

Hot Dog Stand

In this program, you will take on the role of a food vendor at an arena. You begin with \$500 in the bank and try to reach a given goal at the end of a number of events. There are three game levels:

Beginner – Play through four events. Objects flash to guide you through the simulation. In addition, there are no random events at this level to complicate the simulation.

Intermediate – Play through six events. Some random events will occur during a game; these present opportunities and difficulties to increase the realism of the simulation.

Advanced – Play through eight events. Many random events will occur.

Getting Ready in the Office

After signing in and choosing a level, you will see the goal amount. There are several things you must do before each event to ensure successful sales. The office contains tools that will help the you make decisions.

- To find out information about an event (Bulletin Board, Desk, Bookcase)
- To check the weather (Television)
- To order and pay for supplies (File Cabinet)
- To set prices (Pricing Sign)



Checking out the Desk

Computer – with an electronic checkbook, franchise report software, and a fun puzzle.

To Do List – a check-off list of tasks to complete.

Calendar – see the events of the season at a glance

Phone – you never know who is going to call

Binder – get tips on running the business from the previous owner

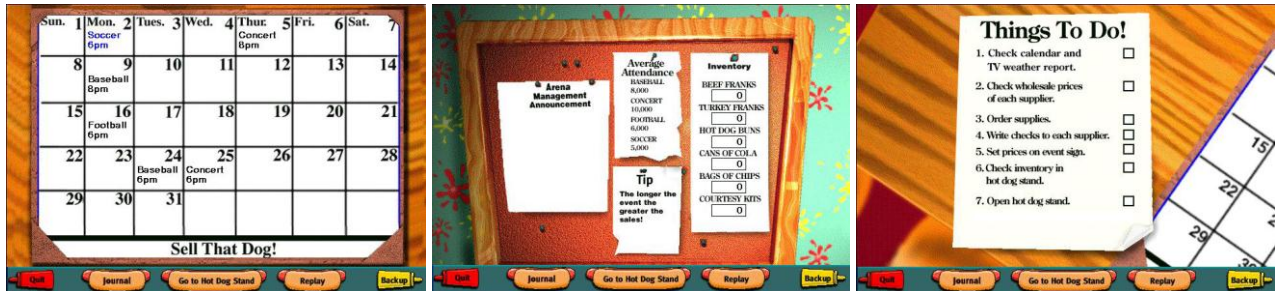


When you are done with an object, click **Backup** to go on.

Finding out information about an event

Checking out the calendar can be helpful. Attendance is highest for weekend evening events and slightly lower for weekday daytime, weekday evening, or weekend matinee events.

Additional useful information is kept on the Bulletin Board behind the Desk. You should check the Binder on the desk and the resources in the Bookcase.



Checking the Weather

The weather can have a strong impact on sales for an event because it affects attendance. To find out about the weather, click the Television to turn on the weather report. When the weather report is finished, the Television will automatically shut off. You can replay the weather until they open the Stand.

Note: Attendance is best for fair and clear weather, followed by hot and sunny weather, light rain, thunderstorms, and finally, snow. The forecast, as in real world, may only be approximate, not always exact.

Ordering and paying for supplies

When you have gathered information about the event and weather, you are ready to order supplies. Some supplies are only good for one event, and any excess will spoil and be discarded between events. The other supplies can be sold over multiple events.

Note: You should make sure to order enough buns for all the hot dogs and turkey dogs and to order enough courtesy kits to go with each. Sales will drop if there are not enough buns or courtesy kits.

To order supplies, click the File Cabinet. The top drawer will open. In the drawer are three Supplier folders, an Old folder, and buttons for different tools.

Choose quantities of supplies and then write and send a check to pay for them. Supplies can be ordered from any combination of suppliers for each event. Previous orders can be seen in the Old folder.

Setting Prices

For the final step, setting prices, click the Pricing Sign.

Experiment to find reasonable prices. If you set prices too high, sales will be poor; if you set prices too low, you may not make enough profit to offset costs.



Note: Some suppliers are not as reliable as others. Watch out for undelivered supplies that can affect sales.



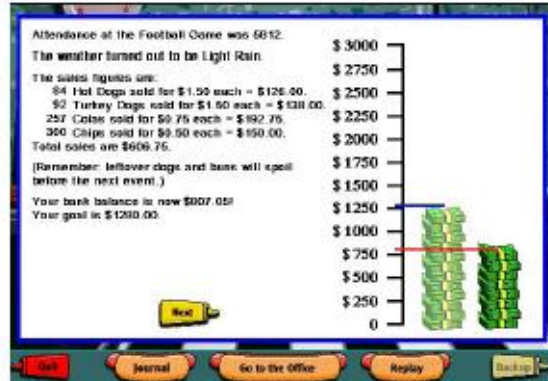
Working at the Stand

There are two main things for you to do at the Stand.

Check that supplies have arrived. If you are not satisfied with the inventory, you can click the Go to Office button and order additional supplies.



Open the Stand for business. An animation will show the window opening and various people coming to the window. At the end of the animation, the Stand window will close and a dialog will appear. The dialog will give the weather, the attendance, the sales for each item, and the total sales. Click **Next** to go on to the next event.



At the end of the events, a character will appear and tell you the results. If you reach your goal, you will be congratulated. If not, the character will provide encouragement for next time.

At the end of a game, a dialog appears allowing you to play a new game, change players, or exit the program.

