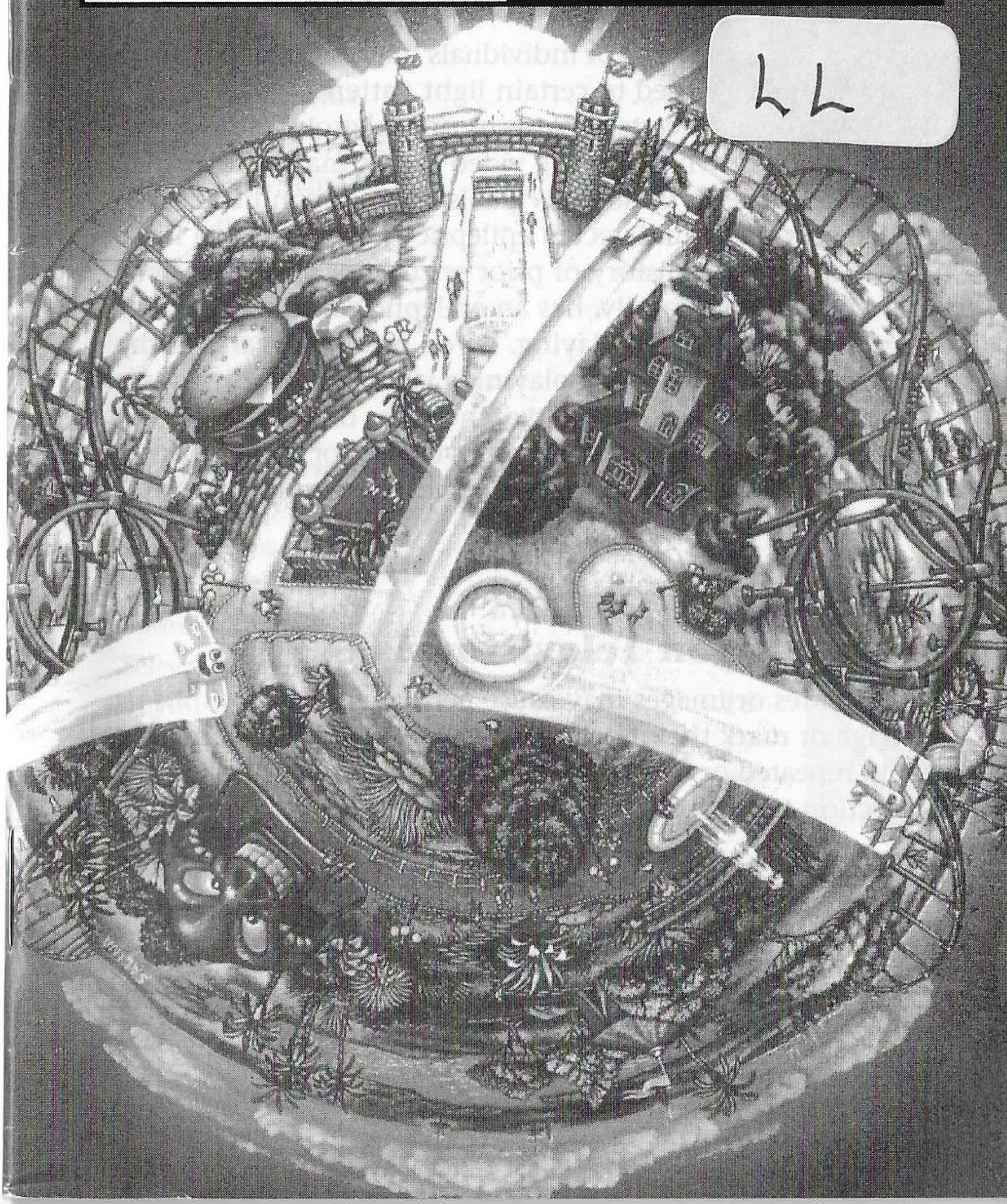
theme PARK™



WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain 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 prior seizures or 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 (television screen). 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.

theme PARK

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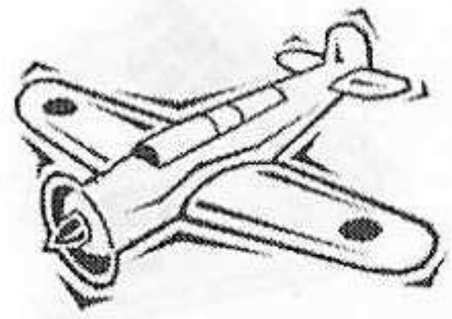
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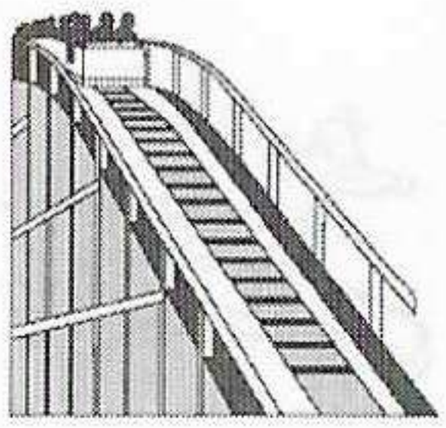
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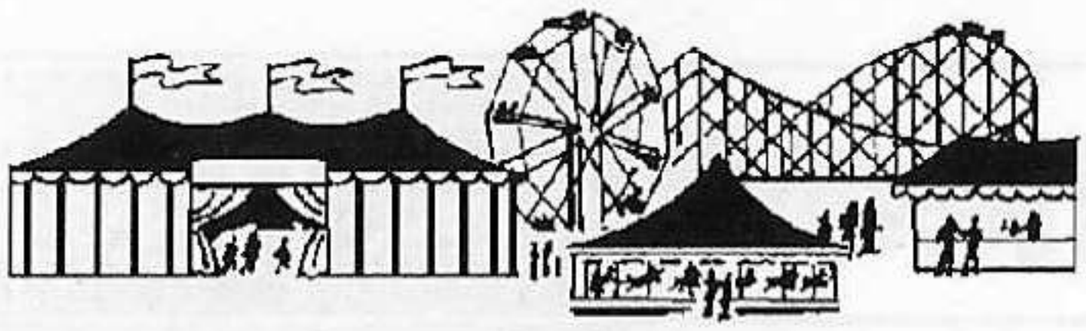
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Getting Started

1. Turn off the power on your Sega™ Genesis.™ *Never* insert or remove a game cartridge when the power is on.
2. Insert the game cartridge into the slot on the Genesis. Press the cartridge down firmly to lock it in place.
3. Turn ON the power switch.
4. The *Theme Park* title screen appears. Press **START** to bypass the title screen for the Main Menu (see "Setting Up the Game").

Control Summary

Open Icons Menu: Press **START**

Highlight icon: D-Pad **UP/DOWN/LEFT/RIGHT**

Open Purchaser Screen: Press **A**

Open Quick Menu: Press **B**

Repeat last Quick Menu: Press **C**

Move Cursor: D-Pad **UP/DOWN/LEFT/RIGHT**

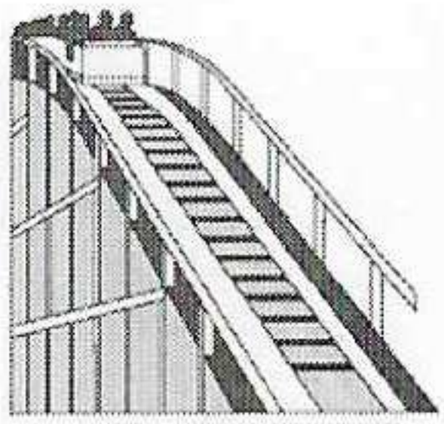
Place Item: Press **A**

Remove Item: Press **B**

Open/Close Park: Hold **START** and press **C**

Decrease game speed: Hold **START** and press **A**

Increase game speed: Hold **START** and press **B** (up to 4 times)







The Aim of the Game

As is usual with this kind of thing, the aim of *Theme Park* is global domination. You must open a park on every one of the available sites around the world, and in the process establish yourself as planet Earth's premier Theme Park operator. Once a year you're given the option to sell your current park. You need to decide whether or not it's worth accepting the money on offer, or continue to build on the park's success and hopefully get an even higher asking price in twelve months time. There's a maximum size to which you can grow your park, with no more than 150 visitors allowed in at any one time and a ceiling on the number of rides which the park can hold (at this point you will not be able to add any more features to the park); once you've achieved this limit, it's well worth considering selling up (see "Selling Up").

> **Note:** As the park fills up with people and facilities, the game slows down so that you can more easily keep an eye on all the activity.

The money made from the sale of each park is then used to finance the purchase of another site, with enough cash left over to develop the next park. Only when you've turned all the dots on the World Map from a neutral blue to gold (see "Where in the World?") have you succeeded in your aim.



The Main Menu options are:

- **Setup New Theme Park** – Press **A** for the Enter Name screen (see "Enter Name Screen").

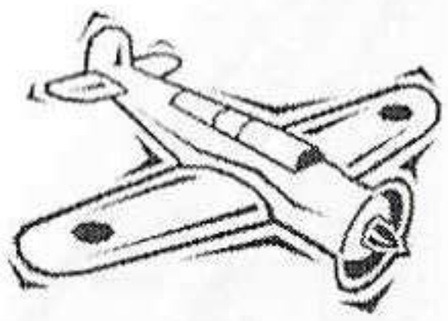


- **Enter Password** – Highlight this option and press **A**; the Enter Name screen opens (see "Enter Name Screen"). To access the password screen, insert your name and then press **START**. You can now enter your password just as you did your name and resume the *Theme Park* challenge from where you left off. You're only given a password after you sell your park (see "Selling Up").

  Note: This password only allows access to the World Map Screen. It does not give you the ability to save an open Theme Park.

- **Continue Game** – Returns you to the Theme Park you just left.

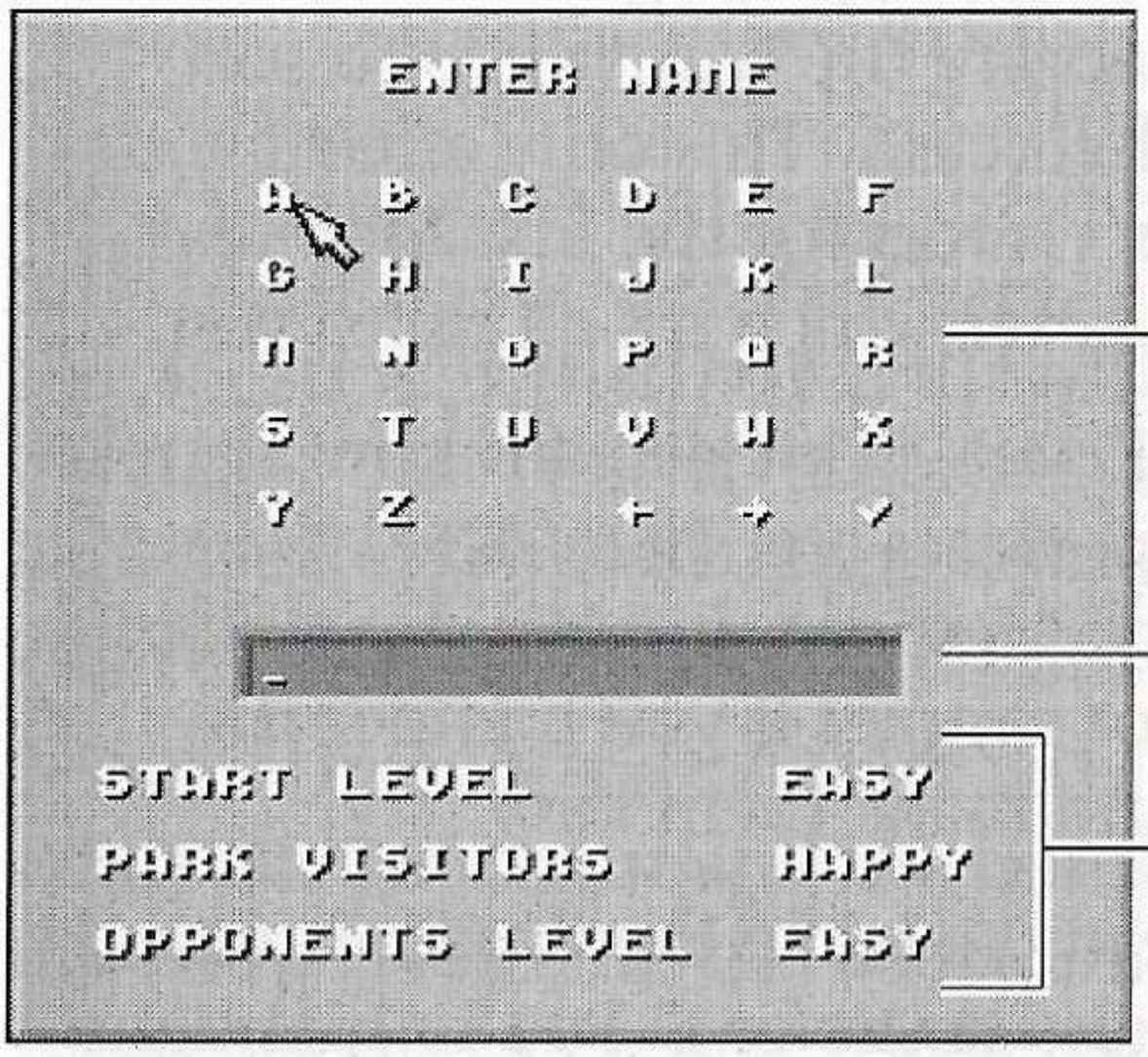
- **See Credits** – Find out the names of those responsible for *Theme Park*. Press **A** to scroll through the pages.



- **Language Select** – Press **A** to choose between English, French, German and Spanish.

- **Music on/off** – Toggle between these two options by pressing **A**.

Enter Name Screen



You must enter your name before you can choose a location for your park.

To enter your name, use the D-Pad to move the cursor arrow around the letters grid and press **A** to select a letter; this appears in the name bar below. You can now repeat the process until the entire name has been entered. Press **B** to delete incorrect letters.



Next, D-pad **DOWN** to the three options below the name bar. They are:

- **Start Level** – Press **A** to choose between **Easy, Medium** and **Hard.** This alters the amount of money you begin the game with. On Easy level 200,000 is deposited in your current account, choose Medium and 150,000 is added to your coffers, while on Hard level you've a mere 100,000 to play with.



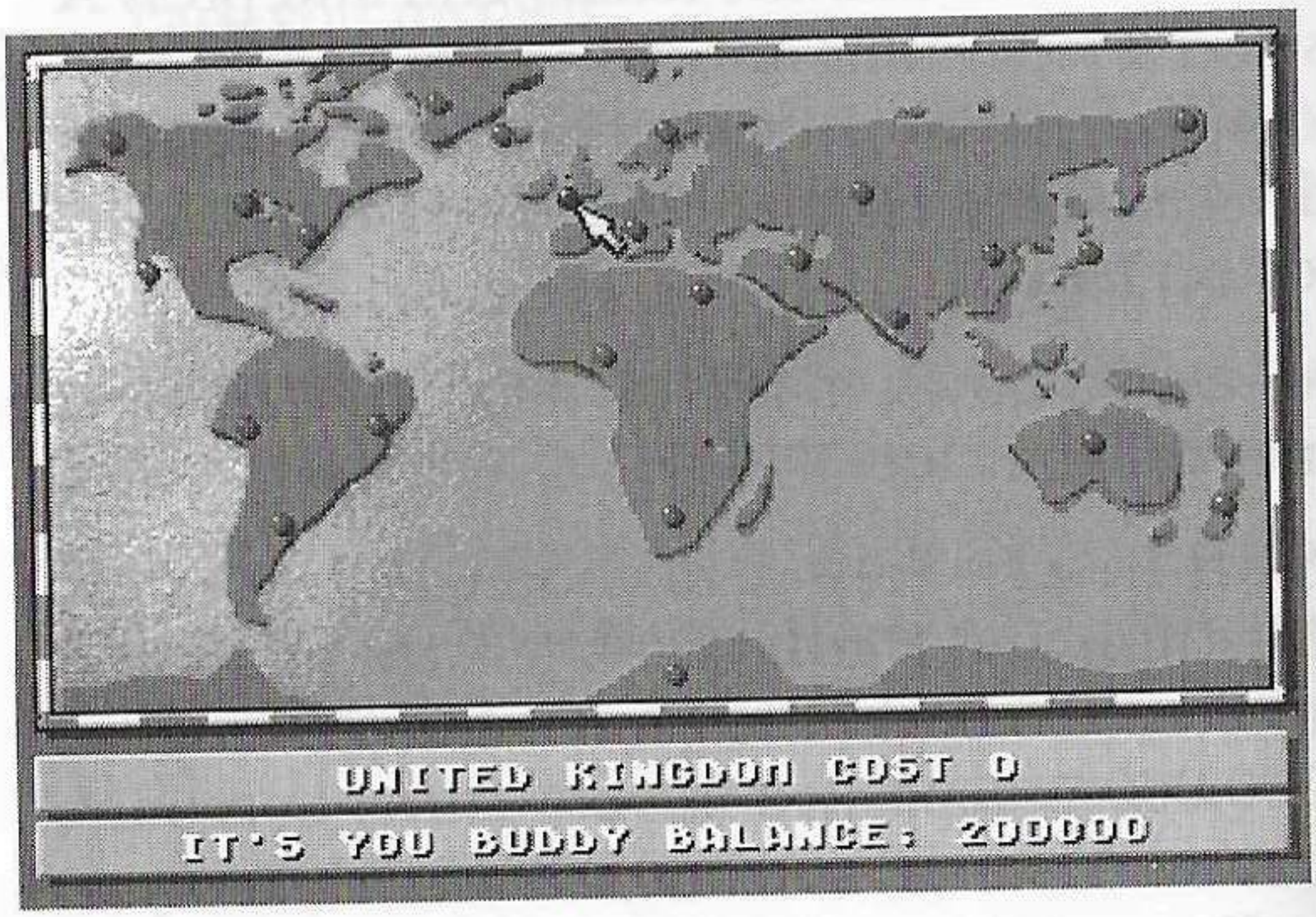
- **Park Visitors** – Choose a mood from Happy, Normal or Fussy by pressing **A**. The fussier your customers are the harder it is to part them from their cash. This only affects your Theme Park's visitors for the first four years of operation, after which it's all up to you.



- **Opponents Level** – This decides how aggressive your opponents are. Press **A** to choose between **Easy**, **Medium** and **Hard**. You can make life a lot simpler if you hamper the opposition and make them Easy.

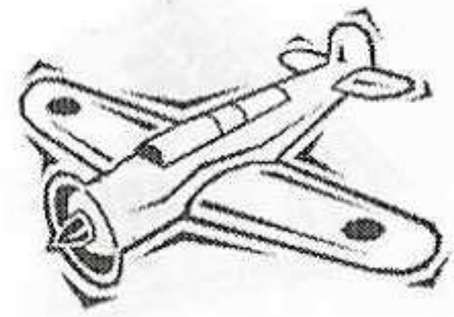
When you're ready to leave the Enter Name screen, either press **START** or D-Pad to highlight the Tick icon and then press **A**. You arrive at the World Map screen.

Where in the World?



theme PARK

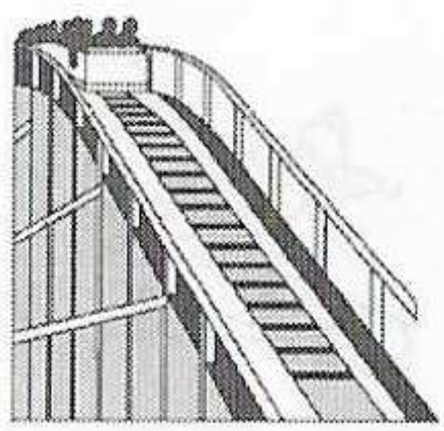
At the World Map screen you decide where in the world to locate your Theme Park. All the available sites are marked in blue, red dots mark locations you currently can't afford and gold dots show where you've already established a successful park. If this is your first game the only available location is the United Kingdom. Beneath the map your name is displayed, along with your bank balance and the name of the currently selected location.



D-Pad **UP/DOWN/LEFT/RIGHT** to highlight a location with the cursor and then press **A** to display the Site Details. The Site Details include:

- **Cost** – How big a bite of your bank balance is this location going to take?

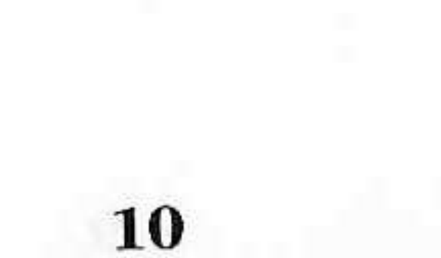
- **Difficulty** – Easy, Medium or Hard, based on the size of the population able to access the park, the stability of the economy, and the climate. Sites close to large European or North American cities are an easier proposition than those in more remote locations, but they are also more expensive. So when choosing a location, make certain you've enough cash left to develop it and haven't blown the lot beforehand. The cheaper the site, the more you need to spend to make it a success.



- **Local Population** – The number of potential customers that your Theme Park has to draw from in the early stages.



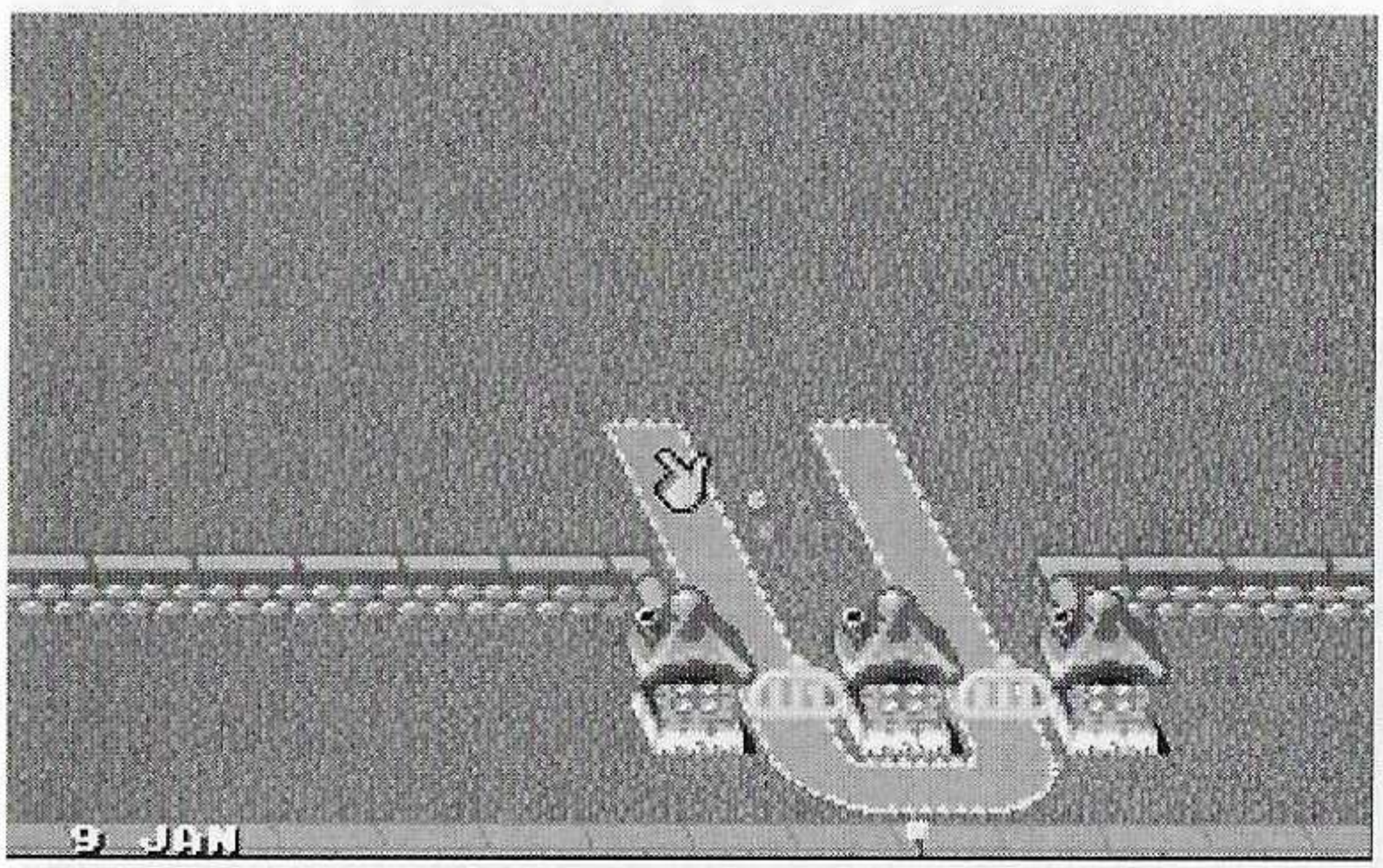




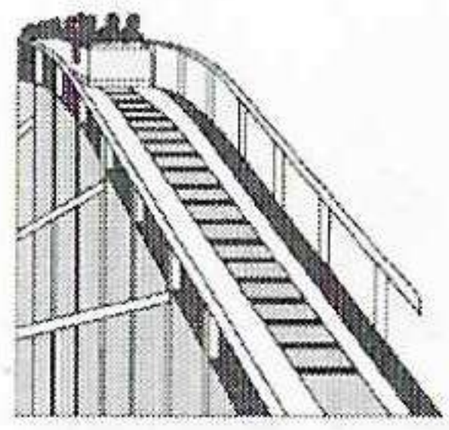
- **Medium Population** – A medium-sized park attracts visitors from further afield.
- **Long Population** – When your park has grown in size and reputation, the number of potential customers grows to the figure found here.
- **Inflation Rate** (0-100%) – The lower the better, because an inflation rate of 100% means that your overheads will double annually.
- **Interest Rate** (0-100%) – The lower this rate, the less interest you pay on your bank loan.
- **Economy** – Rich, Poor or Medium. This indicates how much disposable income your customers have to spend in the park; the weaker the economy, the less cash there is.
- **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, so keep it compact and pay less tax.
- **Weather** – The more temperate the conditions, the easier it is to attract visitors.
- **Terrain** – The type of land you're building on.
- **Who** – The name of the park's owner.

To remove the Site Details and look at another site, press **A** again. When you find a site you're happy with (and can afford), press **START** to buy the land and your instantly transported to the Park Screen.

The Park Screen



On the Park Screen your chosen site is an area of land with a wall around it and a main gate. You've a lot of work to do before it's the world's ultimate tourist attraction.





Using the Icons Menu

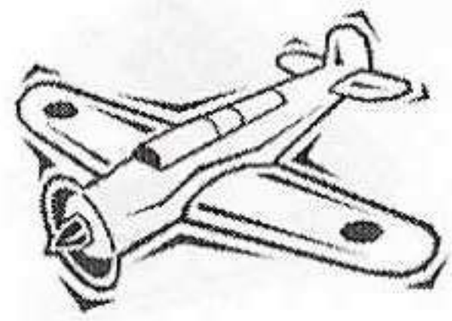
Press **START** to access the Icons Menu. This is the key to creating your Theme Park. The icons are for: paths, queues, rides, shops, park features, staff, main menu, query, park status and the bank screen.

To select an icon, use the D-Pad **UP/DOWN/LEFT/RIGHT** to highlight it and then either press **A** for the Purchaser screen (where applicable – see "Purchaser Screens") or press B for the Quick Menu.

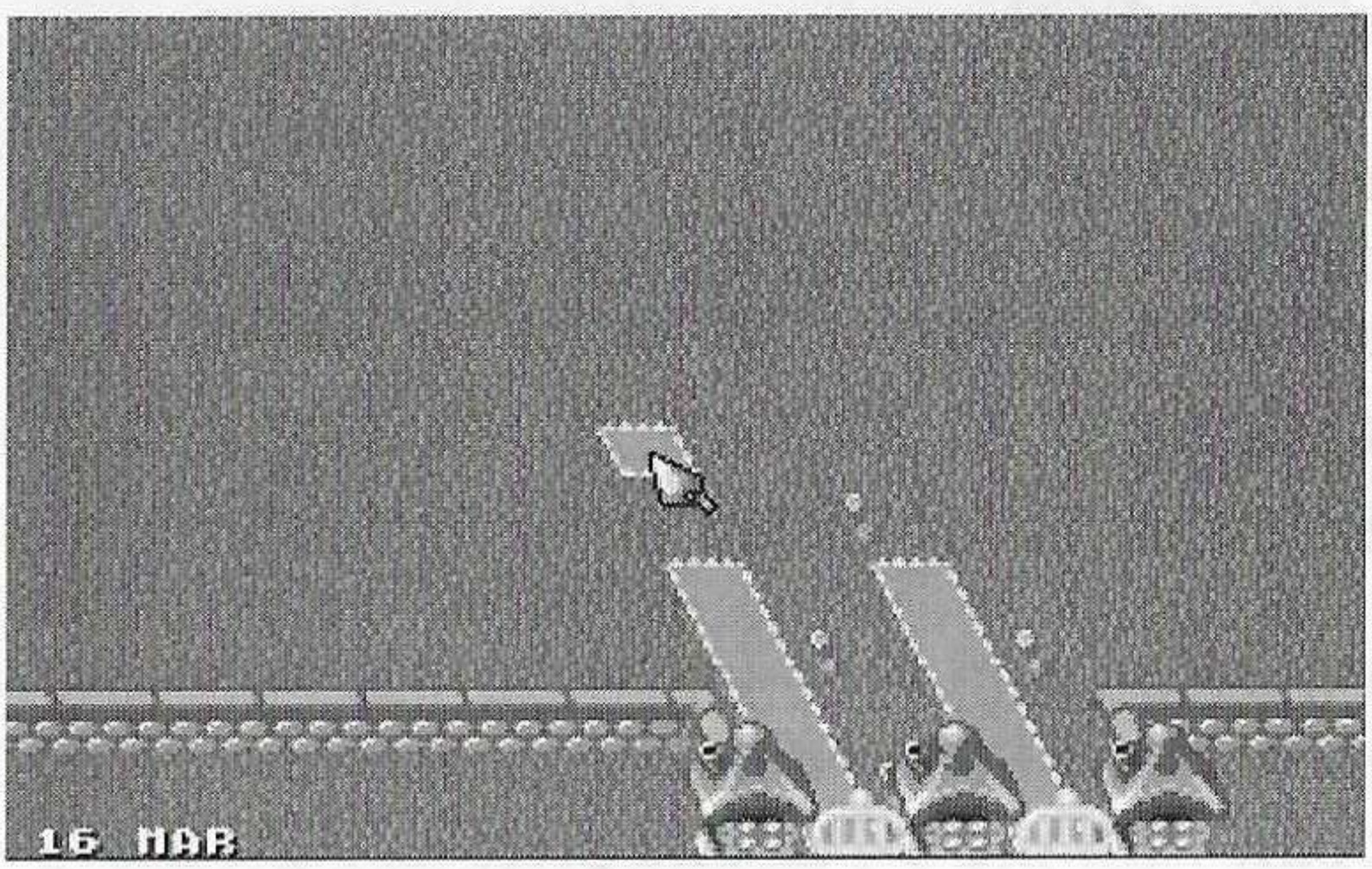
> **Note:** After selecting an icon you need to press **START** again to re-open the Icons Menu.

Laying Paths

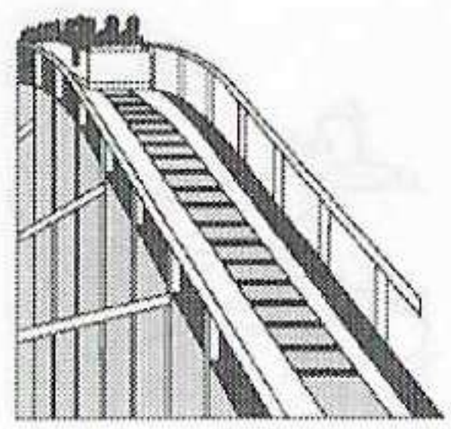
Before you can do anything else, you must lay paths around the park for visitors to walk along. This is the only way customers can access shops and rides. Like everything else in *Theme Park* paths cost money, so in the early stages when cash is tight you need to be sensible and place paths only where rides and shops are going.



Note: You cannot lay a path where natural obstacles such as rocks or water block the way.

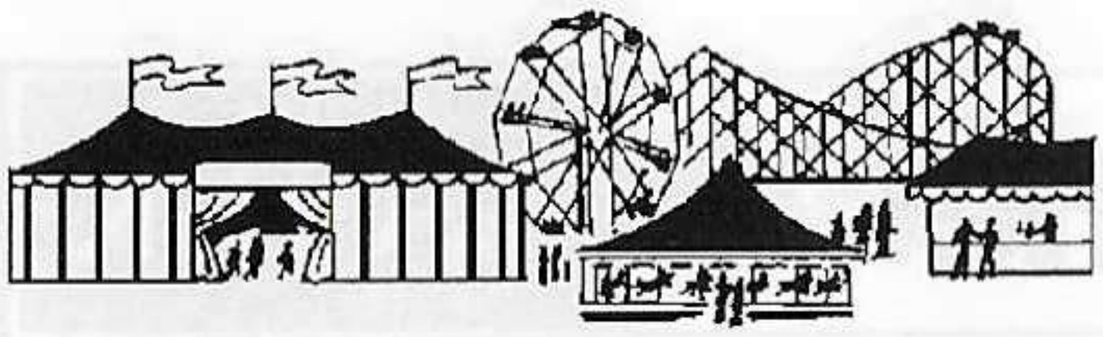


Path icon attached to cursor



To lay a path, use the D-Pad to highlight the Paths icon and press **A**; the cursor becomes a trowel. Now hold down **A** and scroll around the park using the D-Pad.

To remove paths, highlight a section of path with the trowel and press **B**. You cannot delete the original area of path from around the main gate.



Note: Paths are the only item you pay for immediately. You won't get the cost of any ride, shop or staff purchases deducted from your budget until a month has passed.



The Paths Menu

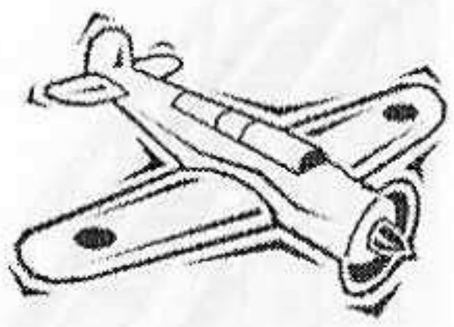
To access the Paths Menu, use the D-Pad to highlight the Paths icon and press **B**. You can now choose between concrete, one-way paths or sign-posts. D-Pad **LEFT/RIGHT** to highlight the desired icon and then press **A**.

One-Way Paths

To lay a one-way path, use the D-Pad to highlight a path square and then press **A** repeatedly until the arrow is oriented in your preferred direction.

Sign-Posts

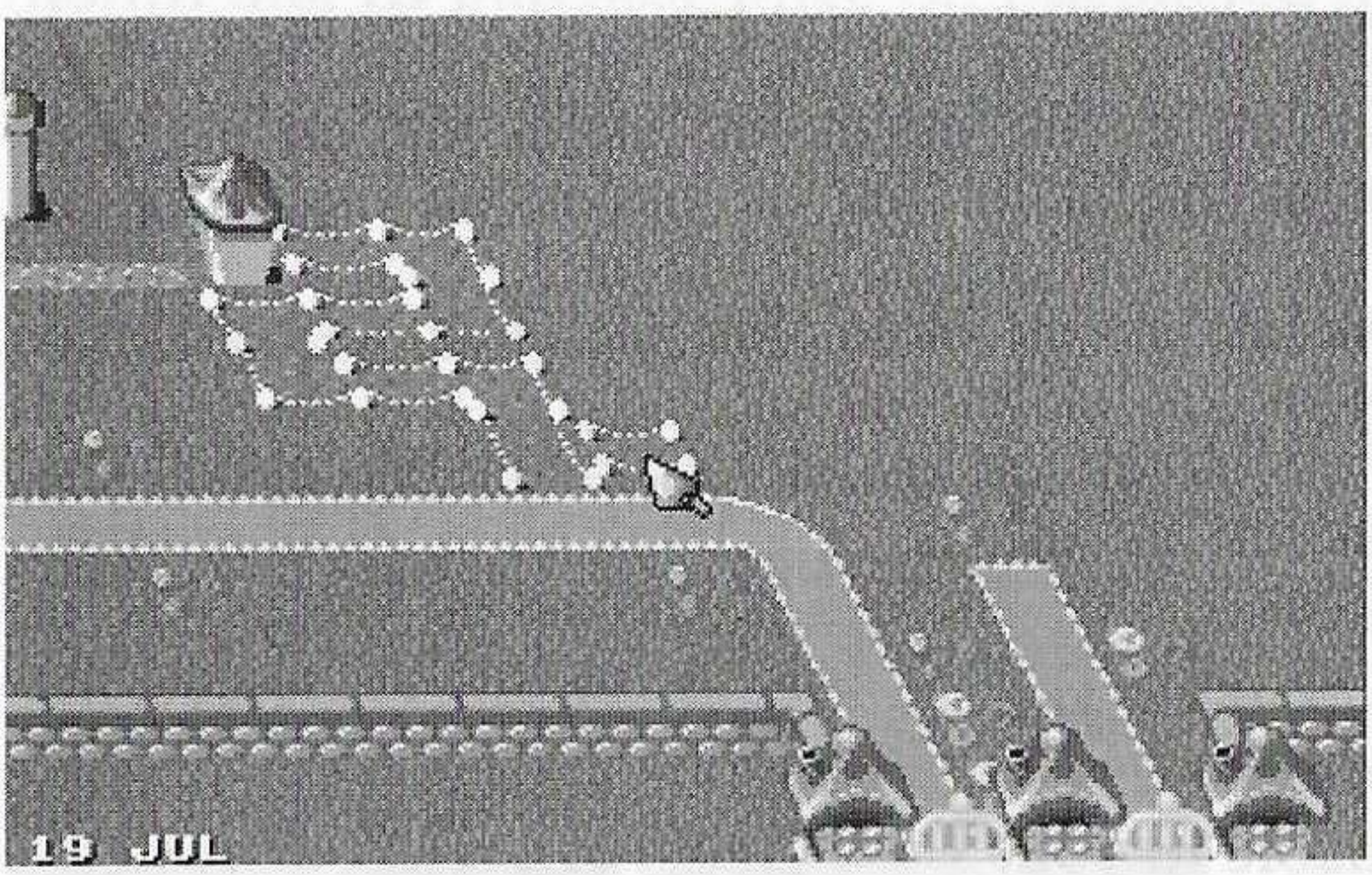
Select the sign-post icon from the Paths Menu and the icon attaches itself to the cursor. To give the sign a sense of direction, highlight the entrance of the shop or ride to which you want the sign to point with the D-Pad and press **A**. Now move the post to the desired position on a path and place it by pressing **A** again; wherever it's placed, the sign points to the chosen amenity.



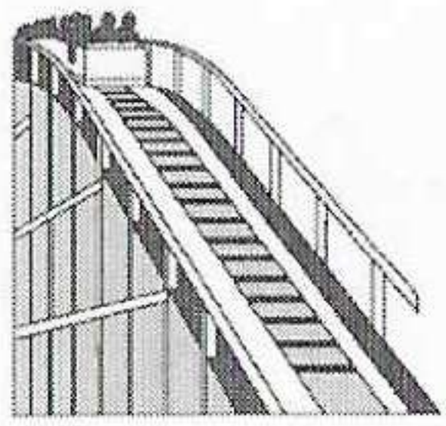
Press **A** again to rotate the sign and lead customers to a destination via a different route, so as to pass additional shops and rides they might otherwise have missed.

Note: Remember to re-select normal paths from the Paths Menu after selecting one-way or sign-posts.

Forming Queues



The thrill-hungry public are unable to sample the delights of a ride unless they can form an orderly queue for it. Customers can still access a ride which isn't connected to a path by a queue, but they do so only one at a time and the ride is not used to maximum efficiency.



To form a queue, use the D-Pad to highlight the Queue icon and press **A**. Now connect the entrance of your chosen ride to the path (see "Selecting Rides"). Queues can be placed or removed just as you would a path; hold down **A** and D-Pad around the screen to place a queue, highlight and press **B** to remove a section of the queue.



Note: A queue must always be placed between a path and the entrance to a ride.



Selecting Rides

Only four of *Theme Park's* rides are available at the start of the game. There are two ways to purchase rides; via the Rides Purchaser screen or from the Rides Menu.

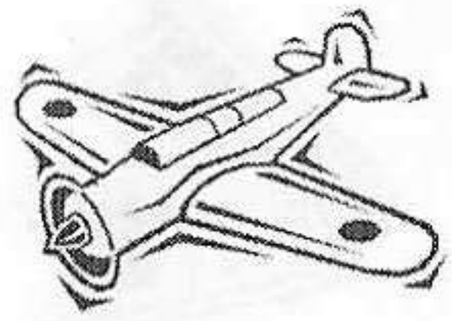
Note: Just to make things trickier, some sites may only offer you three rides to begin with.

To purchase rides, use the D-Pad to highlight the Rides icon and press **A** for the Rides Purchaser (see "Purchaser Screens") and some in-depth information about the attractions currently available to you.

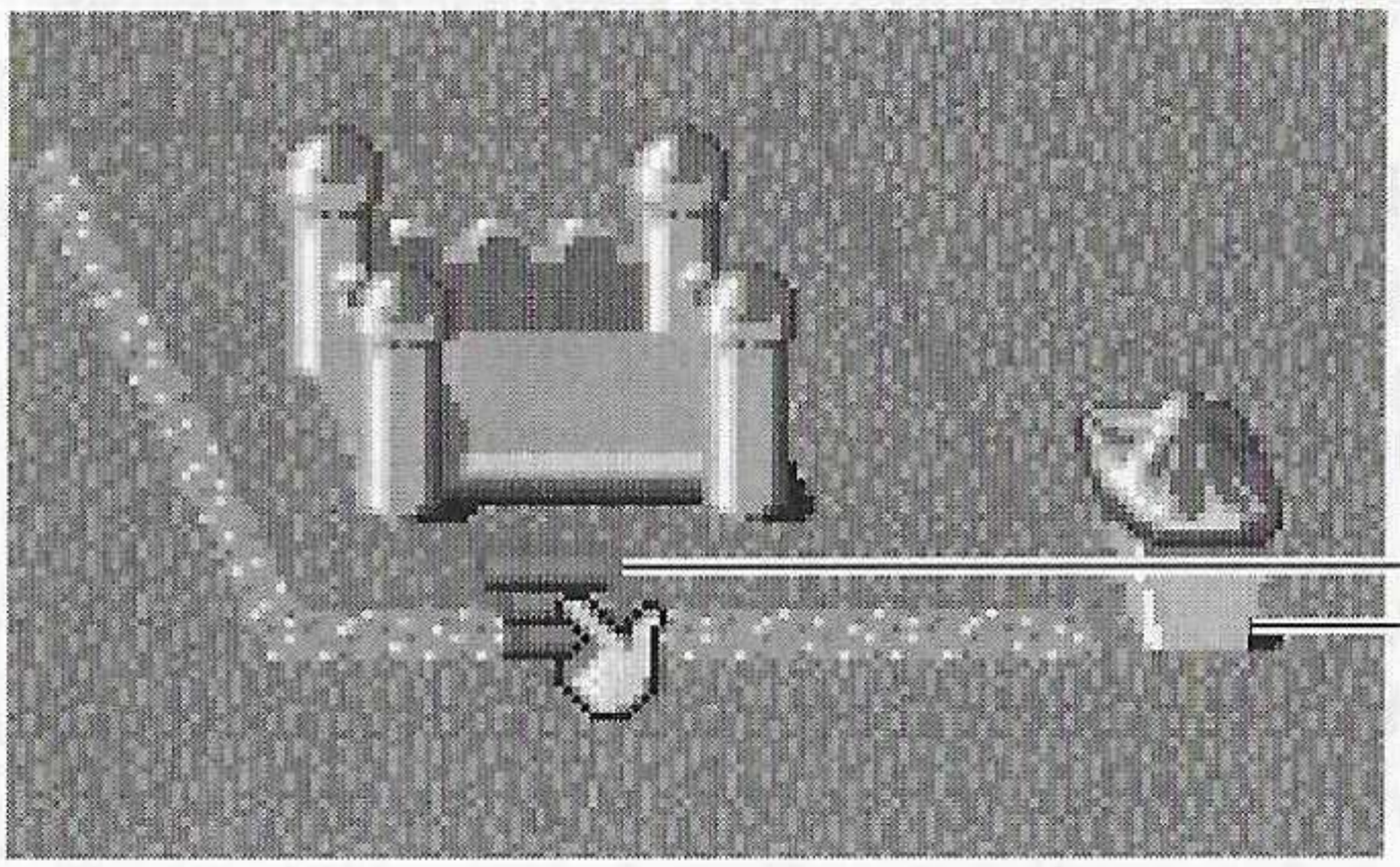
Alternatively, highlight the Rides icon and press **B** for the Rides Menu. Use the D-Pad to highlight an item from this menu and press **A** to select a ride. Each one has a price tag; if you don't have enough cash for a particular ride the cursor turns red. Having made your decision, the Rides Menu disappears leaving the chosen attraction attached to the cursor.

To place a ride, use the D-Pad to move to an area of the park large enough to accommodate it and then press **A**. If there isn't enough room in the area you've selected, an electronic burp lets you know. Now you have to place the ride's Entrance and Exit.

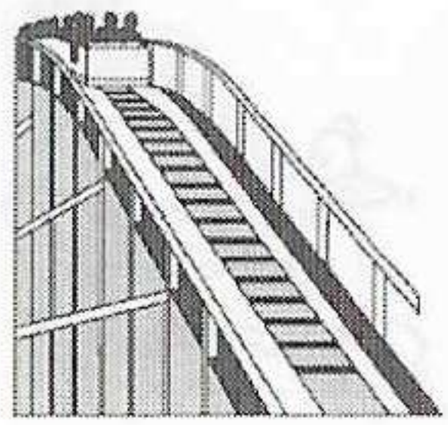
To remove a ride, use the D-Pad to position the cursor over the ride's entrance and press **B**; a requester box appears asking you to confirm your decision. Highlight the tick icon and press **A** to remove the ride. If the ride is less than a month old, its purchase price isn't deducted from your bank balance. To return to the park screen without deleting the ride, highlight the X icon and press **A**.



Placing the Entrance and Exit



Once a ride has been positioned, the Entrance icon appears. D-Pad **UP/DOWN/LEFT/RIGHT** to move the Entrance around the ride, and then press **A** to lock it in place.



Note: You can move the Entrance again by choosing the appropriate icon from the Ride Information screen (see "Information Screens").



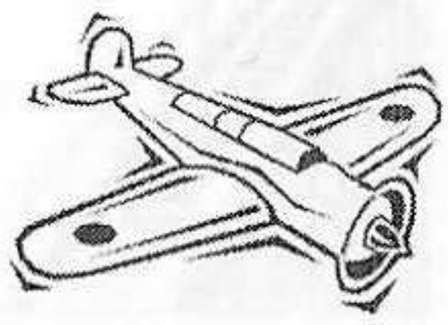
The Exit icon is a short flight of steps. Place this as you did the Entrance. Remember to link every Exit to a path, or when your punters leave the ride they mill around on the grass.



Buying Shops

While it's the thrill rides that draw in the crowds you need to keep your visitors happy (and earn extra bucks) by supplying refreshments, and entice them into going home with some Theme Park souvenirs. There are also various side-shows available to you, which can be nice little earners if properly managed.

Note: Food and drink stands are essential to the running of your park, as people head for home if they can't get a drink and a bite to eat. However, souvenir shops and side-shows can turn you the healthiest profit. Visitors only buy souvenirs if they're having a good time, so place souvenir shops next to your park's best rides and watch the money roll in.



To purchase a shop, use the D-Pad to highlight the Shop icon and press **A** for the Shops Purchaser screen (see Purchaser Screens) and an in-depth look at the available shops.

Alternatively, press **B** for the Shops Menu. Use the D-Pad to highlight a shop from the menu and then press **A** to select it. Each one has a price tag; if you can't afford the chosen shop the cursor turns red. Having made your selection,

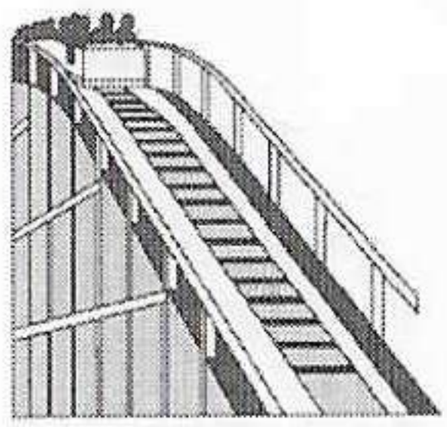
the Shops Menu disappears leaving you to place the shop where it's likely to attract the most business. Use the D-Pad to position the shop, and then press **A**.

Park Features

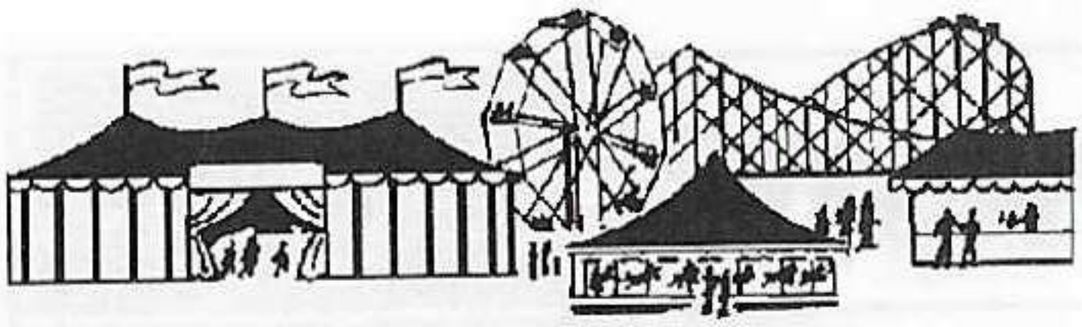
What with Most Pleasant Park among the categories on which your Theme Park is judged, it's a good idea to beautify the place with trees and fountains. Plus, the park won't stay beautiful for long without proper toilet facilities and clear signposts showing people where they are.

To purchase park features, use the D-Pad to highlight the Park Features icon, and then press **A** for the Features Purchaser screen (see "Purchaser Screens").

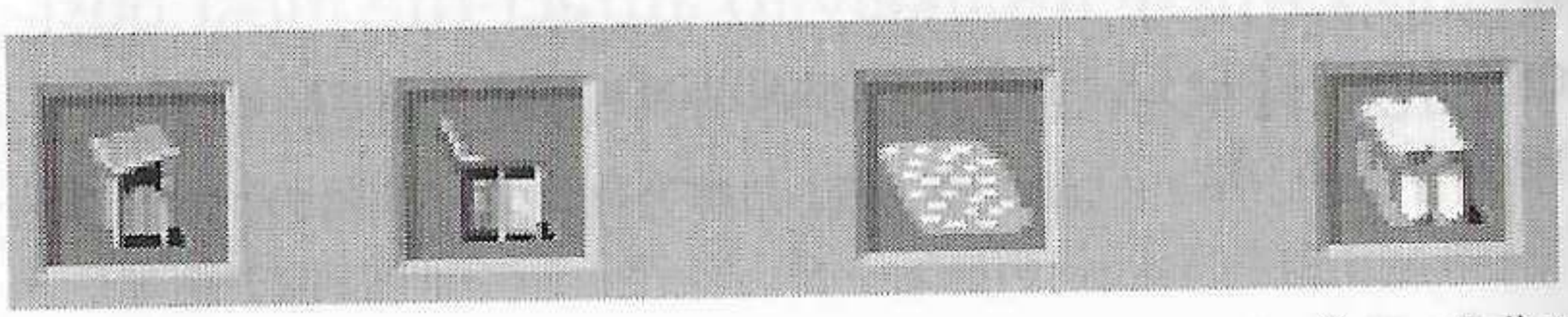
Alternatively, press **B** for the Features Menu. Highlight an item from this menu using the D-Pad, and then press **A**. On the Park Screen use the D-Pad to choose a location and press **A** once for every tree you want planting. If you're putting up a fence, press and hold **A**, then use the D-Pad to scroll through the park.



To remove any feature placed in error, highlight the offending item using the D-Pad and then press **B**.



Toilet Training



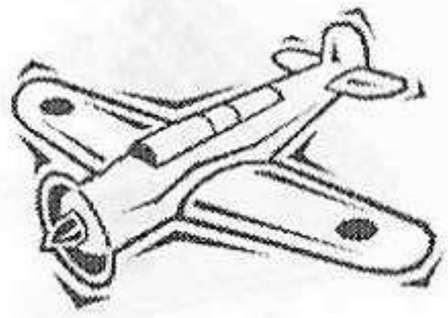
Toilet shed Outhouse Super toilet

With all the food and drink you (hope to) sell, visitors are going to need somewhere they can off load any excess. Forget to place toilets around your Theme Park and things are going to either get very messy, or visitors will head for home the moment nature calls.

The only lavatory available from the Park Features list at first is an old, wooden outhouse; not the nicest place in the world to park your backside. Customers are rather tentative about using these, and a queue forms outside while the occupant gingerly places a protective layer of lavatory paper between flesh and toilet seat.

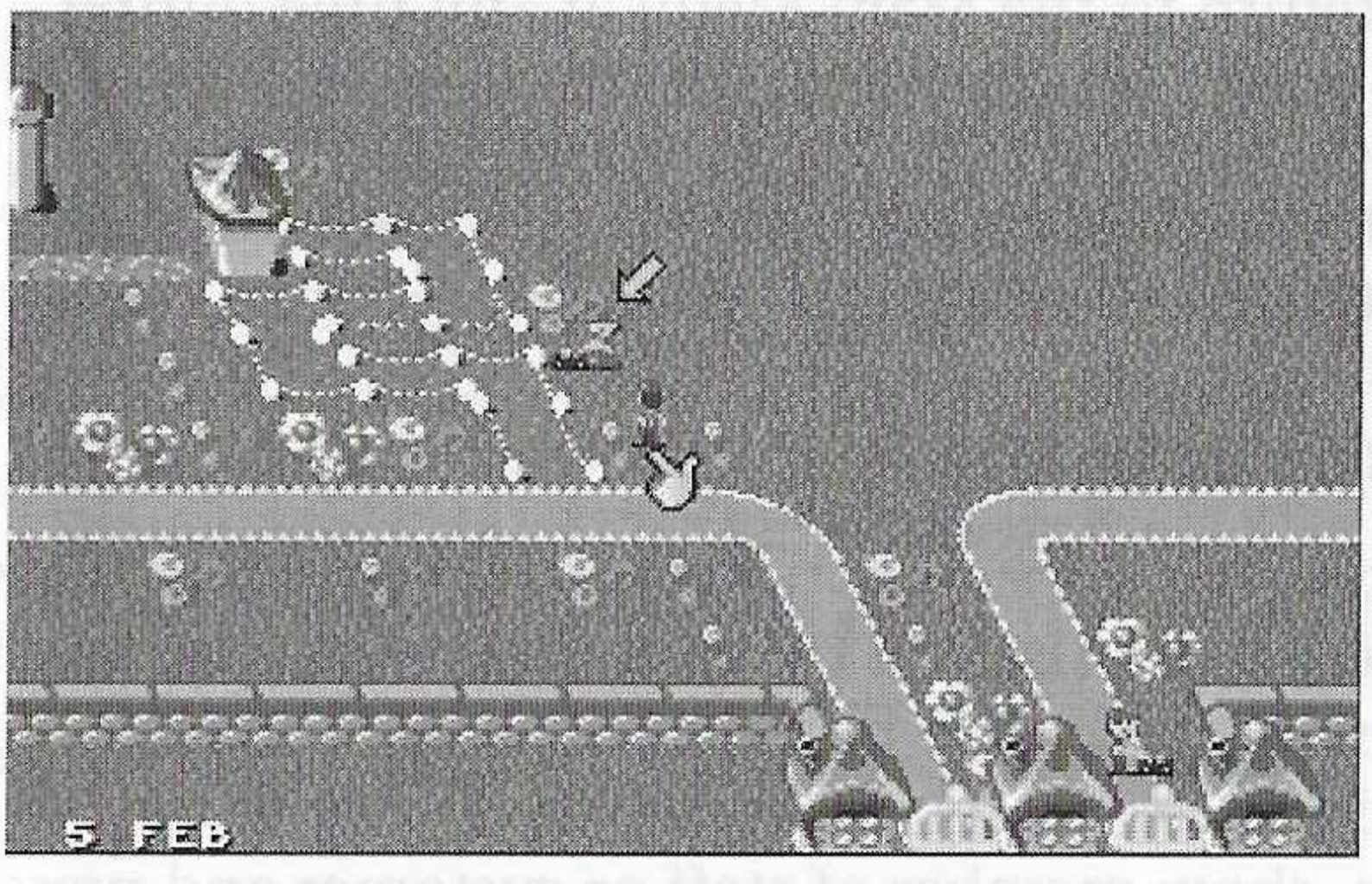
Woe betide the Theme Park owner who forgets to have these toilets cleaned. It isn't long before an outhouse, with its dodgy drainage and doubtful flushing mechanism, stinks to high Heaven. And if placed upwind of the queasy stomachs that often emerge from the more thrilling of thrill rides, it's a recipe for disaster. First one punter loses his lunch and then a chain chunder rips through the crowd like wildfire. Before long your park's going to be about as popular as a bottle of barbecue sauce at the Three Little Pigs' house.

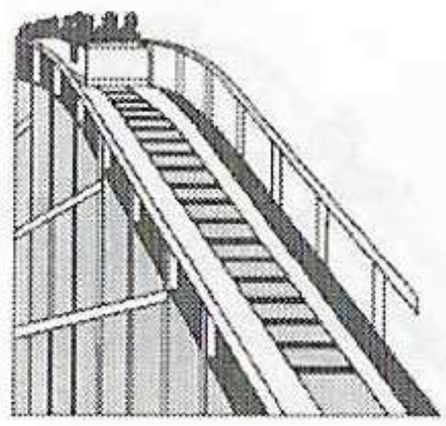
You can, of course, combat this by keeping outhouses properly maintained. Send handymen to clean them regularly and, should the worst happen and the vomit begin to flow, make sure there are plenty of staff to mop it up.



Inject some cash into research (see "The Bank Screen") and soon your customers are relaxing on the luxurious, hi-tech Super Toilet. This self-cleaning lavatory is so sophisticated it does everything but sing like Noel Coward to the occupant. Far from throwing up, customers are more likely to move in.

Hiring Staff





There's no way you can offer the levels of service and satisfaction that your paying customers expect without staff. You can hire entertainers, handymen, mechanics and guards. Each have specific duties (see "People in the Park"), but they're all there to help things run smoothly.



To hire staff, use the D-Pad to highlight the Staff icon, and then press **A** for the Staff Purchaser screen (see "Purchaser Screens").



Otherwise, press **B** for the Staff Menu. Highlight a staff category from this menu using the D-Pad and then press **A**. On the Park Screen, use the D-Pad to choose a location and press **A** once for every member of staff you want to hire.

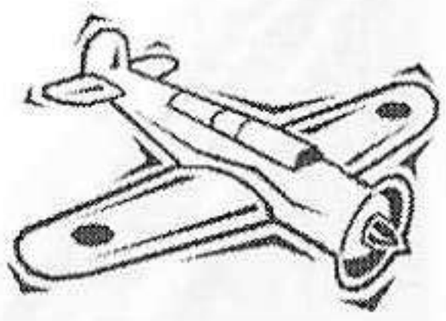
> **Note:** Remember that staff are an ongoing expense; the figure next to each category represents their monthly wage.

Main Menu

To return to the Main Menu at any time during the game, simply highlight this icon and press **A**.

> **Note:** You cannot continue the game within the first month of the park opening.

Query Icon



Access the Information screens by activating the Query Icon. Use the D-Pad to select the icon and press **A**; the cursor becomes a question mark and the Icons Menu closes. Now D-Pad to any ride, shop, member of staff or customer and press **A** for the Info screen. An arrow appears by any customer or staff member to indicate that they're being queried.

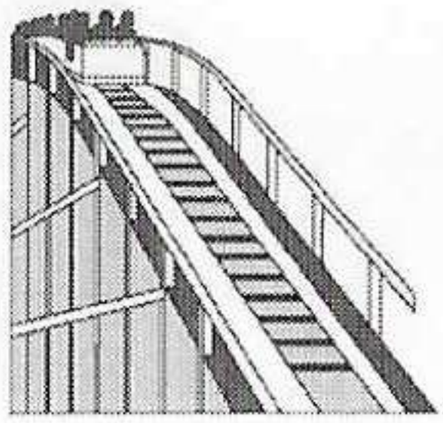
Now press **START** to open the Icons Menu. The Tune-Up Bar is active and the name of the queried item appears above it. **To open the Information screen,** use the D-Pad to select the Information icon in the Tune-Up Bar and press **A**.

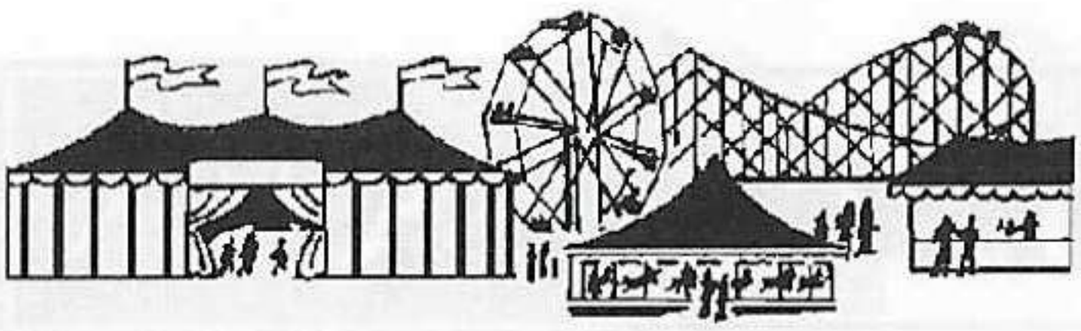
Park Status Icon

The Park Status icon's smiley face reflects the mood of the park visitors. The bar next to the icon is divided into two portions. The upper portion shows the volume of customers currently in the park, while the thinner yellow bar below displays the number of people on the incoming bus.

Bank Icon

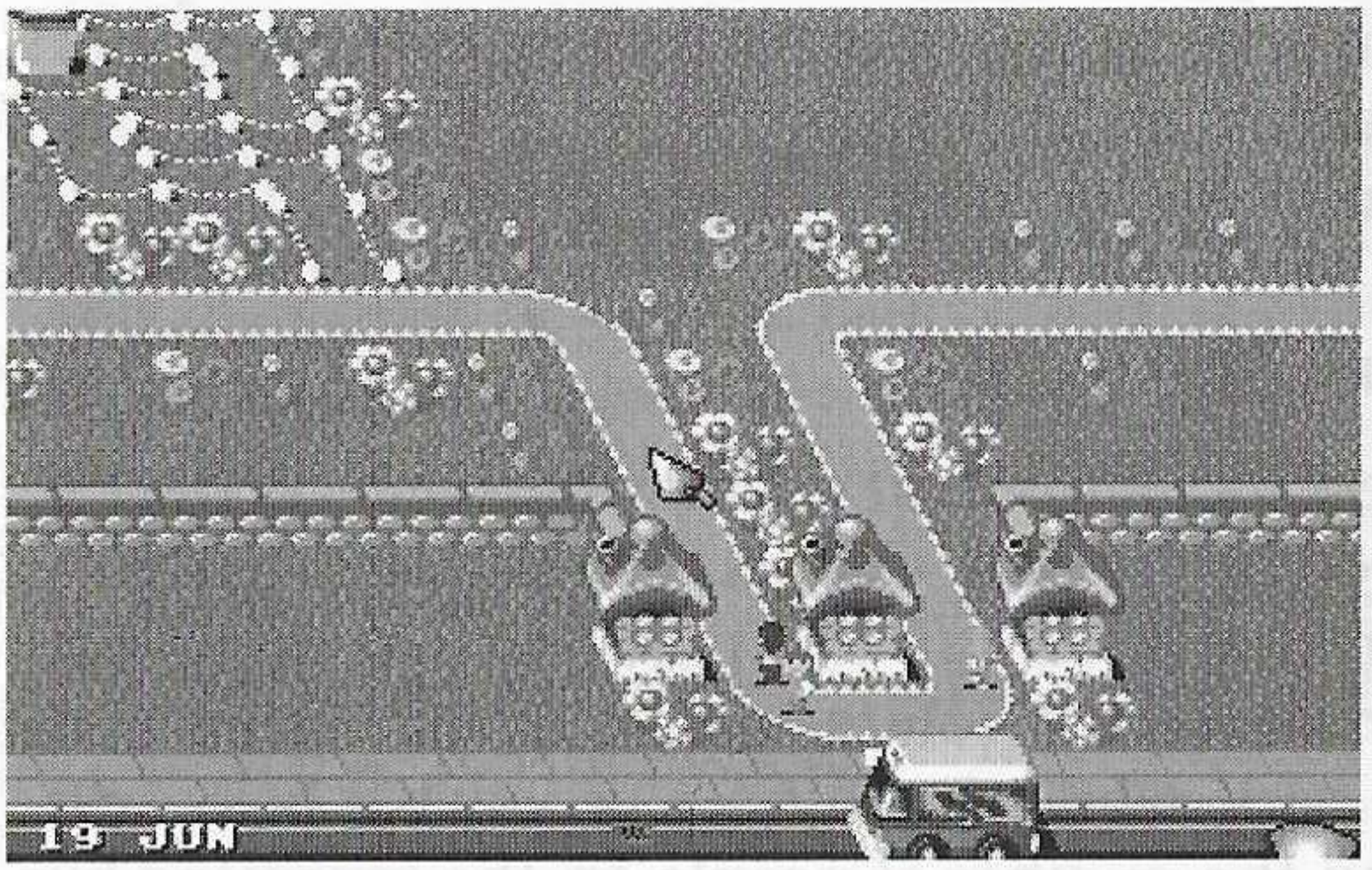
This constantly displays your current bank balance, but if you're short on cash and want to get a bank loan or you're interested in the current state of the Theme Park's finances you can highlight this icon and then press **A** to access the Bank Screen (see "The Bank Screen").





Open for Business



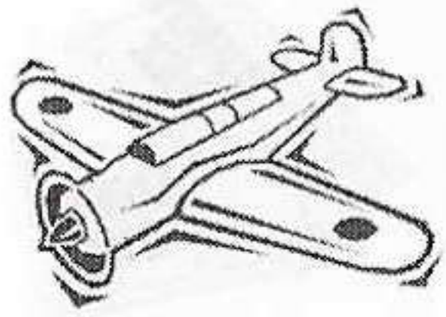


When your rides, shops and other amenities are ready and you want to start making some money, open the park and let the people flood in. Don't just open as soon as you've laid the first path. It might seem an attractive proposition to start earning money immediately, but you only end up chasing after visitors and hurriedly providing facilities for them.

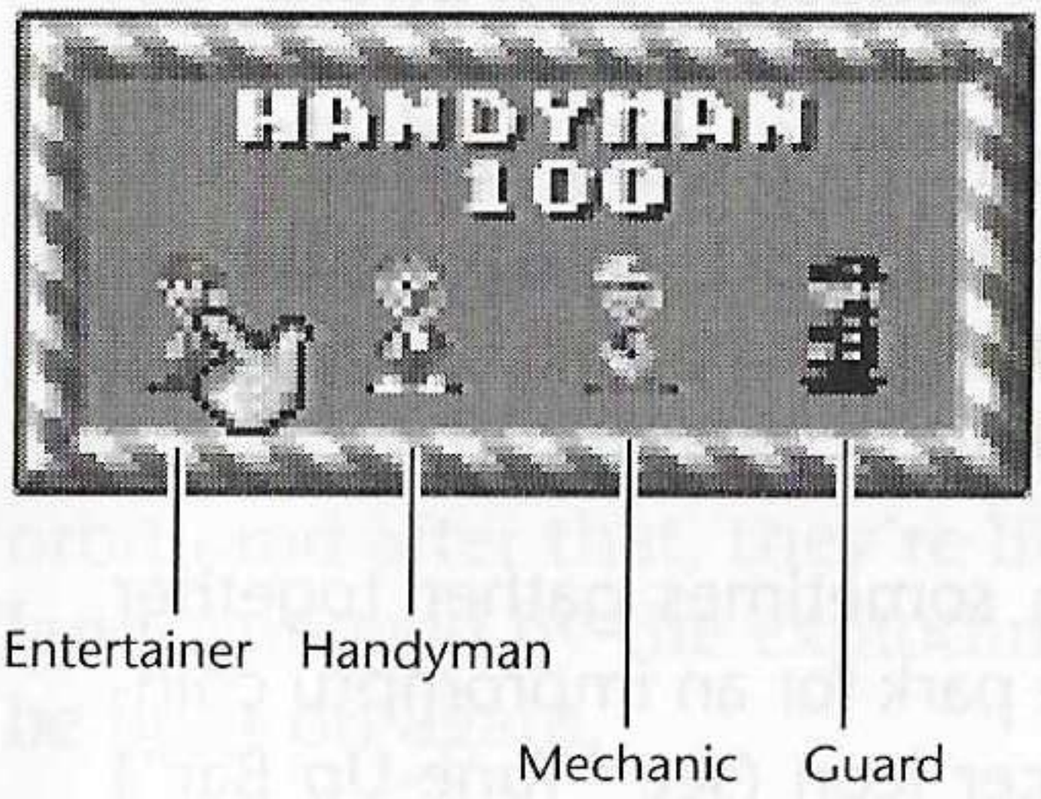
To open and close your Theme Park, hold down **START** and then press **C**. Alternatively, move the cursor over the park entrance and then press **A**.

People In The Park

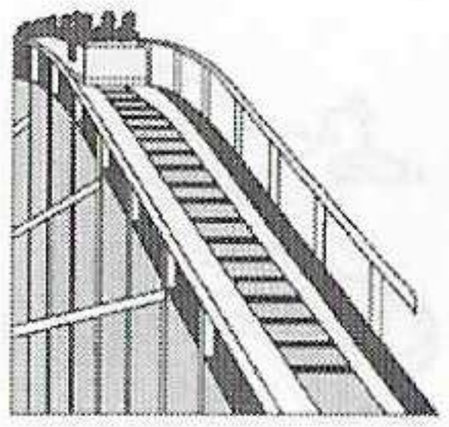
The people that swarm around your Theme Park are divided into two basic groups: staff and customers. There's one vital difference between the two – you pay the former, while the latter pay you.



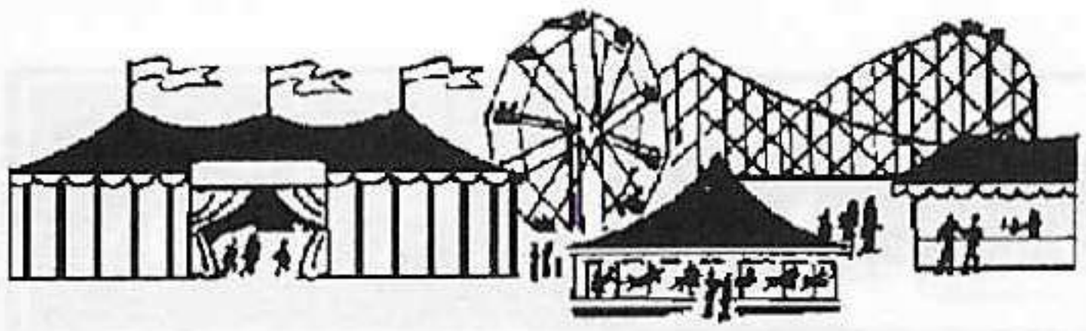
Staff



Staff are divided into four categories: entertainers, handymen, mechanics and guards. The more your staff are paid the more enthusiastically they work for you, so the worst member of staff is always the cheapest. If you want your park to be the best, don't be a cheapskate when it comes to hiring staff.



To cycle through each member of staff, press **START** to open the Icons Menu, highlight the Staff icon and press **B**.



Entertainers

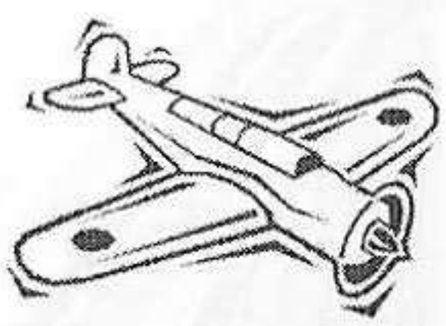


These clowns are paid to keep the customers smiling. The more entertainers you have, the more enjoyment customers get from their visit – kids especially love them.

Handymen

These are the guys who keep the park tidy. If you're after the most attractive park award they mow the grass, and keep the place from being labeled a health hazard by picking up burger wrappers, cola cups and other assorted litter. Crucially, handymen also keep the toilets spick, span and fit for human occupation.

Note: Handymen sometimes gather together on one side of the park for an impromptu chin-wag. Use the pincer icon (see "Tune-Up Bar") to relocate them anywhere in the park.



Mechanics

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

Fail to have enough mechanics and your park soon gets a reputation for unreliability, damaging visitor numbers and gate receipts. Mechanics can be difficult to motivate into responding quickly

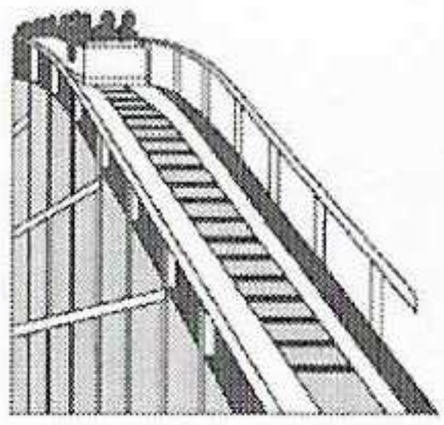
and are often at the center of any industrial dispute, but they're essential to the smooth running of your Theme Park.

To repair a ride:

Query a mechanic and use the D-Pad to highlight the Repair icon from the Tune-Up Menu; press **A** and the cursor becomes a spanner. Now D-Pad to the broken ride and press **A**; watch as a highly-skilled mechanic rushes to repair it. You can also Query the ride itself, and then select the Spanner icon from the Tune-Up Menu.

It's extremely important to look after your rides. If the worst happens and one actually explodes, not only are the people using it sent into low orbit (and after that, they're likely to sue), but land damaged by the exploding ride cannot be built on again.

Guards



You may think everything is going to be sweetness and light in your Theme Park, but think again. If you're lucky enough to be so successful that customers pour in, you're going to need someone to take care of crowd control, re-directing lost visitors onto the right path. If you're unlucky and attract the wrong crowd, these are the guys responsible for forcibly removing troublemakers from the premises.





Customers

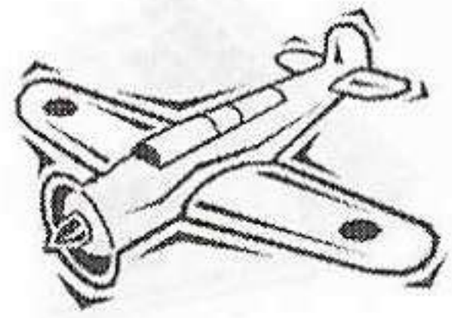
The whole point of all this effort is to attract as many customers to your park as possible, and to make sure that they're having such a good time they don't notice how much money they're spending on rides, refreshments and souvenirs.

Customers come in all shapes and sizes, 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, but if you make the rides too death-defying, a rabble of thrill hungry bikers could move in. On the other hand, if the rides are more sedate you begin to notice white hair and walking frames among the park's visitors. (For details on adjusting ride speed, see "Tune-Up Bar.")

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 pals and before you know it, the park's overrun.

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



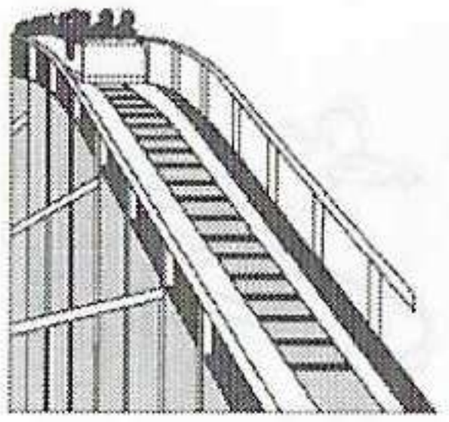
Thugs are attracted to parks with a bad reputation for cleanliness and no guards, so to avoid problems with them keep your park up to scratch.

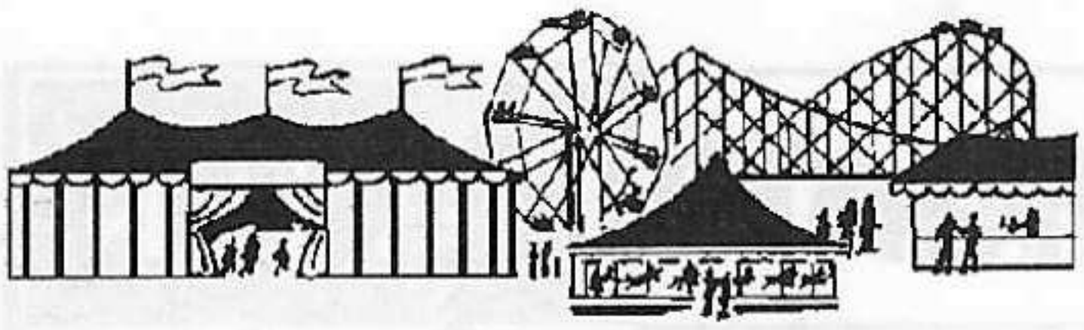
Advanced Theme Park

Once you've placed a few rides and mastered the basics, it's time to start thinking a little more deeply about this cartridge classic. Use the Purchaser screens to choose which rides, shops and staff to cough up for with more consideration.

Purchaser Screens

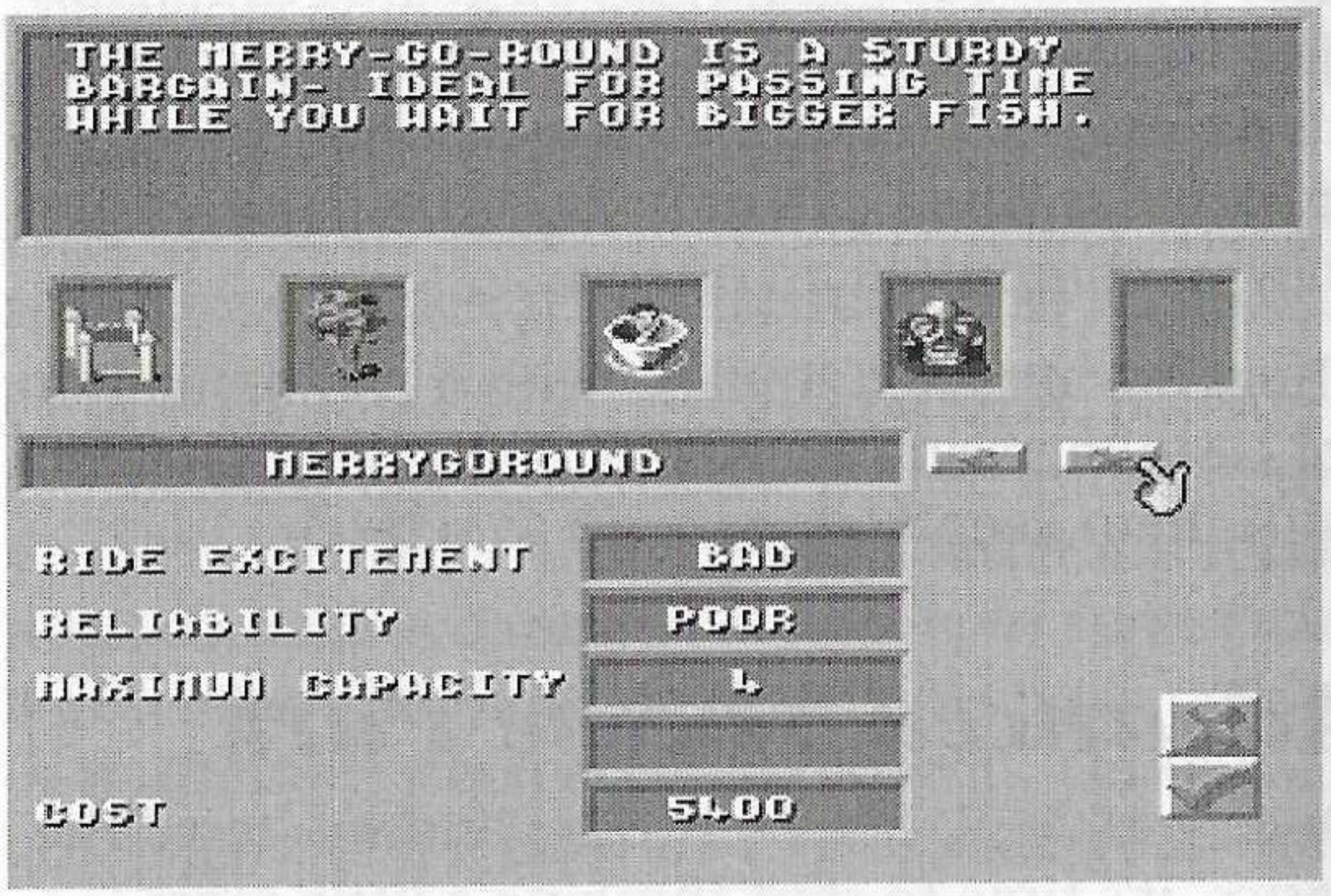
There are Purchaser Screens for Rides, Shops, Staff and Park Features. Press **START** to bring up the Icon Menu and then use the D-Pad to highlight the relevant icon. Now press **A** to bring up the Purchaser Screen.





Ride Purchaser

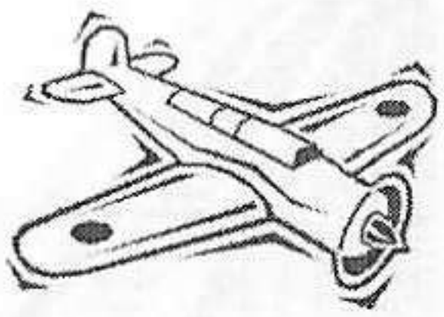




To scroll through the available rides, use the D-Pad to highlight the scroll icons and press **A**.

The Ride Purchaser tells you:

- **Ride Name**
- **Ride Excitement**



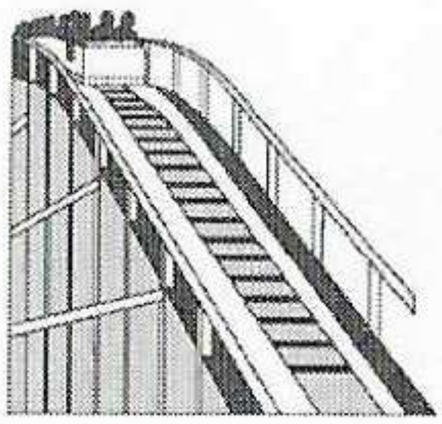
- **Reliability** – the less reliable the ride, the more often it's going to be shut down for costly repairs.
- **Maximum Capacity** – the more potential users, the shorter the period spent queuing and the happier your customers are kept.
- **Cost** – anything from 2,000 to 200,000. The cost of a ride is deducted at the month end, so if you change your mind and remove a ride before a month is up, you don't pay a penny.

- **X icon** – return to Park Screen without picking the selected ride.
- **Tick icon** – returns you to the Park Screen with the chosen ride attached to the pointer.

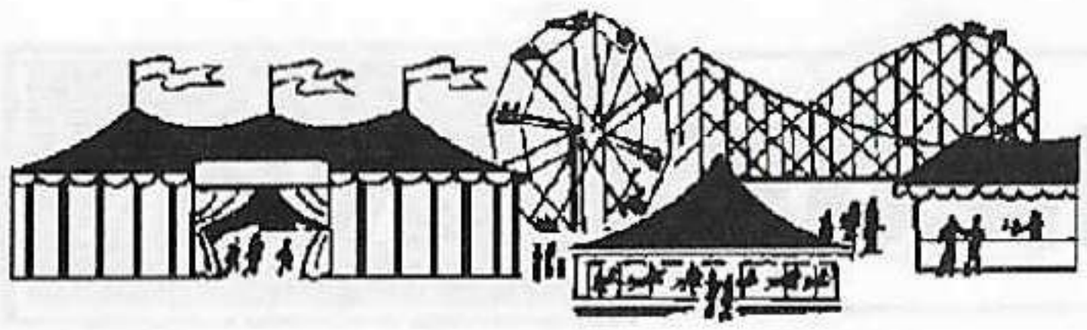
Shop and Side-Show Purchaser



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



- **Name of shop or side-show.**
- **Type of goods** – burgers from the burger stand, fries from the fries stand, novelties from the novelty shop. Get the idea?
- **Stock price** – the cost to you of the stock held by the shop.



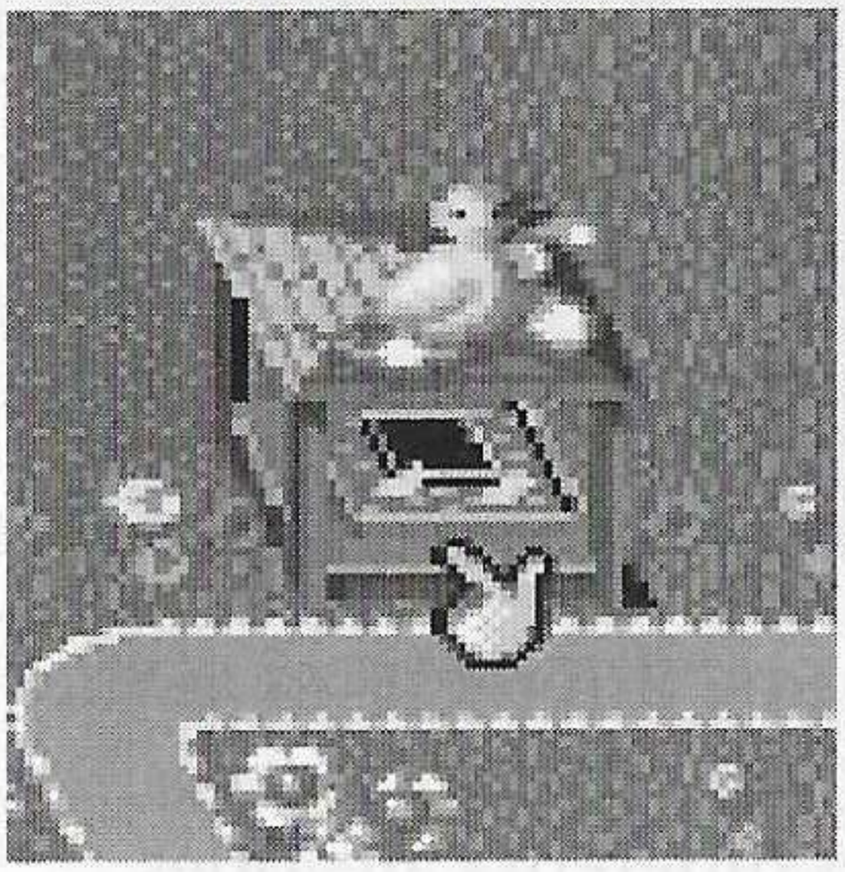


- **Sale price** – the price at which you sell stock to the public. The difference between these two is your profit margin.

  If the highlighted shop is a side-show, the Type of Goods category is replaced by Addictiveness, the Sale Price category shows the Price per Game and the Stock Price is replaced by Cost of Prize.

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

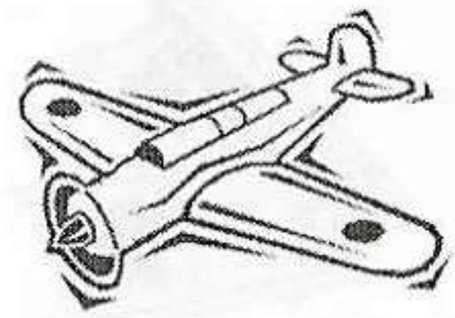
Side-Shows



If you're not careful you could end up paying through the nose for your side-shows. But in the finest traditions of showmanship, you can also cheat and turn them into nice little earners. To do this, reduce the probability of a punter winning at the Information screen. This increases the amount of glue keeping the coconuts in their shy, and adds a few nails to the bottom of the ducks in the duck shoot (see "Information Screens").

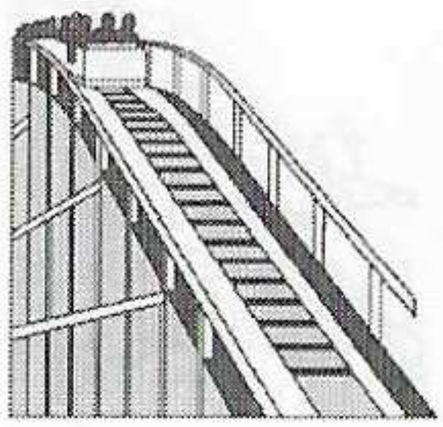
Staff Purchaser



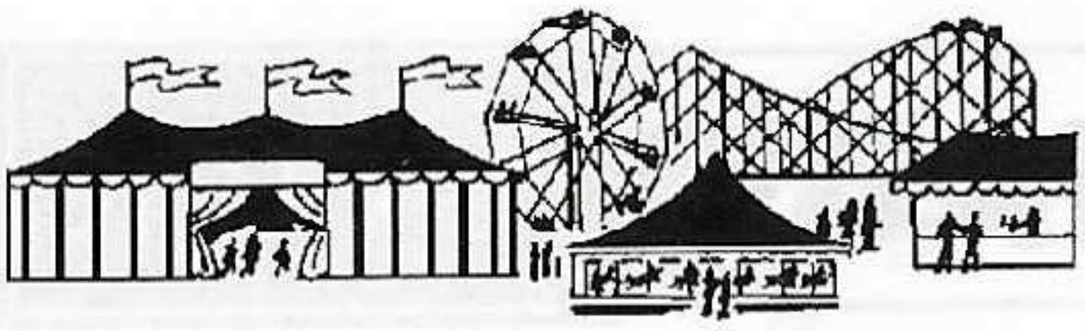


Along with a brief description, the cost to hire is displayed here. Seems cheap? Well, this is also his monthly wage!

The Staff Purchaser screen gives you:

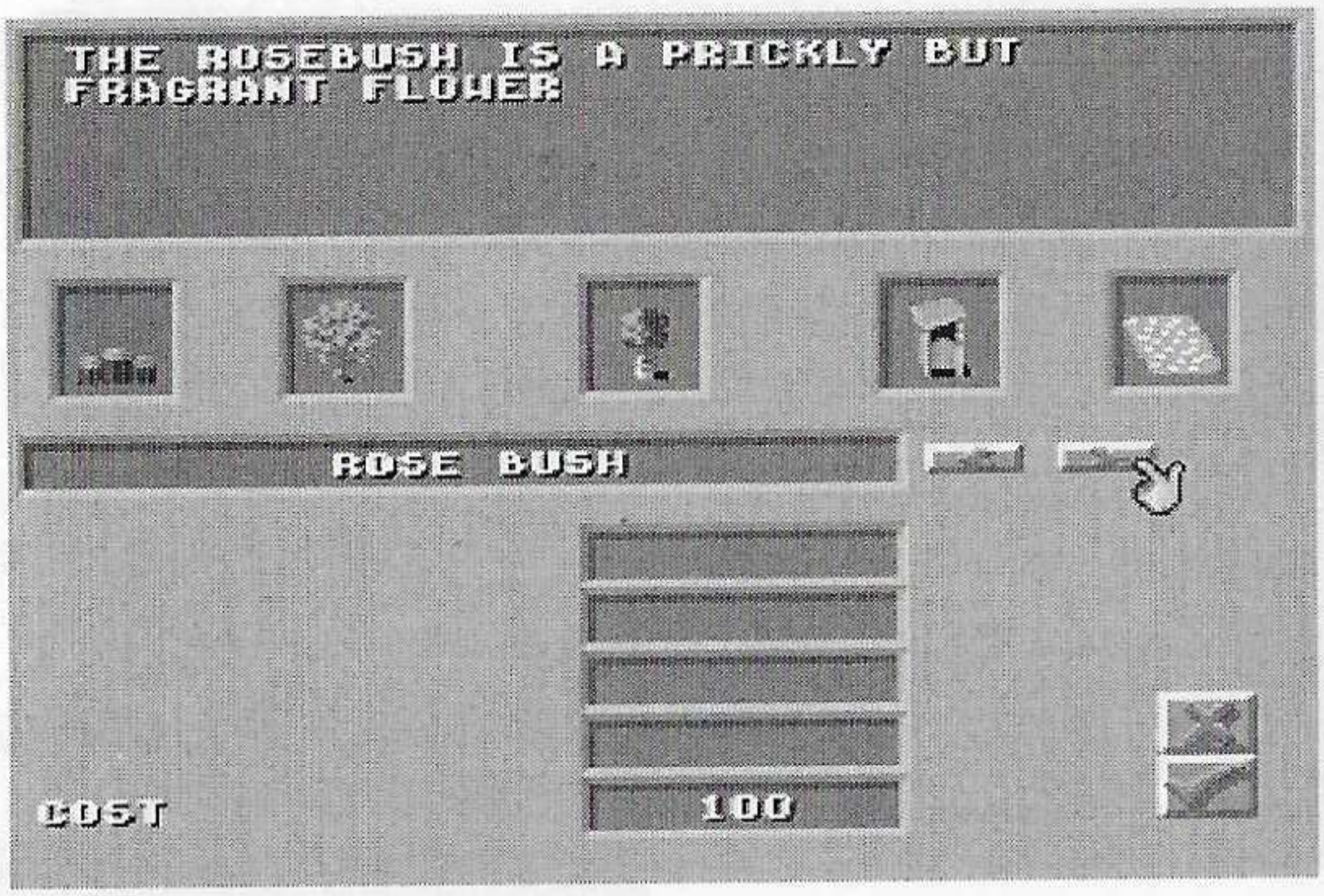


- **Name of Staff Category**
- **Number in Park**
- **Enthusiasm**
- **Cost to Hire**
- **Monthly Wage**



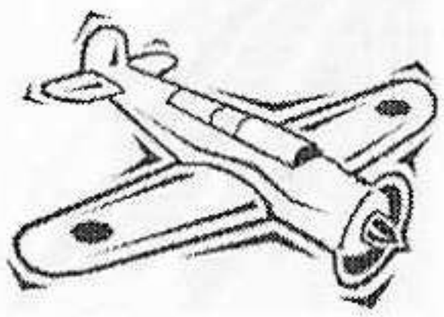
Features Purchaser

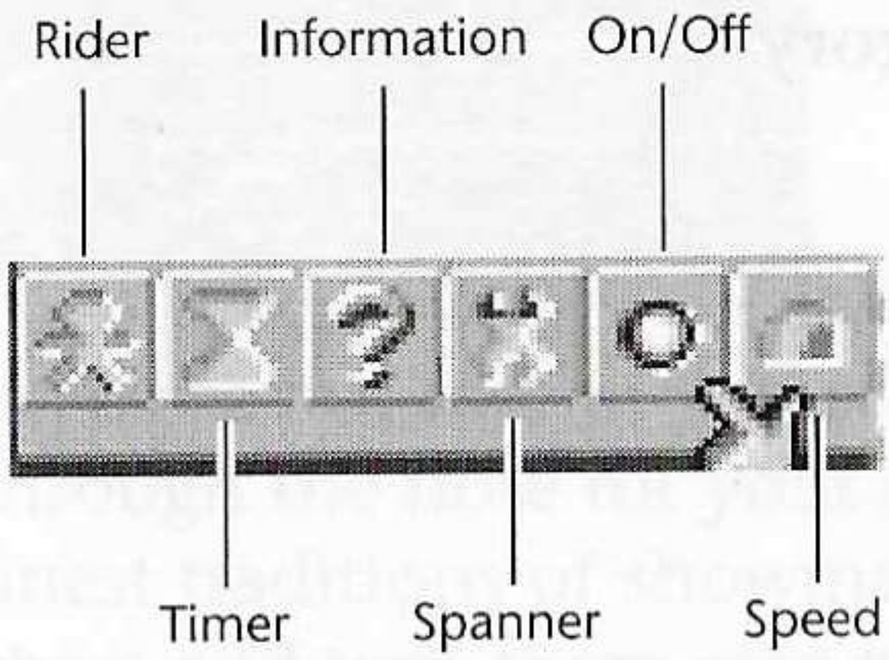




Only categorizes Park Features according to the different costs involved.

Tune-Up Bar





Query a ride, shop, member of staff or customer to activate the Tune-Up Bar. This appears at the bottom of the Icons Menu, above the name of the queried object.

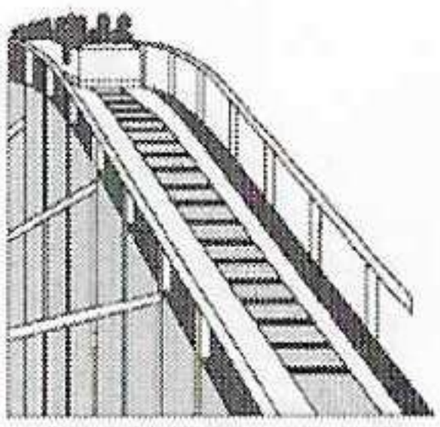
The Ride Tune-Up Bar contains:

- **Rider icon** – adjust the number of punters you can cram onto a ride before it starts. Highlight the icon using the D-Pad and then press **A** to increase the number of people on the ride, or press **B** to decrease numbers when safety levels are being exceeded. You can't exceed the ride's maximum capacity as set down on the Ride Purchaser screen.

- **Timer** – the stop watch icon is filled in yellow. Highlight the icon with the D-Pad and press **B** repeatedly to reduce the length of the ride; press **A** to increase the length of the ride again.

- **Information** – this is the only Tune-Up icon for shops and the only one common to rides, shops and staff. Use the D-Pad to select this icon and press **A** for the relevant Information screen (see "Information Screens") and some vital facts about the status of any park utility.

- **Spanner icon** – indicates how safe the ride is. The higher the yellow bar, the more dangerous the ride. The state of repair of a ride is also affected by the numbers using it and the ride speed. To instruct a mechanic to repair the ride, use the D-Pad to highlight this icon and press **A**.

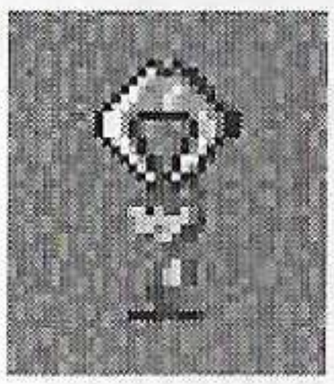






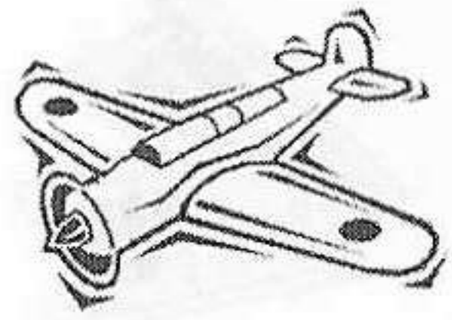
- **On/Off** – turn a ride on or off by highlighting this and pressing **A**. The light turns from yellow to black when a ride has been stopped. The light is replaced by a mechanic's head when a ride is under repair.
- **Ride Speed** – pressing **B** increases the revolutions per minute of your rides. If things become a little too exciting for the ride users, retard the ride's speed by pressing **A**. Changes to ride speed take immediate effect on the Park Screen.

The staff Tune-Up Bar has:

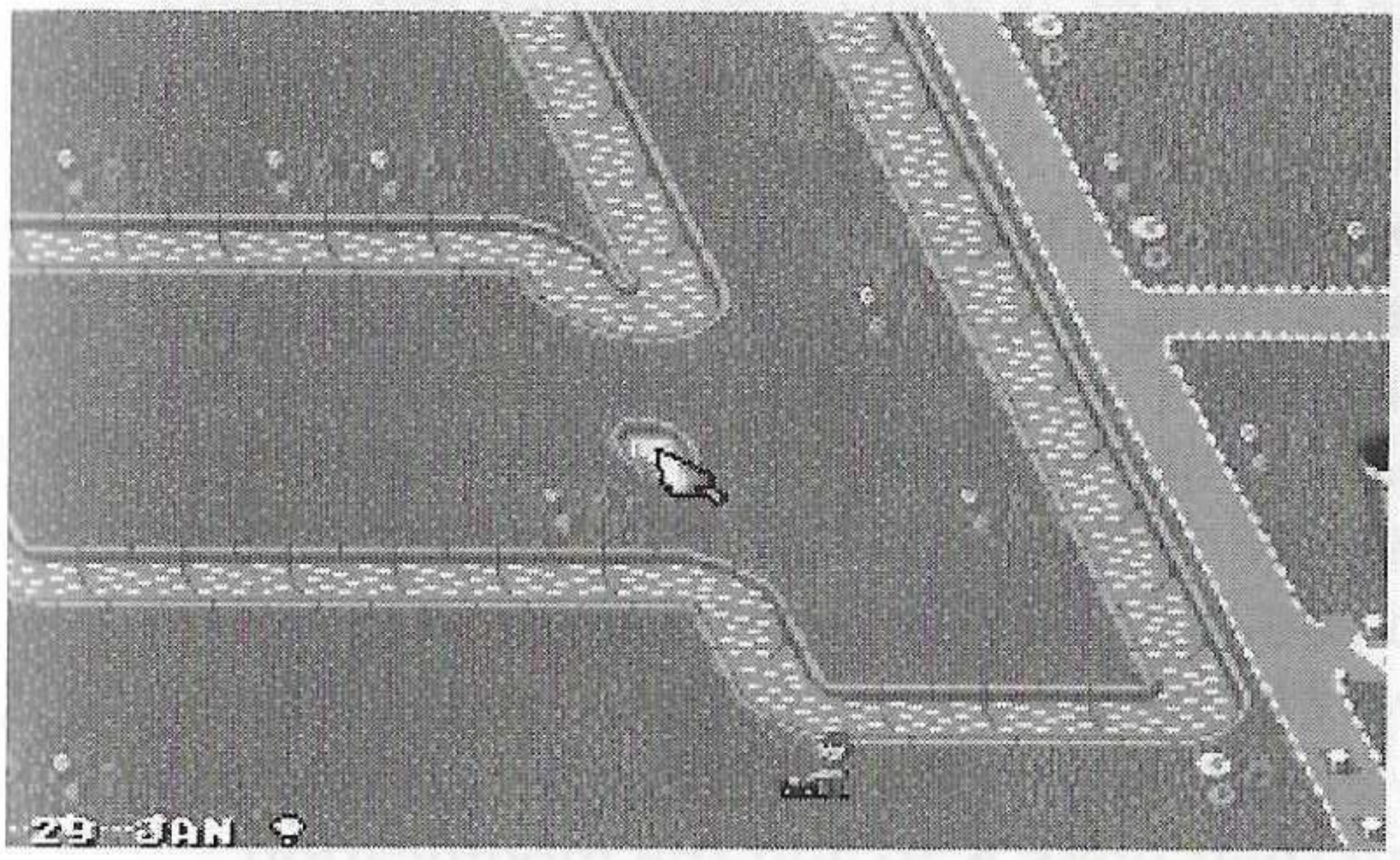


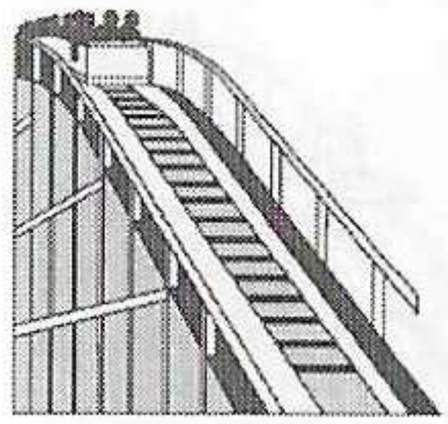
- **Pincer icon** – with this icon highlighted, press **A** and the cursor becomes a set of pincers with the queried staff member attached. You can now reposition them anywhere in the park by pressing **A**.
- **Information** – Use the D-Pad to select this icon and press **A** for the relevant Information screen (see "Information Screens").

- **Repair icon – FOR MECHANICS ONLY.**
  Press **A** on this icon and then D-Pad to highlight a ride in need of some attention. Press **A** again to send the queried mechanic to work. A plume of smoke indicates when a ride is on its last legs. If you don't respond quickly enough, you could send some innocent punters into orbit – there ain't no smoke without fire!

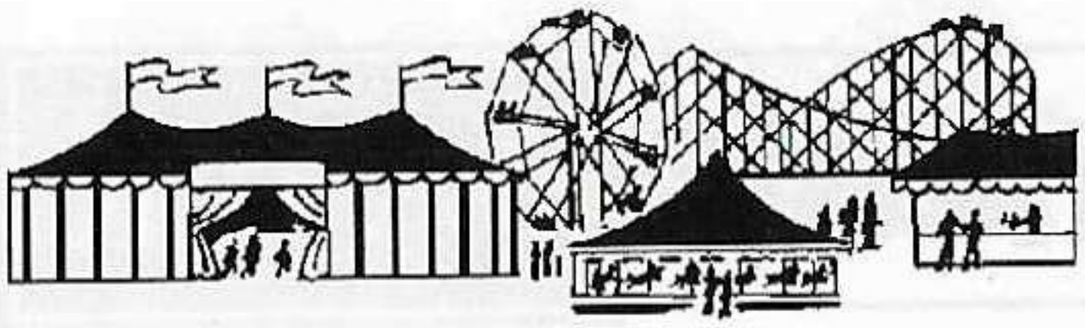


User-Definable Rides





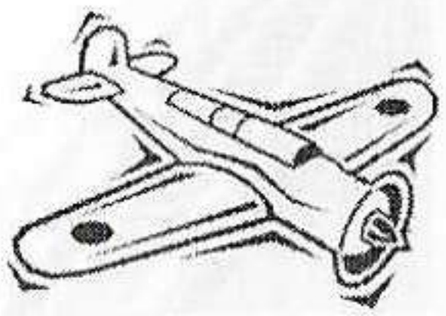
User-Definable rides are rides which you get to design for yourself, rather than just placing it in the Theme Park. They include the Roller-Coaster, Monorail, Rubber Tubing and Race Car rides. They are defined using slightly different methods:





To create a Rubber Tubing or Race Car ride, use the D-Pad to highlight the ride icon from the **Quick Menu** and press **A**; the menu/screen closes and the first section of the ride is attached to the cursor. Now scroll around the park and lay out the ride as if you were laying a path. Create hairpin bends or gentle curves as you see fit until you complete a circuit. Remove any rogue pieces of track that are heading in the wrong direction by pressing **B**.

To create a Roller-Coaster or Monorail, access the ride icon as above. When placing the track, however, the D-Pad scrolls along by bigger increments. This is because the individual sections of track are much larger than those of the Rubber Tubing and Race Car rides. To lay a complete loop, hold down **A** and scroll in the direction you require, dragging the track behind you. Press **B** to delete any offending pieces of track. To add humps, dips and loops to your circuit, press **C** to cycle through the menu of pieces available, delete the existing piece of track, and then press **A** to add the modification.

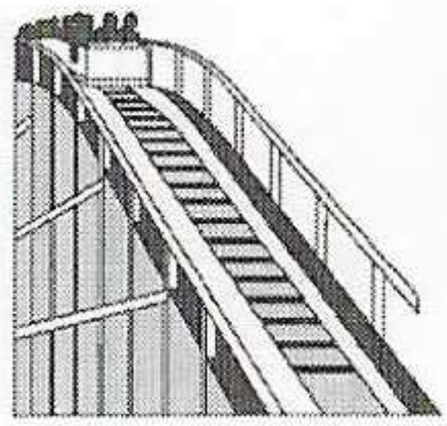


Note: The bigger the track and the more humps, loops and dips you have, the more it costs – but the more exciting it is for your customers.

The Ticket Booth

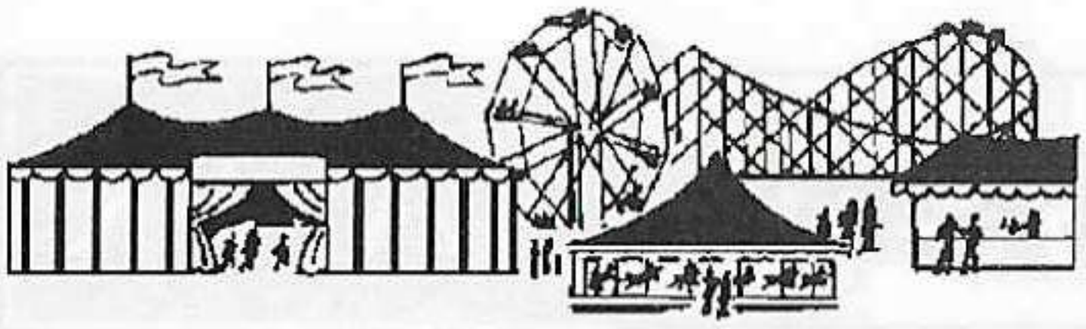
The Entrance and Exit of User-Definable rides differs from conventional rides, resembling a ticket booth. To access the booth you must first complete a circuit of the ride. Now press **START** to re-open the Icons Menu and D-Pad to the Ride icon. Press **A** and the Purchaser screen opens. Press **A** again and instead of the ride's icon, the ticket booth becomes attached to the cursor. Place this adjoining any horizontal length of tubing/track by pressing **A**. If you attempt to put the booth in the wrong place, an electronic burp tells you to try again.

Note: When connecting any User-Definable ride to the paths network, it's important to remember that the entrance to the ride is on the left, and the exit is on the right – you don't want people walking into one another as they try to get on and off your new star attraction!



Ride Cost

The cost of User-Definable rides is calculated according to the number of sections of track used to complete the circuit; make sure you have the budget to cover it. Only when you open the ride to the public is the final price fixed.

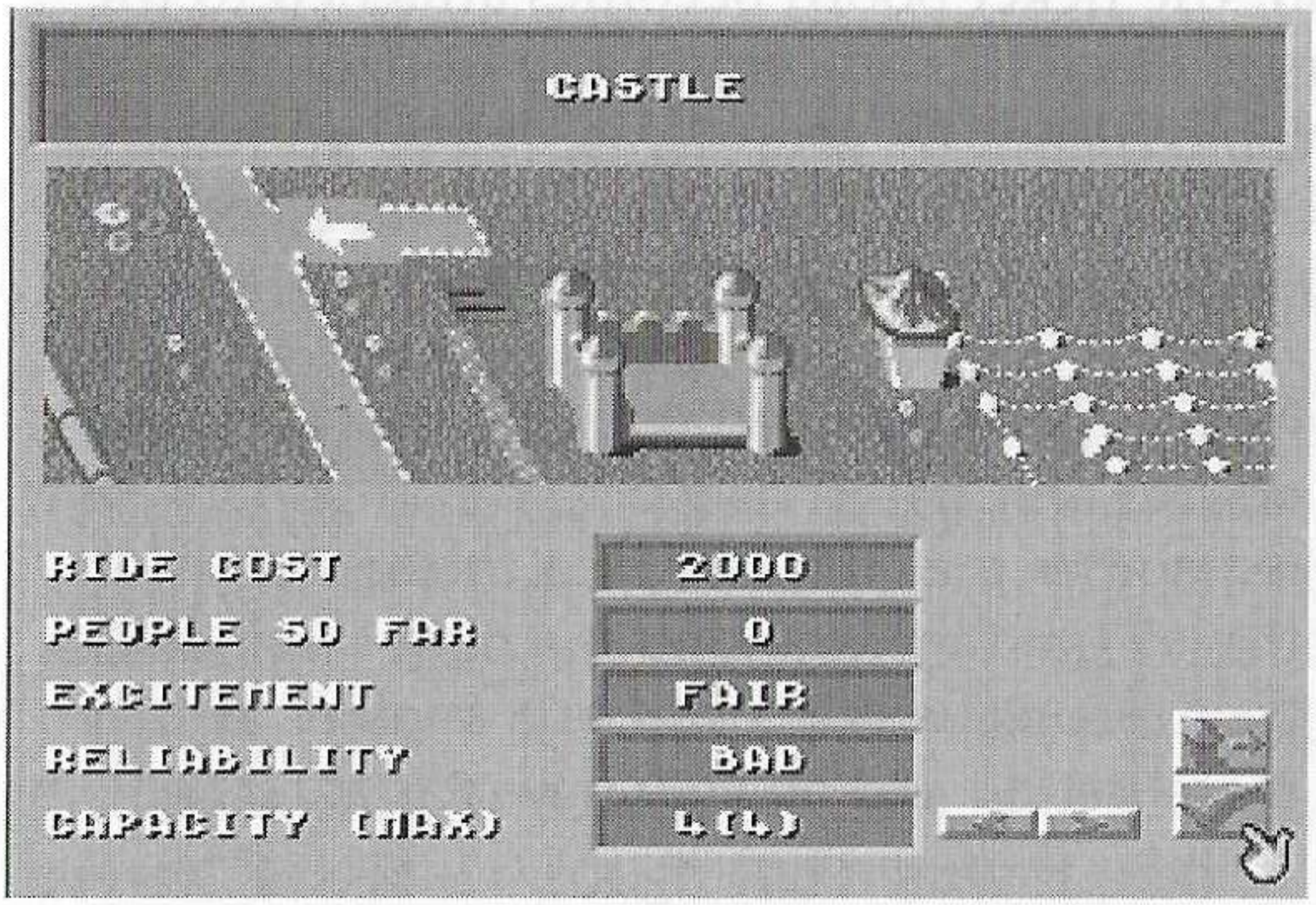


Information Screens



Select the Information icon from the Tune-Up Menu with the D-Pad and then press **A**; the relevant Information Screen appears. There are Information Screens for all rides, shops, the various toilets, staff and customers.

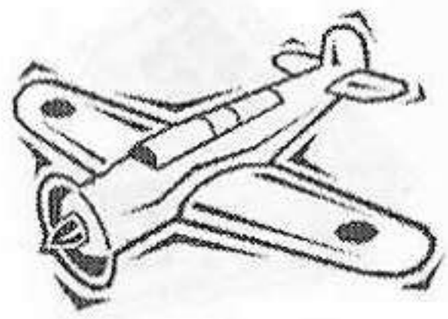
Ride Information Screen



The categories of information available are:

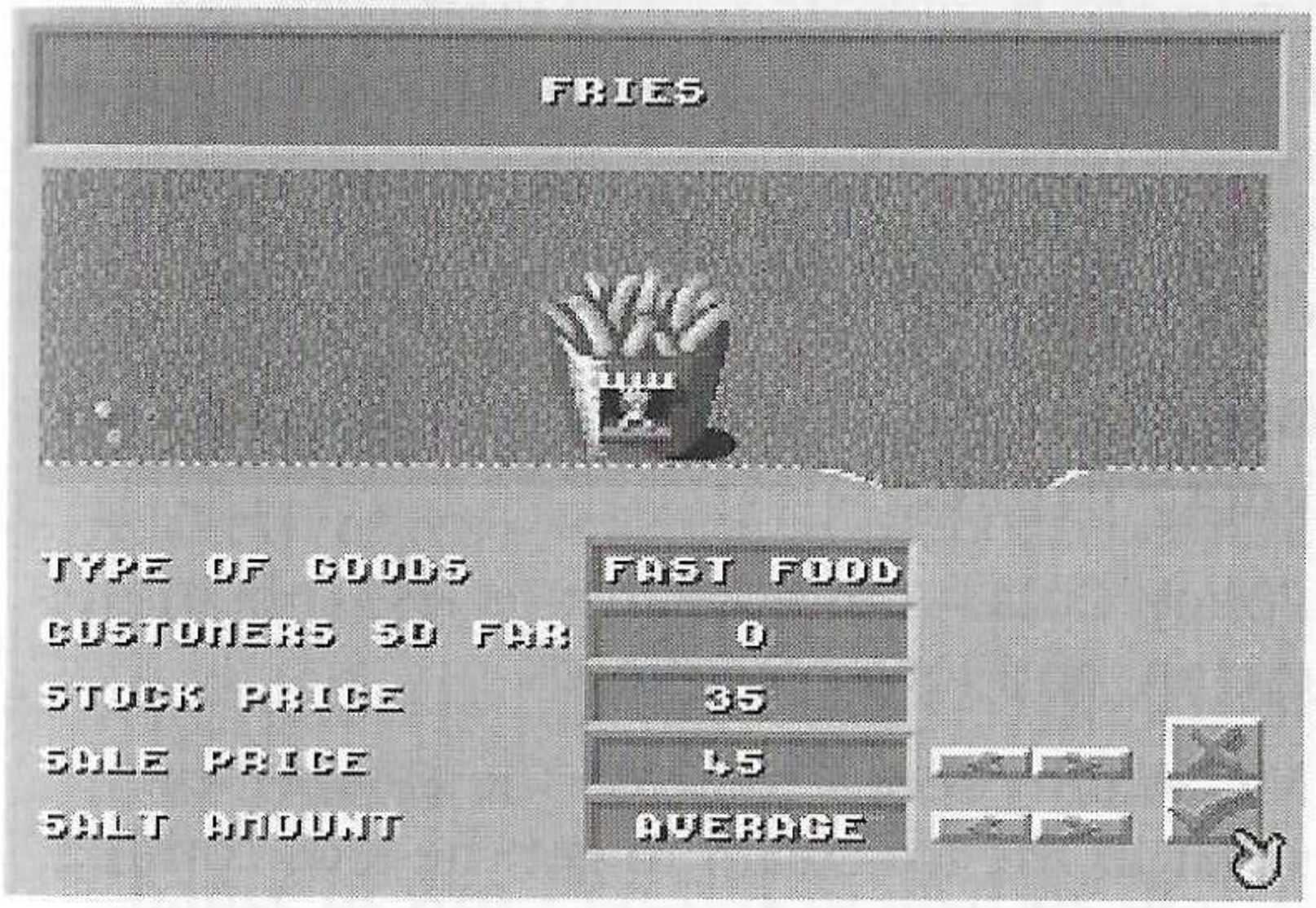
- **Ride Cost** – the amount you have to cough up to buy the ride.
- **People Been On Ride** – the total number of park visitors who've used the ride.
- **Excitement** – a thrill or a bore? Here's where you find out the score.
- **Reliability** – assess how much work you can get from a ride before it needs repair.

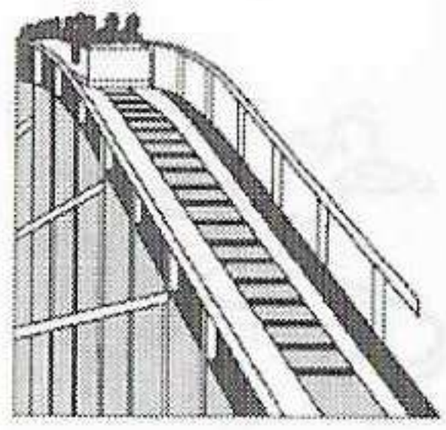
- **Capacity** – increase this by highlighting the scroll arrows and pressing **A**.
- **Move Entrance icon** – reposition the entrance to a ride by selecting this icon and pressing **A**. The view returns to the Park Screen, where you can more effectively place the ride's entrance and exit.



- **Tick icon** – press **A** here and it's back to the Park Screen.

Shop Information Screen





At the Shop Information screen you can find out:

- **Type of goods sold** – to be frank, it should be pretty obvious from the name of the shop.
- **Customers so far** – just how popular are those burgers, fries, novelties, etc.



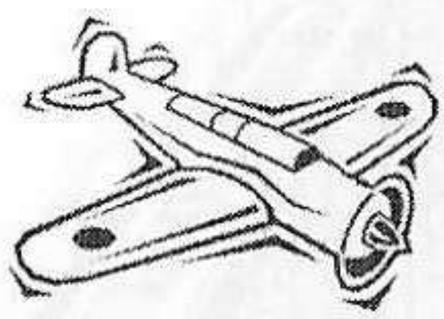
- **Stock price** – when you still have some stock, the two figures tell you the number of items and what each cost you.



- **Sale price** – raise or lower the cost to the consumer by highlighting the raise or lower icon and pressing **A**.

Food shops also have a unique category which allows you to alter food quality in the quest for greater profits. Use the raise or lower icons and press **A** to adjust the following:

- **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'll 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 coming back for more.
- **Coffee shop** – hike up the amount of caffeine in your coffee to give drinkers energy and get them moving around your Theme Park more quickly.
- **X icon** – return to the Park Screen without taking into account any adjustments.

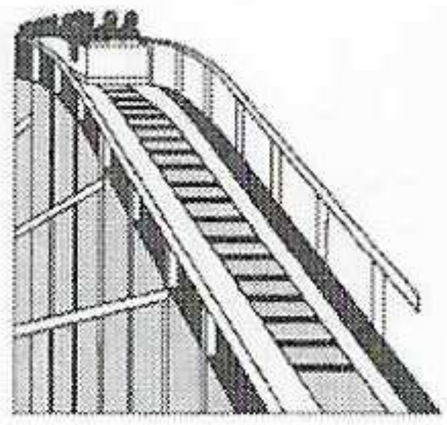
- **Tick icon** – return to the Park Screen with adjustments intact.

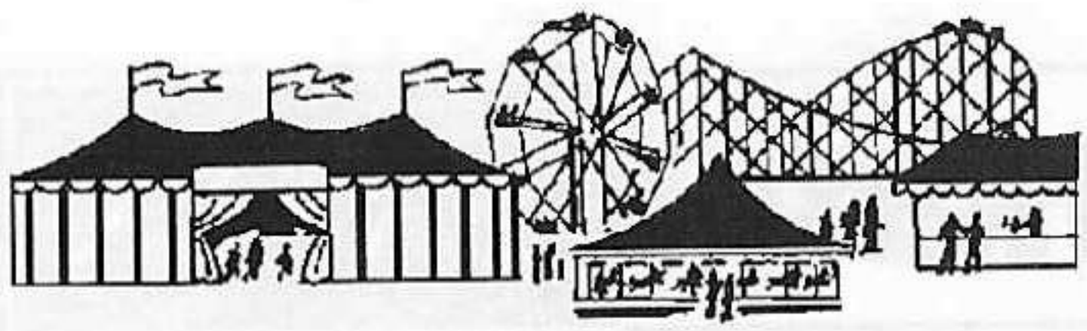
Side-show Information Screen



Side-show have separate categories of information:

- **Addictiveness** – will the punters keep coming back for more? Find out here.
- **Wins/punters** –the ratio of prize winners from those who have played.
- **Chance of win** – press **A** to increase or decrease the chances of a win.
- **Cost of prize** – combine with the chance factor, and decide between lots of little wins or a few big wins. Press A to adjust this figure.

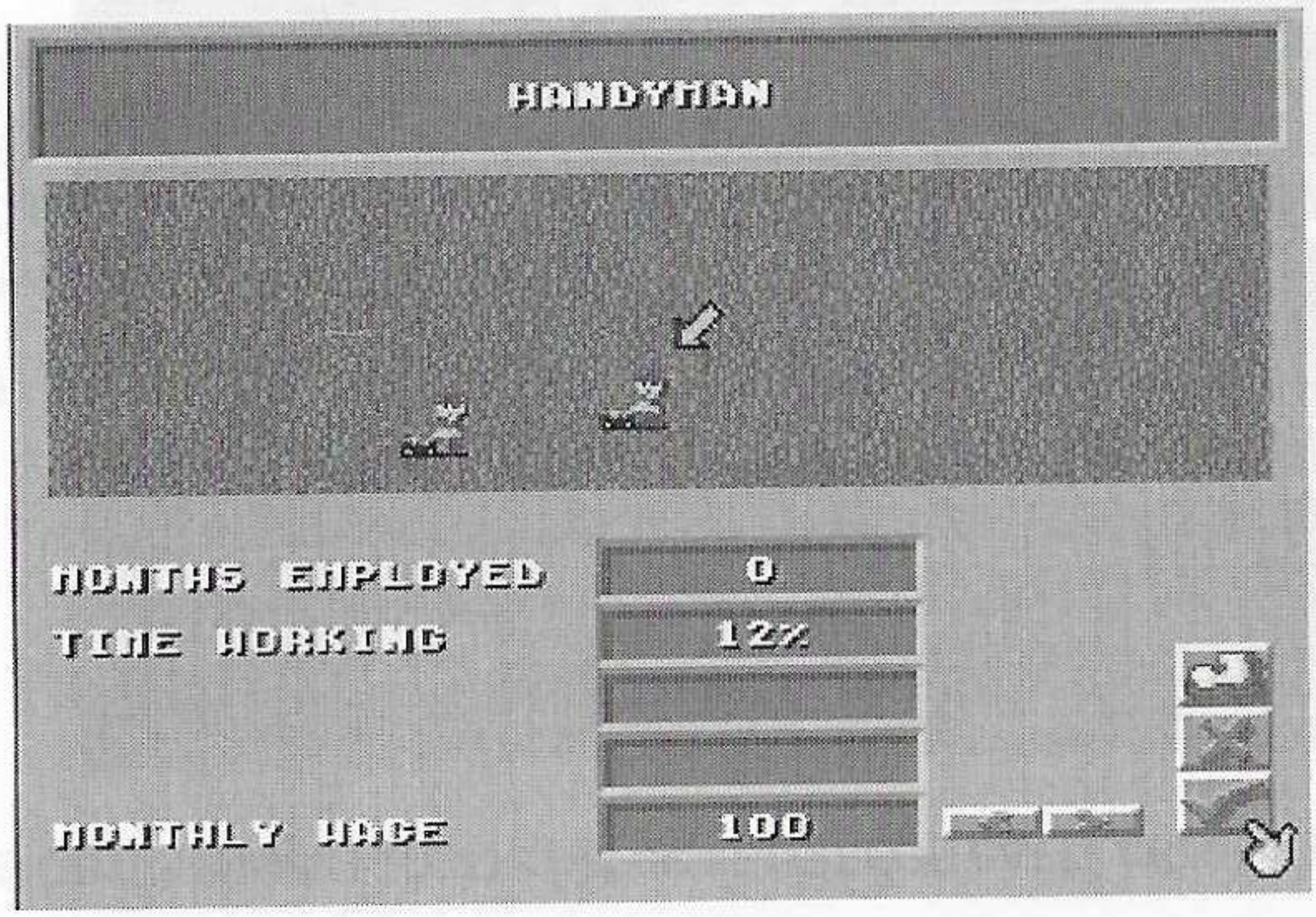




- **Price per game** – a really addictive side-show can be a nice little earner, especially if you raise the price to an unacceptable level. Press **A** to adjust the price.



Staff Information Screen

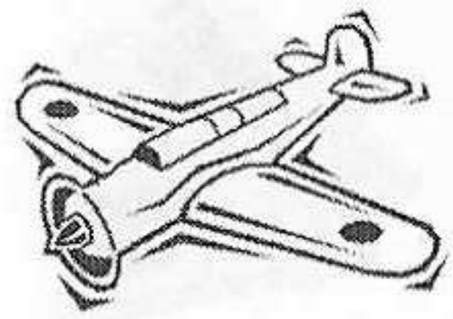


The categories of information available here are:

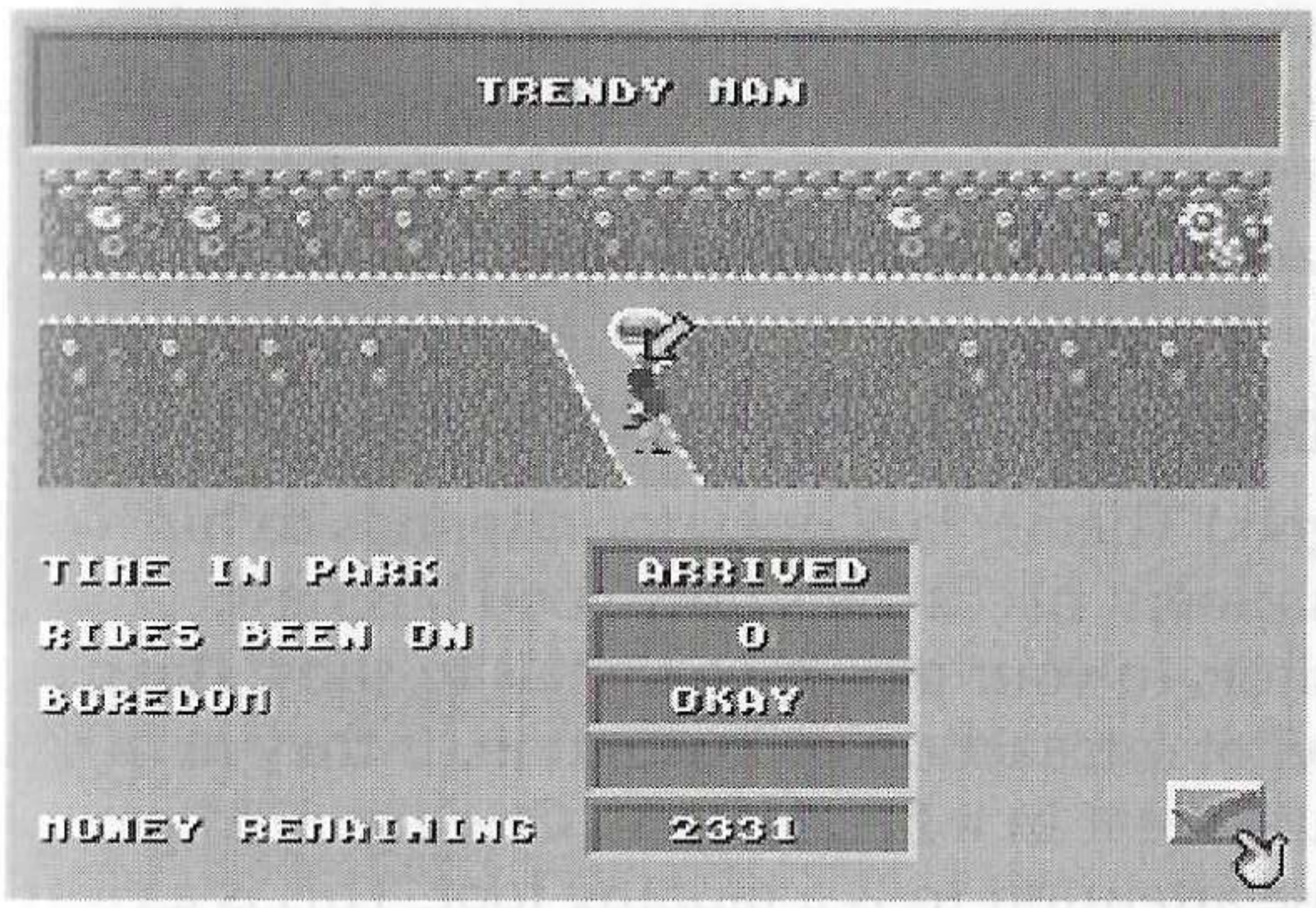
- **Months employed** – how long has this dead-beat been on the payroll?
- **Rides fixed** (mechanic only)
- **Time working**
- **People seen** (entertainer only)
- **People entertained** (entertainer only)
- **Monthly wage** – adjust this by pressing **A**.

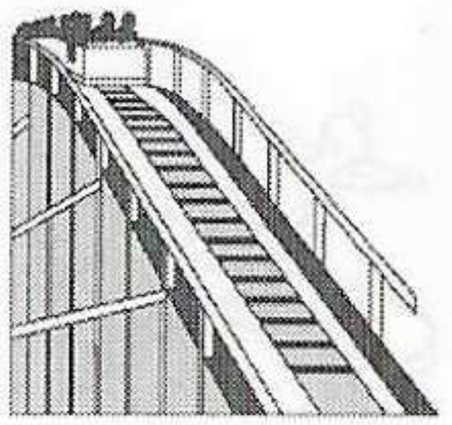
Note: You can't decrease wages below the minimum amount.

- **You're Fired icon** – show ineffectual workers the door, and give them a helping boot through it, by selecting this icon and pressing **A**.
- **X icon** – return to the Park Screen, ignoring any adjustments that you might have made.
- **Tick icon** – use this icon 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.
- **Rides been on** – if the number's low, it's because the rides are too full or difficult to get to.



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

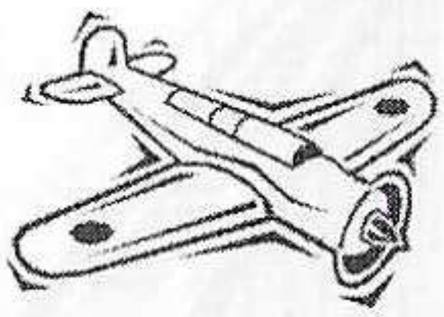


- **Money remaining** – customers can arrive with up to 2,000 burning a hole in their pocket. Don't let them leave with much of it remaining.
- **Tick icon** – press **A** here to return to the Park Screen.

  Note: When you query a customer and they still have plenty of cash left, respond to their immediate thoughts (see "Thought Bubbles") and milk them of every penny.

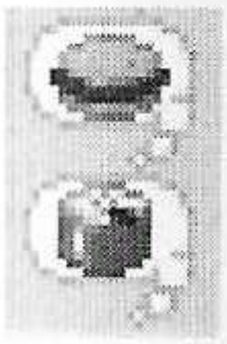
Thought Bubbles

A good Theme Park operator responds to his customers' needs – it's only good business. Visitors to your park give signals to show their level of satisfaction or frustration. If they're AOK, you'll see it in a hand signal. One signal to pay close attention to is a tapping foot. This is a clear sign that they're not being entertained – and after all, entertainment is what they've come for. Build some new rides, beef up the ones you already have, but do something before bad word of mouth destroys attendance figures and your park's reputation.



Here's a complete listing of all the thought bubbles and their meanings:

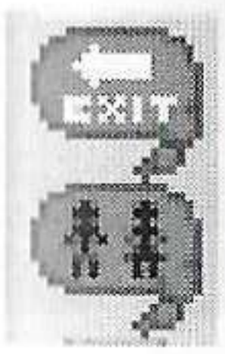
❖ Food thoughts



I am hungry

I am thirsty

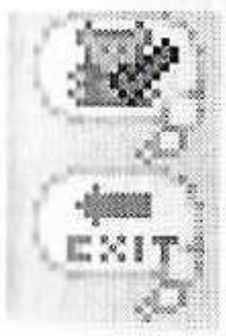
❖ Looking for



I am looking for the exit

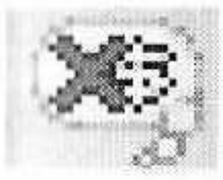
I need to go to the toilet

❖ Info thoughts

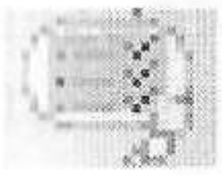


I have already got that toy

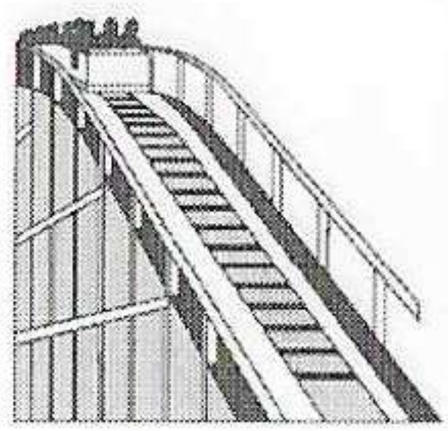
I am making my way to the exit



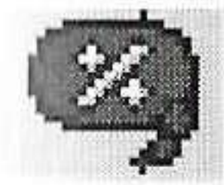
I do not have much money left



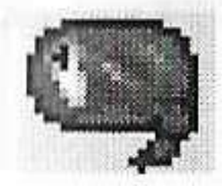
I have been on all of your rides



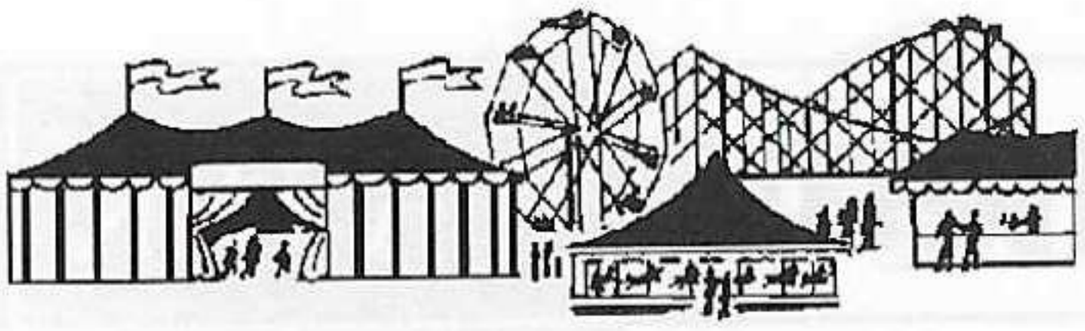
❖ Bad thoughts



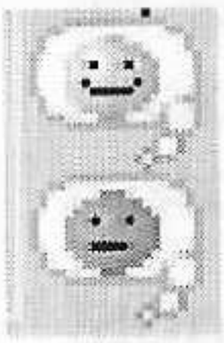
You are making too much profit



There is far too much litter around



❖ Feelings



I am happy

I am feeling okay



I am unhappy

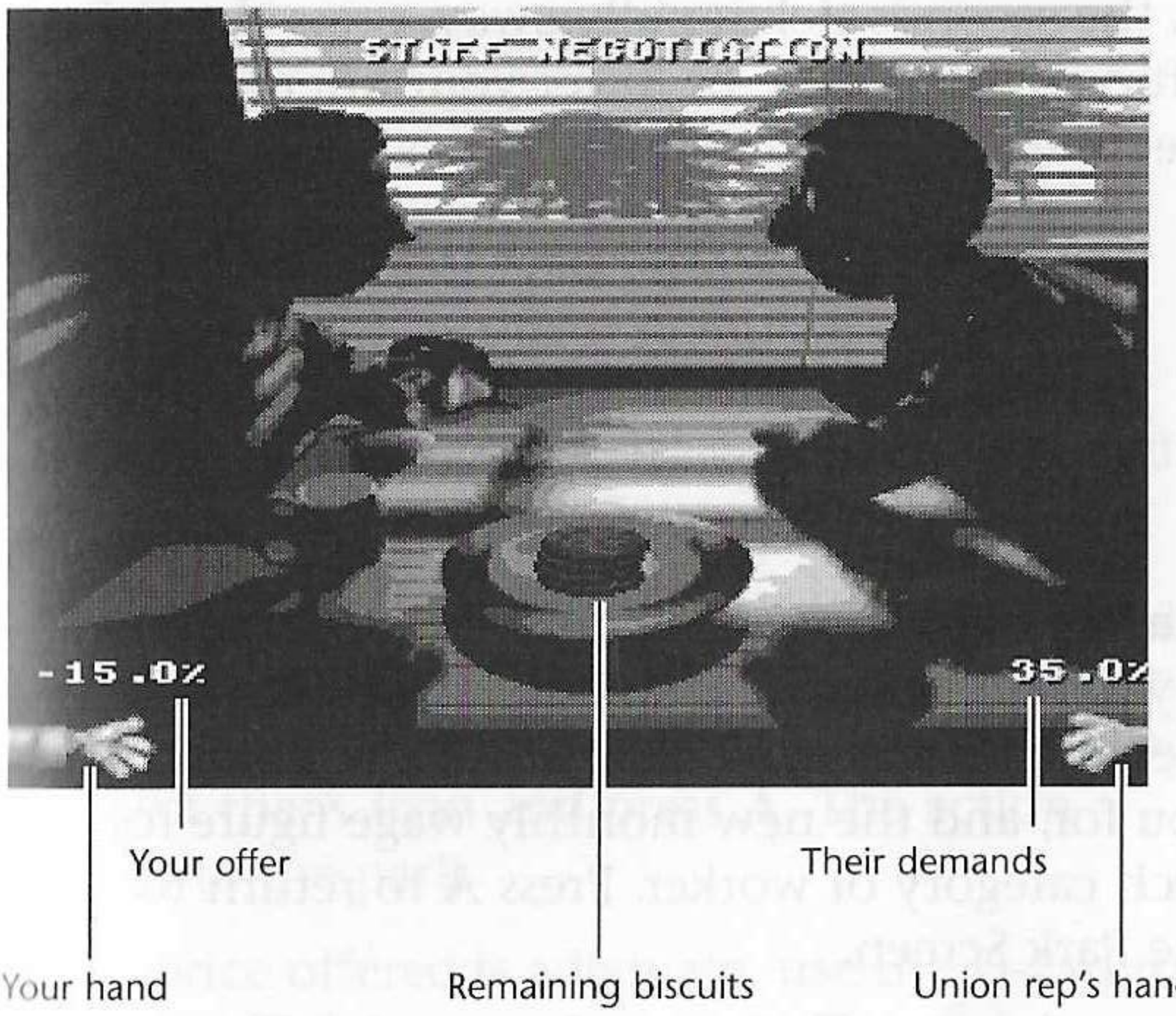
I am getting tired of walking

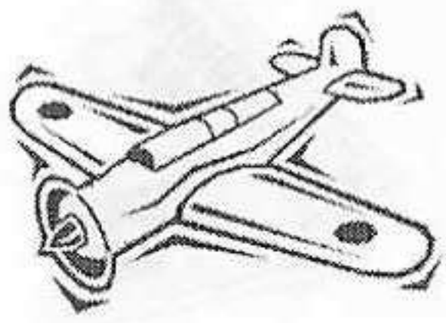


Negotiation Screens

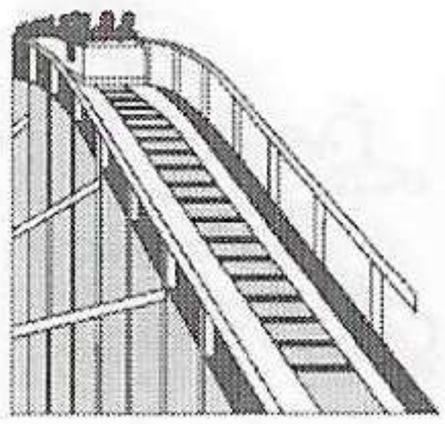
Occasionally throughout the game either of the two Negotiation Screens appear. You must negotiate with staff to settle industrial disputes, and with suppliers to decide the cost of stock. These negotiations occur when the Negotiation screens appears. The more staff and shops you have, the more regularly you need to enter into negotiations for goods and services.

Staff 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 as you talk. You need to come to an agreement before the biscuits run out. Otherwise the negotiations fail, putting the success of your Theme Park in jeopardy.





To raise your offer:

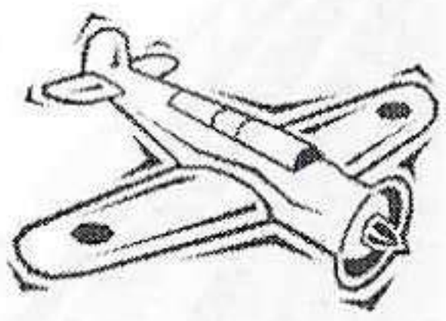
As the seconds tick rapidly away, press the D-Pad left or right to raise or lower your offer as you see fit.



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

Make, Break or Strike

If you're bargaining is successful, an onscreen message informs you how much the union took you for, and the new monthly wage figure for each category of worker. Press **A** to return to the Park Screen.



If you fail to make a settlement, the Negotiations Failed message appears. The action returns to the Park Screen where your staff leave en masse via the main gate and picket anyone attempting to enter. It's not the best publicity for your park, and when a ride malfunctions or the litter mounts up you're going to start losing money hand over fist. Far better to make a wage settlement while you can.

Goods Negotiations

Goods Negotiations are performed in exactly the same way as Staff Negotiations (see above) 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, there are no more goods delivered to your Theme Park's shops!

Note: Every time you fail in your negotiations, the asking price for goods goes up by 10%.

Selling Up

At the end of each financial year you're given the opportunity to sell your Theme Park.

If you're so proud of your current enterprise that you don't want to sell, or if you think that there's more money to be milked from it, use the D-Pad to select the X icon and press **A**. The action returns to the park.

If the price offered is adequate, use the D-Pad to select the Tick icon and press **A**. The park is now auctioned, so there's no turning back. The final sale price will (hopefully) increase drastically from the minimum asking price before the hammer falls.



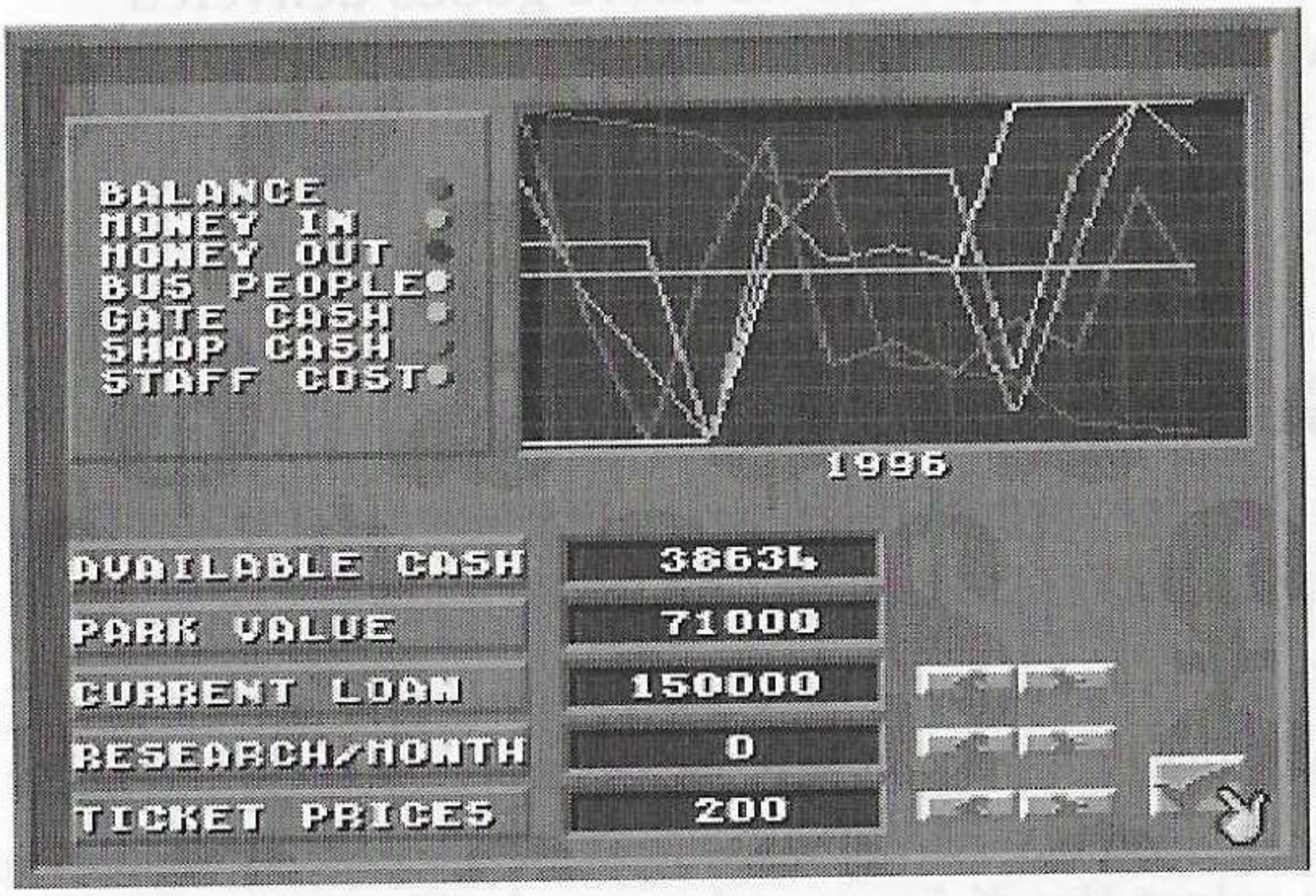
Note: After the auction you're given a password; write this down and keep it safe, as it's the only way of continuing your Theme Park building program at a later date (see "Enter Password").

If you choose to accept the price but it isn't enough to finance a new park, you're told as much. Acknowledge this by pressing **A** and the action returns to the current park.



The Bank Screen





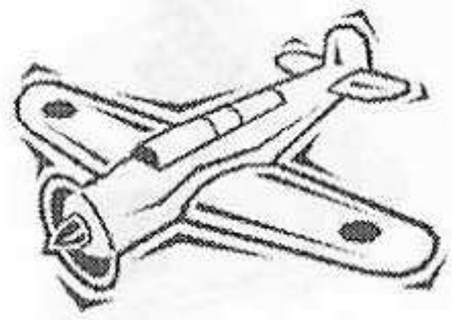
Regular visits to the Bank screen, however daunting, are essential to the effective financial control of the Theme Park.

Use the D-Pad to select the Bank icon from the Icon Menu and press **A** for the Bank Requester screen.

The graph shows your park's bank balance, based on overheads against income. Listed on the left are the categories of financial performance. Use the D-Pad to highlight a category and press **A** to add information to the graph. A colored dot corresponding to the color of the line on the graph appears beside each category on display. Press **A** again to remove information.

Beneath the graph are listed:

- **Available cash** – the money you have instantly available for new rides, shops and staff.

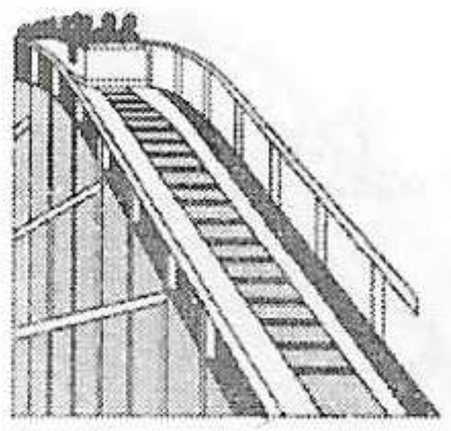


- **Park Value** – the market worth of your Theme Park once the current price of all the shares has been evaluated. When you begin Theme Park this figure is (not surprisingly) zero.

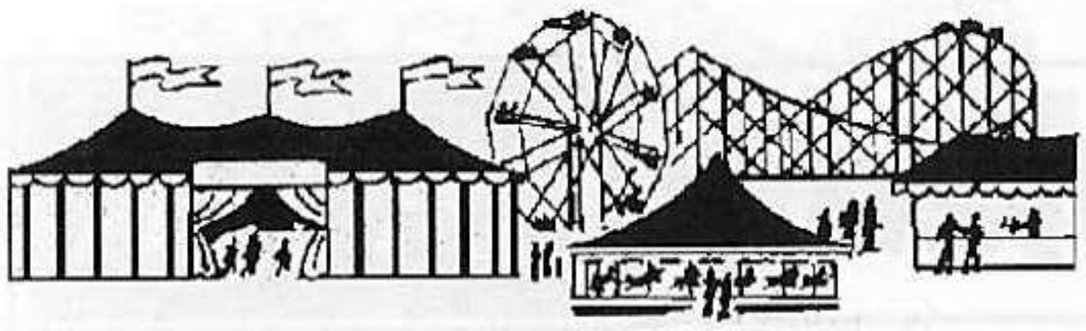
- **Current Loan** – highlight the scroll arrows with the D-Pad. You can then increase or decrease the size of your loan by pressing **A**.

- **Research/Month** – you are able to invest up to 2,500 each month in researching new rides, shops and park features. When research on a new amenity has been completed, a light bulb flashes next to the date to let you know. Increase and decrease this figure as you did the loan.

Note: It is important to invest money in research at the beginning of the game in order to have more rides, shops, and features to access earlier in the game.



- **Ticket Price** – the mainstay of your park's profitability. Adjust this up or down by highlighting the appropriate scroll icon and pressing **A**.

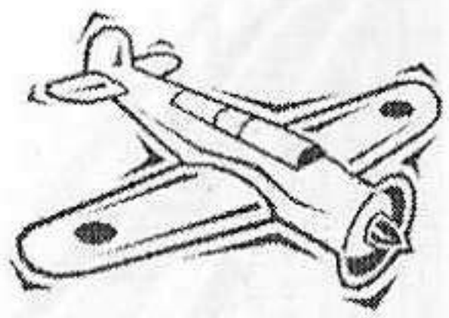


Year End Charts





The Overall chart appears at the end of every financial year, allowing you to see how your park has done during the year. The top ten parks are ranked, but you must achieve the overall number 1 position to succeed in building the world's ultimate tourist attraction.



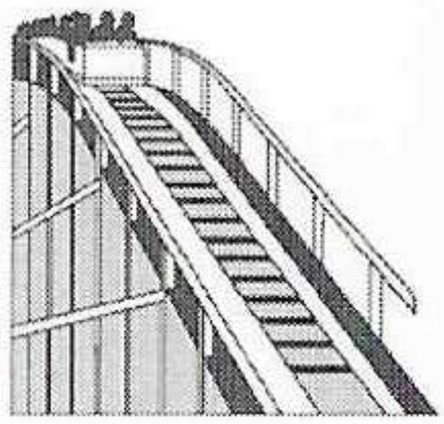
When you've seen enough, select the Tick and press **A** for the Year End Details screen. Alternatively, select the Ratings icon and press **A** for a look at the Ratings Chart.

Ratings Chart

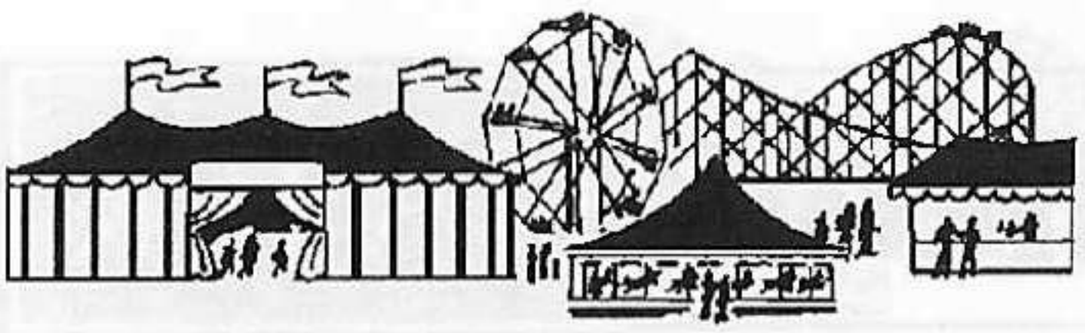


On the Rating Chart your Theme Park is compared with every other in the following categories:

- Richest
- Exciting
- Amenities
- Satisfaction
- Biggest
- Pleasant



Study the position of your park in all six to find out where it's deficiencies lie and how you can improve your Overall position.

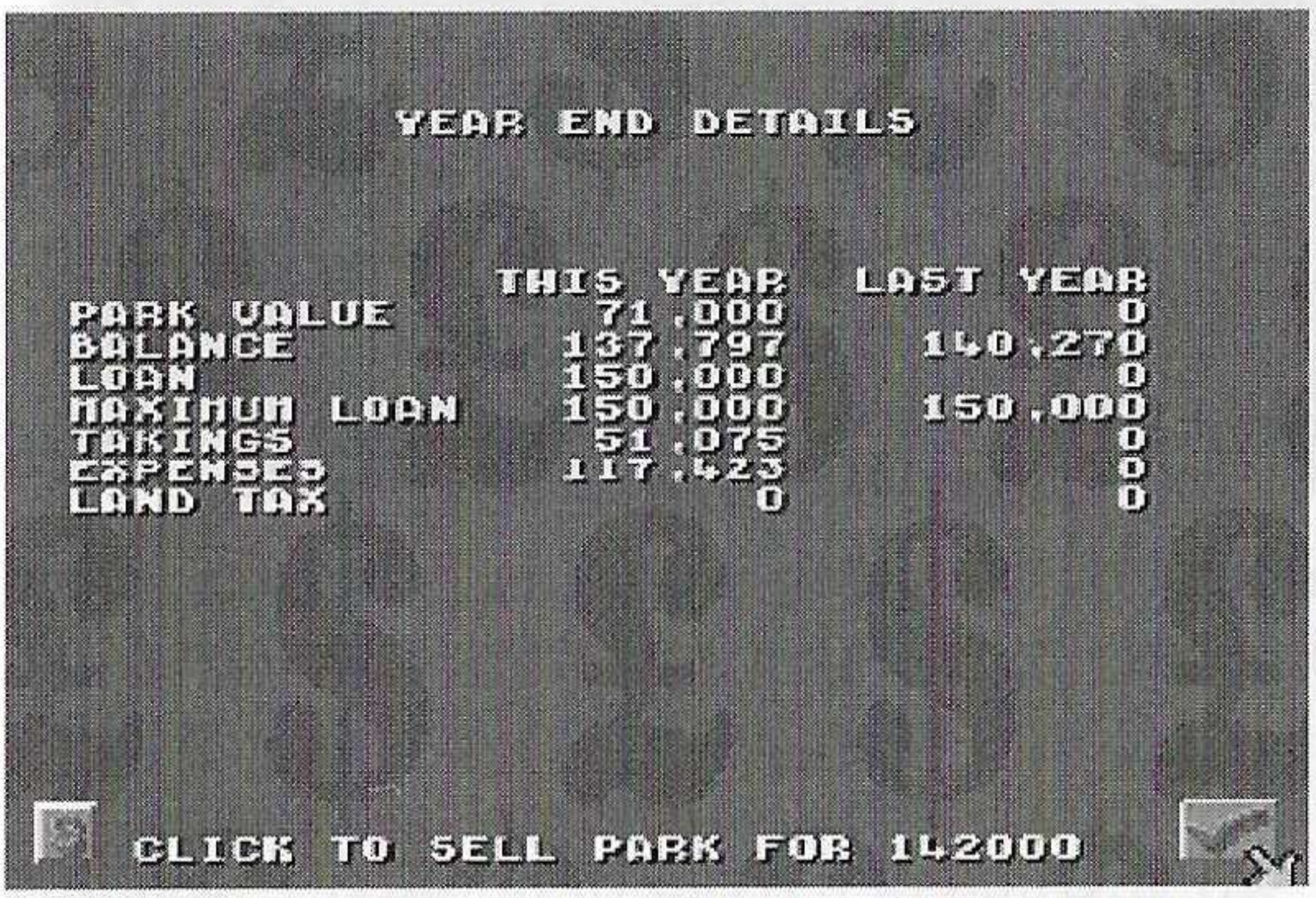


Select the Chart icon and press **A** to return to the Overall chart.

Select the Tick icon and press **A** to go to the Year End Details screen.



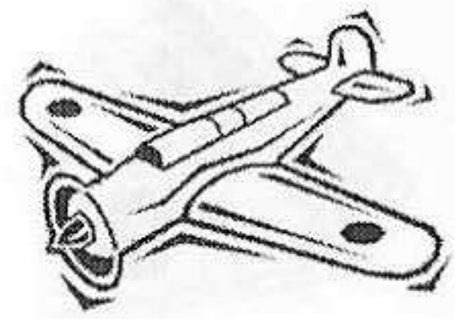
Year End Details Screen



The Year End screen informs you of your Theme Park's results over the last two financial years in the following categories:

- Park Value
- Bank Balance
- Loan
- Maximum Loan
- Takings
- Expenses
- Land Tax

At the end of each financial year you are given the option to buy out your land from the country's government. If you choose to do so, you will not have land tax deducted from your balance after the tax free years come to an end. Use the D-Pad to select the Tick icon, and press **A** to initiate this.

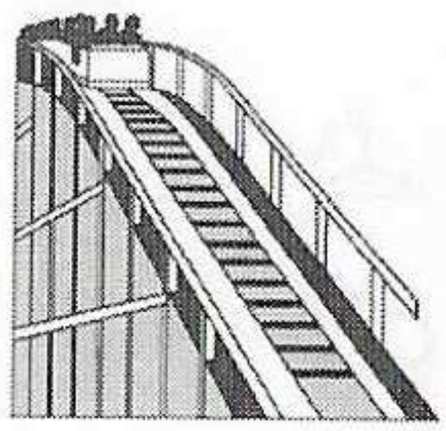


If the park value is sufficient, you're given the option of selling it off at Auction. Use the D-Pad to select the Auction box and press **A** to initiate this (see "Selling Up").

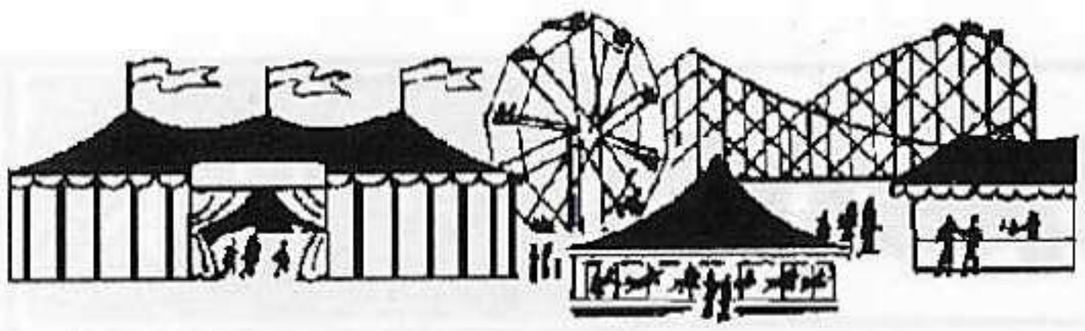
When you've finished at the Year End Details screen, press **A** to return to the Park Screen.

Bankruptcy

When the value of all the shares and stock in your park won't cover the cost of loans, any interest you owe, debts to the bank and the £20,000 leeway you're given, you are legally declared bankrupt. The park has to close, your life's work collapses around you, and there's only one honorable way out. It's a long way down.



Note: You're given a year's notice before you go bankrupt, but from there it's a very difficult job to turn your park's fortune's around.

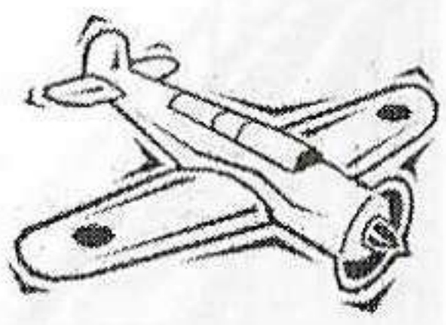


About Bullfrog



In case you haven't heard of Bullfrog Productions – where have you been for the last five years? Believe it or not, as recently as 1989 the world hadn't been exposed to *Populous,* the revolutionary software program that made Bullfrog's name and single-handedly created the god sim genre overnight. Twenty different formats and world-wide sales in excess of three million later, *Populous* has become the stuff of industry legend. Yet it was only the first in a series of software smashes that has earned Bullfrog four consecutive number one hits. *PowerMonger, Populous 2* and *Syndicate* followed, and all enjoyed immense critical acclaim and commercial success.

In the same short time, Bullfrog Productions has expanded from the two-man operation founded by Peter Molyneux and Les Edgar to a thriving company with over 40 employees. Through this period of unprecedented growth, Bullfrog has continued to produce games which combine visual strength with technical complexity. But above all else, it's originality that is the key to Bullfrog's success. Theme Park, the first of Bullfrog's Designer Series, is the latest example of the company's commitment to originality and innovation. It combines accurate simulation technology with easy playability and the instant gratification of superb graphics. And above all, like all their games, it's FUN! Get ready for Bullfrog's latest hit.



Credits

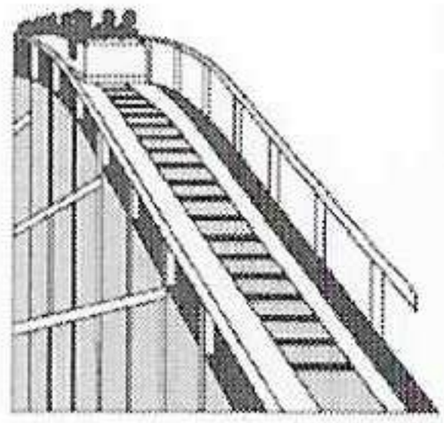
Designed by: *Bullfrog Productions Ltd.*
Genesis Programming: *Andy Beale*
Producer: *Mark Webley*
Graphics: *Mark Healey*
Additional Graphics: *Paul McLaughlin, Chris Hill, Fin McGechie*
Original Version: *Peter Molyneux, Demis Hassabis*
Original Version Programming: *Mark Webley, Mark Lamport, James Robertson*
Sound & Music: *Russell Shaw*
Sound Implementation: *Images Software*
Testing & QA: *Andy Cakebread, Vince Farquharson, Laith Bahrani, Sam Thorndycraft, Lee Mansfield, Andrew Wardle, Peter Charlwood, Simon O'Keeffe*
Special thanks to: *Dazee Potter*

For Electronic Arts
Producer: David Amor
Assistant Producer: Alex Camilleri
Executive Producer: Joss Ellis
Product Managers: Sean Ratcliffe, Ann Williams
Documentation: Neil Cook
Documentation Design & Layout: Corinne Mah
Test Group Supervisor: Graham Harbour
Testers: Mark Bergan, Kevin Locke
Quality Assurance: Keith Bradley, Chris Baena

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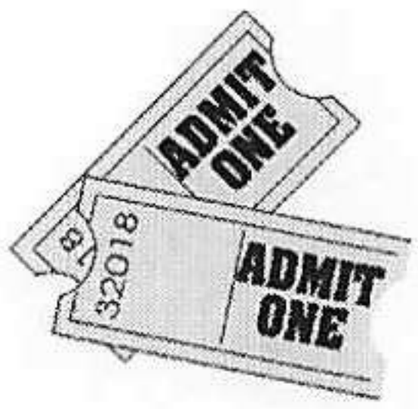
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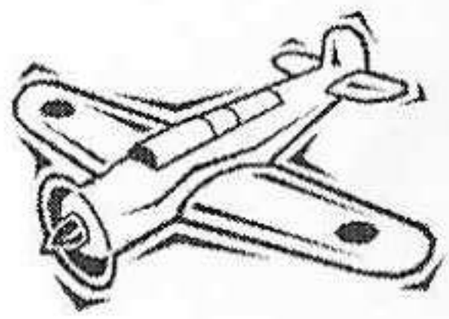
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