Size & Cuisine
Now select your restaurant size, cuisine type, theme and the number of floors for your new restaurant. You can set your restaurant size to one that is smaller than the maximum available area. Having two floors means you can roughly double your seating capacity.

3: Name Your Restaurant
Finally, give your restaurant a name, then left-click on the Confirm button to purchase. Restaurant Empire automatically gives your restaurant a name, as well

as a dropdown list of suitable names for your restaurant. You can also give it your own unique name.

TIP:

When choosing a location, pay attention to the view rating and traffic volume. The higher these values, the pricier the location. However, this is a good thing, as higher ratings tend to attract more affluent clientele, and your restaurant will already benefit from a good exterior view rating.

GAME OPTIONS

Left-click on the Game Options button located on your lower toolbar. A popup menu will appear. It will look like the image to the right. The popup may look slightly different depending on the game you are playing. Most of these options are straight-forward; we will look into some of the options in greater detail.

IN-GAME OPTIONS

You can change the game's configuration to your liking. Some of these options are especially useful if your computer meets the Minimum but not the Recommended requirements, as lowering or turning off these options can greatly enhance your computer's performance and hence your gaming experience.

We will look into each option in more detail.

Draw Distance
Drag the slider to make changes to the draw distance. Lower settings will not draw far-away objects and improve game speed. Higher settings will draw far-away objects, but may slow down your computer.

Brightness
Drag the slider to make changes to the brightness. Lower settings will produce a darker display, while higher settings will brighten the display.

Filtering
You can choose from two settings: bilinear and trilinear filtering.

Camera Fly-Bys
Turn on camera fly-bys if you want the camera to zoom between locations and restaurants. Turn camera fly-bys off if you want the camera to appear at locations and restaurants.

Food Menu Animation

You can choose to turn the animation On or Off. If you leave it on you will be able to see the pages of your Food Menu turn while you flip through the pages. Leave it Off if the game slows down when playing the page turning animation.

Minimize Exterior Rendering While Viewing Interior

Disable Minimize Exterior Rendering if you want to view the exterior rendered while inside a restaurant; this may cause your computer to slow down. Enable Minimize Exterior Rendering if the game slows down considerably.

Sound Effects Volume

Drag the slider to raise or lower the sound effects volume.

Music Volume

Drag the slider to raise or lower the music volume.

Mouse Sensitivity

Drag the slider to make changes to your mouse's sensitivity. Higher settings will make your mouse more responsive. Lower the settings if your mouse moves too fast for your liking.

Context-Sensitive Help

Determine the degree of in-game interface help messages you need. Brief help will only display the name of interface elements, while detailed help will provide a short description of its use. Leave it on off if you do not want any help.

SAVING YOUR GAME

There are two ways to save your current game in progress. You can either save a new game or overwrite an existing saved game. If you want to save a new game, double-click on the Save New bar. A popup window will appear asking you to name your new game. Once you have given it a name, left-click on the Confirm button and the new game will be saved.

If you want to save over an existing game, double-click on a previously saved game. A popup window will appear asking you to name your new game. Once you have given it a name, left-click on the Confirm button and the game will be saved. Note that this will overwrite the previously saved game.

If you want to delete a saved game, left-click on a saved game, then left-click on

the Delete Saved Game button on the bottom of the interface (this button is invisible until you highlight a previously saved game). A popup window will appear asking you to confirm. To go ahead and delete the saved game, left-click on the Confirm button, or left-click on the Cancel button to return to the Saved Game interface.

You can also perform a Quick-Save by pressing Ctrl+S using your keyboard. Restaurant Empire will automatically create a quicksave.sav file on your computer. Please note that every time you perform a Quick-Save, the quicksave.sav file will be overwritten with the new Quick-Save game.

LOADING A GAME

To load a game, double-click on the Saved Game bar you want to load. A popup window will ask you to confirm, as you will lose all the information of your current game in progress if you haven't saved yet. Left-click on the Confirm button to load the selected save game; otherwise, left-click on the Cancel button to return to the Load Game interface.

You can delete your saved games here, as you would do in the Save Game interface.

You can also perform a Quick-Load by pressing Ctrl+L using your keyboard. The quicksave.sav file will be automatically loaded.

TIP:

If you have many saved games, it can be hard at times to find the file you want to load, overwrite, or delete. Restaurant Empire always saves your games with the following information: Your Company's name, The Scenario Chapter you are on (it will specify "Sandbox Game" if the game was saved while playing in the sandbox mode), the current Game Date, the name of the file on your computer, and the saved game date and time. Additionally, whenever you save a game, Restaurant Empire will take a screenshot of the view to serve as a reference, so it is a good idea to place your camera at a relevant location for you own reference.

Chapter 3 - Designing Your Restaurant:

DECORATING YOUR RESTAURANT

You can decorate and lay out your restaurant's floor plan while in the Restaurant Interior View. A well-decorated restaurant is vital to a restaurant's success. Your customers like to look at interesting objects while eating. Decoration adds ambience to the dining experience.

Your restaurant's layout refers to the way your restaurant accommodates diners as well as its traffic flow. It is important to populate your restaurant with as many seats as possible without disrupting the flow of your customers and staff.

THE INTERIOR INTERFACE

The decorating and layout functions are accessed through the Interior Interface. All items, rooms and facilities are categorized into four main categories, as defined by the four large buttons located on the upper left corner of the interface. There are Seating Arrangements, Decoration, Rooms & Textures and Lighting & Accessories. Left-clicking on any of these buttons will bring up that item category as well as their subcategories. The following are the different button categories and subcategories.

Seating Arrangements
Left-click on this button to add chairs and tables to your restaurant. Left-clicking on this button will bring up the Small Table Set and Large Table Set subcategories.

Decoration
Left-click on this button to add some life to your restaurant with attractive decoration. Left-clicking on this button will bring up the Wall-Mounted, Floor-Mounted and Table-Mounted Item subcategories.

Rooms & Textures
Left-click to rearrange, redistribute and redesign your restaurant's floor plan. Left-clicking on this button will bring up the Change Wall

Design, Change Floor Pattern and Add Rooms subcategories.

Lighting & Facilities
Left-click on this button to add lighting and other required restaurant items, such as the reception desk. There are no subcategories to this button.

ADDING DECORATION TO YOUR RESTAURANT

First, select the room you want to decorate by left-clicking on the floor. Then, left-click on the Item interface. This interface will provide a categorized list of all objects relevant to that room from which you can select and place, as well as textures that you can apply to alter the look of the room's walls and floor.

To place the item, left-click on the item. You will see the cursor change to a hand grasping the selected item. Then move the cursor to the desired position. Hold the left mouse button down and slide the mouse either up, down, left or right to change the orientation of the item. If the rectangle underneath the item is green, you may left-click to place the item there. However, if it is red, that means you cannot place the item there. If you decide not to place the item, right-clicking on your mouse will remove the item from the cursor.

TIP:

If you have problems placing an item, please check the following:

- Smaller items, such as Table-Mounted items, must be placed on top of a table.

- The item's orientation may not be correct. Some items, such as restroom sinks, must have their back against the wall.

- There might not be enough space to place the item.

- The item's interactive locations are blocked. These items are shown in blue and represent the places staff and customers will interact with the item.

- You do not have enough cash.

Always pay attention to the message at the top of the screen as it will tell you why the item cannot be placed in its current location.

ROTATING, MOVING & DELETING ITEMS
You can use these buttons to Adjust or Delete items.

To Adjust an item, left-click on the Adjust Item button and then left-click on the item you want to move. Drag the item to the desired location and orientation and left-click to place the item in its new position. If you want to rotate the item, move the mouse in the direction that you want the item to face while keeping the left mouse button depressed. When the item is in the orientation you want, release the left mouse button.

To Delete an item, left-click on the Delete Item button and then double-click on the item you wish to remove. There is no confirmation upon deleting for this button, so make sure you know what you want to delete. You will only receive a percentage of the item's original value.

PLACING THE RIGHT ITEMS IN YOUR RESTAURANT

"Ye Olde" Oakwood Dining Set

Crafted in clear Oakwood, this elegant 18th-Century design comes complete with nicely padded velvet upholstery.

$ 1,900   COMFORT   DECORATION

All decoration items have at least one attribute, and at most two. Some increase a restaurant's comfort rating, while others may increase the decoration rating of your restaurant. Higher-rated attributes are desirable traits, and the higher their ratings, the more they will benefit your restaurant's ratings.

ADDING KITCHENS & RESTROOMS

No restaurant is complete without a kitchen and restrooms for both ladies and gentlemen. To create a room, first make sure you are in the interior of your restaurant. Then left-click on the Rooms & Textures button. You will see the three subcategory buttons appear. First, open the interior panel and then left-click on the Rooms and Textures button. Now, left-click on the Add Rooms button. You will notice that there are three options available: Female Restroom, Male Restroom, and Kitchen. Think about where you will add the room and whether the area has enough empty space to accommodate it. You will notice that the cursor has changed. Now, to draw the first corner of your room, left-click on the restaurant floor while keeping the mouse button pressed. You will notice a small red square indicating the starting position of your room. Now, drag the mouse towards any direction within the restaurant floor. You will notice the square growing in size. When you reach your desired room size, the square will turn green, provided it is not obstructed by any items or rooms already in the restaurant, and that the room meets the minimum size requirements. Then, release the left mouse button.

Your room will be created.

MAKING ROOMS FUNCTIONAL
Depending on the type of room you create, you need to add items to it in order for the room to be fully functional. All rooms need a door for access.

ADDING ITEMS TO YOUR KITCHEN
Before you can add items to your kitchen, make sure you have activated the kitchen by left-clicking on the kitchen floor. Doing so will allow you to access the kitchen item list. Kitchens require, at the very least, a stove, a dishwashing unit and a waiting station. Waiting stations are essential because that's where all prepared food is placed for your waitstaff to deliver to the customers. Other items are not essential, but allow you to prepare a wider variety of recipes. You will need a grill in order to prepare grilled dishes, and a blender for some desserts, for instance.

ADDING ITEMS TO YOUR RESTROOMS
Before you can add items to your restrooms, make sure you have activated the restroom by left-clicking on the restroom floor. Doing so will allow you to access the restroom item list. Female restrooms and Male restrooms require stalls for customers to use, as well as sinks for customers to wash their hands after using the restroom. Make sure you place at least one of each for every restroom you add in your restaurants.

RESIZING, MOVING & DELETING ROOMS
You can use these buttons to Adjust or Delete rooms.

To Adjust a room, left-click on the Adjust Room button and then left-click on the floor of the room you want to move. You will see the floor start flashing white. You will also see four green squares, one on each corner. You can resize the room or move it somewhere else.

To resize a room, left-click on a green square and keep the button down. Then, drag the green square to another location within your restaurant. When you release the button, your room will be resized.

To move an entire room, left-click on the restroom floor again, then left-click on the white area. Your room will appear to "float", and the white area will turn either green or red, depending on whether you can place the room there or not. Provided the area remains green, you can move the room to another area in your restaurant. To confirm the move, left-

click on the green area.

If you want to rotate the entire room, move the mouse in the direction that you want the room to face while keeping the left mouse button depressed. When the room is in the orientation you want, release the left mouse button.

To delete a room, left-click on the Delete Rooms button. You will notice the cursor change. Then double-click on the restroom floor to delete it.

TIP:

If you have problems adding rooms in your restaurant, please check the following:

- There is not enough space for the room to be of any practical use.

- The proposed location of the room blocks access to another room, wall, object, or interferes with the interaction area of certain items.

- You do not have enough cash.

Always pay attention to the message at the top of the screen as it will tell you why the room cannot be placed in its current location.

RECIPE MENU

Your restaurant needs to offer recipes to your customers. Use the Recipe Menu interface to see what recipes are available and decide on the recipes to include in your Food Menu.

There are several parts to this interface, as we will indicate. We will look into each part in further detail.
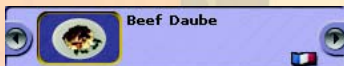
COURSES

There are five course buttons indicating Breakfast, Appetizers, Soups, Main Courses and Desserts. Left-click on any one of the buttons to view the recipes available for each course.

ARROW BUTTONS & DROPDOWN AREA

Left-click on the Previous or Next button to go through the list of available recipes. You can also left-click anywhere on the recipe preview area to view a dropdown list of available recipes. The flag icon denotes the type of cuisine the recipe is suitable for. If the recipe only shows one flag, then that recipe is suitable only for that nationality's cuisine. If there is more than one flag, then the recipe is suitable for the cuisines represented by the

flags.

RECIPE DETAILS

This area indicates several key details for your reference regarding the recipe.

Cost

This is how much the recipe costs you to prepare.

Rating

Indicates the recipe's rating. The stars indicate the relative recipe rating; there can be a maximum of five stars. The percentage is a numeric value of your recipe rating.

Cooking Time

Indicates the relative time it takes to prepare the recipe. The more clock faces, the longer to prepare the recipe. There can be a total of five clock faces.

Requires

The requires field indicates whether a recipe needs additional facilities in the kitchen before you are able to prepare the recipe. If there is an icon, that means the recipe requires the kitchen facility indicated for its preparation. If the background is green, it means you already possess this facility; if the background is orange-red, that means you do not have the required facility and will have to place it in the kitchen before you can serve this recipe to your customers.

Rank

Indicates the rank in terms of the number of times the recipe has been ordered by customers. The more a recipe is ordered, the higher the ranking.

Default Price

This is the price that the recipe will be offered to customers. The default price already includes a generous mark-up to help your restaurant's bottom line. You can always adjust these values in the Food Menu interface.

ESSENTIAL & OPTIONAL INGREDIENTS

Essential ingredients are the basic building blocks for the recipe, and have to be included. Optional ingredients do not have to be included, but can improve your recipe's rating. Adding in optional recipes can also increase

the recipe's price, netting you more dollars per recipe served.

CHANGING INGREDIENT QUALITY

To change an ingredient's quality, mouse-over any ingredient. If you see stars next to the ingredient name under the Quality field, you can change the ingredient's quality by left-clicking on the Increase/Decrease Ingredient Quality arrow buttons. The overall quality recipe Rating, as well as the Cost will be recalculated. You may notice that the Default Price does not change, so you might want to change the price on the Food Menu accordingly.

ADD/REMOVE OPTIONAL INGREDIENTS

Optional ingredients may or may not be added to a recipe. By excluding optional ingredients, you can lower the preparation costs somewhat, but at the expense of quality, as optional ingredients can add a lot to a recipe's rating. All optional ingredients will display one of the Add/Remove Ingredient toggle buttons. If the button is marked with a minus (🥄), then left-clicking on the button will Remove the ingredient from the recipe. If you left-click on a button marked with a plus (🥄), then the optional ingredient will be added to the recipe.

SET SPECIAL SUPPLIERS

Throughout the game you will meet with many special suppliers of quality ingredients that are hard to find anywhere else. If you see an ingredient with the Special Supplier icon, left-clicking on it will bring up the Special Supplier Interface, where you can purchase the special ingredient being sold. Since special ingredients are better quality ingredients than what your normal supplier carries, it is a good idea to stock up on these whenever possible. Who knows? They could make the difference between a winning or losing recipe in a cooking contest, or may give you the edge against other restaurants if your competitor offers the same recipes as you do.

RECIPE BUTTONS

You can use the recipe buttons to duplicate a recipe, add a recipe to your Food Menu, switch to view the Food Menu, or Filter between the recipes that you offer in your

restaurant and all the recipes available for placing on your Food Menu.

Duplicating Recipes:

Duplicating recipes is useful especially if you have different restaurant ratings. Customers that frequent higher-rated restaurants accordingly have high standards and demands for their food. Customers that frequent lower-rated restaurants, however, have more down-to-earth expectations. If you offer spectacular food in a mediocre restaurant, the customers may be put off by the exceptional quality of the food, mainly due to its price. Conversely, customers with lofty expectations in chic restaurants will be disappointed by mediocre food. By duplicating recipes, you can tailor-cook any recipe to match the requirements of each customer and/or restaurant.

Adding Recipes:

First, select a recipe by left-clicking the left or right arrow buttons, or by choosing a recipe from the dropdown list. Once you have decided on a recipe, left-click on the Add Recipe button. Your recipe will be added to the Food Menu.

View Food Menu:

Use this button if you want to view what you are currently offering in your restaurant's food menu.

Recipe Filtering Toggle:

Use this button if you want to switch between viewing all the available recipes, or just the recipes that are currently offered in your restaurant.

FOOD MENU

Establishing your menu is one of the most important tasks in preparing for a restaurant's grand opening. Without recipes, customers will leave without a second thought.

The recipes you add can greatly affect your restaurant's performance. Depending on your restaurant type, you will want to add French recipes to French restaurants, Italian recipes

with Italian, and American recipes to American restaurants. Another good idea is to match your restaurant's food rating with that of your restaurant's rating. Having bad food in a great restaurant is a sure-fire formula for economic disaster. The same applies inversely.

There are several things you can do to your Food Menu to make it more appealing to your customers. Let's have a closer look at what you can do in this interface.

Changing your Food Menu's Appearance
You can use the Title Font, Text Font, and Background buttons to change the appearance of your Food Menu.

Adding Recipes to your Food Menu
If you want to add recipes to your food menu, left-click on the Add Recipes button. The Recipe Interface will appear. Then select your recipes, and add them in to your Food Menu, as described in the previous section. Then, switch back to your Food Menu to see the recipes.

Viewing Existing Recipes in your Food Menu
If you want to view the details of an existing recipe, first highlight a recipe in your Food Menu by left-clicking on the recipe name. Then left-click on the View Details button, and the recipe details will appear.

Adding Beverages to your Food Menu
Customers like to eat. They also like to wash down their meals with beverages. You can offer hot and cold, alcoholic and non-alcoholic beverages to your clientele. Simply left-click on the Add Beverages button and the Beverages Interface will appear. Then, left-click on the checkbox to the right of each beverage you want to offer, but keep in mind that if you plan to offer liquor, you will have to pay for your liquor license, which costs $20,000. This may seem steep at first, but alcoholic beverages offer the most profit when compared with other beverages.

Deleting Recipes
Customer demands fluctuate, and some of your once-popular recipes may have

lost their popularity. This will affect your customer satisfaction, as well as your income. If a recipe is not selling well, or is not in line with your restaurant rating, you might consider deleting the recipe from the Food Menu. This will ensure that only the most popular recipes and recipes that match your restaurant rating are offered.

Set Meals - Lunch and Dinner Sets

Set lunches and dinners are a great way to bundle your food together and make more in sales. Customers perceive meal sets as a better value than ordering a la carte. Additionally, many customers, when ordering, will only order one or two food courses. By providing them with set meal options, you can sell more recipes at the same time. You can offer two appetizers, a soup, a main course, dessert, as well as a beverage.

To add set lunches and dinners, keep flipping through the pages of your Food Menu until you reach the Set Lunch or Set Dinner page (depending on what you want to offer). Then, start adding in recipes the way you normally would. The recipes added will all go into the Set Lunch or Dinner page, and the price automatically calculated. If you want, you can raise or lower the price of the set meal.

Please note that Set Meals are not available in the early scenarios of the Campaign game.

ACCESSING ITEM DETAILS

Most items in Restaurant Empire carry additional information. You can access this information simply by double-clicking on the item you would like to gather additional information on. Some item details merely indicate their monthly maintenance cost. Other items, however, can have additional attributes that you can modify or use as reference.

The following chart shows you the types if items that possess additional attributes that you can modify:

OBJECT	ATTRIBUTES
All lights (except candlesticks)	Adjust light intensity and radius
Waiting Station for delivery	View number of dishes waiting
Dumb Waiter left to wash	View number of dirty dishes
Washing Unit/Machine for delivery	View number of dishes queued
Table Sets	Add decorative items

UPGRADING RESTAURANT EXTERIORS

Setting up your restaurant interior correctly is paramount to a restaurant's success, but don't neglect your exterior. Consumers do judge a book by its cover, and giving them a good first impression goes a long way towards building a successful restaurant.

If you're trying to improve an existing restaurant, an easy way is to upgrade your exterior. Every restaurant theme has several exterior upgrades available, and can do wonders to improve your exterior and view ratings.

Every exterior upgrade requires a minimum restaurant rating before you can place them. Make sure your restaurant meets the minimum requirements. You can call up the interface by left-clicking on the Upgrade Exterior button on the lower toolbar.

OPENING & CLOSING THE RESTAURANT

Once you have everything set up and ready for operations, it is time for the grand opening. To open your restaurant, left-click on the Open Restaurant toggle button. A popup message will confirm your restaurant's inauguration.
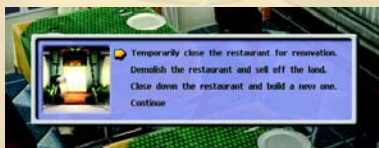
You can also close down you restaurant. To do so, left-click on the Close Restaurant toggle button. You will be presented with four options:

Temporarily close the restaurant for renovation
This will close the restaurant and allow you to take your time while redecorating or redistributing your restaurant.

Demolish the restaurant and sell off the land
If you don't like the location of your restaurant, you can tear it down and sell off the land. The money can then be used to purchase another location. Please note that this option is only applicable to the restaurants you have built.

Close down the restaurant and build a new one
Maybe your restaurant is not faring well because the restaurant theme or cuisine is not in demand in this part of the city. You can close the current restaurant and setup a new one while conserving the location. Please note that this option is only applicable to the restaurants you have built.

Continue

Continue playing the game. Nothing will be done to your restaurant.

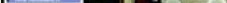If you want to reopen your restaurant, simply left-click on the Open Restaurant toggle button.

Chapter 4 - Managing Your Restaurant:

RESTAURANT INFORMATION

Most of your everyday restaurant operations can be managed within your restaurant. If you want to delve into the business end of restaurant management, here's a few ways to get the information you need to improve your restaurants.

CUSTOMER INFORMATION

There are many ways to gauge how customers react to your restaurant. Sometimes you will see floating icons appear above over a customer's head. Use these icons to get a relative understanding of your customers.

If you want to obtain a customer's detailed information, double-click on the customer. You will see the Customers interface. This interface is further divided into three parts, all accessible through the three round buttons on the top of the Customer interface:

Customer Profile

Here you can view the customer's details, including how much time customers have been in your restaurant, their budget, and expected restaurant rating and overall satisfaction.

Ordered Food

See what the customer is ordering or has ordered. You can also offer a customer their favorite food if your chefs know the recipe. Please note that this option is not available in the earlier scenarios of the Campaign game.

Complaints

View a list of any customer complaints. To ensure a successful restaurant

operation, try to minimize the number of complaints. Addressing customer complaints is a sure-fire way to ensure repeat customers.

Another way to view your customers is by left-clicking on the Customer List

button on the Customers interface. You will be able to view a list of all the customers currently eating in your restaurant. Here you can get a good idea of how much time a customer has been in the restaurant, how much money was spent, as well as customer satisfaction and complaint ratings.

STAFF INFORMATION

To access information regarding your staff, double-click on any staff member to view detailed information about the

staff member. You can also hire additional staff, adjust their salaries, transfer them to other restaurants, or fire them. You can also left-click on the Staff Panel button, where you will view a list of all staff currently in your restaurant, along with a quick reference of your general staff Morale and Reputation.

INFORMATION CENTER

For more detailed information, and for fine-tuning your restaurant's operations, the Information Center is the best place to get all the information you'll need, all in one interface.

The Information Center is divided into the following sections:

Management

Use this panel to fine-tune your restaurants. The Management panel is further divided into Restaurant Policies, Staff Training, Advertising and Loan.

Lists

The Lists panel is further divided into Restaurant List, Supplier List, Star Chef List and Popular Food lists.

Reports

Track and analyze vital statistics concerning your everyday restaurant operations. The Reports panel is further divided into Restaurant Ratings, Sales

Report, Statistics, Income Statement, Financial Graphs and Complaints.

Goals

The Goals panel is further divided into your Goals, which are only available in the Campaign game, and your current Score, which is available in both game modes. Under Goals you can see what objectives you need to meet as well as the time remaining in order to pass the scenario.

RESTAURANT POLICIES

Here is where you can set the opening and closing hours as well as change your restaurant's name. The normal opening hours are already pre-established to open at 11:00AM and close at 10:00PM (9:00 is the last order time).

You can extend these hours so that your restaurant can turn in more customers per day, but bear in mind that your staff will have to work more, and their morale can be negatively affected as a consequence. You can also determine whether your restaurant allows table sharing. Table sharing is effective in accommodating more customers in your restaurant, but can negatively affect your restaurant's overall rating.

STAFF TRAINING

You can train your staff so they improve their skills and are able to attend your customers better. Left-click on the Staff Training button. You will see a list of all the restaurants you own as well as the monthly training costs and the average staff skill levels for each restaurant. If you find the staff skills are out of sync with your plans, you can left-click on the Monthly Spending bar to set the desired training budget. You can also drag the bar left or right to establish the Monthly Spending cost. In a few months your staff skills should have improved greatly.

ADVERTISING

Advertising is a good way to increase customer awareness towards your restaurants. There are four traditional advertising mediums that you can use to promote your restaurant:

Television
The premier way of advertising. Very broad reach, but not very targeted and expensive. However, the combination of audio and video on your advertising cannot be underestimated.

Radio
The impactful way to reach people on the road. Radio is slightly more targeted than TV, and cheaper to promote. Goes great as a subtle reminder to the more aggressive TV campaigns.

Newspaper

Everyone reads the papers! The newspaper is a moderately targeted advertising medium. Costs are very affordable. Due to the disposable nature of newspapers, however, constant upkeeping is needed for it to be effective.

Magazine
The most targeted of all ads, and more expensive than newspapers. However, magazines are read several times, so your exposure is higher than that of newspapers.

To advertise your restaurants, left-click on the Advertising button. You will see a list of all the restaurants you own as well as the Monthly Spending costs and the Customer Awareness levels for each restaurant. You will also see the icons for the four advertising mediums available. If you want to

increase customer awareness via advertising, first left-click on the checkbox on the bottom right corner of the advertising medium icon to choose the types of advertising you want. Then you can left-click on the Monthly Spending bar to set the desired advertising budget. You can also drag the bar left or right to establish the Monthly Spending cost. In a few months your customer awareness should have increased greatly.

LOANS
Should you find yourself short of money, or simply need some cash for expansion purposes, you can take out a loan. To do so, left-click on the Loan

button, which will bring up the Loans panel. If you want to take out a loan, left-click on the Increase/Decrease Loan Amount buttons to adjust the size of the loan, but keep in mind that you cannot take out a loan larger than your credit limit. Finally, left-click on the Confirm button to take out the loan.

If you want to repay your loan, left-click on the Repay More/Less buttons to set the re-

payment amount, then left-click on the Confirm button. Note that you cannot repay more than the amount of money you have available.

LIST REPORTS
If you want to gather every bit of information from your restaurant operations, left-click on the Lists button on the Information Center. From here, you can get lists regarding your restaurants, your special ingredient suppliers, your star chefs and a list of popular recipes you offer.

Restaurant List
Find out how your restaurants stack up against each other in any category you want. Imagine that this is one giant spreadsheet. You can choose what fields should be displayed by left-clicking on the Customize List Display button, and left-click on the checkboxes of the fields you want displayed or hidden from the list. You can sort the information in ascending or descending order by left-clicking on the Fields.

Special Supplier List
This is a list that shows you all the special suppliers that you have made contact with. The list will show the Supplier name, what items they sell in their Inventory, the Selling price and the Quality of these ingredients.

Star Chef List
This is a list of all the chefs that participate in the cooking contests. The more a chef wins cooking contests, the more awards they will garner, and hence their ranking will improve over time. You can scroll up and down the list to check where your chefs stand in the list. Left-clicking on the chef portrait will bring up a list of the chef's achievements.

Popular Food List
This is a list of all the recipes that you have used and won with in the cooking contests. Left-clicking on the recipe name will bring up that recipe's accolades.
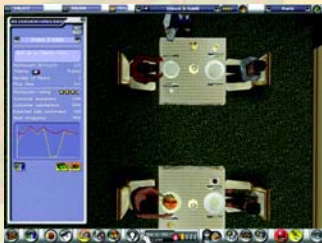
Customers like to eat award-winning recipes, especially the winning recipes from the cooking contests, so it is a good idea to include these in your Food Menu. Then customers can savor the delicacies.

RESTAURANT DETAILS

To view your restaurant's details, left-click on the Restaurant List button on the Lower Toolbar. If you are in the City View, an interface will appear with a list of all your restaurants. Then, double-click on the Restaurant Name Bar. The camera will zoom in to the restaurant, and the interface will show detailed information. If you are already inside the restaurant, left-clicking on the Restaurant List button will default to show you detailed information about the restaurant you are in. You can always use the Left and Right Arrow buttons next to the restaurant name to jump to the next or previous restaurant on the list, or left-click on the Restaurant List button on the interface itself. A list of all the

restaurants you own will appear; then, double-click on the Restaurant Name that you would like to view detailed information on.

TIP:

You can follow staff, chefs and customers around and see what they are doing in the restaurant by double-clicking on their 3D model preview on the staff, chef and customers interface, respectively.

Chapter 5 – Chefs:

Every chef in Restaurant Empire is unique, and their abilities can be divided into several categories:

CHEF SKILLS
Your chef possesses two kinds of skills, both of which can be viewed through the Chef Detail panel.

Cuisine Skills
The cuisine skills refer to the type of cuisine that the chef specializes in. Most chefs are good at only one type of cuisine. However, there are a few chefs that are aptly prepared for two, or all three cuisines. In any case, make sure that you hire a chef that matches your restaurant's cuisine, or the chef will have a hard time complying with a customer's quality demands.

Recipe Skills
Recipe skills refer to specific recipes that a chef knows how to prepare. Some chefs know more recipes than others, and obviously it is better to hire a chef that knows more recipes, but there is another factor to weigh here, and that is the chef's skills in preparing a particular recipe. Some chefs know relatively little in the way of recipes, but are very skillful when it comes to preparing them. It's up to

you - you can have quantity or quality, but rarely will you find both.

Chef Inventory
Your chefs can purchase special ingredients through interaction with special

customers that will appear in your restaurant from time to time. These ingredients are valuable, as they can make the difference between a cooking contest victory and failure. They can also be used in your regular restaurant operations to boost the ratings of recipes that require use of these special ingredients, strengthening the chef's skills in a particular recipe or even boosting the ratings of a recipe temporarily to please a demanding customer.

CHEF REPUTATION

In time, your chefs may win cooking contests as well as improve their skills in certain recipes to the point where customers will feel extremely satisfied by the quality of the recipes being offered. When this occurs, your chef's reputation will gradually increase. Customers like to eat in restaurants where reputable chefs work. Boost your chef's reputation either by winning cooking contests, or improving their recipe skills.

ASSIGNING CHEFS TO COOK SPECIFIC RECIPES

Recipes do not improve over time; it's the chef's ability to prepare a recipe that can improve with dedicated practicing. The best way for chefs to improve their skills at a particular recipe is to assign them to prepare the recipe every time that recipe is ordered by a customer.

To do so, first highlight the recipe. Then, left-click on the small chef icon that appears to the right of the recipe. Doing so will invoke the Chef & Ingredient Assignments interface. You can assign any chef working in that restaurant to prepare the recipe. If the chef has any relevant ingredients that can be used for the recipe, you can give your recipe that extra boost in taste by left-clicking on the checkboxes that appear to the right of the ingredient. The

next time a customer orders that recipe, it will be the same chef that prepares it over and over again. As they say, practice makes perfect - the recipe quality will improve greatly over time. The other advantage of assigning chefs to cook specific recipes is you can ensure that the quality of your recipes is consistent, since it's prepared by the same chef.

STAR CHEFS

In time, your chefs will win cooking contests, and they will gradually climb the ladder of chefdom. The more a chef wins, the more reputation will be gained, and eventually the chef will ascend the ladder of star chefs. If you want to see your chefs reach the top of the culinary world, enter in cooking
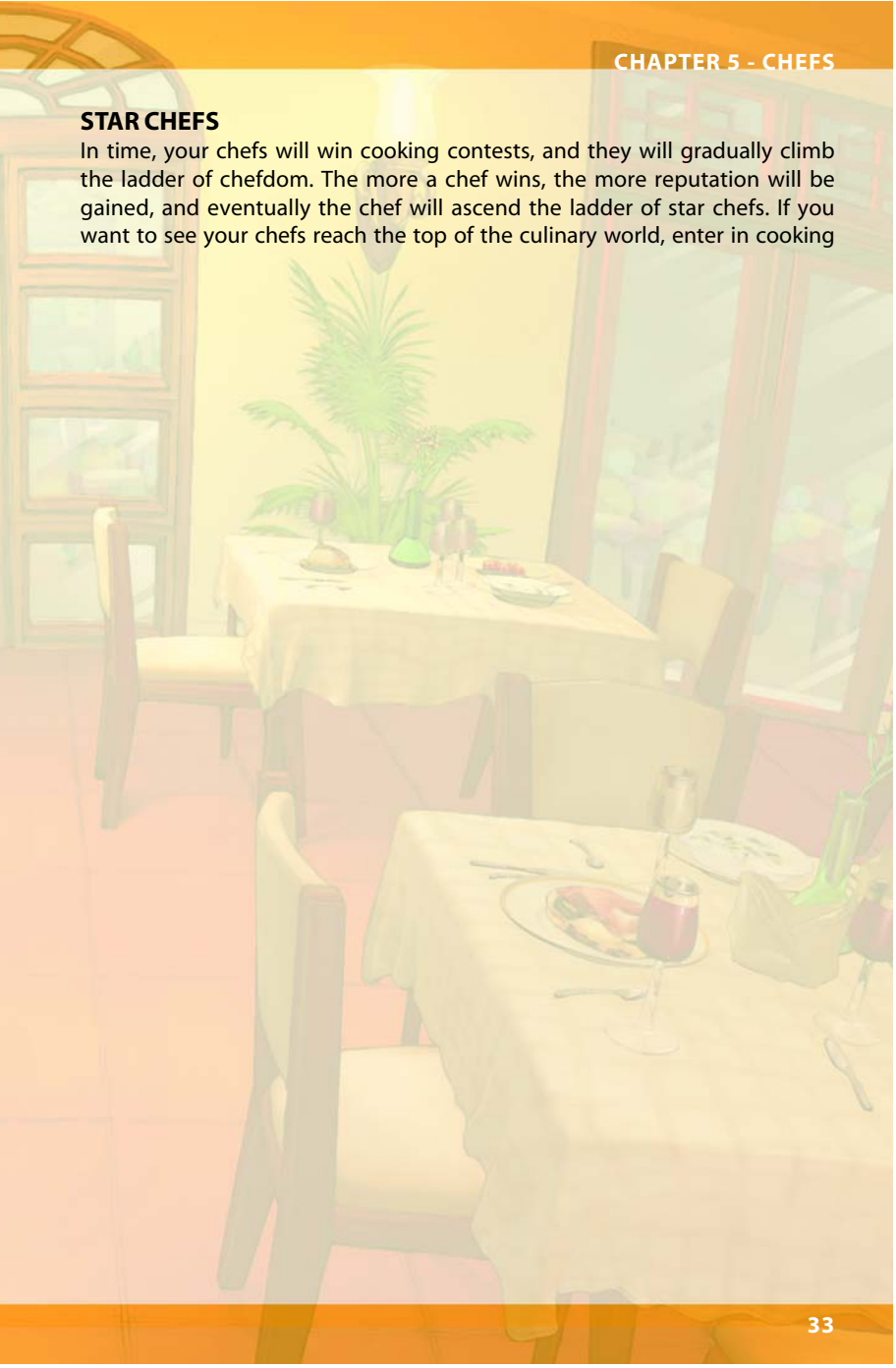
contests often (and win!) and work up their reputation. Having chefs on the bottom rungs of the ladder does your restaurant no good; having chefs on the top rungs of the ladder can benefit your restaurant business enormously, as customers like to wine and dine with the knowledge that star chefs are in the kitchen preparing some of the best cuisine around.

Chapter 6 – Adventure Mode:

VISITING LOCATIONS

When you select a New Game, the game will go to the Campaign mode and you will live the adventures of Armand LeBoeuf, an aspiring young chef and his journey through the restaurant universe. Throughout your adventures, you will meet with several chefs and characters, and some will leave you their location if you need to look them up in the future to complete your quests. To see where you can go while in the Campaign mode, left-click on the Adventure Mode button, and an interface will appear with the currently available locations to travel to. To go to a location, double-click twice on the Location Bar, and you will be whisked there. The Adventure Mode interface can only be accessed if you are playing in the Campaign mode.

PARTICIPATING IN COOKING CONTESTS

To enter a cooking contest, find the cooking arena. There is one in each city. This is where the world's greatest chefs wage battles in their struggle to vie for culinary supremacy in the restaurant universe.

The first thing to do is to enter the cooking contest. Every cooking contest

has different requirements, be it the registration fee, the type of cuisine to be prepared, or the number of chefs that will participate, among other factors.

If you qualify, you will be able to participate. If not, a popup window will tell you the requirements you lack for entry. Once you meet the requirements, you can enter.

Once you left-click on the Join Now! button, you will enter the arena. The panel in front of you is where you can select the

chef or chefs to participate in the contest. Pick the chef or chefs you want by left-clicking on the Join Now button. If the contest calls for more than one chef, continue selecting chefs until you assemble a team to lead to the fray. If you wish to drop a chef, left-click on the Drop Chef button that will appear once you have selected all the chefs.

If you want to view your chef's recipe and cuisine skills, double-click on the chef in the window. You not only get a close-up of the chef, but you can also study the abilities of each chef and judge whether they are suitable for the contest or not. Once you have assembled the team, left-click on the Enter Contest button.

The chefs will then make their entry into the cooking platform. You can either view each competitor as they approach the platform, or simply left-click to advance to the next chef.

Eventually you will find yourself in the middle of the platform, along with the other participating chefs. This is when you choose the recipes that can either make or break it for your winning aspirations. To select a recipe for any round, left-click on the Recipes button. The recipe interface will appear, with a list of the recipes that are known to the participating chefs, and that bear relevance to the contest. Select a recipe for the round.

Once you are ready to start the cooking contest, left-click on the bouncing go! button. The contest will start.

If you want to view what each chef is preparing, left-click directly on that chef, and the camera will zoom in. You can also rotate the camera as you would when in the city or restaurant views. If you want to see the whole cooking platform, left-click directly on the platform itself.

While the chefs are dutifully preparing their recipes, you can help your chefs garner higher ratings. If you left-click on the Mini Game button, one of several mini games will appear at random. These games are designed to assist your chef in improving his cooking concentration, precision, or organization skills, but only if you successfully complete the mini game. When you click on this button, a mini game interface will appear, with explanations to show you how to play the game.

You now have the choice to watch the cook-

ing competition take its course, help out your chef by successfully completing another mini game, or if you have this sinking feeling that you will lose, you can left-click on the Quit button.

Complete more mini games and wait until all the chefs have finished preparing and presenting their culinary creations. After each round, the judges will sample the food and the scoreboard will appear. You should then clearly see whether you've won or lost the round. If you win, then all the better - congratulations to you! However, if you lose, fret not. You can always go back and participate again.

Chapter 7 – Success with Your Restaurant:
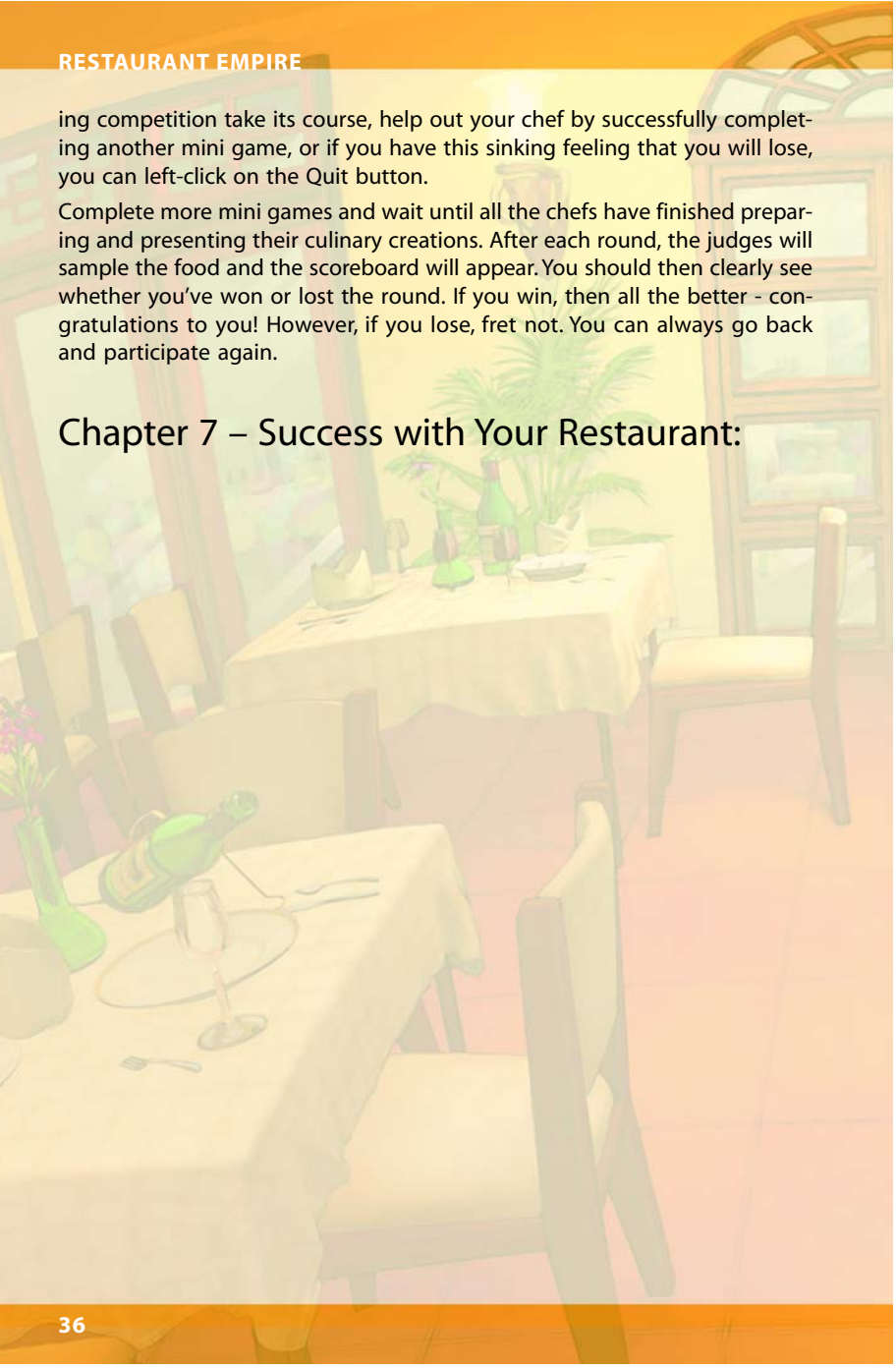
In this section you will learn about a few tips and tricks to make the most of every restaurant you open and help you master the art of cuisine in Restaurant Empire.

UNDERSTANDING CUSTOMER SATISFACTION

There are many ways to gauge your customer satisfaction. To start off, take a look at your satisfaction ratings by left-clicking on the Customer Panel button.

Then, left-click on any customer from your customer list, or double-click on a customer.

Left-click on the Customer Profile button. You will see a detailed breakdown of the selected customer.

Pay special attention to the Satisfaction rating indicator. The more happy faces, the more satisfied the customer is. You can also see the customer's Quality Expectation just above the Actual Food Quality and Satisfaction indicators. A customer's satisfaction is high when the customer's food quality meets or surpasses the customer's expectation. Strive to make the Actual Food Quality rating higher than the customer's expectations, and their satisfaction will increase. If you see a customer with five happy faces, then you can safely say that the customer has discovered culinary nirvana.

One way of gauging your customer satisfaction levels is by checking the color of the customer's bill amount. Whenever customers are about to leave your restaurant, the amount spent by will float above their heads. If the bill amount is green, then their satisfaction rating is above 50%; if it is red, then their satisfaction rating is below 50%.

There are other ways to increase a customer's satisfaction levels in your restaurants. One of these is to lower the menu price. Some customers don't mind paying a premium for quality, but nobody minds if the same quality can be had for cheaper.

You can also left-click on the Customer Complaints button to see what they dislike about your restaurant. There you can see a list of all the complaints. One of the most effective ways to please customers is to address their individual complaints. Now while it's true that you just can't please everyone, you will see less sour faces if you actually do something about their complaints! When you are viewing a customer's list of complaints, look at the number of angry faces following each complaint. The more angry faces, the more serious the complaint. It behooves you to remedy the serious com-

plaints.

Aim to please your customers, and your customers will please you with results that will benefit your restaurant, and your entire operation as a whole.

OFFERING FAVORITE FOOD TO CUSTOMERS

Everyone has their favorite recipe, and in Restaurant Empire the same applies to your customers. If you possess a recipe that happens to be a customer's favorite, you can offer them the recipe by left-clicking on the Offer Favorite Food button. The Offer Favorite Food interface will appear, and you can set the recipe ingredients, price, and the chef that will prepare the recipe for the customer. You can improve your recipe by increasing the quality of the ingredients and adding in any optional ingredients that will give the recipe that extra boost in taste. If you want to, you can even lower the price of the recipe to zero, essentially giving the recipe for free. When assigning a chef to prepare the recipe, it is better to use a chef that already possesses the customer's recipe skills. If the chef also happens to carry their own stocked ingredients that can be used in the recipe, then all the better. If you successfully offer the recipe to the customer, and provided the recipe is reasonable in price and of sufficient quality, the customer may even overlook the niggling complaints about your restaurants and become 100% satisfied.

Please note that this function is not available in the earlier scenarios in the Campaign mode.

OBTAINING 100% CUSTOMER SATISFACTION

Look at the customer satisfaction display near the top right corner of the screen when you're in one of your restaurants. There is a ratio that indicates the actual number of satisfied customers in relation to the target number of satisfied customers that you should aim for. The more completely satisfied customers there are, the higher your customer awareness.

There are many benefits to obtaining 100% customer satisfaction.

If you achieve 100% customer satisfaction, word will spread about your restaurant's quality; that can only mean more customers, which translates into more money in your coffers.

You can view the details of a customer by double-clicking on a customer, which will allow you to view that customer's details. Every customer has a favorite recipe. If you happen to have that recipe in your restaurant, offer it to the cus-

tomer. Occasionally, they will accept your offer. If they do accept, and enjoy what you have offered, you may achieve 100 customer satisfaction with that customer, provided every other rating in your restaurant is in check.

Remember, nothing spreads the word about your restaurant's quality quite like Word-of-Mouth. 100% satisfied customers will do the advertising for you.

UNDERSTANDING YOUR STAFF

Your staff, just like all employees, is affected by fluctuations in the working environment. Depending on several factors, staff morale can take a positive or negative turn. Making staff work long hours is another factor that will drive down staff morale, as well as low salaries or a lack of salary raises.

On the other hand, the more you raise the salaries of your personnel, the more their morale will rise. Not only that, but their attitude towards work will also improve.

Staff are also affected by your restaurant's performance. If the restaurant business is good, their morale will increase. If your restaurant is doing bad, however, their morale will drop. Staff will resign if their morale drops too low.

You can double-click on a staff unit anytime while inside a restaurant to bring up their details.

Your staff's performance is also largely affected by their service skill levels. If you are unsure about your staff performance, look into your staff service levels in the Information Center. If you notice that your staff skill levels are low, invest in training. Training and high morale have the additional benefits of staff efficiency. Experienced kitchen porters can still wash dishes faster than a dishwashing machine; the higher the morale, the faster your chefs can cook; your staff will be more efficient in performing their everyday duties. Well-trained staff also know how to handle demanding customers.

ACHIEVING A HIGH RESTAURANT RATING

There are several ways to achieve a high restaurant rating. First, your food, service and environment ratings all have positive effects on your restaurant's overall ratings, while high prices and complaints will negatively affect your ratings. With that in mind, try to increase the positive and minimize the negative effects.

Some things you can do to increase the positive effects include upgrading your restaurant exterior and improving your environment ratings. Your environment

rating is further broken down into decoration, comfort and exterior view ratings. That means adding nice decoration and comfortable chairs can give your restaurant an extra boost. When decorating, keep in mind that table sets can include additional decoration by placing table amenities such as flowers or candlelights. When adding decoration, do not cram everything you can into a restaurant. Make sure that there is plenty of space between

tables; customers do not like to eat in tight, confined spaces.

Another way to improve your restaurant ratings is to resolve any complaints customers may have. The less the complaints generated, the less of an impact the complaints will bear on your ratings.

If you are starting a new restaurant, choose locations that have high view ratings. This can often give you a slight edge during your restaurant's startup period. Usually the closer your restaurant is to a landmark, the better your restaurant's view rating (hence the higher price).

The most important way to improve your restaurant ratings, however, is to improve the quality of your food. Adding high-quality recipes to your menu is probably the most effective way to gain higher ratings.

Lastly, remember that every restaurant theme has several exterior upgrades available, and can greatly improve your exterior and view ratings as well.

SPECIAL CUSTOMERS

Occasionally, special customers will appear in your restaurants. They are identified with a large arrow pointing at them. The New Event button, located on the Lower Toolbar will also flash to inform you that a special customer has entered one of your restaurants. Left-click on the New Event button, and you will engage in a brief conversation with the customer. You can also double-click directly on special customers if you happen to see the arrow above their heads.

These customers normally offer one of several cases: they can buy recipes off you, sell you a recipe, give you the location of a special supplier for free or for a price, and they may even carry ingredients on them that are hard to find even in with special suppliers.

SPECIAL SUPPLIERS

One essential concept in the food and beverage industry is that of sourcing choice ingredients. To prepare quality recipes, you need not only quality chefs and skills, but also quality ingredients. During the course of your career as a restaurateur, you will encounter customers that may supply you with ingredient suppliers. These suppliers differ from normal suppliers in that their ingredients are invariably better. So you owe it to yourself to try to obtain these contacts. Every time you see a customer with a large, green arrow above their heads, double-click on the customer and they will tell you not only about special ingredient supplier locations, but may also let you in on culinary secrets.

You can purchase quality ingredients from these suppliers simply by selecting recipes on the Recipe Menu that have the Special Supplier icon on the ingredient list, and left-clicking on that button. The Special Supplier interface will appear and you can make your special ingredient purchases then.

ASSIGNING TASKS TO KITCHEN PORTERS

Kitchen porters perform two tasks: washing dishes, and operating the dumb waiter. All the precious time walking to and from the dishwasher and dumb waiter can be minimized if you assign your kitchen porters to perform specific tasks. In the Waitstaff panel, you can assign your kitchen porters to exclusively wash dishes, or operate the dumb waiter. They will refrain from walking about, and your kitchen efficiency will improve accordingly, but make sure you have at least two kitchen porters, to perform both tasks!

Appendix A - Credits

Restaurant Empire was created through the efforts of the following team members at Enlight Software:

Trevor Chan - Development Director & Lead Designer
Andy Grimbal - Game & Interface Designer
Gilbert Luis - Technical Director
Eddy Chan - Lead Programmer
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Anthony Ford
Shaun Lynch
Dieter Davis
Glenda Horvath
Michael Horvath
Sze Pei "Firelight" Ho
John "Maarek" Scott
Glen Grainger
Patricia Pen

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Restaurant Empire Shortcut Keys

Shortcut Key	Function
S	Save Game
L	Load Game
ESC	Call up the Game Option Menu, which you can select Game Options, Save Game, Load Game, etc.
0 or P	Pause the game (Press P again to unpause. Please note that pressing 0 will always result in speed 0)
1-4	Set speed. 1 is normal and 4 is the fastest.
Space	Go to your next restaurant
Arrow keys	Scroll the city or interior view
M	Toggle Mini-map on and off
F1	Goal Report
F2	Information Center (will always goes to last report viewed)
F3	Recipe menu
F4	Food menu (only effective when a restaurant is selected)
F5	Restaurant List (While inside a restaurant, it will display Restaurant Detail)
F6	Staff List (only effective when a restaurant is selected)
F7	Customer List (only effective when a restaurant is selected)
F8	Restaurant overall rating
F9	Sales report
F10	Statistic report
F11	Income statement
F12	Complaint report (from Information Center)
G	Financial graph (from Information Center)
A	Toggle the Adventure mode window on and off
Enter	Open the news message window.
ALT-S	Save the current screen into a BMP file. (Capture up to 100 images only RE00.bmp to RE99.bmp)
PgUp	Go to the second floor of a restaurant (only effective when a restaurant is selected)
PgDn	Go to the ground floor of a restaurant (only effective when a restaurant is selected)
W	Toggle wall display on and off (only effective when a restaurant is selected)
CTRL+S	Quick Save
CTRL+L	Quick Load

www.restaurant-empire.com