ZOO TYCOON

DINOSAUR DIGS

HOTKEYS

MARINE MANIA

Key	Action
CMD+B	Hide/show buildings
CMD+F	Hide/show foliage
CMD+V	Hide/show guests
CMD+G	Hide/show grid
CMD+S	Save a game
CMD+L	Load a saved game

Key	Action
CMD+LEFT ARROW	Rotate counter-clockwise
CMD+RIGHT ARROW	Rotate clockwise
CMD+UP ARROW	Zoom in
CMD+DOWN ARROW	Zoom out
SPACEBAR	Pause/resume game

Key	Action	Key	Action
PLUS SIGN (+)	Increase grid	DELETE	Clear
MINUS SIGN (-)	Decrease grid	BACKSPACE	Undo

Key	Action	Key	Action
C	Construct exhibit	O	Display scenario objectives
D	Adopt animal	Z	Display Zoo Status
H	Hire staff	G	Display Guest Info
B	Buy buildings/objects	E	Display Exhibit Info
M	Show messages	A	Display Animal Info
F	Display file options	S	Display Staff Info

This booklet covers the Zoo Tycoon™ double expansion pack, which includes both Marine Mania™ and Dinosaur Digs. You now have access to original Zoo Tycoon animals, marine animals, and dinosaurs! The Zoo Tycoon double expansion pack also includes several new features that you have access to regardless of which animals you play with.

IN-GROUND AND ABOVE-GROUND TANKS

Unlike for land exhibits, in marine exhibits you can control the height of the

Exhibit Information
Tank Adjustment
Wall   Base
$1348 $1056
Water Type Salt Water
Drain Tank

tank walls and the elevation of the bottom, allowing you to create a variety of tanks for different sizes of animals.

After you place the tank, you can raise and lower the tank walls and tank base using the Modify Tank tab on the Exhibit Information panel, which you can access by clicking the tank's platform.

DRAINING TANKS

Tanks are filled automatically when you create an exhibit. If you need to drain the tank, click **Drain/Fill Tank** on the Exhibit Information panel.

SALINITY

Marine exhibits have a few more variables to keep track of than other exhibit types. Although the water defaults to salt water, you can drain the tank and refill it with either salt water or fresh water.

MARINE SPECIALISTS

Your zookeepers are great for elephants and tigers, but they're in over their head when dealing with the special needs of marine life. You can hire marine specialists from the same place you hire zookeepers and other zoo staff, on the Hire Staff panel.

FILTRATION

You need to keep clean water in your tanks—dirty water will make your animals unhappy. Purchase tank filters by clicking the **Fences** tab on the Construction panel. Marine specialists also clean tanks, but it keeps them from other tasks, like running shows.

Remember that your filters can break down. If you see one sitting idle, get a maintenance worker on it right away.

COMBINED LAND AND WATER EXHIBITS

One of the advantages of Marine Mania is that not only can you create tank exhibits for marine-based creatures, but you can add a tank exhibit portion to a regular land exhibit for any animal that enjoys a good swim. Construct combined exhibits by building a tank exhibit adjacent to or within an existing land exhibit, making sure the animal can get into the water. But make sure that your animals can't climb out the other side of the tank and escape!

HIRING THE APPROPRIATE STAFF MEMBER

In Marine Mania, you'll notice that some animals and dinos who love water require zookeepers or scientists to care for them instead of marine specialists. Refer to the following table to determine which staff member you should hire to care for each animal.

Zookeeper	Scientist
California Sea Lion	Deinosuchus
Emperor Penguin	Giant Tortoise
Hippopotamus	Plesiosaurus
Northern Elephant Seal	
Pacific Walrus	
Polar Bear	
Saltwater Crocodile	
Southern Sea Otter	

For step-by-step instruction on setting up a show, see the interactive Marine Mania tutorials.

Everyone loves seeing a dolphin jump through a hoop or an orca perform a spectacular breach. Marine Mania gives you the ability to have your marine animals perform and make additional money for your zoo.

CONSTRUCTING A SHOW EXHIBIT

To set up a marine show, you'll need to construct a show tank where the animals will perform. Show tanks have their own special walls, which you can purchase on the Construction panel just like all other walls in Zoo Tycoon.

Show tanks must be constructed alongside an existing exhibit tank—when you construct the show tank, a portal will be placed between the two. The animal will live in its exhibit tank but will swim into the show tank for its scheduled performances.

PURCHASING A SHOW ANIMAL

Not every animal wants to be a star. Only five animals perform shows in Marine Mania. These animals are designated by a star next to their icon on the Adopt Animal panel.

Great White Shark

Orca

Sea Otter

Bottlenose Dolphin

California Sea Lion

PURCHASING A GRANDSTAND

Purchase grandstands and place them near the show tank to keep your guests happy. Grandstands are mandatory if you want to charge an admission fee for performances.

ADDING AN ADVANCED TRICK AREA

Performing animals need a specific area set aside in their show tanks where more advanced tricks are performed. Purchase an advanced trick area by clicking the **Show Objects** tab on the Adopt Animal panel.

ADDING SHOW TOYS

Some tricks will only be performed if the animal has the required toy. Purchase toys by clicking the **Show Objects** tab on the Adopt Animal panel. Toys cannot be placed in the advanced trick area.

SETTING UP PERFORMANCES

Now it's time for the script! When you build a show tank, a program will be scheduled automatically. You can adjust the performances for maximum effect using the Show Script panel, accessed by clicking a grandstand or the feeding platform in the show tank exhibit. Remember that you make more money the more shows you have, but it will make your performers unhappy.

FREQUENCY
Change how often the animals will perform.

TRICKS IN SHOW
Change the order of a selected trick in your show.

ADMISSION
Change the admission price.

POTENTIAL BENEFIT
Shows how much happier your guests may be with this sequence of tricks.

TRICKS
Add and delete selected tricks to and from your show.

SPECIES
Change the species to perform the show.

The Zoo Tycoon double expansion pack introduces new features that make it easier to maintain exhibits and control zoo objects.

ASSIGNING MAINTENANCE WORKERS TO TASKS

You can now assign maintenance workers to carry out specific tasks. To do so, click a maintenance worker, and then click the **Assignments** tab on the Staff Information panel. Select assignments to have the worker carry them out; clear the check box to remove the assignment from the worker's task list.

MOVING GUESTS

Find you've got a pesky guest who's wandered out into the middle of nowhere? Pick up guests in the same way you pick up animals. Click the guest you want to move, and then click the hand icon in the Guest Information panel to pick up the guest. (You can also double-click guests to pick them up.)

VIEWING COMPLETED RESEARCH

Check out the research you've completed by clicking the **Completed Research** tab on the Zoo Status window, which you can access by clicking your entrance gate.

SPECIAL WATER BUILDINGS

Some new water-themed buildings in the Zoo Tycoon double expansion pack require being placed on terrain water tiles, such as the boat rental shack and the swim shack.

HIDING ZOO OBJECTS

For an unobstructed view of your exhibits, use the toggles in the lower-left corner of the screen to hide or display various objects throughout your zoo.

Hides or displays:

🍀 foliage   🧑 guests   🏠 buildings

SORTING

Using the drop-down menus at the top of the Construction, Adopt Animal, Structures, Hire Staff, and Research/Conservation panels, you can view only original Zoo Tycoon content, Dinosaur Digs content, Marine Mania content, or all three at once.

BUILDING MANAGEMENT

To determine the revenue generated by your food stands, composting facilities, and other profitable buildings, click the **Commerce Building List** tab in the Zoo Status window. The Zoo Status window can be accessed by clicking your entrance gate.

TOTAL PROFIT
Arranged by most to least profitable.

AVERAGE PROFIT
Arranged by most to least profitable.

NUMBER OF VISITORS
Sorted by most to least popular.

MONTHS IN OPERATION
Listed by oldest to youngest.

BUILDING TYPE
Alphabetized by type.

Building Name	Months	Visitors	Profit	Avg Profit
Bronto Burger Stand 1	2	1		
Dinosaur Cinema 1	1	25		$2.00
Drink Stand 1	2	2		
Hot Dog Stand 1	2	0		
Pizza Stand 1	2	1		
Restaurant 1	2	0		
Animal Theater 1	1	18	$118.00	$118.00

CREATING DINO EXHIBITS

WELCOME TO DINOSAUR DIGS!

Now that you've got dinosaurs running around in your zoo, there's some things you'll need to know.

EGGS

Instead of adopting a full-grown animal, in Dinosaur Digs you adopt dinosaur eggs.

TO ADOPT A DINOSAUR

Click **Adopt Animal** and select your dinosaur on the Creatures panel. When you click the dinosaur icon and move your mouse to place it in the game, you will see a dinosaur egg.

> Note: Select the gender for your dinosaurs using the male and female buttons on the Adopt Animal panel.

SCIENTISTS

Zookeepers aren't trained to handle the special needs of dinosaurs. Instead, hire scientists and assign them to exhibits the same way you would a zookeeper. The scientist will tend the egg until hatched and feed and care for the animal after it hatches. For information on assigning zookeepers and scientists to exhibits, see the Zoo Tycoon manual.

RESEARCH

Funding research is vital to ensuring the continued health of your dinosaurs. For information on funding research and conservation, see the Zoo Tycoon manual.

PROTECTING GUESTS

You can attract a lot of guests with dinosaurs, but it won't do your zoo rating much good if an Apatosaurus escapes and clears the parking lot with one fell swoop of its tail.

FENCES

Dinosaur Digs includes the following enhanced fence types. Guests can be shocked by the electrified fences if they get too close, so be sure not to build paths right next to these fence types.

Reinforced concrete

Reinforced concrete/glass

Reinforced concrete/iron bar

Electrified iron bar

Electrified chain link

DINOSAUR RECOVERY TEAM

Even the best-laid plans (and fences) sometimes fail. Accidents happen (how else would one of your dinosaurs escape?), and when dinos escape you've got to get them back to their exhibits—quickly! That's where the Dinosaur Recovery Team (DRT) comes in.

> To capture escaped dinosaurs, purchase a DRT and place it in your zoo. You can purchase a DRT on the **Hire Staff** panel.

When a dinosaur escapes, the DRT will tranquilize the dino. Hopefully a scientist is nearby to put the dinosaur in a container, otherwise it might wake up! Once contained, return the dinosaur to its exhibit. Just make sure all your fencing is intact first.

TECHNICAL SUPPORT

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- Operating System

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ANIMALS AND TRICKS

Note that all tricks have a minimum depth level of two, four, or eight units. Your show tank will default to eight units deep, sufficient for all tricks, so be careful before you reduce tank depth!

ANIMALS	TRICKS
ORCA	Wave to Crowd Spray Water Play with Ball[1] Sideways Breach[2] Beach on Stage[1] Reverse Spyhopping[3] Reverse Breach[2,3]
BOTTLENOSE DOLPHIN	Tail Walk Flip Jump Spin Wave to Crowd Play with Ball[1] Hoop Jump[1] Belly Flop[2,3] Bubble Jump[2,3]
CALIFORNIA SEA LION	Surface Spin Breach Play with Ball[1] Play with Squeeze Horn[1] Wave to Crowd[1]
SEA OTTER	Back Flip[2] Hoop Jump[1] Slam Dunk[1] Jump[3] Surface Spin[3] Wave to Crowd
GREAT WHITE SHARK	Feeding Frenzy[3] Breach Attack[3]

1 – Special toy required. 2 – Advanced trick area required. 3 – Animal-specific tricks research required.