RESTAURANT EMPIRE II

USER GUIDE
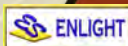
ENLIGHT

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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 in 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 2**, please take a moment to review the Minimum and Recommended System Requirements of the game. Your computer should meet **all** of the Minimum Requirements so that Restaurant Empire 2 may run. If it meets or exceeds the Recommended Requirements, you will find game performance greatly improved.

Minimum System Requirements

Operating system:	Windows 2000, ME, XP or Vista (Windows 95, 98 and NT not supported)
CPU type and speed:	1 GHz Intel Pentium 4 or processors of the same grade
Memory:	256 MB RAM
Hard drive space:	2 GB
Graphics card:	128MB 3D card compatible with DirectX9
Other needs:	DirectX 8 compatible sound card; Keyboard; Mouse

Recommended System Requirements

Operating system:	Windows 2000, ME, XP or Vista (Windows 95, 98 and NT not supported)
CPU type and speed:	2.4 GHz Intel Pentium 4 or processors of the same grade
Memory:	512 MB RAM
Hard drive space:	2 GB
Graphics card:	256MB 3D card compatible with DirectX9
Other needs:	DirectX 8 compatible sound card; Keyboard; Mouse

Autorun Installation

To install Restaurant Empire 2 please follow the instructions detailed below:

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

2) Make sure the Restaurant Empire 2 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 2 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.

CONFIGURING YOUR SETTINGS

 After installation, you may want to configure your in-game settings such as the graphics quality and the music volume before you start your game session. You can do this by going to the Options Menu and changing the different settings found under three different options categories: Video Settings, Audio Settings and Input and Interface Settings.

Play around with the different settings found under the graphics options to see which settings are optimal for your computer. Just remember that the more options you set to a high level, the better-looking the game will get but, adversely, the greater the performance hit the game will incur. If you do not wish to fiddle with the options, however, and would rather dive into the game at once, you can simply set the Overall Graphics Quality to suit your needs.

Changing the Resolution

To change the game's screen fidelity, simply choose your desired setting from the Screen Resolution drop box. Note that screen resolution can only be changed while you are in the game menu. You will not be able to change this setting during a game session.

TIP:

Turn on Camera On the Fly if you want the camera to pan seamlessly between locations and restaurants. Turn it off if you want the camera to jump immediately between locations and restaurants.

STARTING THE GAME

To start the game, you can either double-click on the Restaurant Empire 2 icon on your Windows desktop, or you can left-click on Start > Programs > Enlight > Restaurant Empire 2, then locate the Restaurant Empire 2 icon and left-click on it. The game will start.

GAME MODES

There are two game modes in Restaurant Empire 2:

Campaign Mode

The Campaign Mode allows you to choose between two campaign scenarios. The first campaign is a remastered version of the story mode of the previous Restaurant Empire game. While the second, is brand new 16-scenario campaign that presents new and exciting challeneges and continues the culinary adventures of Armand Lebouf and his growing clan.

Sandbox Mode

The Sandbox Mode is the game's open-ended free-play mode. Here, you can assign your own goals and rules and play at your own leisure. The only objective is don't run out of money!

TIP:

If this is your first time playing the Restaurant Empire series, we strongly suggest that you start playing the first campaign in the Campaign mode so that you go through the tutorials first and ease your way into the game. 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 2 folder for troubleshooting tips and fixes as well as technical support information.

Chapter 2 – Interface Basics:

CITY VIEW SCREEN

You can view the city and get a feel for your restaurant's surroundings using the city view screen. Traveling between your establishments as well as other city venues (e.g. the Lebouf household) is also mainly done here.

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 are using a mouse with a scrollwheel, 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 such as managing staff, preparing meals and catering to your customers' needs.

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 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
The upper toolbar contains the following buttons and elements:

Your Cash
Shows how much cash you have in hand.

Last Month's Profit
Shows your company's total profit in the past month. Left-click on the display to view your Income Statement report.

Seat Occupancy
Shows the percentage of occupied seats in your restaurant.
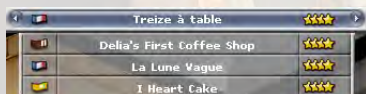
Restaurant Name Display
Displays at a glance all restaurants you currently own.

Leave Restaurant
Switches to the City View Screen
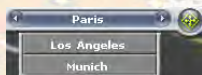
City Name Display
Arrows on the sides of the city name switches your current location to a different city.

Mini Map Key
Opens the mini map that shows all the locations of your restaurants in the city.

LOWER TOOLBAR
The lower toolbar contains the following buttons and elements (may differ slightly depending on the game mode you are in):

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
Displays the game's current date and time and allows you to control the game's speed settings.

Go Up/Down Floors & Show/Hide Walls
Travel between restaurant floors using the up and down arrows. 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. Only available in the city view and in later scenarios in the Campaign mode.

Open/Close Restaurant

Left-click to open a restaurant to the public or close it for renovations, property sale or to build a new restaurant. Only available when inside a restaurant. (Note that you cannot demolish, sell off, or rebuild any restaurants given to you if you are playing in the Campaign mode - you can only temporarily close down the restaurant for renovations.

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.

SAVING AND LOADING GAMES

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, go to Game Options > Save Game and 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. The game 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 Your 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 2 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 2 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:

BUILDING A RESTAURANT

Building a restaurant involves three steps:
First, deciding on the plot of land or build-
ing to purchase. Second, determining the
restaurant's size, its number of floors and
its cuisine type. And third, naming the new
restaurant.

1: Deciding on a Location

First, left-click on the Build Menu button to open the Build Menu interface.
Then, left-click on one of the available locations up for sale to automatically
zoom the camera to the selected location. If the property is to your liking,
left-click on the Confirm button to continue 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. You may let the game automatically give your new restaurant a
name, or select a name from a pre-defined dropdown list of suitable names,
or assign 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.*

THE INTERIOR INTERFACE
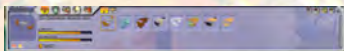
The decorating and layout functions are accessed through the Interior Inter-
face. All items, rooms and facilities are categorized into four main categories,

as defined by the five large buttons located on the upper left corner of the interface. These are Seating Arrangements, Decoration, Rooms & Textures, Lighting and Accessories. Left-clicking on any of these buttons will bring up that item category as well as their subcategories. The following are the descriptions of 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 decorative objects to your restaurant. 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

Left-click on this button to add lamps and lights to your restaurant. Left-clicking on this button will bring up the Wall-Mounted, Floor-Mounted and Table-Mounted Item subcategories.

Accesories

Left-click on this button to add other required miscellaneous items, such as reception desk, to your restaurant. Left-clicking on this button will bring up the Reception Desks and Performance Stages subcategories.

DECORATING YOUR RESTAURANT

You can decorate and lay out your restaurant's floor plan while in the Restaurant Interior View. Customers like to look at interesting objects while eating so a restaurant's ambiance is vital to the establishment's overall success. Decoration adds ambiance 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.

Adding Decorations

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 it and you will see the cursor change to a hand grasping the selected item. Move the cursor to the desired position and then hold the left mouse button 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 it in that position. If it is red, however, you will not be able to place the item in that position. If you decide not to place the said item, you may press the right mouse button to remove the item from your cursor.

TIP:

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

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

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

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

- The item's interactive locations are blocked. These locations are marked in blue and represent the locations staff and customers will position themselves in order to interact with the item.

- You do not have enough cash.

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

Rotating, Moving and Deleting Items

Adjust an item, left-click on the Adjust Item button and left-click on the

item you wish 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. Then simply release the left mouse button when the item is in your desired orientation.

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

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. Higher-rated attributes are desirable traits, and the higher the ratings, the more they benefit your restaurant's ambiance.

ADDING ROOMS

No restaurant is complete without a kitchen and restrooms. And the same can be said for coffee shops and counter areas. To add these rooms to your interior, open the interior panel and left-click on the Rooms and Textures button. Now, left-click on the Add Rooms button and you will find four options available: Counter Area, Female Restroom, Male Restroom and Kitchen. Select a room type and you will find your cursor changed. Left-click and hold the button on the restaurant floor to draw the first corner of the room (indicated by a small red square) 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. Simply release the left mouse button and your room will be created.

Making Rooms Functional

Depending on the type of room you create, you will need to add items to the

room in order make it function properly.

Note: 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 room 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 customers. Other items are not essential, but allow you to prepare a wider variety of recipes. You will need a grill to prepare grilled dishes and a blender to prepare some desserts, for instance.

Adding Items to Your Restrooms

Before you can add items to your restroom, make sure that you have activated the room by left-clicking on the restroom floor. Doing so will allow you access to the restroom item list. Female and male restrooms require stalls as well as sinks for customers to use. Make sure you place at least one of each for every restroom you add in your restaurants.

Resizing, Moving and Deleting Rooms

To Adjust a room, left-click on the Adjust Room button and select the floor of the room that you wish to move. You will see the floor start flashing white with green squares on each corner.

To resize a room, left-click on a green square and drag it to another location. Release the button and the room will be resized.

To move a room, left-click the white area of the floor. Your room will appear to "float", and the white area will turn either green or red, depending on whether you can or cannot place the room at the current location. 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 that you want, release the left mouse button.

To delete a room, left-click on the Delete Rooms button. You will notice

the cursor change. Double-click the room floor to delete it.

TIP:

If you have problems adding rooms to 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. It will tell you why the room cannot be placed in its current location.
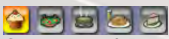
RECIPE MENU

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.

This interface is composed of several parts. Let's take a look into each part in further detail.

Courses

There are five food course categories for each establishment type.

For Restaurant they are: Breakfast, Appetizer, Soup, Main Course and Dessert.

For Coffee Shop they are: Hot Coffee, Iced Coffee, Tea, Other Drinks and Food.

And for Dessert House they are: Cakes, Pies & Tarts, Cookies & Pastries, Ice Cream & Sorbets, Pudding & Gelatine Dessert and Beverages

Left-click on any one of the buttons to view the recipes available for each course.

Arrow Buttons & Dropdown Area
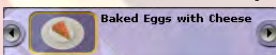
Left-click on the Previous or Next button to go through the list of available recipes. You can also left-click anywhere on the recipe preview area to view a dropdown list of available recipes. The flag icon denotes the type of cuisine the recipe is specialized for. If a recipe shows only one flag, then that recipe is suitable

only for that certain type of cuisine. If there is more than one flag, however, then the recipe is suitable for the cuisines represented by the flags.

Recipe Details

This area indicates several key details regarding the recipe.

Cost - How much the recipe costs to prepare.

Rating - Indicates the recipe's rating with a maximum allowed rating of five stars. The percentage is a numeric value of the recipe rating.

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

Requires - The icon(s) that exists in this window indicates the required kitchen facility or facilities needed to prepare the recipe. If the background of the icon is green, it means you already possess the required 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 the recipe.

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 - 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 and 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.

Adding and Removing 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.

Setting 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. They could mean the difference between a winning or losing recipe in a cooking contest.

Duplicating Recipes

Duplicating recipes is useful especially if you have restaurants with different ratings. Customers that frequent higher-rated restaurants accordingly have higher standards and demands for their food. Customers that frequent lower-rated restaurants, however, have more down-to-earth expectations. If you offer spectacular yet high-priced food in a modest eatery, customers may be put off by the food's 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 to the Food Menu

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.

Viewing the Food Menu
Use the View Food Menu button to see what you are currently offering in your restaurant's food menu.

Toggling the Recipe Filter
Use the Recipe Filter Toggle 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 the menu is one of the most important tasks in preparing for a restaurant's opening. 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 to Italian, and so on and so forth 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 disaster. The same also applies the other way around.

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 the Food Menu.

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 that you wish to offer. Keep in mind, however, 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 over time your once-popular recipes may lose their appeal. 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 original campaign.

ACCESSING ITEM DETAILS
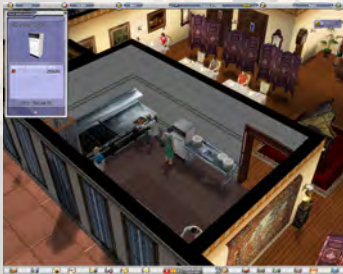
Most items in Restaurant Empire 2 carry additional information. You can access this information simply by double-clicking on the item you would like to gather additional information on. Some item details merely indicate their monthly maintenance cost. Other items, however, can have additional attributes that you can modify or use as reference.

The following chart shows you the types of items that possess additional attributes:

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

UPGRADING RESTAURANT EXTERIORS

Setting up your restaurant interior correctly is paramount to a restaurant's success but you should also keep your restaurant's exterior looks in mind as well. 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 with each having a minimum restaurant rating before you can place them. You

can call up the interface by left-clicking on the Upgrade Exterior button on the lower toolbar.

OPENING & CLOSING THE RESTAURANT
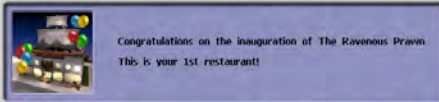
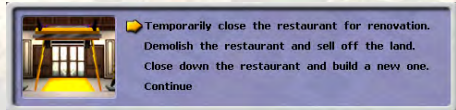Once you have everything set up and ready for to go, it is time for the grand opening. To open your restaurant, left-click on the Open Restaurant toggle button. A popup message will confirm your restaurant's inauguration.

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 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 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.

BUILDING A COFFEE SHOP
Aside from building your choice of restaurants, in Restaurant Empire 2, you are also given the chance to open coffee shops for business.

One thing that you should always remember when opening a coffee shop is

that it requires both a kitchen and a counter area to work properly.

To build a counter area, simply do so as you would a kitchen or restrooms in your restaurants. A new counter area room will be available to you when you are working inside a coffee shop. Note that it is a good idea to always place the counter area as close to the kitchen as possible because your chef will frequently go back and forth between the kitchen and the counter area to use their respective facilities.

Next you will need to place a number of facilities to your counter area. The most important facilitiy for the counter area is the front counter. Like the kitchen table, it is here that you will place most of your coffee-making equipment to prepare your drinks. And just like the front counter, you may also add a back counter to your coffee shop if you feel that you don't have enough space to place all your equipment.

Once you are finished setting up your counter area, you will need to define your menu just as you would in your restaurants. For coffee shops, the menu is divided into five categories - Hot Coffee, Iced Coffee, Tea, Other Drinks and Food. And just like restaurant recipes, different coffee shop menu items can have different facility requirements needed to prepare them. Once you are finished setting up your menu, as well as the rest of your coffee shop such as additional furniture and staff, your place will be ready to go.

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, simply double-click on the customer and you will arrive at the Customer interface. This interface is divided into three parts, all accessible through the three round buttons on the top of the Customer interface:

Customer Profile

Shows the customer's details, including how much time the customer has been in your restaurant, his budget, expected restaurant rating and overall satisfaction.

Ordered Food

Shows 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 original campaign.

Complaints

Shows a list of customer complaints. To ensure your restaurant's successful operation, try to minimize the number of complaints on this list. 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 their satisfaction and complaints ratings.

STAFF INFORMATION

To access information regarding your staff, double-click on any staff member to view their detailed information. You can also hire additional staff, adjust salaries, transfer staff to other restaurants, or, if necessary, cut them loose. You can also left-click on the Staff Panel button to view a list of all staff currently working in your restaurant, along with a quick reference of your general staff Morale and Reputation.

INFORMATION CENTER

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

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, Uniform, Staff Training, Advertising and Loan.

Lists

The Lists panel is further divided into Restaurant List, Ingerdient Supplier

List, Star Chef List, Popular Food List and Furniture Supplier List.

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, and your current Score, which is available in both the Sandbox and Campaign 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.

MANAGEMENT

Restaurant Policies

This menu allows you to set 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 among customers is an effective way of accommodating more people in your restaurant, but can negatively affect your restaurant's overall rating.

Staff Training

You can train your staff to improve their skills and be better able to attend your customers. To do so, simply left-click on the Staff Training button and you will see a list of all the restaurants you own as well as the monthly training costs and average staff skill levels of staff for each restaurant. If you find the staff skills not to standard, 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.

Uniform

In the Uniform window under the Management panel, you may change the uniforms of your staff in each of your restaurants. To do so, simply select the restaurant that you wish to change uniforms on and left-click the left or right arrows underneath the preview windows of each staff-type. You may also preview the male and female versions of the uniforms by selecting the respective radio buttons at the top of the preview windows.

Advertising

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

Television - The premier medium of advertising. Very broad reach, but not very targeted and quite expensive.

Radio - The highly effective 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 - A moderately targeted advertising medium and 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 set an ad campaign for your restaurants, left-click on the Advertising button to 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 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.

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

Recipe Research

If you wish to stand out more in cooking contests or hope to win over more of your customers, you'll need to learn to expand your food knowledge by carrying out research. You can carry out researches by going to the Recipe Research panel found under the Report Management tab of the Information Center.

Under the Recipe Research panel, you can define how much money you want to put into researching a specific recipe type by modifying the bars under the Monthly Spending column. Putting more money into research will naturally increase your efficiency in that category; but of course, it will also make balancing your restaurant expenditures more difficult. That said, you should also keep in mind that running multiple research projects at the same time will lower your overall research efficiency.

The progress column positioned right next to the monthly spending column shows the current progress of your research. Once a bar reaches the maximum, a new recipe will be added to your recipe selection and the research grade

for that particular recipe type will also improve. Additionally, once you have reached the maximum research grade of 5, an ultimate recipe is unlocked for you! (Note that Recipe Research is only made available after you have completed a certain part of the second campaign.)

LIST REPORTS

From this menu, you can get a variety of information listings regarding your restaurants such as your special ingredient suppliers, your star chefs and a list of your most popular recipes.

Restaurant List

Find out how your restaurants stack up against each other in different categories. You can choose what fields to display by left-clicking on the Customize List Display button, and left-clicking on the checkboxes of the fields you want or do not want to display. You can sort the information in ascending or descending order by left-clicking on the Fields.

Ingredient Supplier List

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

Star Chef List

This is a list of all the chefs that participate in the cooking contests. The more a chef wins in cooking contests, the more awards they will garner, and the higher their ranking will be. 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.

Performance List

This is a list of all performers available for you to hire and lists their respective performance ratings and pay rate information. The bottom of the interface also shows all the performance stages that can accomodate the selected performer.

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 award details. 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 and allow your customers to savor these delicacies.

Furniture Supplier List

This is a catalog of all the furniture supplier contacts that you have. To check the details of each supplier, simply highlight the supplier and their products will be revealed at the bottom of the window. Clicking the left and right buttons found on the sides of the catalog will allow you to browse through the entire collection.

Note that once a supplier has been added to the supplier list, all the items offered from that company are automatically added to the Interior Panel.

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. 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 2 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 skilled in two or more 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 your customers' quality demands.

Recipe Skills

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 appear in your restaurant from time to time. These ingredients are valuable, as they can mean the difference between victory and failure in a cooking competition. They can also be used in your regular restaurant operations to boost the ratings of recipes that require these special ingredients, to strengthen a chef's skills in a particular recipe or even to boost 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 happens, your chef's reputation will gradually increase and he will garner recognition from the public. 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 practice. The best way for chefs to improve their skills at a particular recipe is to assign them to prepare the recipe every time that particular recipe is ordered.

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 call up 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 the dish and, over time, the recipe quality will improve. This technique also helps in maintaining a consistent quality when preparing dishes in your restaurant.

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 to become a star chef. If you want to see your chefs reach the very peak of the culinary world, enter them in cooking contests regularly, win and work up their reputations. Having chefs on the bottom rungs of the ladder won't do your restaurants any 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 food around.

OFFERING APPRENTICESHIPS TO YOUR CHEFS

Offering apprenticeships allows your apprentices to gradually learn from Armand's recipe skill and wisdom and eventually become as skillful as him.

To do this, simply double-click the chef that you wish to turn into your apprentice, select the Offer Apprenticehip button and confirm the resulting offer.

Armand can offer a maximum of three chefs to become his apprentice. If you already have three and would like to offer another chef the opportunity, you may terminate a relationship with one of your current apprentices and then offer the empty slot to the new chef.

Chapter 6 – Adventure Mode:

VISITING LOCATIONS

When you select a New Game and choose one of the two campaigns from the campaign selection menu, you will live the life of the young chef Armand LeBoeuf, and lead him on his journey through the culinary universe. Throughout your adventures, you will meet with various characters and personalities, some of which 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, and you will automatically be whisked there. The Adventure Mode interface can only be accessed if you are playing in the Campaign mode.

PARTICIPATING IN COOKING CONTESTS

Each of Restaurant Empire 2's cities has a cooking arena where the world's greatest chefs wage battles to vie for culinary supremacy. Cooking contests can have a variety of requirements such as registration fees, the type of cuisine to be prepared, or the number of chefs that will participate, among other factors.

Naturally, you must meet these requirements in order to participate. If not, a popup window will tell you the requirements you lack for entry when you select the cooking arena from the city map.

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 or not they are suitable for the contest. Once you have assembled the team, left-click 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 the cutscene.

Eventually you will find yourself in the middle of the platform, along with the other participating chefs. You will then choose the recipes to enter into the contest.

To select a recipe for any round, left-click on the Recipes button. The recipe interface will appear with a list of all relevant recipes that are known to the participating chefs. Select a recipe for the round.

Once you are ready to start the cooking contest, left-click on the Go! button.

If you want to view what each chef is preparing, left-click directly on that chef, and the camera will zoom in on that person. 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 by completing mini-games. 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 organizational skills. Each mini game will show its set of instructions once they have been initiated.

You now have the choice to watch the cooking 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 your restaurants and help you master the art of cuisine.

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 and selecting a customer from the customer list. You may also double-click on a customer to get to the same window. 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 be secure in knowing 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. 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 customers' satisfaction levels as well One of these is to lower the menu price. Some customers don't mind paying a premium for good 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 that have been leveled at you by your customers. One of the most effective ways to please customers is to address their individual complaints. Now while it's true that you'll never be able to 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 complaints.

Simply remember that if you aim to please your customers, your customers will surely repay you in kind.

OFFERING FAVORITE FOOD TO CUSTOMERS

Everyone has their favorite dish and the same is true for 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's 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 take it even further, you can even lower the price of the dish to zero, essentially giving the dish away for free. When assigning a chef to prepare the it, it is better to use a chef that already possesses the particular recipe's 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 at a reasonable price and sufficient quality, the customer may even overlook the niggling complaints about your restaurant and become 100% satisfied.

Please note that this function is not available in the earlier scenarios of the original campaign.

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; which can only mean more customers and 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 customer. 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, in order to put your customers over-the-top you will need to offer them their favorite recipe. Only then, will you be able to get their complete satisfaction.

Just keep in mind, nothing markets your restaurant better than good word-of-mouth. And 100% satisfied customers are your best source of advertising.

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, naturally, will drive down staff morale. Low salaries or a lack pay raise will also decrease morale .

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 poorly, 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 workers' performance, look into your staff service levels in the Information Center. If you notice that your staff skill levels are low, invest in training. Good training and high morale can boost your staff's efficiency. Keep in mind that experienced kitchen porters can still wash dishes faster than a dishwashing machine and the higher the morale, the faster your chefs can cook. And also, Well-trained staff know how to handle demanding customers.

ACHIEVING A HIGH RESTAURANT RATING

There are several ways to achieve a high restaurant rating. Keep in mind that your food, service and environment ratings all have positive effects on your restaurant's overall rating, while high prices and complaints will have a negative effect. With that in mind, try to increase the positives and minimize the negatives as much as possible.

Some things you can do to increase your overall rating 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 rating is to resolve any complaints customers may have. The less complaints generated, the less an impact the complaints will have 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 (and hence, the higher property 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.

ADDING LIVE PERFORMERS

Live performances - available in sandbox mode and the latter part of the second campaign - help improve your restaurant rating which, in turn, helps attract more customers. To find out what performances are available to you look at the Performance List under the Report List of the Information Center. This window displays all the live performances currently available to you. As you meet and talk with different people during the course of your game, your selection of available performers for hire will expand as a result.

The Performance List gives you a view of each live performer's stats and requirements. The Performance Area column, indicates the required performance stage needed to accomodate the specific performer. Different performers require different stages and they will only join your restaurant once you are able to provide this to them.

You can add Performance stages by finding them in the Accessory category of the Interior Panel and placing them on your restaurant floor.

Double-clicking on the performance stage, like any other object, will reveal its properties window. In this case the properties window is called the Performance Detail Interface

Upon adding a new stage, you'll notice there is currently no live performance linked to the stage. You will need to add one by left-clicking on the Add Performance button that calls up the Performance List interface. This interface shows all the performances available to this particular stage. To assign an act to your stage, highlight the performer that you like and left click OK to assign him to it. When you already have a performer assigned but no longer wish to avail of his services, you can select "No Performance" to remove him.

Performances are paid according to an hourly rate and the act's duration. A longer duration will better improve your restaurant rating but will naturally be more expensive. You can change these details by calling up the Performance Detail panel mentioned above.

TIP:

Under the Report List, find the Restaurant Rating category. The live performance's effect on your restaurant is shown under the Environment Rating. Your restaurant's rating is improved according to the performance's rating and duration. Always keep in mind that removing a performance will reset the accumulated Live Performance rating of the restaurant. Also note that adjusting a stage's position will not have an effect on the performance rating.

SPECIAL CUSTOMERS

Occasionally, special customers will appear in your restaurants. These customers are easily identified by the large green arrow pointing that is 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 will normally engage you in one of several cases: they can offer to buy recipes from you, sell you a recipe, give you the location of a special supplier for free or for a price, or 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 not only need quality chefs with skills, but also quality ingredients. During the course of your career as a restaurateur, you will encounter customers that may offer to source you with ingredients. 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.

ADVENTURE ITEMS

Over the course of your in-game adventures, you may come across characters

that will offer you items advertised to contain special properties. These items are objects in the game that can provide you with a variety of special bonuses such as a healthy increase to your chef's cuisine skill or staff moral.

To access these so-called adventure items, open the Mystrious Item window by left-clicking its button from the Staff Panel. The Mysterious Item window is where you can find all the mysterious items that you've collected so far and see each item's specific bonuses. Please note that some items may only be applied to certain target such as chefs. There are even items, rare and powerful ones, that can be cast over an entire restaurant. As the name suggests, the items are mysterious and have varying effects – better to be encountered than talked about.
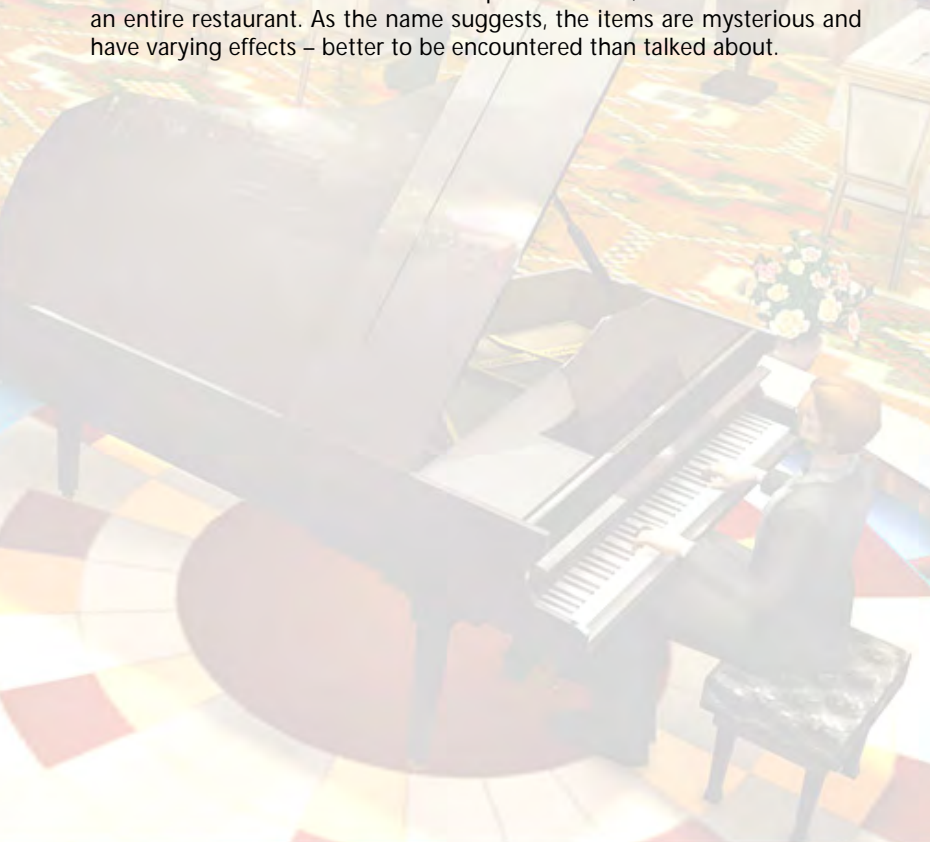
Appendix A - Credits

Restaurant Empire 2 was created through the efforts of the following team members at Enlight Software:

Trevor Chan - Development Director and Lead Game Designer
Chu Tim Kin - Development Manager
Gilbert Luis - Technical Director
Sunson Lin - Producer
Michael Wong - Lead Programmer
Marwin So - Creative Writing and Documentation
Li Kai - Art Department Manager
Yan Wei - Lead Interface Designer
Kendis Chan - Lead 3D Modeller
Eric Yi - Lead Map Designer
Kalvin Cao - Map Designer
Cheng Qiang - Lead Animator
Ron Leung - Publishing Coordinator

Senior Programmers
Benny Ng
Jason Wong

Assistant Game Designers
Sense Tse
Monkey Luo
Liang Fu Da
Huang Wei Lin
Tobey Li
Hebe Li
Squall Lu
Charlie Chan

Concept Art Designers
Zhu RongFang
Liu DingRan

Senior 3D Modellers
Eric Yi
Kiya Lau
He ZhiWu
Zhu QiSheng
YeGongHao
Liu ShiLong

3D Modellers
Lin Xihong
Lv Ping
Yang Zichao
Xie Zhimin

Animators
Geng Wenbo
Wang Yue

Liang WenJie
Huang GuangPing
Xia QianBo

Testers
Ron Leung
Jason Wong
Liang Fu Da
He Xinqing

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Technical Support

For technical difficulties regarding Restaurant Empire 2, please contact us at:

Internet E-Mail: support@enlight.com
Enlight Website: http://www.enlight.com
Restaurant Empire 2 Website: http://www.restaurant-empire.com

Restaurant Empire 2 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

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