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ELECTRONIC ARTS

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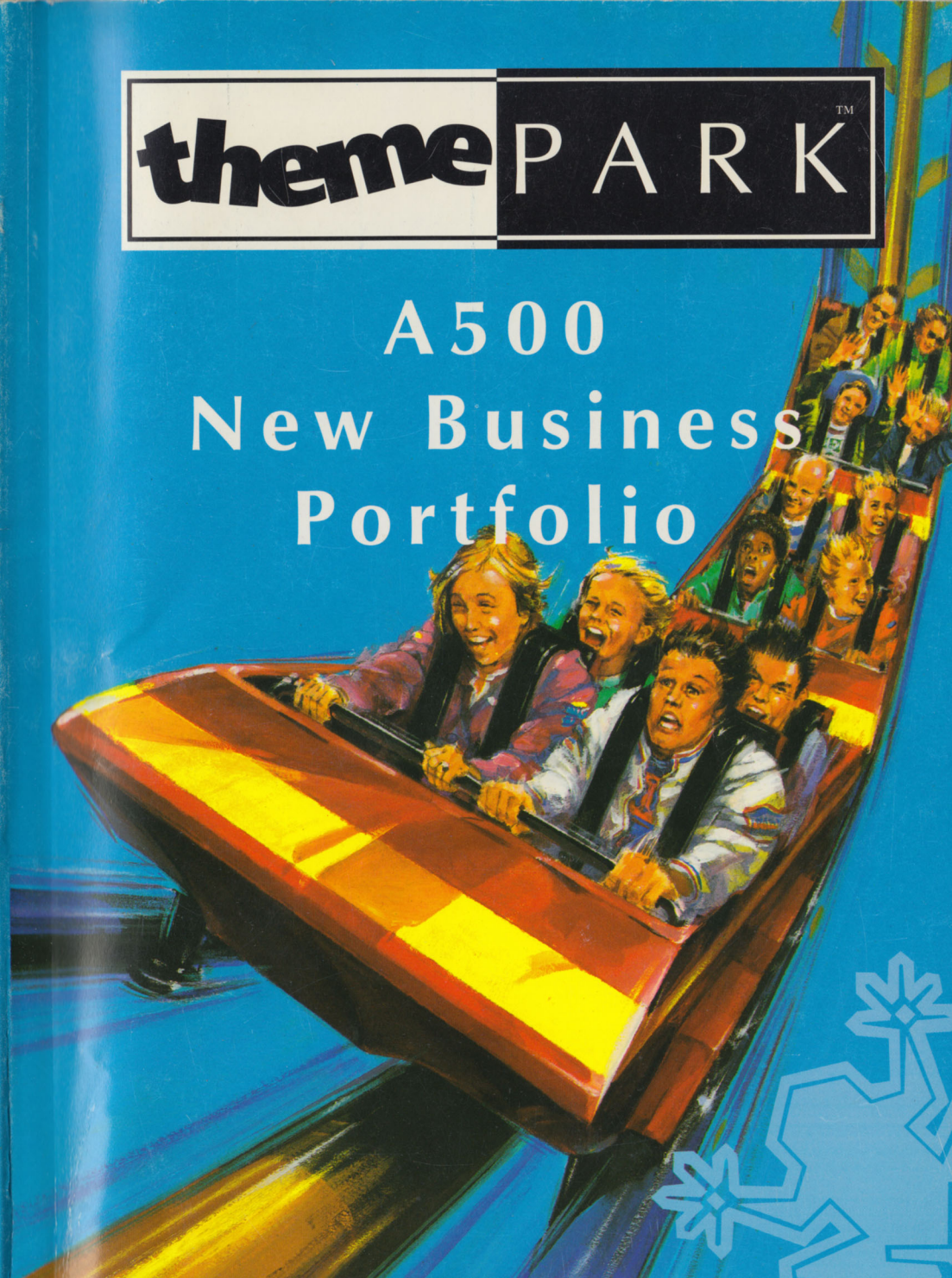


ELECTRONIC ARTS®

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themePARK™

A500 New Business Portfolio



DESIGNER SERIES™



BULLFROG™



EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing the game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a game.

Contents

Chapter 1: Loading Theme Park	5
Backing-up your Theme Park Disks	5
Playing Theme Park from Floppy Disk	6
Installing Theme Park onto your Hard Drive	6
Playing Theme Park from Hard Disk	7
Workbench 1.3 users	7
With Workbench 2.0 or higher	7
Chapter 2: Welcome to Theme Park	8
The Aim of the Game	8
The Main Menu	9
Chapter 3: Designing a New Park	10
Your Player Details	10
Where in the World?	12
Site Details Screen	13
Park Details Screen	14
Tutorial	15
Chapter 4: In the Park	16
Using the Icon Bar	16
Laying Paths	16
Forming a Queue	18
Selecting Rides	19
Buying Shops	21
Park Features	22
Toilet Training	23
Hiring Staff	24
Overview Map	25
Query Mode	25
Park Status Icon	26
Check Finances	26
Tune-Up Icons	27
User-Definable Rides	29
BUILDING A ROLLER-COASTER	30
Adjusting Height	30
Improving your roller-coaster	31
Building a Flat Track Ride	31
Ride Cost	31
Open for Business	32
Chapter 5: People In The Park	33
Staff	33
Entertainers	33
Handymen	33
Mechanics	33
Guards	34
Staff-Check Icons	34
Customers	35
Thugs	35
Consumer Association Reps	36

Chapter 6: Purchaser Screens	37
Ride Purchaser	37
Purchaser Screen Icons	38
Shop Purchaser	38
Staff Purchaser	40
Features Purchaser	40
Information Screens	41
Ride Information Screen	41
Shop Information Screen	42
Staff Information Screen	43
Customer Information Screen	44
Ranking Screens	45
Ride Rankings	45
Staff Rankings	46
Shop Rankings	46
Chapter 7: Using the Menu Bar	47
The Park Menu	47
Restart	47
Load	47
Save	47
Park Open (O)	48
Quit (Alt-Esc)	48
The Options Menu	48
Sound FX	48
Advisor (forward slash)	48
Auto Buy Bus (Shift B)	48
Sandbox/Sim/Business	48
Game Speed	48
The Display Menu	49
Ride Purchaser	49
Shop Purchaser	49
Scenery Purchaser	49
Staff Purchaser	49
Shop List (F5)	49
Ride List (F6)	49
Staff List (F7)	49
Park Map	49
Bank Requester	50
Bank Statement	50
Park Status	50
Stock Screen (Shift-S)	50
Research Department (N)	50
Game	50
World Map (M)	50

Chapter 8: Developing Your Park	51
Park Status Screen	51
Using the Park Status Screen	51
Thought Bubbles	51
Stock Screen	54
The Research Department	55
Funding Research	56
Research Vats	56
Negotiation Screens	57
Staff Negotiations	57
make, break or strike	58
Goods Negotiations	59
Chapter 9: The Financial Sector	60
Bank Requester Screen	60
Chapter 10: Year End Charts	62
Red Letter Days	62
Ratings Chart	63
Year End Details Chart	64
Auctions	65
Bankruptcy	65
About Bullfrog	66
Credits	67
Problems with the game	68

Chapter 1: Loading Theme Park

As the world isn't a perfect place we're unable to guarantee that your original Theme Park disks will last until the end of time, so we strongly advise you to **make a back-up copy** of the disks and play the game from these. If you ever experience problems with the back-ups just make another copy from the originals — it's as simple as that!

Backing-up your Theme Park Disks

1. Turn the Amiga ON.
2. Insert your Workbench disk into drive DF0:, and wait for the workbench screen to appear.
3. **If you have a single drive system:** Take out the Workbench disk and insert Theme Park Disk 1 into drive DF0:.

If you have two drives: Simply insert Disk 1 into the other drive.

4. The TP 1 icon appears on the Workbench screen. Place the mouse pointer on this icon and highlight with a single **left-click**.
5. Pull down the Workbench menu from the menu bar. Drag the bar down to **Duplicate** and release.

Note: If you are using Workbench 2.0 or higher, pull down the **Icons** menu. Drag the bar down to **Copy** and release.

6. Follow the on-screen instructions. Depending on your system you may have to swap disks from time to time.
7. When you have copied the disk, **left-click** its icon to highlight it. From the Workbench menu, choose **Rename**. Next, edit the disk name to remove 'Copy_of_' (all 8 characters) so that the disk is called 'TP 1'. Press **Return**.

Note: If you are using Workbench 2.0 or higher, the **Rename** option can be found in the **Icons** menu.

8. Repeat steps 4 - 7 with the rest of your Theme Park disks.
9. **Now put your original Theme Park disks away for safe keeping. Play only from the copies of your original disks. Make sure you leave these write protected with the black tab pushed up (letting you see through the hole) so that no-one accidentally erases them.**

Playing Theme Park from Floppy Disk

Note: Before attempting to load the game from floppy disks, format a blank disk for save games, using the normal Workbench format command. For further information about formatting disks, please consult your Amiga Workbench manual.

1. Insert **Theme Park** disk 1 into drive DF0:
2. Turn ON your Amiga and Theme Park self-boots.

Note: Theme Park supports multiple drives. Should you have any problems with lack of memory, try switching OFF your Amiga, removing all peripherals and memory resident programs (such as virus checkers) and rebooting.

3. After several moments disk accessing, the Theme Park Main Menu screen appears.

Installing Theme Park onto your Hard Drive

There are two ways to begin the installation procedure, either;

1. a. Insert Theme Park disk 2 in drive DF0: .
b. Reset your Amiga.

The Installation program begins automatically.

or

- a. Remove all floppy disks from your Amiga.
b. Turn the Amiga ON.
c. Once the Workbench screen appears, insert Theme Park Disk 2 into any available drive. Double **left-click** the TP 2 icon.
d. Double **left-click** the Install icon.
2. Type in your chosen hard-drive partition and sub-directory – e.g. **WORK:GAMES** (this assumes that your hard-drive partition is called **WORK:** and that you have a directory within **WORK** called **GAMES**). The install program now creates a sub-directory called **TP** and installs the game to:
WORK:GAMES/TP

Note: The default drive partition is **DH0:**. If your hard-drive is named something else such as **WORK:**, erase **DH0:** using the backspace key, and type the appropriate name, in this case **WORK:**.

3. Press **Enter** – the game starts to install.
4. Insert the remaining Theme Park disks, as prompted on screen, to complete the Install procedure.

Playing Theme Park from Hard Disk

Workbench 1.3 users

1. Turn ON your Amiga, and wait for the Workbench screen to appear.
2. Open the Shell or CLI.
3. Change the prompt to your Theme Park drawer. For example, if you installed it to a drawer called TP in a GAMES drawer on your WORK: partition, you would type;

CD WORK:GAMES/TP followed by **Enter**.

4. Type **MAIN** and press **Enter** to start Theme Park.

With Workbench 2.0 or higher

1. Turn ON your Amiga and wait for the Workbench screen to appear.
2. Double **left-click** the drawer into which you had previously installed Theme Park.
3. Using the **right** mouse button, pull down the Window menu and select Show followed by All Files.
4. Double **left-click** the Theme Park icon to start the game.

Chapter 2: Welcome to Theme Park

The Aim of the Game

Simply put, to be the best. To make your Theme Park not only the hottest ticket for thousands of visitors, but the hottest property on the World Map.

At the end of every financial year, you receive a statement on the Year End Chart, rating your Theme Park against 40 rivals in six categories. The categories are:

Richest Park Owner

Most Exciting Park

Most Amenities

Customer Satisfaction

Biggest Park

Most Pleasant Park

Only when you're numero uno in each category have you achieved your aim of constructing the ultimate Theme Park.

Hint

Now that might sound easy enough, but if you think Theme Park's going to be a walk in the park, you couldn't be further from the truth. Success in business requires an awesome eye for detail, and likewise in Theme Park. You need to fine tune every ride and shop for maximum profit margin. Don't forget to check on your finances regularly at the Bank Screen, and listen to the Park Advisor's advice throughout the game, giving you hints on how to make the most of Theme Park.

The Main Menu



Having successfully loaded the game, the Main Menu appears. To select an option, highlight it with the cursor and **left-click** or press the relevant key.

The Main Menu options are:

- F1 Setup New Theme Park – **Left-click** here for the Your Player Details screen.
- F2 Load Game – A **left-click** opens the Saved Game window. To choose which park to re-open, highlight with the cursor and **left-click**. Press **Esc** to return to the Main Menu without loading a game.
- F3 Continue Game – Returns you to the Theme Park you just exited. This option cannot be selected when you first load the game.
- F4 Create a Save Disk - Before your park can be saved, a blank formatted disk must be initialised using the Create a Save Disk option. **Left-click** here and you will be prompted to insert your save disk in drive DF0:. **Left-click** the tick icon to begin the initialisation process.
- F5 See Credits – Find out the names of those responsible for Theme Park.
- F6 Language – **Left-click** here to change the in-game text from English to French, German or Italian.

Chapter 3: Designing a New Park

Highlight F1 Setup New Theme Park and **left-click** for the Your Players Details screen.

Your Player Details

YOUR PLAYER DETAILS	
YOUR NAME	PARK LANDPORT
NICKNAME	LANDPORT
AGE	21
SEX	<input type="radio"/> MALE <input type="radio"/> FEMALE
PARK NAME	BULLFROGS
SIM LEVEL	<input type="radio"/> SANDBOX <input type="radio"/> SIM <input type="radio"/> FULL
PARK VISITORS	<input type="radio"/> HAPPY <input type="radio"/> AVERAGE <input type="radio"/> FUSSY
START LEVEL	<input type="radio"/> EASY <input type="radio"/> MEDIUM <input type="radio"/> HARD
OPPONENTS	<input type="radio"/> NONE <input type="radio"/> 4 <input type="radio"/> 10 <input type="radio"/> ALL
OPPONENTS LEVEL	<input type="radio"/> EASY <input type="radio"/> MEDIUM <input type="radio"/> HARD
FIRST GAME	<input type="radio"/> NO <input checked="" type="radio"/> YES

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Give the park some personality and set-up the kind of game you want to play on the Your Player Details screen.

Use the mouse to highlight a category with the cursor and **left-click**. Alternatively, use the cursor keys to move up and down the list, and left/right to select particular options.

Your Player Details are:

Your Name – Type in your name using the keyboard.

Your Nickname – Type in something witty, abusive or filthy using the keyboard, to a maximum of eight characters. This nickname becomes essential when restoring saved games – it acts like a password and you're unable to restore a game without it.

Age – Lie if you like, but you're only kidding yourself. Enter your age on the keyboard.

Sex – The options are **Male** or **Female**, so no surprises there. Highlight one or the other with the cursor keys, or **left-click** the appropriate box.

Park Name – Type in nothing here and your park's known as Bullfrog's World, but I'm sure you can come up with something a little more imaginative than that. Enter the park name on the keyboard; use **Backspace** to erase incorrect characters.

Sim Level – Choose from **Sandbox**, **Sim** and **Full**. Highlight the desired level of play with the cursor, and then **left-click**.

Sandbox level is very much for beginners. You can enjoy all the fun of the fair and design a park without the stresses, strains and complications that come from visits to the Bank Requester screen. There's no need for Research and your shops can't run out of stock so there's no need to visit the Stock Screen. However, you may still need to take out a loan, and keep one eye on your bank balance to avoid going bankrupt. Needless to say, you're missing out on an awful lot of Theme Park's best features.

Sim level is intermediary. You're involved in Research to develop new park facilities and the Negotiation screens pop up periodically. However, if you visit the Stock Screen you'll find that this feature isn't available to you.

Only on **Full** level do you get to utilise all of Theme Park's options. Now you're not only expected to Research new facilities, but purchase stock for shops as well. On **Full** level, you're playing with the big boys.

Park Visitors – Choose a mood from **Happy**, **Average** and **Fussy** by **left-clicking** the appropriate box. The fussier your customers become, 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 down to you.

Start Level – Choose between **Easy**, **Medium** and **Hard**. This decides 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.

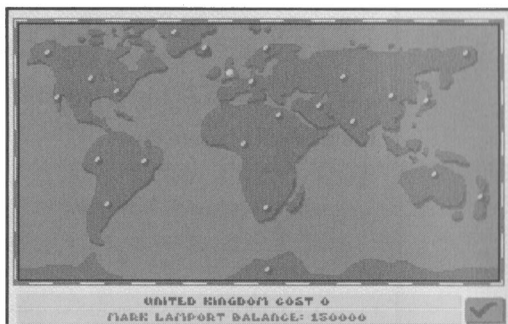
Opponents – **None**, **4**, **10** and **All** are the options here. If you're playing in glorious isolation the game loses its competitive element. The more rival Theme Parks that are out there, the trickier it gets to be best in all six categories.

Opponents Level – This decides how aggressive your opponents are. Choose between **Easy**, **Medium** and **Hard**. You can make life a lot simpler if you hamper the opposition and make them **Easy**, but for a real challenge make **All** the opposing Theme Park owners rock **Hard**.

First Game – **No** or **Yes**. If you select **Yes** you're given a Tutorial by the Park Advisor when you enter the park to help get you started (see *Tutorial*).

When you've finished entering Your Player Details, **left-click** the Tick icon for a look at the World Map.

Where in the World?



On the World Map available sites are marked in yellow. Red dots mark locations you currently can't afford, while sites occupied by other Theme Park owners are marked in 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. The more salubrious and desirable the location, the greater the initial cost. No surprise then that it costs nothing to setup a park in Britain – this is your only option the first time you play Theme Park.

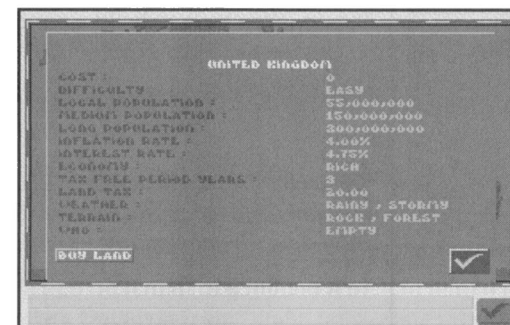
Left-click a red or yellow dot for details of the site and the country in which it's located (see *Site Details Screen*). **Left-click** a blue dot for a look at parks already in existence on the Park Details Screen.

When you find a site you're happy with, **left-click** Buy Land. This location appears on the World Map as a golf ball about to be teed off. To leave the World Map for the park itself, **left-click** the Tick icon.

Hint

A site close to a large European or North American city is going to be an easier proposition than one in Antarctica, but these are also the most expensive sites. So when choosing a location, make certain you've enough cash left to develop the site and haven't blown it all beforehand. The cheaper the site, the more you have to spend to make a success of it, but Theme Park is all the more challenging when you've difficult terrain and a remote location to overcome.

Site Details Screen



This lists all the factors which could effect the success of a Theme Park built on a particular site, specifically population, economy and climate:

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

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

Medium Population – Further down the line, a medium-sized park could attract visitors from further afield.

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 better, because an inflation rate of 100% means that your overheads 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, Poor or Medium. This indicates how much cash customers will have to spend in your Theme Park, and the worse the economy the less disposable income is available.

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 you'll pay less tax.

Weather – Rainy, Sunny, Stormy, etc. The better the weather, the more likely people are to venture out of their homes and into your park.

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.

Hint

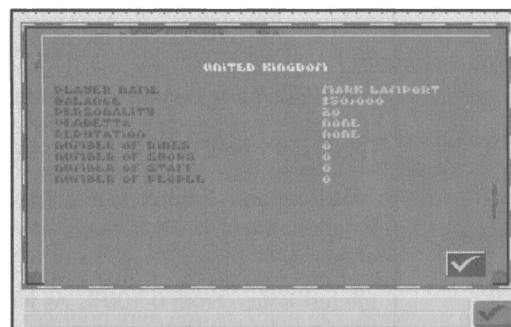
The larger the population able to access the park, the more stable the economy and the more pleasant the climate, the easier it is to make a go of your Theme Park.

To leave the Site Details screen:

Having digested all the information on the Site Details screen, **left-click** the Buy Land icon to accept the site. The Park Details appear on screen (see *Park Details Screen*).

If you're not happy with a site, **left-click** the Tick icon to return to the World Map and check out another location.

Park Details Screen



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

Player Name – That's you (or your opponent) that is.

Balance – As in 'bank'. The amount of money available for development of the site.

Personality – Rated on a scale of 0-100.

Vendetta – Are there any established rivalries between park owners?

Reputation – Good, bad or indifferent. If this is your first Theme Park you haven't got one, but any subsequent parks are measured against previous efforts.

Number of Rides – Check up on how many rides are in the park by looking here.

Number of Shops – See above

Number of Staff – See above the above.

Number of People – How popular are your Theme Park rivals? As for any new park, until the main gates are thrown open there'd be more visitors to a plague pit.

To leave the Park Details screen:

When you've taken it all in, **left-click** the Tick icon and it's back to the World Map.

Once you've bought a plot, **left-click** the Tick icon at the World Map and you're in the park.

Tutorial

When completing Your Player Details, you're asked whether this is the first time you've played Theme Park (see *Your Player Details*). Choose **Yes** for a tutorial from the Park Advisor when you arrive at the Park Screen.

Following the Tutorial:

The Park Advisor guides you through the tutorial step-by-step. First of all you're shown how to lay paths.

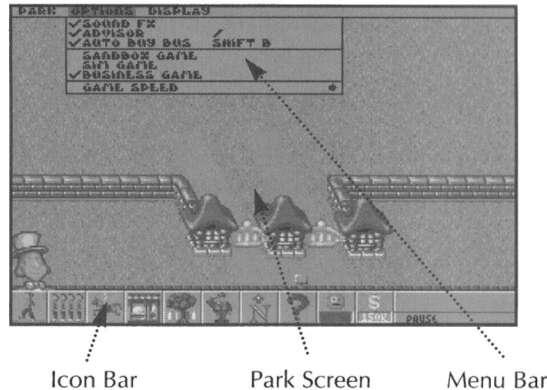
Next, place the first Ride. This is the Bouncy Castle. Place Entrance and Exit icons as instructed. Now connect the Ride to the network of Paths you've created with a Barrier.

You must now choose a location for a Mr. Walley ice cream stand. Again the Park Advisor instructs you how to do this. Then hire three members of staff – an entertainer, 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.

To skip the Tutorial, choose **No** when asked whether it's the first time you've played at the Your Player Details screen.

Chapter 4: In the Park



So you've chosen a location and you're in the park. The site is currently a flat lot of nothing 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 Icon Bar

The Icons Bar at the bottom of the screen is the key to creating your Theme Park. From left to right the icons are for: paths, queues, rides, shops, park features, staff, the overview map, query, park status and the Bank Requester screen.

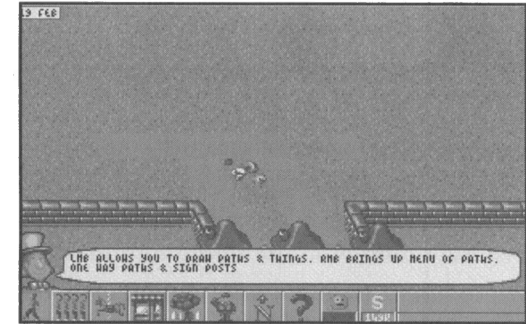
Laying Paths

Before you can do anything else, 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).

Hint

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: Paths cannot be laid where natural obstacles such as rocks block the way.



Left-click the Paths icon to lay plain, ordinary concrete. The cursor becomes a trowel.

Right-click the Paths Icon to switch between sign-posts and one-way paths. These cost extra, but you don't need these until later in the game when vast numbers of punters need clear directions, so save your money at first.

When you select sign-posts, the sign post icon attaches itself to the cursor and flashes until it's given a sense of direction, which you do by **left-clicking** on a shop, ride or feature. Now move the post to the desired position in the park and place it with a **left-click**; wherever it's placed, the sign points to the chosen amenity. **Left-click** 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.

Right-click on the Paths Icon again to select one-way paths. The cursor becomes an arrow. To lay a one-way path, **left-click** a path square and then orientate the arrow in your preferred direction with additional **left-clicks**.

Note: Remember to re-select normal paths from the Paths Menu after selecting one-way or sign-posts by **left-clicking** on the Paths Icon.

To lay paths:

The trowel cursor has a path square attached. **Left-click** to lay single squares of concrete. Alternatively, click and hold the **left** mouse button and then scroll around the park with the trowel; a path square is laid wherever the trowel does its digging.

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

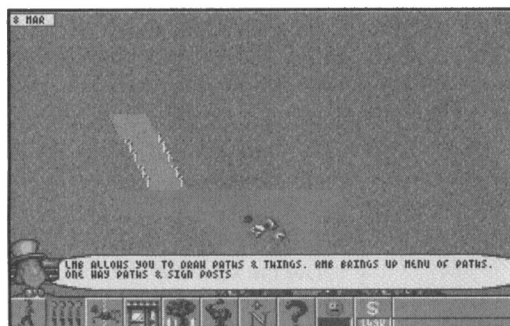
A border of flowers grows around paths once the disturbance of the digging has stopped.

To remove paths:

To remove a path square, highlight it with the trowel cursor and **right-click**. You cannot delete the original area of path 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 the end of each month.

Forming a Queue



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.

Hint

There's a good deal of psychology involved when forming queues. It's difficult to judge the length of a long queue which doubles back on itself, and punters may join then become irritated by the wait and leave. Short queues move people through the ride more quickly, but as the ride is always full some people may not have the chance to try it out at all. As always in Theme Park, it's a balancing act.

To place queues:

Highlight the Queue icon with a **left-click**.

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 the **left** mouse button and scroll around the screen to place a queue, highlight and **right-click** to remove a section of the queue.

Note: A queue must always be placed from a path to the start of a ride.

Selecting Rides



Only three of Theme Park's rides are available at the start of the game. In Full and Sim mode, you can only add to the number of rides available by investing in Research (see *Research Department*). At Sandbox level, more rides are added to the list at the end of each financial year.

To access the Rides Purchaser:

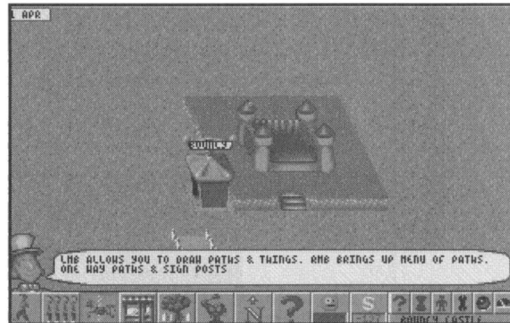
Left-click the Ride icon for the Rides Purchaser screen (see *Purchaser Screens*) and some in-depth information about the attractions currently available to you.

Left-click an item from this menu to select your ride. Each one has a price tag; if you don't have enough cash for a particular ride, the ride icon has a red background. Having made your decision, the Rides Purchaser disappears and the chosen attraction is stuck to the cursor like chewing gum to a set of false teeth.

To place a Ride:

Left-click in area of the park large enough to accommodate the ride. You now need to place the ride's Entrance and Exit.

To Place the Entrance:



Once a ride has been positioned, the entrance icon appears. Moving the mouse lets you move the entrance anywhere around the ride, and a **left-click** locks it in place. To move the entrance again, choose the appropriate icon from the Information screen (see *Information Screens*).

You can change the orientation of the Entrance of User-Definable rides (see *User-Definable Rides*).

To Place the Exit:

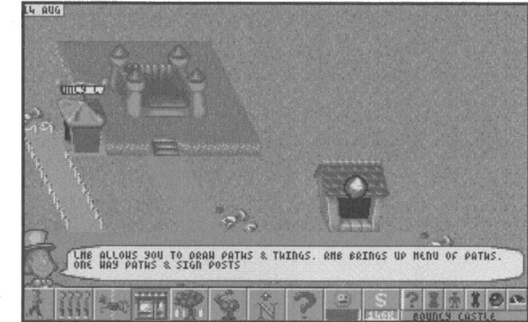
The Exit is a short flight of steps that takes your punters back to terra firma. Place this as you did the Entrance. Remember, you **MUST** link every ride's exit to a path or when your punters leave the ride they become lost and mill around on the grass.

Once the ride's Entrance and Exit have been placed, the Tune-Up icons on the far right of the Control Bar become active. See *Tune-Up Icons* for details of their functions.

To Remove a Ride:

If you've changed your mind about a particular ride, or its in real danger of blowing up due to old age, remove it by **right-clicking** on its entrance. If the ride is less than a month old, its purchase price will not be deducted from your balance.

Buying Shops



Shops fall into two categories: Food & drink stands (for which you must purchase stock when playing in Full mode— see *Stock Screens*) and souvenir shops. While it's the thrill rides that draw in the crowds, you need to keep visitors happy (and earn extra bucks) by supplying refreshments, and hopefully entice them into going home with a Theme Park souvenir or two into the bargain.

Hint

Food and drink stands are essential to the running of your park, as people will head for home if they can't get a drink and a bite to eat.

Hint

Visitors only buy souvenirs if they're having a good time, so place souvenir shops near to your park's best rides and watch the money roll in.

To purchase a Shop:

Left-click the Shop icon for the Shops Purchaser screen (see *Purchaser Screens*) and an in-depth look at the available shops.

Left-click an item from this menu to select a shop. Each one has a price tag; if you can't afford the chosen shop, its icon has a red background. Having made your selection, the Shop Purchaser disappears leaving you to place the shop where it's likely to attract the most custom. A **left-click** does the job.

Park Features



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

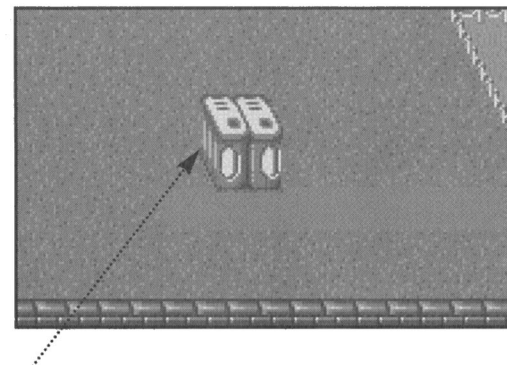
To purchase Park Features:

Left-click the Park Features icon for the Features Purchaser screen (see *Purchaser Screens*).

Left-click an item from this menu, and then click once on the Park Screen for every tree you want planting. If you're digging a lake, hold down the **left** mouse button and scroll through the park.

Right-click to remove any piece of scenery or facility placed in error.

Toilet Training



Super Toilet

With all the food and drink you (hope to) sell, visitors are going to need somewhere they can relieve themselves. 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.

Inject some cash into upgrading Park Features in the Research Lab (see *Research Department*) and soon your customers are relaxing on the luxurious, hi-tech Super Toilet. This 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.

Woe betide the Theme Park owner who forgets to have these toilets cleaned. It isn't long before the Super-Toilet stinks to high Heaven. And if placed upwind of the queasy stomachs that often emerge from the more thrilling 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.

Hiring Staff



Think you can run this park alone? Think again! There's no way you can offer the levels of service and satisfaction that your paying customers expect without staff. Admittedly, in the early stages you might be able to get away with a skeleton staff but as the litter begins to mount and the hundreds of pounding feet take their toll on the rides, you'd better have someone to pick up the pieces.

You can hire entertainers, handymen, mechanics and guards. Each have specific duties (for an explanation, see *People in the Park*), but they're all there to help things run smoothly.

To hire Staff:

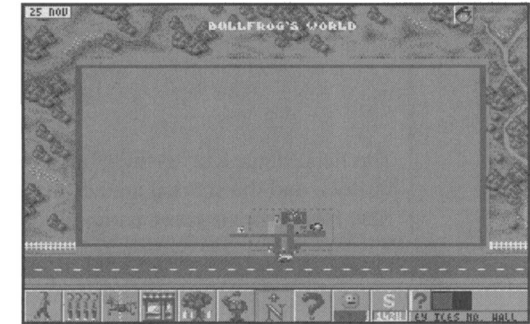
Left-click the Staff icon for the Staff Purchaser screen (see *Purchaser Screens*).

To place staff in the Park:

Left-click a member of staff from the Staff Purchaser screen; they become attached to the cursor. Next, **left-click** once on the Park Screen for every worker in that category you wish to employ.

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

Overview Map



A **left-click** to this icon brings up an overhead view of the entire park. Use the mouse to move the highlight box anywhere on the map, and then **left-click**. You return to the Park Screen at this new location.

Query Mode



Left-click the Query icon and the cursor becomes a question mark. Move the cursor over any ride, shop or staff member and **left-click** to activate the Tune-Up icons. Depending on the object that has been queried, not all the Tune-Up icons will be active (see *Tune-Up icons*).

Whenever anything is queried, its name appears in the text bar beneath the Tune-Up icons.

Park Status Icon



The Park Status icon's smiley face reflects the mood of the park visitors, and the shaded area of the box below indicates how full the next bus to arrive at the park will be. The thin red line spreading from the bottom right of the mood box shows the area of the park occupied by the paying public. When the whole box is filled in red, your park's full to bursting.

Left-click the Park Status icon for the Park Status screen (see *Using The Park Status Screen*).

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? **Left-click** this icon and the Bank Requester screen appears (see *Bank Requester Screen*).

The figure beneath the icon is your current bank balance. At the end of every calendar month this figure is updated, with money coming in shown in black and deductions displayed in red.

Right-click the Bank Requester icon for the Bank Statement screen (see *Bank Statement*).

Tune-Up Icons



Information Timer Rider Spanner On/Off Speed

When an object in the park has been queried, 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 member of staff and let you fine tune their performance.

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

Tune-Up icons specific to rides are, from left to right:

Timer – the whole hour glass is filled in red. **Right-click** the icon and the sands of time begin to run out, reducing the length of the ride with each click. **Left-click** to increase the length of the ride again when the queue has subsided.

Hint

Reducing ride length increases the number of visitors who can use the ride, although it risks their dissatisfaction. Do this only when a popular ride has a long queue to prevent people from drifting off.

Rider icon – adjust the number of punters you can cram onto a ride before it starts. **Left-clicks** increase the number of people on the ride, **right-clicks** decrease it when safety levels are being exceeded.

Hint

Don't try and exceed the ride's maximum capacity, as set down on the Purchaser Screen.

Spanner 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 numbers using it and the ride speed.

Hint

Clicking on the spanner icon instructs a mechanic to go and repair the ride. When there's a man on the job, the mechanic's head appears over the On/Off icon for a brief moment.

On/Off – turn a ride on or off with a click to this icon with either mouse 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 – **right-clicks** increase the revolutions per minute of your rides. If things become a little too exciting for the ride users and your park is in danger of drowning beneath a sea of vomit, retard the ride's speed with **left-clicks** to this icon. Changes to ride speed take immediate effect on the Park Screen.

Tune-Up icons specific to staff are:



Pincer icon – **left-click** here and the cursor becomes a set of pincers with the queried staff member attached. You can now reposition them anywhere in the Park Screen with a **left-click**.

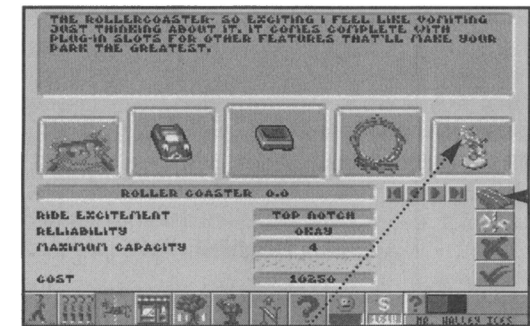


Repair icon – for mechanics only. **Left-click** this and then **left-click** a ride in need of some attention to send the queried mechanic to work.

Hint

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



ride icon

With User-Definable rides you get to design the ride for yourself, rather than just place it in the Theme Park. There are two kinds of User-Definable rides: Roller-Coaster and Flat Track, and they're built using different methods.

BUILDING A ROLLER-COASTER

Left-click the Roller-Coaster icon in the Rides Purchaser and the first 5 sections of track appear, complete with entrance booth. A **left-click** locks this first section in place.

Note: You can't raise or lower the first pieces of a Roller-Coaster.

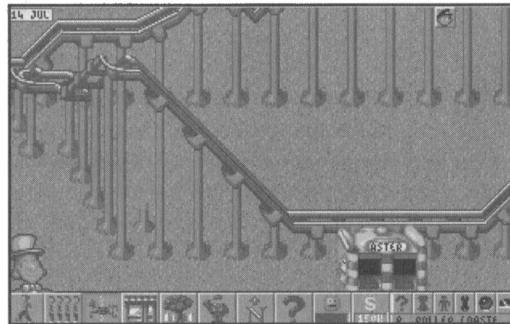
Hint

Right-click the first section of track to change the orientation of the entrance. You can **right-click** as many times as you like to rotate the first section and build your ride in a different direction.

Now scroll around the park and lay down the track with **left-clicks**, 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 **right-clicks**. Once you have completed your ride, open it to the public by **left-clicking** on the On/Off button in the Tune-Up Icon (see *Tune Up Icons*).

Note: If the Year End screen interrupts the construction of a Roller-Coaster, you must access the Ride Purchaser screen to complete a circuit of track. Select the Track icon with a **left-click**, and when the action returns to the Park Screen you're then able to finish off your ride.

Adjusting Height



You can adjust the height of the Roller-Coaster when a circuit has been completed. **Left-click** the base of a section of track to elevate it one increment, and continue to **left-click** until it reaches the desired altitude.

Right-click the base of a section of track to reduce height one increment at a time. A **right-click** at the lowest level removes that section altogether. To adjust the height of the Roller-Coaster after opening, you need to first stop the ride using the appropriate Tune-Up icon.

Improving your roller-coaster

You can also research a Loop-the Loop for the Roller-Coaster, but again you must stop the ride before you can fit it.

Once the Loop-the-Loop has been researched, it appears in the Rides Purchaser screen. **Left-click** 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 **left-click**.

Building a Flat Track Ride

The Flat Track rides are the Rubber-Tubing and Race Car ride, which have their own icons. To build a Flat Track ride, first bring up the Rides Purchaser and centre it on the desired ride. Click on the track icon that appears on the right hand side of the screen, and then complete a circuit, as if laying a path. You must complete a circuit and then finish the ride by adding an entrance. Return to the Ride Purchaser and **left-click** the Ride's icon. An entrance booth will attach itself to the mouse cursor, and you can join it to a suitable part of your circuit with a **left-click**.

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 right, and the exit the left – you don't want people walking into one another as they try to get on and off your expensive 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, and the height to which the track is elevated.

The current cost of the ride is displayed in the text bar beneath the Tune-Up icons. Keep an eye on this figure and make sure you have the budget to cover it. Only when you open the ride to the public is the final price fixed. So you can add and take away, raise and lower sections of track to your heart's desire but are charged only for the final number used in the ride.

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:

Press **O** on the keyboard. Press **O** again to close the gates.

or

Use the Park menu in the Menu Bar at the top of the screen (see *Using the Menu Bar*).

To pause the game:

Press **P**

Hint

Don't just open the park 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, hurriedly laying paths and setting up rides. Customers are annoyed by the lack of facilities, and the bad word of mouth is hard to live down.

Chapter 5: 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.

Hint

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.

Entertainers

The Entertainers are dressed up as Chicken-men. It must be sheer hell inside one of those suits and not easy to keep smiling, but that's exactly what their job entails. 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 labelled 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.

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, blow-torch in hand.

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 centre of any industrial dispute, but they're essential to the smooth running of your Theme Park.

To repair a ride:

Query a mechanic and **left-click** the Repair icon from the Tune-Up icons; the cursor becomes a spanner. Now **left-click** the broken ride and watch as a highly-skilled mechanic rushes to repair it. You can also Query the ride itself, and then **left-click** the Spanner icon from the ride Tune-Up icons.

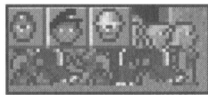
Hint

It's extra important to look after your rides, because 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 can't be re-built on afterwards.

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.

Staff-Check Icons



Use the Staff-Check Icons in the top right of the Park Screen to keep an eye on your employees. There's a Staff-Check Icon for each category of employee within the park except for guards, who remain static and so can't wander off.

Left-click to zoom the park view to the nearest staff member in that category; repeated **left-clicks** let you check up on all of them.

Hint

*When the Research icon appears beside the Staff-Check icons and a bell rings, it means that research on a new item has been completed. **Left-click** this icon for Information on the new amenity.*

Customers



The whole point of all this effort is to attract as many people 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. However, bump the prices too high and you could be host to consumer association investigators. Worse still, make the rides too death-defying, and a rabble of thrill hungry bikers could move in.

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 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 offence.

Hints

Hell's Angels 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.

Consumer Association Reps

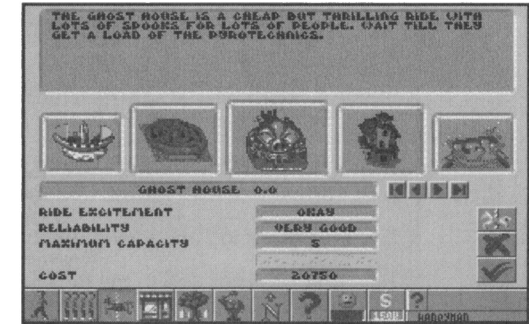
If your park is developing a bad reputation, whether it be for high prices or poor quality, spies from a consumer association infiltrate to check the place out. They can be spotted by a sharp-eyed park owner by the official consumer association clipboards they refer to as they exit every ride. To beat 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 recognising and responding to your customers' demands, see *Using The Park Status Screen*.

Chapter 6: Purchaser Screens

There are Purchaser Screens for Rides, Shops, Staff and Park Features. **Left-click** the relevant Control Bar icon, or access the Park Menu (see *Park Menu*) to bring up Purchaser Screens.

Ride Purchaser



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

Single **left-clicks** to the Scroll icons take you forward and back through the rides one at a time. **Left-click** 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.

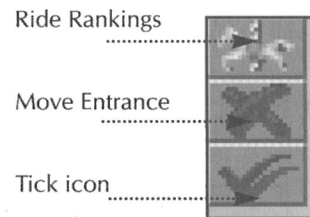
Ride Excitement – boost this for extra thrills or slow it down and ensure reliability.

Reliability – the less reliable the ride, the more often it'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.

Ride 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.

Purchaser Screen Icons



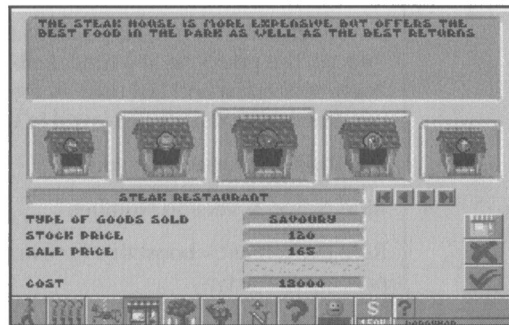
Running down the right hand side of the Purchaser Screen are various icons. **Left-click** any one for further details.

Ride icon – a **left-click** takes you to the Rankings screen, where all your current rides are ranked and rated (see *Rankings Screen*).

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 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:

Type of goods sold – 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.

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

Cost – what the shop 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*):

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

Balloon world

Big Time burger*

Big Time fries*

Coffee shop

Gift Shop

Mr Walley ices*

Novelty shop

Pokey Cola*

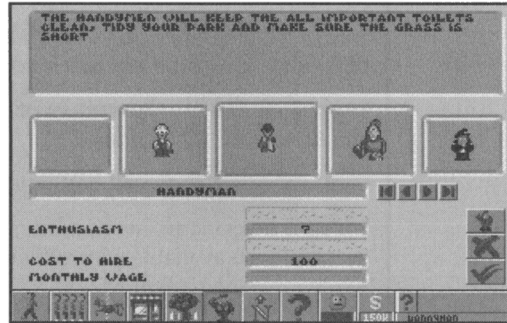
Saloon*

Steak Restaurant*

Hint

The key to maximising profit from food and drink shops is the adjustable category each one contains. Check out the Information screen section for details.

Staff Purchaser



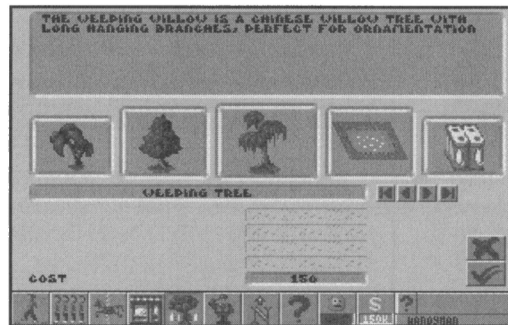
On the Staff Purchaser information includes:

Enthusiasm – rated in various categories. The lower the rating, the more likely your staff are to down tools and call a strike. Low wages and poor conditions are the factors which effect worker morale.

Cost to hire – present cost of hiring a staff member from a given category, 0-1000.

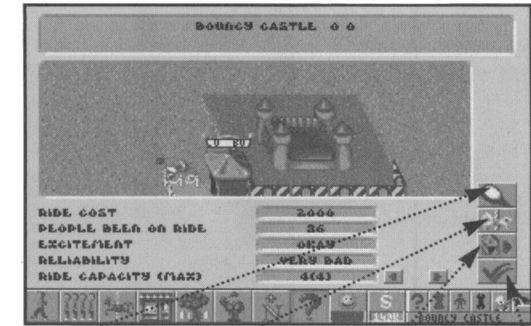
Monthly wage – you pay to hire them, and then they want wages every month too! Is it any wonder you're losing your hair – they're bleeding you dry.

Features Purchaser



Here you will find a brief description of each feature, along with purchase price.

Information Screens



Go To icon Ride Rankings Move Entrance Tick icon

Left-click the Information icon from the Tune-Up bar and the relevant Information Screen appears. There are Information Screens for all rides, shops, staff and customers.

Ride Information Screen

The categories of information available are:

Ride Cost – the amount each park visitor has to cough up to use the ride.

People Been On Ride – the total number of park visitors who've used the ride. If it's 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 repair.

Ride Capacity – increase or decrease this as you see fit with **left-clicks** to the up or down arrows.

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

Go To icon – **left-click** here to centre the Park Screen on the Queried ride.

Ride Rankings – **left-click** for the Ride Rankings screen, where you can compare the performance of your park's rides (see *Rankings Screens*).

Move Entrance icon – reposition the entrance to a ride by **left-clicking** this icon. The view returns to the Park Screen, where you can more effectively place the ride's entrance and exit.

Tick icon – **left-click** this and it's back to the Park Screen.

Shop Information Screen



Query a Shop and the Tune-Up icons are replaced with a bar showing the volume of stock remaining – the less green on show, the lower the stock volume.

At the Shop Information screen 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. When you're all out, you're just given the unit cost for replacement stock.

Sale price – raise or lower the cost to the consumer with **left-clicks** to 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'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 a buzz and get them moving around your Theme Park more quickly.

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

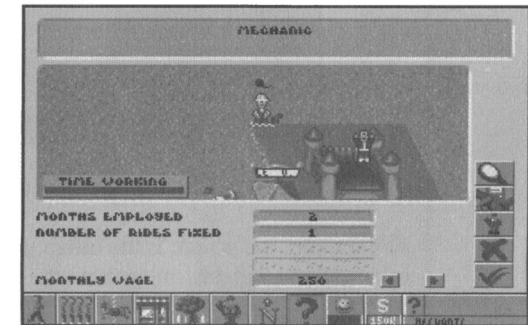
Go To icon – **left-click** here to centre the Park Screen on the Queried shop.

Shop Rankings – **left-click** for the Shop Rankings screen, where you can compare the performance of your park's shops (see *Rankings Screens*).

X icon – return to the Park Screen without taking into account any adjustments.

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

Staff Information Screen



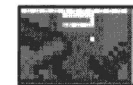
The categories of information available here are:

Months employed – how long has this dead-beat been on the payroll?

Monthly wage – adjust this by **left-clicking** the up and down arrows.

The icons on the right are:

You're Fired!



Go To icon – **left-click** here to centre the Park Screen on the queried staff member.

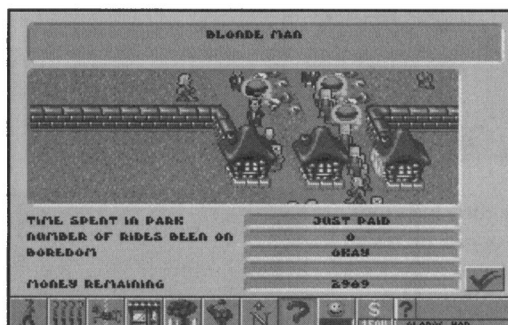
You're Fired icon – show ineffectual workers the door, and give them a helping boot through it, by **left-clicking** this icon.

Staff Rankings – **left-click** for the Staff Rankings screen, where you can compare the performance of your park's employees (see *Rankings Screens*).

X icon – a **left-click** here puts you back on the Park Screen, ignoring any changes made.

Tick icon – **left-click** this 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'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.

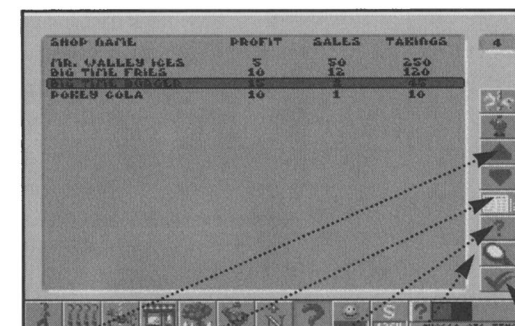
Money remaining – customers can arrive with up to 2,000 burning a hole in their pocket. Don't let them leave with much of it remaining.

Hint

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.

Tick icon – **left-click** this to return to the Park Screen.

Ranking Screens



Scroll arrows Sort Order Information Go To icon Tick icon

Left-click 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. Duh.

Users – number of punters 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.

Left-click up and down arrows to scroll through the list.

Left-click Sort Order to rank rides, shops and workers according to profitability.

Left-click the Information icon and it's back to the Information screen.

Go To icon – highlight a ride, etc. from the list and then **left-click** here to jump to this ride on the Park Screen.

Left-click the Tick icon and you're back in the park.

Staff Rankings

On the Staff Rankings screen workers are rated according to:

Working – how hard a member of staff is working. As with all percentages, it's 0-100%.

Wage – however little you're paying them, you're going to think it's too much.

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

Shop Rankings

This ranks shops according to:

Shop Name – not a tricky one this.

Profit – which of your retail outlets is making you the most money.

Sales – volume of sales. If you're still only turning a tiny profit, it's time to increase prices.

Takings – the amount of cash the tills have rung up.

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

Chapter 7: Using the Menu Bar



The game date is constantly on display in the top left corner of the Park Screen, but the top of the screen also hides the Menu Bar. To activate this, move the cursor to the top of the screen and **left-click**. Three menu options are revealed: Park, Options and Display.

The Park Menu

With the Menu Bar activated, **left-click** Park for the Park Menu, highlight the chosen option with the cursor and then **left-click**. The Park Menu options are (key commands in brackets):

Restart

Got off to a really bad start? Restart the game with this option and you're returned to the Park Screen.

Load

Highlight Load and the Saved Games window opens. Scroll down with the mouse to highlight the game you want to resume, 0-9. **Left-click** and the Theme Park saved to that slot immediately re-opens for business.

Save

Highlight Save and the Slot window opens. Scroll down with the mouse to highlight a vacant slot, 0-9. **Left-click** now and all your hard work is safely preserved until later.

Park Open (O)

Left-click Park Open, the main gates spring aside and the punters flood in.

Quit (Alt-Esc)

To Quit the current game and return to the Main Menu, highlight Quit and **left-click**.

The Options Menu

A tick indicates which options are active.

Sound FX

Scroll down to highlight Sound FX and then **left-click** to toggle ON or OFF.

Advisor (forward slash)

You can turn off the Park Advisor by pressing **forward slash** on your keyboard. Alternatively, highlight Advisor from the Park Menu and **left-click**.

Auto Buy Bus (Shift B)

Researching facility upgrades provides you with bigger buses, but you still need to purchase the new model when it's made available. Either **left-click** on the old bus to achieve this, or make sure this option is activated.

Sandbox/Sim/Business

You can switch to an easier or more difficult version of the game at any time. However, every time you drop a skill category you lose 10% of your bank account. And just in case you were wondering, there's no subsequent increase in your bank account should you move up a level.

Game Speed

Is all this frantic activity becoming a little too much? Highlight Game Speed, scroll right and **left-click** Slow. Is the action just not coming thick and fast enough for you? Highlight Game Speed, scroll right and **left-click** Fast. To return the game to normal speed, select Normal.

The Display Menu

Ride Purchaser

Highlight Ride Purchaser with the cursor and **left-click**. The Ride Purchaser screen appears (see *Purchaser Screens*).

Shop Purchaser

Highlight Shop Purchaser with the cursor and **left-click**. The Shop Purchaser screen appears (see *Purchaser Screens*).

Scenery Purchaser

Highlight Scenery Purchaser with the cursor and **left-click**. The Scenery Purchaser screen appears (see *Purchaser Screens*).

Staff Purchaser

Got the idea by now? Highlight Staff Purchaser with the cursor and **left-click**. Lo and behold, the Staff Purchaser screen appears (see *Purchaser Screens*).

Shop List (F5)

Highlight Shop List with the cursor and **left-click** for a look at all of your Theme Park's shops.

Ride List (F6)

Highlight Ride List and **left-click** for a list of all the park's rides.

Staff List (F7)

Highlight Staff List and a **left-click** brings up a list of all the good folk you have working for you.

Park Map

Want to enjoy the kind of view only a.) a bird or b.) someone looking through the wrong end of a telescope from a hot-air balloon would normally enjoy? Highlight Park Map from the Display Menu and give the left mouse button a good click. Alternatively, simply **left-click** the Park Map icon from the Icon Bar.

Bank Requester

Highlight Bank Requester and **left-click**. The screen that appears is identical to the one that pops up by **left-clicking** the icon conveniently situated in the Icon Bar at the bottom of the screen.

Bank Statement

You can also access this by **right-clicking** the Bank Requester icon from the Icon Bar.

Park Status

As well as using the icon in the Icon Bar, you can also access the Park Status screen by highlighting this option and **left-clicking**.

Stock Screen (Shift-S)

Instead of accessing the Stock Screen via the Park Status screen, you can go direct by highlighting this Display Menu option and clicking the left mouse button.

Research Department (N)

Similar to Stock Screen (above) in that a **left-click** to this option allows you to enter the Research Department without opening the Park Status screen.

Game

Left-click here to return to the fun on the Park Screen.

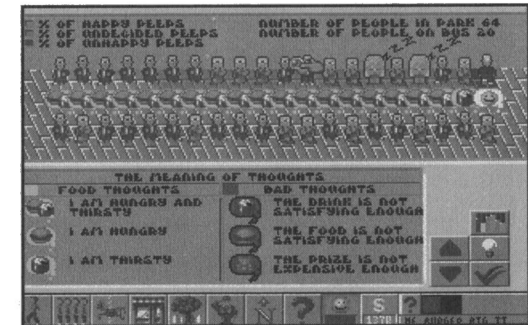
World Map (M)

Take a look at the World Map by **left-clicking** here.

Chapter 8: Developing Your Park

It's not as if you haven't enough to be going on with at Sandbox level (see *Your Player Details*), but Sim level introduces a whole new set of challenges. Now you're required to control the development of your park, responding to consumer needs and controlling spending on stock and research. There are tricky negotiations with staff and suppliers to conduct – mess those up and it could cost you.

Park Status Screen



The Park Status screen is key to understanding the needs of your customers, and if you don't keep them happy your park isn't going to last too long.

To access the Park Status screen:

Left-click the Status icon from the Icon Bar.

Using the Park Status Screen

At the top of the screen are two rows of little peeps. The back row shows the % of happy visitors, the % of undecided visitors and the % of unhappy visitors, with a key to the different colours. When more people leave your Theme Park dissatisfied than happy, take it from me you're in a heap of trouble.

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. To scroll through the list, **left-click** the up and down arrows.

Here's a complete listing 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 (grey)



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 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 icon

Research icon

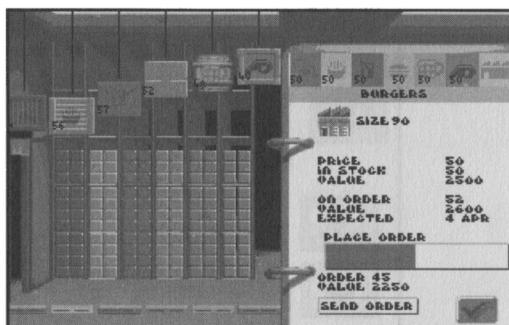
Use the icons on the right to access the Research and Stock screens with a **left-click**.

To return to the Park Screen, **left click** the Tick icon.

Hint

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 yawning. If park visitors begin to yawn, it's 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.

Stock Screen



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

To access the Stock Screen:

Open the Park Status screen.

Next, **left-click** the Stock Screen icon and you're in the warehouse ready to fill it to the brim with goodies.

At the top of the order form are the categories of stock available. These are: 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:

Left-click 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 clicking on the Place Order bar. The number of units in the order and the volume of order figures below the bar update automatically.

Left-click Send Order to confirm purchase.

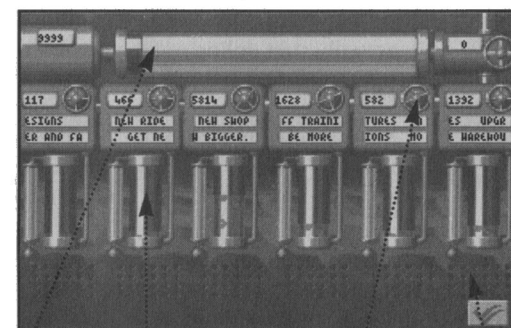
It takes a little while for stock to arrive. As the pallet is lowered into the warehouse, don't change the order. If you do, the current order is cancelled and you're back to square one waiting for the new shipment. By that time the cupboard could be bare, your customers might go hungry, and you're certainly going to miss an opportunity to make some moolah.

All stock purchases are placed in the appropriate section of the warehouse; when the boxes reach the ceiling there's no room for any more stock in that category. Don't order too much stock as you're charged for any over-capacity and the goods purchased are just left to rot if there's no space to house them. Remember, though, that you can increase warehouse capacity by researching facility upgrades (see *Research Department*).

Note: The only item of stock you don't have to buy is coffee, of which you have an inexhaustible supply.

When you're done ordering stock, **left-click** the Tick icon to return to the Park Screen.

The Research Department



Research Pump

Research Vats

Valves

Research Graph

The secret laboratory of your Theme Park's Research Department is where you inject much-needed cash into developing more amenities for your park. New attractions are the life blood of any Theme Park, so unless you invest you're soon going to fall behind in the thrill stakes. But research isn't only about the big rides; you can invest in everything from new shops to better lavatories and bigger buses to bring the punters to your door. They're all vital to the success of your park.

Hint

In the full business game you won't get any new rides unless you pump money into Research. And how are you going to hold your head up among your fellow Theme Park owners with only a Bouncy Castle and a couple of slides in your park?

To access the Research Lab:

Left-click the Research icon on the Park Status screen or press **N**.

Funding Research

Adjust the amount of juice with the Research Pump.

Left-click along the length of the pump to alter the amount of red stuff in the tube, or click and hold the **left** mouse button then drag the plunger up or down. You can also **left-** or **right-click** on the centre of the wheel to move the plunger in and out and fine-adjust the amount of juice.

The figure on the left shows the amount per month you're 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 dosh.

Hint

Keep an eye on the amount you spend on research, as the money invested is deducted from your bank account every single month. And at a maximum of 10,000 a time, it soon adds up!

Research Vats

There are six Research Vats, all thirsty for cash. To divert money from the Research Pump into the vats, **left-click** along the length of the vat, or use the valve.

The six Research Vats are for:

Upgrade Ride – 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 – Are your staff sullen? Disorganised? Lacking in motivation? Improve the service they offer to customers by pouring money into this Research Vat.

New Features – Develop more exotic plant life by spending money here.

Upgrade Facilities – Enlarge your warehouse to benefit from the economies of scale you achieve 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 on show, the nearer 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've achieved the maximum level of Research possible from that vat. However much more you spend, enhancements have come to an end.

Leaving Research

To exit the Research Department and leave the boffins to get on with it, **left-click** the Tick icon and it's back to the park.

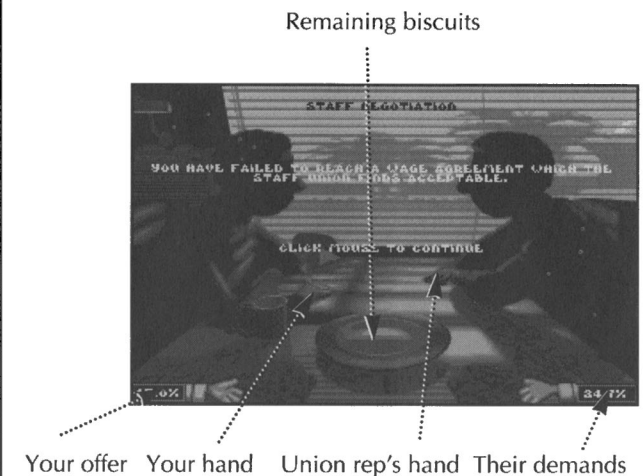
Hint

When ride upgrades are complete, you'll notice the version number has gone up on the Ride Information screen. The maximum version number for each ride is 6.0.

Negotiation Screens

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



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

You sit on the left, across the table from the Staff Union organiser. 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.

To raise your offer:

As the seconds tick rapidly away, **left-click** ahead of the outstretched hand to raise your offer a single percentage point at a time.

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.

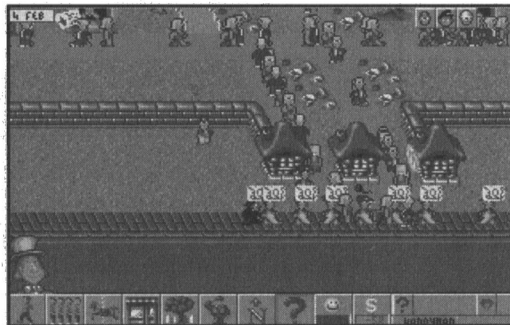
To lower your offer:

Left-click behind the outstretched hand to reduce your offer a point at a time.

Make, break or strike

If you're 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 worker.

Left-click now to return to the Park Screen.



If you fail to make a settlement, the Negotiations Failed message appears. Click the left mouse button and the action returns to the Theme 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

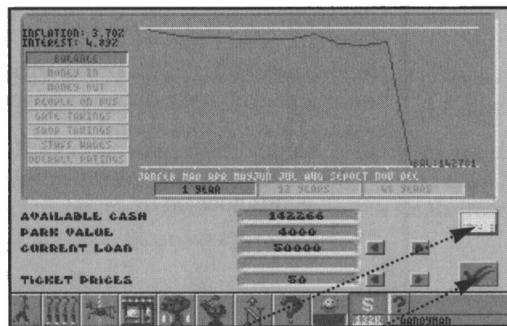
Goods Negotiations are performed in exactly the same way as Staff Negotiations (see above) and the penalties for failing to make a deal are just as severe. Unless both parties leave the table happy before the biscuits have all been dunked and munched, no goods are delivered to your Theme Park's shops!

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

Chapter 9: The Financial Sector

Choose Full from the Your Player Details screen (see *Your Player Details*) 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.

Bank Requester Screen



Statement Screen Tick icon

Regular visits to the Bank Requester screen, however daunting, are essential to the effective financial control of the Theme Park. You may have had unpleasant experiences at the bank, sat in an uncomfortable leather chair while the beady eye of the man who holds the purse strings bears down on you. But fear not – the Theme Park bank manager is cut from very different cloth. He puts you in touch with the financial realities in no uncertain terms (and the grimmer the reality, the less uncertain the terms become), but he also gives you invaluable advice that could save your park and keep you solvent.

Using the Bank Requester screen:

Left-click the Bank icon from the Icon Bar for the Bank Requester screen.

The graph shows your park's bank balance, based on overheads 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. **Left-click** a box to add information to the graph. **Left-click** again to remove information.

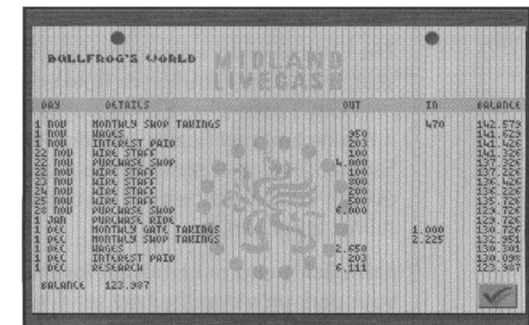
Beneath the graph are listed:

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

Current Loan – increase the amount you owe the bank with a **left-click** to the up icon. If you're feeling a bit flush and park profits have increased, you may want to reduce your loan and cut down on interest payments. **Left-click** the down arrow and the loan figure drops accordingly.

Ticket Prices – the mainstay of your park's profitability. **Left-click** the up or down arrow 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:

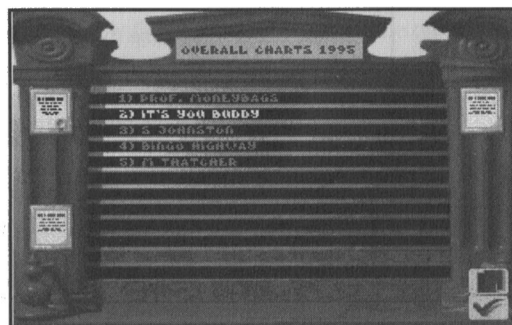


Statement – **left-click** here for a look at the Statement Screen. This doesn't just say 'you're Park's doing rubbish', or anything like it. Instead the Statement Screen gives you a breakdown of every financial transaction made during the previous month. It makes interesting reading. When you've seen enough, **left-click** the Tick icon to return to the Bank Requester.

X icon – **left-click** this to return to the Park Screen without taking any of the adjustments you've made into account.

Tick icon – returns you to the Park Screen, where any adjustments come into immediate effect.

Chapter 10: 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 takes the form of 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.

Left-click a cup or certificate for details of the award. 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.

When you've seen enough, **left-click** Tick for the Year End Details screen. Alternatively, **left-click** the Ratings icon for a look at the Ratings Chart.

Red Letter Days

If you click a certificate for a close-up look and it's written in red ink, the park's 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're never going to be number 1.

Ratings Chart



Left-click the Ratings icon for the Ratings Chart. Here your Theme Park is rated against every other in six categories:

Richest

Exciting

Amenities

Satisfaction

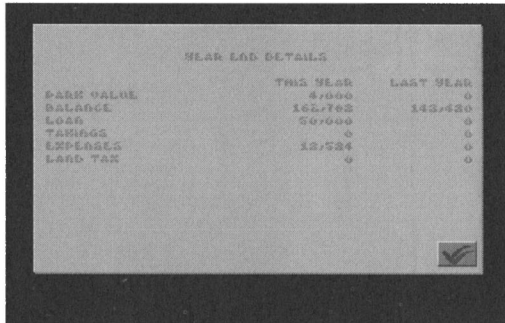
Biggest

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.

Left-click the Tick icon to return to the Overall chart.

Year End Details Chart



	THIS YEAR	LAST YEAR
PARK VALUE	8/000	0
BALANCE	162,702	143,420
LOAN	50/000	0
TAKINGS	0	0
EXPENSES	12/524	0
LAND TAX	0	0

Left-click the Tick 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

Maximum Loan

Takings

Expenses

Dividends in

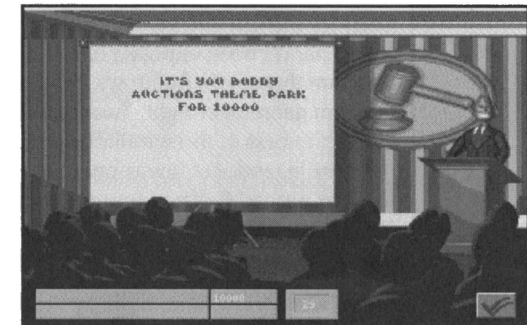
Dividends out

Land Tax

If the park value is sufficient, you are also given the options of selling it off at Auction. **Left-click** the Auction box to initiate this (see *Auctions*).

When you've finished at the Year End Details screen, **left-click** the X icon and it's 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 Auction – if it's reached the minimum value.

Left-click 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 afresh in a new location. But if there are no takers, it's back to the Park Screen.

Bankruptcy

When the value of the 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 honourable way out.

It's a long way down.

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 fifth number one.

Credits

Designed by: Bullfrog Productions

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Amiga A1200 Version: Mike Diskett

Producer: Mark Webley

Amiga Graphics: Mike Man, Fin McGeachie, Andy Sandham, Tony Dawson

Amiga Support: Steve Metcalf

Creators and PC Programming: Peter Molyneux, Demis Hassabis

PC Programming: Mark Webley, Mark Lamport, James Robertson

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Sound and Music: Russell Shaw

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Based on Original Manual by: Neil Cook

Lead Tester: Mark Bergan

Testers: Jamie Bradshaw, Andy Hoskings

Quality Assurance: Ashley Richardson, Rafael Colantonio, Thomas Rudowicz

Problems With The Game?

Before you reach for the phone READ THIS!

If you are having a problem installing or playing the game, we want to help. First, please make sure you have read the installation instructions thoroughly.

If you have followed the directions in the documentation, and are still having trouble installing or operating the software, below are some hints that might help solve the problem.

Technical Support

If, after thoroughly reviewing ALL the documentation, you are still having a problem with this software, please read the following section.

Electronic Arts has a staff of customer service technicians ready to help you with any problems you may encounter with the game. Electronic Arts Customer Service is available Monday to Friday during normal business hours on (01753) 546465.

When you call, if at all possible, be near your computer. If it is not possible, make sure you have the following information ready:

- The error message displayed when the problem occurred (if any).
- The model of Amiga you are using, and full details of any extra peripherals attached, e.g. extra drives, printers etc.
- The Workbench version number you are currently running.

Or you may write to us at the following address, including the above information.

Electronic Arts Customer Service,

P.O. Box 835, Slough, Berkshire, England SL3 8XU

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