SIM Theme Park

INSTRUCTION MANUAL

SIM Theme Park

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INTRODUCTION

Welcome to SimTheme Park,
where you design, build, and
manage your own amusement park.
You're in charge of every decision,
from the design of the roller coaster
to the price of hamburgers.

Things happen pretty fast at
an amusement park, so you
have to be on your toes.
Whether kids are getting
into mischief, snow starts
falling, or the roller
coaster breaks down, you have to handle the
challenges of each day and keep your park a
fun place to visit. If you bring the fun, kids
bring the money, and everyone ends up with a smile
on their face. When you need a break, you can ride any ride in the park.

When you complete your theme park, you can publish it on the Internet at
SimTheme Park Online, where you can explore other people's parks, chat with
friends, and meet the creators of SimTheme Park, a new world of fun.

FEATURES:

- Build your own theme park from the ground up with fantastic attractions and crazy
  rides to bring in loony visitors
- Choose from 4 different themes for your park
- Build dozens of different rides, shops, and decorations
- Collect Golden Keys to open new themes and parks
- Research rides and attractions that the world has never seen
- Ride any ride and watch any sideshow
- Build roller coasters as wild as your imagination. Can you make a five-loop coaster?
- Follow visitors around in your park to see what kind of fun and mischief they find
- Visit www.simthemepark.com to publish your parks, tour parks made by other
  players, and chat with the creators of Sim Theme Park.

> **Note:** For more info about this and other titles, check out Electronic
> Arts™ on the web at www.ea.com.
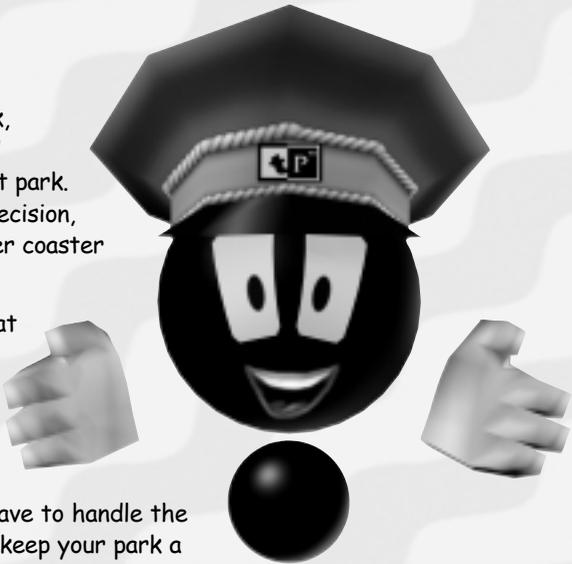
INSTALLATION

For Installation instructions, please see the enclosed Reference Card.

STARTING THE GAME

The Load Player Screen

SimTheme Park lets you load games you already saved or start over with a new player name. When you start the game, you can create a new player or use an existing one. Then, you choose whether to start with a small park or to build one from scratch.

CREATE NEW PLAYER

If this is the first time you've played:

1. Click on a 'Create New Player' slot.

2. The New Player Log-in pop-up appears.
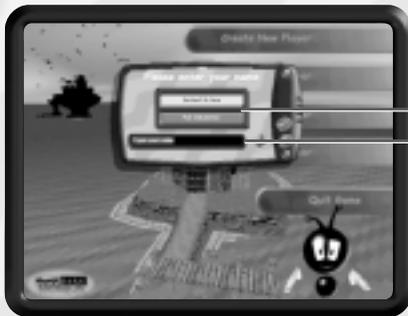
Choose your preferred game style: Instant Action or Full Simulation (see below)

Enter your name here

    Instant Action - You start the game with a small pre-built park, some staff and automatic research of new attractions. We recommend you start the game in this mode to familiarize yourself with the controls and the way you should lay out a thriving park.

    Full Simulation - You start the game with an empty plot of land. You make all the decisions right from the start.

3. **Confirm New Player Name -** When you're happy with your setting, click the check button or press **Enter**. The Lobby Screen Appears.

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LOAD PREVIOUSLY SAVED GAME

If you've played before:

Joystick – This icon indicates that this player is playing in Instant Action Mode

Bomb - This deletes the player, their parks and any saved game. Ensure you really want to delete it before clicking this option

Click on your player name to resume your game.

The Lobby Screen appears.

The Lobby Screen

After you choose or create a player, you go to the Lobby screen where you choose the theme for your park. Good luck!

Click to go to The Online Parks World View. You can chat, visit parks and vote (see the Visit Parks and Chat section on p.64)

Click to enter the park, click on the island itself or press **Enter**

Number of Golden Keys you have

Number of Keys needed to enter selected world

Click to move to other Theme Worlds (or use the LEFT/RIGHT arrow keys)

Helper Bar (**Ctrl - H** to toggle OFF/**ON**) - If you forget what any button does

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Available Theme Worlds

Lost Kingdom – A fantastic land where the dinosaurs still roam and huge monkeys scare the life, and the money, out of your customers!

Halloween World – A scary, but fun trip into the dark recesses of Frightsville – It'll frighten the wits out of your dear customers and have them coughing up their…cash!

- **Other Theme Worlds** (Blacked-out)
  (Become available when you gain Golden Keys)

Now, choose the preferred Theme for your park.

Click on the world of your choice to take your first steps down the path to riches and fame or massive walk-outs and ruin!

Good luck!

> **Note:** You may have parks open in more than one theme once you've gained enough Golden Keys.

Navigating your way around the park

Use the **mouse** to scroll around your park – Move the cursor to the edge of the screen to move in that direction. Alternatively, use the **Number pad arrow keys**

- Use the **UP/DOWN cursor keys** to zoom in/out.

- Use the **LEFT/RIGHT cursor keys** to rotate the park.

  Note: In the Options Screen, you can choose whether the view rotates smoothly or in 90-degree steps (see Options Screen on p. 55).

Press **Esc** to cancel the mode you are in. Press **Esc** again to bring up the Game Menu (see p. 53).

If you get lost, hit **Home** to take you back to the park gates.

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Alternative Mouse Control Method

If you prefer, you can use the **right mouse button** to scroll by setting it in the Options Screen (see p. 55). If you do so, the park scrolls when you hold down the **right mouse button** - the direction and speed of scrolling is determined by the position of the mouse cursor relative to the center of the screen.

THE CONTEXT SENSITIVE CURSOR

You'll notice that the cursor changes depending on what you are pointing at or what mode you are in.

A pointing hand means you can click on a person or feature to gain more information.

An Arrow means you can click to open a pop-up on the control panel or select something in a pop-up.

For a full list of cursors, see The Context Sensitive Cursor section on p. 56.

The Game Screen

You start the game looking at the entrance to your new park.

Number of Golden Tickets you have (See the Winning Golden Tickets and Keys Section on p.28)

Cash - Arrows appear next to your cash periodically, indicating whether money is coming in (green arrow) or going out (red arrow)

Control Panel (see next page)

Number of Golden Keys you have (3 golden tickets gives you a Golden Key)

Entrance - If you ever get lost, press the **Home** key to get back here.

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The Control Panel

This is your own personal information center. You control the park here.

Message Antenna
(Click the messages as they appear for crucial game information)

A Challenge Message

Advice

Won a Golden Ticket

Information Message

Event Message

Click to Buy Attractions and Hire Staff (See Building a Ride).

Date

Visitor Happiness
(See the Moods section on p.38)

Information – Click to access Information on Rides, Features, and overall Park, Staff and Visitor statistics (See Information section on p.45)

Finances - Click to set ticket prices, open/close the park, take loans, set staff training budgets and view financial info (See Finance section on p.47)

Research - click to view Research Lab pop-up for inventing new rides (unavailable until you've hired a scientist, or if you're playing in Instant Action Mode). See Research section on p. 46.

View Map - Click to view the Map Screen (p49)

Camera - Click to use Camcorder Mode and take online Postcards

If you've chosen Instant Action Mode, read the following section for a short overview of the important aspects of the game.

Instant Action Mode

In Instant Action Mode, you already have a small pre-built Park with staff. You don't have to deal with research since this is undertaken automatically.

The park is open and the kids are already starting to arrive at the gates so what can you do?

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Attractions

First, you can add new rides. You'll attract more visitors to the park and you might make them stay longer, too. Then, maybe add more shops and sideshows. Both of these will make you money, and shops provide visitors with food and drinks, which will keep them happy. See the Building a Basic Ride and Building a Shop sections on p. 12 and p. 15, for details on how to build attractions.

Staff

As your park grows you will need to hire more staff to keep up with the number of visitors. See Hiring Staff section on p. 23 for details on how to hire staff and the Staff section on p. 40 for more detail on the staff, their roles, and how to manage their priorities.

Miscellaneous Items

Talking of security, you can make your Guards a lot more efficient by building some security cameras around the park (See Miscellaneous Items section on p. 35).

Watch your spending!

With all this talk of building and hiring, it's worth pointing out that you should try not to overspend. Keep an eye on how much you are earning and try not to spend more than this. Remember that you need to pay your staff every month!

Research

Once you've built all of the initial attractions you should do more research. You already have one Researcher working on new attractions, but, if you want to speed up the process of discovery, you could hire some more (see the Research section on p. 46).

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A few final important points to keep in mind:

- Kids don't like to walk long distances. As your park gets bigger, build more bathrooms and shops in different areas of the park.

- Keep an eye on the customer satisfaction at your shops. Adjust the quality or price if your customers start getting upset. See the Shops section on p. 34 for details on how to adjust settings.

- Remember, that as your park grows, you'll be able to increase your ticket price accordingly (see the Opening the Park section on p. 24).

- Keep the park looking good. Trees and bushes make much more pleasant eye candy than a flat featureless field. It's well worth buying some, if you've got the money.

- Take a look at the tips that appear throughout the manual - they give great advice on how to run a more successful park!

Full Simulation Mode

In Full Simulation Mode, the learning curve is steep but enthralling. Building your Park from the ground up is very rewarding. If you refer to the following tutorial, though, you'll be up and running in no time at all!

Now, let's get on with the tutorial….

FIRST STEPS - A TUTORIAL

A thriving park requires a good infrastructure. To build a good park, you need to plan ahead. This tutorial explains how to complete the most common tasks in building a park. In the following pages, you can learn the basics of SimTheme Park.

To get started, create a new player for an Instant Action mode game (see Create New Player on p. 4). Instant Action games start with a small park already in operation. You can see how things are laid out and can track the performance of various staffers and attractions in the pop-up screens. Spend some time browsing around the park and in the pop-ups to see how the park runs and is managed.

When you're ready to add to your park, step through the following sections. As you build, here are some tips to remember:

- The happiness of your visitors is the most important factor in building a great park. Happy kids stay longer and spend more. Good fun attracts more visitors, so give them what they want.
- Plan your placements before you build things. You can always scrap your creations, but they can be costly mistakes.
- Some attractions have tracks that must be connected in a complete loop to the building. Roller coasters and cart tracks need plenty of space.
- As soon as you can, begin a research program. Upgrades and inventions can make a big difference in your park.
- Some attractions shouldn't be placed next to each other. A burger shop next to a wild roller coaster creates messes at the coaster's exit gate.
- While you don't want too much space between attractions and shops, you might want to reserve some space for Staff Rooms and Restrooms to handle traffic and personnel flows in the future.
- Don't forget to build Sideshows where kids can win prizes.
- Entertainers can be used to cheer things up in areas where kids are unhappy. When you get a chance, though, correct the bigger problem.
- Create plenty of Staff Rooms throughout the park. Without Staff Rooms, your workers get tired and work poorly. They may even go on strike.
- Build Restrooms throughout the park. Kids don't want to walk far to use the facilities. Plant trees and bushes near restrooms to absorb the nasty odors.
- If your park grows and becomes successful, you can buy more land to expand. If you lack money to buy land, a loan can help you to make it happen.

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The help bar at the bottom of the screen gives you lots of useful information. When you point the cursor at something on screen, the text in the box describes exactly what you are pointing at and/or the result of a left-click.

To Switch Help off: Ctrl – H or see Options Screen (p. 55).

Laying a Path

First off, a thriving park requires a good infrastructure…okay, I'll put it another way: without paths your customers and staff can't walk around your Theme Park doing whatever it is that customers and staff do. So, you'd better learn how to lay down some paths.

1. Move the cursor inside the park and near to the gate, so that it's pointing at empty ground or an existing piece of path.

2. Left-click to activate the path-laying function. A blueprint tile appears.

3. Drag the blueprint out as desired.

4. Click again and the blueprinted section of path is laid.

5. Repeat the process for each section of path you want to lay.

6. Click on an existing piece of path to finish laying path.

   Note: If a blueprint goes red, you cannot build the path in its current position. If you click, the path laying is cancelled. (This rule also applies when placing lines and tracks).

UNDOING YOUR LAST ACTION

- Press **backspace** while laying path and the last section of path laid disappears.

- Continue pressing to remove previously laid sections.

   Important Note: Your network of paths must connect with the entrance. Your visitors rarely walk across grass to get to one of your attractions.

Building A Basic Ride

Now you've laid some path you need some features to attract visitors into your park. How about installing a basic ride?

OPENING A POP-UP ON THE CONTROL PANEL

First, click on the Buy Attractions/Hire Staff button on the Control Panel.

Buy Attractions Hot Key: **B**

If the Hire Staff pop-up has appeared, click on the Buy Attractions button to switch to the Buy Attractions pop-up.

CHOOSING A RIDE

Buy Rides button (**Note:** The selected button is highlighted Yellow)

Buy Sideshows button (Click to list the available sideshows)

Click to Buy Shops

Current Money available

Buy Miscellaneous Items

Click to sort list alphabetically

Highlighted Item

Click to sort list by price

Hire Staff Button

Shut Pop Up

Click to sort by items already owned or newly researched

(Tick) At least one of these items is in your park
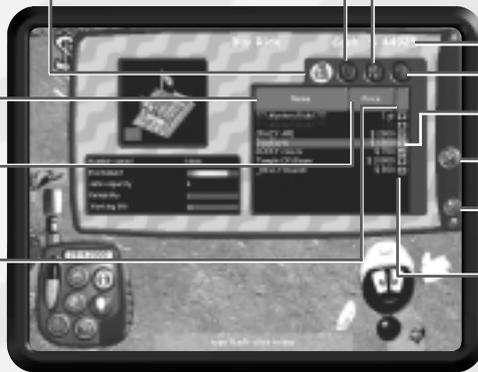
Ensure the Buy Rides button is highlighted

Highlight a basic ride (Crazy Ape). As well as the ride information, notice the animation of the ride in the window. This gives you an idea of how the ride will look when installed.

• Click to select the ride. The pop-up closes and the ride blueprint appears.

PLACING A RIDE

1. Move the blueprint to the desired location, taking note of where the entrance and exit to the ride will be.

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- To rotate the blueprint clockwise press **,** (comma)
- To rotate the blueprint counter-clockwise, press **.** (period)

Ride Exit (red or orange arrow)

Entry to Ride (green arrow)

2. Click and the ride is placed. The Line is automatically highlighted as a blueprint.

> **Tip:** Be sure to include plenty of indoor rides; they're great if the weather turns bad!

LAYING A LINE AREA

All rides need a line for the people to wait in.

1. Drag out the line in the same way as you would a path, clicking to lay each section.

2. Join the line up with a nearby path by clicking on the path itself. The cursor changes to a link icon to indicate the joining of path and line.

Note: Torches appear when the line has been successfully connected to the path.

Tip: You can also connect paths to lines by dragging out a section of path and clicking on the end of the line itself.

Undoing a section of Line

To delete sections of line while placing them, hit the **backspace** key.

To edit a line once you have placed it, simply click on it. You can then drag out the line as normal.

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Hit **backspace** to delete it section by section.

Note: Without a completed line, your ride is inaccessible.

LAYING AN EXIT

Without an exit pathway, joining the ride to a path, your customers are unable to exit the ride and enjoy the rest of the park.

• Join the exit to the path in the same way that you laid the path.

Tip: If you can't see the exit because it's at the back of the ride, try rotating the park!

Building a Shop

Visitors get hungry and thirsty enjoying themselves so don't neglect their needs! They also love to spend their pocket money on all manner of Theme Park paraphernalia! It's important to provide an adequate number of shops both for your customers enjoyment – and to allow you to extract significant amounts of cash from the little devils, too!

Buy Shops button. (Note: the selected button is highlighted in yellow)

Click to Buy Sideshows

Click to Buy Rides

Click to sort alphabetically

Click to sort by price

Click to sort by items owned/newly researched

Click to buy Miscellaneous Items

Click to open Hire Staff pop-up

Click to close pop-up

PLACING A SHOP

1. Click on the Buy Attractions/Hire Staff button (or press **B**).

2. If the Hire Staff pop-up has appeared, click on the Buy Attractions button.

3. Ensure the Buy Shop button is highlighted (yellow). Now, highlight and select a shop (Drinks Shop).

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4. The pop-up closes and the cursor changes to the laying features cursor (See Context-Sensitive Cursor section p. 56 for a full list of cursors).

5. Move the blueprint to the desired location (Noting the position of the Entrance and Exit). If required, rotate the blueprint with the **,** and **.** keys, then click to place it.

6. Ensure that a path links the shop to the rest of your park.

Note: Shops and Sideshows have an entrance and exit on the same tile.

Building a Sideshow

1. Click on the Buy Attractions/Hire Staff button (or press **B**).

2. If the Hire Staff pop-up has appeared, click on the Buy Attractions button. Now, click on the Buy Sideshows button.

3. Highlight and select a sideshow (Jungle Spray).

4. The pop-up closes and the cursor changes to the laying features cursor.

5. Move the blueprint to the place you want to place it in your park, then click (Note that Entrance and Exit take up only one tile).

6. Ensure that the sideshow is linked to the rest of your park by a path.

Building a Staff Room

Happy, efficient staff keep your Theme Park in tip-top condition but they won't stay that way for long if they have nowhere to rest and recuperate. Better build a Staff Room!

- Click Buy Attractions/Hire Staff then click the 'Miscellaneous Items' button in the Buy Attractions pop-up. Select the staff room from the list, and place it in the park.

- Make sure you provide your front-line operatives with ample Staff Rooms.

  Tip: Unhappy staff soon become rowdy staff. Rowdy staff are prone to strike!

Providing Bathrooms

All those exciting rides and refreshing drinks produce a constant stream (if you'll excuse the pun) of visitors wanting to answer the call of nature.

PLACING A BATHROOM

1. Open the Buy Attractions pop-up (or press **B**). Ensure the Miscellaneous Items button is highlighted.

2. Now choose and place the bathroom in the same way that you placed the Shop (See the Placing a Shop section on p. 15).

Miscellaneous Items

Choose these as and when you think that they are necessary. These features enhance your park's appearance and functionality and can mean the difference between a good Theme Park and a great one!

> **Note:** Miscellaneous items may not all give immediate payback, but a feature-packed park improves your customers' happiness levels and they may stay longer as a result.

Building Multiple Features

Time is money and anything that speeds the development of your park helps.

TO PLACE MULTIPLE CHOSEN FEATURES

Hold the **Ctrl** button when placing an item. The blueprint remains and you may then place another of the selected item.

Alternatively: Point at an item so that the finger cursor appears, then hold down Ctrl and click. A blueprint of that item appears allowing you to place it.

Building a Track Ride

Track rides can draw visitors from the far side of the park. When you build a track ride, remember to plan space for the track.

1. Click the Dino Karts Ride in the Buy Ride pop-up.

Note: You must first have researched this ride (Research on p. 46).

2. Place the ride, taking account of both Entrance and Exit. You should also leave room for the track circuit that you are about to lay.

3. The line cursor is activated so ensure you complete the line and join it to a path as you did with the earlier ride (See Laying A Line Area on p. 14 for a full explanation).

Track blueprint active – click the right-hand track stub to activate the track-laying function.

Track Laying cursor

Uncompleted Ride – Ride opens when a complete circuit has been laid and the line and exit have been completed

4. Now, click the right-hand track stub (see above) and drag out the track. Each time you want to place a bend in the track, click.

5. Continue laying the track until you are happy with it. Click on the left-hand track stub to make the circuit complete. You may cross paths and lines, and even make crossroads in the track to add excitement.

• Hit **Backspace** to delete last section of track.

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Building a Roller Coaster or Log Ride

The highlight of any Theme Park visit is a gravity-defying roller coaster or log ride. If your research allows, you can now construct one of these A-list attractions. The kids are sure to flock from miles around!

> **Note:** To build a roller coaster or log ride, you must complete the research (Research on p. 46) first.

LAYING A BASIC ROLLER COASTER

1. Click and place the ride (Temple Of Gloom) in the same way as the DinoKarts.

Pylon – Drag out the blueprint and click to lay a pylon

Ride Start

Blueprint

Colored area indicates where the next pylon can be placed

Track-laying cursor

2. Place the line and connect the exit path (See Laying a Line section on p. 14)

3. Now, click the right-hand track pylon and drag out the track. Click each time you want to place a pylon (Pylons are the support structures that carry the track).

4. Continue placing pylons until you have made a complete circuit (click the pylon on the left-hand side of the ride to complete the circuit, or click the ride itself. Notice the joining link icon when you click. Be sure that the pylon on the left-hand side of the ride is within the colored area).

   Note: You can press **backspace** to remove previously placed pylons.

5. To check that all is well, click on the body of the ride (finger cursor). A warning sign will alert you if the ride is not ready to open.

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ROLLER COASTER CONSTRUCTION CONTROL PANEL

Build or edit tracks and pylons of roller coasters and log rides in this control panel.

Build Normal Track Pylons (selected = depressed) — Click this button when you return to complete an unfinished track or when making additions.

Build Loop-The-Loop Pylons — Click this button to build a loop-the-loop; the next 2 pylons you place will be special loop-supporting pylons.

Note: This type of pylon is not available until you have upgraded the ride to at least level 2.

Move a pylon — Click this button, then highlight and click and hold a pylon to 'pick it up' and fine-tune its position. Release the button to place it in the required position.

Rotate Track on top of a pylon — Click on this button, then click and hold the pylon you want to adjust. Move the mouse to rotate the track, then release the button when you are happy with the change.

Raise/Lower Pylon — Click this button then click and hold the pylon you want to adjust. Move the mouse up (raise) and down (lower) to adjust its height and release the button to confirm the change.

Note: You can adjust the height of individual pylon sections within a stacked pylon. Simply highlight and click the required section of the pylon then adjust as described above.

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Track Banking — Click this button then click and hold the pylon you want to adjust. Move the mouse to pivot the track and release the button when you are happy with the change.

Swap a Track section up through a pylon — Used when more than one piece of track is supported by the same pylon. For example, when creating a stacked spiral (See Stacking Roller Coaster and Log Ride Tracks section on p. 22). Click this button, then click the track section you want to move.

Swap a Track section down through a pylon — See Stacking Roller Coaster and Log Ride Tracks section on p. 22.

Remove pylon(s) — Click this button, then highlight and click the pylon you want to remove. Highlight and click on another pylon (or click the same pylon again, if you want to remove that one alone) and all the track and pylons between those points are deleted.

Close the Control Panel

- Make the ride more exciting by raising sections of the track.

- Banking the track on bends will avoid making your customers too ill.

BAD TRACK

When you lay a more complicated track, for example, one that collides with another object in the park, the blueprint turns red. This indicates that the track is bad and the coaster won't work.

However, you may still place the pylon but you must ensure that you fix it (by adjusting the height of the pylons, for example). If you do not, the ride cannot open.

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Note: Any sections of laid track affected remain highlighted red until you make the necessary adjustments. Track sections may also turn red (invalid) when you edit the coaster, for example if you make the corners too tight.

STACKING ROLLER COASTER AND LOG RIDE TRACKS

Roller Coaster and Log Ride pylons can be stacked upon one another to create large spirals and multilevel cross-overs.

To stack pylons:

1. First, begin by laying a track as you would normally (see the Laying a Basic Roller Coaster section on p. 19). Ensure that your track follows a wide, sweeping circle in order to create an effective spiral.

2. When you reach the first pylon you want to stack on, position the cursor over its base.

3. Click to stack the track on the pylon.

4. Continue stacking until you are happy but remember, any red track must be adjusted so that the roller coaster or log ride can open.

• If you want to create a downward spiral rather than an upward one, use the 'Swap a Track section UP/DOWN through a pylon' buttons from the Roller Coaster Construction Control Panel (see the Laying a Basic Roller Coaster section on p. 19).

- You needn't restrict yourself to spirals. The only limit is your imagination!

    Note: The total height of a stack is limited. When this limit is reached, you cannot stack onto the pylon unless you reduce its height using the Raise/Lower Pylon function (see the Laying a Basic Roller Coaster section on p. 19).
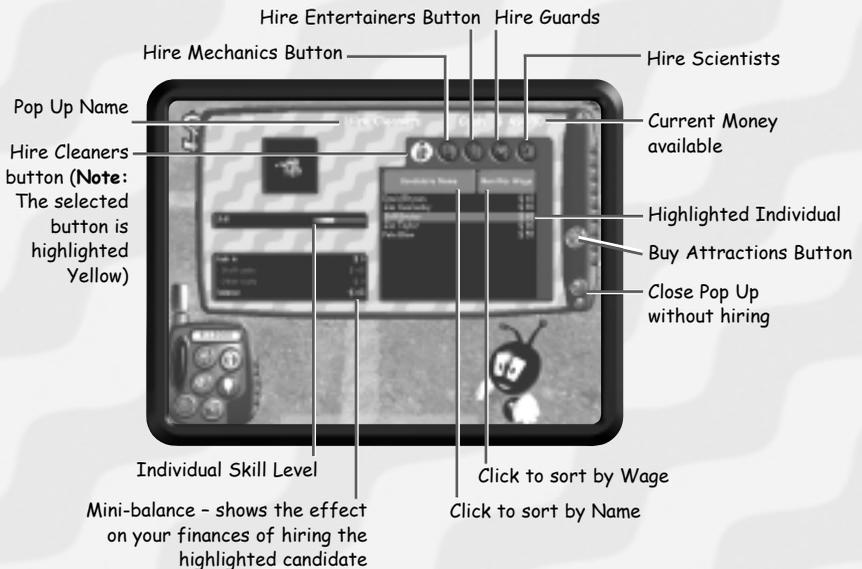
Hiring Staff

A successful Theme Park needs Janitors, Mechanics, Entertainers, Guards and Researchers. You should ensure that you always have enough of each staff type to keep your Theme Park in good running order.

    Note: In Instant Action Mode you already have one of each staff type. However, as you expand your park and the kids flood in, you're certainly going to need to hire more!

Hire Staff Hot key: H

Hire Entertainers Button   Hire Guards

Hire Mechanics Button

Hire Scientists

Pop Up Name

Current Money available

Hire Cleaners button (**Note:** The selected button is highlighted Yellow)

Highlighted Individual

Buy Attractions Button

Close Pop Up without hiring

Individual Skill Level

Click to sort by Wage

Click to sort by Name

Mini-balance – shows the effect on your finances of hiring the highlighted candidate

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1. Click on the Buy Attractions/Hire Staff button

2. If the Buy Attractions pop-up has appeared, click the Hire Staff button to switch to the Hire Staff pop-up.

Note: Press **H** to jump straight to the Hire Staff pop-up.

3. Click on the Staff Type button you want to hire. A list of available candidates appears.

4. Highlight a candidate to view their respective skill level.

5. Click on a candidate to select him or her. The pop-up closes.

6. Point at a path in the park and click again to drop the new member of your staff. They'll go about their business.

Note: For more advanced Staff control methods, see the Staff section on p. 40.

Opening the Park

After you build some rides, you need customers to bring money to your park. If you don't open the front gates, your customers may go to the nearest competitor.

•   To open the gates, click on the gates or ticket booths.

The Ticket Price pop-up appears.

•   In Instant Action Mode the park is already open. In Full Simulation Mode only open the park when you have one Janitor and one Mechanic.

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THE TICKET PRICE POP-UP

Tickets to the park are your main means of earning money. If your park is popular, raise prices to bring in more money. Kids always pay for a top-notch park.

Ticket Price Hot Key: G

Click to open Staff Training Budget pop-up (See the Finance Section on p.47, for more information)

Click to rename your park

Click to open Loans pop-up

Click to open Financial Information pop-up

Click to leave the Ticket pop-up

Click adjust the ticket price   Click to Open/Close Park

•   Click the + and - buttons to adjust the ticket price.

•   Click to toggle the Park Open (Green light) / Closed (Red light)

     Tip: The higher the price you charge, the more impressive your park must be. Your customers may be children but they aren't stupid! A 'thumbs down' Mood bubble indicates that an individual thinks that something is too expensive.

THE FLEDGLING PARK

So, you've got yourself a pretty tidy little park. If you've followed the instructions, you're well on the way to creating the sort of park kids flock to.

To progress from your basic park, you need to start thinking about the details, optimising every feature and member of staff in your park, so ensuring that your bank account swells and the visitors stay happy.

Below are some factors you should think about, if you want to take your Theme Park experience to a more advanced level.

Developing the Park

- **Quality Control** – You can adjust the price, quality and ingredients of the goods sold in your shops. This can increase your profits, but be careful, it may have an adverse effect on your customers' enjoyment and mood.

- **Monitoring your Visitors** – By now, you'll have noticed thought bubbles above the heads of your visitors. This information lets you know what your customers are thinking. Armed with this information, you can then take the appropriate action. For in-depth information, see the Monitoring your Visitors section p. 37.

- **Staff** – Do you have enough of each Staff type in your park? If not, your park may be a rowdy, untidy and even dangerous place. Look at the Staff section on p. 40 for an in-depth explanation of staff and how to make the most out of them.

- **Research & Researchers** – To keep your Theme Park up-to-date and as much fun as possible, you need to set up and fund a research program. You'll need to hire Researchers and set their research priorities in the Research pop-up (See the Research section on p. 46, for further information).

- **The Map Screen** – The Map Screen enables you to highlight problem areas, line logjams and a plethora of other definable information. Its usefulness for the advanced Theme Park owner should not be underestimated (See the Map Screen section on p. 49).

- **Golden Tickets** – You'll have received a Golden Ticket or two by now. These tickets are won when you hit certain targets. For every three tickets you win, you gain a key.

- **Golden Keys -** Golden Keys open the way into other, as yet undiscovered, Theme Parks in the Lobby Screen. See the Winning Golden Tickets and Keys section on p. 28 for more information.

- **Loans** – If your cash flow situation is in trouble or you need a bit extra to build that whizz-bang log ride, head to the Loans section on p. 48 for the inside line.

- **Buying Land** – To expand your Theme Park, you'll want to purchase additional land. To buy land choose Miscellaneous Items in the Buy Attractions pop-up, then highlight and select Buy Land.

SIM Theme Park

SIMTHEME PARK — IN-DEPTH

To be a successful Theme Park operator, you need to wear many hats, just like your Advisor, in fact!

By now, you'll have seen your park grow in size, and hopefully, popularity. Now you need to start getting down to the brass tacks details to progress into the ranks of the world-class Theme Park operator.

Winning Golden Tickets and Keys

GOLDEN TICKETS

Golden tickets are a currency in the game that can be spent on the mystery items you may have seen in the Buy Attractions pop-ups. These items make your park a more exciting and fun place so win those tickets and buy away!

So how do I win them, I hear you ask?

Well, without giving too much away, you need to make your Theme Park as good as is humanly possible. If lots of kids visit your park, that's great and you might be rewarded. But don't think that's the only way to win tickets. Great rides, careful management, massive expansion and super research can all be rewarded, so make sure you attend to all the aspects of your new Theme Park.

Don't worry too much though, the Advisor is always on hand to give you helpful advice. With his assistance, you'll be winning tickets left, right and center!

GOLDEN KEYS

For every third ticket you gain, you also win a golden key! These keys let you into the other Theme Parks, so that's yet another reason for you to strive for those elusive Golden tickets!

Note: Buying the mystery items doesn't mean that you lose your right to any keys you've won.
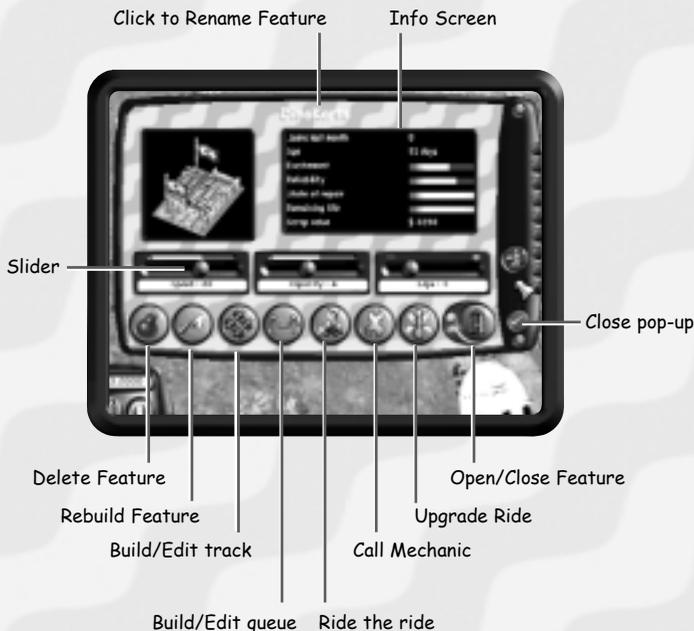
Challenges

From time to time, the Advisor will give you a challenge. These challenges give you a cash prize if you succeed.

Unfortunately for you, all of his challenges need to be completed in a set time. If you fail the challenge won't be offered again.

Pop-ups — know your tools

Pop-ups are a quick and efficient way of checking on multiple aspects of a feature. The following list explains some of the most common features you'll see in the pop-ups.

Click to Rename Feature   Info Screen

Slider

Close pop-up

Delete Feature

Open/Close Feature

Rebuild Feature

Upgrade Ride

Build/Edit track

Call Mechanic

Build/Edit queue   Ride the ride

Close pop-up - Click this button to close the pop-up and save any changes.

Close pop-up – Click this button to close the pop-up and cancel any changes.

View next/previous item - Click these buttons to view the next/previous item of this type in your park.

'Sort By' Toggles - In many pop-ups, the title bars actually double as a handy way of ordering the items displayed. Click a toggle to sort something using the heading criteria. Click a second time to reverse the order.

Renaming Features – Attractions, Staff and the Park itself can be renamed by clicking here. You can personalize your park and even use the new names to assist you in managing various features with the same appearance!

Info Screen – This gives you the selected features statistics allowing you to gauge how your adjustments affect factors such as reliability, excitement, popularity (rides) and takings, profit and customer happiness (shops).

Slider - Click and drag to adjust variables.

Delete Feature - Delete a feature and gain the scrap value (However, if the item is unused and less than a month old, you are refunded the full purchase price!).

Rebuild Feature - Enables you to re-position a feature. Useful as your park develops

Build/Edit track - For track rides, click this button to edit the track.

SIM Theme Park

Build/Edit line – Some rides attract more customers than you may have anticipated. Click this button to edit a line.

Ride the ride – Experience your rides up close and personal! Fantastic fun, but remember while you're riding, life in the park goes on!

Call Mechanic – If a ride is wearing out or has broken down, click this button to log and prioritize the job. A mechanic (if you have one) is dispatched as soon as he is available. **Note:** Bathrooms have a similar button allowing you to call a janitor.

Upgrade Ride – Once discovered, you can upgrade your rides or add new features to them. Click this button to check the upgrades available to you (See the Upgrading a Ride section on p. 47).

Open/Close Feature - Enables you to open and close a ride, shop, sideshow or bathroom.

PARK ATTRACTIONS

The All Attractions pop-up gives you an overview of everything you've built in your park.

All Attractions Hot Key: A

The screenshot below shows the All Rides section of the All Attractions pop-up. All the other sections function in a similar way.

Click to list All Shops
(See the Shops section on p.34)

Click to list All Sideshows (See the
Sideshows section on p.16)

Click to list All Miscellaneous
Items (See the Miscellaneous
Items section on p.17)

Click to sort
by name

Click to view
Park
Information

Click to view All
Staff pop-up
(See the Staff
section on p.40)

To view a particular items details,
left-click on it in the list.

To zoom to a
particular item,
right click on it in
the list

Click to list All Visitors in your
park (See the Monitoring your
Visitors pop-up section on p.37)

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Rides

Rides are the attractions that really pull in the crowds. Keeping them in good working order should be a priority. However, you should also watch out for full lines and upgrade potential.

THE INDIVIDUAL RIDE POP-UP

The Individual Ride pop-up is the ride's control center and you can make all manner of decisions related to the ride right here. If you are unsure of any of the buttons, see the Pop-ups – Know your tools section on p. 29.

To check out the status of an Individual Ride

Point at the body of the ride (Pointing Finger), then click. Alternatively, highlight and click a ride in the Rides section of the All Attractions pop-up.

Ride Tips

- Watch out for smoke pouring out of the body of a ride. This is a tell-tale sign that the ride has broken. Send a mechanic immediately!

- Don't run your rides in the red; if you do, they'll be less reliable and, ultimately, wear out quicker.

- Checking the Rides section of the All Attractions pop-up gives you a good, general overview of all your rides.

   Tip: Don't wait until a ride breaks down before calling a mechanic. If you do, its remaining life is reduced considerably. Instead, call a mechanic when the ride's State of Repair is low.

Shops

- button - Click to reduce factor

+ button - Click to increase factor

Apply Settings To All - For shops and sideshows, click this button to apply the current settings to ALL shops or sideshows of the same type

Shops have some additional controls on the pop-up, shown above.

In your Theme Park, shops provide your customers with havens of refreshment, nourishment and gifts. These shops will run themselves but you can adjust a number of variables to improve your money-making opportunities or provide your customers with top-notch produce.

Shop Tips

- Try making extreme adjustments and then monitor how the different shops fair in the All Shops pop-up. You'll also see your customers' response to your adjustments by watching their thought bubbles when they visit the shop.

- If a shop is performing poorly you might try moving its location or adjusting the variables of price and quality.

Sideshows

Sideshows are games of chance where customers can often win a prize. Set the cost of the prize, the chances of winning and the price for a game, then watch the money roll in! As with shops, keep an eye on your customers' reaction to the adjustments you make.

Miscellaneous Items

Miscellaneous Items include things like bathrooms, staff rooms, fountains, trees and bushes.

Miscellaneous Items Tips

- **Bathrooms** require cleaning, they can be opened/closed if necessary.

- **Security cameras** assist your Guards in keeping the kids in line.

- **Trees and bushes** help to keep the air clean and improve the parks' appearance.

- **Fountains** make the park more pleasant.

- **Garbage cans** encourage the kids to throw away their trash and eases the workload.

Staff Room

Check up on your Staff

You can check who's in the Staff Room at any time by clicking on it. You may take staff members from the Staff Room and put them back to work at any stage during the game. However, you should check their energy levels before doing so, if you're to avoid upsetting your hardworking employees.

Select the Staff type you wish to select

Staff Members of selected type currently resting

TO RETURN A STAFF MEMBER TO WORK

1. Click on the Staff Room.

2. From the Staff Room pop-up, select the staff member that you wish to put back to work.

3. The Individual Staff Member's pop-up appears.

Pick up staff member

4. Click the 'Pick up Staff Member' button and click in the desired location to return him or her to work.

MONITORING YOUR VISITORS

Your visitors are the key to your success! Upset them and they'll be out of your park quicker than you can say 'greasy burger'! Give them what they want and they'll stay in your park, spending lots of money and creating the sort of atmosphere that other Theme Park owners would die for!

So how do you check how you're doing? In the All Visitors pop-up, of course.

ALL VISITORS POP-UP

**All Visitors Hot Key: V**

Click and drag the slider to look quickly though the list

Click to view All Attractions

Click to View Park Information (See the Information section on p.45)

Click to view All Staff

Highlight and click a visitor to view the Individual Visitor pop-up

Click the Arrows to scroll visitor by visitor

Click to sort by Visitor Mood – These are the visitors' current overwhelming thoughts and give a good indication of where you're failing your customers (see the Moods section on p.38 for descriptions)

INDIVIDUAL VISITOR POP-UP

The Individual Visitor pop-up allows you to view information about each and every visitor to your park.

Visitor Stats

View next visitor

View last visitor

Return to the All Visitors pop-up
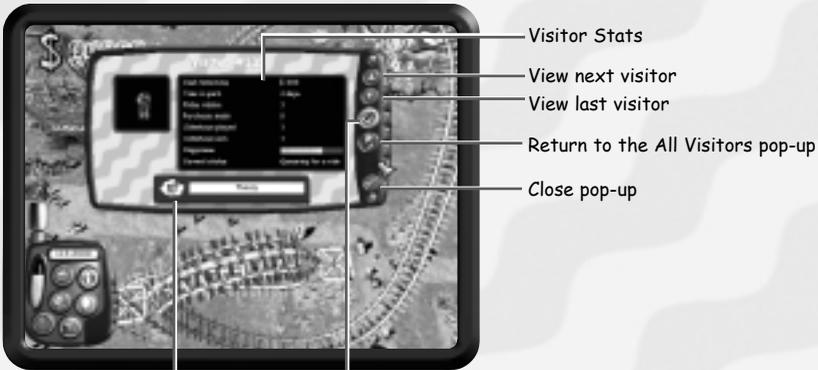
Close pop-up

Visitor's current mood (See the Moods section below)

Binoculars button

- **To Track a visitor** – Click the binoculars button. The pop-up closes and the view zooms to the individual. Right-click to stop following the individual.

- Click the visitor button on the new Control Panel extension to locate the other visitors one by one. To return to the Individual Visitor pop-up, click the visitor's name above the button.

Moods

You can gauge the success (or otherwise) of your park at a glance by checking the Mood icons that appear over the heads of your visitors.

- You can get a feel for general trends by looking at the Happiness bar on the Control Panel.

- Check the Park Information pop-up for most common thoughts or the All Visitors pop-up for detailed information and individual feedback.

These visitors are doing OK — you haven't upset them but, equally, you haven't blown their minds, just yet.

No complaints here – these visitors are happy and having a great time.

Your park rules! These kids couldn't be having any more fun even if they wanted to.

These folks aren't having such a great time. Figure out why and fix the problems.

These hapless visitors are confused – help them out!

These people are bored – give 'em something to do.

Uh-oh, angry folks. You'd better try and appease them fast.

These kids are sick. Maybe the rides are too severe or, then again, perhaps you've neglected the bathrooms.

These poor souls are trembling with fear. Maybe some of your rides are a little too EXTREME for them?

Whatever these kids are doing, they're enjoying it thoroughly.

SIM Theme Park

Boo! Hiss! Whatever they've just encountered, they're not impressed. Figure it out!

The visitor needs some food if they're going to stick around. Make sure you've got somewhere for the hungry visitors to get a snack.

Thirsty visitors — you've got enough Drinks Shops, I take it?

These people want food and drink — have you got those features in place?

What's the hold up? These visitors are getting pretty tired of waiting in lines.

This place is a mess! Visitors are not happy with the state of your park.

The kid wants to go to the bathroom. Make sure you've got at least a couple in your park.

STAFF

Look after your staff and they'll look after your visitors, your park and, ultimately, your interests.

TOP TIPS FOR KEEPING STAFF HAPPY

- Provide ample Staff Rooms.

- Provide On-the-job training (see the Staff Training Budgets section on p. 48).

SIM Theme Park

Staff Types

Janitor

Janitors keep your park clean, sweeping up litter, maintaining the bathrooms and mopping up the wee accidents that often happen after a particularly stomach-churning ride!

Tip: Place a Janitor and set his patrol area to cover litter 'black spots'. If you build a staff room close by, he can tidy up the mess, and rest himself adequately without leaving the area unattended for too long!

Mechanic

The fun technicians! These guys ensure that rides keep running, all year round and whatever the weather. Remember, every couple of rides you build need another Mechanic.

Entertainer

Lines are boring; Entertainers entertain. Put the two together and even standing in line can be fun for your lucky visitors!

Guard

The visitors might be kids but kids can misbehave as well as the next person! Guards are there to keep things under control theoretically.

Tip: Install Security cameras to make the Guards more effective.

Researcher

The fun professors! Without a Researcher or two your park will soon look out-of-date, passé even! Check the Research section (p. 46) for more information on employing your Researchers.

SIM Theme Park

STAFF MOODS

Staff have feelings too! As well as feeling happy, sad or confused they may also display the following emotions:

The staff member is tired. He or she will work slower until they've had a rest!

The staff member is going on strike!

Managing Your Staff

To get the most out of your staff, you need to manage them effectively.

All Staff Hot key: S

ALL STAFF POP-UP

You view your staff members by type. You can instantly see what they are doing, their wage and their skill level.

- Click on the Staff Type buttons to view employees of that Type.

- Click on a staff member to view the Individual Staff Member pop-up.

INDIVIDUAL STAFF MEMBER POP-UP

Staff information box – Detailed info on skill level, happiness, energy, wage and length of employment

Click to fire the member of staff

Click to pick up the member of staff – The pop-up closes and you can then drop the individual anywhere in your park

Click to locate the individual staff member - The pop-up closes and the view zooms to the individual. Right-click to stop following the individual

Click to view the All Staff pop-up

Click to Set the individual's patrol area. See Setting a Patrol Area section p. 44)

To Track a Staff Member — Click the binoculars button. The pop-up closes and the view zooms to the individual. Right-click to stop following the individual.

- Click the staff buttons on the new Control Panel extension to locate other staff members one by one. To return to the Individual Staff Member pop-up, click the name above the buttons.

- Keep an eye on staff happiness; if there's one thing worse than lazy staff, it's staff who are on strike!

Key to Staff Status

OK = Patrolling/Idle
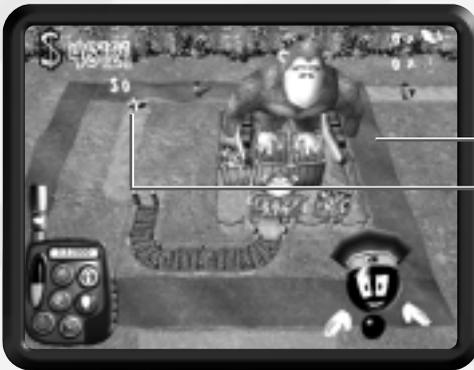
= Working

zZ = Resting

= On strike

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SETTING A PATROL AREA

You can ensure your staff are efficiently employed by setting their patrol area.

1. Highlight the member of staff so that they stop and the finger cursor appears. Then click to select.

2. The Staff Member Status pop-up appears. Click on the Patrol Area button (displayed above). The pop-up closes.

Limit of Patrol Area

Member of Staff

3. To set the area, click one corner of the required area and drag the mouse.

4. When you are happy with the patrol area, click again to confirm.

A red **X** over the Patrol Area button indicates that you have already set that individual's area of responsibility. To cancel it, click the button. Click it again and repeat steps 3-4 to set a new area.

Tip: The nearest member of the staff is always summoned to attend whatever needs fixing/cleaning etc. An even spread of staff across your park will ensure response times are kept to a minimum!

SIM Theme Park

INFORMATION

The Information pop-ups are your window on the Theme Park. You can view information relating to all your attractions, shops, staff and visitors from this pop-up. You should already be familiar with the Attractions pop-ups (if not see the sections earlier in the manual). However, you might not have seen the following pop-up:

PARK INFO POP-UP

A graphical information panel, which allows you to quickly spot trends over different time scales.

Click to see a graph of the rate at which visitors have been arriving

Click to see a graph of the number of visitors in your park

Choose time scale: 1,3 or 12 years

Click to see graph indicating how long your visitors have been staying for

Click to see graph indicating trends in visitor happiness

A quick visual indicator of what people are thinking about

See the Happiness levels at a glance

Totals for number of visitors currently in park

Information Tips

•   Use the Information pop-ups to check out how important decisions you have made have affected your park's popularity and profit levels.

SIM Theme Park

RESEARCH

A winning Theme Park always keeps one step ahead of the competition with the latest and most exciting rides. Hire a Researcher as soon as possible and ensure that you set their research priorities in the Research pop-up.

> **Note:** Research is automatic in Instant Action Mode. You start with one Researcher in the park, and discoveries are made automatically. However, hire more Researchers and the speed of discovery will increase!

THE RESEARCH POP-UP

Click and drag to adjust the level of research

Click and drag to work the Scientists harder – Caution! Don't work the poor fellows in the red for too long. If you do they'll become unhappy and eventually go on strike!
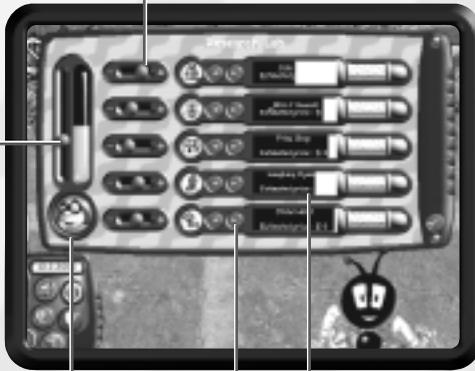
Check the visual indicator to see how hard you are working them.
Red = Danger; **Green** = OK

Click to cycle through Attractions to be researched

Research progress

SIM Theme Park

UPGRADING A RIDE

You can discover two levels of upgrade for most rides. These 'standard' upgrades improve your rides reliability, top speeds or capacities.

1. Once discovered, the Advisor informs you of the upgrade.

2. To purchase the upgrade, go to the Individual Ride pop-up and click the Upgrade button (above).

3. In the Upgrade list, click the desired upgrade.

4. If you chose a version upgrade, a Mechanic is called to the ride and work begins. When work is complete, the ride re-opens and an icon appears above its entrance to indicate that it has been upgraded.

Note: Some rides have additional components you may research and discover. You are advised of these discoveries in the same way as regular upgrades. To install them, you must place them in the park as you did with other items.

Additional Track Ride Components

- Note that for additional track ride components, you can only place them on top of existing straight sections of the ride's track.

FINANCE

The Finance area allows you to see trends in your cash flow and to take action to correct problems in your spending, repairs, and investment in new attractions.

FINANCIAL INFORMATION

Financial Information Hot Key: F

Allows you to see trends and take the appropriate actions.

SIM Theme Park

CHANGE TICKET PRICE

Park Gate Hot Key: G

Set the ticket price or open/close the park.

STAFF TRAINING BUDGETS

Training Hot Key: T

Set the training budget for each staff type. Costs you money but will increase your staff skill levels over time. This will increase the effectiveness of your workforce and make your park run more smoothly.

LOANS

Take out loans to finance new attractions. Be careful, though, because you've got to keep up the repayments every month.

Loans Hot Key: L

You can sort by clicking any column

Click to view Available Loans

Click to view Outstanding Loans

To take out or repay a loan, click on the loan of your choice

Financial Information pop-up

Ticket Price pop-up

Staff Training pop-up

SIM Theme Park

Loan Information

> **Loan Term** – The number of monthly repayments necessary to clear the loan.

> **Monthly Repayment -** The amount of money you'll pay back in each month of the term.

> **Total Payable** – This is the total amount you will pay back should you take the loan.

For Outstanding Loans you will see the Term Remaining and the Remaining Balance.

By all means, take out a loan but remember it's another monthly fixed cost that you must pay. If you don't, you could well send your Park bankrupt!

> **Note:** Loans are not available in Instant Action Mode.

MAP SCREEN

Map Screen Hot Key: Space

Use the Map Screen to get an overall view of the park and how it is functioning.

Click to show location of Staff

Click to scroll around the map

Click to Zoom In/Out

Click to return to the game (Game is paused while you are in Map Screen)

Click to show Rides/ Sideshows/Shops/Miscellaneous Items/Tracks on map

Click to show Visitors/Customer Satisfaction/Happiness/ Excitement

SIM Theme Park

To view the Attractions of one type, click a button in the lower-left corner.

- • When you view rides, its state of repair is represented by colors — from green (okay) through yellow to red (broken down).

- • If an attraction has a black outline, it is closed.

To see how your customers are enjoying the park, click one of the lower-right buttons.

- • When you view customer satisfaction, the color of a shop or sideshow indicates how satisfied the visitors are with it — from green (great) through yellow to red (poor).

- • When you view visitor happiness, the color indicates how happy the visitors are — from yellow (very happy) through orange to blue (unhappy).

- • When you view excitement, the color of a ride or sideshow indicates how exciting it is — from green (very exciting) through yellow to red (not very exciting).

To view your Staff, click a button on the right edge.

- • The patrol area of each staff type appears in blue.

- • When you view Janitors, messy areas of your park will be shaded red.

- • When you view Entertainers, the area in which they are effective is shaded yellow.

- • When you view Guards, the area in which they are effective is shaded green, as will any areas covered by security cameras.

To close the Map Screen

Click anywhere on the map to close the screen and snap the view to the place you clicked.

Note: If you click on a feature, staff member or visitor, the appropriate pop-up appears.

SIM Theme Park

CAMCORDER MODE/E-MAIL POSTCARDS

Camcorder Mode

Camcorder Hot Key: C

Click on the Camera then on the Camcorder (or press **C**). Now, click at a point in your park and explore your park in the flesh – well, virtually!

To Explore the Park

Look UP/DOWN/LEFT/RIGHT – Move **Mouse UP/DOWN/LEFT/RIGHT**

Walk forwards/backwards – **UP/DOWN arrow keys**

Turn left/right – **LEFT/RIGHT arrow keys**

E-Mail Postcards

Send e-mail postcards to your friends around the world. Enter their details or retrieve them from your address book (See the Address book section on p. 53).

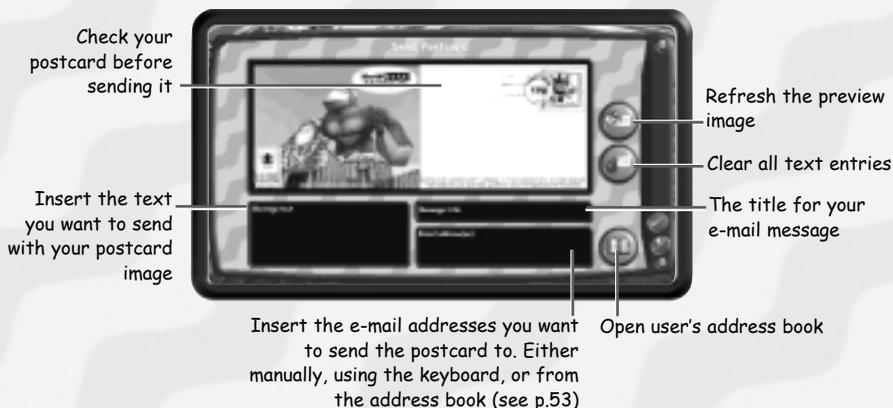**E-mail Postcard Hot Key: Ctrl - P**

SEND E-MAIL POSTCARDS

Composing an E-mail

Capture a fun image of your park, add a message and send a unique postcard to your friends anywhere around the world.

1. Move around your park until you find a view that you want to use as your postcard image.

2. Click on the Camera then on the Postcard button (or press **Ctrl-P**). The Postcard pop-up appears.

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Note: You can also send a postcard while in Camcorder mode. To do so, press **Ctrl-P** when you're happy with your view.

3. Enter your message title and text.

4. Enter the e-mail addresses of the people you want to send your postcards to or click the Address Book button to retrieve these from your address book.

5. Click the Refresh button (see the screenshot below) to see how your finished postcard will look.

6. You can start again by pressing the Clear All button (see the screenshot below).

7. When you're happy with your postcard, click on the check button to send. Alternatively, click on the X button to cancel sending.

8. If you are currently connected to SimTheme Park Online, your postcard is sent immediately. If you're not connected, your postcard is sent to your outbox and can be sent at a later stage. A message will appear informing you that your e-mail has been saved in your outbox.

Check your postcard before sending it

Refresh the preview image

Clear all text entries

Insert the text you want to send with your postcard image

The title for your e-mail message

Insert the e-mail addresses you want to send the postcard to. Either manually, using the keyboard, or from the address book (see p.53)

Open user's address book

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ADDRESS BOOK

Insert and store your most frequently used addresses here.

List of addresses in your address book

Type new e-mail addresses to add to your address book. Press **Enter** to add this address to your book

Delete entry from address book

OUTBOX

If you send an E-mail postcard while offline, it is stored here. Next time you visit your lobby, an icon indicates that you have unsent mail. Click this to go online and open your outbox.

e-mail postcard image for unsent mail item

e-mail addresses of recipients for unsent item

Marks all unsent items for sending

Marks all unsent items for deletion

Clear all send/delete check boxes

List of all unsent e-mails. Mark each individually for sending or deletion

GAME MENU

When you press the **Esc** key during the game a menu appears giving you a number of options:

Load

Left-click on a previously saved park to load it.

Save Game

To Save a park:

1. Left-click on the new save slot and enter a name to identify the park.

2. Click on the green check mark. The park is saved.

Go Offline

Select this option if you want to disconnect from the Internet.

Publish Park

If you think your Theme Park is worthy, why not publish it in your pre-allocated slot on the SimTheme Park website? (See Publish Park section on p. 62 for details).

Options

Go to the Options Screen to fine-tune your SimTheme Park experience.

Resume Game

Return to the game.

Exit to Lobby

Return to the Lobby Area. Your park is automatically saved, and you will pick up at this point when you come back to it.

Quit Game

Exit to Windows®

> **Note:** When you quit, your entire game is automatically saved. You pick up at this point when you re-enter the game through the Player Log On.

OPTIONS SCREEN

The Options Screen lets you configure the game for best performance on your PC.

3D Card Rendering/Software Rendering – if you have a 3D card in your PC you should choose the '3D Card Rendering' option.

Primary/Secondary Video Card – choose the 'Primary' option unless your 3D card is set up as a secondary video card.

Screen Resolution – Higher resolutions will require a powerful PC, or game performance may suffer.

Graphics Quality – Higher quality will require a powerful PC, or game performance may suffer.

Audio Quality - Higher quality will require a powerful PC, or game performance may suffer.

Sound Effects Volume – Adjust the volume to your preference, or turn the sound **ON**/OFF.

Music Volume – As above.

Speech Volume – As above.

Movie Volume – As above.

Advisor – Turn the advisor **ON**/OFF.

Tutorial – Turn the tutorial advice **ON**/OFF.

Pop-up Help – Turn the helper bar **ON**/OFF.

Confirmations – Turn **ON**/OFF the messages which appear asking you to confirm certain actions.

Right Button Cancel – When turned **ON**, clicking the right mouse button exits the current mode, as if you'd pressed the **Esc** key.

Camera Rotation – Choose 'SMOOTH' if you want to be able to rotate the park freely, or '**90 DEGS**' if you want rotation to be locked to the 4 compass points.

SIM Theme Park

Scroll Using Pushscroll/Right Button – '**PUSHSCROLL**' if you want the park to scroll when you point near the edge of the screen. If you choose 'RIGHT BUTTON' the park scrolls when you hold down the **Right Mouse Button**. The direction and speed of scrolling is determined by the position of the mouse cursor relative to the center of the screen – try it out, we think you might like it!

The Context Sensitive Cursor

You'll notice that your cursor changes when it moves over different areas of the game screen. This gives you a visual clue as to what you can do.

When placed over the Control Panel or pop-up, the cursor appears as an arrow. Click on a button to open or activate that particular pop-up or function (See the First Steps section on p. 11).

If the game is busy, the cursor appears as an hourglass.

If the cursor is positioned over an object that can be selected, it appears as a pointing finger.

Placed over the ground or a path in your Park, the cursor animation shows a path being laid. This is path-building mode (See the Laying a Path section on p. 12).

If the cursor appears over an existing line, it displays a 'build line' icon. You may edit the line by clicking on it (See the Laying a Line area section on p. 14).

When positioned over land that you've elected to clear, or over flat track, the cursor appears as a bomb. Use this to level the land in order to make way for new features (See the Pop-ups know your tools section on p. 29).

The cursor displays the 'Connect' icon whenever it's joining up sections of track or linking lines to paths.

When a section of unfinished track is selected, you enter 'build track' mode (See the Building a Track Ride section on p. 18).

When placing a staff member in your Park (See the Hiring Staff section on p. 23).

Once you have a feature selected, ready to place, this cursor appears. Simply left click to place the feature (See the Building a Basic Ride section on p. 13).

When this icon appears you cannot place the feature in the current location. Additionally, the blueprint turns red (See the Building a Basic Ride section on p. 13).

You don't have enough cash to complete the order (See the Building a Basic Ride section on p. 13).

Whenever the cursor displays a camcorder icon, left click to go into Camcorder Mode and see all the action first hand (See the Camcorder Mode section on p. 51).

PYLON EDIT CURSOR STATES

Whenever you select an option from the Roller Coaster Construction Control Panel, the cursor changes to reflect the option that you've selected.

When a roller coaster/log ride pylon is selected, the cursor displays an 'edit pylon' icon (See the Building a Roller Coaster or Log Ride section on p. 19).

Whenever you alter the location of a roller coaster/log ride pylon, the cursor displays a 'move pylon' icon (See the Building a Roller Coaster or Log Ride section on p. 19).

If you adjust the height of a roller coaster/log ride pylon, the cursor displays a pylon icon with an arrow above it (See the Building a Roller Coaster or Log Ride section on p. 19).

If you are rotating a roller coaster/log ride pylon, the cursor displays a 'rotate' icon (See the Building a Roller Coaster or Log Ride section on p. 19).

If you are pivoting a roller coaster/log ride pylon, the cursor displays a 'pivot' icon (See the Building a Roller Coaster or Log Ride section on p. 19).

If you have selected the 'Swap a Track section up through a pylon' option from the Roller Coaster Construction Control Panel, the cursor displays an upwards-pointing arrow icon (See the Building a Roller Coaster or Log Ride section on p. 19).

If you have selected the 'Swap a Track section down through a pylon' option from the Roller Coaster Construction Control Panel, the cursor displays a downwards-pointing arrow icon (See the Building a Roller Coaster or Log Ride section on p. 19).

SIMTHEME PARK ONLINE

Go online

SimTheme Park Online brings together Theme Park fans from all over the world. Our website contains the latest news and information on the game, plus hints & tips from the brains at Bullfrog®. You can even display all your published parks on a personalised web page by visiting the My ThemePark pages. Key features:

- Publish your parks and invite your friends to visit.

- Visit other parks and vote for the ones you like best.

- Access to our club newsletter and special bulletins.

- Send e-mail postcards from your parks.

- Join chat sessions in our dedicated chat parks, or invite friends to your own chat parks.

- Special invitations to our members-only online conferences with the creators of your favorite Bullfrog games.

- Download New Rides for your Theme Parks.

CREATING YOUR *SIMTHEME PARK* ONLINE ACCOUNT

In order to use any of the online features of SimTheme Park, you must have an account first.

1. Visit the SimTheme Park website (http://www.SimThemePark.com).

2. Click 'PLAY ONLINE' button and select 'CREATE NEW ACCOUNT'.

3. Specify a date of birth, choose a user name and password and complete the online registration forms.

4. Once you've filled out all the fields, click, 'ACCEPT' to create your account.

CONNECT TO INTERNET

Now you've created your SimTheme Park account, you need to connect to the Internet.

Use this setting if you connect to the internet via an existing connection

Use this setting if you connect to the internet via a modem

Select your Internet dialup settings. Please ensure you use the correct username and password for your connection

Choose your ISP from the list

Shows whether or not you're already connected

Note: SimTheme Park dialup only displays existing Windows dial up accounts. If you are using AOL or other similar connections, connect to the Internet manually before logging on to SimTheme Park Online. Choose 'USE EXISTING CONNECTION' if you already have a connection.

LOGIN TO *SIMTHEME PARK* ONLINE

Enter your user details for SimTheme Park.

Your user name for
Theme Park World

Your password for
Theme Park World
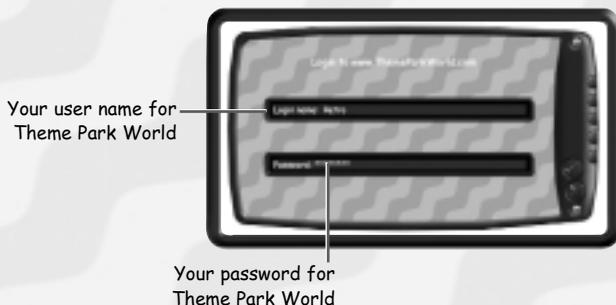
Note: This is the user name and nickname you created when you registered at SimTheme Park online, not your savegame nickname.

FORGOTTON YOUR PASSWORD?

If you forget your password, please visit the SimTheme Park website (http://www.SimThemePark.com), go to 'MY DETAILS' and click the 'FORGOT PASSWORD?' button.
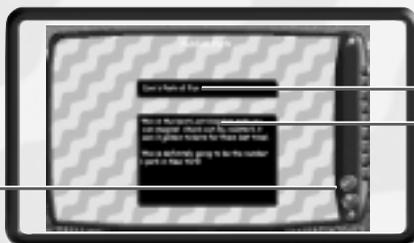
Publish Park

If you're ready to publish your park, follow the instructions below.

Your published parks can be visited by other owners of SimTheme Park. When another SimTheme Park player visits your Theme Parks you win Platinum Tickets which can be used to download new rides from the website.

Each city in the world can host a maximum number of parks, so maybe you should find an empty one to publish your park in.

You can vote for your favorite parks, each city on SimTheme Park Online has a top 10 table. There will be competitions and prizes for the best parks!

Enter the name for your park

Enter the description for your park

Click this to enter the online world to choose the city in which to publish your park

Note: The city at the North Pole, marked with the Bullfrog flag is not available for publishing parks. This is a city containing parks created by Bullfrog.

ONLINE WORLD

Use the globe control buttons to rotate your view on the world.

Name of city currently highlighted. Move the mouse to view the number of parks published in other cities

Number of parks currently published in this city. Each city has a limit on the number of parks that can be published. You are notified if the limit has already been reached

Zoom in/out toggle

Rotate left, rotate right, rotate up, rotate down

Click on a city to publish your park

Example

If you are already connected to SimTheme Park Online:

1. From within your park, press **Esc** to bring up the Game Menu. Select PUBLISH PARK.

2. From the Online Lobby, select the city in which you would like to publish your park. Position the mouse over cities to display their name and the number of parks already published there.

3. Enter your park name and description and click the check button to accept. Left click on the city to publish your park.

Note: The size of the flags marking each city are proportional to the number of parks published within each city. The bigger the flag, the more parks have already been published there.

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Visit Parks & Chat

Why not visit parks published by other
SimTheme Park players then vote for
your favorite parks? You can even chat
with their creators or with hundreds of
other people in our dedicated chat
satellites.

The first time you visit this section, you'll see the game news and system news
(see the Online News section below).

SELECT PARK TO VISIT

Allows you to
search for parks
owned by a
particular player.
(See Find Parks)

Back to your own lobby

Zoom in/out toggle

Name of city
currently highlighted

Number of parks
currently published in
this city

These are the SimTheme
Park chat satellites. The
number displayed next to
each satellite is the
number of people currently
in this chat park. Not only
can you chat in these
satellites, but you can also
chat in any park you visit
online. (See Chat p. 67)

Rotate left, rotate right,
rotate up, rotate down

- Click on a city to enter it and view more information about the parks
  published there (see the Online Lobby Screen section on p. 66).

- Click on a satellite to enter chat park.

ONLINE NEWS

Read the latest game and system news. Find information about latest
downloadable rides, the current top players and parks, additions of extra
cities to SimTheme Park Online and lots more!

FIND PARK

List of parks generated from your player search. Park Name, theme, city, current rank, number of votes and number of visits displayed
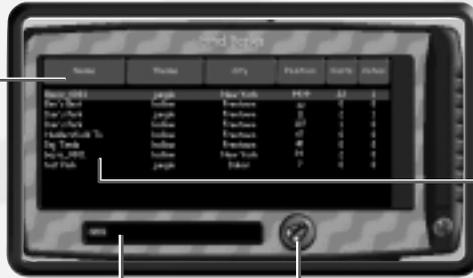
Click on a park to see more information (see Online Park Info below)

Type in the user name whose parks you would like to see

Hit this to start your search

ONLINE PARK INFO

View detailed information about the published parks and unpublish your parks.

Indicates whether this park was built in Instant Action Mode or Full Simulation Mode

Detailed information about the park

The name of the park

What theme this park is

The current rank of this park

Who published this park

E-mail address of player that published this park

Date this park was published
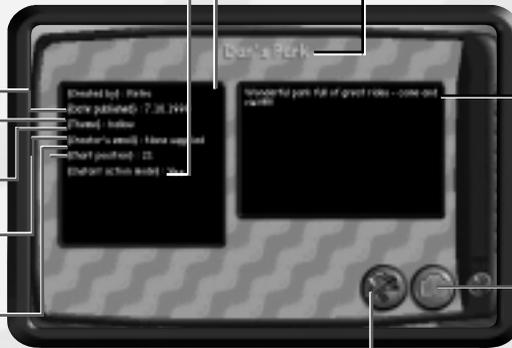
Full description of park

Click to unpublish parks from Theme Park World Online.

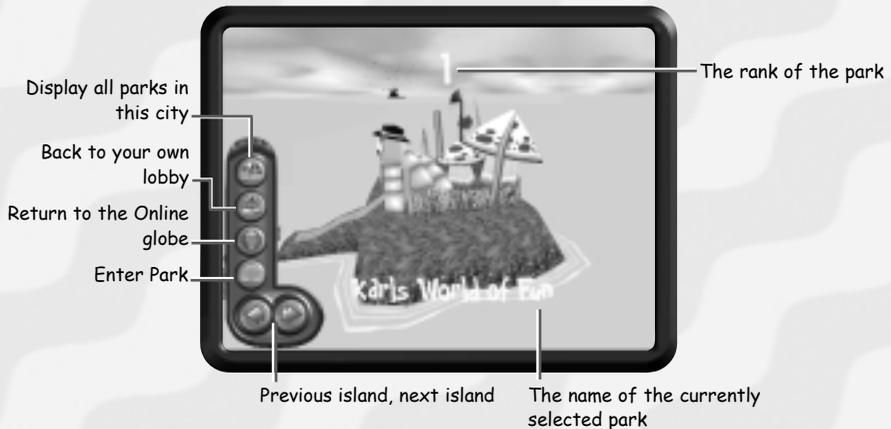Click to enter this park

SIM Theme Park

Once you've entered the park, you will automatically switch to Chat Mode (See the Chat section on p. 67).

You may want to Unpublish Parks to create more space for your latest parks. Don't forget, you can only publish a set amount of parks.

   Note: This button is only available for your own parks.
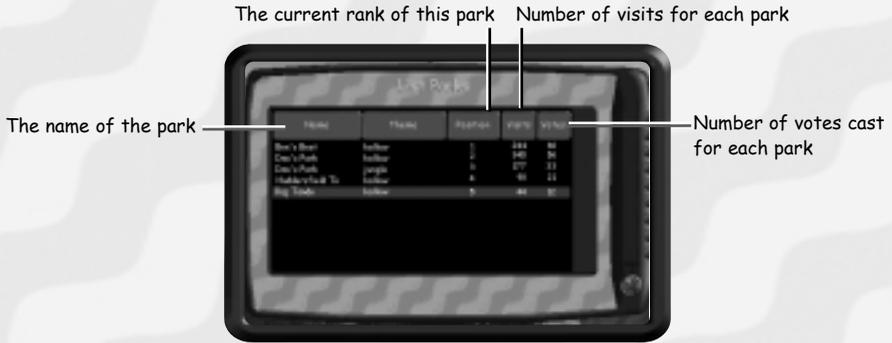
ONLINE LOBBY SCREEN

View the top 10 parks currently published in the city. Each park is displayed as an island. To find out more information about the published park, click on the island.
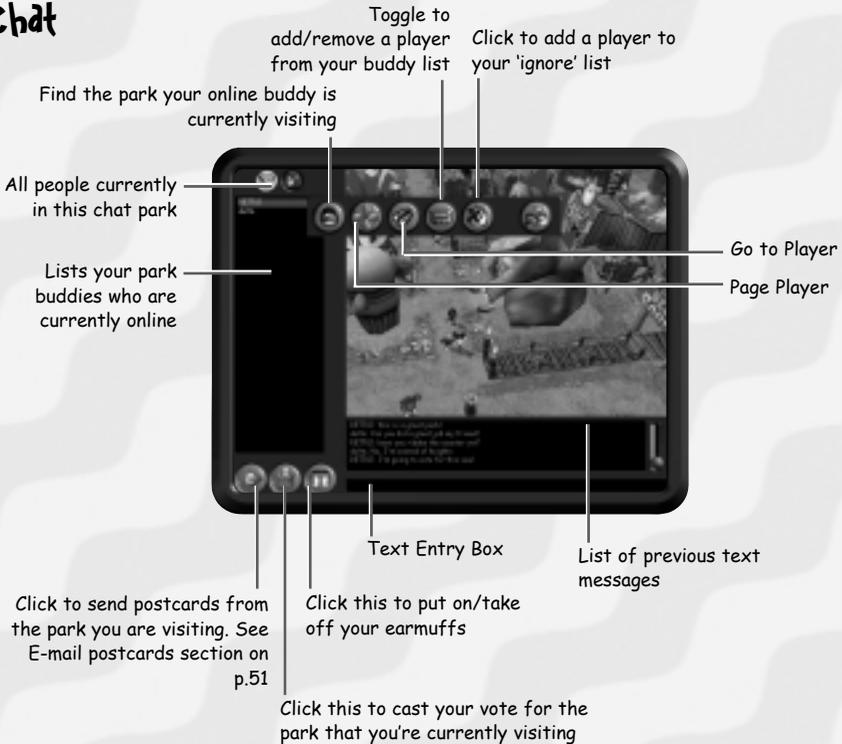

Display all parks in this city

Back to your own lobby

Return to the Online globe

Enter Park

The rank of the park

Previous island, next island

The name of the currently selected park

•   To see all the parks published in this city, click the List Park Button (see List Parks section on p. 67).

LIST PARKS

Use the List Parks screen to view information about parks not currently in the top 10.

The current rank of this park

Number of visits for each park

The name of the park —

— Number of votes cast for each park

Chat

Toggle to add/remove a player from your buddy list

Click to add a player to your 'ignore' list

Find the park your online buddy is currently visiting

All people currently in this chat park

— Go to Player

Lists your park buddies who are currently online

— Page Player

Text Entry Box

List of previous text messages

Click to send postcards from the park you are visiting. See E-mail postcards section on p.51

Click this to put on/take off your earmuffs

Click this to cast your vote for the park that you're currently visiting

SIM Theme Park

- When you visit an online park, you can also chat to other visitors. To chat, simply type text into the text entry box and press return. Your message will be broadcast to everyone in your vicinity (See Chat Features below).

- Be careful because you only have a set amount of votes to cast each day! Use the Vote button to register your vote.

Note: You cannot vote for chat satellites or Bullfrog endorsed parks.

Getting around in Chat Mode

In Normal Mode

- Left click to walk to destination.

- Double click to teleport to destination.

- Press the Vote button to cast your vote.

- Press F4 to switch between fullscreen and Chat Mode.

In Camcorder Mode

- To switch to Camcorder mode, press **C**.

- Use the cursor keys to navigate around the park.

- To ride a ride, simply walk up to the ride line and enter the ride.

Chat features

When chatting, there are several different ways to talk to other people. Some of these are available from the menu, and some by entering commands in the text entry box.

The different methods are displayed as different colors in the chat message history. Here is a list of commands. The color appears in brackets after each command.

Note: In these examples, the names 'Dan' and 'Jim' are used for illustration purposes only. Your own name will appear in place of Dan's.

> **/Say -** The default method of communicating. What you say will be seen by people in your vicinity (white).
>
> **Example:** /Say Hello – Displayed as "Dan: Hello".
>
> **/Emote** – A way of expressing emotions or actions (white).
>
> **Example:** /Emote is bouncing up and down – Displayed as "Dan is bouncing up and down".

OTHER COMMANDS

These commands are available from the interface, or by typing in the command in the text entry box. To use the interface, right click on the person in the list you want to action and select the appropriate button from the pull out menu.

GENERAL

Buddy List.

Once SimTheme Park Online is up and running you can add friends and other SimTheme Park users to your buddy list.

This is a list of users that you have marked as chat buddies.

Labelling someone a chat buddy allows you to find them if they are visiting any park, not just the park you're currently visiting.

You can send messages to your buddies if they're in a different park by using the page player button. You can jump to the park your buddy is visiting by clicking on the goto player button.

- Right click on the users name in the in-park list to access the user menu.

To add someone to your buddy list:

Right click on their name in the people in park list. Click on the 'add to buddy list' button to add them.

To remove someone from your buddy list:

Right click on their name in the people in park list, or the buddy list. Click on the remove from buddy list button to remove them.

To ignore a particular user:

Right click on a name in the people in park list and then click the 'IGNORE' button.

To remove them from your ignore list, click the ignore button again.

Blackmarking players

Chatting in SimTheme Park Online should be fun for all. To ensure that it is, we have added a mechanism to allow abusive players to be reported. If a user is seen to be abusive they may be disconnected from chat or disconnected from SimTheme Park Online.

Please refer to the Terms and Conditions for a full description of what constitutes chat abuse. If you find a player that is being abusive you can add them to your 'IGNORE' list. If the player continues to harass or annoy other users, you can blackmark them. This will notify the SimTheme Park Account Supervisor who will be able to review the conversation and act accordingly

To blackmark a player:

Right click on a name in the people in park list and then click the blackmark button. There is no un-blackmark feature.

Note: Please do not abuse the backmarking system; it is there for your safety. Blackmarking a player who has not been abusive may result in suspension of your account.

Buddy commands — Can also be accessed through the Buddy Button Panel.

> **/Page** – Sends a page message to someone on your buddy list (green). Example: "Dan is paging you".
>
> **/Locate** –Find out where your friends are. Displays the park and city they are visiting.
>
> **Example**: /Locate Dan will return "Dan is currently in Halloween World in San Francisco".
>
> **/Goto -** This exits you from your current chat park and lets you jump to your buddy's location.

Additional commands

> **/AFK** – Away from keyboard. Tell other players that you may be away from your keyboard for a while. Use this if you have to leave your computer but want to remain in the chat park.

To exit /AFK Mode, enter any other command (or type /AFK again)

Hints and Tips

GENERAL

Place an Entertainer next to the end of the line for a popular ride. As the visitors stream past him on the way to the ride they'll be cheered up by his amusing antics. If the ride breaks down and the customers come back out of the line, he'll be there to keep their spirits up.

Before opening your park make sure it's worth opening. Build a couple of rides, a shop, a sideshow, a Staff Room and Bathrooms at least.

Visitors do not like walking long distances so when you have a large park you should put some very exciting attractions at the back of the park if you want people to go there.

SIM Theme Park

Add Security measures. When the park gets busy, security measures allow your Guards to catch pranksters before they can annoy too many visitors. With good security camera coverage, you only need one guard. When your park grows and profit is good, you may want to consider hiring more.

Watch for Happy Zones! If you notice an area of your park is making people very happy then make the most of it. Visitors pay a little more at the shops if they are happy!

Beware Sickness! If you build food and drink shops near the entrance to fast or exciting rides, don't be surprised if the kids look a bit green when they step off the ride!

Kids love big parks! The more attractions you have in your park, the more kids will want to come to the park. They'll also be willing to pay more! Remember: keep raising your park entry ticket price to make the most of this.

CLEANLINESS

Problem Areas. After a few months you may notice problem areas developing in your park. Setting staff patrol routes will counter these. Bathrooms are an obvious danger zone so set a Janitor or two to patrol past them on a regular basis.

Garbage Cans. Make sure there's a Garbage Can near all your Food and Drink Shops! If kids find themselves with a handful of litter, they'll be more inclined to put it in the bin if you've thoughtfully placed one nearby.

Floral Air Freshener! Nothing absorbs the heady aroma of a dirty bathroom like a nice bit of flora. Liberal planting of bushes and trees around your bathrooms considerably reduces nasty smells.

RIDES

Lines and Exits. Ensure the visitors can get in and out of all your attractions. They get very annoyed when they want to go on a ride but the line or exit is not connected to the path.

Planning Track Rides. Water rides and go-kart tracks take up a lot of room! Plan carefully, so that they are a feature, rather than an inconvenience to the development of your park.

Excitement. Ensure your Roller Coasters are exciting by putting in lots of steep climbs, banking corners, loops and so on. Remember: too many thrills will make your customers ill and may even drive them away!

Research! Once you've built all the available attractions you should start researching new ones. Remember: you must hire a researcher before research will start. Unfortunately, Researchers are expensive so don't hire more than you can afford!

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Designed By Bullfrog™

SIM Theme Park™

WARRANTY INFORMATION

- NEED TECHNICAL SUPPORT? Please see the enclosed Reference Card for technical support information.

- NEED GAMEPLAY HELP? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

  -In the US, dial 900-288-HINT (4468). 95c per minute.

  -In CANADA, dial 900-451-4873. $1.15 (Canadian) per minute.

  If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

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We recommend that you send your product using a delivery method that is traceable.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD—Please return the product along with a check or money order for $7.50 made payable to Electronic Arts, and a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below.

We recommend that you send your product using a delivery method that is traceable.

> Electronic Arts Customer Warranty
> P.O. Box 9025
> Redwood City, California 94063-9025

If you have warranty questions, you can also contact Customer Warranty via email at warranty@ea.com or by phone at (650) 628-1900.

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