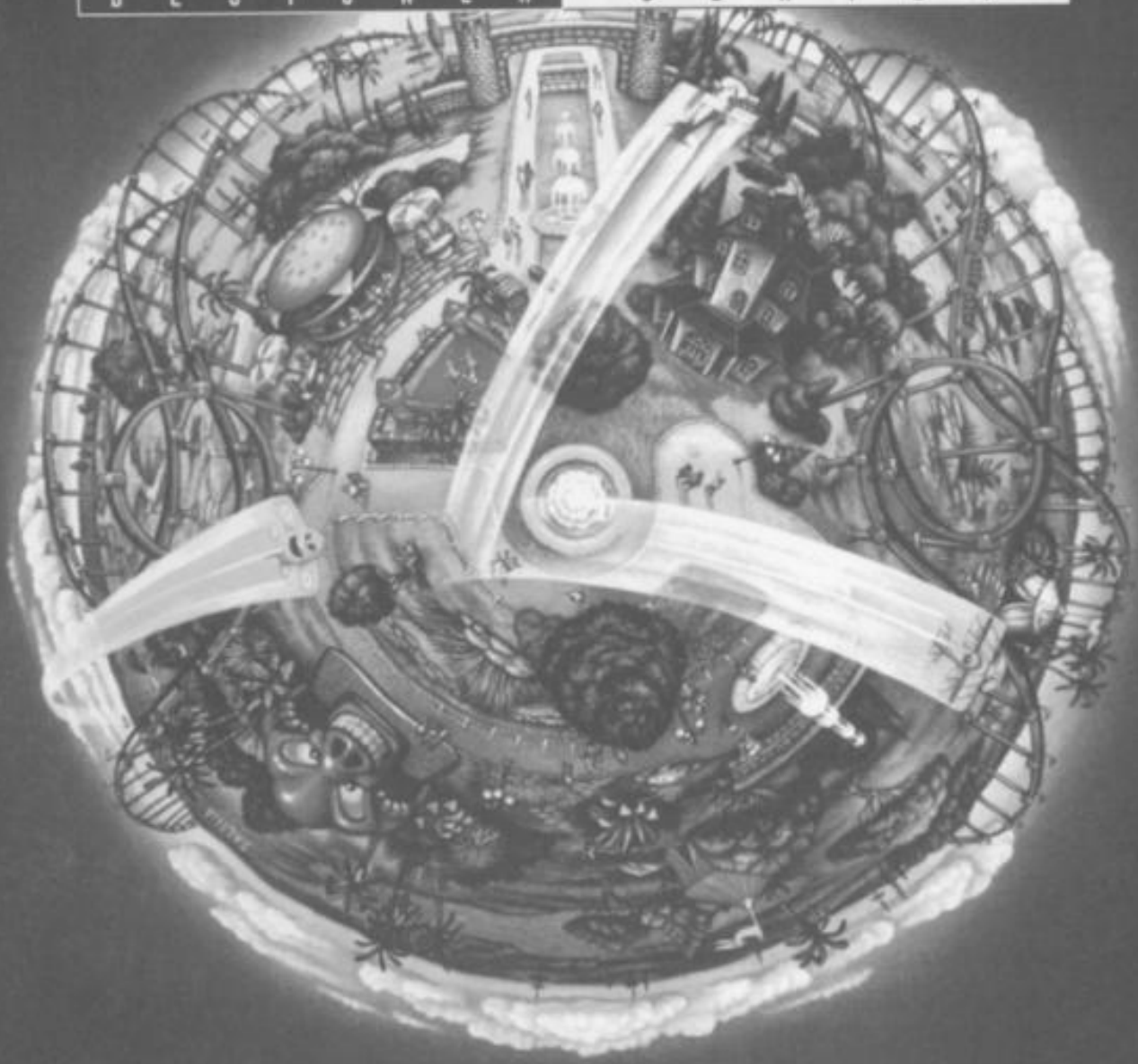
# theme PARK™

DESIGNER SERIES™



JAGUAR™ 64-BIT

GAME MANUAL

BULLFROG PRODUCTIONS LTD

ocean

**Read before using your Atari video entertainment system!**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game-dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING To Owners of Projection Televisions:**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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# JAGUAR™

# INTERACTIVE MULTIMEDIA SYSTEM

# GAME MANUAL



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## HANDLING YOUR CARTRIDGE

•The Atari Jaguar Cartridge is intended for use exclusively with the Atari Jaguar 64-Bit Interactive Multimedia System.

• Do not bend it, crush it or submerge it in liquids.

• Do not leave it in direct sunlight or near a radiator or other source of heat.

• Be sure to take an occasional recess during extended play to rest yourself and the Jaguar cartridge.

## GETTING STARTED

1. Insert your Jaguar *Theme Park* cartridge into the slot of your Jaguar 64-Bit Interactive Multimedia System.
2. Press the POWER button.
3. Press any fire button to discontinue the title screens.

## DEFAULT CONTROLS

*Theme Park's* controls use the default settings defined below:

*A:* Deselect

*B:* Selector Key

*C:* Main Menu

Game options can be set by pressing the Option button during the Park Game screen. This gives you control of the following options:

*1:* Open/close park

*2:* Quit

*3:* Get info/query

*4:* Menu of paths

*5:* Place rail (lines)

*6:* Bank manager

*7:* Menu of rides

*8:* Menu of shops

*9:* Park status

*0:* Menu of staff

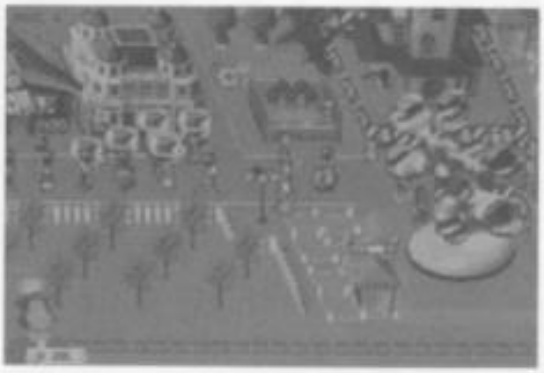
**:* Menu of trees, walls and lakes

*#:* Park map

***PAUSE:*** Pauses the action



# CHAPTER 1: WELCOME TO THEME PARK



***You've just inherited a fortune from an eccentric aunt*** and her will states the money can only be spent building the world's largest and most profitable theme park. Darn, is that all? So you think its easy to create a theme park full of thrilling rides, greasy – but delicious – food, and entertaining shows and turn a healthy profit? Well, here's your chance. Take the helm as you control every aspect of starting and running a successful theme park: from choosing the plot of land and hiring the staff to building the rides, food stands, novelty shops, and toilets.

Keep park goers happy and reap the financial rewards...let them get bored and irritated from nasty food, dizzying rides, and long lines and you'll be sorry you ever quit your day job!

## THE AIM OF THE GAME

To make your theme park not only the hottest ticket for thousands of visitors, but the hottest property on the stock exchange as well.

At the end of every financial year, you'll receive a statement on the Year End Chart, rating your theme park against 40 rivals in six categories:

***Richest Park Owner***
***Most Exciting Park***
***Most Amenities***
***Customer Satisfaction***
***Biggest Park***
***Most Pleasant Park***

When you achieve number one status in each of these categories, you will achieve theme park "mogul" status.

## THE MAIN MENU




The Main Menu options are:

1) Setup New Theme Park - Select here for the Your Player Details screen.

2) Load Game - Select here to open your saved game.

3) Continue Game - Returns you to the spot in which you last saved the game.

4) Credits.

# CHAPTER 2: DESIGNING A NEW PARK

Select the Setup New Theme Park option at the Main Menu for the Player Details screen.

## YOUR PLAYER DETAILS SCREEN

Give the park some personality and setup the kind of game you want to play on the Player Details screen.



Your Player Details are:

***Your Name*** - Select your name by choosing the letters on-screen.

***Your Nickname*** - Type in something witty, abusive or filthy.

***Age*** - Enter your age by moving the pointer to age and pressing the B button to increase or the C button to decrease.

***Sex*** - The options are Male or Female, so no surprises there.

***Park Name*** - Select nothing here and your park will be called Bullfrog's World.

***Sim Level*** - Choose from Sandbox, Sim and Full. Select the desired level of play.

Sandbox level is for beginners. You can enjoy all the fun of the fair and design a park without the stress of dealing with the Bank Requester screen. You cannot conduct research and your shops can't run out of stock. You will, however, still need to take out a loan and watch your bank balance to avoid bankruptcy. This one is kid's play.

Sim level is for intermediate-level players. You are involved in research to develop new park facilities and the Negotiation screen pops up periodically. The Stock and Stock Market screens, however, are not operable.

Only on Full level do you get to utilize all of *Theme Park's* options. Now you are not only expected to research new facilities, but purchase stock for shops and shares in other parks. You are responsible for every financial transaction,

***Park Visitors*** - Pick from Happy, Average or Fussy by selecting the appropriate box. The fussier your customers become the harder it is to get them to buy things. This only affects your theme park's visitors for the first four years of operation, after which their happiness is your sole concern.

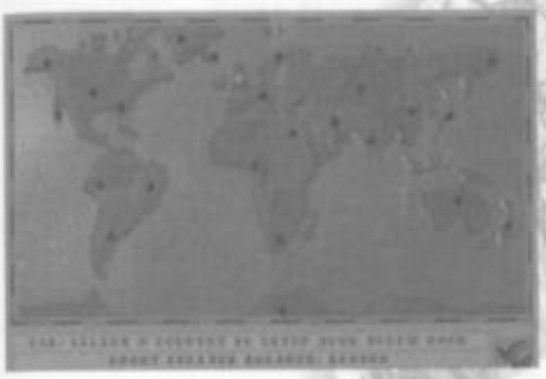
***Start Level*** - Easy, Medium or Hard. This decides the amount of money you have when you begin the game. Easy: $200,000; Medium: $150,000; Hard: a mere $100,000.

***Opponents*** - None, 4, 10 or All are the options here. If you are playing alone, the game loses its competitive element. The more rival theme parks that are out there, the trickier it is to become the best in all six categories–and the easier it will be for someone to plot an unfriendly takeover of your park.

***Opponents Level*** - This decides how aggressive your opponents are: Easy, Medium or Hard. You can make life a lot simpler if you hamper the opposition and make them Easy. For a real challenge, make all the opposing theme park owners Hard.

***First Game*** - No or Yes. If you select Yes, you are given a Tutorial by the Park Advisor when you enter the park to help get you started (see Tutorial on page 11).

## WHERE IN THE WORLD?



On the World Map, different sites are marked with different colors:

***Available Site:*** Yellow
***Out of Your Price Range:*** Red
***Other Theme Parks:*** Blue

At the bottom of the screen is your bank balance. Highlight a location with the cursor. The name and cost of establishing a park appear above your bank balance. Britain is your only option the first time you play *Theme Park.*

Select a red or yellow dot for details on the site and the country in which it is located (see Site Details Screen on page 9). Select a blue dot for a look at parks already in existence.

When you find a site you are happy with, select the Buy Land icon. This location appears on the World Map as a golf ball about to be teed off.

## SITE DETAILS SCREEN



This lists all the factors which could effect the success of a theme park: Population, Economy and Climate.

***Cost***- From $0 to $20 million depending upon which location you choose.

***Local Population*** - Pull in the local populace as your pool of customers.

***Medium Population*** - Later down the line, you could attract visitors from further around.

***Long Population*** - When your park has grown in size and its reputation has become international, the number of potential customers grows to the figure found here.

***Inflation Rate*** - From 0-100%. The lower the rate the better, because an inflation rate of 100% means that your overhead will double annually.

***Interest Rate*** - From 0-100%. As with the inflation rate, you want to keep this low or end up paying through the nose for every penny you borrow.

***Economy*** - Rich, Medium or Poor. How much money do you want your customers to have?

***Tax Free Period Years*** - The length of time you can run your park without paying land tax.

***Land Tax*** - The amount you pay is calculated by applying this rate to the area of land your park occupies.

***Weather*** - Rainy, Sunny or Stormy.
***Terrain*** - You have to build around rocks and other natural obstacles, so choose a site that's nice and flat if there's one available.
***Who*** - The name of the park's owner.

Having digested all the information on the Site Details screen, select the Buy Land icon to accept the site. The Park Details will appear on screen (see Park Details Screen on page 10).

## PARK DETAILS SCREEN

Check out your own park details and those of rival park owners at the Park Details screen. This screen tells you:

***Player Name***
***Balance***
***Personality***
***Vendetta***
***Reputation***
***Number of Rides***
***Number of Shops***
***Number of Staff***
***Number of People***

To leave the Park Details screen, select the Check icon and go back to the World Map.

Once you've bought a lot, select the Check icon at the World Map and you will be placed in your park.

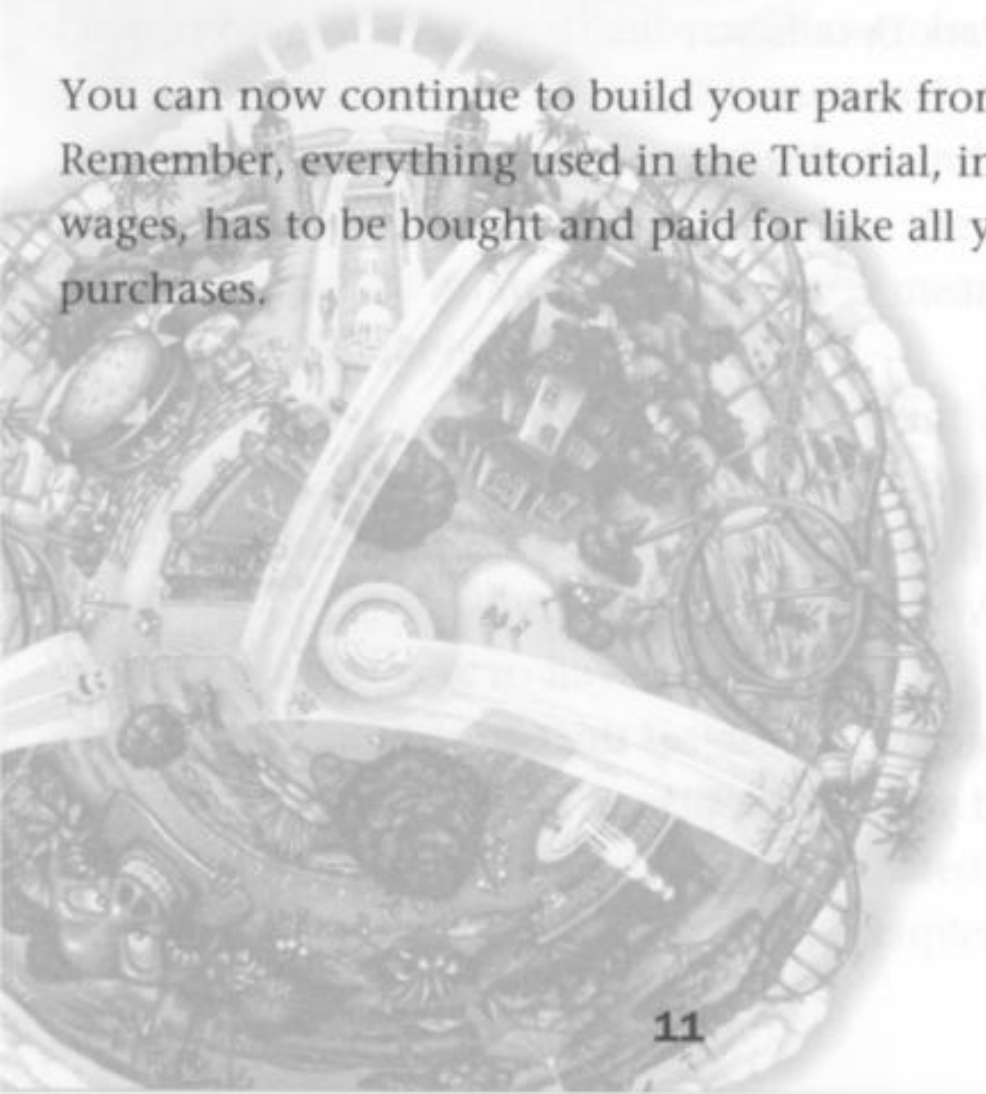
## TUTORIAL

The Park Advisor guides you through the tutorial step-by-step, beginning with how to lay paths.

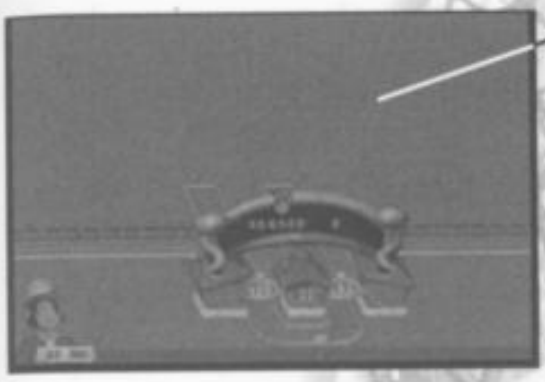
Next, place the first ride, beginning with the Bouncy Castle. Place the Entrance and Exit icons as instructed. Now connect the Ride to the Paths you've created with a Barrier.

You must now choose a location for a Mr. Whippy ice cream stand. Again, the Park Advisor instructs you on how to do this. Then hire three staff members – a sharkman, handyman and mechanic – and place them in the park as instructed.

You can now continue to build your park from here. Remember, everything used in the Tutorial, including staff wages, has to be bought and paid for like all your future purchases.



# CHAPTER 3: IN THE PARK




So you've chosen a location. The site is currently a flat lot of nothing with a wall around it, and a main gate – you've got a lot of work to do before your park is the world's ultimate tourist attraction.

## LAYING PATHS

First you must lay paths around the park for visitors to walk along. *Theme Park's* little visitors always follow paths, and this is the only way customers can access shops and rides. They only go on the grass when they're looking for the way out (and complain if they can't find it).

Select the Paths icon or press the 4 button to lay plain, ordinary concrete. The cursor becomes a trowel.

Select the Paths Menu by pressing the 4 button and choose between Concrete and One-Way Paths or Sign-Posts. The latter two cost extra, but you don't need these until later in the game when vast numbers of park goers need clear directions, so save your money at first.

When you select One-Way Paths, the cursor becomes a pointer. To lay a One-Way Path, select a path square and then move the pointer in your preferred direction by pressing the B button.

Select the Sign-Post icon in the Paths Menu and the icon will attach itself to the cursor. The Sign-Post flashes until it's given a sense of direction, which you do by selecting a shop, ride or feature. Now move the post to the desired position in the park and place it with a select. Wherever it's placed, the sign points to the chosen amenity. Select again to rotate the sign and lead customers to a destination via a different route, so as to pass additional shops and rides they might otherwise have missed.

The trowel cursor has a path square attached. Select to lay single squares of concrete.

The path square disappears if you scroll over an area of the park where you can't lay a path.

A border of flowers grows around a path once digging has stopped.

To remove a path square, highlight it with the trowel cursor and press the A button. You cannot delete the original area of path around the Main Gate.

*Note:* Paths are the only item you pay for immediately. The cost of any ride, shop or staff purchase will not be deducted from your budget until the end of each month.

**FORMING A LINE**

Your customers will be unable to experience a ride unless they can form an orderly line for it. Customers can still get on a ride which is not connected to a path by a line, but they can only enter one at a time and the ride is not used to maximum efficiency.

To place a line, press the 5 button.

Now connect the entrance of your chosen ride to the path (see Selecting Rides on page 14). Lines can be placed or removed in the same manner as you would a path. Press the B button to lay and run rail lines.

**SELECTING RIDES**

Only four of theme park's rides are available at the start of the game. In the Full and Sim mode, you can only add to the number of rides by investing in Research (see Research Department on page 48). In the Sandbox mode, more rides are added to the list at the end of each financial year.

You can purchase rides through the Rides Purchaser screen or by using the Quick Menu.

To access the Rides Purchaser, select the Ride icon or press the 7 button for the Rides Purchaser screen.

To access the Quick Menu, press the C button.

Select an item from this menu to select your ride. Each one has a price tag. If you do not have enough cash for a particular ride, the Ride icon has a red background. Having made your decision, the Quick Menu disappears and the chosen attraction is attached to the cursor to be placed where desired.

To place a Ride, select an area of the park large enough to accommodate the ride, then place the ride's Entrance and Exit.

Once a ride has been positioned, the Entrance icon appears. Moving the pointer lets you move the entrance anywhere around the ride, and the B button locks it in place. To move the entrance again, choose the appropriate icon from the Information screen (see Information Screens on page 37).

You can place an Exit the same way you did the Entrance. Remember, you need to link every ride exit to a path or your park goers will become lost when they leave the ride.

## BUYING SHOPS



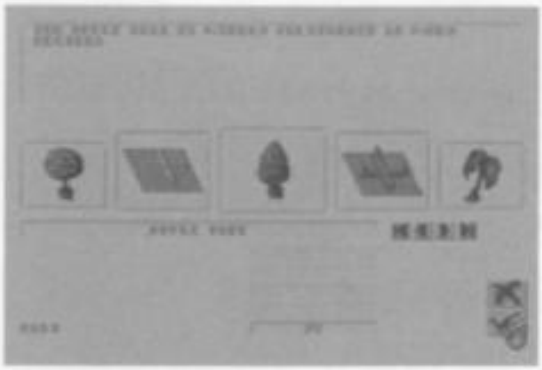
Shops fall into three categories: Food & Drink Stands (for which you must purchase stock – see Stock Screen on page 47), Souvenir Shops and Side-Shows. While it is the thrill rides that draw in the crowds, you need to keep visitors happy (and earn extra bucks) by supplying refreshments and offering souvenirs.

Select the Shop icon for the Shops Purchaser screen (see Purchaser Screens on page 32) and an in-depth look at the available shops.

Press the C button to call up the Quick Menu.

Select an item from this menu to select a shop. Each one has a price tag. If you cannot afford the chosen shop, its icon has a red background. Having made your selection, the Shop Menu disappears, leaving you to place the shop where it is likely to attract the most customers.

## PARK FEATURES



With "Most Pleasant Park" being among the categories on which your theme park is judged, it is a good idea to beautify your park with trees and fountains. Plus, the park will not stay beautiful for long without proper toilet facilities and clear sign-posts showing people where they are.

To purchase Park Features, select the Park Features icon on the Features Purchaser screen or press the * button (see Purchaser Screens on page 32).

Alternatively, select the Park Features icon for the Quick Menu. Select an item from this menu then click once on the Park screen for every tree you want to plant. If you are building a fence or digging a lake, hold down the B button and scroll through the park.

Press the A button to remove any piece of scenery, fencing or facility placed in error.

## TOILET TRAINING

With all the food and drink you (hope to) sell, visitors are going to need restroom facilities. Forget to place toilets around your theme park and things will either get very messy, or visitors will head for home the moment nature calls.

The only lavatory available is the wooden outhouse. A line will form due to the size of the bathroom.

Send handymen to clean your toilets regularly. Should the worst happen, and vomit begins to flow, make sure there are plenty of staff to mop it up.

To upgrade to nicer toilet facilities, invest cash into upgrading Park Features in the Research Lab (see Research Department on page 48).

## HIRING STAFF



You'll need to hire staff to help you run your new theme park.

You can hire entertainers, handymen, mechanics and guards. Each have specific duties (see People In The Park on page 27), but they are all there to help things run smoothly.

To hire staff, select the Staff icon for the Staff Purchaser screen or press the 0 button (see Purchaser Screens on page 32).

To place staff members in the park, select a member from the Quick Menu. They become attached to the cursor. Press the B button on the Park screen for every staff member you wish to put to work.

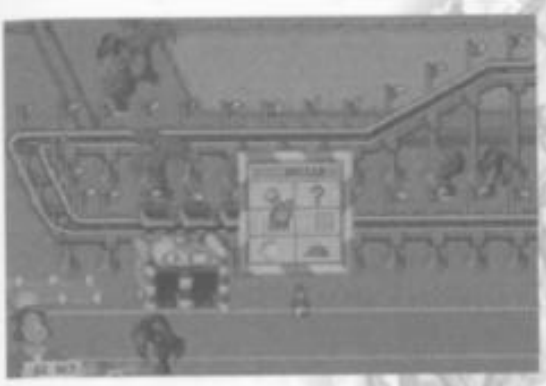
***Note:*** The number by each staff member is their monthly wage, so remember that staff is an ongoing expense.

**OVERVIEW MAP**

Press the # button to bring up an overhead view of the entire park. Use the pointer to move the highlight box anywhere on the map then press the B button. You will then return to the Park screen at this new location.



## QUERY MODE



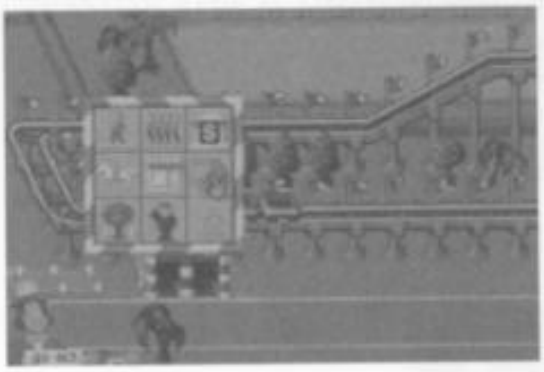
Press the 3 button with the cursor over any ride, shop or staff member and select to activate the Tune-Up icons. Depending on the object that has been selected, not all the Tune-Up icons will be active (see Tune-Up Icons on page 21).

Highlight a customer while in Query mode and a Thought Bubble will appear indicating their current state of mind (for more on Thought Bubbles and their meanings, see People In The Park on page 27).

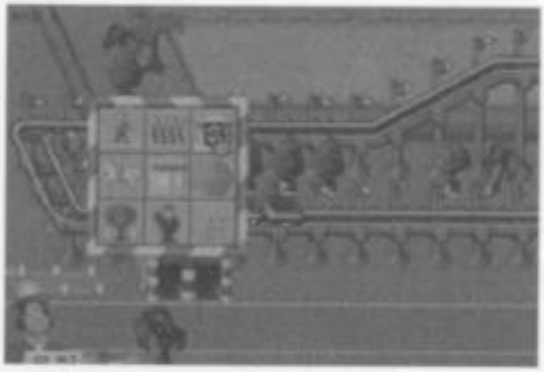
Whenever anything is selected with the Query tool, its name appears in the Text Bar beneath the Tune-Up icons.

## PARK STATUS ICON

Press the 9 button for the Park Status screen (see Using The Park Status Screen on page 45).



## CHECK FINANCES



Short on cash and want to get a bank loan? Or just interested in the current state of your theme park's finances? Select the Bank Requester icon and the Bank Requester screen appears (see Bank Requester Screen on page 53).

Press the 6 button for the Bank Statement screen.

## TUNE-UP ICONS

When an object in the park has been selected, the Tune-Up icons on the far right of the Icon Bar are activated. These update you on the status of a ride, shop or staff members.

***Information*** - This is the only Tune-Up icon for shops, and the only one common to rides, shops and staff. Select here for the relevant Information screen (see Information Screens on page 37). This gives you vital facts about the status of any park utility, and lets you alter certain key factors to maximize profitability.

Tune-Up icons specific to rides are:

***Timer*** - The whole hour glass is filled in red. Press the B button on this icon and the sands of time begin to run out, reducing the length of the ride with each click. Press A to increase the length of the ride when the line has subsided.

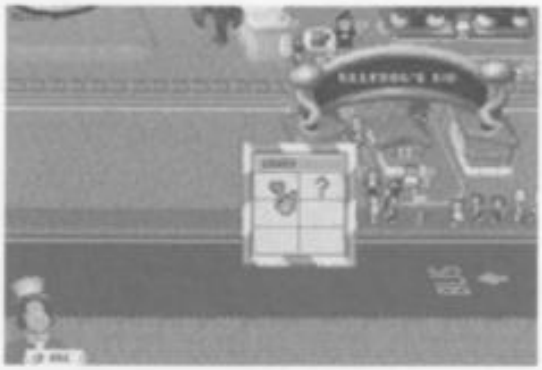
***Rider Icon*** - Adjusts the number of visitors you can cram onto a ride. Press the B button to increase the number of people on the ride. Pressing the A button decreases it when safety levels are being exceeded.

***Wrench Icon*** - Indicates how safe the ride is. The higher the red bar, the more dangerous the ride. The state of repair of a ride is also affected by the number of customers using it and the speed of the ride. Clicking on this icon will call any available mechanic to come and fix the ride.

***On/Off*** - Turn a ride On or Off by putting the pointer on the icon and then pressing the B button. The light changes from green to red when a ride has been stopped. The light is replaced by a mechanic's head when a ride is under repair.

***Ride Speed*** - Press the B button to increase the revolutions per minute of your rides. If things become a little too exciting for the ride users, decrease the ride's speed by pressing the B button on this icon.

Tune-Up icons specific to staff are:



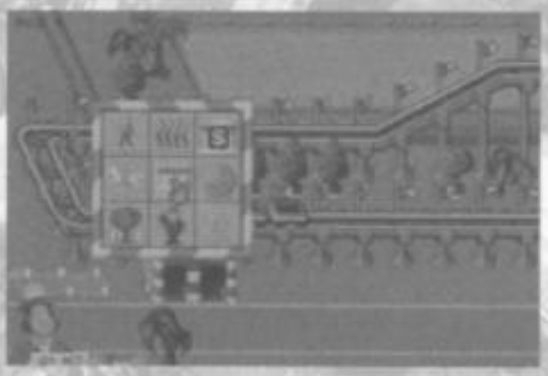
***Pincer Icon*** - Press the B button and the cursor becomes a set of pincers with the selected staff member attached. You can now reposition them anywhere in the Park screen by pressing the B button.

***Zone Route Icons*** - Set a specific route for a handyman to patrol (see Zoning Staff Icons on page 30).

***Repair Icon*** - For mechanics only. Press the B button on this and then select a ride in need of some attention to send the selected mechanic to work.

***Hint:*** A plume of smoke indicates a ride is about to scatter parts – and people! Better get a handymen over there quickly!

## USING QUICK MENUS



There are Quick Menus for paths, rides, shops, park features and staff. Select the icon from the pop up panel with the A button then choose the icon from the relevant Quick Menu.

All the amenities available to you in that category are displayed, along with the cost of purchase. As you highlight an amenity with the cursor, its name appears at the top of the menu. Press the B button to select the ride, shop, feature or staff member to be placed. This simultaneously closes the menu.

## USER-DEFINABLE RIDES

***Raised Track***

***Flat Track***

### *Building A Raised Track Ride*

Raised Track rides are the Roller-Coaster, Monorail and Big Dipper, all marked on the Quick Menu by Carriage icons. Press the B button when you are on the icon in the Quick Menu and the first 5 sections of track appear, complete with an entrance booth. Press the A button to rotate the entrance. Pressing the B button locks this first section in place.

***Note:*** You cannot raise or lower the first pieces of any User-Definable ride.

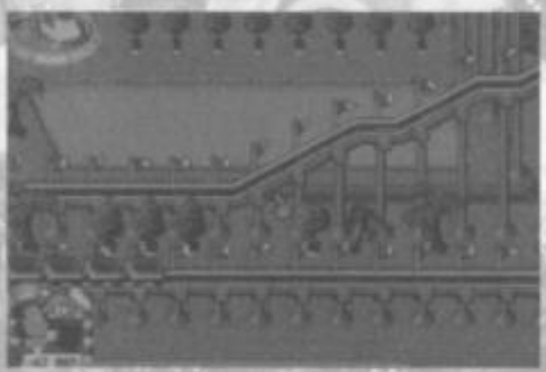
Now scroll around the park and lay down the track by pressing the B button, almost as if you were laying a path. Create hairpin bends or gentle curves as you see fit until you complete the circuit. Remove any rogue pieces of track that are heading in the wrong direction with the A button.




***Note:*** If the Year End screen interrupts the construction of a Raised Track ride, you must access the Ride Purchaser screen to complete a circuit of track. Select the Track icon using the B button, and when the action returns to the Park screen, you are then able to finish your ride.

### *Adjusting Height*

You can adjust the height of the Roller Coaster and Big Dipper when a circuit has been completed. Press the B button on the base of a section of track to elevate it one increment, and continue to press the B button until it reaches the desired altitude.



Select the base of a section of track to reduce the height one increment at a time. Press the A button at the lowest level to remove that section altogether.

***Note:*** You cannot adjust the height of the Monorail.

***Modernizing Raised Track Rides***

To adjust the height of the Roller Coaster and Big Dipper after opening, you need to first stop the ride using the appropriate Tune-Up icon. You can also research upgrades for the Roller Coaster and Big Dipper, but you must stop the ride before you can add them.

Add-ons include loops and corkscrews for the Roller Coaster and a water splash for the Big Dipper. When add-ons are complete, they become available from the Quick Menu. Press the B button on its icon, and then move the pointer over the ride. When you reach a section of the ride that can accommodate the add-on, its icon appears. Now simply press the B button.

***Building A Flat Track Ride***

The Flat Track rides are the Rubber Tubing and Race Car rides, which have their own icons. Select the Rides icon from the Quick Menu and select the desired ride. When completing a circuit of track, you will notice that the entrance does not come with the first section.

You must complete a circuit and then return to the Ride Purchaser and select the Ride icon. Having selected the correct ride, you will return to the Park screen and you can place the entrance booth as normal.

*Ride Cost*

The cost of user-definable rides is calculated according to the number of sections of track used to complete the circuit and the height to which the track is elevated.

## OPEN FOR BUSINESS



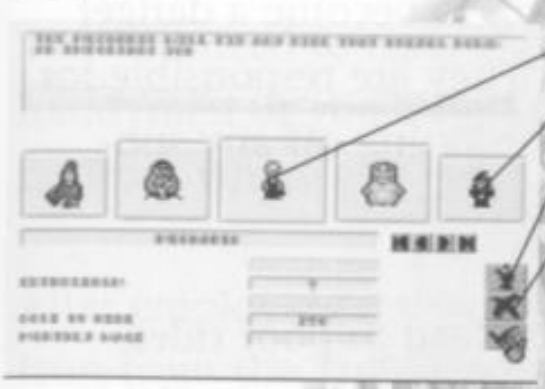
When your rides, shops and other amenities are ready and you want to start making some money, open the park and let the people flood in.

To open your theme park, either select the Park Entrance (in Pointer Mode only) or press the 1 button. Press 1 again to close the gates.

# CHAPTER 4: PEOPLE IN THE PARK

The people that swarm around your theme park are divided into two groups: Staff and Customers. The one difference between them is either you pay or they pay.

## STAFF




The staff is divided into four categories: Entertainers, Handymen, Mechanics and Guards.

***Hint:*** The more your staff is paid the harder they work for you. If you want your park to be the best, don't be a scrooge when it comes to hiring staff.

### *Entertainers*

These are Teddy Man, Shark Man, Squid Man, Strong Man, Chicken Man and Rhino Man. The more entertainers you have, the more enjoyment customers get from their visit.

### *Handymen*

These are the guys who keep the park tidy. Keep plenty of these guys around if you are after the Most Attractive Park Award because they will keep the place from being labeled a health hazard by picking up burger wrappers, cola cups and other assorted litter.

*Mechanics*

When a ride malfunctions, it is going to become a danger unless there is a mechanic to fix it. They are responsible for maintenance of all the rides, and cordoning off any sub-standard attraction before fixing it.

A lack of mechanics at your park can lead to poor rides, unhappy customers, bad word of mouth, and lower ticket sales, in that order! So be sure to have plenty of mechanics. Although difficult to motivate into responding quickly and often at the center of any industrial dispute, mechanics are essential to the smooth running of your theme park.

To repair a ride, press the B button on a mechanic and select the Repair icon from the Tune-Up icons. The cursor will become a spanner. Now select the Broken Ride and watch as a highly skilled mechanic rushes to repair it. You can also press the B button on the ride itself, and then select the Spanner icon from the Ride Tune-Up icons.

*Guards*

Not everything in your theme park is going to be peaches and cream. If you are lucky enough to be so successful that customers pour in, you are going to need someone to take care of crowd control, and re-directing lost visitors onto the right path. If you attract the wrong crowd, they will forcibly remove troublemakers from the premises.

## ZONING STAFF ICONS

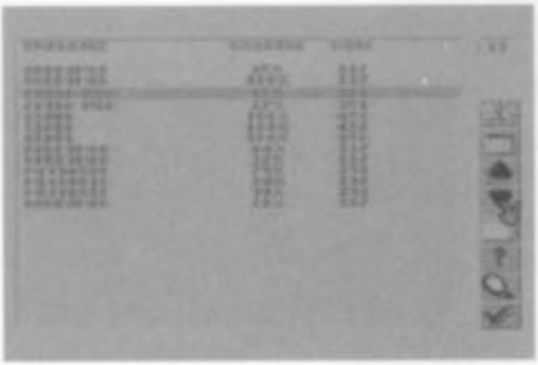
You will need to zone the routes controlled by your handymen or you'll find them wandering aimlessly about, far from where you need them.

After employing a new handyman, select the Zone Route icon from the Tune-Up bar. The Place Route and Cancel Route icons appear in the Tune-Up bar. Now select the Place Route icon and the zoning highlight will appear. Highlight additional sections until the required route has been covered then select Confirm Route.

To undo any zoning, simply highlight the zoned area as above and then select Cancel Route.

***Hint:*** Remember that you cannot have too clean a park. You need to hire a handyman for every two or three shops that you open.

## STAFF-CHECK ICONS



Press the B button to zoom the park view to the nearest staff member in that category. Pressing the B button repeatedly lets you check up on all of them.

## CUSTOMERS



The whole point of all this effort is to attract as many customers to your park as possible, and to make sure that they are having such a good time they do not notice how much money they are spending on rides, refreshments and souvenirs.

Customers come in all types, but you can alter the age range of the people attracted to your theme park. The bigger and faster the thrill rides, the more youngsters are going to appear. If you make the rides too death-defying, a rabble of thrill hungry bikers could move in. (For details on adjusting ride speed, see Tune-Up Icons on page 21.)

### *Thugs*

When you see a bike load of heavies heading for the park, prepare for a rough ride. They do everything possible to ruin the day for the rest of your customers. They pop balloons, steal food, beat up entertainers and smash rides. Leave them too long and they get in touch with their Hell's Angel pals. Before you know it, the park is overrun.

The only way to rid the park of this nuisance is to hire some guards to forcibly eject troublemakers from the premises. However, it is no use just stationing guards at the park entrance as thugs can only be thrown out once they have committed an offense.

*Consumer Association Reps*

If your park is developing a bad reputation, whether it be for high prices or poor quality, spies from a Consumer Association infiltrate to check the place out. They can be spotted by the official Consumer Association clipboards they refer to as they exit every ride. To beat the rap, make sure all the shops and rides they use are reasonably priced and in perfect working order. That way they eventually leave the park satisfied.

For information on recognizing and responding to your customers' demands, see Using The Park Status Screen.

## CHAPTER 5: PURCHASER SCREENS

There are Purchaser screens for Rides, Shops, Staff and Park Features. Select the Main Menu (button C) or access the Park Menu by pressing the 7 button to bring up Purchaser screens.

## RIDE PURCHASER

For detailed information on a ride, take time out to study the Ride Purchaser.

A single tap on the B button to the Scroll icons takes you forward and backward through the rides one at a time. Select the Fast Scroll icons to zoom to the first and last rides in the list. The ride in the central window has its details displayed in the text box.

The Ride Purchaser tells you:

***Ride Name & Version Number.***

***Ride Excitement*** - Boost this for extra thrills or slow it down and ensure reliability.

***Reliability*** - The less reliable the ride, the more often it is going to be shut down for costly repairs.

***Maximum Capacity*** - The more potential users, the shorter the period spent queuing and the happier your customers will be.

***Ride Cost*** - Anything from $2,000 to $200,000. The cost of a ride is deducted at the month's end. If you change your mind and remove a ride before a month is up, you do not pay a penny.

## PURCHASER SCREEN ICONS

Running down the right hand side of the Purchaser screen are various icons. Select any one for further details.

***Ride Icon*** - Press the B button to take you to the Rankings screen, where all your current rides are ranked and rated (see Ranking Screens on page 42).

***X Icon*** - Return to the Park screen without picking the selected ride.

***Check Mark Icon*** - Returns you to the Park screen with the chosen ride attached to the pointer.

## SHOP AND SIDE-SHOW PURCHASER



This contains much of the same information as the Ride Purchaser and is operated in exactly the same way. However, it has different categories of information:

If the highlighted shop is a side-show, this category is Addictiveness.

***Stock Price*** - The cost to you of the stock held by the shop. If you are eyeing a side-show, this category tells you the value of the prize.

***Sale Price*** - The price at which you sell stock to the public. The difference between the sales price and the stock price is your profit margin.

***Stock Control Bar*** - The amount of stock currently held by the shop, and how much is on order.

***Cost*** - What the shop or side-show will cost you to open in the first place.

For your delectation, here's a list of all the shops which could eventually be available after sufficient investment in Research (see Research Department on page 48):

*Arcade*
*Balloon World*
*Big Time Burger**
*Big Time Fries**
*Coconut Shy*
*Coffee Shop*
*Duck Shoot*
*Gift Shop*
*Gun Shoot*
*Mr. Walley Ices**
*Novelty Shop*
*Pokey Cola**
*Race Track*
*Saloon**
*Steak Restaurant **
*Tin-Can Alley*
*Toy Land*

The shops with an asterisk (*) beside them need to be restocked at the Stock screen from time to time (see Stock Screen on page 47).

## SIDE-SHOWS



Side-shows can cost you an arm and a leg, or they can cost your customers that. It just depends on how you configure the probability of their winning or losing percentages. To do this, reduce the probability of a punter winning at the Information screen. This makes it more difficult for them to win (see Information Screens on page 37).

## STAFF PURCHASER

The Staff Purchaser Information includes:

***Enthusiasm*** - Rated in various categories. The lower the rating, the more likely your staff is to put down their tools and call a strike. Low wages and poor conditions are the factors which affect worker morale.

***Cost To Hire*** - Presents cost of hiring a staff member from a given category, $0-$1,000.

***Monthly Wage*** - You pay to hire them, and then they want wages every month too!

## FEATURES PURCHASER



Only categorizes Park Features according to the different costs involved.

Here is a list of all the Park Features with which you can eventually decorate your theme park (once enough money has been spent on Research):

***Apple Tree***
***Birch Tree***
***Boggy Crapper***
***Castle Wall***
***Center Fountain***
***Lake***
***Lamp Post***
***Oak Tree***
***Orange Tree***
***Outhouse***
***Palm Tree***
***Pine Tree/Lamp***
***Privet Hedge***
***Rose Bush***
***Spooky Tree***
***Super Toilet***
***Tropical Bush***
***Tree Stump Fence***
***Weeping Tree***
***White Fence***

## INFORMATION SCREENS




Press the B button and the relevant Information screen appears. There are Information screens for all rides, shops, the various toilets, staff and customers.

## RIDE INFORMATION SCREEN

The categories of information available are:

***Ride Cost*** - Ride purchase cost.

***People Been On Ride*** - The total number of park visitors who have used the ride. If it is a popular item, it might be worth buying another one.

***Excitement*** - A thrill or a bore? Here's where you find out the score.

***Reliability*** - Assess how much work you can get from a ride before it needs to be repaired.

***Ride Capacity*** - Increase or decrease this as you see fit by pressing the B button on the Up or Down arrows.

The icons on the right of the Ride Information screen are:

***Go To Icon*** - Select here to center the Park screen on the selected ride.

***Ride Rankings*** - Select the Ride Rankings screen, which lets you compare the performance of your park's rides (see Ranking Screens on page 42).

***Move Entrance Icon*** - Reposition the entrance to a ride by selecting this icon. The view returns to the Park screen, where you can more effectively place the ride's entrance and exit.

***Check Icon*** - Select this and it is back to the Park screen.

## SHOP INFORMATION SCREEN




At the Shop Information screen, you can find out:

***Type of Goods Sold*** - Types of goods sold in the shop.

***Customers So Far*** - Just how popular are those burgers, fries, novelties, etc.

***Stock Price*** - When you still have some stock available, the two figures tell you the number of items and what each cost you. When you are all out, you are just given the unit cost for replacement stock.

***Sale Price*** - Raise or lower the cost to the consumer by pressing the B button on the Left or Right arrows.

Food shops also have a unique category which allows you to alter food quality in the quest for greater profits.

These are:

***Big Time Burger*** - Increase the amount of fat in the burgers to reduce your costs. As the burgers are less filling, you might benefit from repeat purchases, or customers might find them so revolting they will refuse to buy another on principle.

***Big Time Fries*** - Pour extra salt onto fries and improve drinks sales.

***Pokey Cola*** - More ice means less cola in the carton, and lower overheads.

***Mr. Walley Ices*** - Increase the amount of sugar in the ice cream to get the kids hooked and craving for more.

***Coffee Shop*** - Hike up the amount of caffeine in your coffee to give drinkers a buzz and get them moving around your theme park more quickly.

The icons on the right of the Shop Information screen are:

***Go To Icon*** - Press the B button here to center the Park screen on the selected shop.

***Shop Rankings*** - Press the B button for the Shop Rankings screen, where you can compare the performance of your park's shops (see Ranking Screens on page 42).

***X Icon*** - Return to the Park screen without taking into account any adjustments.

***Check Icon*** - Return to the Park screen with adjustments intact.

## SIDE-SHOW INFORMATION SCREEN




Side-Shows have separate categories of information:

***Addictiveness*** - Will the customers keep coming back for more? Find out here.

***Wins/Park Goers*** -The number of people who have played who have been winners.

***Probability Of Winning*** - Select the Left or Right arrows to increase or decrease the chances of a win.

***Cost Of Prize*** - Combine with the probability factor, and decide between lots of little wins or a few big wins. Press the B button over the arrows to adjust this figure.

***Price Per Game*** - A really addictive Side-Show can be a nice little profit, especially if you raise the price. Press the B button to do the trick.

## STAFF INFORMATION SCREEN




The categories of information available here are:

***Months Employed*** - How long has this employee been on the payroll?

***Monthly Wage*** - Adjust this by selecting the Up and Down arrows.

The icons on the right are:

***Go To Icon*** - Select here to center the Park screen on the selected staff member.

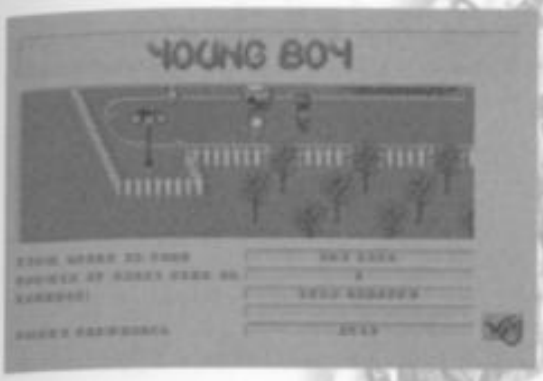
***You Are Fired Icon*** - Show ineffective workers the door, and gives them a helping boot through it, by selecting this icon.

***Staff Rankings*** - Press the B button for the Staff Rankings screen, where you can compare the performance of your employees (see Ranking Screens on page 42).

***X Icon*** - Press the B button here to put you back on the Park screen, ignoring any changes made.

***Check Icon*** - Press the B button here to return to the Park screen, where all adjustments take immediate effect.

## CUSTOMER INFORMATION SCREEN




At the top of the screen is the (often unflattering) customer name. The information available on each punter is as follows:

***Time Spent In Park*** – Hours, minutes or days? The longer, the better.

***Number Of Rides Been On*** – If the number is low, it is because the rides are too full or too difficult to get to.

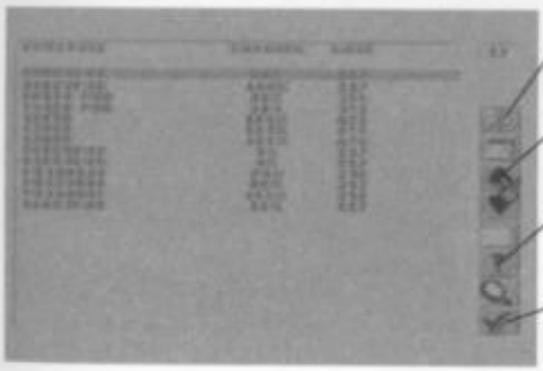
***Boredom*** – This is key. If there's one place on Earth you expect to be wide-eyed with excitement, it is a theme park. If your customers aren't, it is time to act.

***Money Remaining*** – Customers can arrive with up to $2,000 burning a hole in their pocket. Do not let them leave with much of it remaining.

***Check Icon*** – Select this to return to the Park screen.

## RANKING SCREENS

Select the appropriate Ranking icon on the Information screen for the Ranking screens.



## RIDE RANKINGS

Here all the rides in your park are listed and rated.

***Ride Name*** - The name of the ride.

***Users*** - Number of customers that have used the ride.

***Ranking*** - Rated according to popularity among the park's visitors.

The icons on the right hand side of the screen allow you to switch between ride, staff and shop information.

Select the Up and Down arrows to scroll through the list.

Select Sort Order to rank rides, shops and workers according to profitability.

Select the Information icon and go back to the Information screen.

***Go To Icon*** - Highlight a ride, etc. from the list and then select it to jump to that specific ride on the Park screen.

Select the Check icon to go back in the park.

## STAFF RANKINGS

On the Staff Rankings screen, workers are rated according to:

***Work*** - How hard a staff member is working.

***Wage*** - The amount of money you are paying your staff.

The icons on the right of the Staff Rankings screen work the same as the Ride Rankings screen.

### SHOP RANKINGS

This ranks shops according to:

*Shop Name*

*Profit* - Which of your retail outlets is making you the most money.

*Sales* - Volume of sales. If you are only turning a small profit, it is time to increase your prices.

*Takings* - The amount of cash the cash registers have rung up.

The icons on the right of the Shop Rankings screen work the same as the Ride Rankings screen.

## CHAPTER 6: DEVELOPING YOUR PARK

Sim level introduces its own collection of challenging scenarios for developing your park. From stocking the shops with toys and souvenirs, to funding research for better rides, to conducting negotiations with Union representatives, Sim level is no walk in the park.

### PARK STATUS SCREEN



The Park Status screen is the key to understanding the needs of your customers. Monitor this carefully! If your customers are not happy, you are not going to be happy at the end of the financial quarter.

To access the Park Status screen, select the Status icon from the Icon bar.

## USING THE PARK STATUS SCREEN

At the top of the screen are two rows of little visitors. The back row shows the percentage of happy visitors, the percentage of undecided visitors and the percentage of unhappy visitors, with a key to the different colors. Can you attain 100% satisfaction?

You are also told the number of people in the park and the number due to arrive on the next bus.

## THOUGHT BUBBLES

The front row shows the thoughts of the park's visitors. Beneath this is a key to what each thought bubble means.

Here is a complete list of all the thought bubbles and their meanings:

*Food Thoughts (Yellow):*
I am hungry and thirsty.
I am hungry.
I am thirsty.
I am not hungry or thirsty.
I am not hungry.
I am not thirsty.

*Looking For (Green):*

I am looking for the exit.

I need to go to the toilet.

*Info Thoughts (Pale Blue):*

I am still eating something.

I am still drinking something.

I have already got that toy.

I am making my way to the exit.

I do not have much money left.

I have been on many of your rides.

I have been on all of your rides.

It is nearly time for me to go home.

*Bad Thoughts (Gray):*

The drink is not satisfying enough.

The food is not satisfying enough.

The prize is not expensive enough.

There is not enough chance of winning.

The price is too high.

You are making too much of a profit.

There is far too much litter around.

*Feelings (White):*

I am happy.

I am feeling okay.

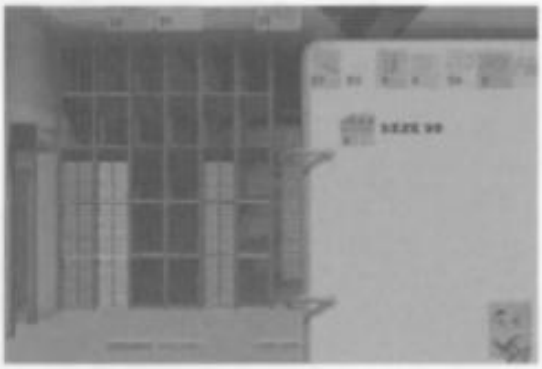
I am unhappy.

I am getting tired of walking.

I am getting bored.

*Full Thoughts (Dark Blue):*
I cannot eat or drink another thing.
I cannot eat another bite.
I cannot drink another drop.

**STOCK SCREEN**



This is where you will purchase stock for all your shops.

At the top of the order form are the categories of stock available: Ice cream, fries, cola, burgers, beer and steak. The figure under each icon is how much remaining stock you have in the warehouse in that category.

To place an order, select the category of stock you need. Price per unit, amount in stock and purchase volume figures change accordingly.

Adjust the volume of your order by selecting the Place Order bar. The number of units in the order and the volume of order figures below the bar update automatically.

Select Send Order to confirm purchase.

Remember to never change your order as it is being unloaded. If you do, the entire order is canceled and you are left with nothing – no food, no sales, and NO MONEY!

All stock purchases are placed in the warehouse. Be careful on how much you order – more does not necessarily mean better. Your stock can spoil. If you need more stuff, you can increase warehouse capacity by researching facility upgrades.

*Note:* The only item of stock you do not have to buy is coffee, of which you have an endless supply.

## THE RESEARCH DEPARTMENT




The Research Department at your theme park is where you will pump cash in to develop new shops, better bathrooms, bigger buses, and of course, bigger and better rides. You cannot expect to compete with the Big Boys if you do not have the technology to create screaming rides.

To access the Research Lab, select the Research icon on the Park Status screen.

**FUNDING RESEARCH**

Adjust the amount of juice with the Research Pump.

Click on the center of a wheel and press the B button to increase the amount of juice in that particular tube. Press the A button to decrease the amount of juice in that particular tube.

The figure on the left shows the amount per month you are investing in Research – it changes as you alter the volume of juice.

The figure on the right is the amount you have remaining to distribute among the Research Vats. The two amounts are the same until you actually start doling out the cash.

Remember that money you invest in Research is deducted from your bank account each month. And it can add up fast!

**RESEARCH VATS**

There are six Research Vats, all thirsty for cash. To divert money from the Research Pump into the vats, use the valve above the required vat.

The six Research Vats are for:

***Ride Upgrades*** - Spend your money improving the rides already in the park.

***New Ride Design*** - Invest in completely new ways to scare the living daylights out of visitors to the park.

***New Shop Design*** - Invest in completely new ways to wring every penny out of visitors to the park.

***Staff Training*** - Is your staff lazy? Disorganized? Lacking in motivation? Improve the service they offer to customers by pouring money into this Research Vat.

***New Features*** - Say "good-bye" to the outhouse and "hello" to the Super Toilet. You can also develop more exotic plant life by spending money here.

***Facilities Upgrades*** - Enlarge your warehouse to benefit from the economies of scale you achieve by buying in bulk, and get some bigger buses to bring in the crowds.

The Research Barometer attached to each vat shows how close the items being researched are to completion. The more white it shows, the closer you are to a breakthrough.

The Research Graph beneath each tank fills up with small white dots. When the whole graph has turned white, you have achieved the maximum level of Research possible from that vat. Regardless of how much more you spend, enhancements have come to an end.

*Leaving Research*

To exit the Research Department, select the Check icon and it is back to the park.

## NEGOTIATION SCREEN

You must negotiate with staff to settle industrial disputes and with suppliers to decide the cost of stock. The more staff and shops you have, the more regularly you need to enter into negotiations for goods and services.

## STAFF NEGOTIATIONS




As in the real world, sometimes all is not well between theme park management and the workforce. If your park is a hit, staff may want to be rewarded for helping you build a successful business. If staff numbers are low causing over-work, anxiety and stress among the few whose wages you are willing to pay, they will strike for better conditions.

In the negotiations, you sit on the left across the table from the Staff Union organizer. You both need to shake hands over a new pay deal, tentatively extending a hand across the table as you talk. However, you must come to an agreement before the biscuits run out or the negotiations fail, putting the success of your theme park in jeopardy.

As the seconds tick rapidly away, press RIGHT on the Direction Pad to raise your offer a single percentage point at a time.

***Note:*** Do not raise your offer too quickly or by too much. The Union man can smell fear on you like cheap aftershave and will not drop the workers' pay demands a single penny. Take it slow and do not lose your head.

To lower your offer, press LEFT on the Direction Pad to reduce your offer a point at a time.

**MAKE, BREAK OR STRIKE**

If your bargaining is successful, an onscreen message informs you of how much the union took you for, and the new monthly wage figure for each category of workers.

### GOODS NEGOTIATIONS

Goods Negotiations are performed in exactly the same way as Staff Negotiations (see Staff Negotiations on page 51) and the penalties for failing to make a deal are just as severe. Unless both parties leave the table happy before the biscuits have all been dunked and munched, no goods will be delivered to your theme park shops!

## CHAPTER 7: THE FINANCIAL SECTOR

Choose Full from the Player Details screen (see Your Player Details Screen on page 5) and enter the Financial Sector. The full burden of responsibility for every financial transaction made on behalf of the theme park now falls to you. This not only means regular checks on your bank balance and bank statements, but you are also going to get your feet wet dealing in shares. There are profits to be made, but there is also the chance of your precious theme park being bought right out from under you.

### BANK REQUESTER SCREEN




Regular visits to the Bank Requester screen are essential to the effective financial control of the theme park. The theme park Bank Manager puts you in touch with the financial realities in no uncertain terms.

## USING THE BANK REQUESTER SCREEN

The graph shows your park's bank balance, based on overhead against income. Listed next to the vertical axis of the graph are the different financial results that can be looked at. Along the horizontal axis are increasing time periods that allow a long term financial forecast 1, 12 and 48 years ahead. Press the B button on one of the boxes to add information to the graph. Press the B button again to remove information.

Beneath the graph are listed the following:

***Available Cash*** - The money you have instantly available for new rides, shops and staff.

***Park Value*** - The market value of your theme park once the current price of all the shares has been evaluated. When you begin to play, this figure is (not surprisingly) zero.

***Current Loan*** - Increase the amount you owe the bank by pressing the B button on the Right arrow icon. If you are feeling a bit flush and park profits have increased, you may want to reduce your loan and cut down on interest payments. Press the B button on the Left arrow and the loan figure drops accordingly.

***Ticket Prices*** - The mainstay of your park's profitability. Press the B button on the Left or Right arrows to raise or lower them. The Park Advisor gives hints on when to do this.

The icons to the right of the graph are as follows:

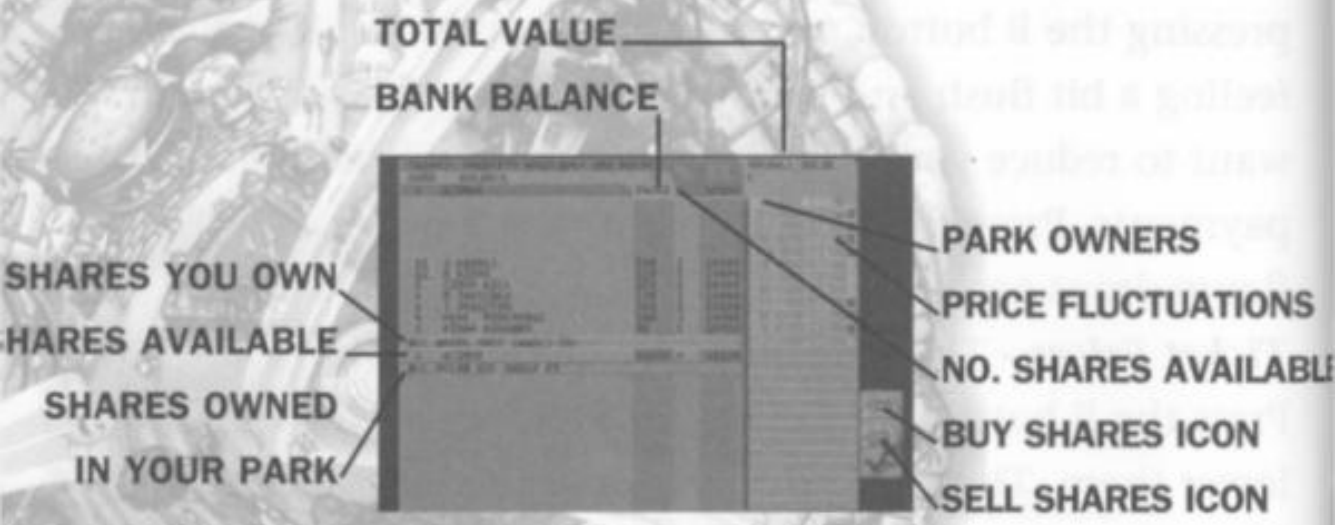
***Statement*** - Press the B button here for a look at the Statement screen. The Statement screen gives you a breakdown of every financial transaction made during the previous month. It makes for interesting reading. When you have seen enough, select the Check icon to return to the Bank Requester.

***Shares*** -Press the B button here to join the bulls and bears on the financial market at the Stock Market (see Stock Market on page 55).

*X Icon* - Press the B button here to return to the Park screen without taking any of the adjustments you have made into account.

*Check Icon* - Returns you to the Park screen, where any adjustments come into immediate effect.

## STOCK MARKET



At the Stock Market, you can buy shares in other parks, take advantage of their success and use any profits from your share dealings to build up your own park. You can also defend your theme park from unfriendly take-over bids by rival park owners. If someone is getting far too large a chunk of your park, get bullish on the Stock Market and see them off. Remember, the more shares in your park that get bought up, the more of your hard earned profits are lost paying dividends.

Select the Shares icon on the Bank Requester screen to get involved in some financial wheeler-dealings.

On the right of the Shares Statement is a list of all the park owners. The arrow by each name indicates whether the share price is rising, falling or static. A yellow page means that shares are available, a white page means you already own shares in a park, and a red page means this park owner has shares in your park.

Select a name and details are displayed on the Shares Statement. The central bar shows the park owner's name and bank balance figures, the availability of shares and their total value. Above this on the green half of the screen are the names and financial details of those who own shares in this park. Below this on the pink half of the screen are the details of shares owned by the highlighted park owner.

***Buy! Buy! Buy!***

Choose an attractive prospect from the list of park owners on the right and make a selection. Details appear on the Shares Statement along with the number of shares available and their total value. If there are shares available, press the B button on the Buy Shares icon once for each share you wish to purchase.

Notice how your own details are added to the list of Share Owners (or updated if you already have shares in this park) on the top half of the Shares screen.

***Sell! Sell! Sell!***

Choose a name with a white page by it from the list on the right. Details appear in the central box of the shares statement. Notice how your own name is listed along with other share owners in the top half of the screen.

Select the Sell Shares icon and the number and value of shares available in this park increases. The number and value figures by your own name in the green half of the Shares screen simultaneously falls. However, much needed funds are being added to your bank balance all the time.

# CHAPTER 8: YEAR END CHARTS



The Overall Chart appears automatically at the end of every financial year, and allows you to see how your park has progressed during the previous 12 months. It looks like a mantelpiece on which all the cups and certificates awarded to your park are displayed. The Top Ten parks are also ranked. You must achieve the number 1 position overall to have succeeded in your aim of building the world's ultimate tourist attraction.

For details of the Award, select a Certificate or Cup. A Cup means your park provided the best service in the world in that category during the previous year. A Certificate means your park was highly regarded.

## RED LETTER DAYS

If you press the B button on a certificate for a close-up look and it is written in red ink, your park is in trouble! Red writing indicates that your theme park was severely deficient in some aspect of its operations. Take note of your shortcomings and sort them out during the next year, or you are never going to be "Number 1."

## RATINGS CHART



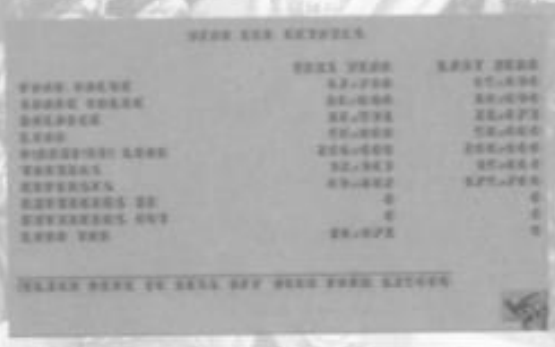
Select the Ratings icon for the Ratings Chart. Here your theme park is rated against the others in six categories:

*Richest*
*Exciting*
*Amenities*
*Satisfaction*
*Biggest*
*Pleasant*

Study the position of your park in all six categories to find out where it's deficiencies lie and how you can improve the overall position over the coming fiscal year.

Select the Check icon to return to the Overall Chart.

## YEAR END DETAILS CHART



Select the Check icon on the Overall Chart for the Year End Details. This chart compares your theme park's results over the last two financial years in the following categories:

*Park Value*
*Share Value*
*Balance*
*Loan*
*Takings*
*Expenses*
*Dividends In*
*Dividends Out*
*Maximum Loan*
*Land Tax*

If the park value is sufficient, you are also given the option of selling it off at an auction. Select the Auction box to initiate this (see Auctions on page 60).

When you are finished at the Year End Details screen, select the X icon and it is back to the Park screen for another year of big business decision-making.

## AUCTIONS



At the end of each year, you have the option to sell your theme park at an auction - if it has reached the minimum value.

Select the Auction option on the Year End Details screen, and then sit back and watch the bidding while the seconds tick away.

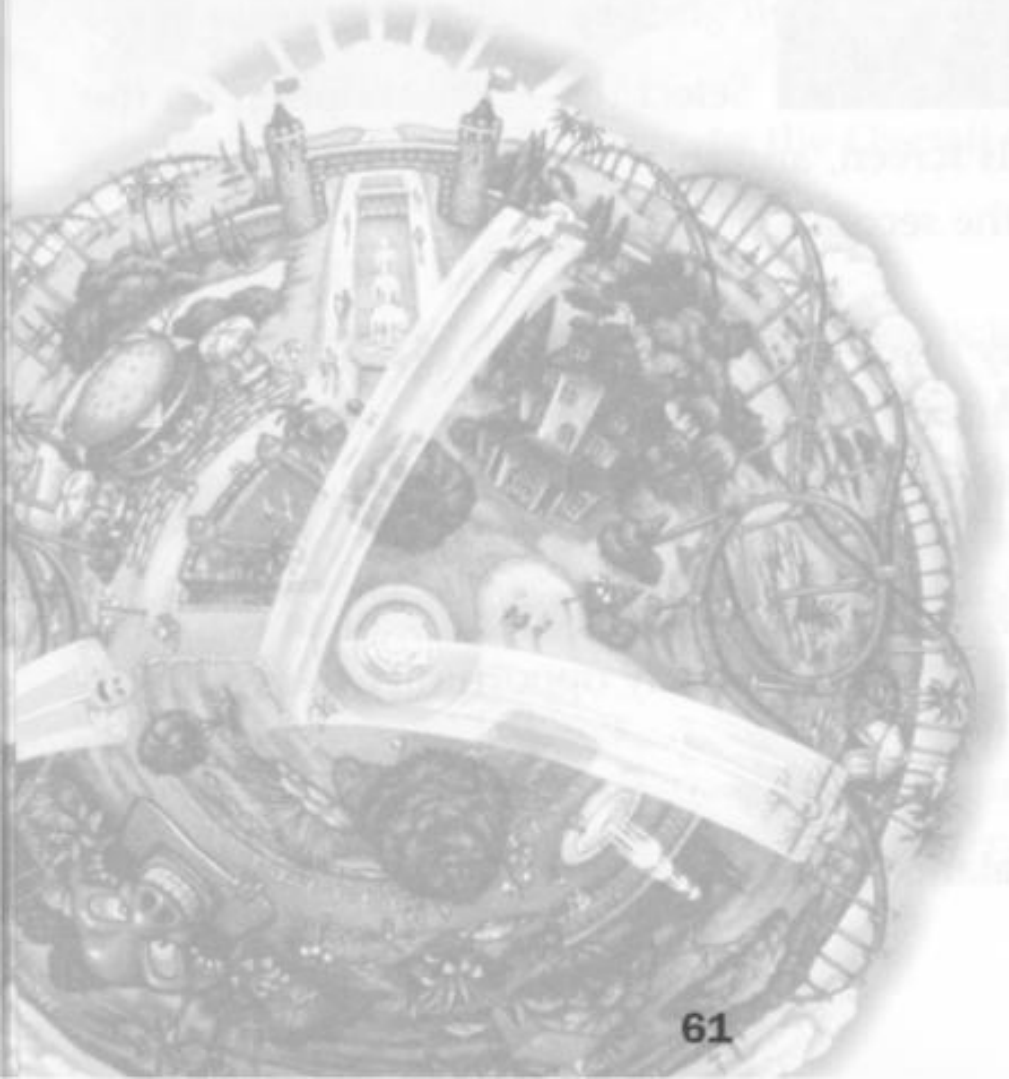
With the money made by selling off this theme park, you have the opportunity to start fresh in a new location. But if there are no takers, you will go back to the Park screen.

After auctioning your park, you can save your bank balance to the cartridge. This is your only opportunity to save game details.

Info saved is: Balance and which countries you have completed.

## BANKRUPTCY

You are legally declared bankrupt when the value of all the shares and stock in your park won't cover the cost of the loans, any interest you owe, debts to the bank, and the $20,000 leeway. The park must close and your short-lived life as an amusement park owner/operator is quickly over.



# NOTES



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# CREDITS

THEME PARK DESIGNED BY BULLFROG PRODUCTIONS

| | |
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