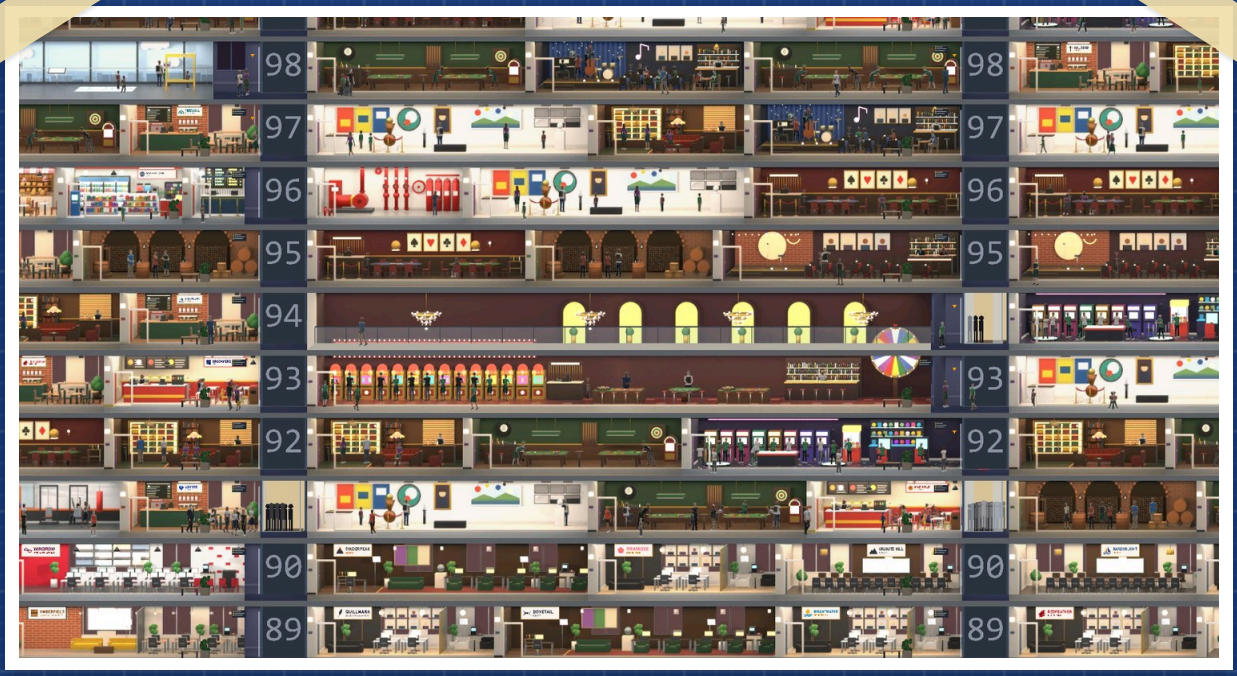
OFFICIAL PLAYER'S GUIDE * PC

BUILDING TO THE SKY™

THE ULTIMATE TOWER SIMULATION



INSIDE THIS GUIDE

- **Getting Started** — *Build your first lobby and open for business*
- **The Elevator Handbook** — *Seven elevator types and every dispatch mode*
- **Tenants and Money** — *Rent, satisfaction, hotels, and the five stars*
- **Three Ways to See** — *Rendered, blueprint, and CAD views explained*
- **Building in 3D** — *Slice, Section, Shaft, and Basement views*
- **The Tenant Catalog** — *All 165 rooms and facilities*

165
ROOMS & FACILITIES

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HOW TO USE THIS GUIDE

New to tower games? Read Chapters 1 through 4, then play the Tutorial. Chapters 5 through 12 explain every system in the game in the order you'll meet them as your tower grows. Chapters 13 through 19 cover the drawing styles, the 3D tower, disasters, scenarios, sharing, settings, and mods. The Tenant Catalog in Chapter 20 lists all 165 rooms and facilities with their prices and rules, and the Quick Reference Card at the back fits beside your keyboard.

Throughout this guide, **Options > Settings** means "open the Options menu, then choose Settings," and Space is a key on your keyboard. Every key can be changed in **Options > Settings > Controls**; this guide names the keys the game starts with.

01 WELCOME TO THE SKY

What this game is, and how to think like a tower builder

Every tall building starts the same way: an empty lot, a street, and somebody with a plan. In *Building to the Sky*, that somebody is you. You're the architect, the developer, and the building manager all at once. You'll pour the lobby, stack the floors, choose who moves in, run the elevators, and keep thousands of people happy enough to stay, and you'll do it with a budget that never feels quite big enough.

I built this game because I loved the tower games of the 1990s: the side-on view of a building with its walls peeled away, the little people hurrying to work, and the moment you realize the whole morning rush is jammed up because you gave the fortieth floor a single elevator. Those games taught a whole generation that a building is a machine for moving people. *Building to the Sky* keeps that heart and adds the things I always wanted: a real 3D tower you can walk around and slice open, three complete drawing styles, a deeper economy, and elevators you can program floor by floor and hour by hour.

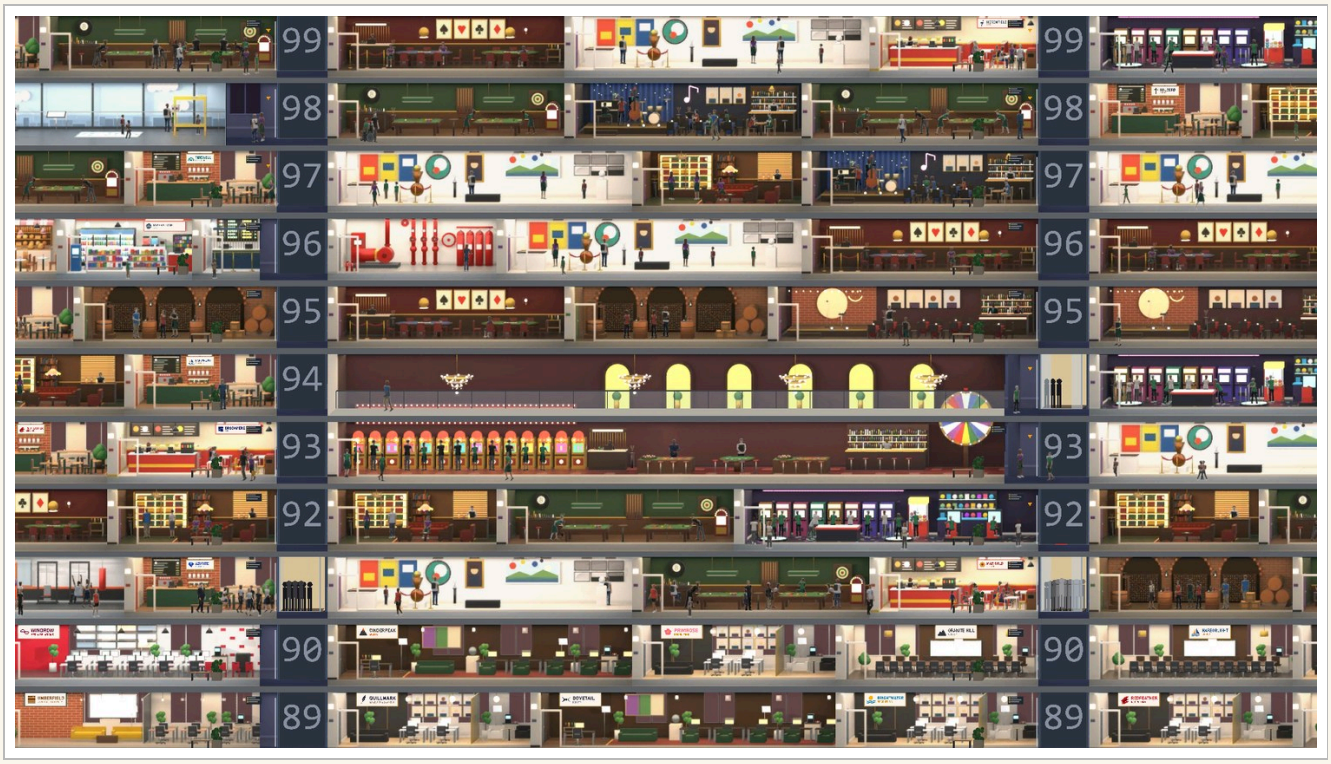


Figure 1-1. *The upper floors of a finished tower: a casino, a ballroom, restaurants, and a hotel stacked above offices and homes. Every one of those rooms was placed by hand.*

The Big Idea

A tower is only worth what the people inside it think it's worth. Offices pay rent because their workers can get to their desks. Apartments stay leased because residents can get home, find a meal, and sleep without a nightclub thumping through the floor. Restaurants thrive because the lunch crowd can reach them. Every decision in the game comes back to that simple chain:

1. **You build space.** Floors, rooms, lobbies, and the stairs and elevators that connect them.
2. **Tenants move in.** They'll lease a unit only if people can actually get to it, and they'll pay more for good floors, good views, and good neighbors.
3. **People live their days.** Workers commute, residents come and go, shoppers and hotel guests visit. Each of them has a plan for the day and a stress level that rises every time the building lets them down.
4. **Tenants judge you.** Every midnight, each tenant scores the building on the things they care about. Happy tenants renew their leases and pay a little more. Unhappy ones complain, and then they leave.
5. **Money comes in, and you build again.** Rent, sales, tickets, and fees pay for the next floors, and the star rating unlocks bigger and better rooms.

Keep that loop in mind and the rest of this guide will make sense. Every system in the game, from janitors to mass dampers, exists to keep one link of that chain from breaking.

DESIGNER'S NOTE

I wanted the numbers in this game to be honest. There are no hidden dice rolls deciding whether a tenant likes you: every factor they weigh is on their inspector card, and every number the simulation uses can be viewed and changed in **Game Stats Modification**. When something goes wrong in your tower, there's always a reason you can find and fix.

Two Ways to Build

The Classic 2D Tower

The tower is seen side on, like a doll's house with the front wall removed. It grows up and down one floor at a time, and it's as wide as your lot allows. This is the traditional tower-game view, and it's the best way to watch every person in the building at once.

The 3D Tower

The tower stands on a 100-meter-square city block and grows in every direction: wider, deeper, and up to 160 floors tall. You can turn the camera, cut a corner away to see the core, and slide any floor out of the building to lay out its rooms. Chapter 14 covers the 3D tower in full.

You choose one when you start a new tower, and the choice is permanent for that tower. Everything else in this guide, from rent to elevators to the star rating, works the same way in both.

Three Ways to See

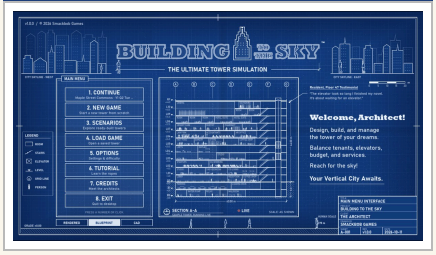
Any tower can be drawn in three styles, and you can switch between them at any time with V or the buttons in the Control window.

RENDERED



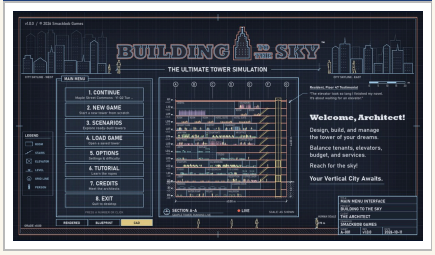
Full color, with daylight, weather, and seasons. The tower as its tenants see it.

BLUEPRINT



White linework on blueprint blue, with every room tagged by its code. The tower as its architect sees it.

CAD



Soft pastel layers on a dark drafting screen, color-coded by use. The tower as its engineers see it.

The styles aren't just decoration. The Blueprint and CAD styles label every room, show mood icons over people's heads, and make it easy to read the shape of a big building at a glance. Many players build in Blueprint and switch to Rendered to admire the result. Chapter 13 explains what each style shows.

What You'll Find in This Guide

- **Chapters 2 through 4** get you started: the title menu, your first tower step by step, and the screen and controls.
- **Chapters 5 through 12** are the heart of the game: building, elevators, people, tenants, hotels and venues, money, building systems, and the five-star rating.
- **Chapters 13 through 19** cover the drawing styles, the 3D tower, disasters and holidays, the ready-made scenarios, graphs and photos, settings, and modding.
- **Chapter 20** is the Tenant Catalog: every one of the 165 rooms and facilities, with its size, cost, upkeep, income, and placement rules.

DID YOU KNOW?

Every room, person, sound, and piece of music in the game was made for the game. The people alone come in 62 different kinds, from night-shift nurses to tourists to startup founders, and each kind keeps its own daily routine.

02 STARTING OUT

The main menu, a new tower, the five lots, and saving your work

The Main Menu

The main menu isn't a still picture. The tower behind it is a real building running in the background, with every car and person moving live. Three buttons at the bottom of the menu switch the whole page between the Rendered, Blueprint, and CAD styles, and your choice is remembered the next time you start the game.



Figure 2-1. *The main menu in the Rendered style.*

- **A** **Menu.** Click an entry, or press its number key.
- **B** **Style buttons.** Rendered, Blueprint, or CAD.
- **C** **The live tower.** A working sample building, not a movie.
- **D** **Version.** Mention it if you ever write in for help.

ENTRY	WHAT IT DOES
Continue	Opens your most recent save. It appears only once you have a save.
New Game	Starts a new tower from an empty lot (see below).
Scenarios	Opens one of four ready-built towers to explore or run (Chapter 16).
Load Game	Lists your saves, including autosaves and the quicksave.
Options	The Settings window (Chapter 18).
Tutorial	A guided first tower on the Riverside lot with a generous budget (Chapter 3).
Credits	Who made the game, and the open-source licenses it uses.

ENTRY	WHAT IT DOES
Exit	Back to the desktop.

Starting a New Tower

Choose **New Game** from the main menu, or **File > New Tower** during play, and the New Tower window opens. It asks five questions.

1. **A name.** Anything you like. The game suggests "Skyward One." The name appears on your saves.
2. **A lot.** Where you'll build. Lots differ in width, shape, soil, and whether a subway line runs underneath. See the table on the next page.
3. **A difficulty.** Relaxed, Standard, or Tough (see below).
4. **Sandbox, or not.** A sandbox tower has every room unlocked and unlimited money.
5. **2D or 3D.** A classic side-on tower or a full 3D tower. This can't be changed later.

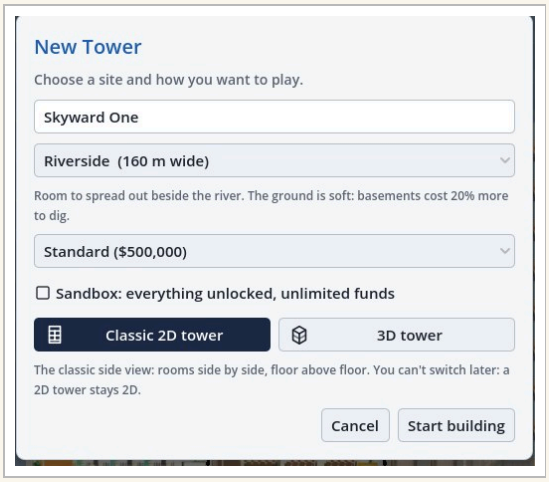


Figure 2-2. *The New Tower window. Click **Start building** when you're ready.*

Difficulty

Difficulty sets two things: the money you start with, and how much your tenants and customers pay. It never changes how people behave or how tenants judge the building, so a tower that works on Relaxed works on Tough. It just takes longer to pay for.

DIFFICULTY	STARTING MONEY	INCOME	WHO IT'S FOR
Relaxed	$1,000,000	25% more than Standard	Learning the game, or building for the joy of it.
Standard	$500,000	The game as designed	Most players, most of the time.
Tough	$250,000	25% less than Standard	Veterans who want every dollar to matter.

Career or Sandbox

A normal (career) tower starts at one star with only the basic rooms, and you earn the rest. A career also opens the **First steps** goals, a short checklist that teaches the basics by doing them. Random incidents stay away until your tower reaches two stars, so a new tower gets a quiet start.

A sandbox tower has unlimited money, every room unlocked, and tenants who move in the moment a unit can be reached. Floors and basements are still limited to 160 and 15. Use a sandbox to experiment with elevator programs, try out a layout before you build it for real, or simply make something beautiful.

TIP

Before you commit a hundred floors of career money to a design, try it in a sandbox. Watch a full weekday there, from the 8:00 AM rush to the 5:00 PM rush, and you'll know whether your elevators can cope.

2D or 3D

Pick **Classic 2D tower** for the side-on view, or **3D tower** for a building on a 100-meter-square city block that grows wider, deeper, and taller. A 3D tower also asks for an exterior style: eight choices from Full Glass to Terracotta & Glass. The exterior is an art choice only: it costs nothing, and you can change it later from **Options > Exterior style**.

The choice between 2D and 3D is permanent for that tower. A few rooms that stack homes two or three stories tall, like the Starter Duplex and the Family Triplex, are built only in 2D towers.

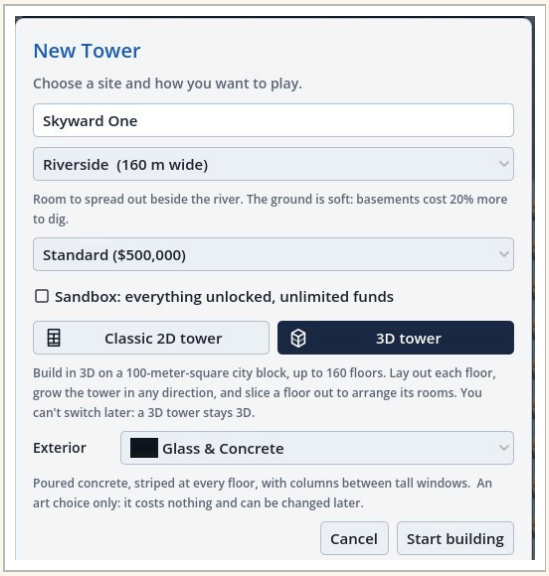


Figure 2-3. *Choosing a 3D tower adds the exterior choice.*

The Five Lots

A lot is the ground you build on. Its width is the widest your tower can ever be in 2D, and floors must stay inside its outline. Basements cost more to dig on soft or deep soil, and three lots have a subway line underneath, which you can connect to with a Subway Station Link for a flood of visitors.

LOT	WIDTH	SUBWAY	BASEMENT COST	NOTES
Downtown Narrow	80 m	Yes	×1.0	A slim, expensive plot in the financial district. Cheap to dig, and a tall, thin tower is the only way to grow.
Riverside	160 m	No	×1.2	Room to spread out. The Tutorial is built here, and it's the default for new towers.
Twin Plots	220 m	Yes	×1.1	Two footprints, 0–90 m and 130–220 m, with a 40-meter gap between them. Join them with sky bridges.
Grand Block	240 m	Yes	×1.35	A whole city block, with room for a wide base of shops and entertainment.
Harbor Point	320 m	No	×1.5	The widest site of all, on the costliest soil.

In a 3D tower every lot is the same 100-meter-square block, and the lot choice sets the soil and the subway line.

Saving and Loading

Choose **File > Save** to save under a name of your choice, and **File > Load** to open any save. Each save in the list shows the tower's name, its game date, its stars, its population, and its money.

- **Quicksave and Quickload.** F5 saves to a single quicksave slot at once, and F9 loads it back.
- **Autosave.** The game saves by itself once every game day, taking turns among three slots (autosave_1, autosave_2, and autosave_3), so you always have the last three days. You can switch it off in **Options > Settings > Game**.
- **Leaving a tower.** **File > Main Menu** asks whether to leave without saving or to quicksave and leave.

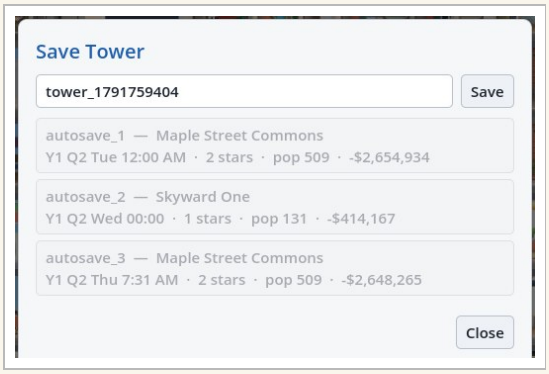


Figure 2-4. *The Save window. Type a name and click **Save**; using a name that's already in the list replaces that save.*

Saves live in your Windows user folder, under **AppData\Roaming\Building to the Sky\saves**. Your settings, your key bindings, and any changes you make in Game Stats Modification are kept in the same folder.

DESIGNER'S NOTE

Saves carry the whole simulation: every person's plan for the day, every car's position, every lease's days remaining. Load a save and the tower picks up at the exact second you left it, mid-rush and all.

03 YOUR FIRST TOWER

From an empty lot to your second star, one step at a time

The best way to learn a tower game is to build a tower. This chapter walks you through the Tutorial, which starts you on the Riverside lot with a Relaxed budget of $1,000,000 and the **First steps** window open. Each goal in that window ticks itself off the moment you've done it, and a hint for the next goal appears underneath. Follow along here for the reasons behind each step.

The First Steps

There are nine goals. By the time you've finished them, you'll have a small working building with offices, homes, food, security, and a steady income, and you'll have earned your second star.

If you close the window by accident, open it again from **Windows > First steps**. Every career tower starts with it open, not just the Tutorial.

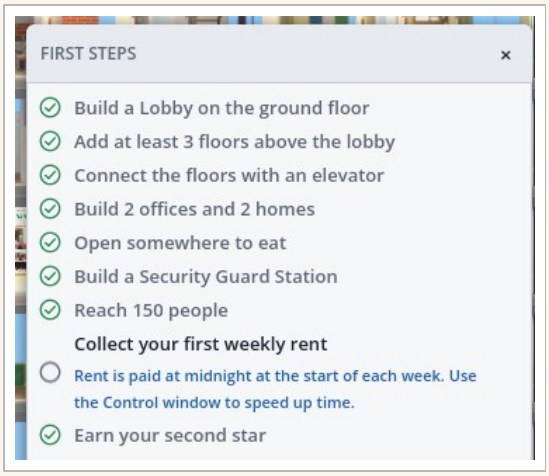


Figure 3-1. *The First steps window, most of the way through.*

Step 1: Build a Lobby

Every tower starts at the street. People enter and leave through the lobby, so nothing works without one.

1. In the **Tools** window, click the **Structure** icon (the last category icon, an I-beam). The room tiles below change to the structural pieces.
2. Click the **Lobby** tile. A ghost of the lobby follows your mouse.
3. Press and hold the left mouse button at street level, drag sideways to set the width, and let go. Lobbies can be 6 to 400 meters wide and cost $260 a meter.

A lobby of 40 to 60 meters is plenty for now. Everyone who enters or leaves the tower walks through it, and later it's where your elevators, escalators, and shops will meet the street, so leave yourself room. You can widen it later by dragging another stretch of lobby beside it.

Step 2: Add Three Floors

1. Click the **Floor** tool (the stacked lines icon in the top row of the Tools window).
2. Drag a rectangle that starts on the floor above the lobby and goes up three floors. The ghost shows the price as you drag. Floors cost $120 a meter.

Floors are bare structure. Nothing happens on them until you put rooms there, but rooms can't float in the air. If you place a room where there's no floor yet, the game builds the floor under it for you and adds it to the price.

> **TIP**
>
> A green ghost means the spot is good. A red ghost means it isn't, and the reason is printed beside it: "Something is already built there," "Build floors here first," "Unlocks at 2 Stars," and so on. Right-click or press Esc to put down whatever you're holding.

Step 3: Connect the Floors

People will climb one or two flights of stairs, but not many more. Your tower needs an elevator.

1. Click the **Transport** icon in the Tools window, then the **Standard Elevator** tile.
2. Press the mouse button on the lobby floor, drag straight up to your top floor, and let go. The shaft is 3 meters wide and stops at every floor it passes.

Your elevator starts with one car. Before you let go, you can press] to add cars and [to remove them (or hold Ctrl and turn the mouse wheel). All of an elevator's cars share its one shaft. Chapter 6 tells you everything about elevators; for now, one car is enough.

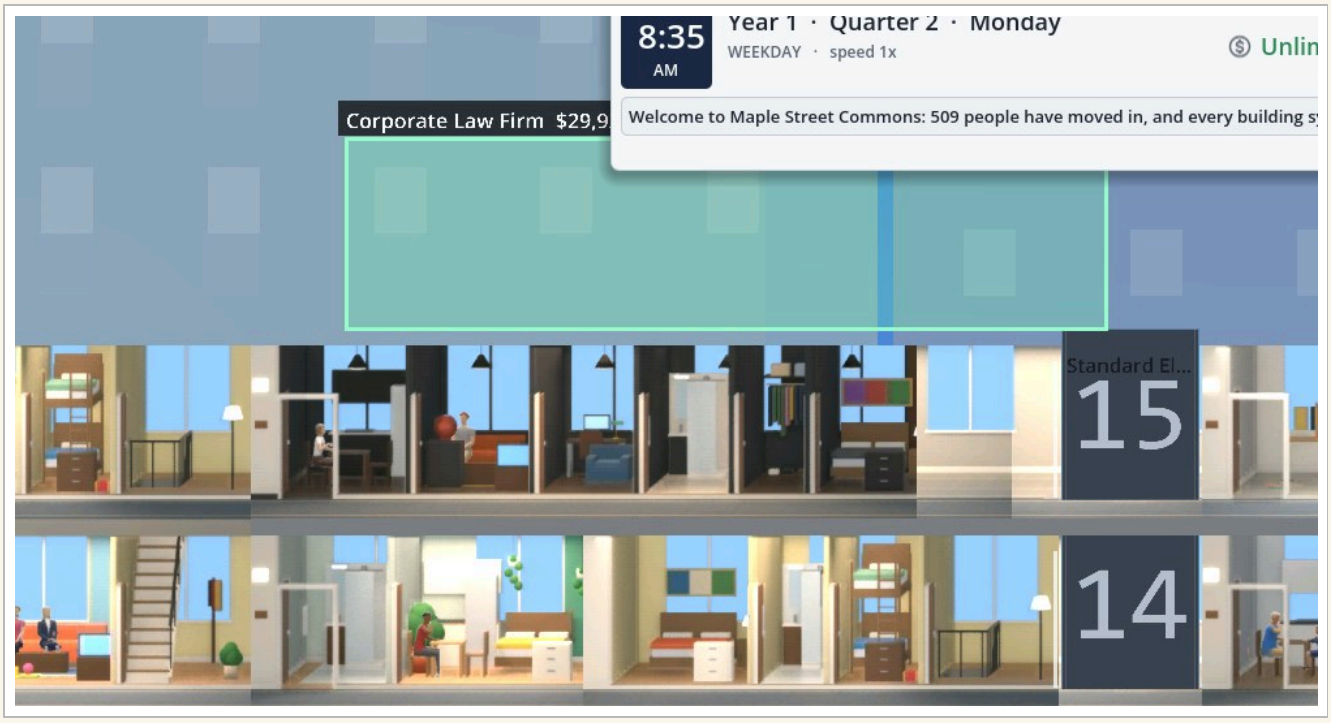


Figure 3-2. *Placing a Corporate Law Firm. The green ghost and its price mean the spot is good.*

Step 4: Two Offices and Two Homes

Now the building earns its keep. Click the **Offices** icon and place two offices, then the **Residential** icon and place two apartments. Homes go on the second floor or higher, and so do most offices.

New units don't fill at once. Each one is built first (a small room takes two or three game hours), and then it waits for a tenant. The first tenant can arrive two hours after it's finished; after that, each hour brings a chance that someone signs. Offices bring workers who arrive in the morning and leave in the evening. Homes bring residents who leave for work or errands in the morning and come home at night.

DESIGNER'S NOTE

A unit that nobody can reach is never leased. If a room sits empty for days, check that a lobby, stairs, or an elevator actually connects to its floor. The Inspector will say so, too.

Step 5: Somewhere to Eat

Click the **Shops & Dining** icon and place a Fast Food Joint, an Independent Coffee Shop, or a Local Bakery. Office tenants score the building on whether they can get a meal and a coffee within 10 floors, and residents want a shop and a meal nearby. Shops and restaurants are tenants too: they pay a small rent plus a share of their sales, so they earn more when they're busy.

Step 6: A Security Guard Station

Click the **Services** icon and place a Security Guard Station. It's small (6 meters) and cheap ($7,000). Its two guards patrol 10 floors above and 10 below, and residents count security when they judge the building. The second star requires one.

Step 7: Reach 150 People

Keep building floors, homes, and offices. The population in the Information window counts everyone who lives or works in your tower, including your own staff. Visitors and hotel guests come and go, so they don't count. Watch the **Eval** view in the Control window as you grow. Blue rooms are happy, yellow are so-so, and red are about to leave.

Step 8: Your First Weekly Rent

Rent is collected once a week, at midnight at the start of Monday. To get there faster, drag the speed slider in the Control window or press 1, 2, 3, or 4 for the four speeds. A message tells you how much rent came in and how much came from your share of shop sales.

Step 9: Your Second Star

Click the stars in the Information window to open the Tower rating window. To earn the second star you need 400 people, average tenant satisfaction of 50 or better, and a Security Guard Station, and you must hold all three for two days in a row. When you do, a popup announces the new rating, and 34 new rooms appear in the Tools window.

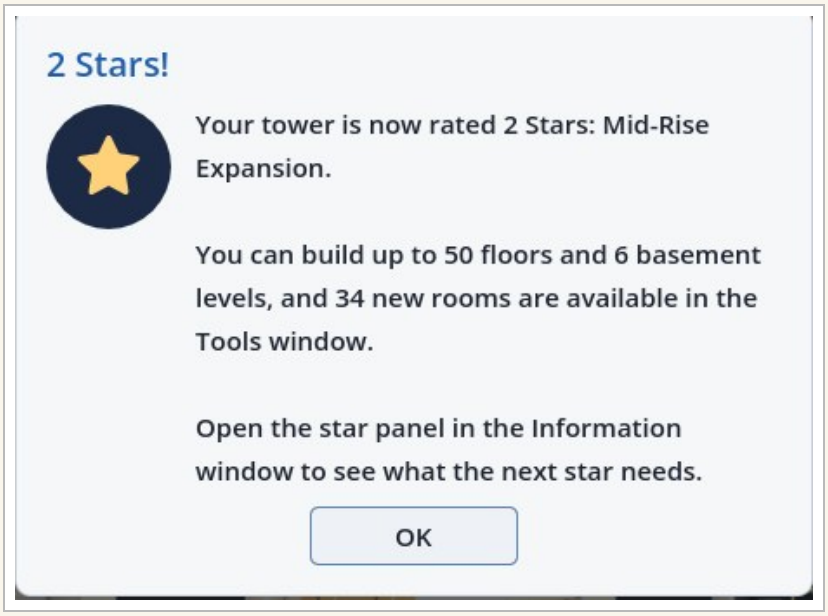


Figure 3-3. *Two stars: up to 50 floors, 6 basement levels, and 34 new rooms.*

DID YOU KNOW?

Leave the game running at night and it fast-forwards the quiet hours between 12:30 and 5:30 AM for you, then drops back to your speed. Anything that needs your attention, like a fire or a warning, stops the fast-forward at once. You can turn this off in **Options > Settings > Game**.

What to Do Next

- **Read Chapter 6** before you pass 15 floors. Elevators are the single biggest reason towers fail.
- **Build a Janitorial Supply Depot and a Maintenance Workshop** as soon as they unlock at two stars. Cleanliness and quick repairs keep tenants happy.
- **Open the Finance window** (click your money in the Information window) and learn to read it. Chapter 10 explains every line.
- **Plan for three stars:** 1,500 people, satisfaction of 55, an Urgent Care Clinic, a Hotel Lobby & Check-In, and a Maintenance Workshop.

04 THE SCREEN AND CONTROLS

Windows, menus, the mouse and keyboard, and how time passes

The whole screen is your tower. Everything else floats above it in small windows you can drag anywhere by their title bars, close when you don't need them, and open again from the **Windows** menu. Each window remembers where you left it.



Figure 4-1. *A small tower at 8:31 on a Monday morning, with the main windows open.*

- **A** **Menu bar.** File, Options, Disasters, Windows, Game Stats Modification, Photo, and Help.
- **B** **Control window.** Pause, speed, the views, and the drawing styles.
- **C** **Tools window.** Building tools and the room categories.
- **D** **Room tiles.** Pictures of the rooms in the chosen category.
- **E** **Information window.** The time, date, money, population, stars, and news.
- **F** **An elevator car.** It's in its shaft between floors 4 and 5.
- **G** **Floor numbers.** Printed in each shaft and down the side of the screen.
- **H** **Basement.** B1 holds the parking garage and the plant rooms.

Moving Around

TO DO THIS	MOUSE	KEYBOARD
Pan the view	Drag with the middle button, or push against a screen edge (edge scrolling)	W A S D or the arrow keys

TO DO THIS	MOUSE	KEYBOARD
Zoom in and out	Scroll the wheel	E or = in, Q or – out
Build, or inspect what's under the pointer	Left-click	
Put down the current tool	Right-click	Esc

Zoom out far enough and the tower switches to a simpler drawing in which each room is a block of color, so you can see the whole shape of a 160-floor building at once. Edge scrolling can be switched off in the **Options** menu, and the camera speed is set in **Options > Settings > Game**.

The Menu Bar

MENU	WHAT'S IN IT
File	New Tower, Save, Load, Scenarios, Quicksave (F5), Quickload (F9), Main Menu, and Quit.
Options	Edge scrolling and Reduce flashing (quick switches), Exterior style (3D towers only), Settings, and Mods.
Disasters	Start a fire (then click a room), Flood a floor (then click a floor), and the Random disasters switch. See Chapter 15.
Windows	Shows or hides Tools, Control, Information, Inspector, Finance, Tower rating, Building systems, First steps, and Graphs.
Game Stats Modification	Opens the window where you can view and change every number the game runs on. See Chapter 19.
Photo	Photo mode (P), Take a screenshot (F12), Record a clip (F8), and Open the pictures folder.
Help	How to play (a one-page summary of the controls, with your current key bindings), the Player's Guide (this guide, in the game, on F1), and Tips and tricks.

The Control Window

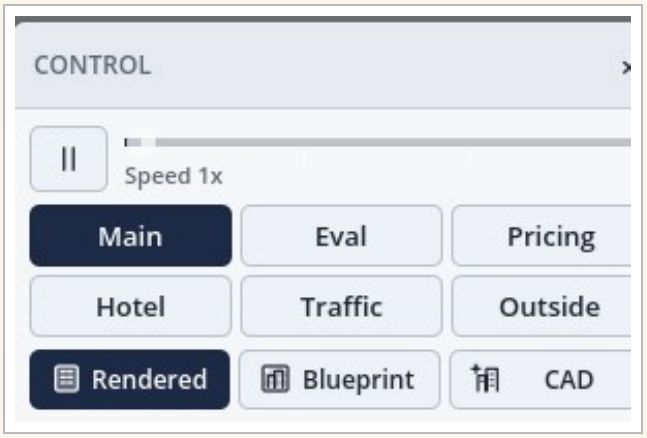


Figure 4-2. *The Control window.*

Pause and speed. The pause button (or Space) stops the clock; you can still build while paused. The slider picks one of four speeds, also on 1 to 4.

Views. Main is the normal view. Eval, Pricing, Hotel, and Traffic color the tower to show one kind of information, and Outside shows the facade. A 3D tower adds Section and Basement, and two Turn buttons.

Styles. Rendered, Blueprint, and CAD. V cycles through them.

Hallways. In a 2D tower, this button (or O) hides the hallways, the walkways across tall rooms, and the people walking along the floors, so you see every room in full. People in the rooms stay. Press it again to bring the hallways back.

VIEW	WHAT THE COLORS MEAN
Eval	How happy each room is. For a leased unit, it's the tenant's satisfaction; for a hotel room, its latest review; for anything else, the average stress of the people who use it. **Blue** is happy, **yellow** is so-so, **red** is unhappy, and **gray** is vacant.
Pricing	Each unit's rent level: **green** for Discount, **blue** for Standard, and **gold** for Premium. Vacant units are drawn darker. Rooms that don't charge are dimmed.
Hotel	Hotel rooms only: **blue** with guests in, **gray** empty, and **yellow** waiting to be cleaned. Everything else is dimmed.
Traffic	Each floor is tinted from blue to red by how many people are on the move there. Every elevator landing shows a bar whose length is the crowd waiting and whose color is the expected wait: **green** under a minute, **yellow** around three minutes, **red** past five.
Outside	The finished facade, windows and all, as the street sees it.

Under the view buttons, the Control window names what each color means in the view on show. If you use a color-blind palette (Chapter 18), these views use that palette's colors instead, and the names follow them.



Figure 4-3. *The same floors in three views. In the Traffic view, the lower floors glow red during the morning rush.*

The Information Window

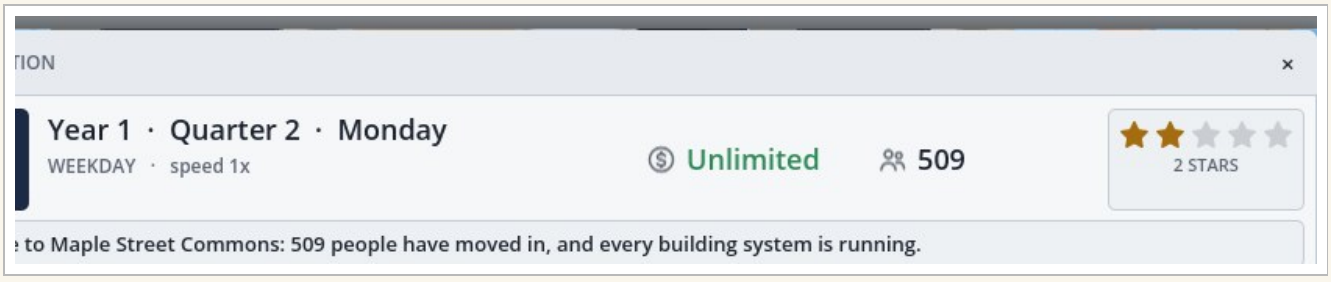


Figure 4-4. *The Information window: clock, date, money, population, and stars, with the news ticker below.*

- **Clock and date.** The time, the year, the quarter, and the day, with WEEKDAY or WEEKEND and the current speed underneath. A 24-hour clock is available in the Game settings.
- **Money.** Your cash. Click it to open the Finance window. A sandbox tower shows "Unlimited."

- **Population.** Everyone who lives or works in the tower.
- **Stars.** Your tower rating. Click it to open the Tower rating window and see what the next star needs.
- **Ticker.** The latest news and results of your actions: “Saved,” “New tenant,” and so on.

News, Warnings, and Popups

The game talks to you in three ways. Routine news goes to the ticker. Things you should notice appear as small notes at the bottom center of the screen, up to three at a time, colored **green** for good news (rent collected, a new tenant), **amber** for warnings (a complaint, a full elevator), and **red** for bad news. Each also carries its own sign, so you can tell them apart without the colors: a check mark, a warning triangle, or a stop sign. Big moments (a new star, a fire, a VIP visit, the quarterly report) open a popup window that waits for you to click OK.

Now and then a **tip** appears in the bottom-left corner: advice about something in your tower that needs attention, like a room no one can reach, a week that cost more than it earned, or an inspection the tower would fail. **Show me** takes you to the room it’s about, **More tips** opens **Help > Tips and tricks**, and **Turn tips off** stops them. Each tip waits a few days before it comes back.

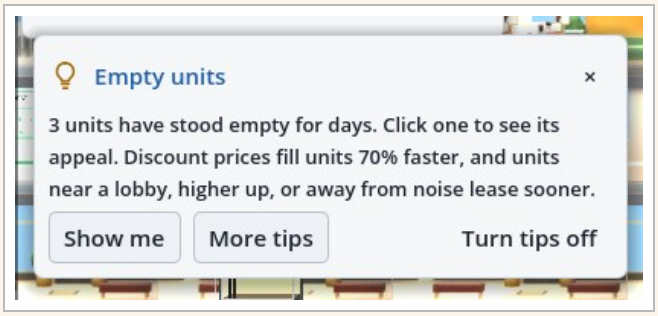


Figure 4-5. *A tip, with the room it’s about one click away.*

The Tools Window

The top row holds the tools:

Demolish (X)	Click a room, shaft, or floor to tear it down.
Inspect	Click a room or a person to open the Inspector.
Zoom	Left-click to zoom in, right-click to zoom out.
Floor	Drag a rectangle of floors.
Basement	Drag a rectangle of basement levels.
Expand (G)	3D towers only: grow every floor wider or deeper, or add floors on top.

Below them are ten category icons: Transport, Residential, Offices, Shops & Dining, Hotel & Events, Health, Entertainment, Amenities, Services, and Structure. Pick one and its rooms appear as picture tiles, sorted by the star rating that unlocks them. Locked rooms are grayed out. Hover over a tile for its price, size, upkeep, capacity, hours, and noise.

The search box (/) finds rooms by name across every category. Type "bar" and you'll see the Jazz Piano Bar and the Rooftop Cocktail Bar together. B shows or hides the whole window.

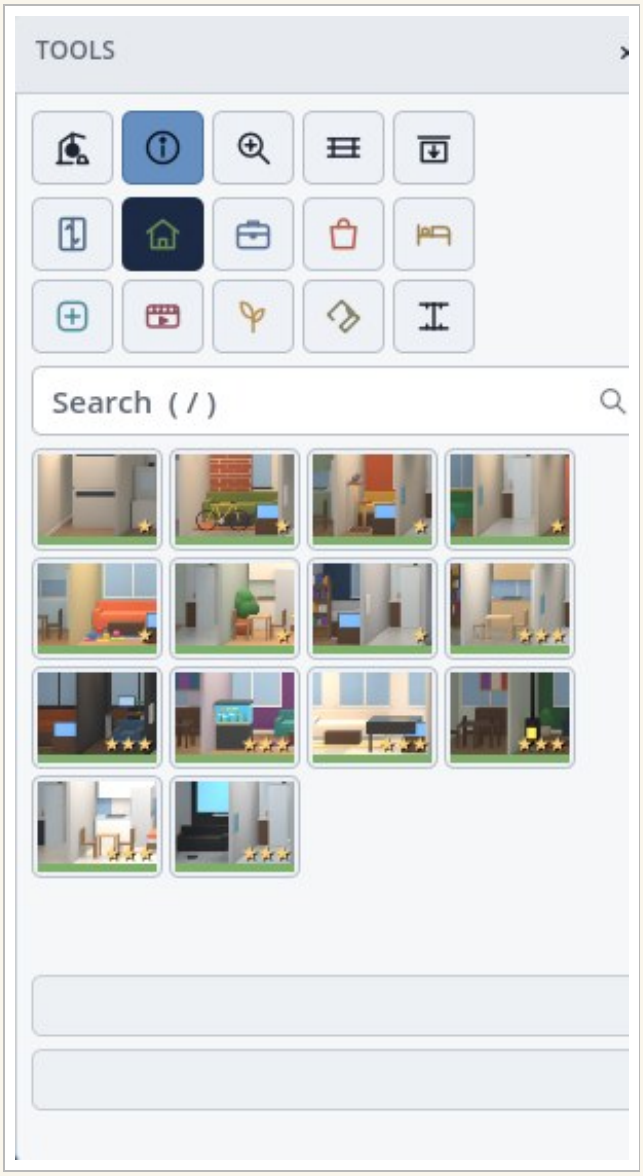


Figure 4-6. *The Tools window with Residential chosen. The stars on each tile show the rating it needs.*

The Inspector

Click any room with the Inspect tool (it's the default tool whenever you aren't holding anything) and the Inspector opens. It shows the room's floor, size, and people inside; its tenant, rent, and lease; every satisfaction factor as a bar; the tenant's latest complaint; the rent-level buttons; and the room's upkeep and build cost, with a Demolish button. Click a person and it shows who they are, where they're going, their stress, and their plan for the day. Click an elevator and its own window opens instead. Chapters 6 through 8 describe each of these in detail.

Help in the Game

This guide is in the game too. Press F1, or choose **Help > Player's Guide**, and pick a chapter and a topic from the list on the left: every page, table, tip, and picture in this book is there, and the Tenant Catalog lists the rooms straight from the game, mods and all. Type in the search box to find every topic that mentions a word, and click a chapter's name in the text to jump to it.

The Help menu also has **How to play**, a one-page summary with your current keys, and **Tips and tricks**, short tips by topic, from money and elevators to hotels and 3D towers.

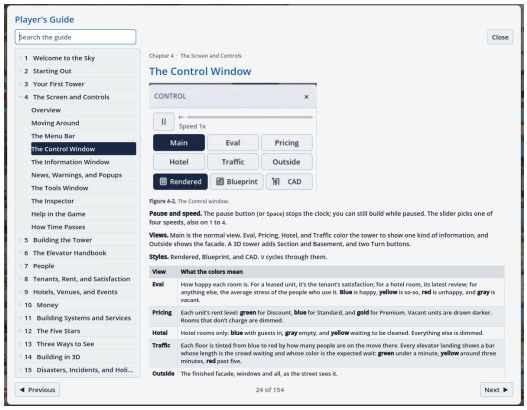


Figure 4-7. *The Player's Guide in the game.*

How Time Passes

At the slowest speed, 30 game seconds pass for each real second, so a game day takes 48 real minutes. That's slow enough to follow one person from their front door to their desk. The other speeds are four, sixteen, and sixty-four times faster.

Very large towers can need more simulation than the fastest speed allows on your computer. When that happens, the Control window says so: "Speed 64x (running at 40x)."

SPEED	KEY	ONE GAME DAY TAKES
1×	1	48 minutes
4×	2	12 minutes
16×	3	3 minutes
64×	4	45 seconds

The Calendar

The game's calendar is compressed so that the seasons turn while you watch. A week has seven days: five weekdays, when offices are busy, and a weekend, when shoppers and visitors take over. A quarter is two weeks (14 days), and a year is four quarters (56 days). Quarter 1 is winter, Quarter 2 spring, Quarter 3 summer, and Quarter 4 autumn, with the holidays of October through December. Every new tower opens at 6:00 AM on a Monday in Quarter 2 of Year 1.

WHEN	WHAT HAPPENS
Every hour	Vacant units may find tenants.
Every midnight	Upkeep and the day's utility bill are paid. Tenants score the building and renew or end leases. Daily fees (parking, co-working) are counted. The tower rating is checked, and the game autosaves.
Midnight before Monday	Weekly rent and your share of shop sales are collected. Event venues are booked for the week.
Each new quarter	Property tax and loan interest are paid, markets shift, and the Quarterly report appears.

WHEN	WHAT HAPPENS
Day 8 of each quarter	The city festival (from two stars).

Night Fast-Forward

Between 12:30 and 5:30 AM the tower is quiet, so the game runs at 64× on its own, and the Control window shows “Night fast-forward.” Any warning, bad news, or popup drops it back to your speed at once, and so does changing the speed yourself. Turn it off with **Fast-forward quiet nights** in **Options > Settings > Game**.

05 BUILDING THE TOWER

Floors, basements, rooms, and the rules of placement

A tower is built from three kinds of pieces: **floors**, the bare structure everything stands on; **rooms**, the spaces tenants lease and people visit; and **connections**, the lobbies, stairs, escalators, and elevators that let people move between them. This chapter covers the first two and the walking connections. Elevators get a chapter of their own.

How the Tower Is Measured

The tower is laid out on a grid. Each square of the grid is one meter wide and one floor tall, and a floor is four meters from slab to slab. Room widths in this guide and in the game are given in meters: a Studio Apartment is 7 meters wide, a Tech Giant Regional HQ at least 60.

The ground floor, where the lobby goes, is floor 1. Floors above it count up; basement levels count down as B1, B2, and so on to B15. How high and how deep you may build depends on your star rating:

RATING	HIGHEST FLOOR	DEEPEST BASEMENT
★ One star	20	B3
★★ Two stars	50	B6
★★★ Three stars	80	B10
★★★★ Four stars and ★★★★★ five stars	160	B15

Floors

Pick the **Floor** tool and drag a rectangle. You can build a whole block of floors in one drag, as wide and tall as you like, and the ghost shows the price before you let go. Floors cost $120 a meter and $1.30 a meter a day in upkeep. Above floor 60, every floor costs half a percent more than the one below it, so floor 100 costs 20% more than floor 60, and anything you place up there carries the same premium.

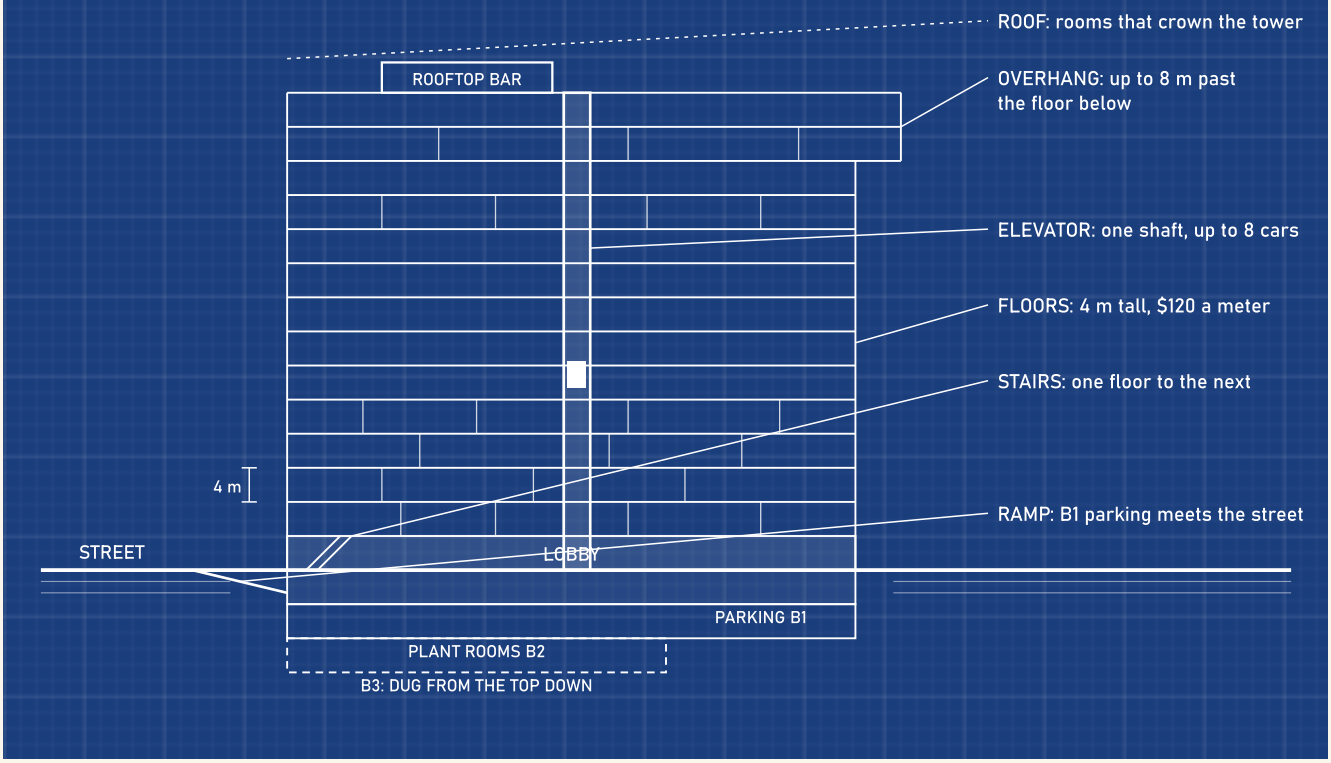
The Overhang Rule

Every floor above the ground must be held up by the floor below it. A floor may reach out past the edge of the floor underneath by up to 8 meters, and no more. That lets you step a tower outward as it rises, or hang a wing over a plaza, but a floor can't float. The game refuses with "Needs support" if you try.

Staying Inside the Lot

Floors must stay within the lot's outline. On the Twin Plots lot, which has a gap between its two footprints, the only way across is a Sky Bridge.

FIG. 5-1 ANATOMY OF A TOWER



Basements

Pick the **Basement** tool and drag a rectangle below the street. Basement levels cost $360 a meter at B1, and each level deeper costs 15% more than the one above it; the lot's soil then multiplies the price (from ×1.0 on Downtown Narrow to ×1.5 on Harbor Point). You must dig from the top down, so B2 goes under B1, and above-ground floors and basements are always built in separate drags.

Basements are where the tower's machinery lives: parking, water pumps, electrical plant, and the biggest utility rooms, some of which can only go underground. B1 is special, because it meets the street: a Parking Garage Level on B1 has the street ramp, and a Loading Dock can go on B1. People who drive park there and walk up, so an elevator that comes down to the garage saves them the climb.

Placing Rooms

1. **Pick a tile.** Choose a category in the Tools window, then a room. Its ghost follows the pointer.
2. **Find a spot.** The ghost turns green where the room can go and red where it can't, with the reason beside it. The price is shown with the ghost.
3. **Click to build.** The price is paid at once, and construction begins. For rooms that can be any width, like lobbies, atriums, and parking levels, press and drag to set the width (and an atrium's height: drag up or down; in a 3D tower, press] and [).



Figure 5-2. *A red ghost: this spot is taken. The reason always appears beside the ghost.*

In a 2D tower, if there's no floor under the spot you've chosen, the game builds the missing floor as part of the same purchase and adds its cost to the price. In a 3D tower you build floors first.

Construction Time

Nothing opens the moment you click. A lobby, a sky lobby, or a flight of stairs takes an hour of game time. Every other room takes 2 hours plus a little more for its size and price, up to 36 hours for the biggest projects:

EXAMPLE	SIZE	COST	BUILD TIME
Studio Apartment	7 m	$5,500	about 2¼ hours
Investment Bank	30 m	$110,000	about 5¼ hours
Sky Casino	40 m × 2 floors	$320,000	about 11½ hours
Structural Tuned Mass Damper	16 m × 3 floors	$900,000	about 25½ hours

The exact rule is 2 hours, plus 0.02 hours for each square meter of wall (width times floors), plus an hour for every $40,000 of cost. While a room is being built, it shows as a construction site and nobody can use it.

TIP

Changed your mind? For ten seconds after you place a room, demolishing it while it's still under construction gives you every dollar back. After that, demolition refunds a quarter of what you paid.

The Placement Rules

Each room has rules about where it can go. They're listed with every room in the Tenant Catalog (Chapter 20), and the ghost tells you which one you've broken. These are the rules you'll meet:

RULE	WHAT IT MEANS
Above ground	Floor 1 or higher. Most homes and offices also have a lowest floor: floor 2 for apartments, and floor 10 or 20 for the grandest offices.
Basement	Below the street only.
Anywhere	Above or below ground, like shops and most services.
Ground floor	Floor 1. The lobby can also go on a transit level (a basement level with a Subway Station Link).
Lowest and highest floors	"Must be on floor 51 or higher" for a Luxury Penthouse; "floor 20 or lower" for a Low-Rise Electric Relay.
On the roof	Sits on top of the highest floor beneath it, with open sky above: the Rooftop Cocktail Bar, the Helipad Terminal, and the Penthouse Terrace Garden. People get up to it by stairs from the top floor, or by an elevator raised beside it (Chapter 6).
On a lobby floor	The Lobby Reception Desk and the Hotel Lobby & Check-In must share a floor with a lobby or a sky lobby.
Outside wall	The Glass Observation Elevator runs up an outside edge of the tower.
Between towers	A Sky Bridge must span the gap between two footprints, touching floors on both sides.
Street access	The Loading Dock must be on the ground floor or B1.
Spacing	Sky lobbies must be at least 15 floors apart.
Unlocked	"Unlocks at 3 Stars." Earn the rating first.

Getting Around on Foot

People walk along every floor at about 1.35 meters a second, and they can climb. In a 2D tower, a hallway runs along the front of every floor: people walk it and turn in at the door of the room they're going to, at the room's left end. The halls themselves (the lobbies, the parking levels), the rooms open to the sky, and the Competition-Size Indoor Pool have no hallway in front of them. (The Control window's Hallways button hides the hallways when you'd rather see the rooms in full.) The walking connections are all under **Structure** in the Tools window:

Lobby

$260 a meter, 6 to 400 meters wide, on the ground floor (or a transit level). It's where everyone enters and leaves: workers, residents, shoppers, and guests. A tower with no lobby is a tower with no people. Click a lobby to buy it extras, two at a time: mirrors, plants and a fountain, a fragrance, an art installation, a coffee cart, a pianist, and more (Chapter 7).

Stairs

$1,400, 6 meters wide, joining a floor to the one above. Free to use and quick for a floor or two: climbing takes about 14 seconds a floor, going down about 10. But climbing is tiring, and people's stress rises with every floor they climb (Chapter 7), so stairs are for short hops, not commutes.

Fire Stairs

$1,100, 5 meters wide. Enclosed emergency stairs. People use them only when there's no better way (they count as nearly twice as far as ordinary stairs), but the safety inspection at three stars wants them in every band of 25 floors (Chapter 12).

Escalator Pair

$14,000, 12 meters wide, one up and one down to the next floor. About 16 seconds a floor, and no climbing effort, so people happily ride a few floors of them. Perfect for a shopping podium above the lobby.

Atrium

Two stars. $450 a meter, 8 to 60 meters wide and 3 to 12 floors tall. A grand open space with skylights that makes the rooms within 3 floors of it more pleasant for their tenants. It carries noise too: a room beside an atrium hears the rooms on every floor the atrium opens onto.

Sky Lobby

Three stars. A double-height transfer hall from floor 21 up, at least 15 floors from the next one. Express elevators and shuttles stop here, and local elevators start here. See Chapter 6.

Sky Bridge

Three stars. $1,100 a meter, 8 to 60 meters long. It joins two towers on the Twin Plots lot on the same floor.

DESIGNER'S NOTE

In a 2D tower, stairs, escalators, and elevator shafts stand *in front of* the rooms they pass, just as in the classic tower games. They don't push rooms aside, and a room behind a staircase works normally. In a 3D tower, they take up real floor space: they can stand in a hall, like a lobby or a parking level, but not inside a room.

How People Choose a Route

Every trip is planned the moment someone sets out. They weigh every way to get there, adding up the walking, the climbing, the expected wait for each elevator, and the ride, and take the easiest. Climbing counts half again as much as walking the same time, and waiting for an elevator counts nearly a third more than the wait itself, because nobody likes standing still. That's why a crowd will walk past a staircase to queue for an elevator, and why a second elevator can empty a staircase overnight.

If there's no way at all to reach a place, people won't go. An unreachable office never finds a tenant, and a worker who can't reach their desk gets stressed quickly.

Street, Parking, and Transit

ROOM	WHAT IT DOES
Parking Garage Level	$300 a meter, at least 20 meters wide, in the basement. It earns parking fees, counted every midnight: about 7 vehicles a day for every 10 meters, at $14 a vehicle at base rates. B1 has the street ramp; deeper levels must sit directly under another parking level. About half the people who can drive come by car while there's a free space, and walk from it to the stairs or an elevator; they drive in only if that's about as easy as walking in from the street, so run an elevator down to the garage. Click a level to see how many cars are parked.
Parking Elevator	An elevator that stops only at parking levels and lobby floors, to bring drivers up from the garage.

ROOM	WHAT IT DOES
Loading Dock	$18,000, 16 meters wide, on the ground floor or B1, where trucks can reach it from the street. Truck bays for deliveries and move-ins: with one in the tower, empty units find tenants 25% faster.
Bike Storage	$2,400, 8 meters wide, from B2 to the ground floor. A perk for every home and office in the tower (Chapter 8).
Subway Station Link	Two stars. $420,000, 30 meters wide and two levels deep, from B3 to B1, on a lot with a subway line. A second way into the tower that brings 60% more visitors. While it's open (5:00 AM to 1:00 AM), up to 4 in 10 people come by train and step off at the platform, then leave the same way. They ride only if the trip up from the platform is about as easy as from the street, so run an elevator down to it. A lobby can be built on its level.
Helipad Terminal	Four stars. On the roof. VIPs fly in and out, once people can get up to it; everyone else uses the lobby. $1,800 a landing, and the fifth star requires one.

Demolishing

Pick the **Demolish** tool (X) and click a room, a shaft, or a stretch of stairs. You get back 25% of what you paid (or all of it within ten seconds of placing it, as above). Tenants in a demolished room leave, of course.

To remove bare floor, drag the Demolish tool along one floor at a time. Floors bring no refund, and the game won't remove a floor that still has rooms on it, that stairs from below arrive on, that holds up floors above it, or whose removal would leave the rest of that floor without support. Basements come out from the bottom up.

WATCH OUT

A room gutted by fire has no value left: demolishing it refunds nothing. The **Rebuild** button in its Inspector clears the ruin and builds the same room again, at the full price of a new one.

06 THE ELEVATOR HANDBOOK

Seven elevator types, every dispatch mode, and how to end the morning rush

If you remember one thing from this guide, remember this: **your tower is only as good as its elevators.** Offices judge you on how long their workers wait. Residents judge you on how long it takes to get home. Every minute someone spends at an elevator door adds to their stress, and stressed people make unhappy tenants. The good news is that elevators are also the part of the game you have the most control over.

The Seven Elevators

ELEVATOR	UNLOCK	SHAFT	CARS	PEOPLE A CAR	SPEEDS (M/S)	REACH
Standard	★	3 m	1–8	13 (8–21)	1.6, 2.5, 4.0	Up to 35 floors, stops at every floor
Service	★	4 m	1–4	21	1.6, 2.5, 4.0	Up to 60 floors, stops at every floor
Parking	★	3 m	1–4	13	1.6, 2.5	Stops only at parking levels and lobby floors
Express	★★	3 m	1–8	17 (13–26)	4, 6, 8, 10	Up to 160 floors; stops at its ends and at lobbies
Firefighter	★★	4 m	1–2	17	2.5, 4, 6	Up to 160 floors; speeds fire crews to fires
Sky Lobby Shuttle	★★★	4 m	1–8	26 (21–32)	6, 8, 10	Lobbies, sky lobbies, and the transit level only
Glass Observation	★★★	3 m	1–4	16	1.6, 2.5, 4.0	Up to 80 floors, on an outside wall; riders pay $4 a ride and relax

What Elevators Cost

An elevator's price has three parts: a fixed cost for the machinery, a cost for each car, and a cost for each car for each floor its shaft spans. Taller shafts and more cars cost more; above floor 60, the height premium applies too.

ELEVATOR	MACHINERY	EACH CAR	EACH CAR, PER FLOOR	UPKEEP A CAR, A DAY
Standard	$18,000	$9,000	$900	$292
Service	$22,000	$12,000	$1,100	$358
Parking	$14,000	$8,000	$700	$260
Express	$36,000	$20,800	$300	$455
Firefighter	$30,000	$15,000	$1,200	$390
Sky Lobby Shuttle	$60,000	$32,000	$400	$715
Glass Observation	$42,000	$18,000	$1,400	$520

For example, a Standard Elevator serving 15 floors with two cars costs $18,000 + 2 × ($9,000 + 15 × $900) = $63,000. An Express Elevator's per-floor price is low because it's built for long runs with few stops.

Placing an Elevator

1. **Choose the type** under Transport in the Tools window.
2. **Press on the bottom floor** you want it to serve, **drag up** to the top floor, and let go. The ghost shows the span and the price as you drag.
3. **Set the cars** before you let go with] and [, or hold Ctrl and turn the mouse wheel. You can change them later in the Elevator window, too.

All of an elevator's cars run in its one shaft, passing each other freely, so adding a car never makes the shaft wider. The shaft stops at every floor it passes that has floor to step out onto (or a roof room beside it, below), unless the type says otherwise: an Express stops only at its bottom and top floors and at lobby and sky lobby floors in between, a Shuttle only at lobbies and sky lobbies, and a Parking Elevator only at parking levels and lobbies. You can change any elevator's stops on its Stops tab.

DESIGNER'S NOTE

You can also resize a shaft after it's built. Drag its top or bottom end (in a 3D tower, use Shaft view, below) to add or remove floors. Raise two shafts above the roof, and the game builds the floors between them as they rise, the classic way to grow a tower. Shortening a shaft refunds a quarter of the difference.

Up to the Roof

Rooftop bars, terraces, and helipads stand on the roof, where there's no floor. To serve one by elevator, build it right beside a shaft that reaches the top floor, then drag the shaft's top up one more floor: the elevator stops there, and its riders step straight out onto the roof. A shaft can rise past the roofline only beside a roof room. Stairs up from the top floor work too, but an elevator saves everyone the climb.

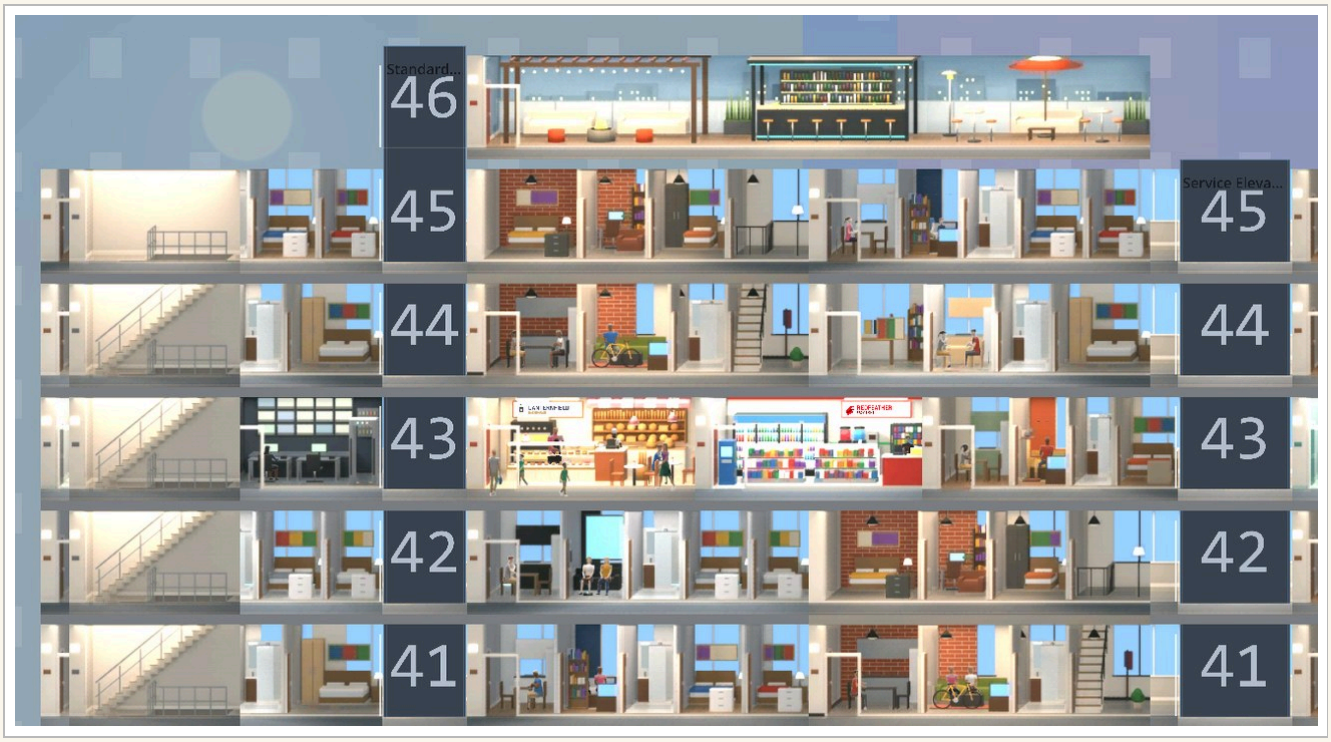


Figure 6-1. *A local elevator raised one floor beside a Rooftop Cocktail Bar, which it now serves.*

The Elevator Window

Click any elevator to open its window. The header names the elevator and its floors. The line beneath it is the most useful line in the game: what the elevator is doing right now, how many people are waiting and riding, and the average wait today. If full cars have been leaving people behind, it says so, with the cure: “add a car,” or, when the elevator already has all the cars it can take, “build another elevator nearby.”

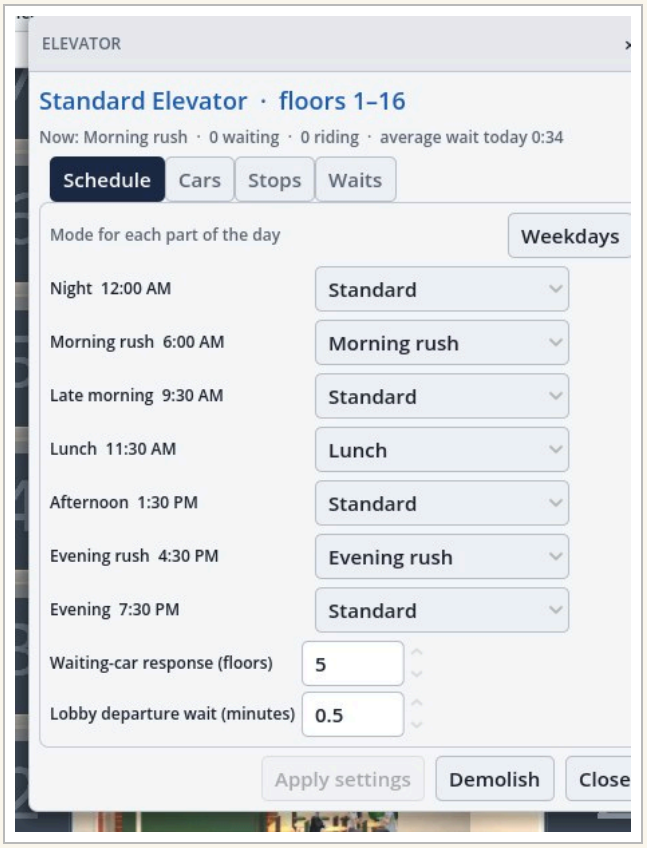


Figure 6-2. *The Schedule tab.*

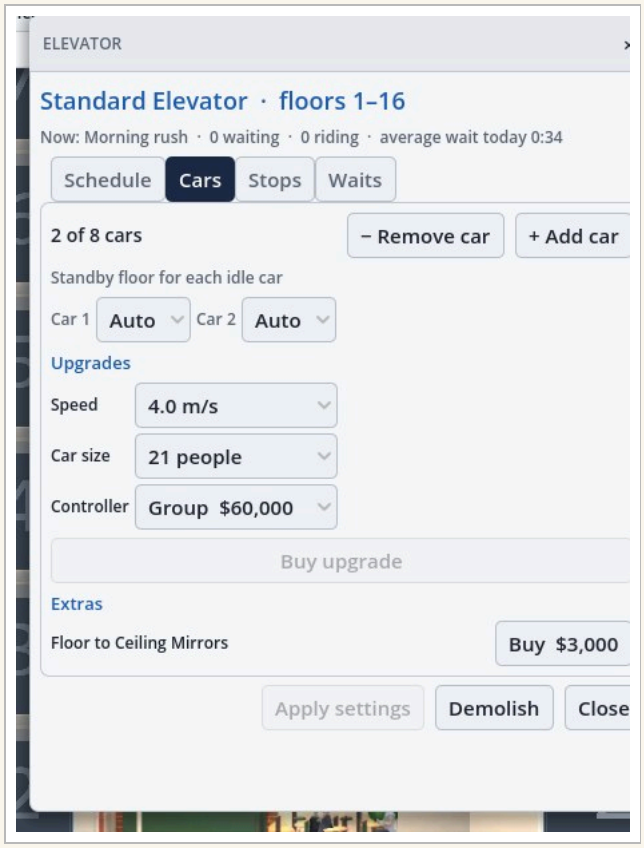


Figure 6-3. *The Cars tab.*

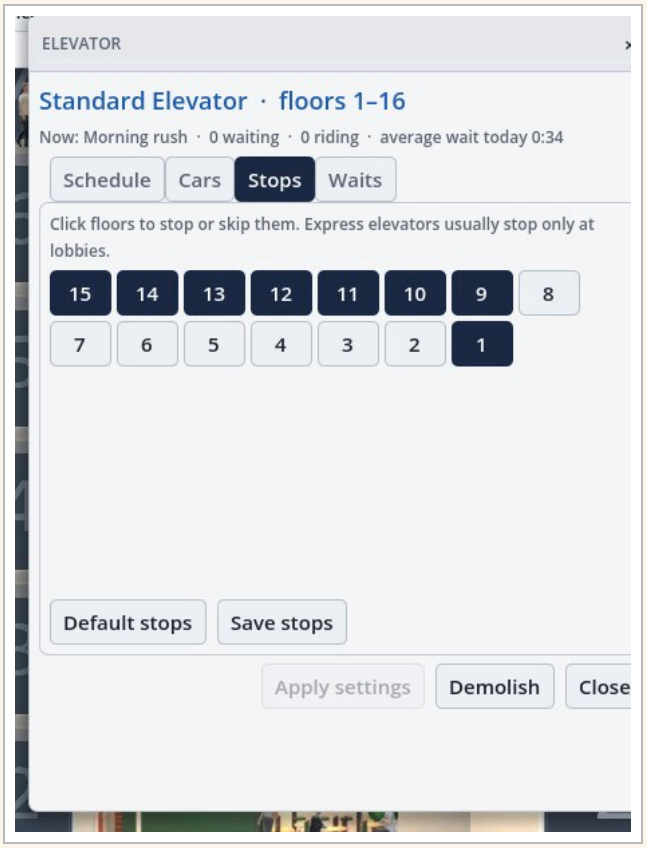


Figure 6-4. *The Stops tab.*

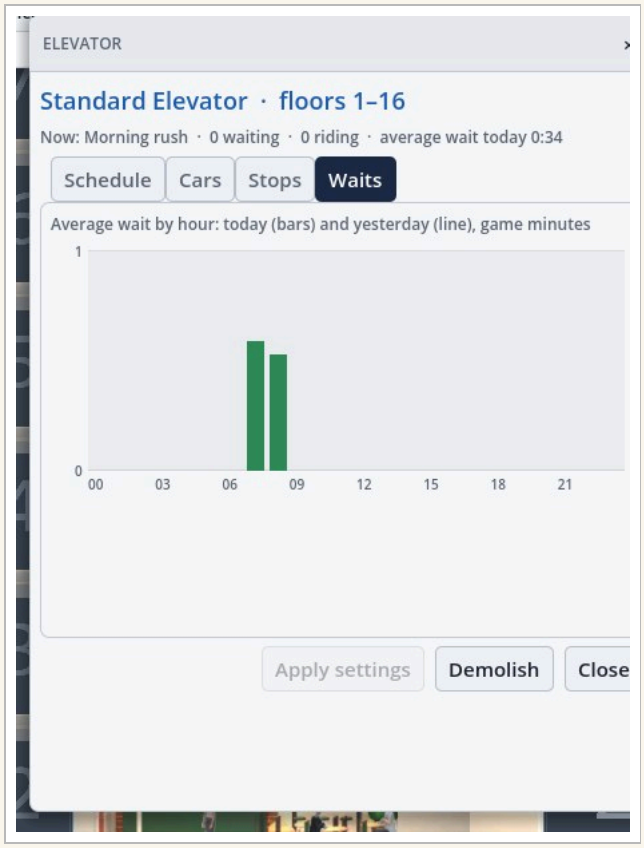


Figure 6-5. *The Waits tab.*

The Schedule Tab

The day is split into seven parts, and each part gets its own dispatch mode. There's one schedule for weekdays and one for weekends; the **Weekdays** button switches between them. Click **Apply settings** when you've made your changes.

PART OF THE DAY	STARTS	WEEKDAY DEFAULT	WEEKEND DEFAULT
Night	12:00 AM	Standard	Standard
Morning rush	6:00 AM	Morning rush	Standard
Late morning	9:30 AM	Standard	Standard
Lunch	11:30 AM	Lunch	Lunch
Afternoon	1:30 PM	Standard	Standard
Evening rush	4:30 PM	Evening rush	Standard
Evening	7:30 PM	Standard	Standard

Two more settings sit under the schedule. **Waiting-car response** (0 to 60 floors, 5 to start) decides when an idle car wakes up: it answers a call only if it's that many floors closer than any car already moving. Lower numbers answer calls faster; higher numbers save wear and keep idle cars where you parked them. **Lobby departure wait** (0 to 30 minutes, 2½ to start) is how long a car at the lobby waits to fill up in Morning rush mode.

The Dispatch Modes

MODE	NEEDS	WHAT THE CARS DO
Standard	Any	Each call goes to the car that can get there soonest, picking people up along its way. Idle cars stay where they stopped, except the first car, which goes home to the lobby.
Morning rush	Any	Idle cars return to the lobby. A car loading at the lobby waits until it's 70% full or the lobby departure wait runs out, so each trip up carries a crowd.
Evening rush	Any	Idle cars spread out across the upper half of the elevator's floors and sweep down, collecting people on the way. Down calls come first.
Lunch	Group	Traffic runs both ways, so idle cars spread evenly from the lobby to the top, and every floor has a car nearby.
Zoned	Group	Each car serves the lobby plus its own band of floors (at least three floors a band), so no car wastes time running the whole shaft.
Destination	Smart	Riders choose their floor before they board, and the controller assigns each one the car that gets them there fastest while delaying others least. People going to nearby floors ride together.

A mode your controller can't run falls back to Standard. That's why a new elevator's Lunch setting does nothing until you buy a Group controller.

The Cars Tab

Add or remove cars here (up to the type's limit), and give each car a **standby floor**, where it waits when it has nothing to do. A standby floor overrides the mode's own parking rule: park one car at the lobby and one at a busy restaurant floor, and both will be ready.

Below the cars are three **upgrades**. Choose a new level for any of them, and the button shows the price:

- **Speed.** Each type has two to four speeds. Each step up costs $900 for every car on every floor of the shaft, so speed is cheap on short shafts and costly on tall ones.
- **Car size.** Bigger cars carry more people each trip: $15,000 a car for each size step. The Service, Parking, Firefighter, and Glass Observation elevators come in one size.
- **Controller.** Relay is free and runs Standard and both rush modes. Group ($60,000) adds Lunch and Zoned. Smart ($240,000) adds Destination.

At the bottom of the tab are the elevator's extras: floor-to-ceiling mirrors, music, in-car TV screens, wait-time displays, a priority call button, and landing benches, each unlocked at a star rating. Chapter 7 explains them.

The Stops Tab

Every floor the shaft passes appears as a button. Click floors to stop at them or skip them, then click **Save stops**. **Default stops** puts back the type's usual stops. An elevator needs at least two stops, and every stop needs a floor (or a roof room) to step out onto. Skipping floors makes an elevator faster for everyone else. That's the whole idea behind express service.

The Waits Tab

A chart of the average wait for each hour: today as bars, yesterday as a line, in game minutes. Watch it through a full weekday. If the 8:00 AM bar towers over the rest, your morning rush needs work.

How Long Is Too Long?

Tenants rate their commute by the time their people spend waiting and traveling (Chapter 8). A wait under a minute is excellent; a wait of seven minutes is as bad as it gets. For a busy office tower, aim to keep the average wait between one and a half and two and a half minutes, even in the rushes.

People have their own limits, too. Each person has a patience from 1 to 5. An average person starts to get stressed after about two and a half minutes at the door, an impatient one after less than a minute and a half, and a very patient one after more than four. Past that point, stress climbs every minute they wait. If they've waited three and a half times their limit, they give up and find another way, even if that means the stairs.

TIP

In the Traffic view, every landing shows a bar: its length is the crowd waiting, and its color is the expected wait (green under a minute, yellow around three, red past five). One red landing in a sea of green tells you exactly which floor needs a second elevator.

Designing for Height

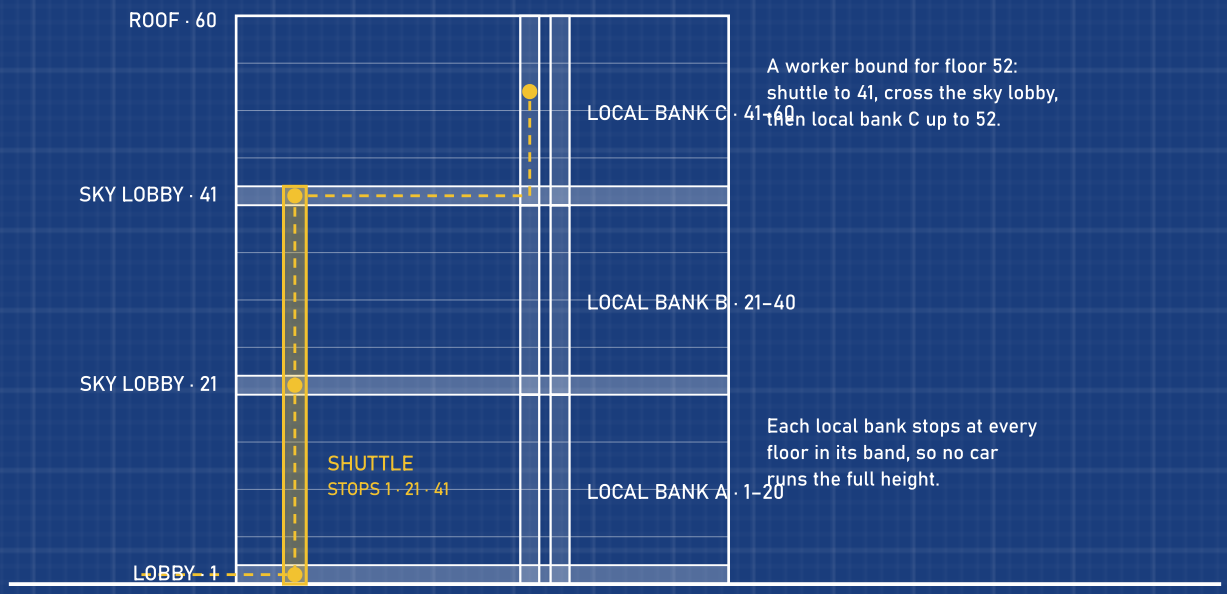
A single Standard Elevator can't reach past 35 floors, and even long before that, stopping at every floor gets slow. Tall towers split the job:

1. **Local elevators** (Standard) serve a band of 15 to 20 floors each, stopping at every floor.

2 **Sky lobbies** (three stars) are transfer floors high in the tower, at least 15 floors apart, starting from floor 21.

3 **Express Elevators** or **Sky Lobby Shuttles** run nonstop from the ground lobby to the sky lobbies. People ride up, cross the sky lobby, and take a local elevator the rest of the way.

FIG. 6-6 ZONING WITH SKY LOBBIES



FROM THE REAL WORLD

Real supertall buildings work exactly this way. Stacking local elevators in bands above sky lobbies lets several elevators share one column of the building, so a very tall tower doesn't lose whole floors to elevator shafts.

Breakdowns and Repairs

Cars wear out as they work. Every stop adds wear, and the more worn a car is, the more likely it is to break down at its next stop. A broken car stops where it is, its riders step out and find another way, and it's out of service until repaired, which takes 40 minutes of game time. In the tower, a broken car flashes with hazard stripes under a BROKEN sign, and the Elevator window counts the cars out of service. A repair takes away most of the wear.

Two rooms help, and they add up. A **Local Elevator Machine Room** (two stars) within 15 floors of the shaft halves the breakdowns and speeds repairs by half. A **Maintenance Workshop** (two stars) within the same range cuts breakdowns by 40% and doubles repair speed. With both, breakdowns are less than a third as common, and repairs take about 13 minutes.

Power and Elevators

Elevators run on the tower's power (Chapter 11). In a **brownout**, when the tower draws more power than its supply, every car slows to 70% of its speed. In a **blackout**, the cars stop until power returns, unless backup batteries cover the gap. At five stars, the **Express Elevator Master Grid Controller** makes every car in the tower 12% faster.

Shaft View (3D)

In a 3D tower, the Elevator window has a **Shaft view** button. It shows the elevator on its own, with the tower cut away around it, and big arrows at its top and bottom. Drag an arrow to add floors or take them away. Press Esc or click **Done** to go back.

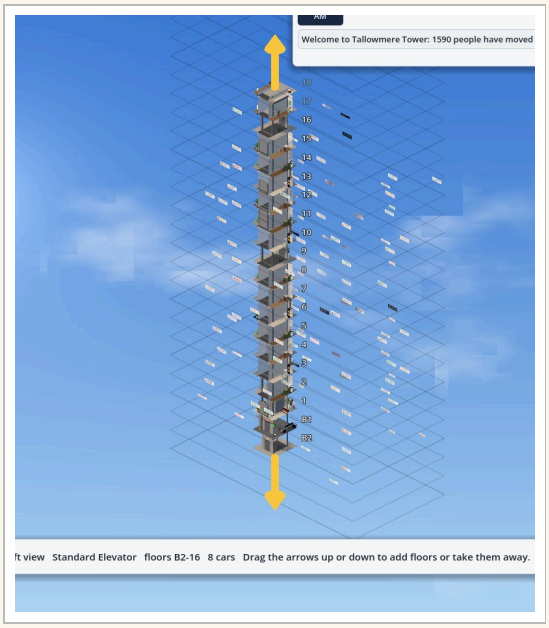


Figure 6-7. *Shaft view in a 3D tower.*

ELEVATOR CHECKLIST

When the morning rush jams

1. Open the elevator's window. Is anyone "left behind by full cars"? Add cars.
2. All eight cars running? Build a second elevator beside it and split the floors.
3. Is it over 20 floors? Add an Express to the upper floors, or zone it.
4. Is Morning rush on at 6:00 AM? Is the lobby departure wait too long?
5. Buy speed for short shafts, bigger cars for busy ones.
6. Check the Waits tab tomorrow. Aim for two minutes or less.

07 PEOPLE

Who lives in your tower, how they spend their days, and what stresses them

Every figure you see in the tower is a person the game is keeping track of. They have names, homes, jobs, and plans for the day. They walk, climb, wait, ride, eat, shop, and sleep, and every step of the way they're quietly deciding whether your building is a good place to be. You never control them directly. You build the world they live in, and they do the rest.

Five Kinds of People

ROLE	WHO THEY ARE
Residents	They live in your apartments, condos, and penthouses. They leave for work or errands and come home at night, and on weekends they shop, eat out, and relax. The people in a home are a household that shares a family name, like the Patel household; roommates in a co-living space keep their own.
Workers	They work in your offices, clinics, shops, and restaurants, arrive in the morning, and go home in the evening. Office workers don't come in on weekends.
Staff	Your own people: security guards, janitors, housekeepers, and maintenance technicians. They make rounds of the tower (see below).
Guests	Hotel guests. They check in in the afternoon or evening, sleep, and check out the next morning.
Visitors	Shoppers, diners, moviegoers, and tourists who come in from the street for a while and leave again.

Your tower's population counts residents, workers, and staff: the people who belong to the building. Guests and visitors come and go without counting, but they're the ones who fill your shops, venues, and hotel rooms.

Within those roles are 62 kinds of people, from office workers and early-bird traders to students, seniors, night owls, business travelers, and tourists. Each kind keeps its own hours. A Software Developer strolls in around 10:00 AM and stays late; a Trader is at the desk before dawn; a Night Owl heads out to your nightclub at 9:00 PM.

A Day in the Life

Each morning, every person makes a plan for the day. Here's a typical office worker's weekday:

AROUND	WHAT THEY DO
7:00 – 8:30 AM	Arrives at the lobby and heads up to work. One in four stops for a coffee first.
11:30 AM – 12:30 PM	Goes out for lunch (most days), for about 40 minutes.
Afternoon	Back at the desk.
4:45 – 6:15 PM	Leaves for home, sometimes stopping to shop or work out on the way.

A commuting resident runs the other way: out between about 6:40 and 8:20 AM, home between about 4:50 and 7:10 PM, maybe with a stop at a shop, a restaurant, or the gym. That's why your elevators face two rushes a day, and a lunch crowd in between: everyone moves at once.

Young children who live in the tower spend their weekdays at its High-Altitude Daycare, from about 7:45 AM to 3:30 PM. A daycare takes 20 children; the rest stay home, and so does every child in a tower without one. Weekends they're home with their families.

At Home

Every home is laid out like a real one: a studio has a bathroom and one room to cook, eat, and sleep in; an apartment has a kitchen, a living room, a bathroom, and its bedrooms; the larger homes add a walk-in closet, a study, a dining room, or a lounge; and a home of two or three stories has its own stairs, which only the people who live there use. Hotel rooms have their own bathrooms too.

Each resident keeps their own hours. In the evening they wash up at the bathroom sink, change at the wardrobe, and go to bed, between about 10:00 and 11:30 PM for most adults, earlier for young children and seniors, later for teenagers, students, and night owls. Once everyone at home is asleep, the lights go out. In the morning they get up 45 minutes to an hour before they leave: a shower (seen only as a blur behind its frosted glass) or a wash, then dressed, then breakfast. You'll see them walk from room to room and up and down their own stairs as they go.

When a person wants a meal, a coffee, a movie, or a workout, they pick a place that's open, has room, and is worth the trip. Nearby places win, especially on the same floor, and appealing places draw people from further away. Thrifty people steer clear of the expensive spots. If a place is full when they arrive, they give up on it and move on, a little more stressed.

The bars, the casino, and the clubs are for grown-ups. Children and teenagers are never sent to these rooms: High-Rise Nightclub, Jazz Piano Bar, Rooftop Cocktail Bar, Sky Casino, High-Stakes Poker Lounge, Private Cigar Lounge, Fine Wine Cellar, Executive VIP Lounge, Live Comedy Club, and Karaoke Suites. You'll never see one with a drink or at a gaming table anywhere in the tower.

OUTING	ROOMS THAT SERVE IT
Meal	Fast Food Joint, Local Bakery, Buffet Dining Hall, Starred Gourmet Restaurant, Rooftop Cocktail Bar, Independent Coffee Shop, Jazz Piano Bar, Gourmet Food Hall, Dinner Theater, Revolving Sky Restaurant
Coffee	Independent Coffee Shop, Local Bakery, Gourmet Food Hall
Shop	Convenience Store, Souvenir Shop, Pharmacy, Optometry Center, Local Bakery, Designer Boutique, Jewelry and Watch Salon, Supercar Showroom, Flagship Fashion House
Errand	Convenience Store, Laundromat, Pharmacy, Basic Mailroom, Currency Exchange Kiosk
Leisure	Multi-Screen Cinema, Arcade & VR Lounge, Bowling Alley, Billiard & Games Room, Live Comedy Club, Competition-Size Indoor Pool, Indoor Botanical Solarium, Penthouse Terrace Garden, Sky-View Observation Deck, Supercar Showroom, Karaoke Suites, Indoor Golf Lounge, Rooftop Infinity Pool, Planetarium, Sky Aquarium, Thermal Baths, Sky Garden Conservatory
Fitness	Premium Fitness Center, Competition-Size Indoor Pool, Physical Therapy Room, Rooftop Infinity Pool, Thermal Baths
Health	Urgent Care Clinic, Dental Office, Physical Therapy Room, Mental Health Counseling Suite, Optometry Center, Chiropractic Clinic, Cosmetic Surgery Clinic, Diagnostic Imaging Center, Longevity Institute, Private Surgical Hospital
Culture	Art Gallery, Resident Library, Indoor Botanical Solarium, Sky-View Observation Deck, Dinner Theater, Planetarium, Sky Aquarium, Concert Hall, Sky Garden Conservatory

OUTING	ROOMS THAT SERVE IT
Nightlife	High-Rise Nightclub, Jazz Piano Bar, Live Comedy Club, Rooftop Cocktail Bar, Sky Casino, High-Stakes Poker Lounge, Private Cigar Lounge, Billiard & Games Room, Fine Wine Cellar, Executive VIP Lounge, Karaoke Suites, Indoor Golf Lounge, Dinner Theater, Revolving Sky Restaurant, Concert Hall
Daycare	High-Altitude Daycare

Stress

Stress is the single number that sums up how a person feels about your building, from 0 (perfectly content) to 100 (at the end of their rope). Everyone starts at 15. Here's what moves it:

WHAT RAISES STRESS

Waiting for an elevator past their patience	+2.2 a minute
Climbing stairs, per floor	+0.3 to +1.3
Going down stairs, per floor	+0.25
A long walk, per 100 m past the first 50	+1
Arriving to find a place full	+3
No way to get where they're going	+8

WHAT LOWERS STRESS

An hour at home	−8
An hour anywhere else (down to 15)	−1
A coffee / a shop	−3 / −2
A meal / nightlife	−6 / −6
Culture / fitness / leisure	−8 / −10 / −12
A health visit	−4

Some rooms take even more stress away with every visit: the Day Spa & Sauna (25), the Indoor Botanical Solarium (20), the Penthouse Terrace Garden (18), the Competition-Size Indoor Pool (15), the Premium Fitness Center (12), and each ride in the Glass Observation Elevator (6). And residents of a Smart-Home Condo take 10% less stress from everything that wears people down.

Extras That Ease Stress

Small touches make a tower a calmer place. Click a room, and the Inspector lists the **Extras** it can have, each with a Buy button and its price. An elevator's are at the bottom of the Cars tab in its Elevator window, and those bought once for the whole tower are under **Tower extras** in the Systems window. An extra is bought once and stays for the life of the room. Its price counts as part of what the room cost, so demolishing the room refunds a quarter of it, like the rest.

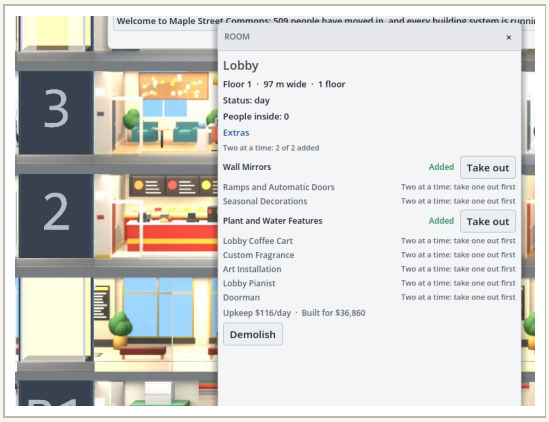


Figure 7-1. *A lobby's extras: the plants and the mirrors are in, the two it has room for at a time.*

A lobby (and a sky lobby) has room for two of its extras at a time, so choose the two it needs most. With two in, the others say *Two at a time*, and **Take out** beside one of the two makes room for another (with no refund).

The tables below give each extra's price and its upkeep a day. Each unlocks at a star rating, from one star to five; until then the Inspector says when (*Unlocks at 3 stars*), and the same goes for one that needs a bigger room or another room in the tower. Where you have several rooms of a kind, **For all** buys an extra for every one of them that hasn't got

it yet. An art installation comes in three designs, a sculpture, a hanging mobile, and a water piece; **Change** moves on to the next, free.

Elevators

EXTRA	STARS	PRICE	UPKEEP	WHAT IT DOES
Elevator Music	1	$300 a car	$3.25 a car	Soft music in the cars. Waiting for this elevator is 2% less stressful. Goes with mirrors or TVs.
Floor-to-Ceiling Mirrors	1	$1,500 a car	—	Mirrors on every wall of the cars. Waiting for this elevator is 4% less stressful. In place of in-car TVs.
In-Car TV Screens	2	$2,000 a car	$9.75 a car	A screen in every car with the news and the weather. Waiting for this elevator is 4% less stressful. In place of floor-to-ceiling mirrors (a TV can't hang on a mirror).
Wait-Time Displays	2	$250 a landing	$1.30 a landing	A display over the doors at every landing says when the next car comes. Waiting for this elevator is 3% less stressful.
Landing Benches	3	$200 a landing	$0.65 a landing	Benches by the doors at every landing. People wait 5% longer before the wait gets to them (older people and anyone with a cane, 10%). The benches take some of the queue's room.
Priority Call Button	3	$150 a landing	—	A call button for riders in a wheelchair or with a stroller: they get on the next car first. Everyone else waits a few seconds more.

Lobbies

EXTRA	FOR	STARS	PRICE	UPKEEP	WHAT IT DOES
Ramps and Automatic Doors	The street lobby	1	$3,000	—	A ramp and doors that open by themselves at the street entrance. People in a wheelchair, with a stroller, or with a cane come and go 5% calmer.
Seasonal Decorations	Lobbies and sky lobbies	1	$15 a meter	—	Decorations for the holidays: Halloween, and the last week of the year. Everyone who passes through then leaves 2% less stressed.
Wall Mirrors	Lobbies and sky lobbies	1	$40 a meter	—	Mirrors along the walls. Waiting for an elevator in this lobby is 4% less stressful.
Lobby Coffee Cart	Lobbies and sky lobbies	2	$2,500	$260	A barista with a cart in the morning, 6:00 to 11:00 AM. About a third of the people passing through who were going for a coffee later buy one here instead ($4 each), so the coffee shops see less of them.
Plant and Water Features	Lobbies and sky lobbies	2	$80 a meter	$2.60 a meter	Planters, a living wall, and a fountain. Everyone who passes through the lobby leaves 2% less stressed.

EXTRA	FOR	STARS	PRICE	UPKEEP	WHAT IT DOES
Art Installation	Lobbies and sky lobbies	3	$15,000	$3.25	A sculpture, a hanging mobile, or a water piece, in the middle of the lobby (choose the design). Everyone who passes through leaves 2% less stressed, and 1% more visitors come to the tower (3% at most, however many). It takes floor space: the lobby must be at least 24 m wide (150 m² in a 3D tower).
Custom Fragrance	Lobbies and sky lobbies, entertainment venues	3	$50 a meter	$1.62 a meter	A signature scent in the air. Everyone who passes through or visits leaves 2% less stressed.
Doorman	The street lobby	4	$1,000	$1,040	A doorman at the street entrance, all day. Everyone who comes in arrives 2% calmer, and the lobby's floor counts as watched by security.
Lobby Pianist	Lobbies and sky lobbies	4	$20,000	$975	A grand piano and a pianist who plays through the rush hours (7:00 to 9:30 AM and 4:30 to 7:00 PM). Everyone who passes through then leaves 3% less stressed. The rooms next to the lobby hear it.
Moving Walkway	Sky lobbies	5	$1,200 a meter	$9.75 a meter	A moving walkway the length of the sky lobby. Walking along it is 40% quicker, and the long walk costs nobody any stress. The rooms next to the lobby hear it.

The whole tower

EXTRA	STARS	PRICE	UPKEEP	WHAT IT DOES
Wayfinding Signs	1	$150 a floor	—	Signs by every elevator and stairway saying what's where. Long walks are 5% less stressful everywhere in the tower.
Hallway Planters and Benches	2	$300 a floor	$5.20 a floor	Planters and benches along the hallways on every floor. Everyone walking a hallway leaves it 1% less stressed (at most once in half an hour).
Building App	4	$25,000	$1,625	The tower's own app, with every elevator's queue. Impatient people use it to steer around the longest queues.
Air Quality Monitors	5	$100 a floor	$13 a floor	Monitors on every floor that keep the air scrubbers working where they're needed. The Master Air-Filtration Scrubbers' relief counts 50% more.
Circadian Lighting	5	$120 a floor	$39 a floor	Lights that follow the day, cool and bright in the morning and warm in the evening, on every floor. Rest does 3% more everywhere in the tower.

Stairs

EXTRA	STARS	PRICE	UPKEEP	WHAT IT DOES
Take the Stairs Signs	1	$100	—	Signs that say a floor or two is quicker by the stairs. Fit people take these stairs more for a short trip rather than wait for an elevator (and feel the climb).

EXTRA	STARS	PRICE	UPKEEP	WHAT IT DOES
Stairwell Art and Lighting	2	$500	$3.25	Art on the walls and warm lights on every flight. Climbing these stairs is 5% less stressful.
Stair Landing Benches	3	$250	—	A bench on the landing. Older people and anyone with a cane find these stairs 5% less stressful.

Offices

EXTRA	STARS	PRICE	UPKEEP	WHAT IT DOES
Break-Room Coffee Machine	1	$600	$13	A coffee machine in the office. Half the workers' coffee outings are made here instead (the coffee shops see less of them).
Plants and Daylight Lamps	2	$30 a meter	$0.65 a meter	Plants and lamps that light like daylight. An hour at work eases a little more stress.
Ergonomic Chairs	3	$40 a meter	—	A good chair at every desk. The tenant is a little happier (1 point of satisfaction).
Quiet and Nap Pods	4	$8,000	—	A quiet pod for a short break. An hour at work eases more stress, but the pods take a desk: the office pays 5% less rent.

Homes and hotel rooms

EXTRA	FOR	STARS	PRICE	UPKEEP	WHAT IT DOES
Blackout Blinds	Homes and hotel rooms	1	$250	—	Blinds that keep the city's lights out. A night at home is 3% more restful.
Blackout Curtains and Pillow Menu	Hotel rooms	2	$350	$6.50	Heavy curtains and a choice of pillows. Guests' reviews come out a little better.
Soundproofing	Homes	2	$100 a meter	—	Sound-absorbing walls. The neighbors' noise counts 30% less.
In-Unit Laundry	Homes	3	$1,500	$6.50	A washer and dryer at home. Half the errands are done at home instead (the Laundromat sees less of them).
Room Service	Hotel rooms	3	$200	—	Meals brought to the room. Guests have half their meals there instead of going out ($12 each), and like their stay a little more. Needs a restaurant in the tower.
Balcony Planters	Homes	4	$60 a meter	$1.30 a meter	Planters by the windows. The view counts 2 points more, and rest at home does 2% more.
Welcome Basket	Hotel suites	4	$500	—	Fruit and treats waiting in the suite. Guests arrive 3% calmer and review a little better. Each guest's basket costs $15.

Shops, restaurants, and clinics

EXTRA	FOR	STARS	PRICE	UPKEEP	WHAT IT DOES
Background Music and Lighting	Shops and restaurants	2	$40 a meter	$1.30 a meter	Music and warm lights over the counters and tables. Every visitor leaves 2% less stressed.
Extra Seating	Restaurants and bars	2	$50 a meter	—	More tables and chairs. It seats 10% more at once, and it's a little louder for the neighbors.

EXTRA	FOR	STARS	PRICE	UPKEEP	WHAT IT DOES
Appointment Reminders	Clinics	3	$800	$6.50	Reminders that keep the appointments on time. The clinic sees 10% more patients at once, so fewer are turned away.
Self-Checkout	Convenience Store and Pharmacy	3	$5,000	—	Self-checkout machines. A visit is 25% quicker, but people buy a little less on impulse (5%).
Waitlist Pagers	Restaurants	3	$1,200	—	A pager for anyone who finds it full. They wait up to 20 minutes for a table instead of leaving, and being turned away doesn't stress them.

Parking and the subway

EXTRA	FOR	STARS	PRICE	UPKEEP	WHAT IT DOES
Parking Guidance Lights	Parking Garage Level	2	$25 a meter	$0.33 a meter	A green or red light over every space shows drivers where to park. Everyone who parks on this level arrives 2% calmer.
Train Arrival Boards	Subway Station Link	3	$3,000	$13	Boards on the platform showing when the next trains come. Everyone who comes in by subway arrives 2% calmer.

In-Car TV Screens and Floor-to-Ceiling Mirrors can't share a car (a TV can't hang on a mirror): with one bought, the other's button says **Replace**, and buying it takes the first out, with no refund. Elevator Music goes with either.

Extras add up, but only so far. All of an elevator's extras and those of the lobby its landing stands in take at most 8% off the stress of waiting for it, and all the relief of passing through a lobby or visiting a room at most 5%. Passing through a lobby means walking into or out of the tower through it, or getting on or off an elevator there. Each person feels a lobby's extras at most once every half hour, so a worker who walks in and straight into an elevator counts once.

Some extras come with a cost besides their price. A coffee cart and a break-room coffee machine take trade from your coffee shops, in-unit laundry from the Laundromat. The pianist and the moving walkway are heard next door, and extra seating makes a restaurant louder. Landing benches take some of the queue's room, nap pods take a desk (5% less rent), self-checkout means a little less impulse buying, and the priority call button makes everyone else wait a few seconds more.

Most extras show, each in its place in the room: a fountain and a living wall in the lobby, blinds on the windows (rolled up by day, down at night), planters under a window or on its sill, a coffee machine against an office wall, benches and displays by the elevator doors, a planter and a bench in the hallways (never across a door). A coffee cart has its barista in the morning, the piano its pianist at rush hour, and the doorman stands by the street door all day.



Figure 7-2. *A lobby with plant and water features: a living wall in a window bay, behind a fig tree, and a fountain on the marble.*

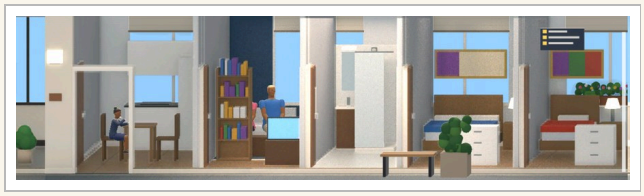


Figure 7-3. *A two-bedroom home with blackout blinds (rolled up by day) and a planter at a bedroom window; in the hallway outside, a planter with a bench, and a sign.*

Personal Traits

No two people are quite alike. Each has a set of traits from 1 to 5, and three of them change how your building treats them:

- **Patience** sets how long they'll wait for an elevator before it starts to hurt: from under a minute and a half (patience 1) to over four minutes (patience 5), with two and a half minutes for most. Impatient people also avoid elevators with long waits when they plan a route. Anyone who has waited three and a half times their limit gives up and finds another way.
- **Fitness** sets how much stairs take out of them. A very fit person barely notices a flight; an unfit one feels it five times as much.
- **Thrift** sets how much they care about price when they choose a restaurant or a shop.

Some people move differently. Seniors walk a quarter slower, and some use a cane, which makes stairs harder. A few people use wheelchairs, and some parents push strollers, with the baby in it (when they sit down somewhere, they park it beside them); they can't use stairs at all, and each takes the space of three riders in an elevator. A tower with only stairs to its upper floors shuts them out.

Reading the Crowd

You can see how people feel without clicking on anyone. In the **Rendered** style, calm people wear their own colors; as stress passes 45 they turn pink, and past 70 they turn red, like the classic tower games. People waiting at an elevator redden as the minutes pass. With a color-blind palette, anyone whose stress is 60 or more also gets the alert bubble described below, so you don't have to tell pink from red.

In the **Blueprint** and **CAD** styles, people are drawn as ink figures, so they wear their mood as an icon instead: an alert bubble with "!" over anyone whose stress is 60 or more, and, now and then, a smiley over anyone below 30. In every style, a "Zzz" drifts up from the pillow of anyone asleep. You can switch the icons off in **Options > Settings > Game**.

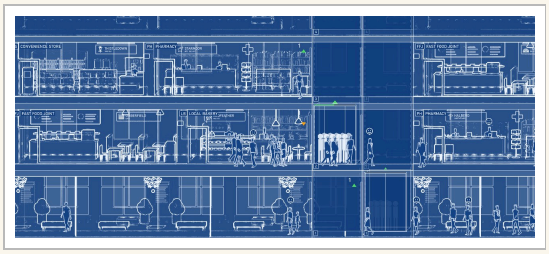


Figure 7-4. *The morning crowd in Blueprint. Numbers by the elevator doors count the people waiting.*

The Person Inspector

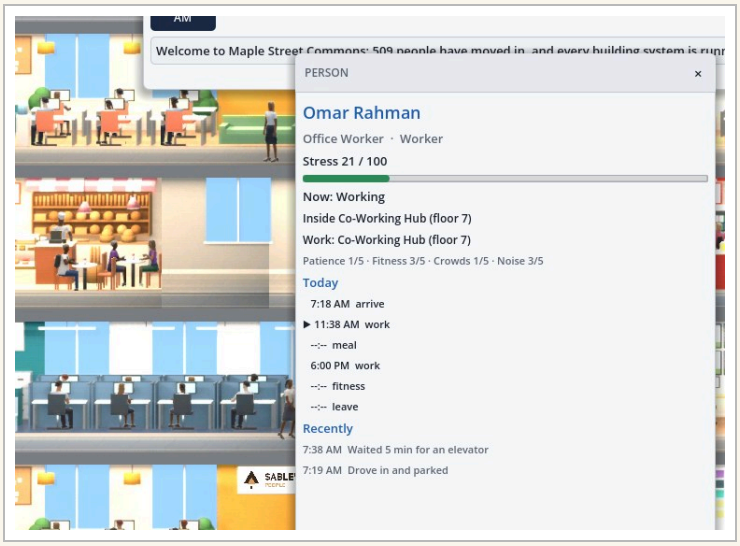


Figure 7-5. *Click anyone to see their day.*

Click a person to open the Inspector. You'll see:

- Their **name**, their kind, and their role.
- Their **stress**, as a number and a colored bar.
- What they're doing **now**, and where they're headed or which room they're in.
- Their **home** and **work**, if they have them.
- Their **traits**.
- **Today**: their plan for the day, step by step.
- **Recently**: what's happened to them, like "Waited 6 min for an elevator" or "Fast Food Joint was full."

The Recently list is the best detective tool in the game. When a tenant complains about the commute, click a few of their workers and read what happened to them on the way in.

Your Staff

Some rooms come with staff who make rounds of the tower. Each has a range of floors above and below their base room, and visits rooms within that range on a regular cycle.

STAFF	BASED IN	RANGE	THEIR ROUND
Security guards	Security Guard Station (two guards)	10 floors	Patrol a room every 35 minutes, staying about 6.
Janitors	Janitorial Supply Depot (three janitors)	5 floors	Clean a room every 30 minutes, dirty rooms first.
Housekeepers	Hotel Lobby & Check-In	15 floors	Clean hotel rooms after guests check out.
Maintenance technicians	Maintenance Workshop and the plant rooms	15 floors	Look after pumps, relays, compressors, and the other plant.

Staff do more than walk around: tenants score the building on security and cleanliness by whether a station and a depot cover their floor (Chapter 8), and guards and maintenance crews answer incidents (Chapter 15).

People in the Rooms

Zoom in on any room and you'll see the people in it doing what the room is for. Nobody stands around with their hands out: every room has its places, and each place its own way of using it.

ROOMS	WHAT YOU'LL SEE
The pools	Swimmers in swimsuits doing lengths, two to a lane, out along one side and back along the other. Others sunbathe on the loungers. Nobody wades in their clothes.

ROOMS	WHAT YOU'LL SEE
Bowling Alley	Bowlers take their turn every few seconds; the ball rolls down the lane, the pins fly, and the sweep comes down.
Clinics, the Dental Office, and the Day Spa & Sauna	Patients lie on the couches, beds, and chairs; the spa's therapists work beside them.
Bars and lounges	A drink on every bar stool, sipped now and then. At a wedding, a gala, or the wine cellar's tasting, guests stand together with a glass.
Resident Library	Readers with an open book at the tables and on the sofas.
Premium Fitness Center	Treadmills, dumbbells in front of the mirror, squats, the cable machines, a boxer at the punching bag, and stretches on the mats.
Music	The Concert Hall's orchestra and its conductor, the Jazz Piano Bar's pianist, bassist, drummer, and singer, karaoke singers, a wedding's string quartet, and the Grand Ballroom's band.
Games	Pool players leaning in with a cue, card players at the poker and casino tables, golf swings in the simulator bays, air hockey and VR at the arcade, and a game of ping-pong at the office now and then.
High-Altitude Daycare	Children building with blocks on the foam and hopping by the slide and the ball pool.
Grand Ballroom	At a wedding reception, couples waltzing in step.
Restaurants	Waiters carrying trays out to the tables and back; the chefs keep to the kitchen.



Figure 7-6. *An evening at the Competition-Size Indoor Pool: swimmers doing lengths, a sunbather, and the lifeguard on his chair.*

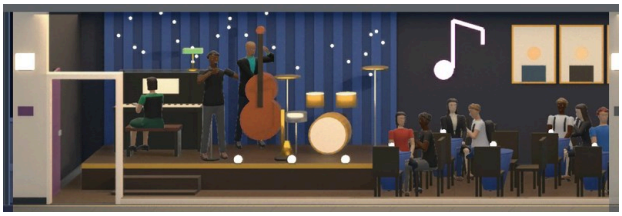


Figure 7-7. *The Jazz Piano Bar's band at 8:00 PM.*



Figure 7-8. *A weekday morning at the High-Altitude Daycare.*

DESIGNER'S NOTE

People never vanish into thin air. When someone arrives at an office, they walk to a desk and sit down; a diner takes a table; a guest goes to their room. If a place is full, they head somewhere else. What you see on the screen is what the simulation is doing.

08 TENANTS, RENT, AND SATISFACTION

Who leases your units, what they pay, and what makes them stay

Most of your income comes from tenants: the households, companies, shops, and clinics that lease your units. A tenant signs a lease, pays rent every day of it (collected weekly), and at the end of the lease decides whether to stay. What they decide depends on one number, their **satisfaction**, and this chapter explains exactly how that number is made.

Who Leases

Four kinds of rooms are leased: homes (Residential), offices, shops and restaurants, and health practices. The rest of your rooms earn money other ways: hotel rooms by the night, venues by the ticket or visit, event halls by the booking, and services not at all (Chapters 9 and 11).

A company's name says what it does, like Kestrel Insurance or Juniperwood Staffing, and its logo hangs on a sign in its room. Every kind of office is furnished and lit its own way, so you can tell an insurance agency from an HR hub or an investment bank at a glance.

Finding a Tenant

Once a unit is built, it waits at least two game hours before the first prospective tenant looks at it. After that, every hour gives it a chance to sign. The chance starts from the kind of unit and is raised or lowered by:

- **The rent level** you set: Discount units fill 70% faster; Premium units half as fast.
- **The market** for that kind of space: a boom brings 30% more interest, a recession 40% less.
- **The unit's appeal**: height, quiet, and closeness to a lobby (see below).
- **Your reputation**: once you have a few tenants, a tower full of happy ones fills faster, and a tower of unhappy ones slower.
- **Move-in help**: a Loading Dock makes every empty unit find tenants 25% faster, and a Real Estate Brokerage 10% faster.
- **The press**: good press (a delighted VIP, or a press conference that went well) fills units 25% faster for a few days; bad press (a fire, a failed inspection, or an unimpressed VIP) slows them by 20% for three days. A Public Relations Command Center halves the harm.

A unit nobody can reach never leases, no matter what. In a sandbox tower, every reachable unit fills at once.

The Room Inspector

Click a leased unit and the Inspector shows its tenant's logo and name, the rent a day, the days left on the lease, the tenant's satisfaction out of 100, and a bar for every factor they weigh. Green bars are good (65 or more), amber so-so, and red poor (under 45). If something bothers them, it's spelled out beneath the bars.

A vacant unit shows the rent it's asking and its appeal out of 100, with a reminder that units no one can reach will never be rented.

Every unit also shows what it earned yesterday, its upkeep, and what you paid to build it.

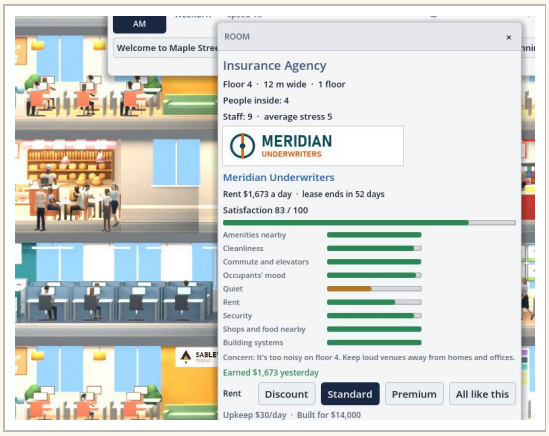


Figure 8-1. *An insurance agency after a few nights: satisfaction 83, with every factor on show.*

Rent

Each room in the Tenant Catalog has a base rent a day. What a tenant actually pays is:

RENT = BASE RENT × DIFFICULTY × MARKET × RENT LEVEL × (0.9 to 1.1 BY APPEAL)

- **Difficulty** multiplies all income: ×5 on Relaxed, ×4 on Standard, ×3 on Tough. A Studio Apartment with a base rent of $140 a day pays about $560 a day on Standard.
- **Market**: from ×1.12 in a boom to ×0.85 in a recession, set when the lease is signed.
- **Startups**: with a Venture Capital Office in the tower, every Tech Startup Incubator pays 20% more.
- **Rent level**: Discount ×0.8, Standard ×1, Premium ×1.25.
- **Appeal** adds up to 10% for a great unit or takes up to 10% off a poor one.

Shops and restaurants pay a smaller rent plus a share of their sales, usually 6% to 10%. The busier they are, the more you make. Rent and sales shares build up day by day and are collected together at midnight at the start of each week, with a "Rent collected" message.

The Three Rent Levels

LEVEL	RENT	FILLS	RENT FACTOR	DRAWS CUSTOMERS
Discount	×0.8	1.7× as fast	92	×1.3
Standard	×1.0	normal	72	×1.0
Premium	×1.25	half as fast	45	×0.72

Set the level with the **Discount**, **Standard**, and **Premium** buttons in the Inspector. A current tenant's rent changes straight away. **All like this** sets the same level for every room of that type in the tower. For hotel rooms, venues, and fee-based rooms, the same buttons set the room rate or the price per visit, and a cheaper price draws more customers.

TIP

Premium isn't greedy if the rest of the building is excellent. The rent factor is only part of a tenant's score: a Premium office with short waits, lunch on the floor below, and quiet neighbors can still be delighted. Use the Pricing view to see your levels at a glance.

Satisfaction

Every midnight, each tenant scores your building from 0 to 100 on a set of **factors**, and blends them with the weights below into a target. Their satisfaction moves 35% of the way toward that target each night, so one bad day won't sink you, but a bad week will. New tenants start at 70.

FACTOR	OFFICES	HOMES	SHOPS	HEALTH
Commute and elevators	25%	10%	10%	15%
Occupants' mood	10%	10%	—	—
Quiet	15%	20%	10%	15%
Shops and food nearby	20%	20%	—	—
Cleanliness	10%	10%	15%	15%
Security	5%	10%	—	—
Rent	15%	15%	25%	25%
View	—	5%	—	—
Building systems	12%	12%	10%	10%
Amenities nearby	6%	8%	—	—
Customers	—	—	40%	30%

The weights add up to a little over 100%; the game divides by the total, so each weight is that factor's share.

How Each Factor Is Scored

Commute and elevators

From the trips the tenant's people made that day. The average elevator wait counts for 60%: a minute or less scores 100, seven minutes or more scores 0. The average door-to-door trip counts for 40%: 15 minutes or less scores 100, an hour or more scores 0.

Occupants' mood

100 minus the average stress of the people who live or work there.

Quiet

Every room makes some noise (0 to 10) and minds noise to some degree (0 to 10). A room hears every noisy room within 12 meters on its own floor, louder the closer it is, and half as much from the floors directly above and below. A nightclub beside an apartment is a disaster; the same nightclub 20 meters away is fine. An atrium carries noise: a room beside one hears the rooms on every floor it opens onto, at half volume.

Shops and food nearby

Offices want a meal and a coffee within 10 floors. Homes want a shop, an errand (a convenience store, laundromat, pharmacy, or mailroom), a health practice, and a meal within 10 floors. The score is 35 with none of them and 100 with all of them.

Cleanliness

92 with a Janitorial Supply Depot within 5 floors, 60 without. Before your tower reaches two stars, everyone scores it a neutral 75.

Security

92 with a Security Guard Station within 10 floors, 62 without.

Rent

92 at Discount, 72 at Standard, 45 at Premium, and a little lower when the market is soft.

View

40 on the ground floor, rising to 100 at floor 61 and above. Only homes care.

Building systems

Starts at 100 with normal power (65 in a brownout, 15 in a blackout), then loses 35 with no water pressure, 30 with no air conditioning where it's needed, 15 when trash isn't handled, 15 for an office with no telecom coverage (from two stars), 20 for floors that sway, and 30 on a floor with a leak. See Chapter 11.

Amenities nearby

Starts at 60 and rises with helpful rooms nearby, such as a Lobby Reception Desk, a Human Resources Hub, a Corporate Boardroom, or an Executive VIP Lounge for offices; a Resident Library or a High-Altitude Daycare for homes; and an Atrium, an Indoor Botanical Solarium, or a Mental Health Counseling Suite for anyone. Bike Storage anywhere in the tower is a perk for every home and office. A few rooms *need* something nearby: the Starter Duplex wants a daycare and a convenience store, the Family Triplex a daycare and a pool, the Legal Defense Suite a Security Guard Station, and the Tech Giant Regional HQ a fine restaurant or buffet and a fitness center. Each one missing costs them dearly.

Customers

Shops and clinics want visitors: about three a day for each seat or place. A busy shop scores 100; an empty one scores 15.

Appeal

A unit's appeal (0 to 100) sets how fast it fills and nudges its rent. It's the sum of three things: **height** (up to 30, full marks from about floor 41), **quiet** (up to 40), and **lobby access** (30 on a lobby or sky lobby floor, fading to nothing 30 floors away). That last one is a big reason to build sky lobbies in a tall tower.

Complaints

When satisfaction falls below 45, the tenant has a complaint. It names their worst factor and suggests a fix, like "Our staff wait about 6 minutes for elevators to floor 22. Add cars or change the elevator schedule," or "It's too noisy on floor 14. Keep loud venues away from homes and offices." A tenant short of building systems names what's missing: "It's too hot on floor 23. Add a Mid-Rise Air Conditioning Unit nearby." You'll see it in the Inspector, and some nights it's posted as a message. Happier tenants may still mention a concern in the Inspector if one factor is below 60.

Lease Renewals

Leases run for a set time: 12 weeks for homes, 8 for offices and health practices, and 6 for shops and restaurants. Some tenants are restless: a Tech Startup Incubator signs for half the usual term, and a Cryptofund Brokerage for a third. When a lease ends, the tenant decides:

SATISFACTION	WHAT HAPPENS
70 or more	They renew and pay 3% more.
45 to 69	They stay, but ask for 5% off the rent.
Below 45	They leave. The unit is vacant and starts looking for a new tenant.

A tenant who's truly miserable won't wait for the lease to end. If satisfaction stays below 20 for three nights in a row, they break the lease and leave at once, paying you two weeks' rent as a penalty. That's small comfort for an empty unit.

Markets

Four markets drift with the economy: office, residential, retail (shops, restaurants, clinics, and venues), and hotel. Each is in one of four states:

STATE	INTEREST FROM NEW TENANTS	RENTS
Boom	×1.3	×1.12
Steady	×1.0	×1.0
Soft	×0.8	×0.94
Recession	×0.6	×0.85

Every market starts Steady. At the start of each quarter, each market has a 55% chance of staying where it is; otherwise it moves one step up or down. The Quarterly report tells you where they stand, and so does the bottom of the Finance window. In a soft market, Discount rents keep units filling; in a boom, it's a good time to try Premium.

DID YOU KNOW?

Tenant names are made up fresh for each lease, from families moving into a Two-Bedroom Suite to firms like "Clearwell Holdings" taking an Insurance Agency. When one tenant leaves and another arrives, the name on the door changes.

09 HOTELS, VENUES, AND EVENTS

Guests by the night, visitors by the ticket, and parties by the booking

Leases pay steadily, but some of the most profitable rooms in the game earn their money a night, a visit, or an event at a time. Hotels, restaurants, cinemas, casinos, and ballrooms bring thousands of guests and visitors through your doors, and their income rises and falls with how well the building treats them.

The Hotel

A hotel needs two things: rooms and a front desk. The rooms (two stars) are the **Standard Hotel Room** ($185 a night at base rates, for two guests) and the **Double Queen Hotel Suite** ($290 a night, for four). The front desk is the **Hotel Lobby & Check-In**, which must stand on a floor with a lobby or a sky lobby. The three-star rating requires one.

A Guest's Stay

1. **Check-in.** Guests arrive from the street in the afternoon and evening, most around 4:00 PM, and go up to their room.
2. **The evening.** After settling in, many go out for dinner in the tower, and a few head out for nightlife. Then they sleep.
3. **Check-out.** Next morning they get up, perhaps have breakfast, and leave by mid-morning. The room is billed when they check out.

A room only takes new guests once it's clean. After every check-out the room is dirty, and housekeepers from a Hotel Lobby & Check-In within 15 floors clean it, which takes two hours. A room with no front desk in range stays dirty, and a dirty room earns nothing.

Reviews

Every guest leaves a review when they check out, based on how their stay went: a guest whose stress is 20 or less gives five stars, and one whose stress is 75 or more gives one star. A Concierge Lounge anywhere in the tower adds almost half a star to every review, and an Executive VIP Lounge a little more. Each room keeps a running review, starting at 3½ stars, and the latest guest moves it a fifth of the way toward their score.

Reviews matter twice. A room's nightly rate rises from 90% of the base at one star to 130% at five, and well-reviewed rooms book up more often. Keep your guests' elevator rides short and put a restaurant near the hotel floors.

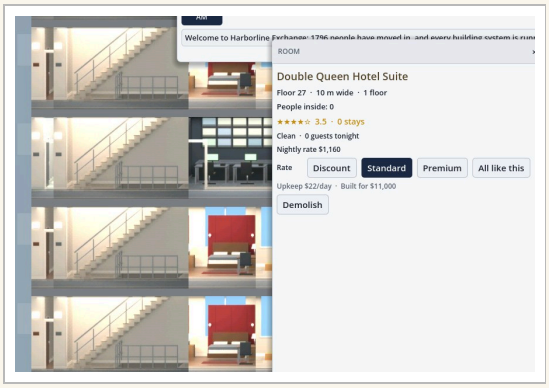


Figure 9-1. *A hotel room in the Inspector: its review, whether it's clean, and its rate.*

The nightly rate is the base rate, times your difficulty, the hotel market, the room's rate level, and its review. A **Luggage Storage Room** adds a small fee for each bag as guests check out.

The Hotel View

Choose **Hotel** in the Control window to see every hotel room at a glance: blue rooms have guests in them tonight, gray rooms are empty, and yellow rooms are waiting to be cleaned. Everything else in the tower is dimmed.

Business travelers fill hotel rooms too: each International Conglomerate Suite in the tower brings 5% more hotel guests, up to half again as many.

Shops and Restaurants

Shops, cafés, and restaurants are leased like offices, but they pay a smaller base rent plus a share of their sales: every customer spends some money, and your share is collected with the weekly rent. They judge you mostly on **customers** (about three visits a day for each seat or place) and on rent, so a café on an empty floor soon starts complaining. Put them where people pass: on lobby floors, beside escalators, near offices at lunchtime.

Each one keeps its own hours. The Local Bakery opens at 6:00 AM and closes at 4:00 PM, the Buffet Dining Hall serves breakfast and lunch, and the Starred Gourmet Restaurant opens at 5:30 PM for dinner. The hours of every room are shown when you hover over its tile in the Tools window.

Venues

Entertainment and amenity rooms earn money from every visit, either as a ticket (the Multi-Screen Cinema, the Art Gallery, the Observation Deck) or as a fee (the Bowling Alley, the Day Spa, the Sky Casino). You set the price level with the Discount, Standard, and Premium buttons: a Premium price earns 25% more a visit but draws about a quarter fewer visitors, and a Discount price the reverse.

VENUE	PRICE	HOURS	NOTES
Multi-Screen Cinema	$14 ticket	11:00 AM – midnight	Two floors tall; 240 seats
Live Comedy Club	$22 ticket	7:00 PM – 1:00 AM	
High-Rise Nightclub	$25 ticket	10:00 PM – 4:00 AM	Floor 21 and up; very loud
Bowling Alley	$9 a game	Noon – midnight	The busiest venue in the catalog
Day Spa & Sauna	$95 a visit	8:00 AM – 10:00 PM	Takes 25 off a visitor's stress
Sky Casino	$60 a visit	Open all day	Floor 60 and up; needs guards nearby
Sky-View Observation Deck	$28 ticket	9:00 AM – 11:00 PM	Floor 81 and up, or the roof; dearer the higher it is

The Sky Casino and the High-Stakes Poker Lounge attract trouble. Without a Security Guard Station within 10 floors, they draw 40% fewer visitors. The Observation Deck charges more the higher it stands above floor 80.

Where do visitors come from? Mostly the street. All day long, people come in through your lobbies, visit a place or two, and leave, with more at mealtimes, in the evening, and on weekends. A Subway Station Link brings 60% more of them, and some come and go by train; drivers park in your Parking Garage Levels and walk up. VIPs are the exception: they fly in to a Helipad Terminal that people can reach.

Every entertainment venue can also have a **Custom Fragrance**, bought from its Inspector for $50 a meter (and $0.25 a meter a day): each visitor leaves with 2% less stress. Hotel rooms have extras of their own: blackout curtains and a pillow menu for better reviews, room service, and a welcome basket in the suites (Chapter 7).

What Changes the Crowd

- **Price level:** Discount ×1.3, Premium ×0.72.
- **The city festival** (day 8 of every quarter, from two stars): every shop and venue ×1.35 for the day.
- **A celebrity sighting** (sometimes, from three stars): entertainment venues ×1.6 for the day, others ×1.1.
- **A brownout:** ×0.85. In a blackout, venues close.
- **A Concierge Lounge** anywhere in the tower: every shop, restaurant, and venue ×1.15.
- **A Fine Wine Cellar:** restaurants ×1.1.
- **A partner nearby:** ×1.2 for a room with its partner within 10 floors, like a Physical Therapy Room near a fitness center, or a Souvenir Shop near an observation deck or a hotel desk. A room's description names its partners.
- **Full rooms:** a venue at capacity turns people away, and they leave a little more stressed.

Daily-Fee Rooms

A few rooms earn a fee for each day of use, counted at midnight: the Co-Working Hub ($22 a member a day), the High-Altitude Daycare ($60 a child a day), the Parking Garage Level ($14 a vehicle a day), and the Helipad Terminal ($1,800 a landing, about four landings a day).

Event Venues

Five rooms are rented out for functions. Every Monday at midnight, each one takes its bookings for the week: usually two events (five for the Corporate Boardroom), more if you set a Discount price and fewer at Premium, and more when the hotel market is strong.

VENUE	EVENT	STARTS	LASTS	BASE FEE
Grand Ballroom	Wedding reception	6:00 PM	5 hours	$38,000
Gala Reception Hall	Wedding reception	6:00 PM	5 hours	$32,000
VIP Banquet Hall	Charity banquet	7:00 PM	4 hours	$22,000
Press Conference Amphitheater	Press conference	10:00 AM	2 hours	$15,000
Corporate Boardroom	Board meeting	9:00 AM	3 hours	$3,500

When an event starts, its guests (up to 80) arrive together, which means they all want the elevator at once. The hosts pay after the event, and how much depends on how the guests feel when they leave. If their average stress is 30 or less, the hosts are delighted and pay up to 10% over the fee. The more stressed the guests, the less they pay, down to half the fee for a truly miserable evening, with a note that guests complained about the trip up. A press conference that goes this well also gets the tower good press: empty units fill faster for three days.

TIP

Give your ballroom its own express route. A wedding party of 80 arriving at the lobby at 6:00 PM, just as the evening rush heads home, is the ultimate elevator test. An Express Elevator that stops only at the lobby and the ballroom floor turns a complaint into a delighted host.

10 MONEY

Where it comes from, where it goes, and how to borrow more of it

Money is how the game keeps score between star ratings. You spend it to build, you pay every day to keep the place running, and your tenants, guests, and visitors pay it back. Running a well-filled tower takes about a quarter of what it earns, and more while it's small or half empty, so a tower that's badly run can lose money. There's no bankruptcy in *Building to the Sky*: if your cash runs short, you simply can't build anything until more comes in. Keep an eye on it anyway, because upkeep and the utility bill keep coming out every night, whether or not you can afford them.

The Finance Window

Click your money in the Information window, or choose **Windows > Finance**. The top line sums up the tower: cash, **tower value**, how many of your units are leased, the rent coming in and the upkeep and utilities going out each day, and the average tenant satisfaction.

Below it is the **income statement**: every kind of income and spending, for today, yesterday, this week, and this quarter, with **Net** at the bottom (loans don't count). Only lines with money in them appear.

At the bottom are your **loans** and the four **markets**, and the **Graphs...** button opens the Graphs window (Chapter 17).

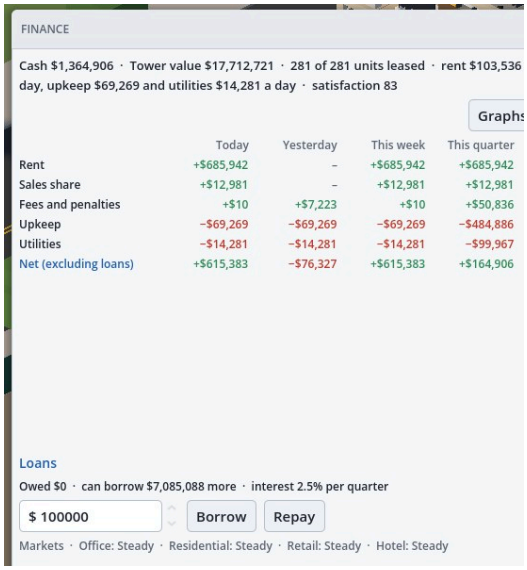


Figure 10-1. *The Finance window for a busy 3D tower.*

Income

Rent	Leases, collected weekly.
Sales share	Your cut of shop and restaurant sales, collected with the rent.
Hotel stays	Paid as each guest checks out.
Tickets	Cinema, gallery, comedy club, nightclub, and observation deck.
Fees and penalties	Per-visit and daily fees, ride fees, luggage, and lease-break penalties. A failed inspection's fine comes off this line.
Event bookings	Weddings, banquets, press conferences, and board meetings.

Spending

Construction	Everything you build, paid when you place it.
Upkeep	Every room, floor, and elevator car, paid each midnight.
Utilities	The power and water the tower used, paid each midnight.
Repairs	Leaks, floods, and fire cleanup.
Property tax	Each quarter.
Loan interest	Each quarter.

Demolition	Refunds for what you tear down.

Upkeep, utilities, and property tax are your running costs. Construction is building, not running, and loans aren't counted at all.

Upkeep

Everything you build costs something every day: the staff, cleaning, and repairs that keep it open. Floors cost $1.30 a meter, basements $3.25 a meter, and every room has its own daily upkeep, listed in the Tenant Catalog and shown when you hover over its tile. Elevators cost upkeep for each car. A modest office costs $195 a day to run, a Sky Casino $11,700. In a well-filled tower, upkeep comes to about a sixth of the rent; in an empty unit, it comes out of your pocket. Upkeep isn't scaled by difficulty, so it bites hardest on Tough.

Utilities

Every midnight you pay for the power and water the tower used. Power costs $0.85 a kilowatt-hour, and a room's draw (Chapter 11) counts as 12 hours a day at full load, so an office drawing 4 kilowatts costs about $41 a day, and every elevator car more. Water costs $6 a cubic meter. The Finance window shows today's bill beside the upkeep. Two plants cut it: a **Geothermal Generator Base** makes up to 5,000 kilowatts the tower doesn't have to buy, and a **Blackwater Treatment Plant** recycles water, so the tower draws less. Power relays and transformer vaults only bring more of the city's power in: you still pay for every kilowatt-hour. During a city power cut, nothing is billed for power.

Tower Value

Your tower's value is 70% of everything you've paid to build it, plus about three months of its income at today's rate (daily rents, plus half of yesterday's other earnings). It's shown in the Finance window and the Quarterly report, and it sets two things: your property tax and how much you can borrow.

Property Tax

The city taxes your tower at 2.4% of its value a year, billed in four quarterly installments of 0.6% at the start of each quarter.

Loans

You can borrow up to 40% of your tower's value. Type an amount in the Loans section of the Finance window and click **Borrow**; the money arrives at once. Interest is 2.5% of what you owe, charged at the start of each quarter. Type an amount and click **Repay** to pay some or all of it back whenever you like; there's no penalty for repaying early.

TIP

A loan makes sense when it pays for itself quickly: 2.5% a quarter is cheap next to a block of offices that fills in a few days. It makes no sense to cover upkeep on a tower that's losing money. Fix the tower first.

The Quarterly Report

At the start of each quarter a popup sums up the quarter just ended: total income and spending, the property tax and loan interest just paid, the tower's value, and where each market now stands.

Growing Your Income

1. **Fill what you've built.** An empty unit earns nothing and still costs upkeep and power. Check the Finance window's count of units leased; if it's low, look at appeal, reachability, and rent levels.
2. **Keep tenants.** A renewal at 70 or more earns 3% more; a lost tenant earns nothing until the unit fills again. Satisfaction is money.
3. **Build higher.** Height adds to a unit's appeal, and the most lucrative tenants insist on it: the grandest offices start at floor 10 or 20, and the Luxury Penthouse at floor 51.
4. **Diversify.** Offices pay on weekdays, venues on evenings and weekends, hotels every night. A mix keeps money coming in all week.
5. **Watch the markets.** Try Premium in a boom and Discount in a slump.

DESIGNER'S NOTE

Remember that the prices in the Tenant Catalog are base rates. Everything your tower earns is multiplied by your difficulty (×5 on Relaxed, ×4 on Standard, ×3 on Tough), while what you pay to build and run the tower stays the same. That's the real difference between the three difficulties.

11 BUILDING SYSTEMS AND SERVICES

Power, water, air, waste, and the staff who keep it all running

Behind the walls of every tower is a second building: pumps, switchgear, chillers, trash chutes, and the people who look after them. In *Building to the Sky* you build that second building too. The city supplies enough for a small tower, and after that it's up to you. Neglect it, and tenants lose water, air conditioning, and eventually power; build it well, and nobody ever notices it's there.

The Building Systems Window

Choose **Windows > Building systems**. Four bars show what the tower uses against what it can supply: **power** (kilowatts), **water** (cubic meters a day and how high the pressure reaches), **air conditioning** (cooling units above floor 20), and **waste** (units a day). Below them are your telecom coverage, the mass damper and elevator grid when you have them, and a plain-English warning for anything that's short. At the bottom are the **Tower extras**, bought once for the whole tower: wayfinding signs, hallway planters and benches, a building app, circadian lighting, and air quality monitors (Chapter 7).

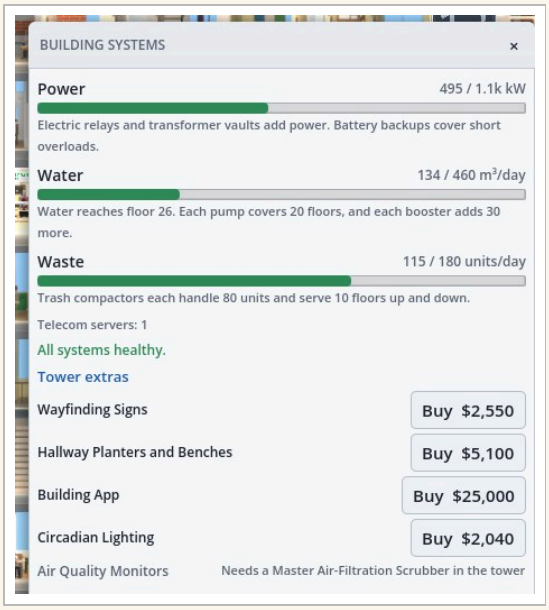


Figure 11-1. *All systems healthy, and the tower's extras still to buy.*

When a system falls short, the tenants it affects lose points on their **Building systems** factor (Chapter 8), and the warning tells you what to build.

Power

Everything uses electricity: an apartment about 1 kilowatt, an office 3 to 4, a cinema 32, and every elevator car 12 or more. The city grid supplies 150 kilowatts, enough for a handful of rooms and an elevator or two. After that you'll need your own supply. Every kilowatt-hour you buy from the city is on the nightly utility bill (Chapter 10); the power a Geothermal Generator Base makes is free.

STATE	WHEN	WHAT HAPPENS
Normal	Use is 95% of supply or less	Everything runs.

STATE	WHEN	WHAT HAPPENS
Brownout	Use is 95% to 110% of supply	Elevators run at 70% speed, venues draw 15% fewer visitors, and tenants' building systems score falls to 65.
Blackout	Use is over 110% of supply	Elevators stop, venues close, and building systems scores fall to 15.

A **Battery Backup Bank** (two stars) holds 1,000 kilowatts in reserve. As long as the batteries cover the shortfall, a blackout becomes a brownout instead, and that includes a city power cut, when the grid supplies nothing at all.

POWER PLANT	STARS	SUPPLY	WHERE
Low-Rise Electric Relay	★	900 kW	Floor 20 or lower
High-Voltage Transformer Vault	★★★★★	8,000 kW	Anywhere
Geothermal Generator Base	★★★★★	5,000 kW	Basement; makes its own power, which costs nothing to use, cuts air-conditioning load 15%, and keeps running in a city power cut
Battery Backup Bank	★★	1,000 kW backup	Anywhere

Water

Kitchens, bathrooms, pools, and spas use water. The city supplies 60 cubic meters a day, with enough pressure to reach floor 6. Above that, taps run dry: kitchens, pools, and other rooms that need water close, and every tenant above the pressure line loses 35 points on building systems.

- A **Main Water Pump** (floor 1 or a basement) adds 400 cubic meters a day and lifts water 20 floors higher.
- A **Secondary Water Booster** (two stars) lifts it another 30 floors. Stack boosters as the tower rises.
- A **Main Blackwater Treatment Plant** (five stars, basement) recycles water, cutting the tower's use by 40%, and handles 2,000 units of waste a day.

Air Conditioning

From floor 20 up, the sun and the wind make floors too hot to work without cooling. Every room and floor there adds to the cooling load. A **Mid-Rise Air Conditioning Unit** (two stars) supplies 450 units of cooling to the floors within 12 of it, so tall towers need one every 24 floors or so. At five stars, the **Master Air-Filtration Scrubber** cools the whole tower (1,500 units) from wherever it stands, and tenants within 5 floors count it as an amenity. A tenant from floor 20 up with no unit in range, or when the load exceeds the capacity, loses 30 points.

Waste

Everyone makes trash. The city collects 20 units a day, and the lowest four floors are always served from the street. Above that, a **Trash Compactor Closet** (one star, 4 meters wide) handles 80 units a day for the floors within 10 of it. Floors without coverage, or a tower making more trash than it can handle, lose 15 points.

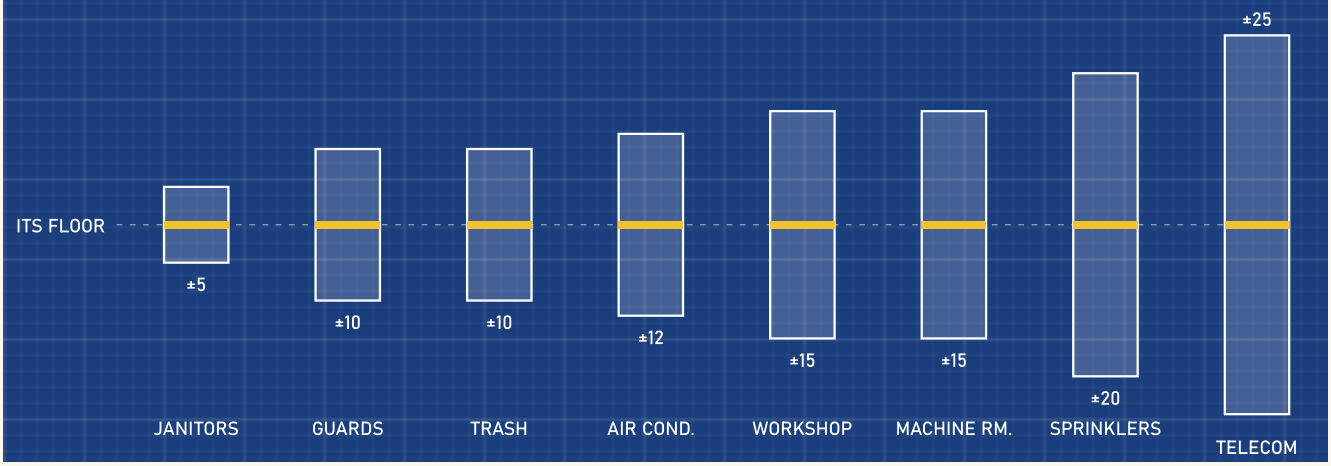
Telecom, Sway, and Speed

- **Telecom.** From two stars, office tenants expect connectivity: a **Telecom Switching Server** within 25 floors. Offices without one lose 15 points.
- **Sway.** From floor 100 up, a supertall tower moves in the wind, and tenants up there lose 20 points until you build a **Structural Tuned Mass Damper** (five stars, 16 meters wide and three floors tall).
- **Elevator speed.** The **Express Elevator Master Grid Controller** (five stars) coordinates every elevator in the tower, making every car 12% faster.

Services and Their Ranges

Many services cover a number of floors above and below where they stand. Plan them in the middle of the floors they serve.

FIG. 11-2 HOW FAR EACH SERVICE REACHES, IN FLOORS ABOVE AND BELOW



SERVICE	STARS	RANGE	WHAT IT DOES
Security Guard Station	★	10 floors	Two guards patrol. Tenants score security 92 in range, 62 out of it. Needed for two stars; clears security scares in minutes; keeps casino visitors coming.
Janitorial Supply Depot	★★	5 floors	Three janitors clean. Tenants score cleanliness 92 in range, 60 out of it.
Maintenance Workshop	★★	15 floors	Three technicians. Fewer elevator breakdowns and twice-as-fast repairs; fixes leaks and floods quickly and cheaply. Needed for three stars.
Local Elevator Machine Room	★★	15 floors	Halves elevator breakdowns and speeds repairs.
Fire Suppression Substation	★★	20 floors	Sprinklers fight fires from the first minute and stop most spreading. Makes fires rarer. Needed to pass inspection over 20 floors.
Telecom Switching Server	★★	25 floors	Connectivity for offices.
Lobby Reception Desk	★	5 floors	On a lobby floor. Offices nearby score it as an amenity.
Basic Mailroom	★		Floor 2 or lower. Residents count it for their errands.

FROM THE REAL WORLD

Real skyscrapers set aside whole "mechanical floors" every 15 to 30 stories for pumps, chillers, and electrical gear. Try the same: a plant floor every 20 floors or so, with a booster, an air-conditioning unit, a compactor, and a workshop, keeps a tall tower healthy and leaves the floors between them free for tenants.

12 THE FIVE STARS

What each rating needs, what it unlocks, and the visitors who judge you

Your tower's star rating is its reputation, and it's the backbone of a career. Every tower starts with one star. Each new star raises the height limit, deepens the basements you may dig, and unlocks a new set of rooms. The fifth star is the top of the game.

The Ratings

RATING	TITLE	TO EARN IT	FLOORS	BASEMENTS	NEW ROOMS
★	Foundation & Low-Rise	Where every tower starts	20	3	32
★★	Mid-Rise Expansion	400 people; satisfaction 50; a Security Guard Station	50	6	34
★★★	High-Rise Skyline	1,500 people; satisfaction 55; an Urgent Care Clinic, a Hotel Lobby & Check-In, and a Maintenance Workshop	80	10	33
★★★★	Apex Luxury & Corporate Dominance	4,000 people; satisfaction 60; a sky lobby; 2 entertainment venues; a passed safety inspection	160	15	40
★★★★★	World Landmarks & Mega-Utilities	8,000 people; satisfaction 65; a Helipad Terminal; a Sky-View Observation Deck; an impressed VIP	160	15	26

Satisfaction here is the average of all your tenants, weighted by the size of each unit, with hotel rooms counted by their reviews. **People** means your population: residents, workers, and staff.

Earning a Star

Click the stars in the Information window, or choose **Windows > Tower rating**. The Tower rating window lists every requirement for the next star: a check mark when it's met, and for population, satisfaction, and venues, a progress bar with the count so far ("913 / 1500"). A room you've already built has a **Show** button that selects it.

The rating is checked every midnight. When every requirement is met, the game starts counting: meet them all at two midnights in a row, and the star is yours. If anything slips, the count starts over. A star, once earned, is never taken away.



Figure 12-1. *Two of the five requirements for three stars are done.*

When the new star arrives, a popup lists your new limits and how many rooms have just been unlocked.

TIP

Population is usually the last box to tick. Homes count their residents and offices their workers, so a big block of offices is the fastest way to add people, as long as your elevators can carry them. If you reach your rating's height limit first, trade small homes for offices: a Co-Working Hub or an Investment Bank fits more than one worker to the meter.

The Safety Inspection

Once you have three stars, the city books a safety inspection. You get three days' notice, and the inspector arrives at 10:00 AM on the day. The fourth star requires you to pass one. The inspector checks four things:

1. **Fire stairs** in every band of 25 floors, from the ground up (floors 1–25, 26–50, and so on).
2. **A Fire Suppression Substation** anywhere in the tower, if it's more than 20 floors tall.
3. **Security** covering at least 60% of the floors with tenants, hotel rooms, or venues on them.
4. **Elevators**: not one car out of service at the moment of the inspection.

Pass, and your tower is certified; the inspector returns every 28 days after that. Fail, and you pay a $25,000 fine, the popup lists what the inspector found, the tower gets bad press for three days, and the inspector comes back in seven days.

DID YOU KNOW?

Once an inspection is booked, the Tower rating window counts down the days and lists what an inspector would note if they came today, so you know exactly what to fix. On the morning of the visit, check your elevators for cars out of service: a breakdown at 9:55 AM can fail an otherwise perfect tower.

The VIP Visit

Once you have four stars, a VIP comes to see what everyone is talking about. You get two days' notice, and the VIP arrives at 11:00 AM. They tour up to three of your finest venues, in this order of preference: a Starred Gourmet Restaurant, a Sky-View Observation Deck, a Sky Casino, an Executive VIP Lounge, a Rooftop Cocktail Bar, and a Day Spa & Sauna. If you have a VIP Banquet Hall, they tour two of those and finish with dinner in the banquet hall.

- If you have none of those venues open, the VIP cancels and tries again in seven days.
- When the VIP leaves, the game looks at their stress. Under 45, they loved it, the fifth star's VIP requirement is met, and the good press fills empty units faster for seven days. The next VIP comes in 14 days.
- At 45 or more, they weren't impressed by the long waits and crowds, and the tower gets bad press. Another VIP comes in seven days.

A VIP is a person like any other: they wait for elevators, ride, and walk. Every minute they spend waiting on the way to the 90th floor counts against you. Give your top venues a fast, direct elevator.

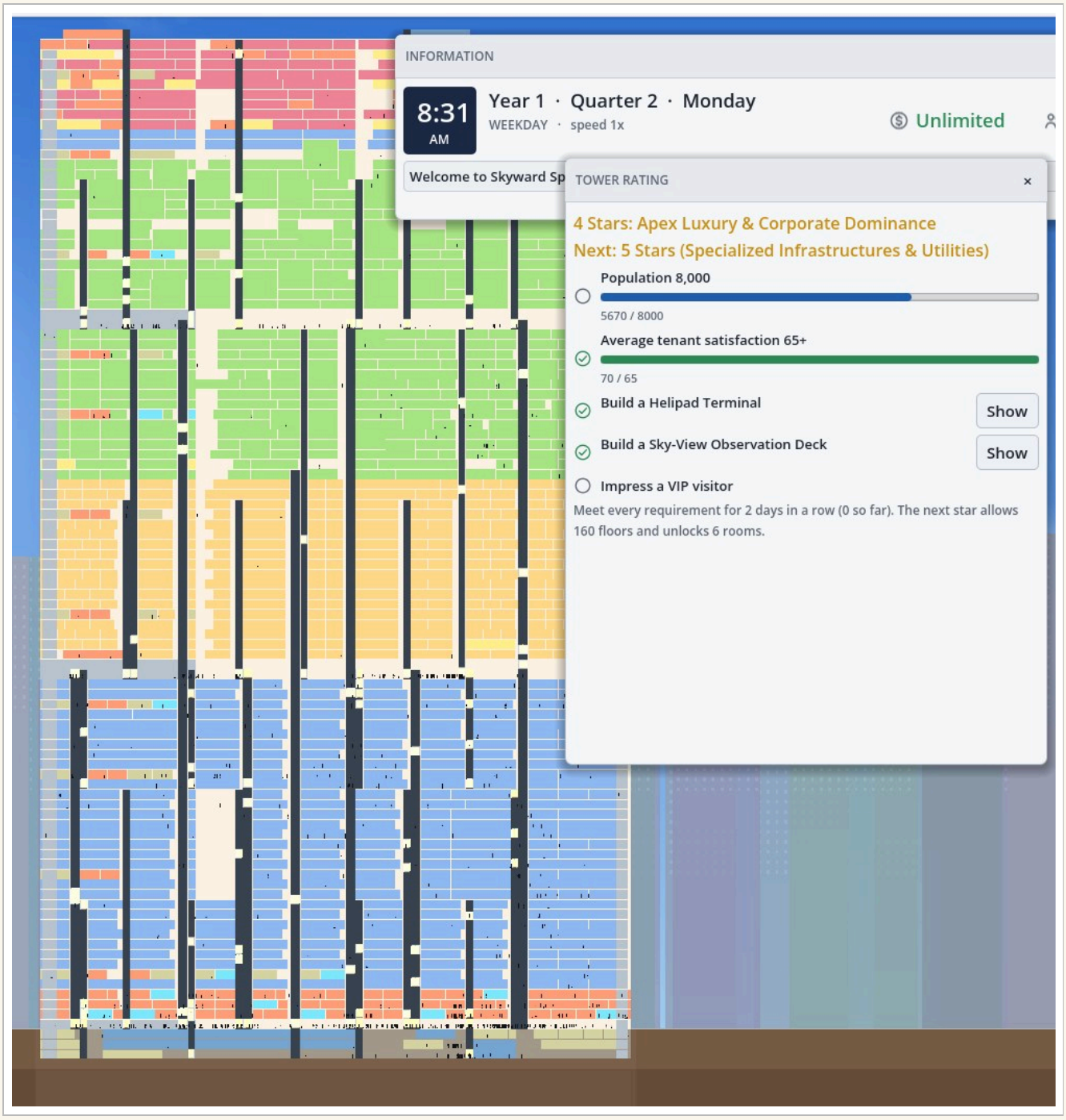


Figure 12-2. *Skyward Spire at four stars. For the fifth, it needs 8,000 people, a helipad, an observation deck, and a happy VIP.*

What Each Star Unlocks

Every room in the Tenant Catalog (Chapter 20) is marked with the rating that unlocks it. Highlights:

★★ Two stars

Hotels, health clinics, and professional offices; the Express and Firefighter elevators; the Atrium and the Subway Station Link; and the plant for a mid-rise: air conditioning, water boosters, telecom, sprinklers, batteries, janitors, and maintenance.

★★★ Three stars

Luxury homes and penthouses, banks and funds, the cinema and nightlife, the pool, spa, and fitness center, the sky lobby, the Sky Lobby Shuttle, the Glass Observation Elevator, and the Sky Bridge.

★★★★ Four stars

Corporate headquarters, the Sky Casino, the Starred Gourmet Restaurant, the ballroom, banquet, gala, and press halls, the Rooftop Cocktail Bar, the Observation Deck, and the Helipad Terminal. Sky villas and serviced residences, the hotel's first suites, luxury shops and a food hall, a news bureau, a biotech lab, specialist clinics, karaoke, indoor golf, a dinner theater, and on the roof a wedding pavilion and an infinity pool. One Central Security Command covers 40 floors.

★★★★★ Five stars

The great machines of a supertall: the Tuned Mass Damper, the Transformer Vault, the Geothermal Generator, the Blackwater Treatment Plant, the Air-Filtration Scrubber, and the Elevator Master Grid. And the landmarks a supertall is known for: a concert hall, a sky aquarium, a planetarium, a three-story sky garden, thermal baths, a revolving restaurant above the hundredth floor, a mission control center, an embassy, a private hospital, the presidential and royal suites, a sky mansion, and an air taxi vertiport on the roof.

DESIGNER'S NOTE

The star requirements are there to make you build a *real* building. A tower of offices and elevators will stall at three stars, because it needs a clinic, a hotel, and a workshop. By five stars you'll have built something like a small city standing on end, with a place for everything and everyone.

Life at the Top

The fourth and fifth stars open the rooms a supertall is famous for. Here are twelve of them, twice: first as scale models of the 3D tower's rooms, their ceilings lifted off, and then side on, as the 2D tower draws them. The people are at the places they use while your tower runs.

In the 3D Tower



Figure 12-3. *Royal Suite ★★★★★. Two floors: a hall of arched windows with a grand staircase, a sitting room by the fire, a dining table, and a canopy bed upstairs.*



Figure 12-4. *Revolving Sky Restaurant ★★★★★. Dinner along a wall of glass as the sun goes down over the city.*



Figure 12-5. *Sky Aquarium ★★★★★. Two stories of water, with sharks, rays, a diver, and a glass tunnel to walk through.*



Figure 12-6. *Grand Ballroom ★★★★. Couples waltz while the band plays on the stage.*



Figure 12-7. *Sky Mansion ★★★★★. Three floors of home: a two-story library, a billiards room, a dining room, bedrooms, and a pool on the roof.*

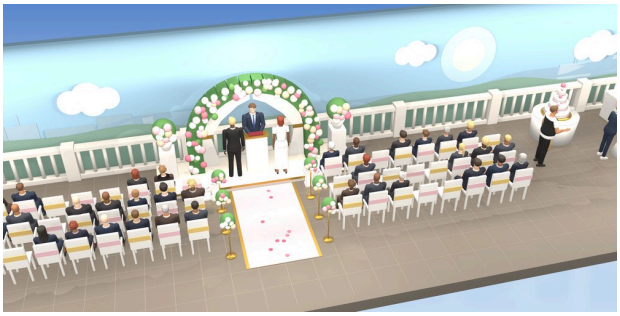


Figure 12-8. *Rooftop Wedding Pavilion ★★★★. A ceremony under a flower arch, the guests in rows, and the cake waiting.*



Figure 12-9. *Sky Casino ★★★★. Slot machines, roulette and card tables, and a bar.*



Figure 12-10. *Sky Garden Conservatory ★★★★★. Three stories under glass: full-grown trees, a waterfall, and a rope bridge to a tree house.*

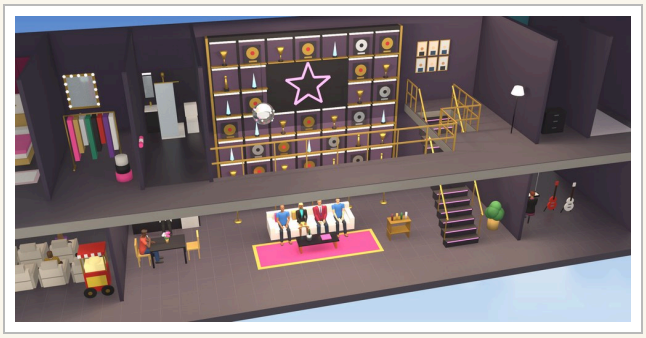


Figure 12-11. *Celebrity Hideaway ★★★★★. A star's two-story home, with a wall of gold records, a dressing room, a screening room, and a studio.*



Figure 12-12. *Rooftop Infinity Pool ★★★★. A swim-up bar, sunbeds, and the city at the water's edge.*

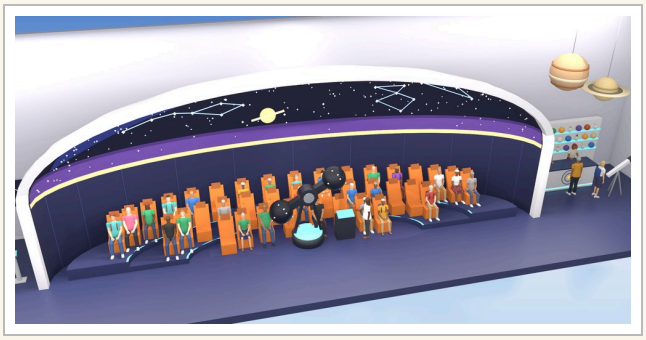


Figure 12-13. *Planetarium ★★★★★. The audience leans back under the dome as the stars come out.*



Figure 12-14. *Supercar Showroom ★★★★. Supercars on turntables, and buyers looking them over.*

In the 2D Tower

The same rooms and people as the 2D tower draws them, open to the front, each shown on its own without the floors above and below it.

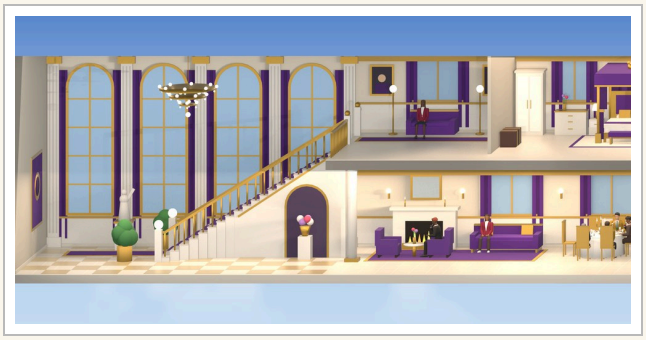


Figure 12-15. *Royal Suite ★★★★★, side on.*

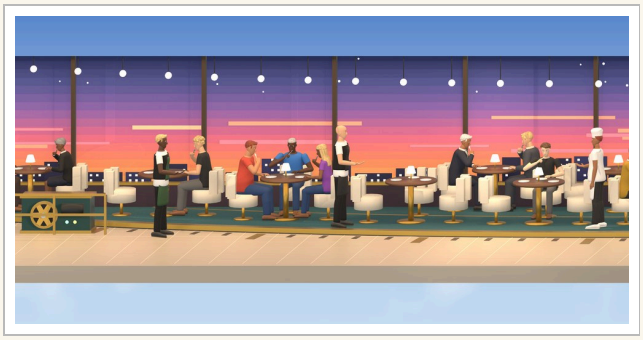


Figure 12-16. *Revolving Sky Restaurant ★★★★★, side on.*

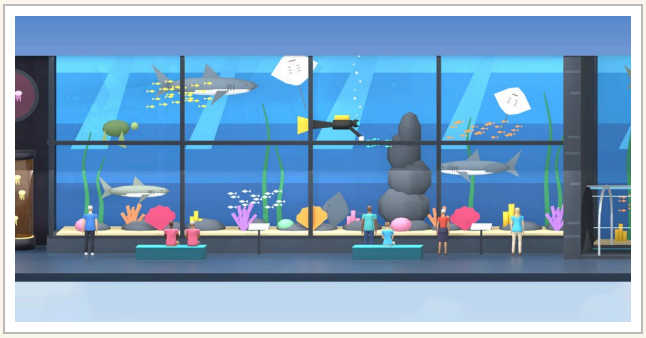


Figure 12-17. *Sky Aquarium ★★★★★, side on.*

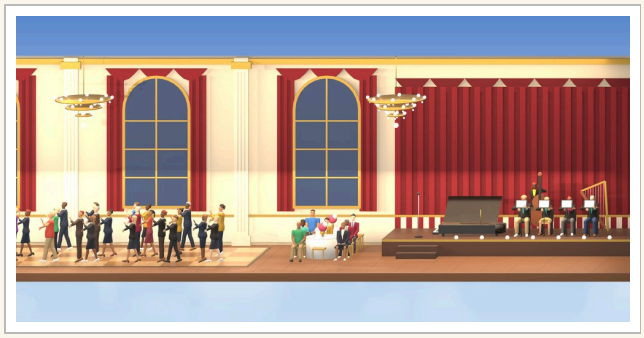


Figure 12-18. *Grand Ballroom ★★★★, side on.*

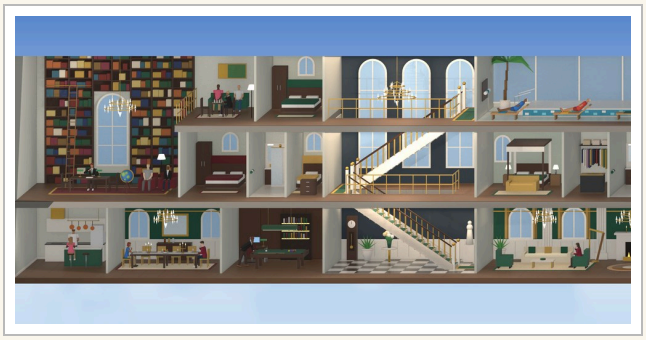


Figure 12-19. *Sky Mansion ★★★★★, side on.*

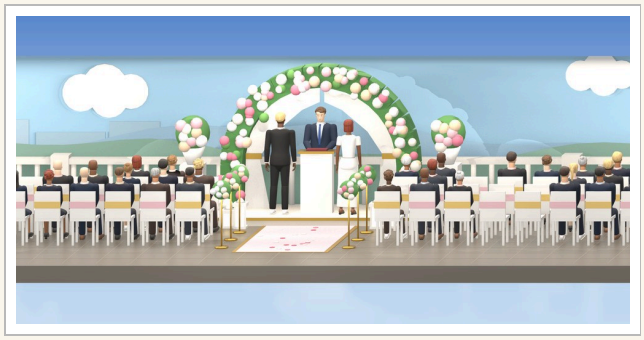


Figure 12-20. *Rooftop Wedding Pavilion ★★★★, side on.*

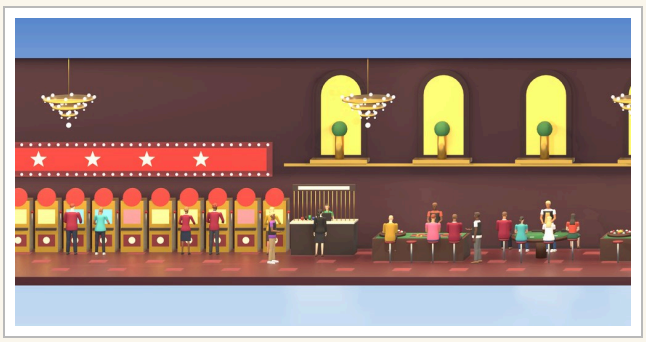


Figure 12-21. *Sky Casino ★★★★, side on.*



Figure 12-22. *Sky Garden Conservatory ★★★★★, side on.*

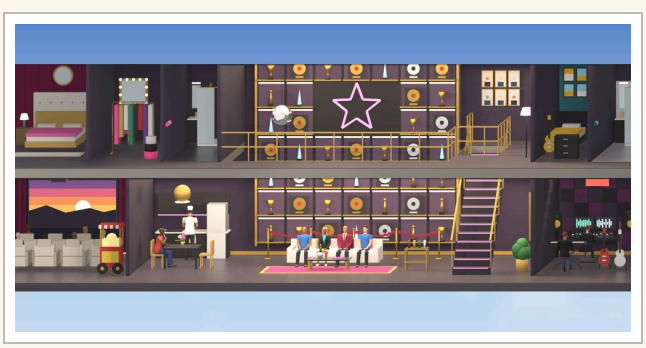


Figure 12-23. *Celebrity Hideaway ★★★★★, side on.*

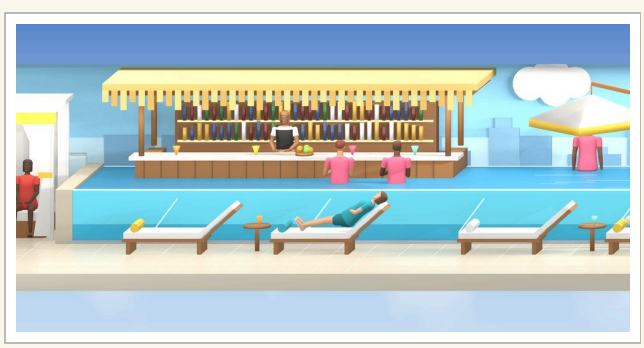


Figure 12-24. *Rooftop Infinity Pool ★★★★, side on.*

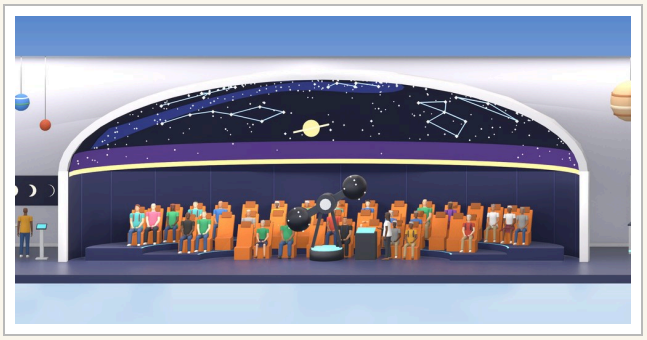


Figure 12-25. *Planetarium ★★★★★, side on.*



Figure 12-26. *Supercar Showroom ★★★★, side on.*

13 THREE WAYS TO SEE

The Rendered, Blueprint, and CAD styles, and what each one is for

Every tower in *Building to the Sky* can be drawn three ways, and every one of them is the whole game: you can build, manage, and play in any style, switch at any moment with V, and switch back without losing a thing. The styles reach into every corner of the game, from the tower itself to the people, the windows and menus, the graphs, the title page, and your photos.

Rendered



Figure 13-1. *Rendered: a lobby at the height of the morning rush.*

Rendered is the tower as its tenants see it: furnished rooms in full color, daylight that changes through the day, lights that come on at dusk, a city skyline behind, and weather through the seasons: rain showers now and then, and snow in winter. People wear their own clothes and turn pink, then red, as their stress rises. The windows and menus are clean white panels, and room tiles in the Tools window are small color pictures of each room.

Blueprint

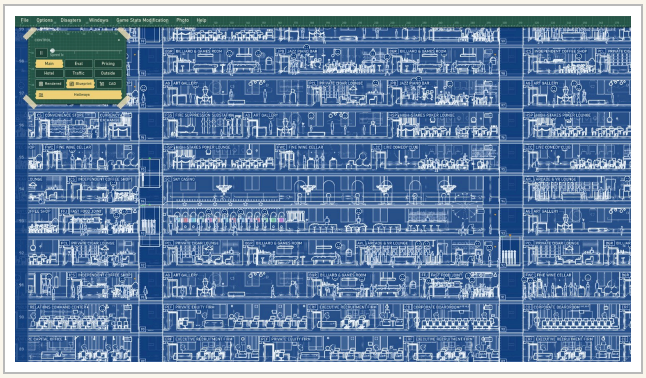


Figure 13-2. *The crown of a 2D tower in Blueprint.*

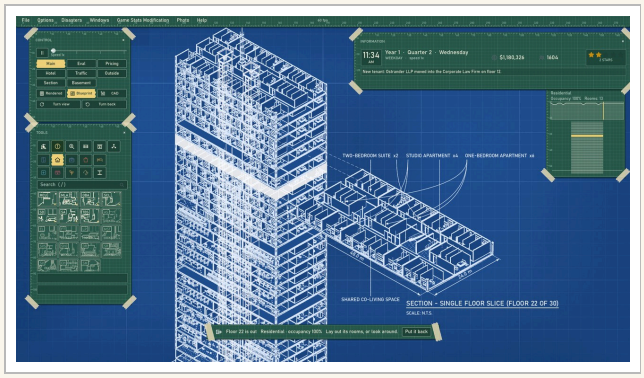


Figure 13-3. *A 3D tower with one floor sliced out, in Blueprint.*

Blueprint is the tower as its architect sees it: crisp white linework on a gridded blueprint-blue sheet. Every room is drawn in section, with its furniture, fixtures, and people as ink figures, and every room is labeled with its **room code** and name, like **FFJ** Fast Food Joint or **HRH** Human Resources Hub. The windows and menus become a green drafting-table cutting mat, with masking tape at the corners and yellow tape marking the selected button, and the Tools window's tiles turn into traced drawings with the same codes.

Because the ink figures can't turn red, people show their mood with icons: an alert bubble with "!" over anyone who's stressed, and now and then a smiley over anyone who's content. At a glance, you can spot the one unhappy floor in a building of hundreds.

CAD

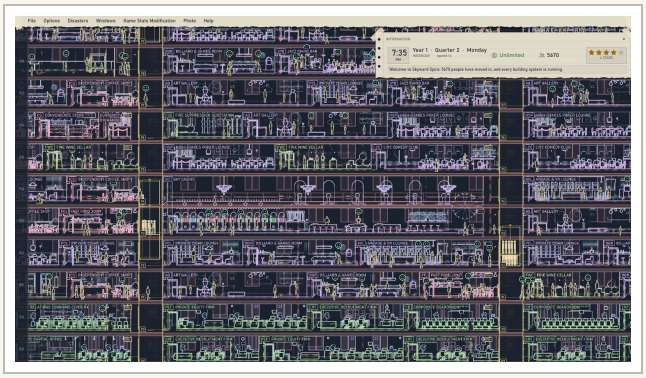


Figure 13-4. *The same crown in CAD.*

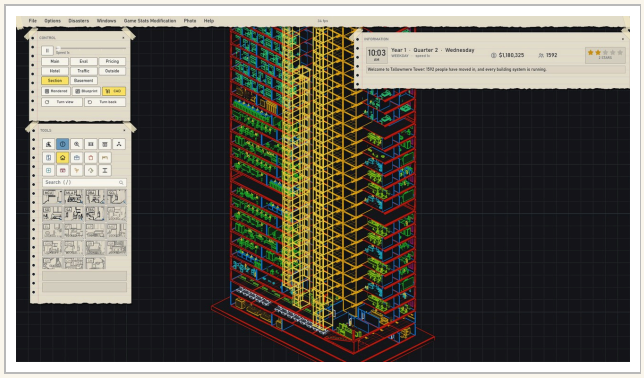


Figure 13-5. *A 3D tower in CAD, in Section view.*

CAD is the tower as its engineers see it, on a drafting screen. In a 2D tower, soft pastel layers sit on a dark navy sheet: the structure in salmon, walls in pale blue, glass in pink, fixtures in lavender, elevators and stairs in gold, and people in cream. In a 3D tower, each layer takes its own bright color on a charcoal grid, like a real building model: furniture green, walls cyan, floors and frame red, glass magenta, and the elevator core yellow. A color-blind palette swaps in layer colors of its own, picked so every layer stays easy to tell apart. The windows and menus become sheets of ruled paper, with highlighter marking the selected button. Room codes and mood icons work just as in Blueprint.

What Changes, Style by Style

	RENDERED	BLUEPRINT	CAD
The tower	Full-color rooms, daylight, weather	White ink on blueprint blue	Colored layers on a dark sheet
Room labels	None	Code and name on every room	Code and name on every room
People's mood	Pink, then red, with stress (and "!" with a color-blind palette)	"!" and smiley icons	"!" and smiley icons
Windows and menus	Clean white panels	Green cutting mat and tape	Ruled paper and highlighter
Tools window tiles	Color room pictures	Traced drawings with codes	Traced drawings with codes
Graphs	Colored lines on white	Ink lines on the mat	Pen lines on paper
Main menu	The live tower in a city	A live section drawing of the tower	The same drawing in CAD

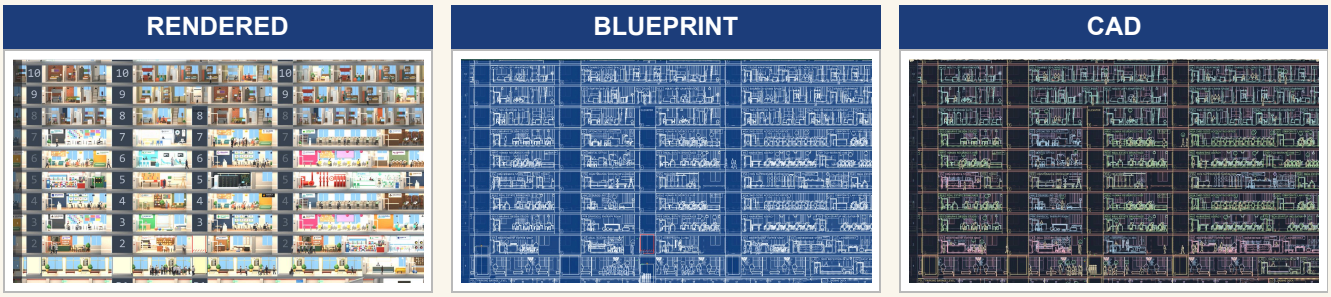


Figure 13-6. *The same apartments and offices in all three styles.*

Room Codes

Every room and facility has a short code, made from the initials of its name: SA for a Studio Apartment, CLF for a Corporate Law Firm, MSC for a Multi-Screen Cinema, SGS for a Security Guard Station. Codes never change, and no two rooms share one, so a traced tile in the Tools window and the room it builds always match. The Tenant Catalog lists every code.

Choosing a Style

- Press V, or click Rendered, Blueprint, or CAD in the Control window. The game remembers your choice.
- The main menu has its own three buttons, and whatever you choose there carries into the game.
- Photo mode has the same three style buttons, so you can pick a style for each picture (Chapter 17).
- Mood icons can be turned off in **Options > Settings > Game**.

DESIGNER'S NOTE

I build in Blueprint. The room codes make it easy to see what's where, the mood icons make trouble jump out, and the linework shows the structure of a big building better than anything. Then I switch to Rendered at dusk, just to watch the lights come on. Try all three. You'll find your own favorite.

14 BUILDING IN 3D

A tower on a city block: turning, slicing, sections, and shafts

A 3D tower is the same game in a new shape. Everything you've read about rooms, elevators, people, tenants, money, and stars works exactly the same. What changes is the building itself: it stands on a 100-meter-square city block, grows in any direction, and can be turned, cut open, and taken apart floor by floor so you can see and build every room.

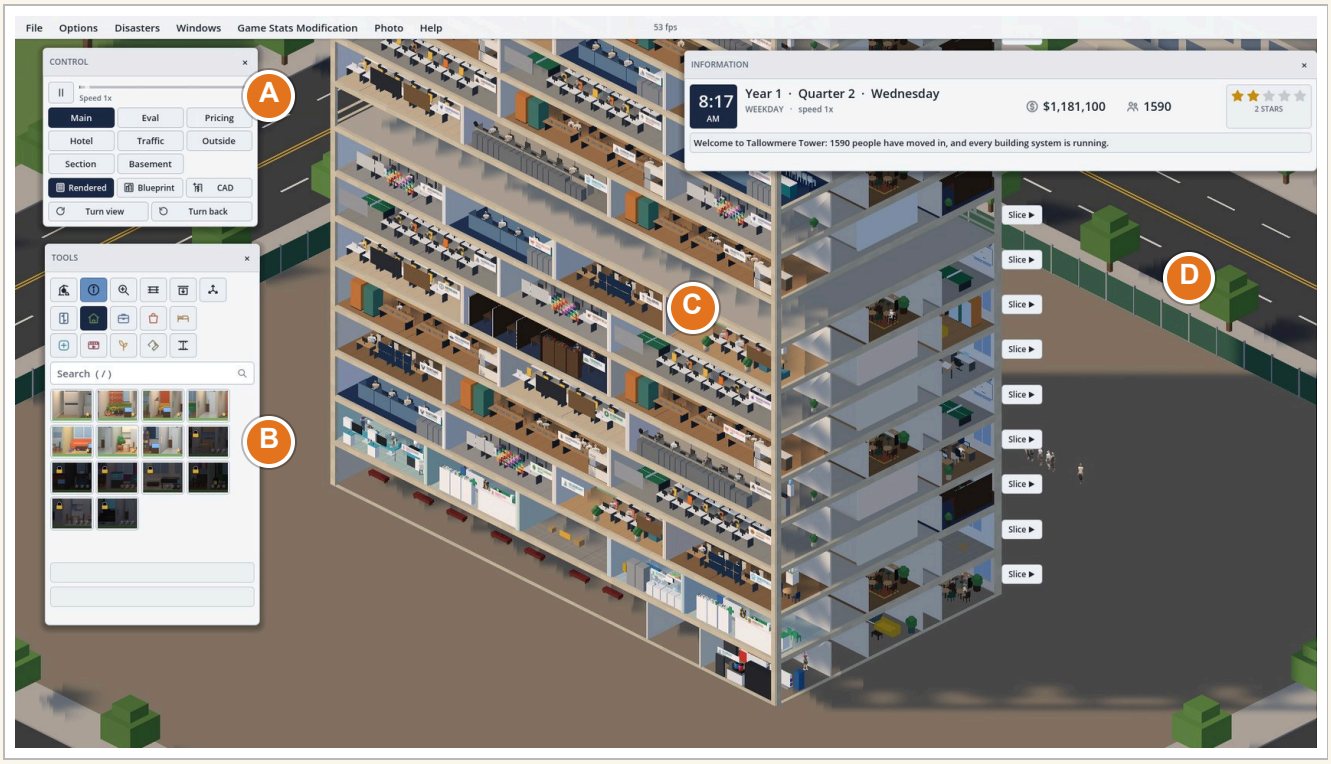


Figure 14-1. *Tallowmere Tower, a 3D tower, with its two nearest faces opened like a doll's house.*

- **A** **Control window.** Adds Section, Basement, and the Turn buttons.
- **B** **Tools window.** Adds the Expand tool.
- **C** **The tower.** Rooms along both sides of a hallway on every floor.
- **D** **Slice buttons.** One beside every floor.

The Shape of a 3D Floor

Seen from above, each floor is a plan made of strips 2 meters deep. Rooms stand in rows 6 meters deep, one along the back of the floor and one along the front, with a hallway between them where people walk. Elevator shafts are 4 meters deep, and they, the stairs, and the escalators stand in the hallway or in a hall like a lobby or a parking level; unlike in a 2D tower, they can't stand in front of a room. The floor can be any shape you like, up to 100 by 100 meters.

From the outside, you build in the row that faces you. To build in the row behind it, slice the floor out (below) and lay out both rows at once.

Moving the Camera

Pan and zoom	As in 2D: W A S D, the middle mouse button, the screen edges, and the wheel.
Turn to the next corner	R, or **Turn view** in the Control window. Shift + R or **Turn back** goes the other way. There are four corners.
Outside or inside	F switches between the finished outside of the tower and the inside view, with the two nearest faces opened up.

Floors and the Expand Tool

In a 3D tower, you always build floors before rooms. Pick the **Floor** tool and drag a rectangle on the roof to build the next floor up, or on the ground for the ground floor; the shape is up to you, as long as it keeps within the overhang rule. Page Up and Page Down pick a floor yourself. A 3D floor costs the same per square meter as a 2D one.

To grow the whole building at once, use **Expand** (G). Arrows appear on the building: at each end, on the front and back, and on top. Drag one to grow every floor that way, each keeping its own shape, a meter at a time sideways, a 2-meter strip at a time front to back, or a floor at a time upward. A ghost shows the new floor space and its cost until you let go. The site is 100 meters square, and the tower can rise to 160 floors (or whatever your rating allows).

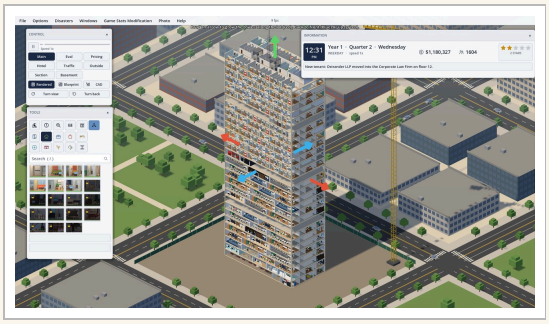


Figure 14-2. *The Expand tool's arrows.*

Bigger floors hold more people. A tower on a narrow plan can reach its rating's height limit with too few people for the next star: 80 floors of a 48-meter plan hold about 3,400, and four stars need 4,000. When that happens, the advisor tells you how big your floors are against the site, and Expand makes every floor bigger at once.

Slicing a Floor

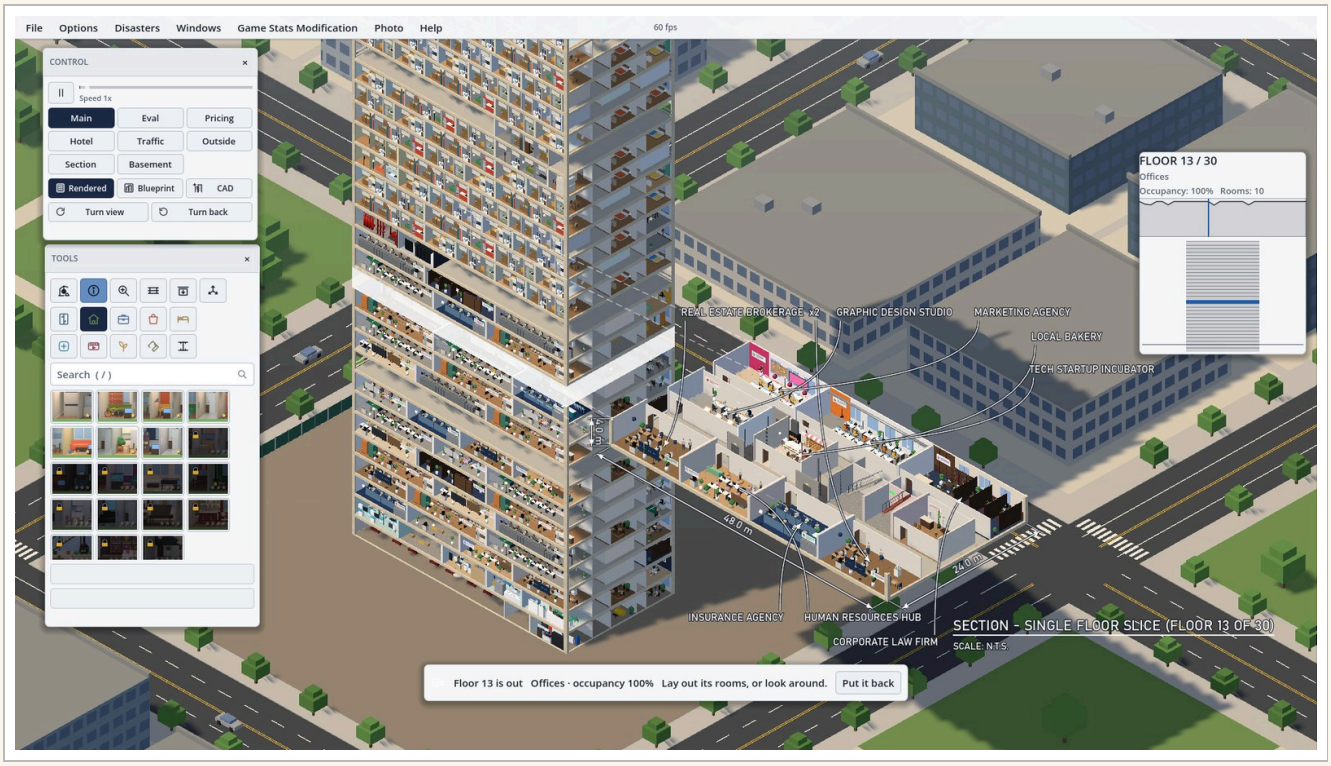


Figure 14-3. *A floor slid out beside the tower, with its rooms labeled and its floor card on the right.*

Click **Slice** beside any floor, and that floor, and only that floor, slides out of the building toward you and settles beside the tower, enlarged like a detail on an architect's drawing, with dimension lines, labels for every room, and dashed lines back to the slot it came from. There you can see both rows of rooms and build anywhere on the plan.

- **The floor card** beside the slice shows the floor number, what it's mostly used for, how full it is, a chart of how full every floor of the tower is, and a small drawing of the whole tower with the sliced floor lit. Click another floor in that drawing to slide it out instead.
- **Tall rooms stay put.** A room two floors tall, like the Multi-Screen Cinema or the Sky Casino, stays in the tower whole. The slice outlines where it stands and names it, so every floor's layout is still complete.
- **Put it back.** Click **Put it back**, or press Esc, and the floor slides home.



Figure 14-4. *Zoomed in on a slice: every desk, table, and person.*

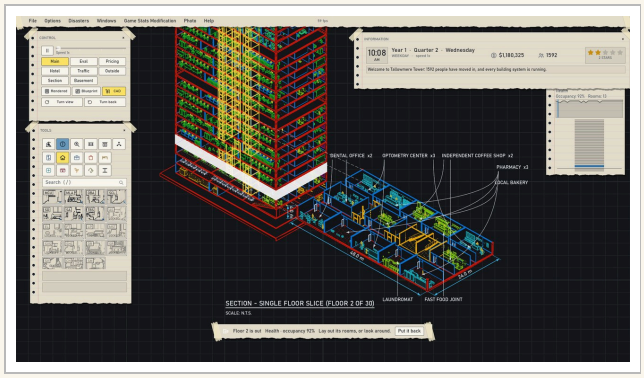


Figure 14-5. *A slice in CAD, with its drafting notes.*

Section View

Choose **Section** in the Control window, and the corner of the tower nearest you is cut away down to the core, opening every floor's rooms, hallways, and people to view at once, with the elevator core standing whole in the middle. The cut sweeps down from the roof as the view opens. Page Up and Page Down (or the arrows on the panel) move it a floor at a time.

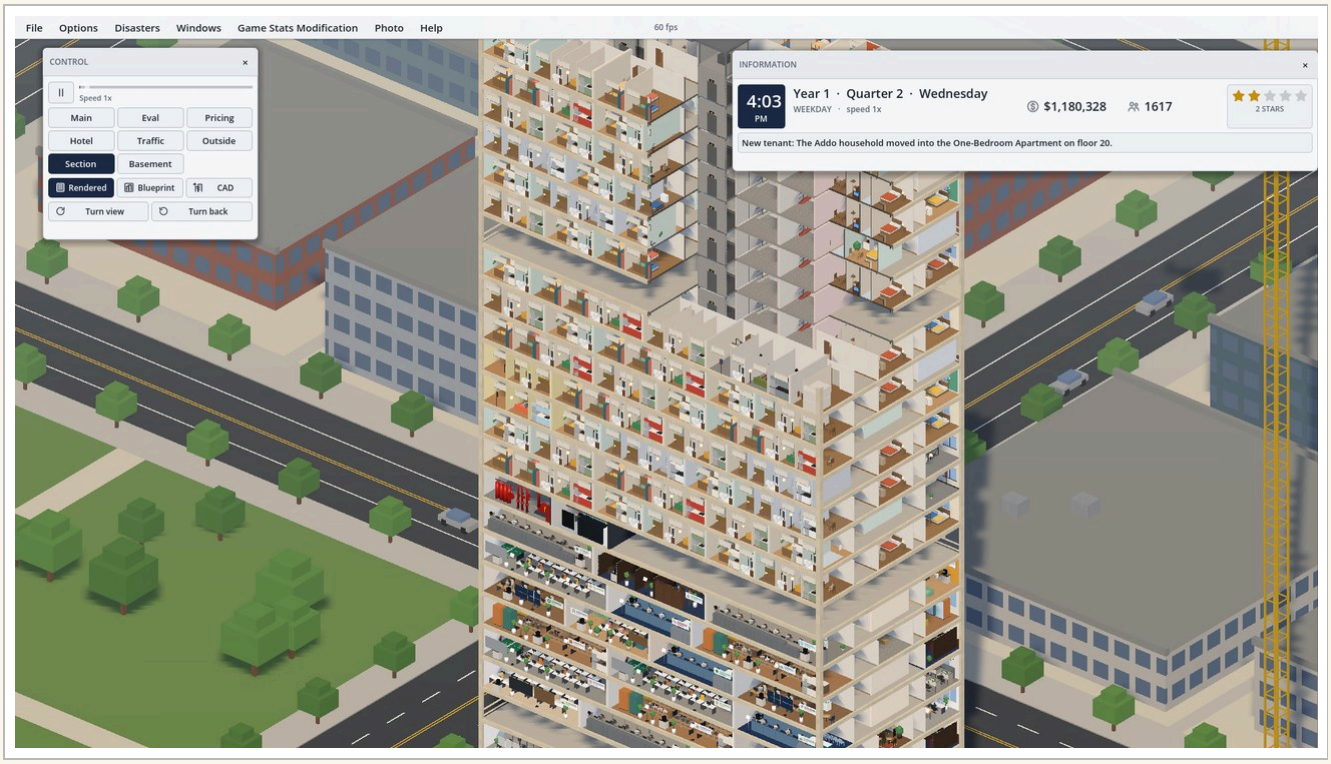


Figure 14-6. *Section view: a corner cut away through every floor.*

Basement View

Choose **Basement** in the Control window to open up the ground and see your basement levels: the garage, the plant rooms, and anything else below the street. It's where you dig and build underground. Slicing works down here too: slide out the lowest level to lay out its plant.



Figure 14-7. *The bottom basement level, sliced out.*

Shaft View

Click an elevator and press **Shaft view** in its window. The tower is cut away around the shaft, and big arrows appear at its top and bottom: drag them to add floors or take them away. Press Esc or click **Done** to go back. With no tool chosen, you can also point at any elevator and drag the grips at its ends.

Exterior Styles

A 3D tower wears one of eight exteriors, chosen when you create it and changeable any time from **Options > Exterior style**, free of charge. It's an art choice only.

Full Glass	A sheer wall of blue-green glass in slim silver frames.
Glass & Concrete	Poured concrete, striped at every floor, with columns between tall windows. The default.
Granite & Glass	Polished charcoal granite framing smoked glass.
Marble & Glass	White veined marble at every floor and between the windows.
Limestone & Glass	Warm cream limestone, like a classic city building.
Copper & Glass	Big copper panels weathered to a soft green, with warm-tinted glass.
Bronze & Glass	Dark bronze trim and panels over tinted glass, sleek at night.
Terracotta & Glass	Glazed terracotta columns in a sunny clay color.

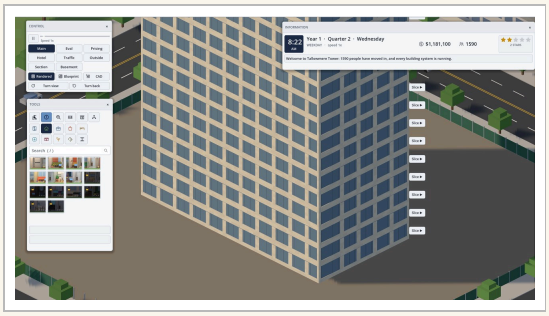


Figure 14-8. *Limestone & Glass from the street.*

What's Different in 3D

- **Floors first.** Placing a room never builds a floor for you.
- **Shafts take space.** Elevators and stairs need hallway or hall space; they don't stand in front of rooms.
- **Homes of two and three stories.** The Multi-Loft Apartment, Starter Duplex, Luxury Penthouse, Multi-Story Townhome, and Family Triplex rise through the floors above the one you build them on, like a cinema, with their own stairs inside. When you slice one of their floors, the whole home stays in the tower, outlined on the slice.
- **Homes inside.** Every home is laid out like a real one: its rooms side by side behind a small hall, with walls between them. See Chapter 7 for what the people who live there do in them.
- **Atriums.** An atrium rises from the floor you point at, 3 stories to start: press] and [(or hold Ctrl and turn the mouse wheel) to make it taller or shorter, up to 12. The floors it rises through must already be built; it opens them up.
- **Garages and stations.** Drivers' cars come down the ramp at a parking level's right-hand end and park nose in, a row of spaces for every 6 meters of the level's depth (spaces where an elevator or stairs stand stay empty), and trains pull in to a Subway Station Link's platform, as in 2D. Click a parking level to see how many cars are in.

- **Company signs.** Each company's logo hangs in its room where you can see it through the cut-away wall, as in 2D.
- **Noise through the hallway.** A room hears the rooms in the other row across the hallway at about a third of the volume of a neighbor on the same side.

TIP

Put your elevator core in the middle of the plan, with hallways running out from it. Every room then sits a short walk from the elevators, and the Section view shows the whole core at once.

15 DISASTERS, INCIDENTS, AND HOLIDAYS

Fires, floods, power cuts, festivals, and the holiday season

A tower is a small city, and cities have bad days. Pipes burst, the grid goes down, and once in a long while, a kitchen catches fire. None of it is random punishment: every emergency in the game has a room that makes it rarer, shorter, or cheaper, and a well-run tower shrugs most of them off. There are good days too: festivals, celebrities, and the holidays at the end of the year.

A career tower is spared all of this until it earns its second star, and until it has at least a dozen finished rooms. A sandbox tower gets them from the start.

Fires



Figure 15-1. *A fire on floor 11. The fire crews work from the room next door, spraying into the flames.*

Fires are rare: with random disasters on, a tower sees one about every two game years, and less than half as many once it has sprinklers anywhere. They start in rooms that use water, like kitchens and bathrooms, and in hotel rooms. When one breaks out, a popup tells you where, everyone in the room is evacuated, and the response begins:

1. **Fire crews climb the tower.** They reach the fire 4 minutes after it starts, plus 12 seconds for every floor they climb, so a fire on floor 50 waits about 14 minutes. A **Firefighter Elevator** that reaches the burning floor cuts that to 2½ minutes plus 3 seconds a floor: about 5 minutes to floor 50.
2. **A helicopter comes for high fires.** From floor 21 up, a helicopter arrives after 7 minutes and sprays the fire from outside, working half again as fast as the crews.
3. **Sprinklers work from the start.** A **Fire Suppression Substation** within 20 floors fights the fire from its first minute.

A fire takes 25 to 45 minutes of firefighting to put out, counting crews, helicopter, and sprinklers together. Until then, every 10 minutes, it may spread to a room beside it or directly above or below it: a 12% chance, only 3% with sprinklers, and a quarter of that once the crews or the helicopter are at work.

Nobody walks through a fire. In a 2D tower, people on the burning floor turn back and find another way: up or down a stair or an elevator, across another floor, and back. Anyone with no other way stays put until the fire is out, so a tower with a second stair or elevator at each end of its floors keeps moving. In a 3D tower, people walk the hallways around the rooms, so a fire only stops them if it's in a hall, like the lobby.

After the Fire

A room that burns is gutted. Its tenants leave, it closes, and it earns nothing. You pay a cleanup bill of 10% of what it cost to build, tenants within a floor of it lose 5 satisfaction, and the news gives the tower bad press for three days (Chapter 8). The Inspector shows a **Rebuild** button: click it to clear the ruin and build the same room again, at the full price of a new one.

Floods

A burst water main floods part of a floor, up to 18 meters either side of where it breaks. The rooms there close, and their people are evacuated until the floor is dry. With random disasters on, floods are about as rare as fires.

	WORKSHOP WITHIN 15 FLOORS	NO WORKSHOP
Crew arrives	5 minutes	20 minutes
Floor dry	40 minutes later	90 minutes later
Cost	$2,500	$8,000

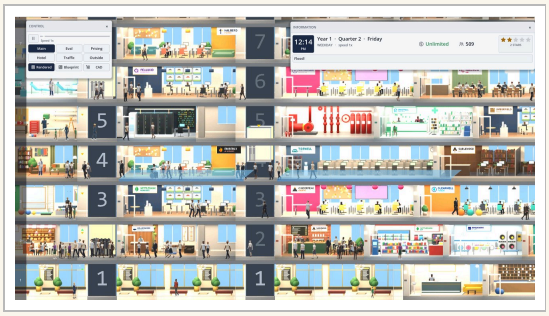


Figure 15-2. *A flooded floor, with water across its rooms.*

Starting Disasters Yourself

The **Disasters** menu lets you start one on purpose: choose **Start a fire…** and click a room, or **Flood a floor…** and click a floor. It's a good way to test your sprinklers and crews before the real thing, or to take dramatic pictures. The same menu has the **Random disasters (rare)** switch, also in **Options > Settings > Game**. With it off, only the disasters you start will happen.

Incidents

Smaller troubles come and go on their own, whatever the disaster setting:

INCIDENT	WHAT HAPPENS	WHAT HELPS
City power cut	The city grid goes down for 1 to 3 hours. Only a Geothermal Generator Base and backup batteries keep power flowing. Without them, the elevators stop.	A Battery Backup Bank keeps the tower in a brownout instead of a blackout.

INCIDENT	WHAT HAPPENS	WHAT HELPS
Water leak	A pipe bursts on a floor. Kitchens there close, and tenants on the floor lose 30 on building systems until it's fixed.	A Maintenance Workshop within 15 floors fixes it in 30 minutes for $1,500. Otherwise it takes 3 hours and $6,000.
Security scare	From three stars. An unattended bag closes three floors and everyone on them leaves.	A Security Guard Station within 10 floors clears it in 15 minutes. Otherwise it's 3 hours.

Busy Days

- **The city festival**, on day 8 of every quarter, brings crowds: every shop, restaurant, and venue draws 35% more visitors all day.
- **A celebrity sighting** happens on about one day in 25 once you have three stars. Entertainment venues draw 60% more visitors that day, and other venues 10% more.

The Holidays

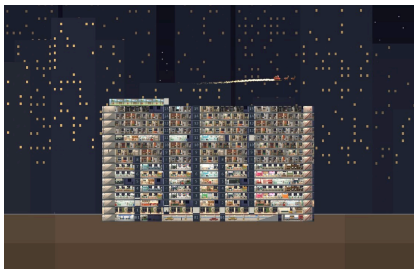
Quarter 4 stands in for October, November, and December, and the tower celebrates:

HALLOWEEN



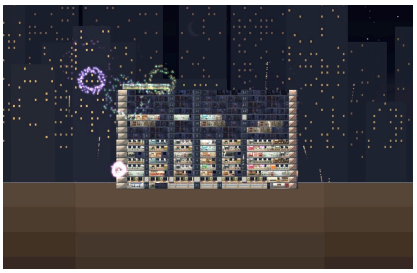
Day 5 of Quarter 4. The children are out in costume all day: ghosts, pumpkins, witches, skeletons, and caped heroes.

CHRISTMAS EVE



Day 13, from 4:00 PM until 2:00 PM the next day. Keep an eye on the sky around the tower that night.

NEW YEAR'S EVE



Day 14, from 8:00 PM until 2:00 AM. Fireworks around the tower, and a big show at midnight.

If flashing lights bother you, **Reduce flashing** in the Options menu keeps fireworks, alarms, and blinking lights steady.

EMERGENCY READINESS

One of each in every band of floors

- Fire Suppression Substation every 40 floors (±20)
- Security Guard Station every 20 floors (±10)
- A Firefighter Elevator the full height
- Maintenance Workshop every 30 floors (±15)
- Fire stairs in every 25 floors
- A Battery Backup Bank for power cuts

16 SCENARIOS

Four finished towers to explore, study, and run

Sometimes the best way to learn is to take apart something that already works. Scenarios are finished, fully working towers, built the way I'd build them. Each one opens on a busy weekday morning: everyone has moved in, the elevators are running, and every building system is working. Open one from **Scenarios** on the main menu or **File > Scenarios.**

Three of them are sandboxes, with unlimited money and every room unlocked, so you can change anything. The fourth is a real business with money to manage.

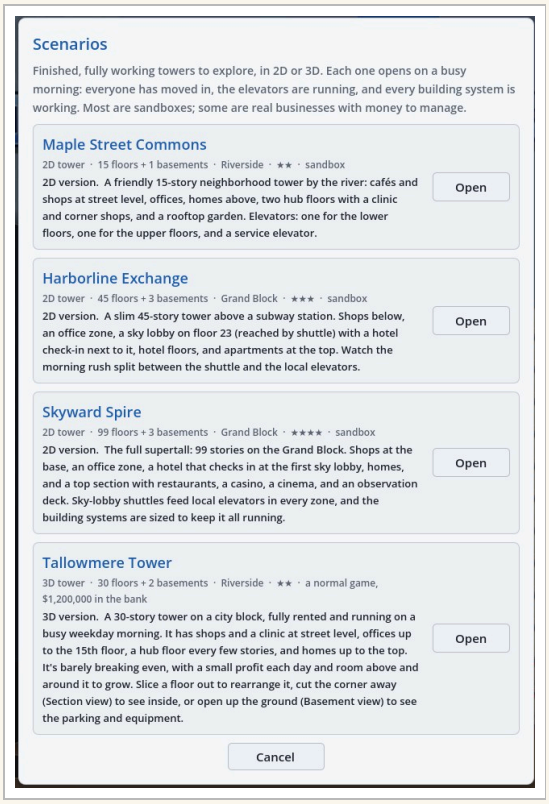


Figure 16-1. *The Scenarios window.*

Maple Street Commons

2D · 15 FLOORS AND 1 BASEMENT · RIVERSIDE · ★★ · SANDBOX

A friendly neighborhood tower by the river. Cafés and shops fill the floor above the lobby, offices fill floors 3 to 7, and homes rise above them to a rooftop garden. Two hub floors hold a clinic, corner shops, and the services that keep everything clean and safe. Three elevators serve it: one for the lower floors, an express-style one that skips straight to the upper floors, and a service elevator.

Study it for: a complete small tower on a modest budget, and the classic trick of splitting a tower's floors between two elevators. Most of the pictures in the early chapters of this guide were taken here.

Harborline Exchange

2D · 45 FLOORS AND 3 BASEMENTS · GRAND BLOCK · ★★★ · SANDBOX

A slim tower above a subway station. Shops fill the base, offices run up to floor 22, and a **sky lobby on floor 23**, reached by Sky Lobby Shuttles, has the hotel check-in beside it. Hotel floors sit above the sky lobby, with apartments at the top and a rooftop bar on the roof.

Study it for: sky-lobby zoning. Watch the morning rush split between the shuttles and the local elevators, and see how the upper local elevators start at the sky lobby instead of the ground.

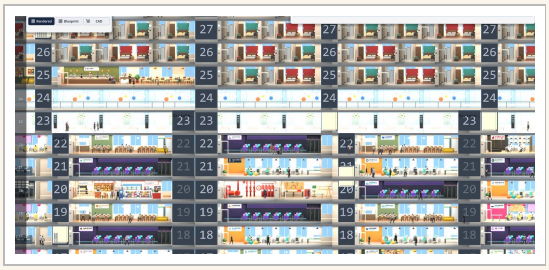


Figure 16-2. *Harborline's sky lobby: shuttles arrive, local elevators depart.*

Skyward Spire

2D · 99 FLOORS AND 3 BASEMENTS · GRAND BLOCK · ★★★★ · SANDBOX

The full supertall. Shops at the base, a deep office zone, a hotel that checks in at the first sky lobby (floor 36), two zones of homes above it, and a crown with restaurants, a casino, a cinema, and an observation deck, topped by a rooftop bar and a helipad. Shuttles run from the ground to both sky lobbies (floors 36 and 71), local elevators serve every zone from there, and the building systems are sized to keep it all running. It's one VIP visit and a few thousand people short of five stars.

Study it for: everything. The zoning, the plant floors, the placement of hotels and nightlife, and how a tower of this size keeps its waits under control.

Tallowmere Tower

3D · 30 FLOORS AND 2 BASEMENTS · ★★ · A NORMAL GAME, $1,200,000 IN THE BANK

A 30-story 3D tower on a city block, fully rented on a busy weekday morning. Shops and a clinic at street level, offices up to floor 15, a hub floor every few stories, and homes to the top. It's barely breaking even in a lean market, with a small profit each day and room above and around it to grow.

Study it for: the 3D tools. Slice a floor out to rearrange it, cut the corner away in Section view, or open the ground with Basement view to see the parking and plant. Then try to turn a small daily profit into a big one.

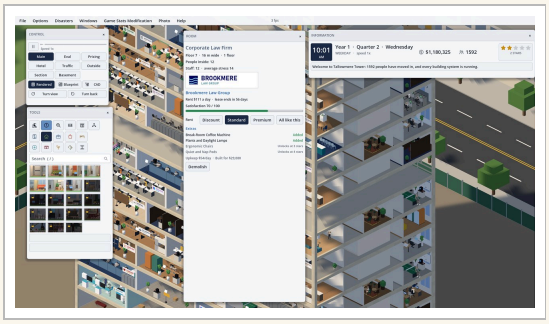


Figure 16-3. *A 3D tower in the city.*

TIP

Open a scenario, pause, and click every elevator. The Stops tab shows which floors each one serves, and the Schedule tab shows its modes. Then speed up to the evening rush and watch the Traffic view. Everything you see can be copied into your own towers.

17 GRAPHS, PHOTOS, AND MUSIC

Tracking your tower over time, sharing it, and the soundtrack

The Graphs Window

Press H, or click **Graphs…** in the Finance window. The tower keeps a history from the moment you start it: a point every game hour, and one for every day. Six sheets show it:

SHEET	LINES
Cash	Your cash, and the tower's value (hidden at first).
Income	Income, spending, and profit.
People	Tenants and residents, the people in the tower right now, visits a day, and hotel guests (hidden at first).
Happiness	Average tenant satisfaction, the share of units leased, and the share of hotel rooms taken.
Elevators	The average wait, the longest wait, and people left behind by full cars.
Rating	Your stars and your tower's value.

Choose a range: **24 hours** or a **Week** (by the hour), or a **Quarter**, a **Year**, or **All time** (by the day). Move the pointer over a chart to read the exact values at any moment, and click a line's name in the legend to hide or show it; the scale fits what's shown. **Save as CSV** writes every line of every sheet for the chosen range to a spreadsheet file and opens its folder.



Figure 17-1. *People over a week: the daily tide of workers in and out.*



Figure 17-2. *Elevators over a week: the morning rush shows every weekday.*

The graphs follow your drawing style: colored lines on white in Rendered, ink on the cutting mat in Blueprint, and pen on paper in CAD. With a color-blind palette, each line also carries its own shape (a dot, a square, a triangle, a diamond, an upside-down triangle, or a cross), shown beside its name in the legend.

Photo Mode

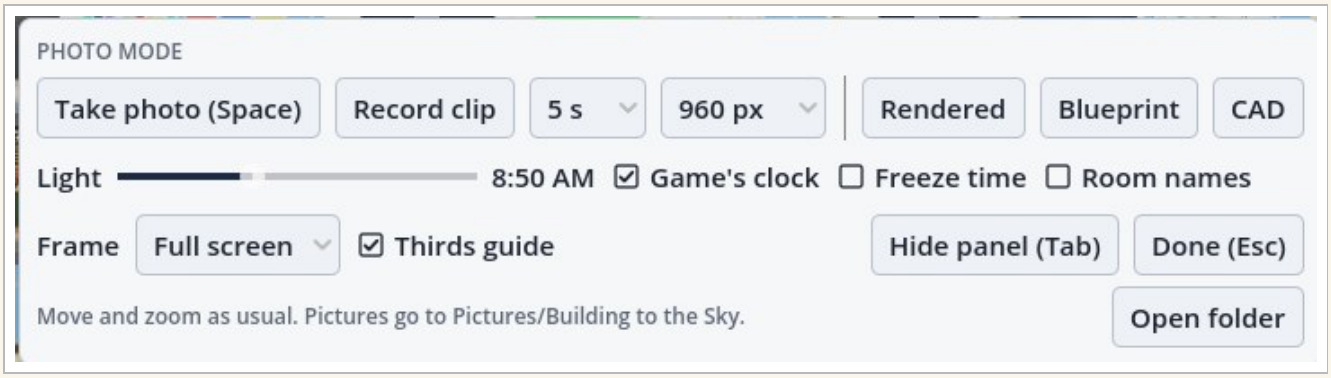


Figure 17-3. *The Photo mode panel.*

Press P (or choose **Photo > Photo mode**). The windows disappear, leaving the tower and a small panel. Move and zoom as usual to frame your shot, then:

- **Style:** Rendered, Blueprint, or CAD.
- **Light:** drag the slider to light the tower for any hour of the day or night, or tick **Game's clock** to follow the game's own time.
- **Freeze time** pauses the tower while you set up.
- **Room names** labels the rooms.
- **Frame:** Full screen, 16:9, Square, 4:5, or 9:16, with an optional **Thirds guide**.
- **Tilt** and **Turn** (3D towers) swing the camera for a dramatic angle.

Press Space or click **Take photo**. Tab hides the panel, and Esc leaves Photo mode.

Screenshots and Clips

Anywhere in the game, F12 takes a screenshot of the whole screen. If you'd rather leave the windows and menus out, tick **Leave the interface out of screenshots** in **Options > Settings > Game**.

F8 records a clip, an animated GIF at 15 frames a second, and F8 again stops it. In Photo mode, choose how long a clip runs (5, 10, 15, 20, or 30 seconds) and how wide it is (640, 960, or 1,280 pixels; wider clips make bigger files).

Pictures and clips go to **Pictures\Building to the Sky**. **Photo > Open the pictures folder** takes you there.

> **TIP**
>
> For a tower portrait, zoom out until the whole building fits, pick the 9:16 frame, set the light to 7:30 PM, and take one picture in each style. Three pictures, one building, three completely different moods.

Music and Sound

The soundtrack has eight original pieces, and each one belongs to a time of day. After a piece plays through, the next one crossfades in, chosen from the pieces for the hour (never the one you just heard).

PIECE	WHEN IT PLAYS
Blueprint	The main menu, mornings
Lobby Hours	The main menu, daytime, evenings
Morning Rise	Mornings (6:00 AM to noon)
Groundbreaking	Mornings, daytime
Glass Elevator	Mornings, daytime, evenings
Rush Hour	Daytime (noon to 5:30 PM)
Rooftop at Dusk	Evenings (5:30 to 9:00 PM), nights
Night Shift	Nights (9:00 PM to 6:00 AM)

In **Options > Settings > Audio**, set the music to play by the time of day or to shuffle every piece, see what's playing, and skip to the next piece. Separate volumes cover the music, the sound effects, and the ambience of the rooms and the city: zoom in on a busy restaurant and you'll hear it.

18 SETTINGS AND ACCESSIBILITY

Every option in the Settings window, tab by tab

Open the Settings window from **Options** on the main menu or **Options > Settings** during play. It has six tabs. Every change takes effect at once and is remembered. The **Mods and Workshop…** button at the bottom opens the Mods window (Chapter 19).

Game

- **Autosave every game day**, taking turns among three autosaves. On to start.
- **Fast-forward quiet nights** from 12:30 to 5:30 AM at 64×. On to start.
- **Random disasters**: rare fires and floods. On to start.
- **Tips as you play**: advice when something needs your attention (Chapter 4). On to start.
- **24-hour clock** (13:00 rather than 1:00 PM).
- **Scroll at the edges of the screen**, and the **camera speed** for keys and edges.
- **Emotes above people**: moods in the Blueprint and CAD styles, and "Zzz" over sleepers in every style.
- **Leave the interface out of screenshots** taken with F12.

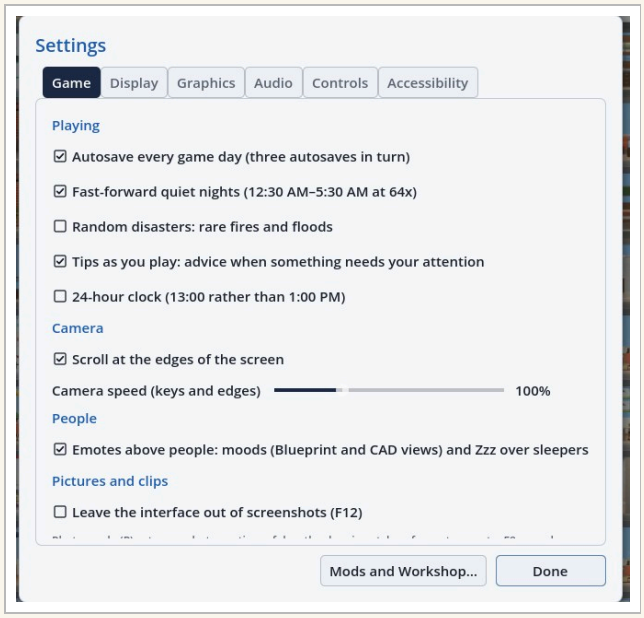


Figure 18-1. *The Game tab.*

Display

- **Window mode:** Fullscreen (borderless), Fullscreen (exclusive), or Window. F11 or Alt+Enter switches between fullscreen and a window at any time. Borderless is quickest for switching to other programs; exclusive can run slightly faster.
- **Window size** in windowed mode, from 1280 × 720 up to 3840 × 2160 (the sizes that fit your screen).
- **VSync**, a **frame rate cap** (30 to 240 fps, or no cap), **lower the frame rate in the background** to save power, and **show the frame rate** on the menu bar.
- **Interface size:** Auto, or 75% to 250%. It scales the windows, menus, and text, and the 2D view with them.

Graphics

Choose a **Quality** preset (Low, Medium, High, or Ultra), or change any part and it becomes Custom. 2D towers run well on any settings; in a tall 3D tower, people and shadows cost the most, so lower those first.

SETTING	CHOICES	APPLIES TO
Shadows	Off, Low, High, Ultra	3D towers
Ambient occlusion	On or off: soft shading in corners and under furniture	3D towers
People shown in crowds	Half, Three in four, Everyone	3D towers
3D resolution	50% to 100%, sharpened back up to your screen's	3D towers
Antialiasing	Off, FXAA (fast), MSAA 2×, MSAA 4×	Both

Audio

Four volumes (**master**, **music**, **effects**, and **ambience and rooms**), a switch to **mute while the game is in the background**, and the music settings: **by the time of day** or **all pieces, shuffled**, with the piece now playing and a **Next piece** button.

Controls

Every action can have two keys. Click a key, then press the new one. To keep the old key, press Esc, click **Cancel**, or click the key again. Delete or Backspace removes a key. If the key you press already does something else, it's moved to the new action, and the line under the tabs tells you so. **Put every key back**, at the bottom of the window, restores the game's own keys. The mouse can't be rebound: the wheel zooms (with Ctrl over an elevator, it changes cars), the middle button pans, the left button builds and selects, and the right button cancels.

The Quick Reference Card at the back of this guide lists the keys the game starts with.



Figure 18-2. *The Controls tab.*

Accessibility

- **Interface size**, as on the Display tab.
- **Color-blind palette:** Standard colors, Red-green (for protanopia and deuteranopia), or Blue-yellow (for tritanopia). It changes every color that carries meaning: happy and unhappy rooms in the Eval view, rent levels in the Pricing view, crowding and waits in the Traffic view, the build ghost, good, warning, and bad text and messages, the graphs, the parking guidance lights, and the CAD drawing's layers. Each set is picked so its colors stay easy to tell apart for that kind of color blindness. Where color alone could still be missed, there's a second sign: messages carry a check mark, a warning triangle, or a stop sign; each graph line has its own shape; unhappy people get a "!" bubble in every drawing style; a free parking space shows a ring of light and a taken one a full dot; and a car out of service is labeled BROKEN.
- **Reduce motion:** no camera glides, bounces, or sliding; floors lift out and views change at once.
- **Reduce flashing:** fires, alarms, fireworks, and blinking lights stay steady. It's also in the Options menu.

DESIGNER'S NOTE

No information in the game is carried by color alone. The Eval view's colors come with the Inspector's numbers, the emotes have different shapes, and every warning is spelled out in words. If something is ever hard to read, Interface size goes all the way to 250%.

19 GAME STATS MODIFICATION AND MODS

Change any number in the game, or add rooms, art, and more

Everything in *Building to the Sky* runs on numbers you can see, and every one of them can be changed. Want elevators twice as fast? Rent that pays double? A fifth star that needs 20,000 people? There are two ways to do it: **Game Stats Modification**, built into the game, for changing numbers; and **mods**, for adding new rooms, new art, and much more.

Game Stats Modification

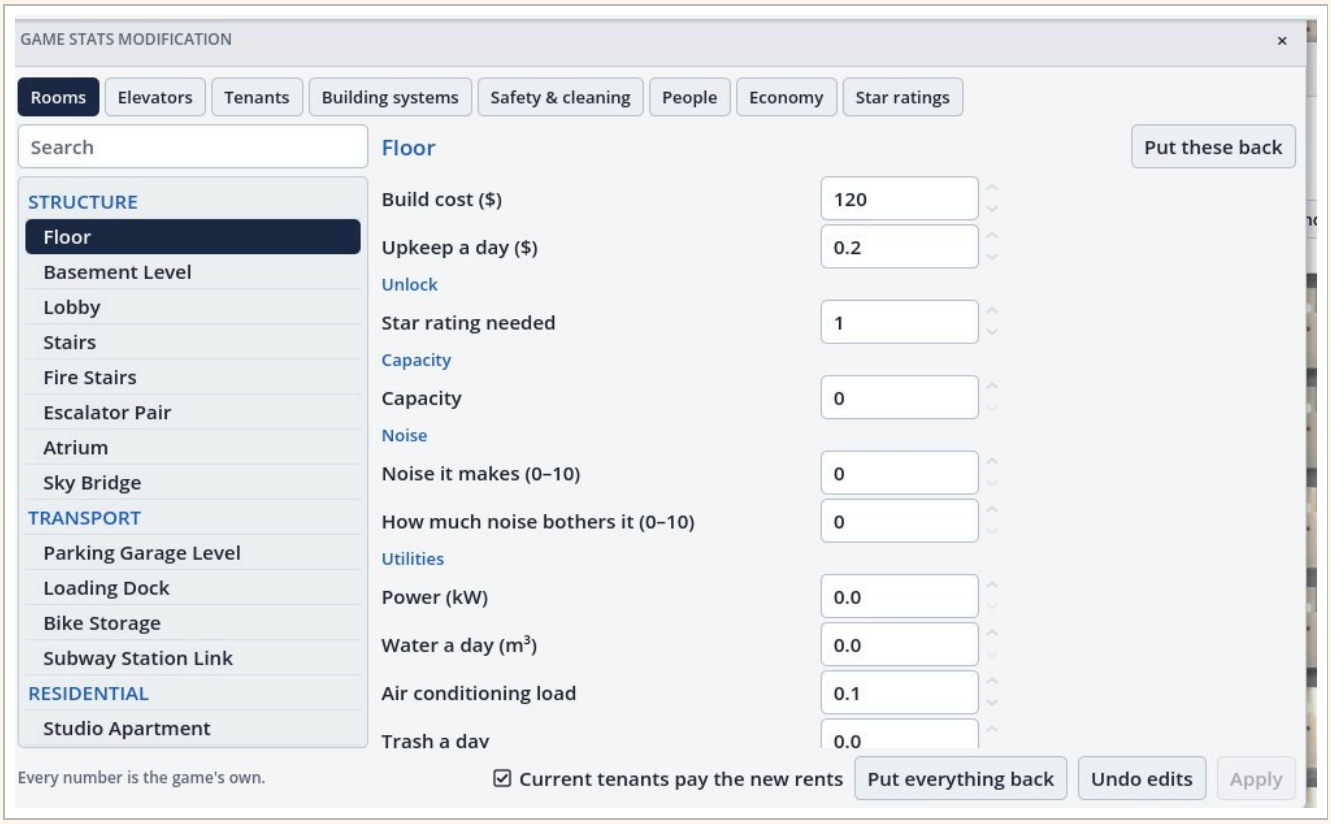


Figure 19-1. *The Rooms tab, showing the numbers for the floor slab.*

Open it from **Game Stats Modification** on the menu bar, straight to the tab you want. Tabs run across the top; the list on the left shows what the tab covers (each room, each elevator type, each part of the rules); and the numbers on the right each show the game's own value, with a ↺ button to put it back. A search box finds anything by name.

TAB	WHAT YOU CAN CHANGE
Rooms	Build cost, upkeep, rent, capacity, noise, utilities, the star rating each room needs, and their effects.
Elevators	Each type's cars, sizes, speeds, and prices, the upgrade prices, and how people feel about waiting.

TAB	WHAT YOU CAN CHANGE
Tenants	Leases, rent levels, satisfaction and what each kind of tenant cares about, noise, commutes, hotels, and markets.
Building systems	What the city supplies, and the plant rooms.
Safety & cleaning	Security and cleaning coverage, inspections, staff rounds, and the safety rooms.
People	Walking, stairs, and stress, and the extras' prices and how much stress they take away.
Economy	Starting money, income, building costs, construction time, taxes, and loans.
Star ratings	What each rating needs and allows.

Nothing changes until you click **Apply**. Then the game checks your numbers (it won't accept anything it can't run with, and says why), and the tower you're playing opens again on the new numbers a moment later, with everything in it kept. If **Current tenants pay the new rents** is ticked, every lease moves to its room's new rent at once; otherwise new rents apply to new leases and renewals.

- **Put these back** restores every number on the page you're looking at.
- **Put everything back** restores every number in the game (then Apply). The same thing is on the menu: **Game Stats Modification > Put every number back to the game's**.
- **Undo edits** forgets any changes you haven't applied yet.

Your changes stay for every game you play, until you put them back. They're kept in your Windows user folder, in **AppData\Roaming\Building to the Sky\stat_overrides.json**.

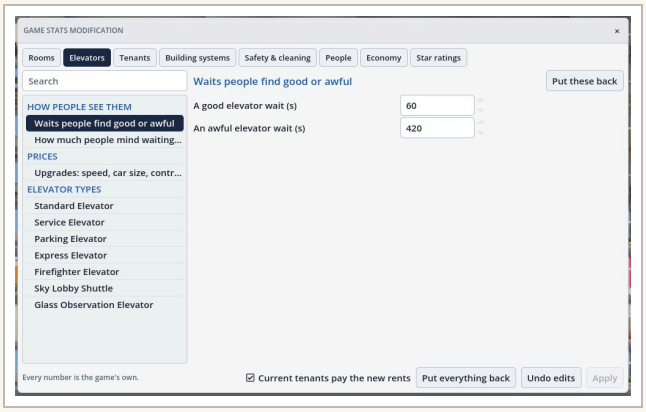


Figure 19-2. *The Elevators tab: how long a wait feels good or awful.*

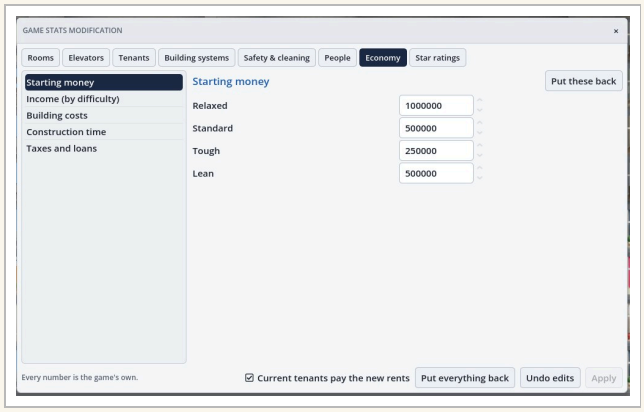


Figure 19-3. *The Economy tab: starting money for each difficulty.*

TIP

Game Stats Modification is also the best way to understand the game. Open a room's page and you'll see every number this guide talks about: its noise, its power and water, its rent, its capacity. If you want to know exactly why something happens, the answer is in there.

Mods

A mod is a folder of files that changes or adds to the game: new rooms with their own art and 3D models, different prices and rules, new colors for the drawing styles, exterior styles for 3D towers, new lots, and new scenarios. Nothing in the game itself is changed, and turning a mod off puts everything back.

Open **Options > Mods** (or **Mods and Workshop…** in Settings). Tick the mods you want, set their order with the ▲ ▼ buttons (where two mods change the same thing, the lower one wins), and click **Restart with these mods**.

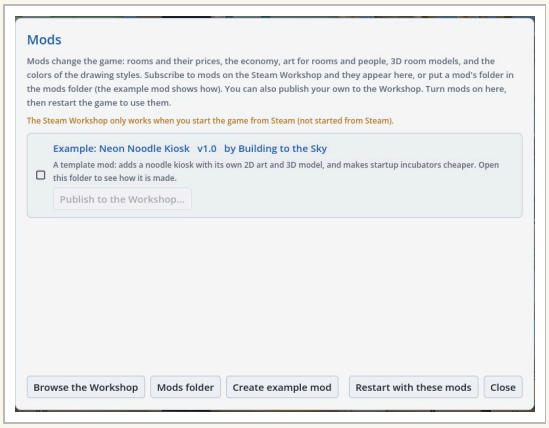


Figure 19-4. *The Mods window, with the example mod.*

- **Get mods from the Steam Workshop.** Click **Browse the Workshop**, subscribe to a mod, and it's in the game the next time it starts, already turned on.
- **Try the example.** **Create example mod** makes a small mod that adds a noodle kiosk with its own 2D art and 3D model, and makes one room cheaper. **Mods folder** opens the folder where it lives, so you can see how it's made.
- **Make your own.** A mod needs only a folder with a short **mod.json** file saying what it is, plus a **data** folder with the changes and an **assets** folder with any art. The easiest start is the example mod: copy its folder, give it a new name and id, and change what's inside.
- **Share it.** The Mods window can publish your mod to the Steam Workshop for others to find.

A mod that has a problem (a broken file, a room with a missing part) is left out, with the reason shown in the Mods window; your other mods still load. Saves remember which mods they were made with, and loading a tower saved with different mods tells you what changed.

DESIGNER'S NOTE

Everything in this game is moddable because a tower game is only as good as its catalog, and players always dream up rooms I never thought of. I can't wait to see what you build.

20 THE TENANT CATALOG

All 165 rooms and facilities, with their prices, earnings, and rules

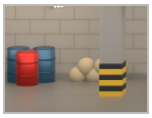
Here is everything you can build, grouped the way the Tools window groups it and listed in the order of the star rating that unlocks it (shown after each name). Each entry gives:

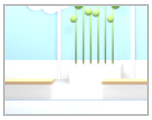
- **The picture** from its Tools window tile.
- **The catalog number** and **room code** (the code is printed on the room in Blueprint and CAD).
- **Capacity**: residents, workers, seats, patients, and so on.
- **Size**: width in meters, and height when it's taller than one floor.
- **Cost** to build, and **upkeep** each day.
- **Earns**: its rent, fee, ticket, or nightly rate.
- **Where it goes**: its placement rules and range.

READING THE PRICES

Earnings are **base rates**. What your tenants and customers actually pay is the base rate times your difficulty (×5 Relaxed, ×4 Standard, ×3 Tough), and then the market, the rent or price level, and the unit's appeal (Chapter 8). Costs and upkeep are what you pay, at any difficulty. Rooms above floor 60 cost a little more to build (Chapter 5). Rooms marked "2D towers only" don't appear in a 3D tower's Tools window.

Structure 9 entries

	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Basement Level** ★ BL *A level dug out below the street. Each level deeper costs more.*	1–400 m	$360/m	$3.25/m	—	basement
	**Escalator Pair** ★ EP · 0 none *Up and down escalators to the next floor. Great for shopping floors and lobbies.*	12 m	$14,000	$195	—	anywhere; joins a floor to the one above
	**Fire Stairs** ★ FS · 0 none *Enclosed emergency stairs. Required for fire safety; unpleasant for everyday use.*	5 m	$1,100	$6.5	—	anywhere; joins a floor to the one above
	**Floor** ★ FL *Bare structural floor. Drag to build; everything above ground sits on floors.*	1–400 m	$120/m	$1.3/m	—	above ground
	**Lobby** ★ LO · 0 none *Street-level entrance hall. Everyone enters and leaves the tower through a lobby.*	6–400 m	$260/m	$5.2/m	—	ground floor or transit level

	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Stairs** ★ **ST** · 0 none *Open stairs to the floor above. Free to use, but tiring over many floors.*	6 m	$1,400	$13	—	anywhere; joins a floor to the one above
	**Atrium** ★★ **AT** *A multistory open space with skylights and plants. Rooms within 3 floors are more pleasant, but noise carries between the floors it opens onto.*	8–60 m	$450/m	$6.5/m	—	above ground
	**Sky Bridge** ★★★ **SB** · 0 none *Enclosed walkway joining two towers on the same floor. Rooms within 3 floors are a little more pleasant.*	8–60 m	$1,100/m	$20/m	—	between towers
	**Sky Lobby Transit Hub** ★★★ **No. 73** · **SLT** · 0 none *Double-height transfer hall high in the tower: shuttles stop here and local elevators start here.*	20–400 m × 2 floors	$560/m	$10/m	—	floor 21 and up; 15 floors apart

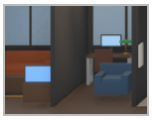
Transport 13 entries

	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Bike Storage** ★ **BS** · 0 none *Secure racks for bikes. Homes and offices anywhere in the tower count it as a perk.*	8 m	$2,400	$26	—	floors B2–ground
	**Loading Dock** ★ **LD** · 0 none *Truck bays for deliveries and move-ins. With one in the tower, empty units find tenants 25% faster.*	16 m	$18,000	$195	—	ground floor or B1, with street access
	Parking Elevator ★ **PE** · 13 per car *Connects parking levels to a lobby only.*	3 m	from $14,000	$260	—	anywhere; stops only at parking levels and lobbies
	**Parking Garage Level** ★ **PGL** · 0 none *Basement parking for people who drive in. B1 has the street ramp; deeper levels connect by internal ramps.*	20–400 m	$300/m	$3.9/m	$14 a vehicle a day	basement; B1, or under another parking level
	Service Elevator ★ **SEL** · 21 per car *A big, sturdy car for 21 people, meant for staff, carts, and deliveries. It reaches 60 floors.*	4 m	from $22,000	$358	—	anywhere; spans up to 60 floors
	Standard Elevator ★ **SE** · 13 per car *General passenger elevator. 1–8 cars share the shaft; serves up to 35 floors in a row.*	3 m	from $18,000	$292	—	anywhere; spans up to 35 floors

	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	Express Elevator ★★ **EE** · 17 per car *High-speed car that stops only at chosen floors and skips everything between.*	3 m	from $36,000	$455	—	anywhere; spans up to 160 floors
	Firefighter Elevator ★★ **FE** · 17 per car *A fire-resistant car. Day to day it carries people like any elevator; in a fire, it takes the crews straight up to the burning floor.*	4 m	from $30,000	$390	—	anywhere; spans up to 160 floors
	**Subway Station Link** ★★ **SSL** · 0 none *An underground passage to the city's subway line. Some people come and go by train, and it brings 60% more visitors to the tower's shops and venues.*	30 m × 2 floors	$420,000	$2,600	—	floors B3–B1; lot needs a transit line
	Glass Observation Elevator ★★★ **GOE** · 16 per car *Glass car on the outside of the tower. Riders pay a small fare, and the ride itself relieves stress.*	3 m	from $42,000	$520	$4 a ride	outside wall; spans up to 80 floors
	Sky Lobby Shuttle ★★★ **SLS** · 26 per car *Non-stop, high-capacity car between the ground lobby and sky lobbies.*	4 m	from $60,000	$715	—	anywhere; stops only at lobbies, sky lobbies, and transit levels
	**Helipad Terminal** ★★★★ **No. 95** · **HT** · 0 none *Landing pad with a small lounge. VIPs arrive and leave by air once an elevator or stairs reach it.*	24 m	$120,000	$1,430	$1,800 a landing	on the roof
	**Air Taxi Vertiport** ★★★★★ **No. 146** · **ATV** · 0 none *Two landing pads for electric air taxis and a glass departure lounge. On the roof: raise an elevator beside it.*	36 m	$420,000	$4,550	$2,600 a flight	on the roof

Residential 19 entries

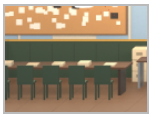
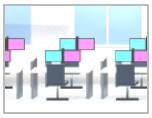
	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Micro-Capsule Unit** ★ **No. 4** · **MCU** · 1 resident *A sleeping pod with smart storage. Tiny and cheap.*	4 m	$3,000	$46	Rent $80/day	floor 2 and up
	**Multi-Loft Apartment** ★ **No. 6** · **MLA** · 3 residents *Double-height loft with a mezzanine bedroom.*	12 m × 2 floors	$24,000	$292	Rent $560/day	floor 2 and up
	**One-Bedroom Apartment** ★ **No. 2** · **OBA** · 2 residents *Separate bedroom and living room for singles or couples.*	9 m	$8,000	$104	Rent $200/day	floor 2 and up

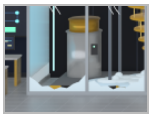
	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Shared Co-Living Space** ★ **No. 5 · SCL** · 6 residents *Private bedrooms around a shared kitchen and lounge. Sociable and a little loud.*	16 m	$12,000	$169	Rent $330/day	floor 2 and up
	**Starter Duplex** ★ **No. 7 · SD** · 4 residents *A first family home over two floors with its own stair. Wants a daycare and a convenience store within 15 floors.*	10 m × 2 floors	$18,000	$234	Rent $440/day	floor 2 and up
	**Studio Apartment** ★ **No. 1 · SA** · 1 resident *Compact single-room home.*	7 m	$5,500	$78	Rent $140/day	floor 2 and up
	**Two-Bedroom Suite** ★ **No. 3 · TBS** · 3 residents *Room for a small family or flatmates.*	12 m	$11,500	$143	Rent $285/day	floor 2 and up
	**Artists' Studio** ★★★ **No. 55 · AS** · 2 residents *A live-work studio with big north-facing windows.*	12 m	$20,000	$260	Rent $470/day	floor 2 and up
	**Executive Loft** ★★★ **No. 53 · EL** · 2 residents *Sleek open-plan loft for busy professionals.*	14 m	$40,000	$455	Rent $960/day	floor 2 and up
	**Family Triplex** ★★★ **No. 57 · FT** · 6 residents *Three floors of family home. Wants a daycare and a pool nearby.*	18 m × 3 floors	$110,000	$1,170	Rent $2,500/day	floor 2 and up
	**Luxury Penthouse** ★★★ **No. 51 · LP** · 4 residents *Double-height top-floor home with panoramic glass.*	30 m × 2 floors	$160,000	$1,690	Rent $3,600/day	floor 51 and up
	**Multi-Story Townhome** ★★★ **No. 52 · MST** · 5 residents *Three floors with a private stair: a house inside the tower.*	14 m × 3 floors	$90,000	$975	Rent $2,100/day	floor 2 and up
	**Sky-View Studio** ★★★ **No. 54 · SVS** · 1 resident *A small home with a very big window.*	8 m	$22,000	$260	Rent $520/day	floor 51 and up
	**Smart-Home Condo** ★★★ **No. 56 · SHC** · 3 residents *Automated lights, climate, and security. Its residents take 10% less stress from everything.*	12 m	$36,000	$390	Rent $850/day	floor 2 and up
	**Diplomatic Residence** ★★★★ **No. 108 · DR** · 3 residents *An ambassador's home: a formal dining room, a study with flags, and a grand piano.*	20 m	$98,000	$1,105	Rent $2,400/day	floor 40 and up

	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Serviced Residence** ★★★★ **No. 107 · SR** · 2 residents *A furnished apartment with hotel service: fresh flowers, a made bed, a stocked bar.*	10 m	$46,000	$552	Rent $1,150/day	floor 21 and up
	**Sky Villa** ★★★★ **No. 109 · SV** · 5 residents *A two-story house in the clouds, with a double-height living room and an indoor garden.*	24 m × 2 floors	$210,000	$2,210	Rent $4,900/day	floor 51 and up
	**Celebrity Hideaway** ★★★★★ **No. 127 · CH** · 3 residents *A star's home above the clouds: a recording nook, a screening room, and a wall of awards.*	24 m × 2 floors	$340,000	$3,380	Rent $8,000/day	floor 81 and up
	**Sky Mansion** ★★★★★ **No. 128 · SM** · 6 residents *Three stories around a grand staircase: a ballroom-sized living room, a library, and a private pool.*	40 m × 3 floors	$560,000	$5,200	Rent $13,000/day	floor 81 and up

Offices 30 entries

	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Co-Working Hub** ★ **No. 13 · CWH** · 24 workers *Hot desks rented by the day.*	18 m	$19,000	$260	$22 a member a day	above ground
	**Tech Startup Incubator** ★ **No. 12 · TSI** · 16 workers *Shared space for young startups, open late. Startups sign short leases, and pay more with a Venture Capital Office in the tower.*	18 m	$18,000	$260	Rent $540/day	floor 2 and up
	**Corporate Law Firm** ★★ **No. 21 · CLF** · 12 workers *Prestigious and quiet: it hates noise.*	16 m	$28,000	$325	Rent $830/day	floor 2 and up
	**Graphic Design Studio** ★★ **No. 27 · GDS** · 9 workers *Big monitors, bigger headphones. Late starts, late finishes.*	12 m	$14,000	$195	Rent $420/day	floor 2 and up
	**Human Resources Hub** ★★ **No. 26 · HRH** · 8 workers *Payroll and hiring for tenants; nearby offices keep staff happier.*	12 m	$13,000	$182	Rent $390/day	floor 2 and up
	**Insurance Agency** ★★ **No. 25 · IA** · 9 workers *Claims desks and a small waiting room.*	12 m	$14,000	$195	Rent $420/day	above ground
	**Marketing Agency** ★★ **No. 23 · MA** · 12 workers *Pitch rooms and mood boards.*	14 m	$18,000	$247	Rent $540/day	floor 2 and up

	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Mid-Sized Accounting Office** ★★ **No. 22 · MSA** · 14 workers *Rows of desks and filing cabinets.*	16 m	$20,000	$260	Rent $600/day	floor 2 and up
	**Real Estate Brokerage** ★★ **No. 24 · REB** · 8 workers *Agents and listings. With one in the tower, empty units find tenants 10% faster.*	12 m	$15,000	$208	Rent $450/day	above ground
	**Corporate Boardroom** ★★★ **No. 61 · CB** · 20 seats *A bookable boardroom that corporate tenants rent for big meetings. Offices within 10 floors count it as a perk.*	12 m	$45,000	$390	$3,500 an event	floor 10 and up
	**Cryptofund Brokerage** ★★★ **No. 62 · CBR** · 14 workers *Trading never stops. High rent, and the shortest leases in the tower.*	18 m	$58,000	$715	Rent $1,750/day	floor 5 and up
	**Executive Recruitment Firm** ★★★ **No. 64 · ERF** · 8 workers *Headhunters and interview rooms.*	12 m	$34,000	$390	Rent $1,000/day	floor 5 and up
	**Hedge Fund Trading Floor** ★★★ **No. 59 · HFT** · 40 workers *Screens everywhere and a 6:30 AM start: early morning rush specialists.*	30 m	$96,000	$1,170	Rent $2,900/day	floor 5 and up
	**Investment Bank** ★★★ **No. 58 · IB** · 40 workers *Deal teams and client suites. Very long days.*	30 m	$110,000	$1,300	Rent $3,300/day	floor 10 and up
	**Legal Defense Suite** ★★★ **No. 63 · LDS** · 12 workers *Litigation team with secure client rooms. Wants a Security Guard Station within 15 floors.*	16 m	$52,000	$618	Rent $1,550/day	floor 10 and up
	**Venture Capital Office** ★★★ **No. 60 · VCO** · 10 workers *Partners and pitch rooms. Tech Startup Incubators in the tower pay 20% more rent.*	16 m	$60,000	$715	Rent $1,800/day	floor 10 and up
	**AI Research Laboratory** ★★★★ **No. 84 · ARL** · 20 workers *Researchers and racks of AI computers. Uses huge amounts of power and cooling.*	24 m	$160,000	$1,950	Rent $4,700/day	above ground
	**Aerospace Consulting Firm** ★★★★ **No. 82 · ACF** · 16 workers *Engineers and simulation rigs.*	20 m	$80,000	$910	Rent $2,300/day	floor 10 and up
	**Architecture Studio** ★★★★ **No. 116 · AST** · 14 workers *Drafting tables, material samples, and a model of a tower on every desk.*	18 m	$76,000	$878	Rent $2,250/day	floor 10 and up

	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Biotech Research Lab** ★★★★ **No. 118 · BRL** · 18 workers *Lab benches, fume hoods, and a clean room behind an airlock (heavy on power and air).*	24 m	$140,000	$1,820	Rent $4,100/day	above ground
	**Global Logistics War-Room** ★★★★ **No. 86 · GLW** · 24 workers *A wall of maps tracking ships and planes around the clock. Three shifts, three rush hours.*	20 m	$85,000	$1,105	Rent $2,500/day	above ground
	**International Conglomerate Suite** ★★★★ **No. 83 · IC** · 30 workers *Regional headquarters with executives visiting from abroad: each one brings 5% more hotel guests.*	30 m	$130,000	$1,495	Rent $3,800/day	floor 20 and up
	**Private Equity Firm** ★★★★ **No. 85 · PEF** · 12 workers *Small team, enormous deals, very particular about noise.*	18 m	$90,000	$1,040	Rent $2,700/day	floor 20 and up
	**Public Relations Command Center** ★★★★ **No. 87 · PRC** · 14 workers *Media monitoring and crisis response. When the tower gets bad press, it halves the harm.*	16 m	$70,000	$845	Rent $2,100/day	above ground
	**Tech Giant Regional HQ** ★★★★ **No. 81 · TGR** · 90 workers *A full floor (or more) for a global tech company. Wants a fine restaurant or a buffet and a fitness center within 15 floors, and short waits.*	60–160 m	$200,000	$2,340	Rent $5,800/day	floor 10 and up
	**Television News Bureau** ★★★★ **No. 117 · TNB** · 22 workers *An anchor desk under studio lights, cameras, and a newsroom that never sleeps.*	24 m	$120,000	$1,560	Rent $3,500/day	above ground
	**Embassy** ★★★★★ **No. 141 · EM** · 24 workers *Flags, a visa counter behind glass, a metal detector, and the ambassador's office.*	30 m	$280,000	$3,250	Rent $8,200/day	floor 20 and up
	**Mission Control Center** ★★★★★ **No. 143 · MCC** · 120 workers *Rows of consoles facing a two-story wall of screens: a rocket on the pad, orbits, and a countdown.*	60 m × 2 floors	$800,000	$9,100	Rent $24,000/day	above ground
	**Quantum Computing Lab** ★★★★★ **No. 142 · QCL** · 14 workers *A golden chandelier of a computer in a glass vault, kept colder than space (very heavy on power and air).*	24 m	$420,000	$5,850	Rent $12,500/day	above ground

	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Sovereign Wealth Fund** ★★★★★ **No. 140 · SWF** · 16 workers *A nation's savings, managed from a hushed room of marble, gold, and one very long table.*	24 m	$300,000	$3,380	Rent $9,000/day	floor 60 and up

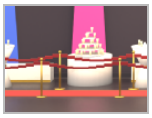
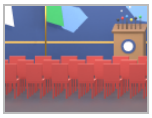
Shops & Dining 17 entries

	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Convenience Store** ★ **No. 8 · CS** · 10 customers *Snacks, groceries, toiletries and umbrellas.*	8 m	$6,000	$78	Rent $90/day + 7% of sales	anywhere
	**Fast Food Joint** ★ **No. 10 · FFJ** · 20 seats *Quick, cheap, and loud. A lunch-rush magnet.*	10 m	$9,000	$117	Rent $130/day + 8% of sales	anywhere
	**Independent Coffee Shop** ★ **No. 11 · ICS** · 14 seats *Pour-overs and pastries. Busy before 9 AM and in the midafternoon.*	9 m	$7,500	$91	Rent $110/day + 8% of sales	anywhere
	**Laundromat** ★ **No. 9 · LA** · 10 customers *Coin washers and dryers for residents.*	8 m	$6,500	$91	$4 a load	anywhere
	**Local Bakery** ★ **No. 14 · LB** · 8 seats *Fresh bread from 6 AM; ovens steam all morning.*	8 m	$7,000	$91	Rent $100/day + 8% of sales	anywhere
	**Buffet Dining Hall** ★★ **No. 38 · BDH** · 80 seats *Breakfast and lunch buffets. Hotel guests pour in from 7 AM.*	24 m	$38,000	$520	Rent $420/day + 7% of sales	anywhere
	**Currency Exchange Kiosk** ★★ **No. 41 · CEK** · 3 customers *Foreign exchange for visitors.*	4 m	$5,000	$65	$6 a exchange	anywhere
	**Souvenir Shop** ★★ **No. 40 · SS** · 10 customers *Postcards, keychains, and snow globes of the tower itself. Draws 20% more shoppers with an observation deck or a hotel desk within 10 floors.*	8 m	$7,000	$84	Rent $100/day + 9% of sales	anywhere
	**Designer Boutique** ★★★★ **No. 112 · DB** · 12 customers *This season's collection, on mannequins under spotlights.*	12 m	$42,000	$520	Rent $520/day + 10% of sales	anywhere
	**Gourmet Food Hall** ★★★★ **No. 114 · GFH** · 120 seats *A row of food stalls, each its own kitchen, around shared tables.*	40 m	$120,000	$1,690	Rent $1,300/day + 8% of sales	anywhere

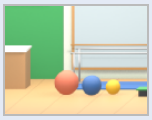
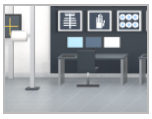
	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Jewelry and Watch Salon** ★★★★ **No. 113 · JWS** · 8 customers *Lit glass cases, a vault door, and a guard by the entrance.*	10 m	$60,000	$715	Rent $700/day + 8% of sales	anywhere
	**Rooftop Cocktail Bar** ★★★★ **No. 91 · RCB** · 60 seats *Cocktails under the sky. On the roof: raise an elevator beside it, or build stairs up from the top floor.*	24 m	$90,000	$1,235	Rent $1,100/day + 10% of sales	on the roof
	**Starred Gourmet Restaurant** ★★★★ **No. 88 · SGR** · 40 seats *Tasting menus from an award-winning chef.*	24 m	$70,000	$910	Rent $840/day + 9% of sales	floor 10 and up
	**Supercar Showroom** ★★★★ **No. 115 · SSH** · 12 customers *Three supercars on turntables behind glass. Most visitors only look.*	30 m	$150,000	$1,430	Rent $3,600/day	anywhere
	**Auction House** ★★★★★ **No. 134 · AH** · 150 seats *A rostrum, a painting on an easel, a bank of telephone bidders, and rows of gilt chairs.*	28 m	$260,000	$2,470	$60,000 an event	floor 10 and up
	**Flagship Fashion House** ★★★★★ **No. 133 · FFH** · 40 customers *Two floors with a runway down the middle and an atelier upstairs.*	30 m × 2 floors	$320,000	$3,120	Rent $3,800/day + 9% of sales	anywhere
	**Revolving Sky Restaurant** ★★★★★ **No. 132 · RSR** · 120 seats *The whole dining floor turns once an hour past a ring of windows. Only above the hundredth floor.*	40 m	$380,000	$4,030	Rent $3,000/day + 10% of sales	floor 100 and up

Hotel & Events 16 entries

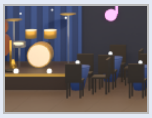
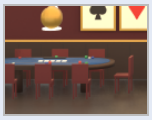
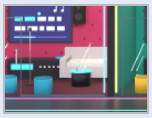
	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Concierge Lounge** ★★ **No. 42 · CL** · 16 customers *Guests book tables and tickets here: the tower's venues draw 15% more visitors, and hotel reviews rise by almost half a star.*	12 m	$16,000	$260	—	anywhere
	**Double Queen Hotel Suite** ★★ **No. 36 · DQH** · 4 guests *Two queen beds and a sofa: made for families and groups.*	10 m	$11,000	$143	$290/night	floor 2 and up
	**Hotel Lobby & Check-In** ★★ **No. 37 · HLC** · 0 none *Front desk, seating, and a bellhop stand. Its housekeepers clean the hotel rooms within 15 floors.*	16 m	$10,000	$390	—	anywhere; on a lobby or sky lobby floor
	**Luggage Storage Room** ★★ **No. 39 · LSR** · 0 none *Guests leave bags here before check-in or after check-out, for a small fee a bag.*	6 m	$4,500	$78	$5 a bag	anywhere

	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Standard Hotel Room** ★★ **No. 35 · SHR** · 2 guests *Comfortable double room.*	7 m	$6,000	$91	$185/night	floor 2 and up
	**Executive VIP Lounge** ★★★★ **No. 97 · EVL** · 24 customers *Members-only lounge. Offices within 20 floors count it as a perk, and hotel reviews rise a little.*	16 m	$40,000	$455	$35 a visit	floor 40 and up
	**Gala Reception Hall** ★★★★ **No. 100 · GRH** · 300 guests *Receptions, award nights and national celebrations.*	36 m × 2 floors	$160,000	$1,820	$32,000 an event	floor 40 and up
	**Grand Ballroom** ★★★★ **No. 93 · GB** · 400 guests *Chandeliers and a sprung dance floor for wedding receptions.*	40 m × 2 floors	$180,000	$1,950	$38,000 an event	above ground
	**Honeymoon Suite** ★★★★ **No. 111 · HS** · 2 guests *A four-poster bed, a round tub by the window, and rose petals.*	14 m	$38,000	$390	$820/night	floor 20 and up
	**Junior Executive Suite** ★★★★ **No. 110 · JES** · 2 guests *A hotel suite with a sitting room and a proper desk.*	12 m	$24,000	$260	$520/night	floor 10 and up
	**Press Conference Amphitheater** ★★★★ **No. 99 · PCA** · 120 seats *Tiered seating and a stage for launches and statements. A press conference that goes well gets the tower noticed: empty units fill faster for 3 days.*	20 m × 2 floors	$90,000	$1,170	$15,000 an event	above ground
	**Rooftop Wedding Pavilion** ★★★★ **No. 121 · RWP** · 150 guests *A flower arch and rows of white chairs under the open sky. On the roof: raise an elevator beside it.*	30 m	$140,000	$1,560	$26,000 an event	on the roof
	**VIP Banquet Hall** ★★★★ **No. 94 · VBH** · 120 guests *Private dinners for important guests. Visiting VIPs like to end their tour here.*	24 m	$110,000	$1,300	$22,000 an event	floor 40 and up
	**Presidential Suite** ★★★★★ **No. 129 · PS** · 4 guests *A whole wing of the hotel: a dining room for twelve, a study, and a butler's pantry.*	30 m	$230,000	$2,145	$4,800/night	floor 60 and up
	**Royal Suite** ★★★★★ **No. 130 · RS** · 6 guests *Two stories of gold leaf and marble, with a sweeping stair and a canopy bed.*	36 m × 2 floors	$520,000	$4,550	$11,000/night	floor 81 and up
	**Summit Conference Center** ★★★★★ **No. 131 · SCC** · 600 guests *A round table for world leaders, flags, and interpreters' booths above.*	60 m × 2 floors	$420,000	$4,225	$85,000 an event	above ground

Health 11 entries

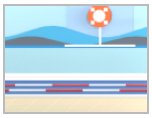
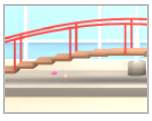
	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Chiropractic Clinic** ★★ **No. 34 · CC** · 4 patients *Adjustments for desk-bound backs.*	8 m	$15,000	$182	Rent $400/day	anywhere
	**Dental Office** ★★ **No. 29 · DO** · 6 patients *Two chairs and a calming waiting room.*	10 m	$24,000	$292	Rent $620/day	anywhere
	**Mental Health Counseling Suite** ★★ **No. 32 · MHC** · 5 patients *Quiet consulting rooms. Homes and offices within 10 floors count it as a perk.*	10 m	$16,000	$195	Rent $420/day	anywhere
	**Optometry Center** ★★ **No. 33 · OC** · 6 patients *Eye tests and a wall of frames.*	10 m	$20,000	$234	Rent $260/day + 6% of sales	anywhere
	**Pharmacy** ★★ **No. 31 · PH** · 10 customers *Prescriptions and first aid. Homes nearby count it for shopping and errands.*	10 m	$13,000	$156	Rent $170/day + 7% of sales	anywhere
	**Physical Therapy Room** ★★ **No. 30 · PTR** · 6 patients *Rehab tables and exercise bands. Draws 20% more patients with a fitness center within 10 floors.*	10 m	$18,000	$228	Rent $470/day	anywhere
	**Urgent Care Clinic** ★★ **No. 28 · UCC** · 20 patients *Walk-in care for residents, workers, and visitors. The third star needs one.*	16 m	$42,000	$520	Rent $1,100/day	anywhere
	**Cosmetic Surgery Clinic** ★★★★ **No. 119 · CSC** · 8 patients *A discreet clinic: a consultation room, a treatment suite, and a very private waiting room.*	16 m	$82,000	$975	Rent $2,400/day	above ground
	**Diagnostic Imaging Center** ★★★★ **No. 120 · DIC** · 12 patients *An MRI scanner behind a shielded door, and a wall of light boxes (heavy on power).*	20 m	$130,000	$1,690	Rent $3,600/day	anywhere
	**Longevity Institute** ★★★★★ **No. 144 · LI** · 12 patients *Cryotherapy pods, an oxygen chamber, and a lab that promises ten more years.*	24 m	$330,000	$3,900	Rent $9,800/day	floor 40 and up
	**Private Surgical Hospital** ★★★★★ **No. 145 · PSH** · 40 patients *Two floors: an operating theater under a ring of lights, recovery rooms, and a nurses' station.*	48 m × 2 floors	$640,000	$9,100	Rent $19,000/day	anywhere

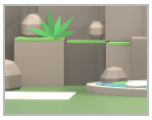
Entertainment 17 entries

	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Arcade & VR Lounge** ★★★ **No. 68 · AVL** · 32 customers *Classic cabinets and VR booths.*	18 m	$38,000	$1,170	$9 a visit	anywhere
	**Art Gallery** ★★★ **No. 70 · AG** · 30 visitors *Rotating exhibitions.*	18 m	$32,000	$1,170	Ticket $8	anywhere
	**Billiard & Games Room** ★★★ **No. 71 · BGR** · 24 customers *Pool tables, darts and board games.*	14 m	$22,000	$910	$12 a visit	anywhere
	**Bowling Alley** ★★★ **No. 72 · BA** · 48 customers *Twelve lanes and a snack bar. Very loud.*	36 m	$68,000	$2,730	$9 a game	anywhere
	**High-Rise Nightclub** ★★★ **No. 67 · HRN** · 150 customers *Bass you can feel through the floor. Homes nearby hate it.*	28 m	$76,000	$3,380	Ticket $25	floor 21 and up
	**Jazz Piano Bar** ★★★ **No. 69 · JPB** · 36 seats *Live piano, low light, good cocktails.*	14 m	$30,000	$1,300	$18 a visit	anywhere
	**Live Comedy Club** ★★★ **No. 66 · LCC** · 80 seats *Two shows a night, from 7 PM to 1 AM.*	16 m	$40,000	$2,080	Ticket $22	anywhere
	**Multi-Screen Cinema** ★★★ **No. 65 · MSC** · 240 seats *Three screens and 240 seats, open from late morning to midnight.*	32 m × 2 floors	$130,000	$7,150	Ticket $14	anywhere
	**Dinner Theater** ★★★★ **No. 124 · DT** · 160 seats *Supper at candlelit tables, a show on a stage with red velvet curtains.*	30 m × 2 floors	$170,000	$5,850	Ticket $48	above ground
	**High-Stakes Poker Lounge** ★★★★ **No. 90 · HSP** · 24 customers *Private tables and very big pots. Draws 40% fewer players without guards within 10 floors.*	14 m	$60,000	$1,690	$150 a visit	floor 40 and up
	**Indoor Golf Lounge** ★★★★ **No. 123 · IGL** · 20 customers *Three simulator bays with giant screens, a putting green, and a bar.*	20 m	$64,000	$1,690	$40 a visit	above ground
	**Karaoke Suites** ★★★★ **No. 122 · KS** · 30 customers *Three soundproofed singing rooms off a neon corridor.*	16 m	$44,000	$1,495	$26 a visit	above ground

	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Private Cigar Lounge** ★★★★ **No. 92 · PCL** · 14 customers *Leather chairs and serious ventilation (it needs a lot of air conditioning).*	10 m	$36,000	$715	$55 a visit	above ground
	**Sky Casino** ★★★★ **No. 89 · SC** · 220 customers *Tables and slots under a starlit ceiling. Very profitable, but it draws 40% fewer players without guards within 10 floors.*	40 m × 2 floors	$320,000	$11,700	$60 a visit	floor 60 and up
	**Concert Hall** ★★★★★ **No. 137 · CHA** · 700 seats *Three stories: an orchestra on stage, a pipe organ behind it, and two balconies.*	60 m × 3 floors	$950,000	$20,800	Ticket $70	above ground
	**Planetarium** ★★★★★ **No. 135 · PL** · 120 seats *A dome of stars over reclining seats, and a star projector in the middle.*	30 m × 2 floors	$380,000	$7,150	Ticket $24	above ground
	**Sky Aquarium** ★★★★★ **No. 136 · SAQ** · 200 visitors *A two-story tank with sharks and rays, a glass tunnel, and a jellyfish wall (heavy on water and power).*	50 m × 2 floors	$700,000	$15,600	Ticket $34	anywhere

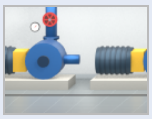
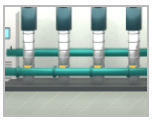
Amenities 12 entries

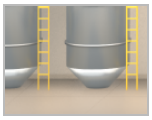
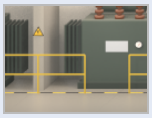
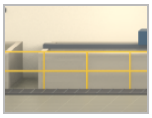
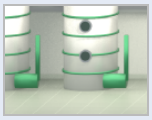
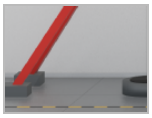
	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Competition-Size Indoor Pool** ★★★ **No. 74 · CSI** · 60 customers *A 50 m pool with lane swimming and a splash area. Swimmers leave much calmer.*	50 m × 2 floors	$240,000	$3,380	$10 a visit	anywhere
	**Day Spa & Sauna** ★★★ **No. 76 · DSS** · 14 customers *Treatment rooms, a sauna, and a quiet lounge. Relieves a lot of stress.*	20 m	$52,000	$715	$95 a visit	anywhere
	**Fine Wine Cellar** ★★★ **No. 79 · FWC** · 16 customers *Temperature-controlled racks and a tasting table. It supplies the tower's restaurants, which draw 10% more diners.*	12 m	$40,000	$390	$45 a tasting	anywhere
	**High-Altitude Daycare** ★★★ **No. 77 · HAD** · 20 children *A bright nursery with a play area. Family homes within 15 floors count it as a big perk.*	14 m	$26,000	$455	$60 a child a day	floor 21 and up
	**Indoor Botanical Solarium** ★★★ **No. 80 · IBS** · 80 visitors *A glass-roofed garden inside the tower. Visitors leave much calmer, and homes and offices within 10 floors count it as a perk.*	30 m × 2 floors	$150,000	$2,470	—	above ground

	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Premium Fitness Center** ★★★ **No. 75 · PFC** · 34 customers *Machines, free weights, and classes. Busiest in the evening.*	24 m	$48,000	$1,105	$15 a visit	anywhere
	**Resident Library** ★★★ **No. 78 · RL** · 36 visitors *Books, study desks, and a children's corner. Must be quiet. Homes within 15 floors count it as a perk.*	18 m	$26,000	$780	—	anywhere
	**Penthouse Terrace Garden** ★★★★ **No. 98 · PTG** · 1 visitor per 3 m *Planters, paths, and benches on a roof terrace. Visitors leave calmer. Raise an elevator beside it, or build stairs up to it.*	10–200 m	$380/m	$7.8/m	—	on the roof
	**Rooftop Infinity Pool** ★★★★ **No. 125 · RIP** · 50 customers *Water to the edge of the sky, sun loungers, and a bar. On the roof: raise an elevator beside it.*	40 m	$260,000	$3,120	$22 a visit	on the roof
	**Sky-View Observation Deck** ★★★★ **No. 96 · SVO** · 120 visitors *Floor-to-ceiling glass and telescopes. Ticket prices rise with height.*	30 m	$160,000	$3,900	Ticket $28	floor 81 and up or on the roof
	**Sky Garden Conservatory** ★★★★★ **No. 139 · SGC** · 200 visitors *Three stories of glass over full-grown trees, a waterfall, and winding paths. It earns nothing and everyone loves it.*	60 m × 3 floors	$520,000	$5,850	—	above ground
	**Thermal Baths** ★★★★★ **No. 138 · TB** · 40 customers *Steaming stone pools, a cold plunge, and a row of saunas (heavy on water and air).*	40 m	$360,000	$4,550	$140 a visit	anywhere

Services 21 entries

	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Basic Mailroom** ★ **No. 15 · BM** · 0 none *Parcels arrive here instead of at every door. Residents count it for their errands.*	10 m	$9,000	$292	—	anywhere, up to floor 2
	**Lobby Reception Desk** ★ **No. 16 · LRD** · 0 none *A staffed desk that signs in visitors and points them the right way. Offices within 5 floors count it as a perk.*	8 m	$6,000	$260	—	anywhere; on a lobby or sky lobby floor
	**Low-Rise Electric Relay** ★ **No. 19 · LRE** · 900 kW *Transformer and switchgear feeding up to 900 kW.*	8 m	$20,000	$228	—	anywhere, up to floor 20

	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Main Water Pump** ★ **No. 18 · MWP** · 20 floors of lift *City water connection and pump: 400 m³ more water a day, and water pressure 20 floors higher.*	10 m	$18,000	$195	—	ground floor or below
	**Security Guard Station** ★ **No. 20 · SGS** · 10 floors each way *Camera monitors and a patrol base covering 10 floors each way.*	6 m	$7,000	$585	—	anywhere; covers 10 floors up and down
	**Trash Compactor Closet** ★ **No. 17 · TCC** · 80 waste units a day *Compacts the trash of 10 floors above and below: 80 units a day.*	4 m	$5,000	$130	—	anywhere; covers 10 floors up and down
	**Battery Backup Bank** ★★ **No. 49 · BBB** · 1,000 kW backup *1,000 kW of backup power: when the supply falls short, even in a city power cut, the tower browns out instead of blacking out.*	10 m	$55,000	$260	—	anywhere
	**Fire Suppression Substation** ★★ **No. 47 · FSS** · 20 floors each way *Sprinklers for 20 floors above and below: they fight fires from the first minute and stop most spreading. Towers over 20 floors need one to pass inspection.*	10 m	$36,000	$358	—	anywhere; covers 20 floors up and down
	**Janitorial Supply Depot** ★★ **No. 44 · JSD** · 5 floors each way *Carts, mops and three janitors keeping 5 floors each way clean.*	6 m	$5,000	$390	—	anywhere; covers 5 floors up and down
	**Local Elevator Machine Room** ★★ **No. 50 · LEM** · 15 floors each way *Drive and controller room for the elevators within 15 floors: half as many breakdowns, and faster repairs.*	8 m	$24,000	$292	—	anywhere; covers 15 floors up and down
	**Maintenance Workshop** ★★ **No. 48 · MW** · 15 floors each way *Tools and spare parts. Technicians keep the elevators within 15 floors running, and fix leaks and floods fast.*	10 m	$10,000	$780	—	anywhere; covers 15 floors up and down
	**Mid-Rise Air Conditioning Unit** ★★ **No. 43 · MRA** · 450 cooling units *Air conditioning for up to 450 units (see the Building systems window) within 12 floors. Floors from 20 up need it.*	16 m	$48,000	$650	—	anywhere; covers 12 floors up and down
	**Secondary Water Booster** ★★ **No. 46 · SWB** · 30 floors of lift *Lifts water another 30 floors. Chain them to supply a tall tower.*	8 m	$30,000	$325	—	anywhere
	**Telecom Switching Server** ★★ **No. 45 · TSS** · 25 floors each way *Fiber-optic lines and network switches. Offices it doesn't reach are less satisfied.*	8 m	$30,000	$325	—	anywhere; covers 25 floors up and down

	ROOM	SIZE	COST	UPKEEP	EARNS	WHERE IT GOES
	**Central Security Command** ★★★★ **No. 126 · CSO** · 40 floors each way *A wall of camera screens and a duty desk. One command center covers 40 floors.*	16 m	$110,000	$1,820	—	anywhere; covers 40 floors up and down
	**Express Elevator Master Grid Controller** ★★★★★ **No. 102 · EEM** · 0 none *Coordinates every elevator in the tower: every car runs 12% faster.*	12 m	$400,000	$1,950	—	anywhere
	**Geothermal Generator Base** ★★★★★ **No. 103 · GGB** · 5,000 kW *Deep wells under the tower: 5,000 kW of steady power, and heat that cuts the need for air conditioning.*	20 m × 2 floors	$600,000	$2,275	—	basement
	**High-Voltage Transformer Vault** ★★★★★ **No. 105 · HVT** · 8,000 kW *Grid-scale transformers: 8,000 kW for a supertall.*	14 m	$300,000	$1,170	—	anywhere
	**Main Blackwater Treatment Plant** ★★★★★ **No. 104 · MBT** · 2,000 waste units a day *Treats the tower's wastewater and recycles it: the tower uses 40% less water, and 2,000 units of trash a day are handled.*	24 m	$380,000	$1,690	—	basement
	**Master Air-Filtration Scrubber** ★★★★★ **No. 106 · MAF** · 1,500 cooling units *Tower-wide air filtration: 1,500 units of air conditioning for every floor, and tenants within 5 floors count it as a perk.*	16 m	$280,000	$1,430	—	anywhere
	**Structural Tuned Mass Damper** ★★★★★ **No. 101 · STM** · 0 none *A giant pendulum that cancels wind sway on floors 100 and up.*	16 m × 3 floors	$900,000	$2,600	—	above ground

A QUICK REFERENCE CARD

Cut along the dotted line and keep it beside your keyboard

CAMERA AND TIME

✂ Cut along the dotted line

W A S D	Pan (or arrow keys)	E Q	Zoom in, out (or = and –)	Wheel	Zoom
Middle drag	Pan	Space	Pause	1–4	Speed 1×, 4×, 16×, 64×
R	Turn the view (3D)	Shift+R	Turn back (3D)	F	Outside or inside (3D)

BUILDING

✂

Left click	Build, select, drag	Right click	Cancel the tool	Esc	Cancel, close
B	Tools window	/	Search the rooms	X	Demolish
] [	Elevator cars more, fewer (3D atrium: stories)	Ctrl+wheel	Elevator cars	G	Expand the tower (3D)
PgUp PgDn	Floor up, down (3D, Section)				

HELP, VIEWS, AND SAVING

✂

F1	Player's Guide	V	Rendered, Blueprint, CAD	H	Graphs
P	Photo mode	F12	Screenshot	F8	Record a clip
F11	Fullscreen or window	F5	Quicksave	F9	Quickload
Tab	Hide the Photo panel				

THE NUMBERS THAT MATTER

Stars: ★★ 400 people, 50 satisfaction, security · ★★★ 1,500, 55, clinic, hotel desk, workshop · ★★★★ 4,000, 60, sky lobby, 2 entertainment, inspection · ★★★★★ 8,000, 65, helipad, observation deck, VIP

Floors allowed: ★ 20 · ★★ 50 · ★★★ 80 · ★★★★ and ★★★★★ 160

Elevator waits: under 1 minute is perfect; aim for 2; 7 is as bad as it gets

Leases: 70+ renews at +3% · 45–69 stays at −5% · under 45 leaves · under 20 for 3 nights breaks the lease

Ranges: janitors ±5 · guards and trash ±10 · air ±12 · workshop and machine room ±15 · sprinklers ±20 · telecom ±25 floors

Needs: power beyond 150 kW · water above floor 6 · air conditioning from floor 20 · telecom for offices at ★★ · a damper from floor 100

Money: rent collected Monday at midnight · upkeep and utilities every midnight · tax 0.6% of value and loan interest 2.5% each quarter · borrow up to 40% of value

Refunds: 100% within 10 seconds while under construction · 25% after · floors and gutted rooms nothing

B HELP AND SUPPORT

Requirements, files, performance, the demo, and reporting a problem

System Requirements

Windows 10 or 11 (64-bit), and a graphics card with Vulkan support and at least 3 GB of video memory (a GeForce GTX 1060 3 GB, a Radeon RX 570, or better); 4 GB plays the biggest five-star towers with room to spare. About 2 GB of disk space. Nothing else needs to be installed.

Installing

- **Steam:** install it from your Steam library, and Steam keeps it up to date.
- **Installer:** run the Setup program and follow the steps.
- **Zip:** unzip the folder anywhere and run **BuildingToTheSky.exe**. Keep every file together.

If you downloaded the installer or the zip yourself (not through Steam), Windows SmartScreen may warn you the first time you run it with "Windows protected your PC." Click **More info**, then **Run anyway**.

Where Your Files Are

WHAT	WHERE
Saves, settings, and key bindings	**%APPDATA%\Building to the Sky** (paste that into the File Explorer address bar). Uninstalling the game keeps them.
Game Stats Modification changes	**%APPDATA%\Building to the Sky\stat_overrides.json**
Mods	**%APPDATA%\Building to the Sky\mods** (Steam Workshop mods live in Steam's own folder)
Pictures and clips	**Pictures\Building to the Sky**
The log file	**%APPDATA%\Building to the Sky\logs\godot.log**

Running Smoothly

- **2D towers** run well on any settings.
- **In a tall 3D tower**, people and shadows cost the most. In **Options > Settings > Graphics**, try **People shown in crowds** at Three in four or Half, **Shadows** at Low, and **3D resolution** at 75%.
- **Very large towers** can need more simulation than 64× allows. The Control window then shows the speed the game is really running at. It's normal, and nothing is lost: the simulation is exact at any speed.
- **Background:** tick **Lower the frame rate while the game is in the background** on the Display tab to save power and heat when you switch away.

Common Questions

My units won't lease.

Check that people can reach them (a lobby, and stairs or an elevator to their floor). Then look at their appeal in the Inspector, try the Discount rent level, and check the market in the Finance window.

My tenants keep leaving.

Open the Eval view, click the red rooms, and read the complaint. It names the worst factor and how to fix it. Commute and elevators is the usual culprit.

My elevators are always full.

Add cars, then a second elevator beside it, then split the floors between them. Read Chapter 6.

My money keeps going down.

Open the Finance window and compare income with upkeep. Empty units cost upkeep and earn nothing. Fill them or demolish them. With Tips as you play on, the game tells you when a week has cost more than it earned.

I'm stuck short of the next star.

Open the Tower rating window. It lists exactly what's missing, and every requirement must hold for two midnights in a row. If your tower is as tall as its rating allows and still short of people, trade small homes for offices: they fit more people to the meter.

The inspection keeps failing.

The Tower rating window lists what an inspector would note today. The usual misses are fire stairs in a band of 25 floors and a car broken down on the morning of the visit.

The Demo

The demo is the whole game, 2D and 3D, in all three styles, with one limit: towers go up to three stars. You can play each tower for as long as you like. Mods and the four- and five-star towers, rooms, and scenario come with the full game. The demo keeps its saves where the full game looks for them, so the full game opens every tower you save in the demo and lets it grow past three stars. The message when a tower reaches three stars, and the Tower rating window after that, say where to find the full game.

Reporting a Problem

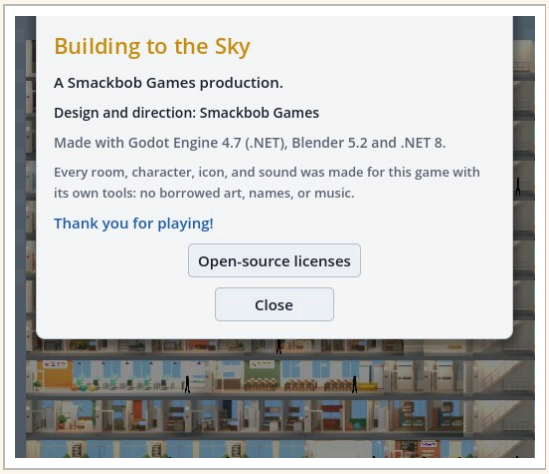
Please post in the game's Steam discussions, and include:

- what you were doing and what went wrong;
- a screenshot if you can (Win + Shift + S);
- your save file, if the problem is in a particular tower;
- the log file (above), and the version number from the bottom of the main menu.

Credits

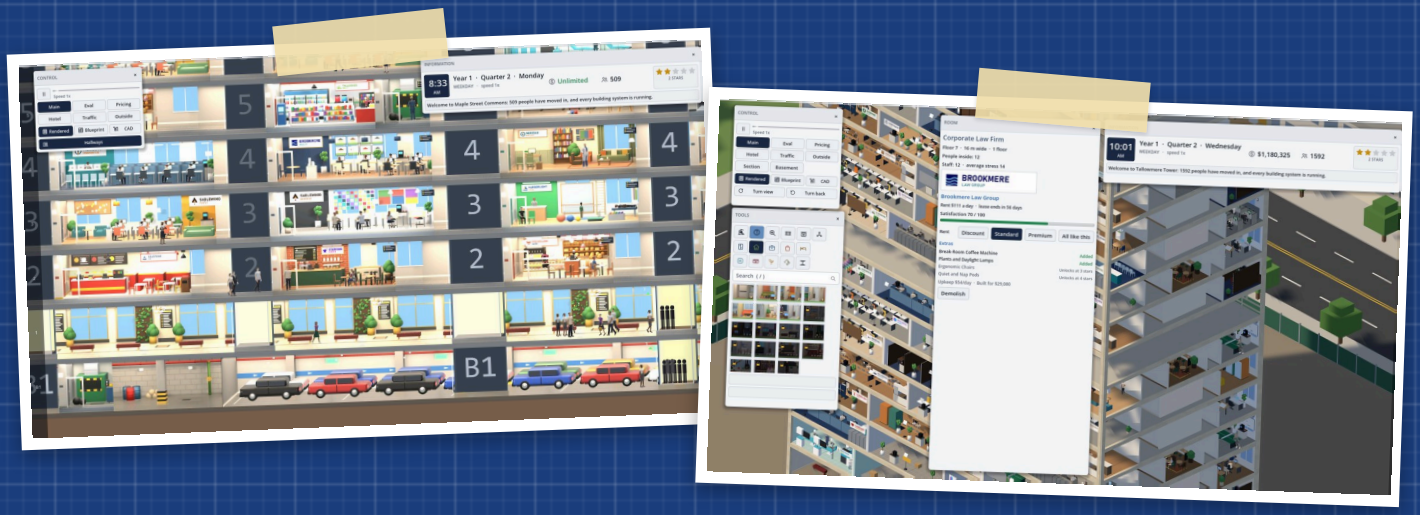
Building to the Sky is a Smackbob Games production. Every room, character, icon, sound, and piece of music was made for this game. It's built with the Godot Engine, and the open-source licenses of the tools it uses are listed under **Credits** on the main menu.

Thank you for playing.



BUILDING TO THE SKY™

PLAN · BUILD · MANAGE · EXPAND



Pour the lobby. Stack the floors. Fill them with homes, offices, shops, hotels, casinos, and sky-high restaurants, then keep thousands of people happy enough to stay. Program every elevator by the hour, balance power, water, and air, and earn five stars on a tower 160 floors tall.

Build the classic way, side on, or build a real 3D tower on a city block that you can turn, cut open, and take apart floor by floor. And see it all three ways: in full color, as a blueprint, or as a CAD drawing.

- **2D and 3D towers**
- **7 elevator types, 6 dispatch modes**
- **62 kinds of people, each with a day**
- **165 rooms and facilities**
- **Rendered, Blueprint, and CAD styles**
- **Every number moddable**

Windows 10 or 11 (64-bit) · Vulkan graphics, 3 GB of video memory · 2 GB of disk space · © 2026 Smackbob Games