

STREETWARS

CONSTRUCTOR UNDERWORLD

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Introduction

The era of prohibition in America saw organised crime rise to new heights and the establishment of criminal Families that frequently fought with each other in bloody Street Wars. There was a lot at stake in this dog-eat-dog world of crime. Fortunes could be made if you controlled all the gambling, booze distribution, prostitution and protection rackets in your neighbourhood. But you were never safe for long, there were always new guys coming along to muscle in on your turf. Guys that would just as soon have you propping up a bridge as give you the time of day.

Your quest to become the King Pin amongst your peers takes you to five different cites. Starting in the suburbs of quiet little old Hick Town, on to the inhospitable Cripple's Bend, then half way across the world to Rangoon in Burma, back to the Southern parts of the US in Dead Dog Ditch and finally to the Mecca of organised crime - Capitol City. Every city presents a unique challenge as you have to cope with the hazardous neighbourhoods already there and still carry out the demands of the Godfather.

To wrest control of a city out of the grasp of other families you have to fight a Block-by-Block turf war against them and the authorities. Using your gang of Workers, Gangsters, Undesirables, Thugs, and Fixers you start by constructing a power base in a city from which you ultimately hope to expand into an empire where you control all the Blocks in the city. This is not something you can do quickly, it takes time, planning, resourcefulness and a willingness to be completely ruthless. You'll have to wage bloody war on rival gangs, cope with regular shakedowns by the police and still find time to make money.

System Requirements

Minimum configuration:

Windows 95, Pentium 166 Processor or higher, 16Mb Ram, 2Mb PCI Graphics card, 4-speed CD-Rom drive, 50Mb hard disk space, Soundblaster or 100% compatible sound card with DirectX Support, Microsoft compatible Mouse, Speakers.

Recommended configuration:

Windows 95, Pentium 266 Processor or higher, 32Mb Ram, 2Mb PCI Graphics card, 8-speed CD-Rom drive, 400Mb hard disk space, Soundblaster or 100% compatible sound card with DirectX Support, Microsoft compatible Mouse, Speakers.

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Installation

Start Windows 95/98 and insert "Street Wars" CD into your CD-Rom drive. Please note that if you have more than one CD drive on your machine, you must always replace the CD in the same drive when subsequently playing the game. If Auto-Run is enabled then the installation process should begin automatically. If not, then launch Windows Explorer and run the file SETUP.EXE in the root of the CD drive by clicking on it.

The program expects to have DirectX 6 installed on your system. If you do not have it or have a version less than 6.0 the program will immediately ask you whether you wish to update it. You must select OK to continue.

Then select which language version you would like to install, click OK when you have made your selection. To change this at a later stage, you must Un-Install the game and re-run the installation process.

After a Welcome screen, and your clicking NEXT, the program asks you to decide which level of installation you want and where you wish the installation to go on your hard drive. The default is the minimum game installation which takes up only a few megabytes of hard drive space - but will be slower to run. Ensure that the CD is left in the drive throughout play as the protection system employed will carry out random checks to make sure the original installation CD is present.

Alternatively, you can select either a MEDIUM or MAXIMUM installation by clicking on the appropriate tick box. These options increase the hard disk space required significantly. If you wish to select a different hard drive to install the game to, then click on the DISK SPACE icon. If you wish to change the directory where the game is installed then click on the BROWSE icon. Clicking on NEXT will commence the installation process.

After all the files have been copied over, icons will have been placed in the /PROGRAM FILES/ STUDIO 3/STREET WARS folder. You will then be given the option of launching the game immediately. However, if DirectX was installed earlier in this process, you will probably need to restart the machine before running the game.

During the installation process, icons will have been put in the PROGRAMS section of the START MENU, under the STREET WARS folder name. These icons allow you to run the game, view a readme file with any late breaking news, or un-install the game.

If you wish to Un-Install the game, select the Un-Install Street Wars option from the START MENU/PROGRAMS/STREET WARS folder and follow the on screen instructions. This removes it completely from the computer. However, any saved games will still be left in the SAVEGAME directory of the original installation location. These can be copied over to any new installation.

Please note that on subsequent occasions, if you have Auto-Run enabled on your CD drive, then inserting the Street Wars CD will prompt you with whether you wish to play Street Wars.

Network Play

When the game is launched, it checks whether there is IPX present. If there, it allows access to the Network Game menu.

You then have to decide if you wish to host a network game or join someone else's. The host is the only person who can make changes like which city is used and the difficulty level. You can also change the name which other players will see you as by clicking on the box in the middle or change the name of your game (if you're the host) by clicking on the box to its left.

Other games being hosted will appear in the boxes across the top of the screen. To join one of these - click on the box. Clicking on "NEW GAME" allows you to host your own game.

Once you join or host a game you must wait for other players to join in. Whilst waiting, each player can decide which colour team to play. When other people have joined your game, you can communicate with them by clicking on the text area and typing a message. Once two or more players are joined together, the host can elect to start the game. Once a game is in progress then no more players can join in.

You can send messages to other players by going to the "Review Messages" screen and clicking on the "Send Message" icon. This brings up a text box into which you type the message. By default this message will be sent to all the other players in the game, by pressing F1..F4 you can select/deselect each individual player so send private messages.

Network games do not have specific missions for you to complete. You simply try to wipe out the other players as best you can. Whilst selecting which colours to play at the start of the game you can also select which city you play in by clicking on the name at the bottom centre of the team select screen.

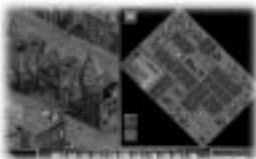
Quick Start

The first few missions of the game have special hint text displays that will help you learn all the game's features. There is additional information from mouse-over help messages when moving over icons. These can both be toggled off from the message control screen.



At the start of the game you have only a small plot of land available to build on, adjacent to your Headquarters Building. To purchase more City Blocks click this icon to show the Land Purchase screen.

Use the left mouse button to select a Block- in the early stages it makes sense to choose a Block close to your Headquarters, keeping the distance your Workers will have to travel to a minimum. The cost of a Block is shown in the animation window.



Once happy with the Block you have selected, left click on the purchase icon.

Let's Build

Planning

That Block is now yours, you are now ready to start building on it.



Click on this icon to take you to the property selection screen.

In the early part of the game you have very little choice of buildings you can construct.



Clicking on the property type icons shows you what is available, buildings not yet available are shown as a question. Once a property is selected its details are shown in the animation window.



With your property selection made it's time to find a location for it. Moving the mouse pointer into the play area you will see a large rectangular cursor appear, this is the default size of plot for your building.

Different cursor colours indicate whether where you are trying to position the building is legal or not — when red then it is an illegal position. When beige it's a legal position. You place your building by clicking the left mouse button. You can change the orientation of the front gate by using the rotate icon.

When you are happy with the position of the main side of the plot, the one with gateway in it, click the left mouse button and you can move the boundaries of your grounds.



Once satisfied with the plot size, click the left mouse button for a second time to progress.

The plot's perimeters are now defined, it's time to position building itself. Clicking the left mouse button for a third time.

Construction

You are now ready to begin construction.

For this you need Workers, one or more, to carry out the work. From the properties data screen click on the Summon Workers Icon at the top left. You can also select some Workers and target them to enter the property's foundations.



When the Workers arrive on site they automatically erect scaffolding and begin construction. When finished, the scaffolding is automatically removed to reveal the finished building.

If for any reason your Workers are not working then it is worth checking to see if you have sufficient resources. Click on the building's foundation to find out how work is progressing and if there are any problems.



When the building is completed there will be an icon floating over it to tell you its current status ie 'for rent' means you need to put a tenant in to it.

Anytime you want detailed information about a property, click on its foundation to display a data screen.

Getting Tenants



To get a tenant, bring up a building's data screen then click on the tenant selection icon. This displays the tenant selection screen. Select the tenant you want and send him into the property using the purchase icon.

As the game progresses the variety of tenants increases. The reason for there being different tenants becomes important due to their suitability for particular Businesses and functions.



Tenants have three functions while at home, paying rent, creating more tenants and creating more Workers or other characters. During the earliest stage of the game it is worth increasing your workforce as a priority.



To further your construction needs you need to build a resource and then a Gadget Factory. This special factory provides a range of devices and objects that are essential to allow your Businesses to progress.

Gadgets

Building a Gadget Factory is just the same as any other building.

With the Gadget Factory built, you will want to get familiar with all it has to offer as soon as possible. Clicking on the foundation of the building will display the gadget selection and manufacturing screen.



The items available are shown in the left column and those being manufactured in the right column.

Click once on a gadget in the left column to highlight it, click again to place a copy of the object in the right, awaiting manufacture, column. Multiple clicks on the object increases the number to be made. The Red X Icon, is used to cancel the manufacture of a highlighted gadget.

The number of gadgets increases throughout the game and these are displayed in related groups. The different groups appear as numbered icons in the left column.

To make gadgets you need one or more Workers in the factory. Summon some Workers and the moment they arrive in the factory any items marked for manufacture will begin production. The more Workers in the factory the faster the production rate.



Once a gadget has been made then a number indicating the amount you have in stock is shown on the top left of a gadget icon.

Now you need to deliver it. To do this, select the gadget you want to deliver then move the mouse pointer back into the play area. The pointer changes to show that you want to deliver a gadget. Left click where you want it to go and a marker will be left there until a Delivery Man brings the gadget.



Not all gadgets can go just anywhere. Some only go inside a building while others have to go in the grounds. Special items like Subway Stations can only be placed on the kerbs that surround City Blocks.

If you try to deliver a gadget to an illegal location then a warning is flashed close to the mouse pointer and a sound will be heard.

You should now be at a point where you have a Cement Works and a Gadget Factory, and it's time to think about upgrading a business. Upgrading drives the game forward and allows you to progress. It triggers new gadgets, different types of building, higher level tenants and is a vital part of many of the missions that the Godfather will set you.

Upgrade Buildings

To check if a building can be upgraded, bring up its data screen and see if there is an Upgrade icon. Clicking on the upgrade icon will tell you what gadget you need to do the upgrade.



So it's back to the Gadget Factory to make the required gadget. If you are trying to upgrade more than one property you will have to make a gadget for each of them.

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With your gadget made its time to deliver it. Click on the gadget to highlight it then move the mouse pointer over the foundation of the building you want to deliver it to, click the left mouse button and a floating icon will appear above the building.



The Delivery Man makes his way from the factory, with the gadget above his head, enters the building and drops off the gadget. He immediately returns to the Gadget Factory. If you have placed any more delivery markers for objects to be delivered then the Delivery Man will automatically keep delivering them until all outstanding orders are fulfilled.

Once the gadget is in place and there are sufficient resources available it is time to summon a workforce to carry out the upgrade work.

In addition to any gadgets you may require, the Upgrade icon also informs you of any construction materials and money you need for the work to be carried out on the building.

When the Workers arrive they will erect scaffolding (as in the original construction of the building) and when finished the upgrade will remove it to reveal your new upgraded building.



All business buildings can be upgraded twice from their original type.



Status Area Information

Above the play area



- A Current bank balance. If you become overdrawn then it flashes red.
- B Current date - in year, month and day format
- C Cousins. This icon only appears when a Cousin is in town, click on it to display his data screen.
- D Cement Factory E Brick Factory F Steel Factory

All these factories produce your construction resources. The number in each window shows the quantity of each resource you currently hold in stock. When the light next to a resource window flashes red it indicates you have a shortage for current construction projects. The light flashes white when stock of a particular resource is at maximum.

Click any of the resource indicators to display the data screen for it. If you hold down the control key at the same time it will take you to the factory itself.

- G Complaints. When a tenant in one of your Businesses has a complaint a head appears on a flashing red background and a number is displayed to indicate how many complaints are currently active.

Click on this window to display the complaints review screen. From there you can jump to the location of a particular complaint and investigate it.

- H Conflict warning. This window shows different events in progress. Various symbols are displayed in this window: a gun when a fight is in progress involving one of your characters, fence panel when someone is trying to take over one of your buildings, small house when someone is attacking one of your buildings and a small HQ symbol when someone is attacking your Headquarters.

Clicking in this window takes you to the location of the last conflict or event.

- Police Raid. This window shows that the police are raiding one of your Businesses. If more than one raid is taking place then a number is displayed to show how many raids are in progress.

Clicking multiple times in this window will take you to the location of each raid in turn.

Below the play area



- 1 Radar window. This displays the whole map of the city you are playing. It also displays character movement and city development of all teams. Click the left mouse button to jump to where you are pointing on the map. Hold down the left mouse button to scroll around the map at high speed.

Using the radar toggle button, you can remove the detailed background from the radar screen, this provides a clear map to track the movements of all people around the city as well.

Other details shown include, empty properties flash on and off, damaged properties flash light and dark and Undesirables roaming the streets flash.



- 2 Toggle on/off the detailed background on the radar screen.



- 3 Display the data screen of your Headquarters.



- 4 Display the data screen of the Police Station.

- 5 Display the data screen of City Hall.
- 6 Display the Gadget Factory manufacturing and delivery data screen. This only functions once a Gadget Factory has been built.
- 7 Display map of entire city showing individual city Blocks. From this screen you purchase new city Blocks on which to construct your buildings.
- 8 Building selection screen. From here you select which types of building to construct next: Businesses, factories and ancillary buildings.
- 9 Show all the characters under your control. From here you review what people you control are doing, you can build up groups of different people and summon them to a location.
- 10 This shows an overview of the Businesses you own and what they are currently doing. You can select a particular business and jump to its location.
- 11 Review the messages sent to you in the current game. Also in this screen there are various functions which can be toggled that affect how messages are delivered to you and you can access the network game message control.
- 12 Repeat the current mission briefing from the Godfather and check on your progress. As you complete the tasks set you, the text on the mission briefing screen changes from red to black.



13 Video animation window



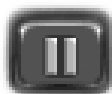
14 Toggle 'See Through Buildings' mode. This enables you to see through all the buildings in the city and easily locate and select your people.



15 Change game speed. Clicking on the arrows to speed up the game, up to 16 times normal speed, click the X to return to normal game speed. The lights in the middle show the current game speed, when none are lit the game is running at normal speed.



16 Enter Save game and Options screen.



17 Pause the game.

Controlling Characters in the game

Mouse Controls

The Left Mouse button is used to select characters, buildings and objects. It is also used to action buttons/icons.

The Right mouse button carries out an action of a selected character. The function/action, and its legality is dependent on where the mouse pointer is pointing to – all the functions/actions of characters are target sensitive. It can also be used to exit all data screens.

The functions for the right mouse button, when a character or group of characters is selected are:

- If the mouse is held over one of your own buildings then clicking the right button will send the currently selected people into the building.

- If an enemy building, then depending upon what capabilities the selected people have, a different action will be performed.
- The mouse pointer depicts the most significant action available depending on the area/object it is over.

To select a character, move the cursor towards him and watch for a pulsating yellow and red cross to appear under his feet. Click the left mouse button and the selection will be made.

When the character is selected an arrow appears above its head to show that you are now in control. After selection, all the character's available function icons are displayed on the status area and details about the character are shown in the video animation window. Selecting another character or clicking out of range de-selects the original selection.



When you select a group of characters then only the character with the least amount of energy has his energy bar displayed in the video animation window. The only controls available to you with a group selected are, stop, go to Hospital and cancel selection.

When you select an Undesirable who is out on the street, the only controls you have are, abort current task, jump to character's location and cancel selection. When you click on an enemy character the video window tells you the character type and how much energy he has.

Character Control Icons (common to all characters)

Stop selected character moving.



Return selected character to your Headquarters.



Cancel character selection.



Send selected character to Hospital to replenish energy (not available for the Fixer).



Centre play area around the currently selected character.



Workers



Workers are the commonest characters you have in your Family and form the backbone of your criminal empire.

Their main functions are to construct your buildings, carry out the work involved in doing upgrades to Businesses, power the factories so that things get produced. They are also very effective, in large groups, at taking over enemy properties by destroying their fences.

Workers are not very good at fighting, though in very large groups they can often put up a good show against the hardest opponent, and will often run away from a conflict.

A group of Workers can have their effectiveness increased if other character types are associated with them, like Gangsters and Fixers. When targeting an enemy's property for take over it is particularly useful to bring a Gangster along as well.

Apart from their main function of construction, Workers are also used as a commodity to be converted in your Headquarters into Gangsters, Fixers and Level 1 tenants.

Gangsters



Gangsters are one of the most important characters in the game and to make full use of them you should get to know their killing abilities well. You do not usually go to a city with Gangsters, you have to create them



Every time a Gangster kills someone he gains experience which, when a certain level is reached, he will be allowed to have more sophisticated weapons. Select Gangster and click on the weapons icon to see if an upgrade is available.

In the first city the Gangsters are armed initially with a shotgun, in later cities they will always start of with a knife and need to gain experience before their weapons can be upgraded.

Gangsters also act as property guards. Put a Gangster in the grounds of one of your properties and he will actively defend it against intruders. Also, when on the streets that are marked as your turf (shown by the coloured stain generated from the braziers) Gangsters will respond more aggressively towards opposition characters.

Fixers

Fixers carry out essential services in the game specifically, repairing property and removing buildings and objects. Fixers are also pretty handy in a fight.



To get a Fixer to auto-repair your properties on a city Block, select a Fixer and then click the appropriate icon on the status area then target the Block you want him to patrol.

Once patrolling, the Fixer will automatically go from building to building (that belong to you) on the Block and keep them repaired. You can also make a fixer go to a specific property if it is in need of special attention.



To destroy a property or object which belongs to you, select the fixer, click the appropriate icon and then target the base foundation of a building or base of an object.



Cousins

Cousins are all close relatives of the Godfather.

Occasionally, Cousins will come to town, only after you've received some warning from the Godfather, on special missions or just to relax and have a good time.

You're expected to treat them like members of your own family and look after them during their stay in your neighbourhood.



Keyboard controls

- Cursor Keys-** Allow the player to scroll the game play area in the same way as using the mouse. The keys have a secondary function in data screens that have scroll arrows at the side of them, then the up and down keys can be used to scroll through the list.
- TAB -** Goto Purchase Land screen
- RETURN -** Display Headquarters data screen
- F1-F12 -** Select previously defined grouping of men, if you are inside a building and press a key associated with a previously defined group then it will re-select them and summon them to the property.
- Shift F1-F12 -** Accumulate groupings of men
- Control F1-F12 -** Define/Cancel groupings of men depending whether any characters are selected.
- ESCAPE -** Quit game.
- PGUP -** Speeds up the game each time you press the key (up to 16 times). The running speed of the game is shown by the number of illuminated icons lit.
- PGDN -** Returns the game to normal running speed after speed up has been applied.
- d -** Whilst Fixer is selected, choose DESTROY HOUSE/OBJECT option
- h -** Toggle hidden see-through display of buildings
- p or P -** Toggle pause mode on/off
- s -** Stop any selected character that is moving. This applies to single or group of characters.
- CONTROL KEY -** Whilst clicking on HQ, GADGET FACTORY or RESOURCE(x3) City Hall and Police station icons holding CONTROL will take you to the location of the building and not into it. If held whilst clicking on individual characters in game screen it allows them to be added or removed from the current selection.

Moving objects

To pick up an object, select a single character and move the pointer towards the object you want to pick up and click the left mouse button. When the object is being held above the character's head and he is moved, the object will automatically be dropped when he reaches his destination - unless you click the STOP icon or press S.



Police beacon

The Beacons are collected from the grounds of a Police Station.

Placing a beacon on a pavement makes a Policeman circle that city Block. Putting it in the grounds of building gets a Policeman to protect that property, anywhere else and he patrols around the beacon. By putting a beacon in the grounds of City Hall or the Police station it cancels that Policeman from doing service for you and you immediately stop paying for him.



Beacons delivered under control of City Hall cannot be moved by you and will remain in place for a period of time determined by why each beacon has been put there.

Bribe Bag

The Bag is filled from your Headquarters data screen and then positioned outside the front door. The bag can contain varying amounts, clicking on it will tell you how much is in there. Every time you click on the bribe icon another \$2,000 is added to the bag, up to a maximum of \$20,000.



Delivering a Bribe Bag to City Hall increases the number of Police beacons available to you. The other main use is to bribe opposition gangs and try to get them to lay off for a while.



Wasters

After knocking them unconscious you can pick them up and bring them to one of your Businesses. After he has had his entertainment at the business you took him to then he will try out all your other Businesses on the same city Block, he will only do this if you delivered him inside your business in the first place.



Dead Bodies



Dead bodies attract attention and should be moved to avoid police interest. To ensure that the Police can find no evidence then put bodies in a cemetery but make sure you don't overcrowd it.

Bomb



If you see a bomb being deposited in the grounds of one of your properties you can pick it up and move it somewhere that will damage the opposition's building and not yours.

Braziers



As you develop your property interests in a city you will be given more Braziers (flaming barrels) in the grounds of your Headquarters. Move the Braziers around to show which areas of town you own. When the Brazier is dropped, the ground will be stained with your team colour. This creates a zone where Gangsters will aggressively defend their territory.

Choosing Your Properties



To construct buildings you need to go to the Estate Agent screen from where all the properties in the game are available.

Not every property type is available to you at the start of the game but as you progress through the levels more property types become available. Clicking on a property type icon will display the range of properties you can currently build. Question marks in the list indicate that other property types are available but you are not currently allowed access to them.

Property variety is increased by natural progression through the game and also, in the case of Undesirables, by taking over a type of property from an opposing team. You should check regularly what you have available as there are many events which can trigger a new building type.

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Expand the data screen in order to reveal more information about the currently selected property.

Resources. These buildings provide all the materials you will require to build all the other property types in the game.

Group 1 Businesses. These buildings are the lowest level of business you can construct.

Group 2 Businesses. As you progress through the game you will gain access to more advanced Businesses.

Utility Buildings

Undesirables' Buildings.

Rotate the orientation of the front gate of the property you are about to build.



The Buildings

Group 1 Businesses



Soup Kitchen



Diner



Restaurant

Soup Kitchen.

This can be upgraded to a Diner and then a Restaurant.



Drinking Den



Brewery



Distillery

Drinking Den.

This can be upgraded to a Brewery and then a Distillery.



Peep Show



Brothel



Burlesque Theatre

Peep Show.

This can be upgraded to a Brothel and then a Burlesque Theatre.



Quack's Office



Pox-Doctors



Clinic

Quack's Office.

This can be upgraded to a Pox-Doctors and then a Clinic.



Coffin Makers



Undertakers



Funeral Parlour

Coffin Makers.

This can be upgraded to an Undertakers and then a Funeral Parlour.



Doss House



Boarding House



Grand Hotel

Doss House.

This can be upgraded to a Boarding House and then a Grand Hotel.

Group 2 Businesses

Flea Pit.

This can be upgraded to a Nickelodeon and then a Cinema.



Flea Pit



Nickelodeon



Cinema

Hack's Office.

This can be upgraded to a Print Office and then a Newspaper Office.



Hack's Office



Print Office



Newspaper Office

Saloon.

This can be upgraded to a Speak Easy and then a Nightclub.



Saloon.



Speak Easy



Nightclub

Gambling Den.

This can be upgraded to a Bookmakers and then a Casino.



Gambling Den.



Bookmakers



Casino

Construction Resources



Cement Factory.



Brick Factory.



Steel Works.

Utility Buildings



Gadget Factory.



Hospital.



Cemetery.



Prison.

City Buildings



City Hall.



Police Station.

Undesirable's Buildings



Pool Hall,
home of the
Hoodlums



Church, home
to the Priest.



Old Haunted
Prison, home
to the Ghost.



Riverside Bar,
home to
the Hooker.



Slaughter House,
home to Bruto
the psychopath.



Junk Yard,
home to 'Junior'
the Saboteur.

The Gadget Factory

The Gadget Factory has a large range of items to put inside and outside your properties.



When you go inside the Gadget Factory for the first time you should take some time to get familiar with the way it functions. The best place to start is to actually make a gadget and deliver it.

There are four areas of control in the Gadget Factory's data screen. The leftmost column is for initiating manufacture and generally controlling the data screen, next comes a column of controls used for navigating through the list of gadgets by using the numbered icons. These display different groups of gadgets you can manufacture, and general data screen control

The next column displays all the currently available gadgets you can make and deliver. The right-most column shows what is waiting to be made and the status of gadgets actually being manufactured.

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To make a gadget, click once on a gadget in the left column and it will become highlighted. The number in the top left corner tells you how many you currently have in stock. At the top of the data screen it tells you what the gadget is, how much each one is and below that whether it is waiting for Workers to do the manufacturing.

A second click on the gadget icon will place a copy of the object in the production hopper (right hand column) awaiting manufacture. On the main gadget icon a second number appears at the top right corner, this tells you how many of that item are waiting to be made.

To start manufacturing you need one or more Workers inside the factory. Either use the Summon Workers Icon at the top left of the data screen or, gather some Workers outside and send them in. The more Workers inside the factory the faster the production rate.

When your chosen gadget is made the number at the top left of its icon tells you how many you have. Now you can deliver it.

To deliver a gadget, make sure the gadget's icon is highlighted then move the mouse into the play area. The cursor changes to show an animation of rotating gears, this indicates you can target the Delivery Man to deliver the gadget you had selected. Left click where you want it to go and a marker will be left there until a deliveryman brings the gadget.

If you go into a building's data screen where a gadget is expected to be delivered, you can click on the gadget information icon there to see both what is due for delivery and what is already installed. It is important to realise that most gadgets deteriorate with use and over time and regular monitoring is essential.

Not all gadgets can go just anywhere on the map. There are internal gadgets that can only go inside a building, external gadgets that can only go in the grounds of a building and special items like Subway Stations which can only be placed on the kerbs that surround city Blocks.

If you try to deliver a gadget to an illegal location then a warning message will be flashed close to the mouse pointer and a sound will be heard.



The Gadgets



Burglar Alarm. If you are worried about the increase in Undesirables around your properties then there is no better deterrent than a trusty alarm.



Tube Station. In the crowded city streets there is no quicker way of getting your people around. Only one tube site can be placed on a city Block and you can only make use of your own tube stations. People cannot use the tube when carrying an object or if they are Undesirables.



Deciduous Trees. Help screen what your Businesses are up to from the Police and help hide any deaths in the grounds.



Evergreen Trees. Much the same as the deciduous trees only these can be packed in much tighter but are not as effective.



Deluxe Bed. When you want to increase the rate at which your tenants reproduce then install one of these.



Ghost Gunk Generator. If you are having problems with ghosts in the neighbourhood then install a GG Generator, it will throw out large lumps of anti-plasm which Ghosts hate and will avoid at all costs. You cannot install one of these in advance, only when a property is troubled by a Ghost or its cohorts.



Emergency Exit. Place a trapdoor in a property's grounds that belongs to you to give your Tenant a bolt hole in case they need to get out quick.



Cockroach Trap- There is nothing worse than having an empty property become the new home to families of Cockroaches. Installing one of these traps will keep the little creatures under control.



Medicine Cabinet. We all fancy ourselves as home physicians but not having a medicine cabinet in the local doctor's place can seriously impair his diagnosis.

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Oven. Home cooking is the way to get your Soup Kitchens mentioned in the best eating guides.



Still. Installed in the grounds of a property, there is no better way to beat prohibition.



Kennel. A man's best friend is a dog, especially one of this breed that hates people wandering around your property.



Safe. Protect the money in a business from removal by visiting Priests and Hoodlums.



Steel Door. Having these doors fitted will slow down the Police if they raid the property.



Generator. Kick start your entertainment centres and add a few sparks to what they are showing.



Printing Press. Installing a new press elevates lowly journalists into news barons.



Heavy Curtains. These keep out the noise, and damage, of neighbourhood explosions.



Tool Shed. Encourages tenant to do some do-it-yourself repairs around a property.



Telephone. This will get any Gangster currently in your Headquarters to come round to the property if it is under attack and defend it.



Lamp Post. Placed around the city Blocks these will shed light on some of your Businesses and help customers to find their way.



Your Headquarters



You can access the information and functions of your home base in two ways.

Click on the building itself and you will be taken inside or, click this icon on the status area and your Headquarter's data screen will be displayed no matter where you are currently located in the city.



This will recall Workers to the Headquarters that are not currently employed.



Convert any spare Workers in your Headquarters into tenants.

The type of tenant you generate is always a level 1 tenant, higher grade tenants can only be 'born' in appropriate Businesses.



Create a Fixer by converting a number of spare Workers in your Headquarters.

The number needed varies as the game progresses.



Make a Gangster from spare Workers.



Convert spare Tenants in your headquarters into Workers.



If all your Workers have been destroyed you can purchase additional Workers.



Review Gadgets associated with the building. It also shows the current status of your Gadgets and how much they have deteriorated and any impending deliveries.

Instantly repair a building. If a building is badly damaged and close to collapse or is under heavy attack, clicking this icon will restore the building to full strength. This function is very expensive and should be used in emergencies - always make sure you have Fixers on a City Block instead.

Exit the current screen.

Icons in the Status Area

Increase your overdraft with the bank up to a predefined limit .

Reduce (payback), your overdraft with the bank.

Commission an upgrade to the current building.

When you click this icon a message will pop-up on screen and inform you of what is required to carryout the upgrade.

This icon informs you that you cannot do an upgrade at the moment. Clicking on it tells you why.

This icon toggles various statistical views available while in your headquarters. When you first enter the data screen, the default display shows statistics about the people under your control.

Clicking once on the icon will display your current financial statistics. Using the left and right arrow keys allows you to review information for the past twenty years.

Clicking again will show you various, selectable graphs of different data about your current status in the game.





Clicking once more will return you to the default function.



Create a Bribe Bag outside your Headquarters. Each click increases the amount of money. To check the amount in the bag, click on it like and the amount will be shown in the animation window.

Money

Money is the root of all good game play. In Street Wars, money is the main driving force behind all your activities.

When starting the game and selecting the difficulty level, it has a significant effect on how much money you start with. If you are not doing very well when you leave a city and move on then you will given a stake by the City.

Make money from building Businesses, get tenants in them and get them to pay you rent. All Businesses in the game have the ability to provide you with monetary income. To get the best out of a business it is important to upgrade the building so as to be paid the highest rent.

The rent you get from a particular Tenant is agreed as you put the tenant into the building. Different tenants will pay differing amounts.



Your revenue from a business can be supplemented by finding Wasters that are circulating around the city. These potential clients are reluctant customers, so to get them to spend their money at your Businesses you have to knock them out and carry them back to your upgraded Businesses. The more upgraded Businesses there are in the city then the greater number of Wasters there are wandering the streets.

Two things to remember about the Wasters. The opposition are also after their custom so you might have to enter another mob's turf to get hold of them and all the Wasters are real snobs that pay significantly more money if the tenant in the building is paying rent and not breeding children.

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Everything you own in the game you are taxed on, number of buildings, the amount of land, the number of people you have etc and every five years you get a Tax Bill. It is important to try to pay your tax as quickly as possible as the interest that gets added can be deadly. Failure to meet your Tax Bills will result in you being thrown out of the game. Also, unpaid bills can be carried over from one city to another.

To expand your empire needs money and you often don't have enough. The difficulty level selected at the start of the game dictates the maximum amount you can borrow. The banks are very obliging and will gladly loan you money up to your credit limit but it will cost you in interest. You must be careful you don't over borrow because if you ignore the demands for repayment then you could end up bankrupted.

One way of increasing your money is to get into the real estate business and sell some property. All Businesses or construction resource factories can be sold to City Hall. When thinking about selling a property you should check its current value in the building's data screen. As buildings get older they increase in value and further appreciate depending on the level of upgrade they have. A good state of repair is essential to get the maximum return from any sale. For pure profit, try taking over a building belonging to another gang. Once you own it you have the choice of running the business yourself or selling it.

It is very easy to waste money. Try not to manufacture unnecessary gadgets and try to avoid doing manual repairs to your buildings, this is very expensive and can be avoided by having enough Fixers around the neighbourhood to take care of your properties.

The Police

The Police are run by City Hall but are always receptive to helping you out, so long as the money's good...

To get a Policeman to patrol your city Blocks you need to pick up beacons from the local Police Station and position them where you want the police to patrol. As soon as you place a beacon outside the Police Station's grounds you start paying until the beacon is returned.





The position of a beacon determines what a Policeman does. If it's on a pavement then the Policeman will circle that city Block. If in the grounds of a building then the Policeman protects it but makes the property more vulnerable to raids. Dropping a beacon anywhere else makes the Police patrol around a point. Getting extra beacons is done by dropping off bribes to the Police Station.

The Police do not arrest people from the team that placed the beacons. They do arrest Gangsters that are attacking people or property, but only if they see them doing it. And they arrest Undesirables as soon as they catch sight of them though not when they are in their own grounds.

All character deaths are reported to the police (even if no Police see it happen). When too many reports are made then an impartial Policeman is assigned to that area. These Police will arrest everyone. If deaths occur in the grounds of a building then it increases the chance of a raid, so dumping bodies in the opposition's grounds can be a good strategy if you want the Police to harass them.

Police raid Businesses if they do not receive a large enough cut from any of your Businesses - the amount of 'contribution' is set in a property's data screen. You must increase the bribe if you intend to use a lot of Wasters or if you expect there to be a lot of deaths in the grounds.

To gauge the interest the Police have in a property, check out the Police Station's data screen and look for signs in the radar window. Also, check the police interest bar in a property's data screen, if Police are patrolling the Block they will start visiting the property and examining it in more detail.

If the Police raid a business they will close it down and arrest the tenant. The trapdoor gadget is a good way of letting the tenant escape but make sure you stop him returning home too soon. If a tenant is arrested he will be taken to the Police station and kept there for a year.

When anyone is arrested they are picked up by Zeppelin and taken away, if you have not built a Prison then this will be the Police station. The standard period of arrest in a Police station is 3 months. However, if a Prison cell is available then they will be taken there and given a sentence of a year and a half. If you have built a Prison then you can use its data screen to see exactly who is in custody and for how long.

Prisoners can be busted out using the Priest as long as you take him to the correct building.

Undesirables

The Undesirables are a motley band of mercenary characters that will carryout a bizarre range of functions - for a price.

To control an Undesirable's functions the following important points should be noted:

- Their actions can only be initiated when they are in their buildings. Left click on large panel in an Undesirable's data screen to find out what a function does.
- To use a function you have to buy it and there are limited amount of times you can use a particular function. You can recall an undesirable and cancel its function, this is particularly useful if you think that they are about to be arrested or killed.
- Once an Undesirable is targeted then it is no longer under your control.

Bruto - One of the neighbourhood's friendliest psychopaths, always ready to provide demonstrations of bovine intimidation and disciplining. Also has some cool threshing machinery that can clear a street quicker than him forgetting to use deodorant.



His functions include running round impersonating a whirling Dervish, destroying everything and everyone in his path and focussing on one property and inflicting the maximum damage possible.

'Old Spooky' the Ghost - A long time resident of many cities, Old Spooky was an innocent man sent to the electric chair and now hangs around the neighbourhood scaring the beejeebas out of people.



His functions include scaring the hell out of an opposition character so that they will come under your control (until they get over the shock) and giving one of your own characters a cloak of darkness so they can carryout their nefarious deeds without being seen by the enemy.

Fifi the Hooker - Not known for her subtlety or sophistication, she is often seen around the streets plying her trade and entertaining passers by with her dancing and strip tease act.



Her functions include throwing a party in the street, captivating the attention of passers by and stopping them going about their work and distracting the Police so they can't keep too close an eye on you.

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'Junior' the Saboteur - Junior has had his 'Teach yourself to be a Mob Hitman' kit for over a year and has become really quite good. You should give him a try and support the local 'getting orphans into business' scheme.

His functions include making bombs and arranging for them to be delivered to an enemy's building. Plus, let him loose with a set of plumber's tools and he can have an enemy's property flooded in minutes.



Father Mac the Priest - Not just useful for a quick blessing and a round of bingo, he is extremely adept at procuring goods from the most reluctant members of the opposition.

His functions include going to an opponent's resources and force them to hand over a donation to the church restoration fund (like a bag of bricks). And, getting him to negotiate for the release of one of your boys that is locked up in Prison.



The Thugs - If it's brawling, balling, boozing and bashing you fancy then these guys for you. They are the crème-de-la-crème of local thuggery.

Their functions include kidnap of tenants from opposing teams and holding them for ransom. Plus, going round to an enemy's place, mob handed, to torch it.



Floating Icons

Icons that appear over house.

For Rent



Infested with cockroaches



Sold to City Hall and
awaiting demolition



Haunted by ghosts



Awaiting delivery of a gadget



Tenant is complaining



Building closed down by Police



Building is being upgraded



Factory or resource is
being picketed



Somebody being held in
Prison/Police station



Police interest level 1 (low)



Tenant has been kidnapped



Police interest level 2 (med)



Tenant being held hostage here



Police interest level 3 (high)



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Credits

Studio 3 Production team

The Godfather:	John Twiddy
Chief Forgers:	Phil Thornton, Joe Walker, Nick Lovibond
The Don:	Mark Cale
Consigliere:	Tim Best
Mastermind:	Phil Thornton
Scams:	John Twiddy, Tim Best
Piano Player:	Martin Oliver
Mouth Organ:	Jason Serrano
Squealers:	G.V. Long, Bailey Harper, Martin Oliver
Associates:	Nick Steadman, Nick Lee, Jason Serrano, Robin Levy, Matt Risley, Attlee Baptiste
Molls:	Anita, Beth, Cleeta & Lin

Infogrames Production Team

Informers:	Nick 'the grandad' Evans, Jonathan Dale, Stuart Arrowsmith, Marc Bowden, Lee Cummins, Steve Almond, John Jennings, Richard Brooks, John Brooks, Ryan Wooldridge, Kevin Cannon, Ryan Wooldridge, Tim Marrett, Tony McGarry, Simon Crawford, Steve Aspinall
Undercover:	Eddie 'the Muscle' Edmondson
The Limey:	Jim Murdoch

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Technical Support Information

Address: Infogrames UK
Technical support
21 Castle Street
Castlefield
Manchester
M3 4SW

Telephone No: 0161 827 8061 (Robin)
0161 827 8160 (Markus)

Fax No: 0161 827 8091

Email: HYPERLINK <mailto:helpline@infogrames.co.uk>
helpline@infogrames.co.uk

<http://www.infogrames.co.uk/>
<http://www.infogrames.com/>

Opening Hours: 10:00 to 19:00 Monday to Friday

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