SIMTHEME PARK
EASY GUIDE

Your guide to trouble free gaming

INTRODUCTION

Use this Easy Guide for information on installation, short cut keys, hardware and software configuration and troubleshooting.

CONTENTS

DIFFERENCES BETWEEN THE GAME AND THE MANUAL

The manual was originally written for the Windows release of SimTheme Park and while nearly all the instructions are the same for both the Mac and Windows versions, there are a few significant differences that you should note. These are:

1. The manual refers to right-clicking on the mouse. If, like most Mac users, you use a one-button mouse do as follows: hold the mouse button down while simultaneously pressing the ctrl-key. This gives the same result as right-clicking with a two-button mouse.

2. The manual refers to left-clicking the mouse. If you are using a one-button mouse then simply click the mouse button as you would normally.

3. On page 4 the manual refers to the Reference card for installation instructions. These are given here on page 5 of this Easy Guide.

4. On Page 54 the manual says that on quitting the game you will exit to Windows. You will of course exit to the Mac desktop.

5. On Page 55 the manual mentions the word "PC" several times.
PC refers in this instance to your Mac.

6. Also on Page 55 the manual refers to 3D Card/Software Rendering. Ignore this, it is not relevant for the Mac.

7. On page 60 the manual describes how you connect to the internet. Ignore this section, if you have an internet connection the game will connect you directly so you never see the Window called "Choose a connection".

SYSTEM REQUIREMENTS

Minimum Configuration
- Mac OS 8.5
- OpenGL 1.1.2 (included on the disc)
- QuickTime 4.0 (included on the disc)
- Any Mac or Macintosh compatible computer with a
- PowerPC G3 processor running at 266 Mhz or faster.
- 64 MB RAM (with virtual memory set to at least 128 MB)
- Supported 3D Accelerator with at least 6MB of VRAM (See Open GL section of this Easy Guide for supported cards).
- 150 MB free hard disk space
- 4xCD-ROM drive

Recommended Configuration
- Any Mac or Macintosh compatible computer with a PowerPC G3 or G4 processor running at 333 Mhz or faster.
- 128 MB RAM
- Supported 3D Accelerator with 16 MB of VRAM (See Open GL section of this Easy Guide for supported cards).

Online Requirements
- Online features requires TCP/IP internet connection at 28.8Kbps or faster. Players are responsible for all applicable internet fees.

INSTALLING SIMTHEME PARK

Note: SimTheme Park will only install and run on machines
installed with Mac OS 8.5 or later.

1. Start your machine and wait for the Desktop to appear.

2. Place the SimTheme Park CD in the CD drive.

3. The SimTheme Park CD icon will appear on your desktop.
   Double click on it.

4. The icon will open and its contents will appear.
   Before doing anything else read the file called "ReadMe".

5. Double click on the "Install STP" file and follow the on-screen
   instructions.

OPENGL & 3D ACCELERATION

OpenGL is a technology that provides support for 3D graphics on the Macintosh. If you have 3d acceleration hardware, OpenGL will make use of it, provided that you have the correct graphics drivers installed. If you have no 3d accelerator, or an accelerator that does not have OpenGL drivers, OpenGL will implement a software-only solution (which will be slower).

Note that all iMacs, iBooks, and most G3s and G4s include an ATI graphics accelerator, but older Macs generally do not. Add-on accelerator boards are available for older Macs, from companies such as ATI (http://www.ati.com) and 3DFX (http://www.3dfx.com).

OpenGL drivers

OpenGL is continuously being improved, and it is important that you make sure you have the latest version, and also the latest drivers for your particular video card.

New versions of the OpenGL software can be obtained from the Apple website ([www.apple.com)](www.apple.com).

OpenGL drivers for your particular video card can be obtained from the card's manufacturer (if you are not sure who this is, please refer to the documentation that came with your Macintosh). If you have internet access, you should be able to download the latest drivers from the manufacturer's website. If not, contact the manufacturer directly through their technical support hotline.

TROUBLESHOOTING

If you have any problems installing or using SimTheme Park, we want to help. Please make sure you have read thoroughly the System Requirements and Installing SimTheme Park sections earlier in this booklet. If you have followed the directions and are still experiencing problems installing or operating the game, then read on, the tips below may help solve them.

Memory Problems
The most likely problems that you will encounter with SimTheme Park are to do with memory or the lack of it.

SimTheme Park requires 64 MB of RAM with virtual memory set to at least 128 MB. If you are low on RAM try experimenting with virtual memory at different levels for the best results.

We also advise that you have at least 100MB of free hard disk space after installation.

Video and Audio Problems
If you experience choppy or stuttering video or audio problems while running in SimTheme Park try the following:
(a) increase the amount of memory allocated to the application.
(b) turn off virtual memory (if you have enough RAM)
(c) add more real Ram to your computer.
(d) in direct contradiction to (a), reduce the amount of memory allocated to the application! If memory is tight, you may be allocating all of it to STP and leaving the system with none at all - it needs to have a little bit left (around 2Mb) for system software like OpenGL to work properly.

CUSTOMER SERVICES - Can we help you?

If, after thoroughly reviewing ALL the procedures, you are still having a problem running this software, please read on. In the United States and Canada technical support for SimTheme Park is provided by Aspyr Media. Please feel free to contact Aspyr by e-mail, phone or fax at:
Phone: 512.708.8100   Fax:512.708.9595 Email:support@aspyr.com

The following information MUST be obtained BEFORE contacting Aspyr Technical Support:

1. The error message displayed when the problem occurred (if any).
2. A listing of your machine spec, including:
CPU speed and make (e.g. iBook 366Mhz)
Amount of RAM (e.g. 128MB RAM)
Hard disk size and amount of free space (e.g. 12GB)
Open GL version (e.g. 1.1.3)
3D Accelerator card (e.g. ATI Rage Mobility 6MB RAM)

All of the information required can be obtained by clicking on the Apple System profiler (under the Apple menu on your desktop). With this information you will be able to configure your machine correctly. If you have obtained this information, and are still having problems, then Aspyr has a Customer Service Department that is ready to help you with any problems you may encounter with the game.

On-line Services
Website: http://www.feral.co.uk. Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

FAQs (Frequently asked questions)

This section is intended to help answer any questions that you might have about SimTheme Park. It contains fully up-to-date information about the game and the manual, and should be used as reference in cases where you cannot find the information you require in the Manual.

Q: I saved my park and continued playing. I then gained some Golden Tickets and Golden Keys. After loading my previously saved park I still have the same number of Golden Tickets and Keys, even though I did not have any when I saved. Also, if I go to another park I still have Golden Tickets to use. Why is this?
A: The Golden Tickets and Keys are a global currency, i.e. you can win them in any park and spend them in any other park. Golden Tickets are used to uncover mystery items. Once you've uncovered a mystery item it's available to buy for cash, even if you load a previously saved park.

Here's an example of why it works like it does:
I'm in Halloween and I win a Golden Ticket. I then leave and go to Lost Kingdom. The state of my Halloween park is saved. I spend the Ticket in Lost Kingdom then return to Halloween but I have no Golden Ticket as I have spent it elsewhere. If the state of golden tickets was not saved as part of the global game rather than the local park I could then restart a Halloween park and re-win the same golden ticket, effectively giving me an infinite supply.

Q: The manual refers to my staff going on strike if I have no staff rooms but I am unable to make them do so. What am I doing wrong?
A: We decided to remove the strike feature as it proved somewhat confusing & frustrating to players. However, you will find that if you have no staff rooms your staff will become tired and won't clean your park, fix rides or entertain until they have been rested.

Q: My Mechanics don't appear to go and maintain the rides, even though I have set their patrol areas to cover all the rides.

A: Monitoring your rides is an important aspect of gameplay. You need to keep checking on your rides and to call for mechanics should they begin to break down. If a ride breaks down then a mechanic will be called automatically. The patrol area function allows you to make sure that there is always a mechanic near a ride. Otherwise it may take some time before a mechanic reaches a broken down ride.

Q: The manual states that if you fail a challenge you won't be offered it again. However, I've noticed that a challenge that I had previously failed has come up again later in the game?

A: We decided that it would be fairer if failed or unaccepted challenges became available at a later stage.

Q: In the Laying a Basic Roller Coaster section of the manual, it states that you can complete a circuit by clicking on the pylon on the left side of the ride or by clicking on the ride itself. Clicking on the ride itself doesn't seem to work.

A: This has been changed - you need to click on the pylon on the left side of the ride in order to complete the circuit.

Q: In the manual, it states that the Security Coverage and Guard Coverage is indicated in Green on the Map Screen but this doesn't seem to be the case.

A: The colour was changed to White as it was easier to distinguish on the green Map.

Q: Why would Scientists need to have their patrol areas set?

A: You don't need to get the Scientists to patrol but it is a good idea to keep them in one place. It helps to separate them from the other staff and if you keep them near a staff room they can get there quicker when they need a rest.

Q: The "All Rides Screen" lists the Jumps and Tunnels I've bought, but I can't repair them individually. Why not?

A: The "All Rides Screen" displays Jumps & Tunnels to show you how many additional features you have in place on each ride. By repairing the main ride, you automatically fix any additional features.

Q: I changed the Speed, Capacity and Duration of a ride and then called a mechanic. My changes were re-set. Why?

A: You need to click on the tick button to confirm the changes before calling a mechanic.

Q: The ride "Aztec Mayhem" is sometimes called "Simulator" and this is the same for other rides and sideshows. Why is this?

A: "Simulator" refers to the type of ride and "Aztec Mayhem" is the name of that ride. You can change a ride's name by bringing up the Rides window and clicking on the name of the ride.

Q: When I published my park online the name that I gave my park was changed to ******* DinoPark. Why did it not show the full name that I gave it?

A: SimTheme Park features a word filter, designed to prevent use of offensive language on-line (e.g. swearing, racist/sexist remarks etc.). Such words will be replaced by asterisks (*). Try a different name for your park.

SHORT CUT KEYS

Main Menu
Turn help bar on/off   Ctrl+H
Menu or cancel current action   Esc
Hide/unhide control panel   F3

Park Management
Open Park   Ctrl+O
Close Park   Ctrl+C
Buy Attractions   B
Hire Staff   H
Park Info   I
All Attractions   A
All staff   S
All visitors   V
Financial info   F
Loans   L
Staff Training budgets   T
Entry Price   G
Research   R
Map screen   Space
Staff Locator   Ctrl+S
Visitor Locator   Ctrl+V

Cameras and Views
Send e-mail postcard   Ctrl+P
camcorder mode   C
rotate camera left/right   Left/Right Arrow keys
Scroll left/right   Numpad 4/6
Scroll up/down   Numpad 4/8
Zoom camera In/out   Up/Down Arrow keys
Return to Park Gates view   Home

Building Controls

Turn Blueprint clockwise	, (comma)
Turn Blueprint anticlockwise	. (full stop)
Build multiple features	Hold Cmd while placing the item
Copy object	Hold Cmd and click the object
Delete Queues/Tracks etc	Backspace/Delete
Clear land	F7
Delete path tile being pointed at	Backspace/Delete

Time Controls

Speed Up time	Numpad +
Slow down time	Numpad -
Reset Time to Normal	Numpad *
Pause/Unpause	P

Advisor Controls

Play advisor help speech for current screen/action	F1

Chat Controls

Hide/reveal chat interface	F4
Switch focus between Chat window and Game Window	Tab
Say message	Enter

Note:

If you are using a Powerbook or an iBook, the Numpad keys are accessed by pressing the function (fn) key.

CREDITS

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NOTICE

Limited Warranty

Feral warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 12 months from the date of purchase. During such period defective media will be replaced if the original product is returned to Feral at the address below, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. Faulty products should be sent to:
Aspyr Media Inc.
Attn: Feral Returns
P.O. Box 5861, Austin, Texas 78763-5861

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