

EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain monitor images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms relating to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Sit a good distance away from the monitor, as far away as the length of cables allow.
- Avoid playing if you are tired or have not had much sleep.
- Make sure the room you are in is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WHY NOT CALL OUR RECORDED GAMEPLAY HELPLINE ON:

09065 55 88 11*

* Please note that this call is more expensive than a normal call and at the time of publication is charged at £1 per minute at all times. Callers must legally be aged 16 or over.

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CHAPTER 1.0 | (INSTALLATION)

THE BEACHES ARE EMPTY, THE ISLANDS DESERTED.

IT WILL STAY THAT WAY UNTIL YOU INSTALL THE GAME AND START PLAYING BEACH LIFE...HERE'S HOW:

1.1 | SYSTEM REQUIREMENTS |

Before you install Beach Life, make sure your computer has everything you need to begin playing, else it maybe a very quick trip. Please note Beach requires DirectX 8.1 or higher to run.

Minimum Spec

OS: Windows 98/2000/XP (Admin rights required)
CPU: PII 450mhz or equivalent
RAM: 128MB RAM
Video: DirectX 8.1 Compatible graphics card
Sound: DirectX 8.1 Compatible sound card
CD: 4x CD ROM Drive
Input: Keyboard/Mouse
Hard drive: 905MB of free hard drive space. More will be required for save game files

Recommended Spec

CPU: PIII 800mhz or faster
RAM: 256MB RAM
Video: 16MB DirectX8.1 Compatible graphics card
Sound: DirectX8.1 compatible sound card with 3D sound support
Input: Keyboard/Wheel Mouse

1.2 | INSTALLING BEACH LIFE |

Ok, so your machine meets all the requirements, so let's get on and install the game. Once Windows 98/2000/XP has loaded on your computer, place the Beach Life CD in your CD-ROM drive. Windows will automatically detect the CD and an Autorun menu will appear on the screen, presenting you with a list of options.

If this is the first time you've installed Beach Life, click on 'Install Game' and the follow the onscreen instructions.

Note: Should Windows fail to automatically detect the CD and the Autorun menu doesn't appear then double-click 'My Computer' on your desktop and then double-click your CD-ROM drive icon. Now double-click the Setup.exe file from the root of the CD and follow the onscreen instructions.

Config

After the installation has been completed, you can choose from a variety of 3D sound providers clicking the 'Config' button on Autorun menu and selecting one from the drop-down menu. Click the 'Test' button to test if that configuration works with your system. If you hear a sound then its ok, if you don't hear a sound then select another one and try again.

1.3 | MICROSOFT DIRECTX |

DirectX is a tool from Microsoft that provides improved graphical and sound quality and performance to your computer. Beach Life requires DirectX 8.0a or higher to be installed on your system in order to run. We have included the very latest version of DirectX with the game (at the time of release this was DirectX 8.1b) that will automatically check your system and install through runtime components as necessary at the end of the installation. If you should need to reinstall DirectX please follow the instructions below:

NOTE: DirectX is a system component. After installation, the DirectX 8.x run time cannot be uninstalled without reinstalling your operating system. DirectX 8.1 is already included in Microsoft Windows XP. Attempting to install the DirectX 8.1 runtimes on Windows XP will have no effect.

From the Autorun Menu

1. Once Windows 98/2000/XP has loaded on your computer, place the Beach Life CD in the CD drive.
2. Windows will automatically detect the CD and an Autorun menu will appear on the screen, presenting you with a list of options.
3. Click on the 'Install DirectX 8.1' button and follow the onscreen instructions.

Manually installing DirectX from the Beach Life CD

1. Place the Beach Life CD in the CD Drive and open up Windows Explorer.
2. Locate the Directx.exe file in the root of the Beach Life CD and double-click on it.
3. Follow the onscreen instructions.

Only the most recent version of DirectX is available for download from the Microsoft Web site. You can download and install this free version for the Microsoft Windows 98 and Windows 2000 operating systems.

NOTE: Microsoft does not recommend that you attempt to install earlier versions of DirectX.

To download and install the latest version of DirectX click the link to the following Microsoft Web site:

<http://www.microsoft.com/directx/homeuser/downloads/default.asp>

1.4 | STARTING BEACH LIFE |

If the installation was successful you will be returned to the Autorun menu where the button 'Play Beach Life' is now visible. Click this button to launch Beach Life.

You can also start Beach Life by clicking the Start button of the Windows taskbar and then highlight Programs\Eidos Interactive\Beach Life\ and then click Beach Life. The game will now launch.

If you choose to place an icon on your desktop at the end of the installation, you can also launch the game by double-clicking on the Beach Life icon on your desktop.



1.5 | UNINSTALLING BEACH LIFE |

In the unlikely event that you may wish to uninstall Beach Life, point your cursor at Start\Programs\Eidos Interactive\Beach Life\ and click 'Uninstall Beach Life' and follow the onscreen instructions. Should this fail to work click Start\Settings\Control panel\ and double-click the 'Add/Remove Programs' icon. Scroll down the list until you see Beach Life and then click on Add/Remove to uninstall the game. Beach Life can also be uninstalled from the Autorun menu by clicking on the appropriate option.



CHAPTER 2.0 | (INTRODUCTION)

Think fun, sun, sand and sex and you're halfway there. Beach Life realistically simulates real life beach resorts and human behaviours, whilst not trying to take itself too seriously, in fact not very seriously at all. As the owner of the resorts, you need to react to the needs of their guests, manipulate prices and deal with the day-to-day running of your human playground. You are there to provide the best possible holiday experience for your guests whilst trying to make a quick buck for yourself. Along the way they'll experience all the joys and the headaches of a typical package holiday; from romance and excitement to discovering that too much booze and sun really is a bad thing.

Winning

Each scenario in the game has certain objectives that must be met in order for you to complete the level and progress to the next one. Failure to do so would mean bankruptcy and ultimately losing the game.

This Manual

We all know that people rarely read manuals no matter how hard we try to spice them up with a dash of wit and pinch of humour. Until an issue rears its ugly head, the average player just stampedes through the game until they become stuck. So for all those casual manual readers we've tried to organise the chapters in the order that you may need them, whilst still maintaining a degree of continuity for those few willing to read the manual from cover to cover on the loo.

But wait, help is at hand...

Readme File There is a Readme file (called readme.txt) at the root of the Beach Life CD-ROM, giving a rundown of any last minute changes that didn't make it into the manual.

Tooltips: Leaving your cursor over certain graphics in the game, such as buttons, icons or buildings, will display a tooltip - a small box providing simple information on that item. Handy if you're not quite familiar with all the functions of Beach Life.

2.1 | MANUAL CONVENTIONS |

Throughout the Beach Life and the Manual we refer to the following common conventions that are simple for new players and familiar to more established gamers.

- **Click** Pressing the Left Mouse Button. Generally used to confirm all actions in the game, such as laying a building or clicking on a button.
- **Double-Click** There maybe some instances mentioned in the manual where you'll need to double-click the left-mouse button (pressing the mouse button twice quickly in succession).
- **Right-click** Pressing the Right Mouse Button. Generally used in game to scroll the screen (when held-down) and cancels follow-cams.
- **Mouse Wheel*** If supported by your mouse, you can use the mouse wheel to move scrollbars up and down and to rotate building and scenery objects depending on what is currently active in the Main Window.



CHAPTER 3.0 | (THE MENUS)

3.1 (THE MAIN MENU)

The Main Menu is displayed at the start of the game and is your portal into the Beach Life experience.

3.1.2 | *Starting a New Game* |

To start a brand new game, click on 'Start' from the Main Menu and you will be taken to the Map Screen displaying the twelve scenarios in Beach Life. Only the first three scenarios are available to you when you first start Beach Life. As you meet the objectives and complete the current scenario the next one will be unlocked and become available to you.

3.1.3 | *Continuing an existing game* |

To continue an existing game from the point you last saved, click on Load from the Main Menu, click on the save-game you wish to load and then click on the 'Load' button. Your saved game will now load. If you have multiple saved games, you can click the arrows at the side of the screen to scroll through and find the one you wish to load.

3.1.4 | *Sandbox Mode* |

Sandbox mode offers you a free rein to create the resort of your dreams on any previously completed scenario without the need to meet the original objectives. Only buildings and islands that you've unlocked through completing the scenarios in the normal game will be available to you.

3.1.5 | *Credits* |

A lot of people have worked long hours to bring you the wonderful experience that is Beach Life. If you want to see who was behind it all, you can view the credits from the extras menu (available from the Main Menu).

3.2 (THE MAP SCREEN)



When you either start a new game, continue an existing game or want to play in Sandbox mode you will be taken to the Map screen. The Map screen details your current progress through

Beach Life, highlighting the islands as they become available. Clicking on an island will display information about the selected scenario on the right-hand side of the screen. Once you have selected the Scenario you wish to play, click the Play button. You can only play scenarios that you've unlocked.

3.3 (INGAME OPTIONS MENU)

You can access the in-game settings menu by pressing the 'F2' key, or by clicking the on the 'Settings' button on the Interface. From here you can change Game Settings, Video Settings and Audio Settings for Beach Life.

3.3.1 | Saving your current game |



You can save the progress of your game at anytime by clicking on 'Save Game' button or by pressing the F4 key.

The 'Save Scenario' panel will appear. With 'Empty' highlighted click 'Save' at the top of the panel; your progress will now be saved. Beach Life automatically labels the save game with some current information about the scenario name and a time stamp, saving you the bother of having to name your saved games.

You can overwrite a previous save by clicking on the appropriate slot and then clicking the 'Save' button. You will be prompted whether you wish to overwrite the savegame or not. To delete a save game, click on the savegame you wish to delete and then click on the 'Delete' button – again you'll be prompted whether or not you wish to delete the save game.

3.3.2 | Loading a Saved Game |



You can load a previously saved game at anytime during Beach Life. Simply click the 'Load Game' button to open the 'Load Scenario' Panel. Select the game you wish to load and click 'Load' - your saved game will now load - please note you will lose your current game unless you save the game beforehand! You can also load save games from the Main Menu.

3.3.3 | Restarting a Scenario |



Your resort has fallen into a dilapidated state and guests are leaving faster than a fat-bloke with a luncheon voucher? Then click on 'Restart Scenario' to replay the current scenario again from the beginning.

3.3.4 | Changing your Video Settings |



From the Ingame Video Menu you can configure various display options within Beach Life.

Resolutions

Dependent on your graphics card, you can choose up to four resolutions to display the game in: 640x480, 800x600, 1024x768 & 1200x960 by clicking on the 'Screen Resolution' box and selecting a resolution from the drop down menu. The higher the resolution, the better the game will look, but performance on slower machines may be affected. If a resolution is not displayed on the menu, then it's unsupported by your Video card. Please contact your hardware manufacturer for more details.

Increasing Performance

If Beach Life seems to be running slowly, you can try toggling the Sea Effects (animating sea) and Lighting Effects (all nighttime lights on buildings and scenery items and the shadows cast by buildings) off to increase performance.

Object Outlines

Outlines characters when they go behind stuff. Defaulted to 'Off' as we're not fans, but hey, some people like it so it's there if you have a desire to use it.

Nudge Scrolling

The Map Area will scroll when you place the cursor at the edge of the screen, again you may like it... We do, so it's defaulted to 'On'.

3.3.5 | Changing your Sound Settings |



You can alter both the volume of the Music and Sound Effects in Beach Life by clicking on the appropriate volume control and sliding it to the left to decrease the volume and right to increase the volume.

3.3.6 | Exit to Main Menu |



Returns you to the Main Menu.

Note: you will lose your current progress unless you save the game first!



CHAPTER 4.0 | (GAME BASICS)

If you've never played this type of game before, it's important that you understand the basic terminology and controls used throughout this manual and Beach Life. We've already touched upon the control terminology used earlier in this manual. You cannot directly control what the guests at your resort do, but you can influence their decisions!

4.1 | THE MAIN WINDOW |

This is your view into the wonderful microcosm of Beach Life. You not only watch the daily lives of all your guests here, but you can select your guests and buildings to find out more about them, plan and build your resort and even manipulate certain buildings in a bid to try and keep your moody guests happy. The Main Window is broken up into two main components: The Interface and the Map Area.

4.2 | THE MAP AREA |

This area of the Main Window is used to control the view of your resort. Everything you see and control is within the Map Area of the game.

4.2.1 | *Selecting within the Map Area* |

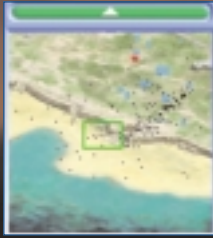
Clicking on a building, a staff member, a guest or piece of scenery will display certain characteristics relevant to them. For example, clicking on a guest will select them and open a panel with information specific to them.

4.2.2 | *Scrolling the Map Area* |

Nudge Scroll: Move your mouse cursor to the edge of the screen in any direction and hold it there; your viewpoint will now shift in that direction. .

Cursor Keys Scroll: You can also use the cursor keys to scroll the map. If this is your preferred scrolling method, 'Nudge Scrolling' can be disabled from the ingame 'options menu'.

Fast Scroll: Nudge scroll not quick enough? Then hold down the right-mouse button and, while keeping the button pressed, move your mouse cursor around the screen. You'll notice the viewpoint will follow your movement - this is handy for the larger levels later when you need to scroll somewhere quickly.



4.2.3 | Mini-Map |

At the top-left of the Main Window is a miniature representation of the overall Map Area – this is called the Mini-Map. Buildings in your resort are shown as blue, staff are detailed by red and guests are represented by black. A rectangular green box on the Mini-Map indicates the currently visible proportion of the Map Area. By clicking anywhere on the Mini-Map you can instantly jump to that part of the Map Area.

Click on the 'Arrow' button at the top of the Mini-Map to minimise it.



4.2.4 | Objectives Counter |

When you start a scenario a counter for any specific objectives is shown on the small panel to the left of the Main Window. The objectives counter provides indispensable at-a-glance information on how far away you are from achieving an objective. The Objectives Counter Map Area can be minimised in the same way as the Mini Map.

CHAPTER 4.3 | THE INTERFACE |

At the bottom of the Main Window is the Interface, which allows you full control over all manner of things in Beach Life. Here's a brief description of the main functions and controls working from left to right:

Build Button



The 'Build' button opens the Construction panel from where you can browse available building types, find out their characteristics and ultimately start construction of these buildings within your resort.

Scenery Button



The 'Scenery' button opens the Scenery panel allowing you to browse all the available scenery items, find out their characteristics and purchase them for placement within your resort.

Guest and Building Browser Button



The 'Guest and Building Browser' button launches the Guest and Building Browser panel, a browser that offers various filters that allow you to view specific summary data about guests and buildings within your resort.

Finance Button



The 'Finance' button opens the Finance panel, offering you an overview of your finances.

Camera Button



This switches the main display into 'camera mode' – this overlays an Olympus style viewfinder (the LCD screen from their new snazzy digital camera don't you know) and lets you take photographs (screenshots) of your guests and resort.

Zooming

There are three levels of zoom available for your pleasure: Close, Normal and Far. You can also use the <Page-Up> and <Page-Down> keys on your keyboard to execute the same function.



Zoom In



Zoom Out

Game Speed

You can select either Normal Fast and Lightning speeds to run the game at. You can also use the <+> & <-> keys to increase and decrease the speed respectively



Normal speed - i.e. Neither Fast nor Lightning.



Fast speed – Beach Life will run at twice the normal speed.



Lightning Speed – Beach Life will run at four times normal speed.

Resort Rating



The resort rating, displayed as a one to five star value is a barometer of the overall mood of your guests in the resort at the current time - the happier the guests, the higher the star rating.



Clicking the 'Star' button next to the Resort Rating will display an overview of statistics for your current resort; the Map Area-area size, weather conditions, average temperature, known hazards; male & female appeal, total amount of guests, staff and buildings, the number of scenery objects and the total amount of litter strewn about.

Current Time



Details the current time of day displayed as a 24hour clock.

Arrival Time



Indicates the time that the next ship or bus is due to arrive at your resort. Clicking on 'Arrival' button will display an overview of the scheduled arrival times and a wealth of other useful information.



Cash



Displays your current bank-balance – that is the amount of cash you have available to spend on your resort. Or not as the case maybe. Clicking on the 'Cash' button opens up the Finance panel.

Power Output and Usage



The yellow bar represents the total amount of power that your generators are currently outputting, while the red bar indicates your total power usage by all the buildings within your resort.



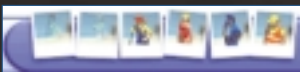
Clicking on 'Power' button to left of the power consumption bars will display the Power Information panel.

Message Ticker



The 'Message Ticker' lists any important messages from your staff or general information about your resort. Clicking on the 'Arrow' button to the right of the Message Ticker will bring up a dialog box with the message history. Clicking the on the arrow to the right of a message will instantly focus your view over the source of the report, if still applicable.

Staff Shortcuts



Each of the six photographs represents one of your staff types. If a photograph is blank then that staff type is unavailable on the current scenario. If the staff member is semi-transparent then you don't have any of that staff type employed.

Constantly clicking on a photograph will shift your view between each staff member of that type. Right-clicking on a staff photograph will open up the Staff Control panel.

Objectives



Displays the current scenario briefing as well as the objectives for the level and your progress towards achieving them.

Options



Accesses the in-game 'Options Menu'. The Options Menu has controls for adjusting sound volumes, changing graphics settings, loading and saving, restarting a scenario and quitting back to the Main Menu.

GipAmp Mp3 player



Beach Life comes complete with a built-in Mp3 player, which gives you full control over the fantastic soundtrack supplied with the game and allows you to create playlists with your own Mp3s.



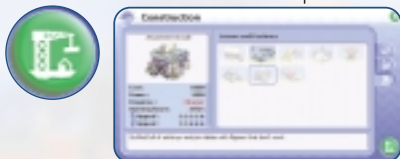
CHAPTER 5.0 | (CONSTRUCTION)

In order for you to get anywhere in Life (Beach) you're going have to master the art of construction. Placing buildings and laying paths are easy, but choosing the right ones and where to place them is the secret of success. There are multiple buildings for you to choose from in Beach Life, all gradually becoming available as you progress through the scenarios.

Choose what buildings you wish to lay carefully; you may have limited space, so vary your buildings in order to offer ample day and night entertainment. Also look at the weather conditions for the scenario carefully - if it's notorious for raining then a Beach Barbecue probably wouldn't be a best seller.

Every type of building takes a certain amount of time to construct depending on the size of the building and how many Builders are assigned to that construction site (smaller buildings will appear almost instantly whilst larger ones will take much longer).

5.1 | THE CONSTRUCTION PANEL |



Click the 'Build' button on the Interface to open the Construction panel. The Construction panel is where you choose which buildings to construct within the game. At the side of Construction panel are three tabs representing the three main construction groups:



All the essential staff, utility and amenity buildings.



All land-based eating and drinking establishments as well as other types of entertainment buildings such as Clubs.



All water and beach activities.

Clicking on a building will display the cost, power consumption and appeal to either sex on the left hand side of the Construction panel. It also details which building is required before this building becomes available to construct. If a building is greyed out on the Construction panel then it requires another building (or set of buildings) to be constructed and completed before becoming available.

Note: You will not be able to choose and construct a building if you do not have sufficient funds in your account. The cost of the building will be deducted from your account once you confirm where you wish to construct it.

5.1.2 | Constructing a Building |


To construct a new building, open the Construction panel and click on the building you wish to purchase and then click the 'Build' button at the bottom right of the panel. Your cursor will change to a preview of the building and its floor plan. Whenever the placement of a building is unsuitable, the building will become semi-transparent and a red mark will appear indicating the invalid placement point. When a placement is valid the preview of the building will be solid; click once and the framework of the building will be placed on the Map Area ready for your builders to begin constructing. Your builders will start work on the new building immediately unless they are tending to other jobs at the time, in which case as many as are available will head towards the new construction site.

Note: Its important that you don't place too many buildings down in one go, otherwise you may end up spreading your builders around too thinly . Two builders attending a building will complete the job in half the time, three in a third etc.

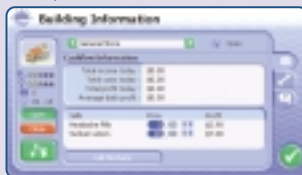
You can rotate a currently selected building by pressing the <Space Bar> or pushing the mouse-wheel up or down before you've confirmed placement of the building. This can sometimes allow you fit the structure into a tight spot as the width and length of buildings may vary dramatically.

5.1.3 | Selling a Building |

All buildings can be sold for about 75% their original cost price. Selling a building removes it and any staff associated with the building entirely from the game world.

 Click on the building you wish to sell and then click on the 'Demolish' button at the left-hand corner of the Building Information panel. The building will then be ready for your builders to dismantle as soon as any become available. Once a building has been dismantled the funds will be deposited in your account. You can click on a building at anytime to display the progress of the dismantling.

5.2 | THE BUILDING INFORMATION PANEL |



Clicking on a building will display the Building Information panel that allows you direct control over a wealth of options available to that specific building. The name of the building is shown

at the top of the panel; clicking on the arrows on either side of the building name will scroll through all the buildings within your resort. There are four tabs on the Building Information panel (though this can vary from building to building):




The Cash-flow tab details the income, costs and daily profit and average profit of that building and allows you to adjust any prices associated with that building.



The Repair tab lists the building's current repair state, the amount of power it's consuming, its total age, last and total breakdowns, the maintenance inspection shifts and repair status.



The Thoughts tab shows the current like and dislike thoughts of all the guests that have visited that building today. Clicking on the  button to the right of a guest's name will open up their individual Guest Information panel.



The Settings tab details specifics relevant to that building. For example how many empty rooms are available in your Hotel or which events can be arranged on Beach Event Stage. If the Settings tab is not present then that building does not have any additional information or settings to be altered.

In addition to the information offered within these tabs, the left-hand side of the Building Information panel details the number of customers that day and opening hours of the building. Below this are two buttons: Open and Close. Clicking on either will open or close the building to your guests, handy if you need to make urgent repairs to a building and don't wish the guests to continue using it.

5.2.1 | Repairing and Maintaining Buildings |

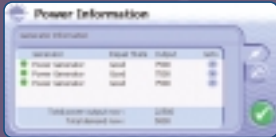
All buildings have an associated 'repair state'. As buildings fall into a poor and ultimately dangerous repair state they will only work at reduced efficiency or close down completely. Guests will also become dismayed if they happen to use or walk past a building and find it in an unacceptable state. Details of a buildings repair state can be found on the Maintenance tab. If a building requires urgent attention, click on the 'Call Mechanic' button at the bottom of the panel. Only a Mechanic can repair buildings.

5.2.2 | Power Consumption |



Every building within the resort requires power to run. On the Interface is a power consumption bar that shows your total current power output as yellow and current resort usage as red. The bars will begin to flash when your resort is using more power than you are generating. Some buildings will automatically shut down until there is sufficient power to run them. Keeping your Power Generators in a good state of repair is vitally important if you don't wish to plunge your resort into darkness.

When a building hasn't sufficient power a 'Power' icon will appear above it.



5.2.3 | The Power Information Panel |



Clicking on 'Power' button next to the power consumption bars on the Interface bar will display the Power Information panel. This panel has two tabs:



Lists the repair state and consequent power output of each of your Power Generators with total output and demand displayed at the bottom. Click the arrow to the right of any generator to be taken directly to it.



Details any buildings that are suffering a power outage. Click the arrow to the right of each building name to view that building.

5.3 | THE SCENERY PANEL |



Guests love a beautiful resort and you can choose to lay various scenery items such as paths, benches, plants and lights from the Scenery panel accessed by clicking the 'Scenery' button on the Interface. Placing a scenery item works in the same way as placing a building except there's no construction time added – all scenery items appear immediately.

There are seven tabs that represent the different types of scenery items you can place; paths, furniture, plants, bushes, ornaments, trees and advertising boards. As you click each scenery item its cost and appeal rating is shown at the top of the panel (if applicable).

Unlike most other panels in Beach Life, the Scenery panel has a couple of extra controls:



Minimises the Scenery panel to the side of the screen.



Returns the Scenery panel back to its original size.



Closes the Scenery panel completely.

5.3.1 | The importance of Paths |

Guests don't like aimlessly wandering around for hours trying to find things to do - they like to be guided there and the best way of doing this is through paths. Paths are very important to the success of your resort - guests are unlikely to use any attractions or amenities unless there is a path to take them there! It's also important that you plan your paths carefully, try to keep them simple so they guide your guests around your resort. Paths can only be built on solid land that is clear of any obstructions; they cannot be built on beaches, on water, through trees and rocks or over other buildings.

5.3.2 | Laying Paths |



From the 'Path' tab on the Scenery panel click on a piece of 'paving' and your cursor will now change to a preview of that piece of path. Now just click on the Map Area to lay a piece of paving and it will be placed immediately. If any part of the path goes red it indicates that the path cannot be laid at that point. Laying a segment of paving next to an existing one automatically joins them together. Holding down the left-mouse button allows you to lay paving down, as though you were 'painting' on the Map Area – saving you trouble of having to click each path piece down individually!

Oh and before you go off trying to recreate phallic objects with the paving tool remember to add lights along yours paths so guests can see where they are going at night.

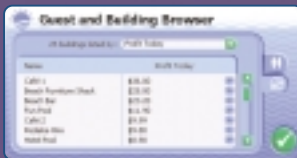
5.3.3 | Demolishing a piece of Paving or Scenery item |




With the Scenery panel open click on the 'Demolish' button from the bottom left and then click on the item you wish to remove. Unlike buildings you only receive around 20-50% of funds back for demolishing a scenery item and the item will disappear immediately from the Map Area.

5.4 | GUEST AND BUILDING BROWSER (THE BUILDING SIDE)

The Guest and Building Browser allows you to scroll through a complete list of all the Buildings and Guests currently within your resort detailing overall statistics. For now we are just covering the 'building' side of the Browser, please see Chapter 6.3: The Guest and Building Browser for information about the guest side.



The list of buildings in the browser can be ordered by a variety of different criteria.

To view the options for buildings, click on the  button at the top of the Guest

and Building browser and then clicking one of these filters will reorder the list so that entries toward the top have the greatest value. The filters available to you are:

- **All Lists** all buildings alphabetically.
- **Repair State** Shows the current repair state of your buildings.
- **Faults in lifetime** How many faults the building has had. If a building has had a high number of faults, you should decrease the gap between the amounts of days your mechanics come to visit.
- **Age** The age of the building. Older buildings are more prone to breaking down so require more regular maintenance trips from your mechanics.
- **Power Consumption** The amount of Power the building is consuming.
- **Income Today** How much income each building has had so far today.
- **Costs Today** The amount of costs incurred by that building so far today.
- **Profit Today** Total amount of profit the building has made today.
- **Average Profit** An average profit for the building over the life of the building.
- **Customers Today** The amount of customers the building has had so far today.
- **Popularity Today** How popular the building is compared to the others today.
- **Open** Whether a building is currently Open...
- **Closed** ...or whether a building is currently Closed



CHAPTER 6.0 | (THE GUESTS)

Guests are the single most important things within your resort and by Jove they can be a hard bunch to please. Guests like to complain about anything and everything unless it suits their personal requirements and expectations. But not every guest desires the same thing – during the day some may like to lounge around all day sipping pina colodas or chilling out in cafes. Others demand a little more thrilling entertainment like jetskis and beach discos or just want to get their end away. By the evening quiet guests come out of their shells and begin to demand other types of entertainment such as romantic meals at restaurants and clubs where they can throw shapes on the dancefloor.

Shiny Happy People

As fickle as they can be, guests are your only source of income. But they aren't all rich; most guests only have a limited amount of hard-earned cash to spend and choose carefully what to spend it on. Offer lots of varying attractions to your guests and they'll respond by spending oodles of cash, praising your resort and encouraging more people to holiday there – whilst at the same time making you a packet. Everyone's happy!

Drastic Action

Pleasing guests is not a walk-in-the park though. Whenever the guests' opinion counters reach very low values, the guest is left with little choice other than to leave the resort. Soon other guests will follow - jumping on the next boat or bus out of there. No guests, no money. No money, and its goodnight Vienna, go home the show's over.

6.1 | LISTENING TO YOUR GUESTS |

Responding to feedback from the guests is vitally important in ensuring a smooth running, profitable resort. Feedback from guests comes in a number of guises: the Thumb System and the Smiley's offer a simple visual representation of their mood whilst the Guest Information panel goes into more depth allowing you to identify exactly what's troubling them.

6.1.2 | The Thumb System |



Thumbs up! Or down as the case may be. When a guest sees or uses something they like, be it eating a tasty burger, admiring the cleanliness of your loos or applauding the totty on offer then a 'thumbs up' will appear above their head. If they disapprove of something, say a newly arranged patch of vomit, then they'll give it a thumbs down and walk off in a strop. Not a good thing as they'll probably end up telling their friends.

6.1.3 | Smiley's |

When you click on a guest a small 'Smiley' will appear above their head. There are five Smiley's that indicate the mood of the guest:



The guest is as happy as pie and will spend loads of money. They'll probably even tell the folks back home how good their holiday was.



The guest is in a pretty good mood, though it's not the best holiday they've ever had.



Not bad though the guest is feeling a little bored and let down about your resort. They need more entertainment!

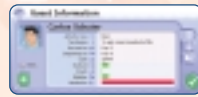


Oh dear, the guest isn't a happy bunny. They are likely to leave soon unless they cheer up pretty quickly.



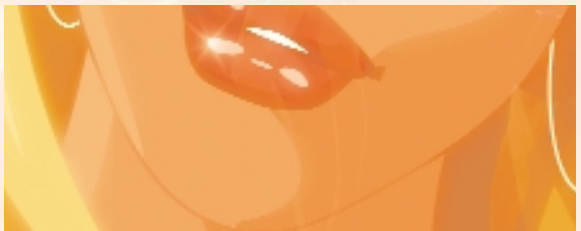
No hope, the guest is suicidal and would rather have the company of the sharks than spend another ten minutes in your resort.

6.2 | THE GUEST INFORMATION PANEL |



Clicking on a guest will open up their Guest Information panel. The Guest Information panel gives you details of the guest's specific desires, opinions and thoughts. Paying close attention to the opinions of your guests is vitally important when deciding what areas to address and improve and ultimately to whether your resort becomes a huge success or a complete wet failure.

Remember though, like most people on this planet, guests in Beach Life are as unpredictable as the weather – they all have their own opinions and desires and can react differently to one another in the same situation.



6.2.1 | Guest Information |



The Guest Information tab offers a view to the current state of the Guest:

- **Activity Now** What the guest is currently doing. If they're wandering around doing nothing, then you need to ask yourself why.
- **Top Desires** What the guest is currently most looking for.
- **Arrived on** What day the guest arrived.
- **Departing on** What day the guest is departing.
- **Cash** The amount of cash the guest has left to spend on the island. If the guest has a fair stack of money left, then don't just sit there - offer them things to spend it on!
- **Sunburn** How much a guest is sunburnt. Sunburnt guests aren't happy guests, so make sure that there's somewhere to get suntan lotion.
- **Drunk** A percentage of how drunk the guest is. Once they get to 100% they are liable to pee at the nearest location, throw up and then fall asleep in a dark corner. Not very pleasant for the other guests.
- **Bladder** The higher the bladder rating, the more your guests are bursting to go to the toilet. If their bladder rating gets too high and there's no toilets available, they'll just let loose there and then.
- **Headache** When a guest becomes dehydrated they'll start complaining of headaches. It's nothing serious, just a hangover, but they'll moan without headache pills.

6.2.2 | Guest Opinions |



The Guest Opinion tab lists the seven main opinions that affect your guests' everyday enjoyment of your resort. Any opinions that are in the red are spoiling their holiday and you'll need to know why. These opinions are:

- **Beauty** Plants, trees, lights, statues and shrubs all add to create a beautiful environment for your Guests to enjoy. The more beautiful scenery items you have, the happier your guests will be.
- **Queuing** No one likes to queue yet always seem intent on doing so. Well only for so long, eventually they'll become fed up and mosey off to find something else to do.
- **Totty** Guests love beautiful people and everyone has hopes of a little holiday romance. The better the 'Totty' within your resort, the happier your guests will be.
- **Price** What the guest feels about the prices within the resort. Guests are always happier with cheap goods, but if something's popular it may be worth sneakily upping the price and making a little more profit.
- **Variety** Details what the guest feels about variety on the island. No one likes doing the same thing over and over again. Well, except maybe drinking.
- **Cleanliness** If the guest finds the resort dirty, they'll certainly let you know about it.
- **Safety** Guests won't have a good time unless they feel safe within the resort. From drunkards to shark attacks, there are all manner of things that can upset a guest.
- **Best** What the guest likes most about your resort...
- **Worse** ...and then what they don't. Take note of this, if it doesn't improve the guest will probably end up packing their bags and jumping on the nearest transport (or off the nearest bridge).

6.2.3 | Guests Thoughts



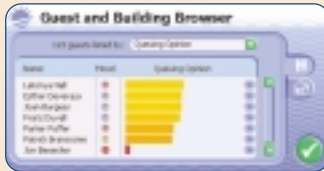
The Guest Thoughts Tab displays the selected guest's last three thoughts about your resort. Take heed of your guests' thoughts and act on them as necessary, otherwise your resort may become a very lonely place.


6.3 | THE GUEST AND BUILDING BROWSER (THE GUEST SIDE)



Click the Guest and Building Browser button on the Interface to open up the Guest & Building Browser. The Guest & Building Browser allows you to scroll through a complete list of all your guests and buildings currently within the resort with overall at-a-glance statistics. As we are only dealing with guests in this section, please see the section Chapter 3.0: Construction: The Guest and Building Browser for the 'building' side.

To view the options for guests, click on the



 button at the top of the panel. The list can be ordered by a variety of different criteria, clicking one of these filters will reorder the list so that entries toward the top have the greatest value. Displayed to the left of the filter menu is the amount of guests currently in your resort.

When you click one of the filter options, all guests within your resort will display a bar below their feet with the same information (e.g. how drunk they are if you've selected the Drunk % filter). The guest filter options available to you are:

- **Happiness %** This shows how happy, or unhappy your guests are with your resort.
- **Sunburn %** The percentage of how sunburnt the guest is. As they start to roast under the sun, they'll start to demand sun-tan lotion. If a guest gets to 100% sunburnt and there's no sun-tan lotion available then they'll be very, very unhappy...
- **Headache %** When a guest becomes dehydrated they'll start complaining of headaches. It's nothing serious; they've just had one shandy too many and are now suffering from a hangover. The higher the percentage, the more the guest will desire headache pills from the General Store.
- **Drunk %** A percentage of how drunk the guest is. Once they're three sheets to the wind (over 90% drunk) they're liable to start fighting, vandalising, becoming all romantic, want to pee at the nearest location or throw up there and then - none of which are particularly pleasant for the other guests.
- **Bladder %** The higher the Bladder rating, the more your guests are bursting to go to the toilet. If their bladder rating gets too high and there's no toilets available near by, then they'll just let loose there and then - to the dismay of any surrounding guests.
- **Sickness %** As the guest indulges too much, then their sickness rating increases until they can't hold on any more and start blowing chunks all over the place. Not pleasant for either your staff or the other guests.
- **Price** What the guest feels about the prices within the resort. Guests are always happier with cheap goods, but if something's popular it maybe worth sneakily upping the price and making a little more profit.
- **Safety** Guests won't have a good time unless they feel safe within the resort. From drunkards to shark attacks, there are all manner of things that can upset a guest so make sure you have supplied lots of cover for them.
- **Queuing** What the guest feels about the queues for entertainment. No one likes to queue yet always seem intent on doing so. Well only for so long, eventually they'll become disgruntled and walk off to find something else to do.
- **Beauty** Not everyone wants to be hanging around beach bars shooting tequila and dancing to the latest summer sounds. Some guests desire to wander around admiring the beauty of the resort before heading to the beach with their pina colodas.
- **Cleanliness** If the guest finds the resort dirty, they'll certainly let you know about it.
- **Totty** A generic term meaning, 'the attractive people around them'. Guests love beautiful people and everyone hopes of a little holiday romance. The better the 'Totty' in your resort the happier the guest will be. Everyone loves a Lifeguard.
- **Variety** Details what the guest feels about variety on the island. No one likes doing the same thing over and over again. Well, except maybe drinking.
- **Available Cash** How much cash each guest has left to spend within your resort.
- **Current Activity** What the current activities each guest is indulging in.
- **Male** List only the males within your resort.
- **Female** List only the females within your resort.



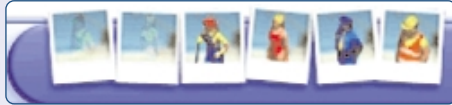
CHAPTER 7.0 | (THE STAFF)

Your Staff are very important to success in Beach Life. They maintain your resort as well as looking after your guests. Without staff your resort will fall into disrepair, causing your guests to become upset and leave the island. Guests are willing to pay a lot of money to go on the holiday of their dreams, so they don't expect to end up sleeping in a shantytown listening to golden hits from the 30s.

7.1 | STAFF MOOD |

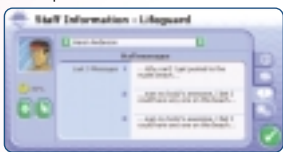
You can control various variables, such as salary and working hours for each staff member, but before we go into detail about this remember there is a limit to how much you can expect a staff member to work, they're only human after all. Even if you offer them ridiculous amounts of money to work harder and faster there will be a time when they need rest and their mood will start dropping. As with the Guests, this is indicated by a Smiley and a mood percentage. When a staff member's mood drops below 50% they will become so de-motivated and slovenly, that they'll probably not bother getting out of bed.

7.1.2 | *Zooming to a Staff Member* |



You can zoom to a particular staff member by clicking on the corresponding photograph on the Interface. If you continue to click on the same photograph you will cycle between all the staff of that type. If a staff member in a photograph is transparent then you don't have any of that staff type employed. If the photograph is completely blank, then that staff type isn't available on the current scenario.

7.2 | THE STAFF INFORMATION PANEL |



Whenever you click on a staff member the Staff Information panel will open. The Staff Information panel allows you to manage specific details for that member of staff: their current activity and what they've achieved today; their current salary and working hours; their thoughts and any special orders specific to that staff member.



The Info tab details specifics about that staff member so you can see whether they are working hard enough or not!



The Salary tab allows you to alter the working hours and salary paid to that staff member (in the same way as the Staff Control panel).




The Thoughts tab shows the staff members last three thoughts.



Each type of staff member may have certain special orders specific to their job. The Settings tab details those specific orders and allows you to alter them. For example, if you find that your cleaners are spending more time emptying bins than cleaning the toilets, then toggle the 'empty bins' and 'clean litter' options to off (so there's no tick in the box).

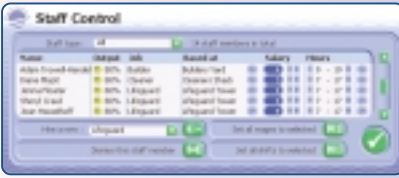
7.2.1 | Relocating Staff |


If there's a particular area of your resort that requires attention you can order a staff member to drop what they're doing and go directly there. Click on the staff member and then click on the  button on the left-hand side of the Staff Information panel. Your cursor will change to a relocation-arrow. Scroll around the Map Area and then click at the location to which you wish the staff member to go. They'll stop what they're doing and head off in that direction.

Calling Cleaners and Mechanics

If a building is in a dangerous state, a scenery item has been vandalised or something needs urgent cleaning, then you can call a cleaner or mechanic to attend to the problem immediately. Click either 'Call Mechanic' or 'Call Cleaner' (as appropriate) from the Building Information panel for that item and the first staff member to complete their current task will head straight on over...

7.3 | THE STAFF CONTROL PANEL |



The Staff Control panel allows you to quickly and easily manage all your staff in one go. You can view all the staff currently in the resort or those of a specific type, by clicking on the  button next to the 'Staff Type' box and then selecting the appropriate types you wish to display from the drop down menu. The Staff Control panel also allows you to set the working hours and salary for any staff member, as well as hiring new staff and firing those you no longer need.


7.3.1 | Hiring (and Firing) Staff |

When constructed, all staff buildings come ready stocked with one staff member. Some buildings, such as the Cleaners Shack, allow you to hire a few additional staff of that type up to a maximum per building. Hiring new staff to cope with the increased passage of guests is important as your resort expands.

There are a number of other ways you can access the Staff Control panel to hire Staff. You can either click a staff member then click the 'Staff Control' button at the bottom of the Staff Information panel or click on the building you wish to hire new staff at and click the 'Staff Control' button at the bottom of the Building Information panel.

To hire a staff member open up the Staff Control panel and click the button next to 'Hire a new:' and they'll appear in the browser. There are other options available to you:



Hires new staff member of the type displayed in the 'Hire a new:' box. Click the  to the right to select a different staff type.



Dismisses the currently selected staff member from the browser. Firing staff members costs a small redundancy fee, normally around a day's salary.

7.3.2 | Staff Salaries |

Every staff member in Beach Life needs to be paid a salary in order to do his or her job. Adjusting their salary level can increase or decrease their motivation to work; for example, increasing a cleaner's salary may encourage them to work faster and harder while decreasing their salary will probably upset them.

Under the 'Salary' column on the Staff Control panel you'll see the salary listed for every staff member of the selected type. You can use the scroll bar to the right of the Staff Control panel to scroll through all your staff. Click the following buttons to change these amounts:



Increase salary amount.



Decrease salary amount.






Apply the change globally so all staff members of the same type have the same salary.

Adjusting a staff member's salary from their Staff Information panel works in exactly the same way. Click on the staff member and then click the salary tab. You'll see the same controls as detailed above.

7.3.3 | Staff Working Hours |

Your staff operate in ten-hour shifts and are defaulted to work during normal daytime hours when first employed. You cannot change the length of the shift, though you can ask them to work longer hours by changing their shift time when they are still working. Word of warning though - no one likes to work too long so pushing a staff member to continually do a shift directly after another is likely to get right up their nose - eventually they'll probably stop working altogether. It's also important that you alter the working hours so that some of your staff work during the evening - guests like to party in the evening as well as the day!

Under the 'Hours' column on the Staff Control bar you'll see the shifts each staff member of the selected type is currently assigned to work. You can use the scroll bar to the right of the Staff Control panel to scroll through all your staff. Working hours automatically adjust in ten-hour shifts as you increase and decrease the start and finish times. Click the following buttons to alter the working hours:

-  Sets the shifts to finish later.
-  Sets the working shifts to start earlier.
-  Apply the change globally so all staff members of the same type work the same shifts.

Adjusting a staff member's working hours from their Staff Information panel works in exactly the same way. Click on the staff member and then click the 'Salary' tab. You'll see the same controls as detailed above.

7.4 | STAFF TYPES |



7.4.1 | Mechanic |

Nothing lasts forever and without a mechanic they certainly won't last very long. All buildings and attractions need constant maintenance if they are to continue in service else they'll fall into disrepair and be closed to your guests. Mechanics will make regular visits to your buildings. The default is every eight hours, though you should increase or decrease this depending how popular a building is - the more use a building gets, the greater the likelihood it has of falling into disrepair. A mechanic will break from his daily routine to fix any buildings that require urgent attention. Can he fix it? Yes he can.

You can set the number of visits a mechanic makes to a building from the Maintenance tab within a building's Building Information panel. You can also order a mechanic to urgently attend a repair by clicking on the building or piece of vandalised scenery and clicking the 'Call Mechanic' button at the bottom of the Building Information panel.



7.4.2 | Lifeguard |

Every beach needs a Lifeguard. Lifeguards makes guests feel safe and good by being on hand to help any drunken swimmer, warn of shark attacks and generally look good walking down the beach. The more Lifeguards you have, the quicker they can respond to those guests who have got themselves into a spot of bother. If you find the waters are unsafe, you can have a Lifeguard close that stretch of Beach. Remember though, guests do not like not having any water activities to do, so don't keep them closed too long.

You can close a beach from the Lifeguard's 'Settings' tab; and also from the Sea Safety Level Settings panel on each Lifeguard Tower.



7.4.3 | Cleaner |

Cleaners are the unsung heroes of holiday resorts, walking around all day cleaning up after the melange of guests. Guests are messy, very messy. If they have to walk more than two yards to put rubbish in a bin, they'll probably just drop it on the floor instead. Ironically they hate seeing litter on the floor as well - there's no pleasing some people. Hire as many cleaners as you can afford and leave them to perform their duties, clearing up litter, scrubbing dirty toilets and removing drunken vomit from the side of the swimming pool.

If you find that you need to focus your cleaners on emptying bins, go to the 'Settings' tab within the Cleaner's Staff Information panel and toggle the appropriate order on or off. Orders that are ticked are deemed as on. You can also order a Cleaner to urgently cleanse something by clicking on the 'Call Cleaner' button at the bottom of the Building Information panel for that object (such as emptying a bin or cleaning the toilets).



7.4.4 | Security Guard |

Most guests can handle their light ales, but a few unsavoury types will always try and spoil the party by brawling and vandalising. Hire a few security guards to keep them in order and make the other guests feel safer. If you find that guests are still being bad, then you can decrease the tolerance level of the security guards and increase the amount of fines they hand out. Be careful though, if your tactics are too heavy-handed, then you may end up driving the other guests from your resort.

You can alter a Security Guard's harshness level from the 'Settings' tab in the guards Staff Information panel. You cannot alter the minor and serious fine amounts.



7.4.5 | *Holiday Rep* |

Holiday Reps routinely chat to guests to find out how they're feeling and whether they're having a great time or not. As your Holiday Reps wander around they'll let you know what the guests like and dislike about your resort, and may even offer some pointers as to how to deal with them.

You can adjust the amount of time your Holiday Reps spend with your guests from the Settings tab in the Rep's Staff Information panel. The longer a Holiday Rep chats to your guests the better the guests will feel and the greater the improvement in their overall mood. The downside is you'll need to employ more holiday reps as they won't be able to chat to as many guests in a day.



7.4.6 | *Builders* |

Builders will stand-around drinking tea and making inane chitchat unless you issue them with new build orders. Once you have placed down a new building to construct or request one be demolished, then your builders will leap into action and head towards the new construction site (unless of course it's outside their working hours). Builders will construct or demolish buildings in the order they have been placed down, dividing themselves up equally amongst the work needing to be done. Obviously the fewer workers you have constructing a building, the longer it will take to complete, so it's better to issue a few build orders at a time than lots all at once. A maximum of six Builders can work on the same task at any one time.

If you find that there is a building that requires urgent construction, you can use the 'Relocate Staff' option (as explained earlier in this chapter) to send your Builders to work on that specific building!





CHAPTER 8.0 | (MONEY MAKES THE WORLD GO ROUND)



It's about time we got down to business, and we mean serious business. Make no mistake, you may have created a small golden oasis but without money it won't stay that way for long. Salaries need paying, new attractions need adding, maintenance needs doing and prices need to be kept low.

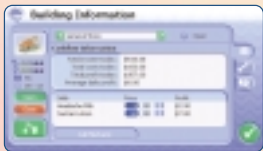
The surrounding landscape, however lush, will mean absolutely nothing without the very best in accommodation and entertainment; you will need to be doing your utmost to create the ultimate resort. Your guests will tend to patronize the coolest places; if you let your resort slide, or don't keep current with your guests preferences, then you'll see your trade start to dwindle.

The financial aspects of the game are really straightforward and simple to grasp; Beach Life is about fun in the sun after all. If your bank-balance is negative or less than the cost of the building you wish to purchase, then no new construction work can be carried out until you have sufficient funds in your account.

8.0.1 | *Daytime & Evening Business* |

The Day & Night cycles play a big role in what the guest desires. During the day, most guests like to lie around on beaches trying to get that perfect bronze tan, whilst at night they need other forms of entertainment, for no matter how hard they try they won't get a tan in the dark. All buildings have certain opening and closing times - though some can run for 24hours. Guests are more likely to spend larger wads of cash when you have an even balance between daytime and night-time attractions.

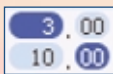
8.1 | ADJUSTING PRICES |



All buildings in Beach Life have either a charge for the attraction or a price for the goods they sell. Increasing the amount you charge for an item to make yourself more profit is great in principle, but guests like a good deal and are liable to become very upset if they feel they're being ripped off. Sometimes you may even need to lower your prices to encourage your guests...



The Cashflow tab from a building's Building Information panel displays what items the building is selling or offering to your guests.



Click on either the dollar or cent to adjust that value. Sometimes increasing the price by only a few cents can mean the difference between profit and loss!



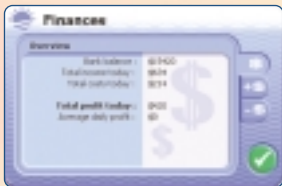
Increases the price of the item




Decreases the cost of the item

Your profit for the item is shown to the right of the price and will change as you alter the prices.

8.2 | THE FINANCE PANEL |



You can keep track of your finances by clicking on the 'Finance' button on the Interface (or the  button next to your current bank balance).



Offers you an overview of your finances, such as profit and current bank balance.



Lists all your resort incomes.



Details your daily expenditure.

CHAPTER 9.0 | (CLIMATE & HAZARDS)

Holidays are all about sizzling hot sunshine - but it's not all fun in the sun. This idyllic state may get interrupted with occasional bouts of adverse weather affecting what your guests want to do. And it's not just the weather – there are a number of things that can go wrong in and around your resort, ranging from a heatwave to shark attacks. Although you can't control nature, protecting your guests from these potential killers is a priority – a deceased guest is not only a minor inconvenience, it's bad for business.

- **Sunshine** A lovely sunny day and everyone will indulge themselves in whatever they enjoy doing the most.
- **Cloudy/Overcast** People sunbathing will tend to get up and engage in other activities, as the perfect blaze of sunshine over the resort is under a light cover of cloud.
- **Light Rain** Like the cloudy weather, guests will get up and do something else. Guests in general will not engage in new outdoor pursuits seeking the dryer comforts of restaurants and cafes or maybe go for a stroll, with some guests continuing what they do quite happily.
- **Heavy Rain** Even the hardcore guests will retreat to their apartments or similar cover for the duration of the rainfall. Guests engaged in activities such as jet skiing will continue to brave the weather until the end of their 'go' before seeking cover.
- **Thunderstorm** Anyone still outdoors will be risking their lives; lightning strikes will occur, potentially damaging property and injuring any lingering guests who are still intent on enjoying the great-outdoors no matter what the weather.
- **Shark Attacks** Sharks are bad for business. Make sure you close your Lifeguards close any beaches if threatened by a shark attack. Remember though, guests will get very upset if the beach is closed for too long.
- **Food Poisoning** Dodgy water supply? Make sure you keep your resort clean and well maintained or your guests will go a nice shade of green vomiting their guts up.
- **Beer Shortage** Guests love beer, so much so that you may encounter beer shortages of certain brands if oversold - so try and offer a varied amount. Offering a dodgy beer is better than having no beer at all.

CHAPTER 10.0 | (GIPAMP)



Beach Life comes with a built-in Mp3 player called the GipAmp that allows you to define your own play-lists incorporating either the fantastic soundtrack already present in Beach Life or your own music tracks. Following is a list of the main controls on the Interface:



Play current track



Stop playing current track.



Pause track.



Skip to the previous or next track.



Open up the GipAmp Browser.

10.1 | GIPAMP BROWSER |

On the left-hand side of the GipAmp is a volume control; click each the volume buttons to increase / decrease the volume of the music. The title of the track is displayed in the main browser of GipAmp, with the current one being played highlighted in bold. On the right hand side is a scroll bar, click and hold to move the list up and down. At the bottom of the GipAmp Panel are eight control buttons:



Set selected track to play during the daytime.



Set selected track to playing during the evening.



Randomly shuffle the tracks into a different order.



Remove the track from your current playlist. Please note this does not delete the track from your hard-drive, just GipAmp's playlist.



Refresh playlist (handy if you've accidentally deleted a track from the playlist or one you've recently added hasn't appeared).



Click to reset the playlist back to fantastic original soundtrack and clear out any rubbish you may have added...



Plays all Mp3s in order without the day and evening option.



Plays all Mp3s with the day and evening option enabled.

Note: Holding down the <Ctrl> key whilst clicking tracks performs the same function as you would find in Microsoft Windows, allowing you to group select a bunch of tracks and set parameters for them all in one go.

10.2 | ADDING YOUR OWN MP3S |

You can add your own Mp3s to Beach Life by placing the Mp3 you wish to play in the 'Music' folder located at the root of Beach Life game folder. For example, if you installed the game to a default directory you would need to place your Mp3s in the C:\Program Files\Eidos Interactive\Beach Life\Music\ folder. Please consult your Microsoft Windows manual for more information about copying files into a directory.

GipAmp can also display MP3's in any folder you may have them stored in by creating a shortcut and placing it in the Beach Life 'Music' directory. For example, if you have an MP3 collection stored in a folder called 'My Music', then create a shortcut to that folder and drag and drop the shortcut into \Beach Life\Music (in the same way you would add an MP3). Gip Amp will then display any MP3's present in that folder as well as in the default Beach Life\Music directory.

Note: GipAmp will not display any MP3's in subdirectories of the folder you have created a shortcut to.

Once placed in this directory, the Mp3s will appear within the ingame Mp3 browser where you can manipulate them as with the standard game music. The Mp3s will only appear if they are authentic Mp3 files and only placed in the directory mentioned above.



CHAPTER 11.0 | (CAMERA SCREEN)



Using the Camera allows you to take unlimited snapshots of your favourite moments whilst playing Beach Life. Photographs are saved as jpeg files into the photography folder within the Beach Life directory. As with all jpeg files you can then print your photographs, email them to a friend, infact whatever you like! You will need software capable of displaying JPEG files for any of the ideas mentioned (please consult your Windows documentation for more details on displaying, printing and emailing jpeg files.).

Depending on your screen resolution you can only take a limited number of photos at one time. These photos are saved as jpeg files in the folder called 'Photos', found within the Beach Life directory. For example, if you've installed Beach Life to the default directory offered upon installation, your photographs can be found in C:\Program Files\Eidos Interactive\Beach Life\Photos\



To open or close the camera click on the 'Camera' button on the Interface.

You can scroll the camera around same way you normally control the view in Beach Life.



Click this button to zoom the camera in and out. The 'T' half zooms in. The 'W' half zooms out.



Click this button to take a picture. Any photographs you take will appear at the bottom of the Camera screen within the 'roll of film'.

Hotel

The centrepiece of any new resort, the main hotel complex houses a reception and administration area in addition to a number of stylish apartments. A Hotel cannot be built, they come ready-packaged as part of the resort. A Hotel is open for 24 hours and can accommodate a maximum of 100 guests. A Hotel is always present on a map and cannot be built or demolished.

Builders Yard

All of Beach Life's islands come equipped with a builders yard; without one, you wouldn't be able to construct any new buildings. Although it's the beating heart of the resort, a Builders yard is a noisy, dirty and unsightly place that stores all the material and equipment required for any work needed on your resort. A Builders Yard comes complete with 6 keen workers. A Builders Yard is always present on a map and cannot be built or demolished.

Complaints

People complain and they come here. In droves they huddle around the kiosk, voicing their utter disdain at your resort. There is a Complaints Hut present on every map and cannot be built or demolished.

HOTEL AND RELATED*Power Plant*

Though a little unsightly, these generators are state-of-the-art machines that provide an enormous amount of power for their small size - a wolf in sheep's clothing. As your resort grows, you may need to build additional generators to keep up with the increasing demand for power. Each Power Plant generates 7500 units of power.

Water Cleaning Plant

It's a good idea to build a water cleaning plant if you can afford it; they're not essential, but they do work wonders on the local water supply, which is often of dubious quality and can play havoc with your guests' bowels. If the resort suffers a 'Food Poisoning' attack, and a water cleaning plant has been built, then the recovery rate of the resort is also sped up.

Extra Accommodation Block



Not your average Beach Front Chalet - extend the capacity of your resort in easy stages with these extra accommodation blocks, offering the same luxurious apartments as your main hotel.

First Aid



No matter how safe your resort, accidents are still bound to happen from time to time. Whenever they do, your unfortunate guests will want swift and expert attention; that's just what they'll get in this well-equipped first aid post, complete with expertly trained nurse.

Toilets



Hardly the most glamorous building in your resort, but one of the most vital all the same. Providing adequate toilet facilities is an essential part of keeping the guests happy. If they have nowhere to go when nature calls, then they'll be forced to pee on the spot, not a pretty sight for any other guest.

Reps Chalet



Holiday Reps are vital to the smooth running of your hotel; they'll entertain, help and advise your guests about all manner of things. Without a Reps Chalet you can't hire any Holiday Reps. Each Chalet can hold a maximum of five Holiday Reps, who tend to stay in the vicinity of their chalet, so place them carefully!

Cleaners Shack



Cleaners are your only defence against litter and nasty things in your resort. Every Cleaners Shack you build comes complete with one new cleaner equipped with a montage of cleaning equipment. Through hiring, you can house a maximum of five cleaners per Cleaners Shack.

Security Office



generally look menacing.

Give a guest a little too much to drink and they'll start getting rowdy. Most guests will just end up falling asleep at this point, but some will be intent on causing mayhem, so a low-key security presence is always a good idea. Each security office comes with one Security Guard, ready to patrol your resort, respond to any problems and

Maintenance hut



Excessive usage, wear-and-tear, vandals – they all mean one thing to your buildings; breakdowns. To keep your attractions in tip-top condition you'll need to hire skilled mechanics. Each Maintenance hut can hold a maximum of five mechanics. Every maintenance hut you build is supplied with one ever-ready Mechanic.

General Store



The general store sells a wealth of essential items for your guests, though two of the products are particularly important; Sun Cream and Headache Pills. Guests will consume huge amounts of both depending on their current desire; the more they drink the more headache pills they'll need for the morning after, the more they sunbathe the more sun cream they'll go through.

Souvenir Shop



Everyone likes a little memento of their holiday, and the Souvenir Store provides just that. A wide range of quality Beach Life merchandise is on offer; t-shirts, mugs, those pens that reveal parts of the anatomy when turned upside down...

Lifeguard Tower



The Lifeguard tower, supplied ready with one lifeguard ready to save lives and look good walking down the beach. The Lifeguard tower is an essential building wherever there is a body of water. Each tower has an effective radius within which the lifeguard is most effective; the lifeguard can travel further, but this will unnecessarily endanger your guests so build lots!

EATING AND DRINKING

Pool Bar



Similar to the Beach Bar, but a little more stylish and designed to stand by the Pool. Allows you guests to get drunk without having to venture too far from the pool area.

Theme Bar 1



Tacky. Very Tacky. But they sell booze, so that's good. An English themed pub, they serve proper pints for those guests who get a little homesick.

Theme Bar 2



Neon lighting, plastic seats - it doesn't come much tackier than this. And your guests love it.

Beach Bar



What could be better? Get sizzled and sozzled with this standalone unit, complete with one foreign bar person. Sells various types of beer for your thirsty guests.

Beach BBQ



A real flame-grilled treat – sells proper fat burgers all day long. None of the greasy rubbish you get in the Cafés, this is the real deal.

Café 1



Specialises in fry-ups and snack food for guests wanting to sit down and eat their fast food. Popular choice when it begins to rain, a café is only open during the day.

Café 2



Similar to Café 1, but offers a wider range of snacks in a more appealing atmosphere. The ideal hangover cure.

Restaurant 1

Your typical Mediterranean restaurant – sweeping walls, wooden slats and tiled flooring, the restaurants cater for a more discerning palate – allowing the pretence of being a little more civilised than the rest of guests.

Restaurant 2

Similar to Restaurant 1, but larger and better quality foods. If your guests really want to impress the ladies, they'll bring them here. Restaurants are only open during the evening.

Ice Cream Stall

Nice cold, ice-cold ices anytime your guest need them. The ideal thing to cool off those hot bodies.

Soft Drinks Stand

That's right, the Soft Drinks Stand sells drinks without any alcohol in them. Imagine that.

Burger Bar

Grease, grease, ketchup and onions are cunningly used to hide the remarkably cheap patties favoured by this stall, but hey, everyone loves them.

Theme Club 1

their moves and hopefully pull.

Ahoy there sailor! Oooarr me hearties. Themed around pirates and the high seas, the club opens its doors late at night ready for guests to start cutting shapes on the dance floor, trying to impress the locals with

Theme Club 2



Not one for the faint-hearted, this is proper clubbing, for glamorous people. Not designed for those bent on drinking a few pints and getting jiggy with ladies, Theme Bar 2 attracts a more beautiful, a more stylish crowd that are intent on dancing through the early hours of the morning to some serious sounds whilst looking good.

Cocktail Bar



Sex on the beach, flaming Lamborghinis, slippery nipples - A more stylish venue for the upmarket drinker - one to impress the ladies.

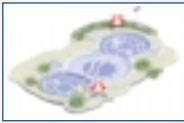
LEISURE & PASTIMES

Beach Furniture Shack



This building needs to be situated on, or adjacent to the beach. It is effectively a storeroom for all of the equipment your resort provides for free on the beach. Can only be built on the beach.

Swimming Pool



Essential for any self-respecting resort, these are always a favourite with the guests. Sunbathe, swim or sleep by cool blue water. Complete with sun-loungers, guests listen to the sound of water without having to wander near the sea and get sand in their flip-flops. Features floodlighting at night so that drunks can be located easily.

Jacuzzi



Perfect as a standalone unit or placed near your main pool, the Jacuzzi is a particular favourite of couples and wannabe-couples everywhere. Features a routine cycle of bubbles and a constant temperature for that sexy feeling. Also hides the embarrassment of those guests with too much wind.

Fun Pool



Now we're talking. Huge spiralling funnels propel your guests down into a pool at the bottom at break neck speeds. Those who ride the 'Black Hole' come out as a local hero.

Beach Equipment

If your guests decide they need a little more adventure on their holiday, or just want to escape from their partner for a while, then they can head over to the Beach Equipment Hire and get themselves a snorkel. Lots of 'Ooos' and 'aaah' are guaranteed as they marvel at the coral reefs in the sea. Until they realise they can't go any further under than four inches. Can only be built on the beach.

Party Boat

The Party boat is moored but this is the ultimate party for those clubbers who just can't get enough. Get the horn or get sloshed out of your mind, your guests will love the feeling of dancing as though they were in the sea.

Beach Disco

Two decks and a microphone, the ideal kit for chilling those long hot nights away. Let your guests relax and listen to real chillout anthems played within a real chillout environment. Can only be built on the beach.

Beach Event Stage

It may seem nothing more than a stage, but this little wonder could be the best kept secret in your resort. Featuring cyclic attractions as set by the resort manager, you; Guest Cabaret, Catwalks, Singers who sound like they're strangling a cat and everyone's favourite the Wet T-shirt competition. Can only be built on the beach.

Beach Showers

Cool down and clean off after a hard day's sunbathing. Always a hit with guests around them, a Beach Shower can only be built on the beach.

Jet-skis

This comprises three jetskis and one assistant. One guest-per-jetski may ride for a short duration, before returning the craft to the jetty and then telling all their friends how much fun they are and how they travelled at near light speed.

Windsurfing Hire



This is supplied with 6 surfboards and sails, and one assistant in a wetsuit. Guests may hire the boards for a short duration, before returning them to the jetty, giving them a chance to discover that they really aren't very good at windsurfing.

Amusements



Ping. Pow. Boom. Stuck in a timewarp, the amusements offers the thrills and spills of all those retro games you fondly remember spending months playing, but then reminding you that they are actually complete rubbish. Ideal activity when it's raining for those who have had too much thongs and sun for one day.

Casino



Everyone likes to have a little gamble here and there and with a Casino they can do just that. Show me the money!

Speedboat Hire



The ultimate posers toy. If your guests want to impress the birds, go hire a speedboat and pretend you have lots of money. Supplied with very fast, two-engine craft, guests may hire the boat for a short duration, before returning it to the jetty. A speedboat is for those guests who are too afraid to wear a pair of Speedos.

Pedaloos



They're slow, they're dull, they're hard work, but everybody loves them! Three of these fabulous craft are supplied along with the usual assistant and hoarding.

Fishing Trips



A modern fast craft complete with state-of-the-art angling equipment. Let your guests relax and take in some sun whilst trying to land a marlin. Comes complete with a captain by the name of Columbus.

APPENDIX B | (KEYBOARD SHORT-CUTS & CONTROLS)

| | |
|--------------------|--|
| + - | Increase and Decrease Game speed |
| Page up, Page down | Zoom in and out |
| F2 | Settings Menu |
| F4 | Save Game menu |
| F5 | Load Game menu |
| Space | Rotate building or scenery in build mode |
| SHIFT | Hold when placing building to stay in build mode |
| B | Open Build panel |
| S | Open Scenery panel |
| M | Open GipAmp panel |
| P | Pause |
| ← CURSOR | Scroll Map Left |
| → CURSOR | Scroll Map Right |
| ↑ CURSOR | scroll Map Up |
| ↓ CURSOR | scroll Map Down |



APPENDIX C | (CREDITS)

DEEP RED CREDITS

Game Concept & Design

Ian Livingstone

Steve Beverley

Project Leads

Paul Howarth

Steve Beverley

Programming

Mark Gipson

Brad Cooper

Jan Richardson

Stephen Taylor

Graphics

Steve Abrahamart

Yi-mei Lin

Richard Spence

Kenny Lacey

Malcolm Reed

Jon Law

Conceptual Art

Sarah How

Jon Law

Sound Effects

Jon Law

Voices

Jon Law

Jill Owens and Kerry Owens

Quality Assurance

Lewis Mills

Jon Law

Thanks To

Phil Bak, Marcel Simons, Clive

Robert, Jan Ancsell, Paul Rewrie,

Lothar Zhou, Uzma Khalid, Rad

Game Tools, Intel, Olympus Optical

Co. Ltd, Hawaiian Tropic, Eidos

APPENDIX C | (CREDITS)

| | |
|---------------------------------|--|
| EIDOS CREDITS | |
| Executive Producer | Ed Bainbridge |
| Producer | Nick Bridger |
| QA Manager | Chris Rowley |
| QA Project Supervisor | John Ree |
| Project Test Co-ordinator | Tyrone O'Neill |
| Testers | Julie Payne Carl Lovett Enitan Jacobs Sara Dodd Richard Dunham Andrew Nicholas Richard Acherki |
| MC Co-ordinator | Jason Walker |
| Mastering Engineer | Phil Spencer |
| Compat. Engineers | Ray Mullen Gordon Gram Scott Sutherland |
| Creative Manager | Matt Carter-Johnson |
| Packaging Illustration & Design | Andy Cockell |
| Group Localisation Manager | Flavia Timiani |
| Localisation Manager | Alex Bush |
| Germany | Sören Winterfeldt |
| France | Guillaume Mahouin |
| Italy | Emanuele Schihlone - Project Synthesis |
| Spanish | Mauro Bosseti - Project Synthesis |
| Poland | Piotr Budny Macej Prasek – Cenega |
| Localisation QA Manager | Marco Vernetti |
| Lead Localisation Tester | Joaquin Garcia |
| Marketing Manager | Nick Segger |
| Public Relations | Mark Allen |
| Manual lovingly written by | Nick Bridger |
| Manual design & layout | A Creative Experience |

EIDOS US

VP of Product Operations John Miller

Producer Clayton Palma

QA Manager Brian King

Lead Tester Ralph Ortiz

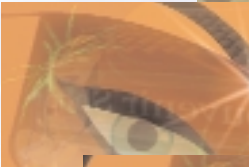
QA Analysts Anthony Constantino
Nevin Chou
Henry Perez
Brian Falls
Ryan Natale
Shelly Porter

Marketing VP Paul Baldwin

Marketing Director Chip Blundell

Product Manager Renee Pletka

Public Relations Michelle Seebach
Kjell Vistad
Denny Chiu



EVENING SOUNDTRACK**Penn + Chus "From Madrid with Love"**

Written and produced by Chus L. Esteban and David Penn
Publishing and Copyright Control
2001 Red Melon Records, San Francisco

"I Like It Funky"

WRITTEN BY: Milford, Bracewell and Syd Dale
SAMPLE: I Like It Funky contains elements of Disco-Tek by Syd Dale on Amphonic Music.
PRODUCED BY: The Angry Mexican Dj's.
MIXED BY: The Angry Mexican Dj's
Published by Amphonic Music and Copyright Control.
Palm Pictures c 2001

Bent "Always" (Ashley Beedle's Mahavishnu Remix)

"Always" by Ernesto Lecuona/Kim Gannon c1942 Southern Music Pub. Co. Inc. by permission of Latin-American Music Pub. Co.Ltd. London

Ashley Beedle's Mahavishnu Remix: Remix and additional production by Ashley Beedle. Programmed by James Brown and Ashley Beedle. Special guest: Keyboards and Korg. String programming: Pete Z. Engineered by James Brown.

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Afro Medusa "Pasilda"

performed by AFRO MEDUSA
written by Bennett/Cole/Fructuoso
published by Reverb Music Ltd/Warner Chappell
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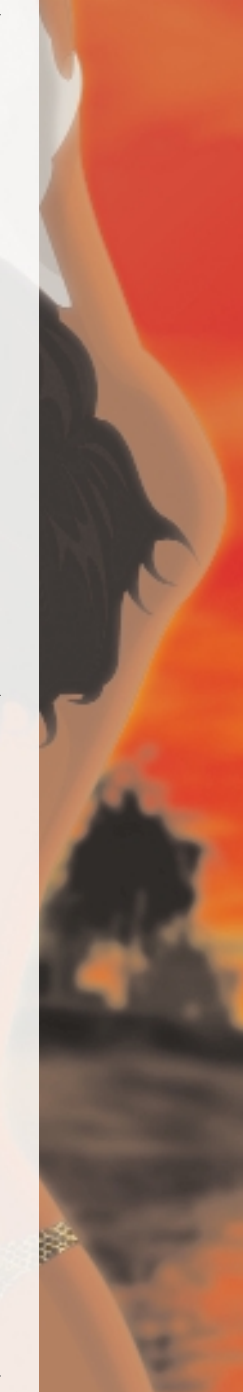
Laurent Garnier "Man with the Red Face" isrc N° FR V22 99 00078

Written & produced by Laurent GARNIER at the Wake Up Lab around Paris. Mixed by Laurent Garnier & Laurent Collat. Sound designed by Laurent Collat. Basic Groove Publishing.
www.laurentgarnier.com
P & C 2000 F COMMUNICATIONS
From the album "Unreasonable Behaviour"

Alexkid "Esmeralda"(Meet You At The Fun Fair) isrc N° FR V22 01 00045

Written, programming or beats, samples or Fender Rhodes, keyboards or guitar & bass on every track : Alexis Mauri.
Wah Guitar :Stéfane Goldman
Fender Rhodes : ReadyMade
Electric bass: Michel Sanchez
Percussions: Ivo Abadi
Publishing by Taktic music. www.alexkid.com
P & C 2001 F COMMUNICATIONS
From the album "Bienvenida"

Evening Soundtrack sourced by Couchlife Limited.



DAYTIME SOUNDTRACK

Fenomenon "Pacific Memories"

Copyright & Publishment; Oceanlab Recordings.

Written & Performed By Hobie Rosenberg & Kay Brets

Guitar by Andy Hana

Recorded at Oceanlab Studio, Stavanger, Norway.

Fenomenon "Picturebook"

Copyright Oceanlab Recordings

Written, performed & produced by Kay Brets & Hobie Rosenberg

Horn by Leonard Chaparian

Additional Piano by Trond Tellefsen

Recorded at Oceanlab, Stavanger, Norway

"Face The Waves (Instrumental)"

Written by Ian Dark, Stephen Manley, Mark Tayler

Published by Zomba Music Publishers Ltd

Performed by Crustation

Courtesy of Zomba Records Ltd

"Flame (Instrumental)"

Written by Ian Dark, Stephen Manley, Mark Tayler

Published by Zomba Music Publishers Ltd

Performed by Crustation

Courtesy of Zomba Records Ltd

"Hombre"

Written by Julius Waters, Mark Blackburn

Published by Zomba Music Publishers Ltd

Performed by Kinobe

Courtesy of Zomba Records Ltd

"Bopalong"

Written by Julius Waters, Mark Blackburn

Published by Zomba Music Publishers Ltd

Performed by Kinobe

Courtesy of Zomba Records Ltd

Daytime Soundtrack sourced by Nick Bridger

Special Thanks

Andrew Wedsley, David Hill @ Nuphonic, Sergio Pimentel @ Couch Life, Richard Kirsten @ Zomba Music, Lucy Kaulback, Charlotte Osbourne, Jason Walker, Andy Norman (for his moment of wit), Mark Cluer, Kay Brets @ Oceanlab Recordings & Lee Briggs.

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good morning, good day and good night.
-the end.

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INTERNET ACCESS FROM TISCALI

Before we sign off, we'd just like to mention that if you are looking for a new ISP (Internet Service Provider) we've included Internet access from Tiscali - one of the top ISPs in the UK!

After installing the game simply point your cursor at Start/Program Files/Eidos Interactive/Beach Life/Web Links/Tiscali - Fast Internet Access For Gamers and follow the onscreen instructions.

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