Games for Windows

AIRLINE Tycoon 2

⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

For further information visit http://www.pegi.info and pegionline.eu

Family Settings

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. For more information, go to **www.gamesforwindows.com/isyourfamilyset**.

CONTENTS

Introductions 6

Installation 6

Menu bar 7

Controls 7

Hotkeys/Shortcuts 7

The First Game 8

Selecting a Character 8

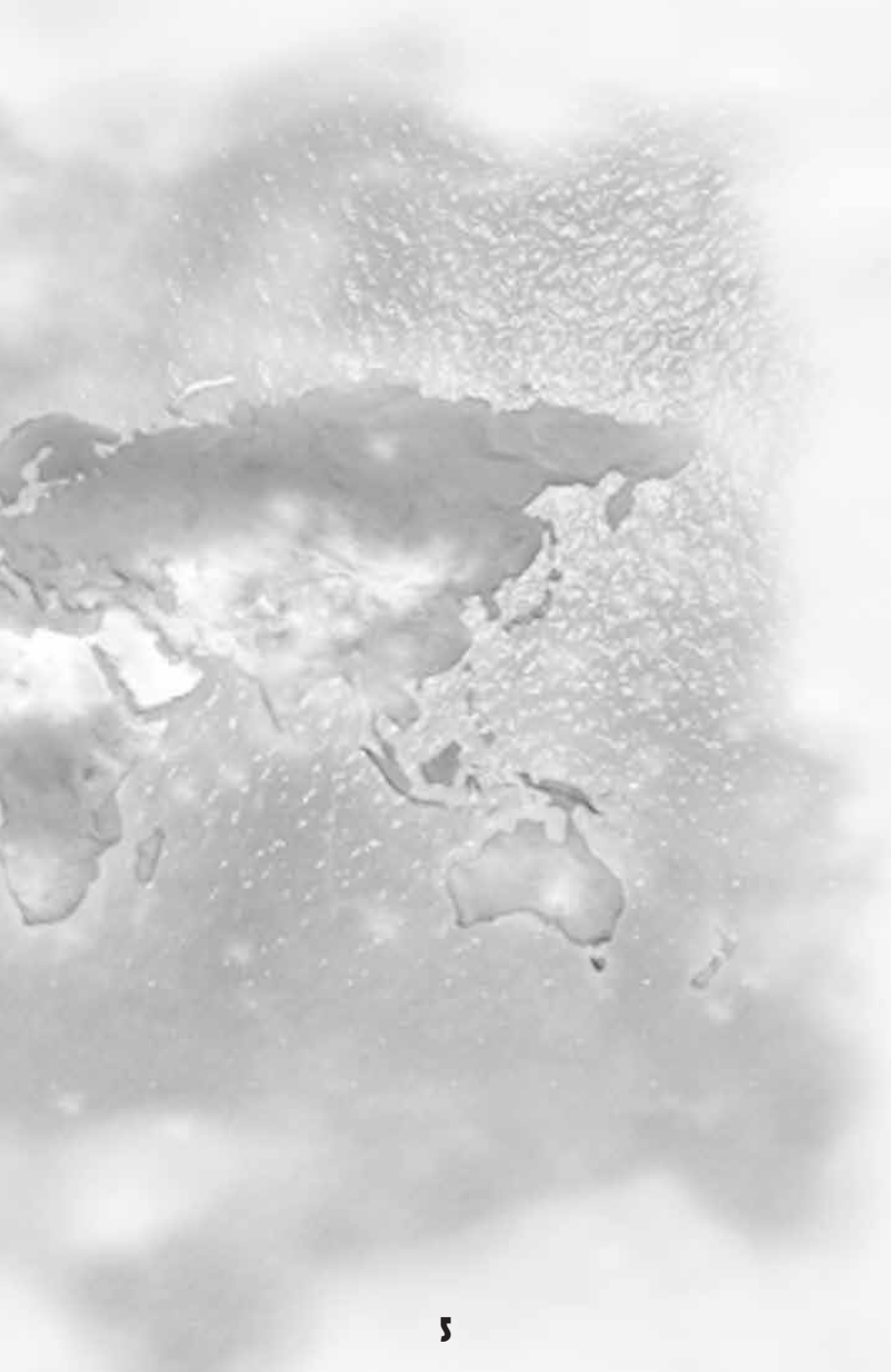
Selecting a Home Airport 9

The First Day (Tutorial) 9

Credits 11

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT 14

Technical support 18



INTRODUCTIONS

Congratulations on your purchase of Airline Tycoon 2. The entire development teams hopes it brings you many hours of fun.
Airline Tycoon 2 is a business simulation, one that doesn't take itself all that seriously and that also doesn't claim to be realistic. The goal was to create a sequel to the popular game Airline Tycoon. The humor and the central elements of the game were carried over, but the gameplay structure has been revised to offer players more fun and new challenges in the future.
It takes a few things to become a successful Tycoon. In addition to the purchase and maintenance of airplanes and the hiring of competent staff, there are numerous details that need to be watched. Routes need to be rented, contracts weighed in comparison to each other and carried out within a timeframe. Yet that's not nearly everything and your competition also never rests, by the way.
The game runs from 9:00 am to 6:00 pm, in real time. During this time, the Tycoons have the opportunity to attend to their business and manage their airline. After that, the round is over and the next day will begin with an evaluation of the game up that that point.

INSTALLATION

To install the game, please insert the Airline Tycoon 2 DVD into the DVD drive. If autorun for Windows is activated, then installation will begin automatically. Otherwise, run the setup.exe file on the Airline Tycoon 2 DVD manually.
Then install the game by using the "Install" button and following the instructions on the screen. Once Airline Tycoon is installed, run the game by clicking on the "Play" button.

MENU BAR

The menu bar is always visible during the game contains information, such as the current date, time and account balance, as well as messages on events and active contracts. Furthermore, you can also call up the main menu and current statistics at any time from the menu bar.

CONTROLS

There are two ways the avatars can be controlled in the game: with the mouse and with keyboard shortcuts.
With the mouse, the player can always have the avatar walk in the direction of the cursor. By clicking on a particular point, your avatar will speed up to reach that point as quickly as possible. Doors and entryways only have to be clicked on once for the avatar to head directly there.
A somewhat quicker alternative for navigating between locations is the keyboard shortcuts. Each location can be instantly reached with the corresponding keyboard shortcut.

HOTKEYS/SHORTCUTS

ImageCorp Pro-Marketing	I Button
Scrap and Old Planes	G Button
Personnel Office	P Button
Sig. Marco Usceroni, Manager	U Button
Avatar's Office	B Button
Eyes & Ears Security	E Button
Hangar 51	H Button
Business Area	V Button

Terminal	N Button
Ultimate Color Design	Q Button
Christians Flower Shop (Sabotage)	X Button
Route Plan	R Button
Flight Plan	M Button
Airline Lounge	L Button
Rosenbaum Cash and Gold Loan	K Button
TakeOff Bar & Bistro	C Button
Shopper's Paradise Milestone	F Button
Skytrips International Travel Agency	T Button
Hide Menu	Tab
Load game	F2
Save game	F3

To interact with the other characters in the game, for example with the mechanic or the airport manager, they need to be selected by being clicked on. In the dialogue menu that opens up, the applicable options can be selected with a simple click on the arrow button to the right. You can close the dialogue window at any time with the close button to the right, below the arrow button.

THE FIRST GAME

Before the first game can begin, you should first consider if you would prefer to complete missions in a campaign game or to realize your dream of becoming an Airline Tycoon in freeplay.

SELECTING A CHARACTER

You can select a character with the buttons "Next" and "Back". When you have decided on one, you can confirm the choice with the "Continue" button and you will head to the next selection menu. But don't worry… as long as the game hasn't been started yet, it's always possible to go back and change your selection.

SELECTING A HOME AIRPORT

The choice of your home airport determines the airport you will start out from. Depending on the home airport, different routes will be available at the start of the game. During the course of the game, you will be able to gradually unlock all routes by controlling the route to a destination airport.

Tycoon Wisdom

A large and well-known airport offers more routes at the start than a smaller, regional one. You will have more competition as a Tycoon on individual routes if there are only a few of them.

THE FIRST DAY (TUTORIAL)

Once you start the first mission of the campaign, the tutorial begins. The first day of work is always something special. You'll start off by being greeted by Rick, who will explain the game and the airport to you as your personal advisor. Later on in the game, your workday will always begin with a meeting in the office of the airport manager to discuss the current state of all the Tycoons and airlines. The manager can also impose sanctions and penalties if you or one of your competitors resorts to illegal methods to harm each other (but only when he catches someone in the act).

Airplanes

Since you have neither airplanes nor staff to start off with, the first thing Rick will help you with is buying an airplane. In Hangar 51, the chief engineer will help you to assemble an airplane with the airplane configurator. Following the technical configuration of the airplane, the interior of the cabin and the paint design then become the focus. Together with Maestro Lagerwald, you can redesign the cabin configuration in order to offer the passengers a higher level of comfort in the future. You can even change the color of the configuration or the paint design of your airplane here.

Staff

Now that you have your first airplane, you of course still need staff in order to fly the airplane. A couple old acquaintances from Airline Tycoon 1, Mr. Hagedorn and Miss Selig, have indeed aged a bit, but they still work with the same vigor as they did 20 years ago.

Rent Routes
Once you have airplanes and staff, it's about time to acquire the license for a route from Sig. Usceroni, the airport manager.

Plan Flights
In the flight plan, you can assign a route that you've already rented to one of your airplanes. Drag the route from the route overview into the open flight plan of your machine and place it in the desired timeframe.
If you're not happy with the scheduling of the flight, of course you can always also delay or delete the flight. If the flight has already been booked by a few passengers, however, then they will be angry.

Flight Evaluation
After you have planned a flight, you can head to the terminal and see how the passengers check-in at your counters and then wait for their flights in your lounge. Once the flight has landed at its destination, you can see the evaluation, balance and the current status of the flight in the flight info window.

Maintenance
During a flight, an airplane's maintenance condition will decrease. The lower the maintenance condition is, the more likely technical accidents are, which have a negative impact on the satisfaction of your passengers. Therefore, you should also build time for maintenance into your flight planning. You can drag a maintenance form the list on the right into the flight plan and then, by tagging the maintenance, you can set the length of the maintenance.

CREDITS

Development
B-Alive GmbH

Game Design
Arndt Schlichtig
Benjamin Erbert
Matthias Koranda
Suzanne Schanda

Art Direction
Arndt Schlichtig

Technical Management
Matthias Koranda

Programming
Andreas Pfeifer
Andrew Kerkel
Axel Stumpp
Marcel Dunkelberg
Martin Schmid
Matthias Koranda
Tobias Sturn

Graphics
Arndt Schlichtig
intulo - Rebecca Lodolphy
intulo - Thomas Kronenberg
Jim Tibbits
Kai Sprengart
Paul Kunz
Sebastian Seubelt
Taisir Yakupov

Mission Design/Scripting
Benjamin Erbert
Matthias Koranda
Dennis Hartmann

Publishing
KALYPSO MEDIA GROUP

MANAGING DIRECTORS
Simon Hellwig
Stefan Marcinek

HEAD OF GAME PRODUCTION
Timo Thomas

GAME PRODUCERS
Dennis Blumenthal
Christian Schlütter

HEAD OF MARKETING
Anika Thun

HEAD OF ART DEPARTMENT
Joachim Wegmann

ART DEPARTMENT
Simone-Desireé Rieß
Anna-Maria Heinrich
Thabani Sihwa

PR DEPARTMENT
Mark Allen
Ted Brockwood
Stefan Marcinek

PRODUCT COORDINATION MANAGER
Johannes S. Zech

SUPPORT & COMMUNITY MANAGEMENT
Tim Freund

KALYPSO MEDIA UK
Andrew Johnson
Mark Allen
Kayleigh Brodie

KALYPSO MEDIA USA
Mario Kroll
Ted Brockwood
John Tullock
Theresa Mereno

KALYPSO MEDIA DIGITAL
Jonathan Hales

Special Thanks to:
Natalie Koranda
Christopher Koranda
Patrick Koranda
Susanne Schlichtig
Florian Schlichtig
Daniel Schlichtig
Niklas Schlichtig
Thomas Holz
Jean-Marc Haessig
Andreas Speer
Sascha Gessert
Jochen Gessert

Additional Helpers:
Dennis Hartmann
Suzanne Schanda
Simon Sipple

In memory of:
Armin Gessert

MIDDLEWARE LICENSES:

B-Alive GmbH – Design and development of interactive digital media

© Portions of this software © 2010 Emergent Game Technologies, Inc. Used under license.

Agent Movement powered by Pathengine ™

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH [KALYPSO MEDIA UK Ltd.] ("LICENSOR").

LICENSE

Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single home or portable computer. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by LICENSOR and, as applicable, its licensors.

OWNERSHIP

LICENSOR retains all right, title and interest to this Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United Kingdom copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from

LICENSOR

Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to £100,000 per violation. The Software contains certain licensed materials and LICENSOR's licensors may protect their rights in the event of any violation of this Agreement.

LICENSE CONDITIONS

You agree not to:

(a) Commercially exploit the Software;

(b) Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR;

(c) Make copies of the Software or any part thereof, except for back up or archival purposes;
(d) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one computer, computer terminal, or workstation at the same time;(e) Copy the Software onto a hard drive or other storage device and must run the Software from the included DVD/CD-ROM (although the Software may automatically copy a portion of itself onto your hard drive during installation in order to run more efficiently);
(f) Use or copy the Software at a computer gaming center or any other location-based site; provided, that LICENSOR may offer you a separate site license agreement to make the Software available for commercial use;.
(g) Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part;
(h) Remove or modify any proprietary notices or labels contained on or within the Software; and
(i) Transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

THE SOFTWARE UTILITIES
The Software may contain a level editor or other similar type tools, assets and other materials (the "Software Utilities") that permit you to construct or customize new game levels and other related game materials for personal use in connection with the Software ("Customized Game Materials"). In the event the Software contains such Software Utilities, the use of the Software Utilities is subject to the following additional terms, conditions and restrictions:

(a) All Customized Game Materials created by you are exclusively owned by LICENSOR and/or its licensors (as the case may be) and you hereby transfer, assign and convey to LICENSOR all right, title and interest in and to the Customized Game Materials and LICENSOR and its permitted licensors may use any Customized Game Materials made publicly available to you for any purpose whatsoever, including but not limited to for purposes of advertising and promoting the Software;
(b) You will not use or permit third parties to use the Software Utilities and the Customized Game Materials created by you for any commercial purposes, including but not limited to distributing, leasing, licensing, renting, selling, or otherwise exploiting, transferring or assigning the ownership of such Customized Game Materials;
(c) Customized Game Materials must be distributed solely for free; provided, that you may contact LICENSOR for a license to commercially exploit the Customized Game Materials which LICENSOR may grant or deny in its sole discretion;
(d) Customized Game Materials shall not contain modifications to any other executable files;
(e) Customized Game Materials must be used alone and can be created if the Customized Game Materials will be used exclusively in combination with the com-

mercially released retail version of the Software.
(f) Customized Game Materials cannot contain libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties (without a valid license); and
(g) All Customized Game Materials must contain the proper credits to the authors of the Customized Game Materials and must indicate that LICENSOR is not the author of the Customized Game Materials with additional language that "THIS MATERIAL IS NOT MADE, GUARANTEED OR SUPPORTED BY THE PUBLISHER OF THE SOFTWARE OR ITS AFFILIATES."

LIMITED WARRANTY
LICENSOR warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. If for any reason you find a defect in the storage medium during the warranty period, LICENSOR agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on LICENSOR.

When returning the Software subject to the limited warranty above, please send the original Software only to the LICENSOR address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL

RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION
This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

EQUITABLE REMEDIES
You hereby agree that if the terms of this Agreement are not specifically enforced, LICENSOR will be irreparably damaged, and therefore you agree that LICENSOR shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY
You agree to indemnify, defend and hold LICENSOR, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS
This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under England and Welsh law. Leicester, Leicestershire.

If you have any questions concerning this license, you may contact in writing Kalypso Media Ltd.

KALYPSO MEDIA UK LTD.
4 Milbanke Court
Milbanke Way
Bracknell
Berkshire
RG12 1RP
United Kingdom

www.kalypsomedia.com

Technical support

Free customer service

Our customer service is available 24 hours a day, seven days per week via email. If you have any questions or problems with one of our products, we offer you answers and solutions to the frequently asked questions at our forum or you can drop us an email under the following address:

support@kalypsomedia.com
forum.kalypsomedia.com

Therefore, we need the following information:

- The complete product name.
- If available, the exact error message and a description of the problem.

Both services are free of charge. Please note, that we are not able to anwser requests concerning tips and tricks via email.

However, before you contact our support team:

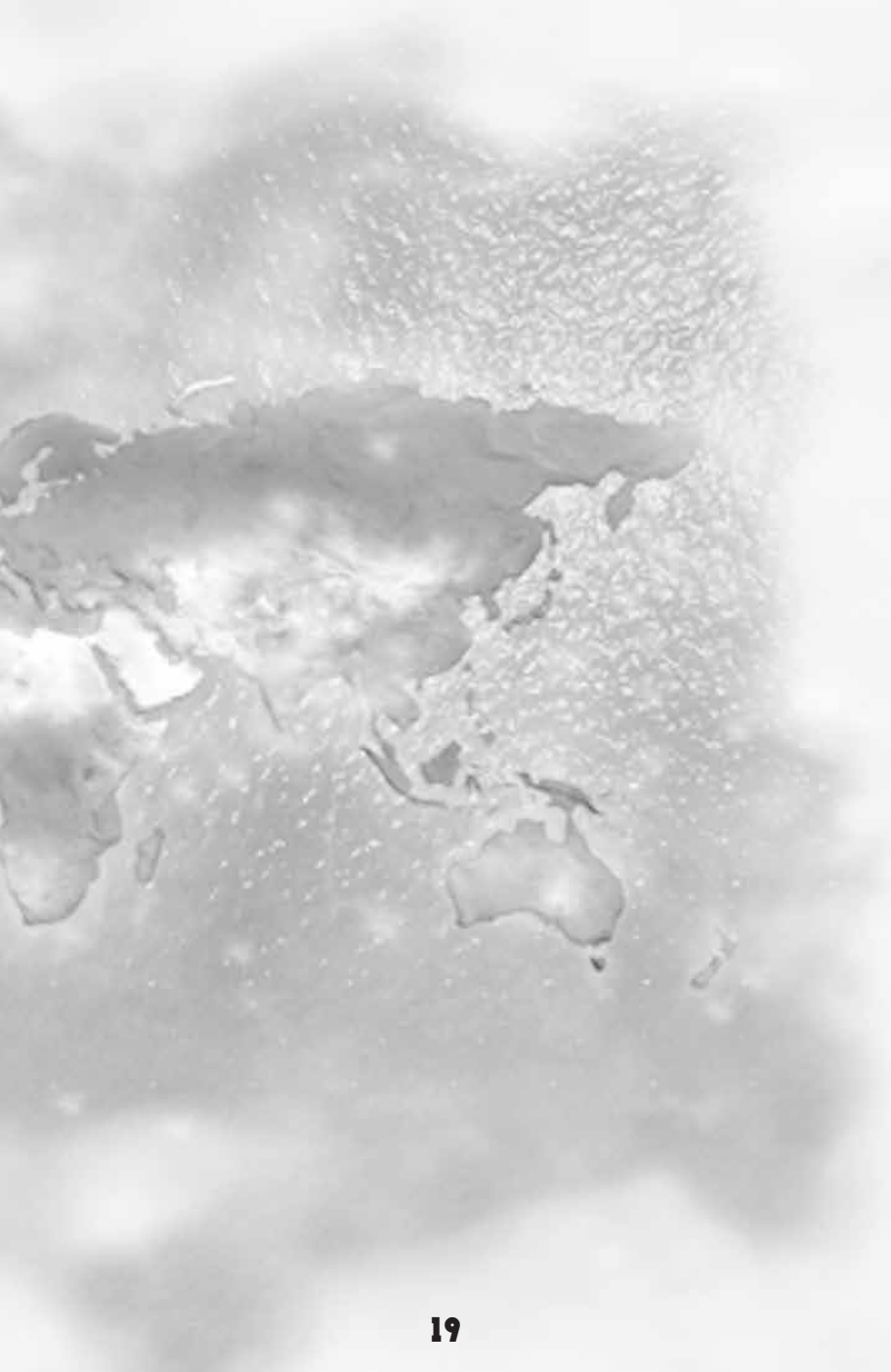
- Please make sure that your PC fullfills the system requirements.
- When you are placing the call, please make sure that your PC is switched on. Additionally, please start the DxDiag program before your call, as the information of this Microsoft software will help us to find the problem.

How to start the DirectX diagnostic program ("DxDiag"):

Windows XP: Please click on the "Start"-Button on the taskbar and afterwards „Run". Please enter "dxdiag" (without quotation marks) and click on „OK".
Windows Vista / 7: Please klick on the "Start"-Button. Under "Start search" please enter "dxdiag" and push the „Enter"-Button.

Exchange of serial codes (serial number / CD-Key)

NOTE: serial codes cannot be replaced! Please make sure, that you don´t lose your serial code. In case of loss, you have to buy a new game. Therefore, please avoid requests in this vein.



Product Key

Airline Tycoon 2 Copyright © 2011 Kalypso Media Group. All rights reserved. Developed by B-Alive. Portions of this software are included under license © 2011 Emergent Game Technologies, Inc. All rights reserved. Agent movement powered by PathEngine™. Published by Kalypso Media UK Ltd. All other logos, copyrights and trademarks are property of their respective owner. Airline Tycoon is a trademark of Spellbound Entertainment.

Windows, the Windows Vista Start button and Xbox 360 are trademarks of the Microsoft group of companies, and 'Games for Windows' and the Windows Vista Start button logo are used under license from Microsoft.