



Tropicana Hotel and Casino Expansion, Atlantic City, New Jersey

CLIENT: Aztar Corporation

CHALLENGE: The challenge was to create a new dynamic retail, dining, and entertainment venue at the Tropicana Casino and Resort that would attract a wider-range of visitors and increase their length of stay at the property.

SOLUTION: An indoor shopping and entertainment environment was designed based on the traditional architecture of historic Havana, with an outdoor feel. Visitors access the district from the casino floor and new parking structure, and circulate through it to new guestrooms and meeting spaces.

SIZE: 3.4-acre site 200,000 square-foot retail, dining and entertainment area; 502-room hotel tower; 15,000 square-foot casino renovation; 45,000 square feet of meeting space; 2,400-car parking garage and 30,000 square feet IMAX theatre.

AMENITIES: 502-room Havana Tower; casino; several high-end restaurants and dining areas; two-level themed retail plaza ("The Quarter")

SCOPE/STATUS: New Build / Built

PRMIE ARCHITECT: Wimberly, Allison, Tong & Goo (WATG) San Francisco, California

ASSOCIATE ARCHITECT: SOSH Architects Atlantic City, New Jersey

COST/ COMPLETION: \$245 Million February 2004

MECHANICAL DESIGN:

- 400,000 CFM, VAV Air Handling Units serving, Guest Tower, Ballrooms and Convention Centers
- 250,000 CFM for General and Kitchen Exhausts
- 502 High efficiency 4 pipe fan coil units to provide cooling for the guest room.
- 3000 HP Fire Tube Boilers
- 3-2,000 Ton Central Chilled Water Plant (up to 9,000 ton future)