PRIMA'S OFFICIAL STRATEGY GUIDE

SIM Theme Park™

You design it. You build it. You ride it.

BUILD THE ROLLER COASTER RIDE OF YOUR DREAMS!

Tips for creating the perfect Theme Park

TRENTON WEBB
BOB W

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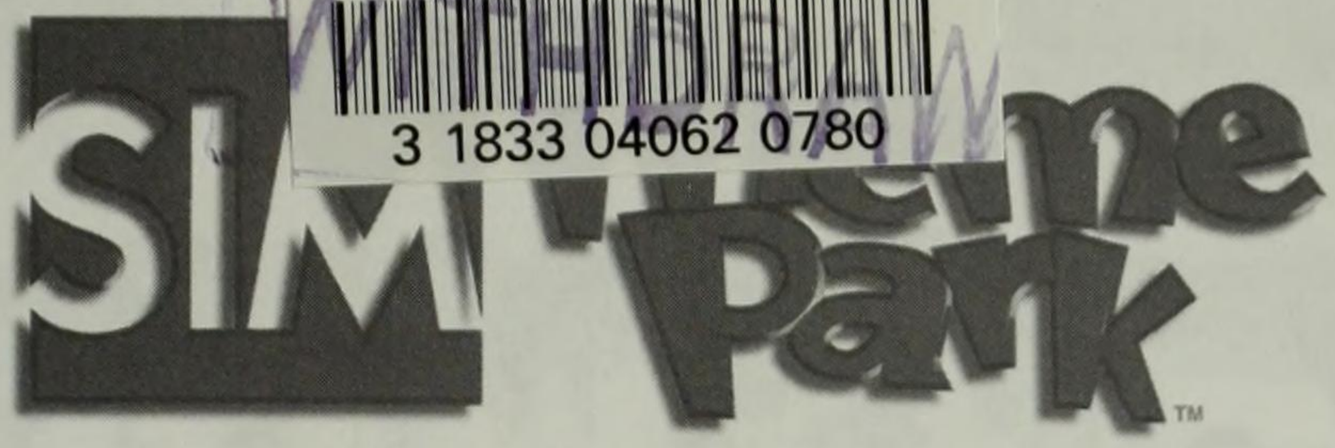
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This book was created in the UK. In the US, Theme Park World is known as Sim Theme Park.

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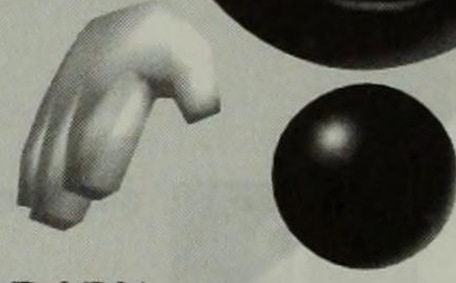
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FOREWORD











Welcome to Prima's Official Strategy Guide to THEME PARK WORLD—the latest madcap management masterpiece from Bullfrog. If you're a fan of the big roller coaster and ride parks—like Six Flags Magic Mountain, Universal Studios, Disney World or Alton Towers—then this is the game you've always dreamed of.

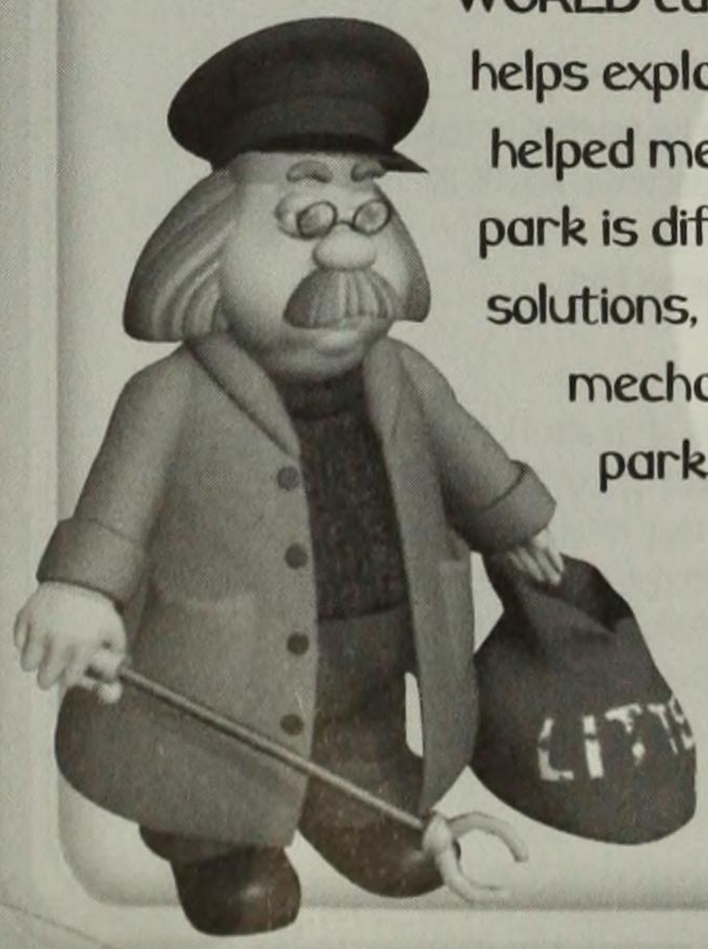
I was a massive fan of the original THEME PARK on the Amiga—I bought an accelerator card just to play it!—and spent way too many hours designing and tweaking parks. What really fascinated me was the interaction of the customers and staff. In my head, I assigned all manner of reasons as to what the little people did and why. At one time I furiously went on a sacking spree, convinced that the stars above my entertainers' heads were because they'd been drinking. But when I finally got my hands on a strategy guide, it turned out my security was lax and thugs had been beating them up!





So, when the chance to work on a guide for THEME PARK WORLD came along I jumped at it. This book is the result, and I hope it helps explain how to make the most of your parks, the way the original helped me. THEME PARK WORLD's free-form style means that every park is different and unique. So this guide doesn't hand out rigid solutions, but offers advice and explains some of the less obvious game mechanics. It aims to empower you to create truly mad theme parks really quick, but without the normal blood, sweat and tears.





TRENTON WEBB





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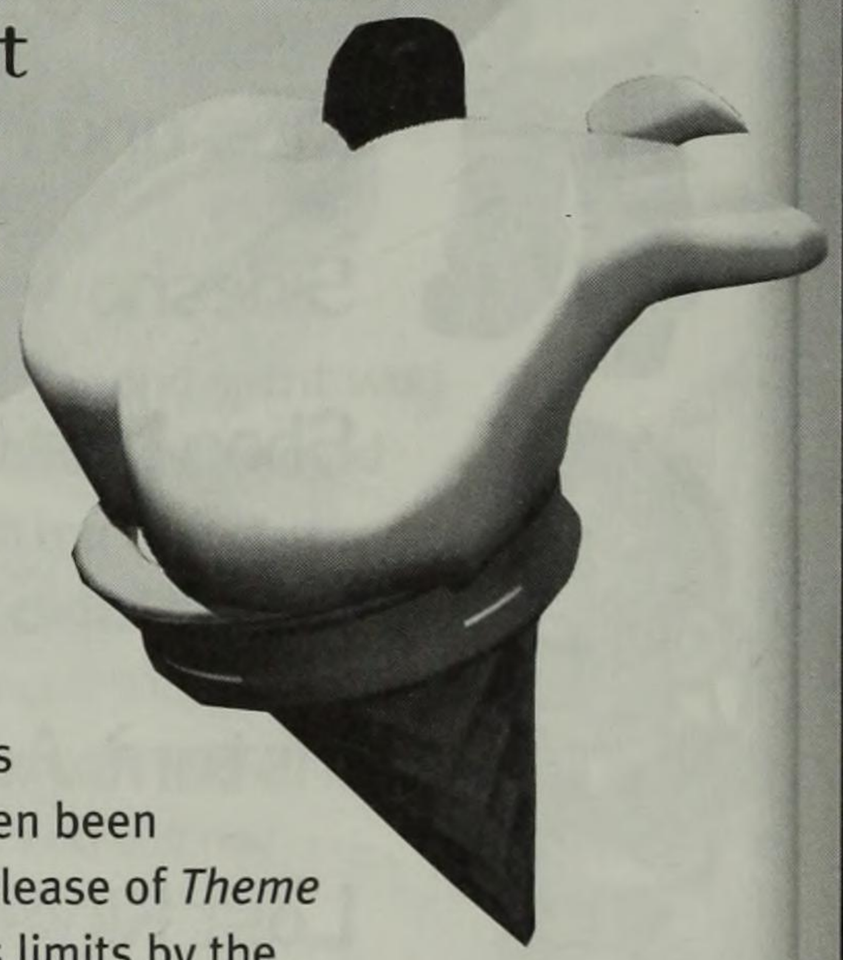
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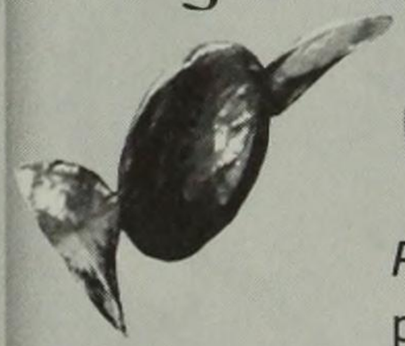
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ROLL UP, ROLL UP—IT'S THE GREATEST SHOW ON EARTH!

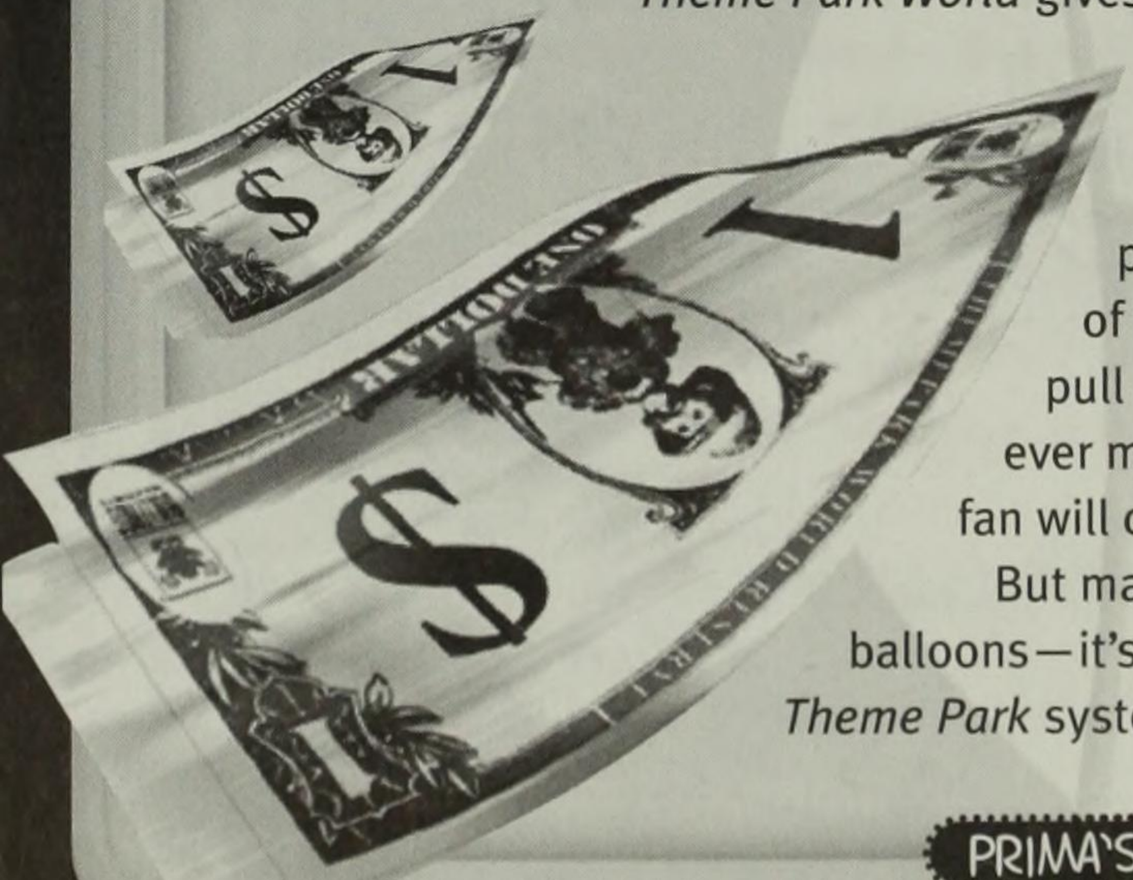
The gates to THEME PARK WORLD have just opened. For your entry fee you get complete creative control of the Lost Kingdom, Wonder Land, Halloween World and Space Zone. But just like a day out at a theme park, you've got to plan ahead if you're to hit all the rides and cram everything in. Let us be your guide to THEME PARK WORLD and you won't miss a thing...





Since the success of the original *Theme Park*, its lunatic blend of strategy management has often been imitated but never bettered—until now! The release of *Theme Park World* sees this game concept taken to its hilarious limits by the people who know it best—Bullfrog.

Theme Park World gives you the control of four massively different theme parks; each featuring unique rides and challenges. It's a massive, monster of a game that really makes the most of the modern PC's processing and graphic powers. You'll be amazed watching the cartoon antics of the little people as they run around, jump on rides, pull on costumes and throw up. The rides have become ever more insane, amusing and alluring, and any big-ride fan will desperately desire to try these in the real world.





But managing a theme park isn't all bouncy castles and balloons—it's a serious business. And that's the brilliance of the *Theme Park* system. What starts out as a 'I wonder what this ride

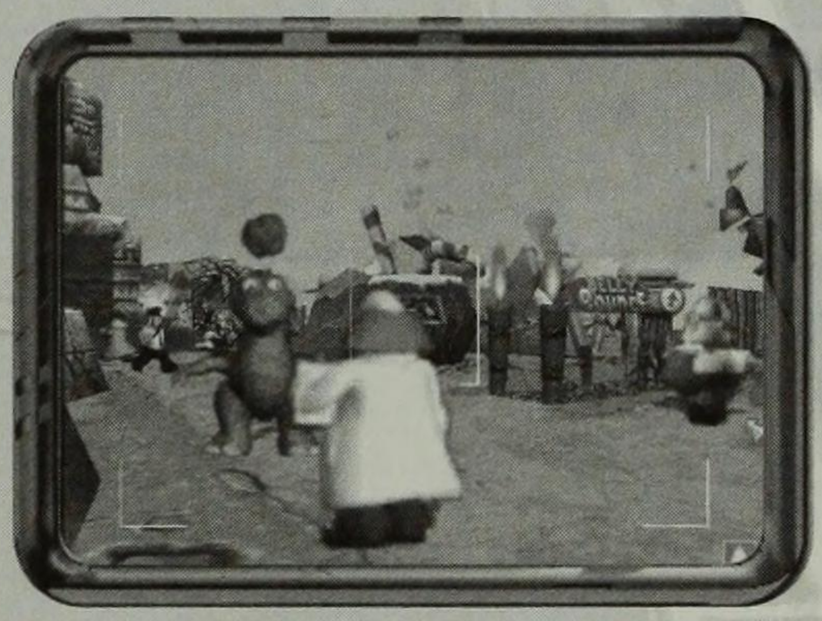
does' moment, soon becomes an absorbing battle against an army of fickle kids. You've got to learn how to lure them in with big roller coasters then sell them burgers and fries. You've got to give the little ones thrilling rides but not make them sick with fear. You've got to keep them happy, safe and entertained while you empty their pockets of cash.

Theme Park World is a subtle game, full of hidden consequences and connections. There's a world of difference between how these parks apparently work and what really goes on beneath the glossy pictures. Prima's Official Strategy Guide aims to highlight these mechanics and explain how to use them to your own advantage.

The guide examines each of the core areas—the staff, customers, kids, etc.—and offers advice on how to get them working best for you. Tips and tactics are suggested in the General Strategies section, which will lead you through the set-up, expansion and then consolidation of your park. There's also an in-depth guide to all the rides, Golden Ticket awards and challenges featured in each of these very different theme park worlds. Rounded off with a pile of lists and tables, detailing prices and research trees, this guide's all you'll ever need to make heaps of virtual cash, keep the kids thinking happy thoughts and develop truly awesome parks.

CHOOSING YOUR STAFF





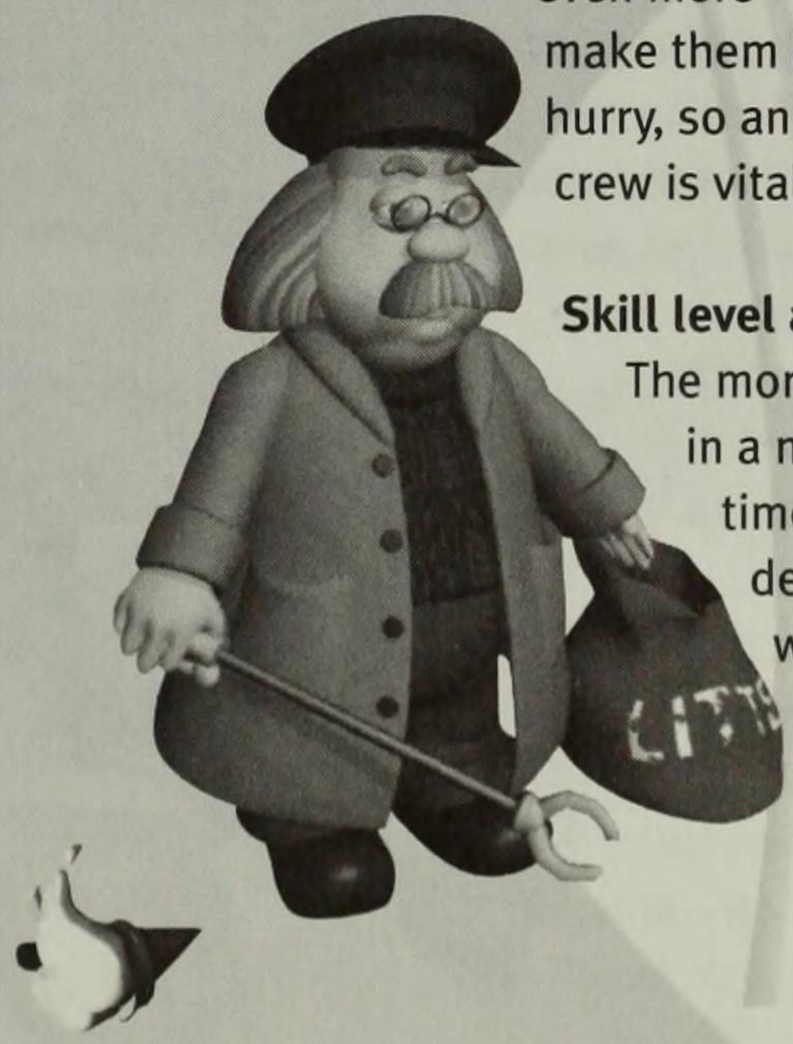
The rides are what everyone comes to see and use, but without your five types of employees your park will be a bankrupt, broken-down shell in no time. Each type of staff has an important role to play in achieving your aims for the park. Let's tell you more about them and how to use them for maximum benefit...



CLEANERS

Purpose: Cleaners pick up all the rubbish that customers leave lying around the park and also clean out the toilets. They play a crucial role in keeping your customer happiness levels high. Visitors hate mess and they hate dirty toilets even more—either one can make them leave the park in a hurry, so an efficient cleaning crew is vital.





Skill level and training:

The more skilful your cleaners the better their performance in a number of ways. They clean quicker, are idle for less time, recuperate quicker in the staff room and they can detect litter from further away. More skilled cleaners will also recover happiness quicker—handy for avoiding industrial unrest. $80 cleaners are quite adequate for any park, anything below that really needs training. $100 cleaners are eight times quicker than $60 ones and can detect litter more than twice as far away.



Patrol routes: Cleaners aren't that expensive, so don't give them too large an area to patrol. Make sure toilets and areas around shops and rides are particularly well covered. Don't forget that you may not be able to see the rubbish (it's hard to miss the vomit though!), but every inch of your park will need cleaning.





Cleaners Wages

Monthly hiring wages range per world:
Lost Kingdom$50-80
Halloween World $50-80
Wonder Land $50-80
Space Zone $50-80
Maximum monthly wages after training:
All worlds: $100
Maximum number of cleaners in a park:
All worlds: 31







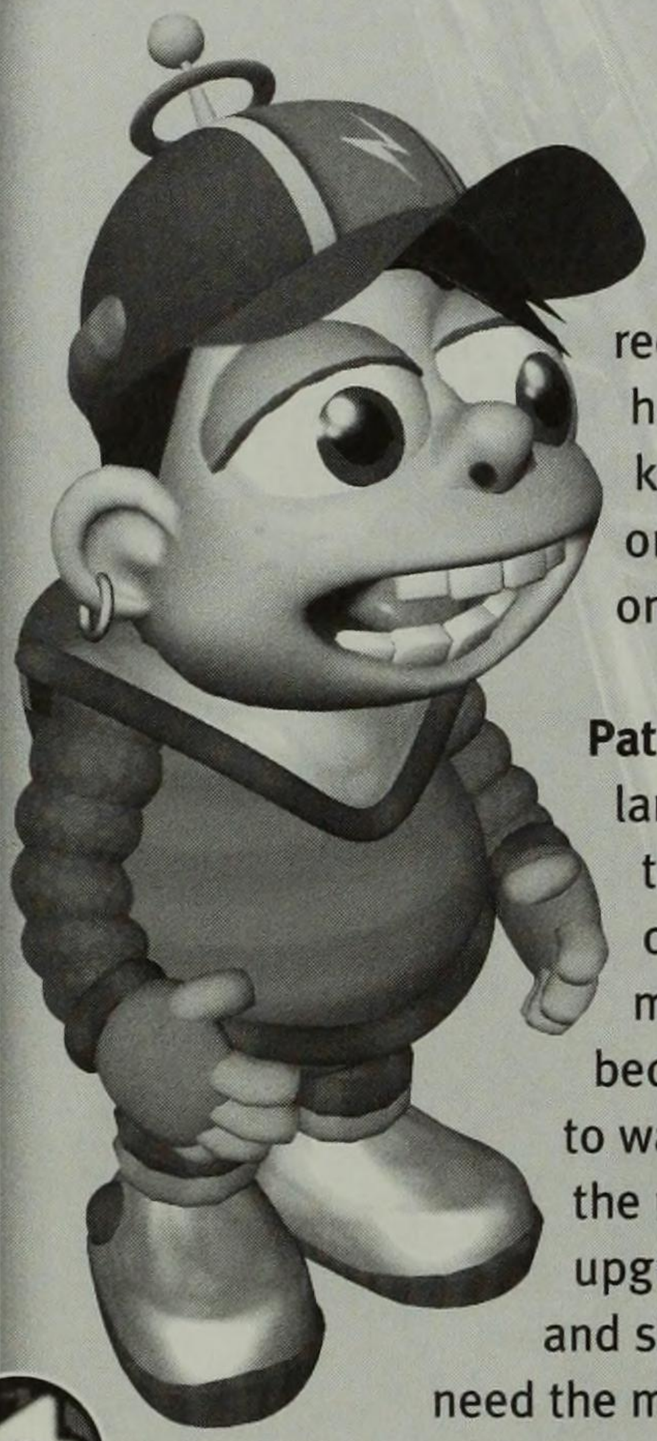
MECHANICS

Purpose: Mechanics keep your rides in working order—a crucial task in every park. Rides suffer wear and tear every time they are used, even if their settings are slow and for a low ride capacity. Every so often the ride will have to be closed down for repairs by a mechanic. Mechanics also upgrade your rides to the next level once your scientists have researched the improvements, so without them you can't run a park for long.

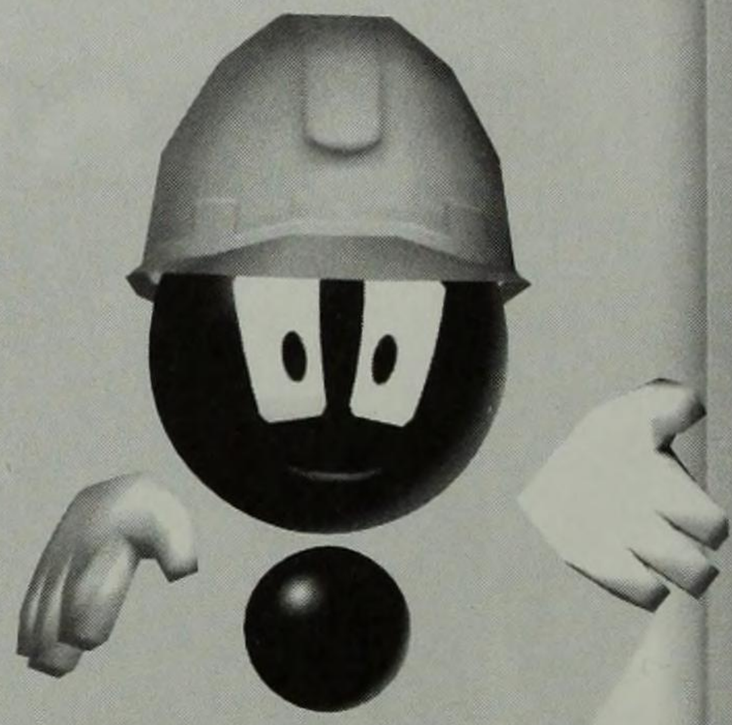




Skill level and training: Skilled mechanics will fix and upgrade rides quicker and that's very important, because for every second your ride is shut you're losing potential



customers and lowering their happiness level. As with all the employees, a more skilled mechanic will spend less time idle, will recover quicker in the staff room and recover happiness quicker. Even $180 mechanics will keep your rides operating happily, but a $240 one will fix rides twice as quickly and a $300 one will fix it three times faster.



Patrol routes: Mechanics can be given larger patrol routes because rides tend not to need servicing that often. You do need to keep a mechanic near to your rides though, because you don't want them to have to walk across the whole park while the ride is broken or waiting for an upgrade. Don't bother patrolling shops and sideshows—it's only your rides that need the mechanics services.





Mechanics Wages

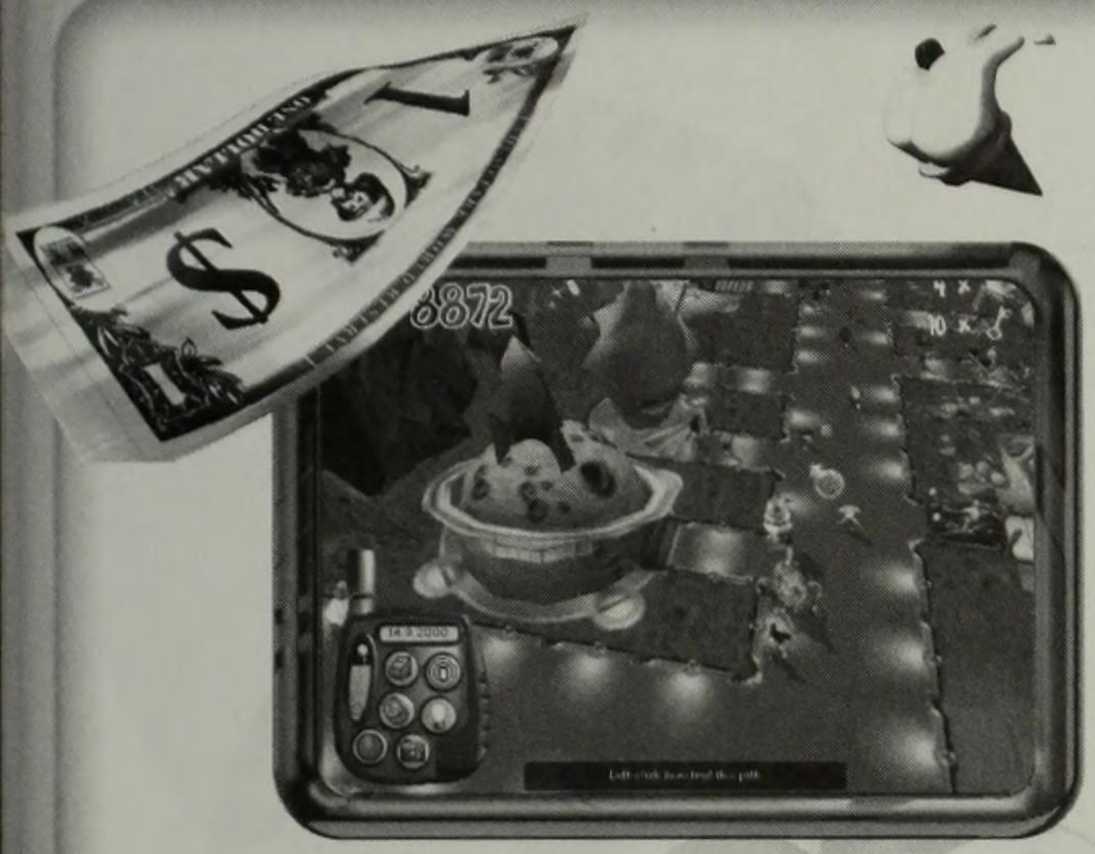
Monthly hiring wages range per world:
Lost Kingdom $150-240
Halloween World $150-240
Wonder Land $120-180
Space Zone $120-180
Maximum monthly wages after training:
All worlds: $300
Maximum number of mechanics in a park:
All worlds: 16



ENTERTAINERS

Purpose: Entertainers are the least essential members of your team, but they can have some very positive effects on the customers. By entertaining the kids they will keep them happy, keep them in the park

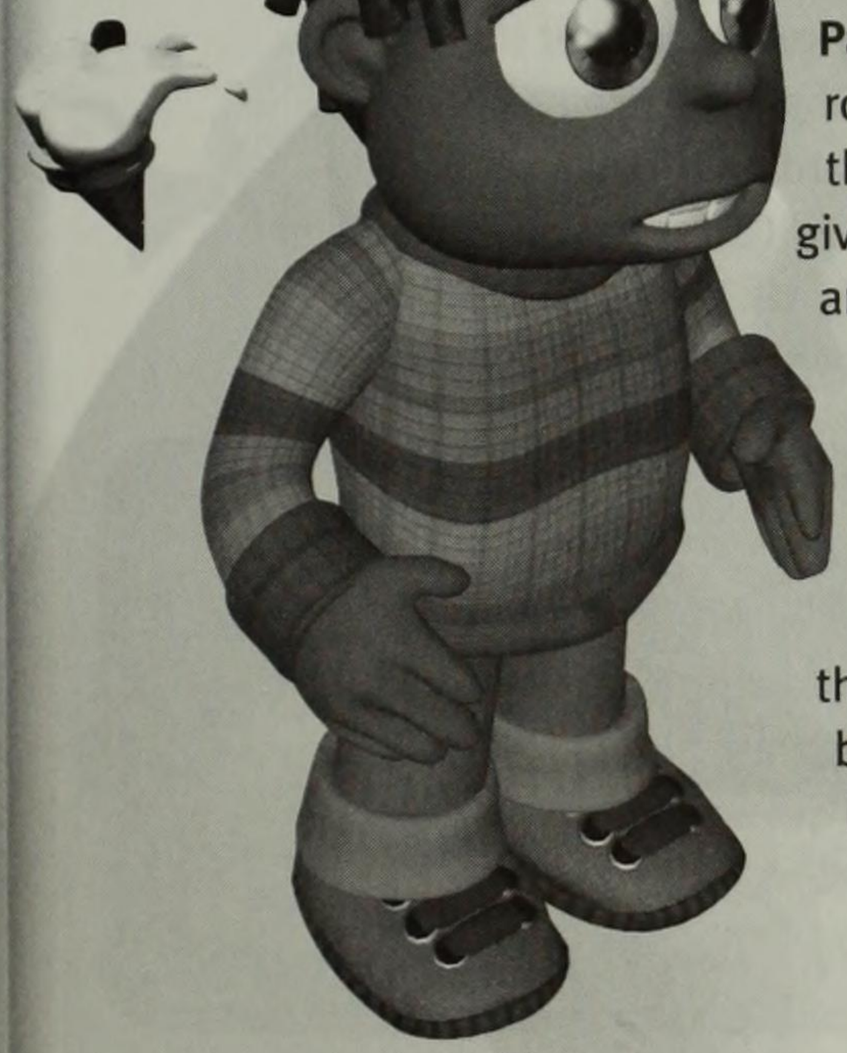




longer and send them home happy—and a lot poorer! If you don't have any entertainers, the park will be a much more miserable place. Besides, they're quite cheap and come in several different costumes for each of the worlds.



Skill level and training: More skilful entertainers can not only spot a miserable kid from further away, but when they launch into their showbiz skills—or just waggle around in a foam costume—they make people happy over a wider area. A $100 entertainer can home in on a sad kid nearly twice as far away as a $60 one, and he'll cheer up all the people nearby more than twice as much. The $100 entertainer will even perform their act nearly four times as fast—now that's showbiz value for money! Don't forget they'll also recover faster and be idle less.



Patrol routes: Entertainers are ideal for setting up on patrol routes. Every time they run into a customer they'll go into their act and cheer the place up. They're cheap as well, so give them relatively small and heavily populated areas to work in. If you've got isolated areas of your park it's still worth having an entertainer covering them, but give them a bigger patrol area if it's a less well visited zone.





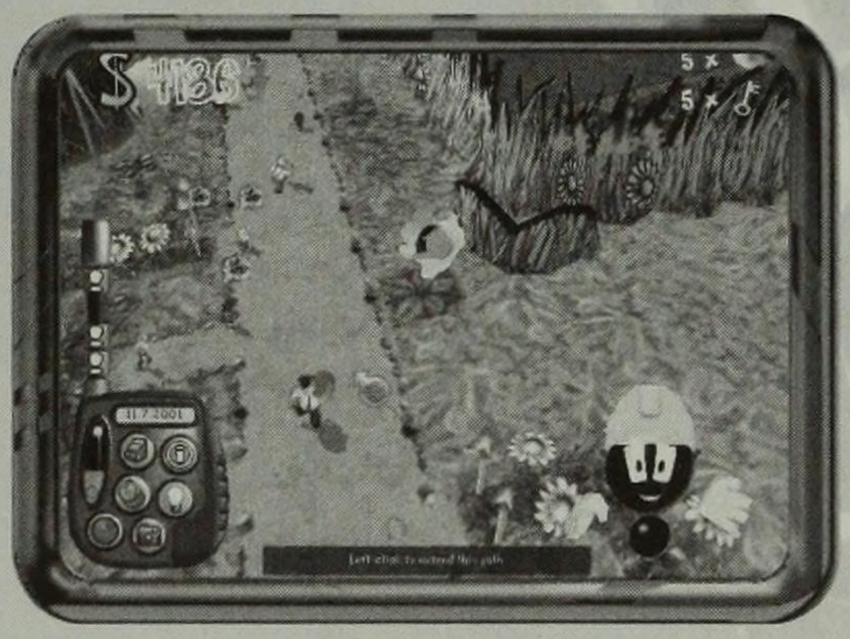
Entertainers Wages

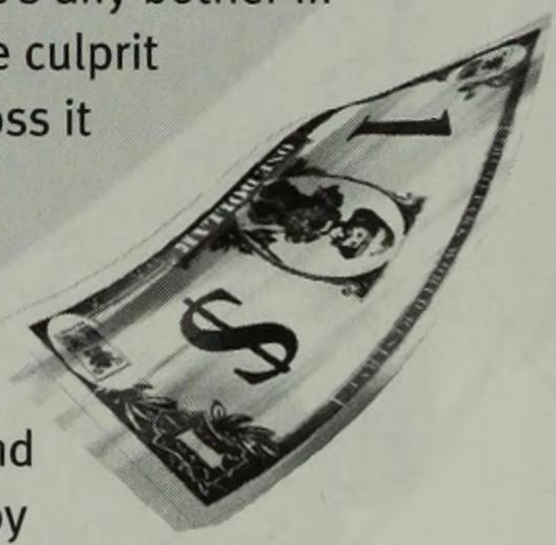
Monthly hiring wages range per world
Lost Kingdom $75-120
Halloween World $75-120
Wonder Land $60-90
Space Zone $60-90
Maximum monthly wages after training:
All worlds: $100
Maximum number of entertainers in a park:
All worlds: 31



GUARDS

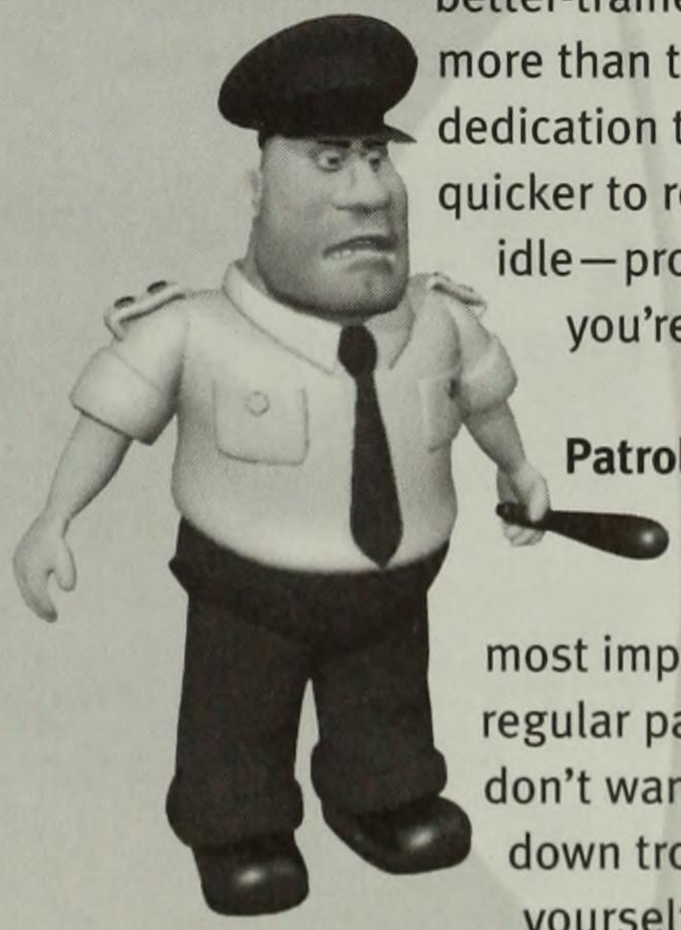
Purpose: Wherever several hundred kids are gathered together, there will be trouble! That's where your guards come in. If there's any bother in the park, the guards will track the culprit down, stick them in a big sack, toss it over their shoulder and bodily remove the miscreant out of the front gate—and no refund! Having this security around makes the customers feel safe and happy, so they can relax and enjoy their fun.







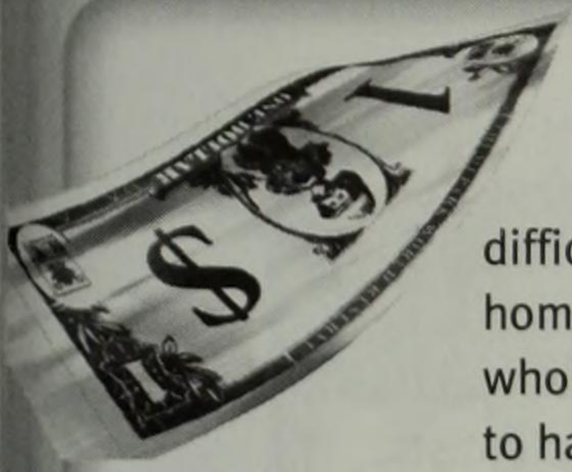
Skill level and training: A guard without much skill will give up on chasing a young tearaway much quicker than a better-trained guard. A $160 guard will pursue scallywags for more than twice as long as a $120 guard and that's the sort of dedication to duty you want. Training will also mean they recover quicker to return to hunting naughty brats and spend less time idle—probably eating doughnuts behind the staff room when you're not looking!



Patrol routes: Of all the staff, the guards are probably the most important to put on regular patrol routes. You don't want to have to track down troublemakers yourself; it's far too



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difficult, and you just want the nearest guard to home in and nab the ruffian. Make sure the whole park is covered, but allow your guards to have quite a large patrol area. Don't forget to use security cameras in conjunction with your guards, particularly in the most heavily used areas of the park.



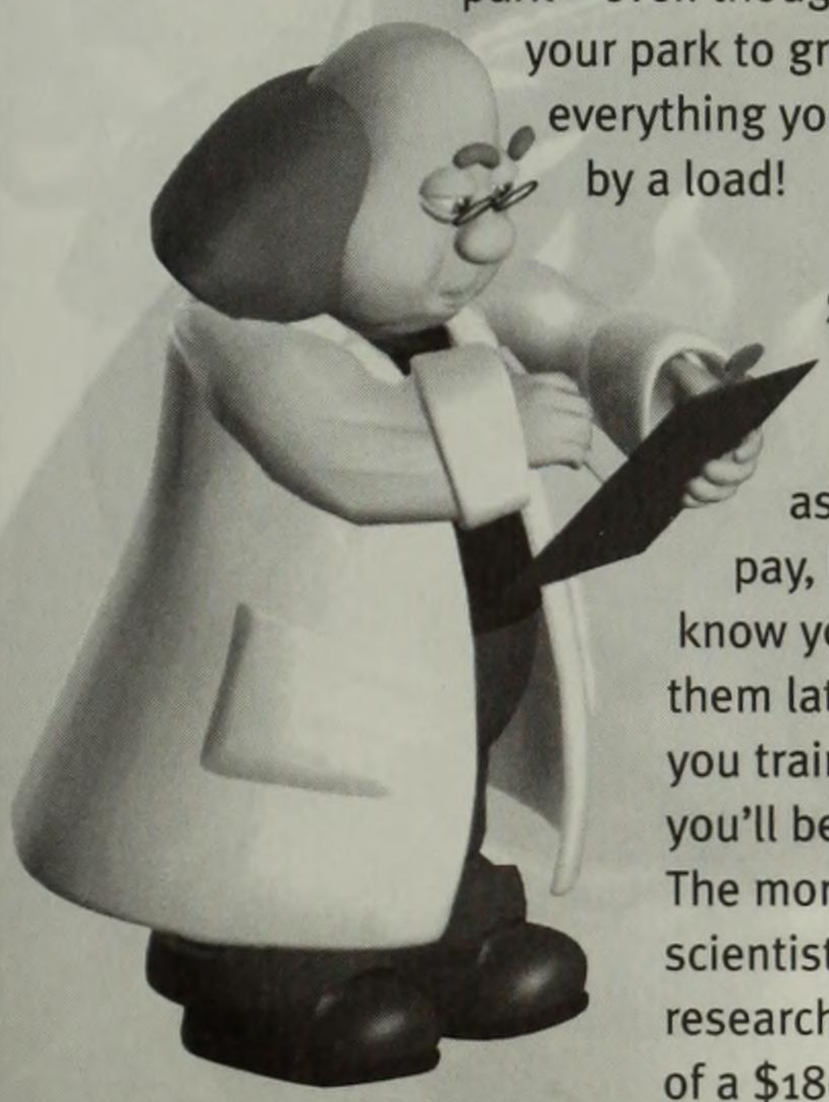
Guards Wages

Monthly hiring wages range per world:
Lost Kingdom $100-160
Halloween World $100-160
Wonder Land $100-160
Space Zone $100-160
Maximum monthly wages after training:
All worlds: $200
Maximum number of guards in a park:
All worlds: 16

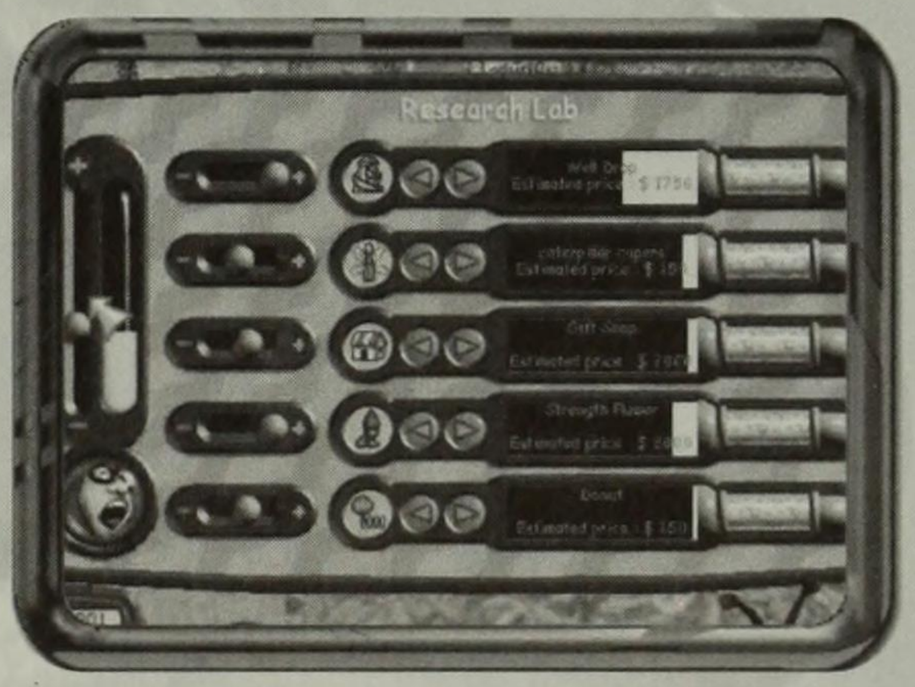


SCIENTISTS

Purpose: Scientists enable you to research new rides, shops, sideshows and other items. You don't need them to run the park—even though they walk around it—but you do need them if you want your park to grow and be exciting. However, once you've researched everything you can quite happily sack them all and reduce the wage bill by a load!



Skill level and training: They are as expensive as the mechanics to pay, but at least you know you can get rid of them later and the more you train them the quicker you'll be able to fire them. The more skilful the scientist, the longer they will work for and the quicker they will research things. A $300 scientist has twice the researching ability of a $180 one and works for more than twice as long. Plus, of

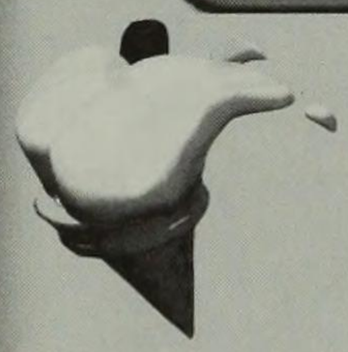




course, they recover faster and don't laze around as much.

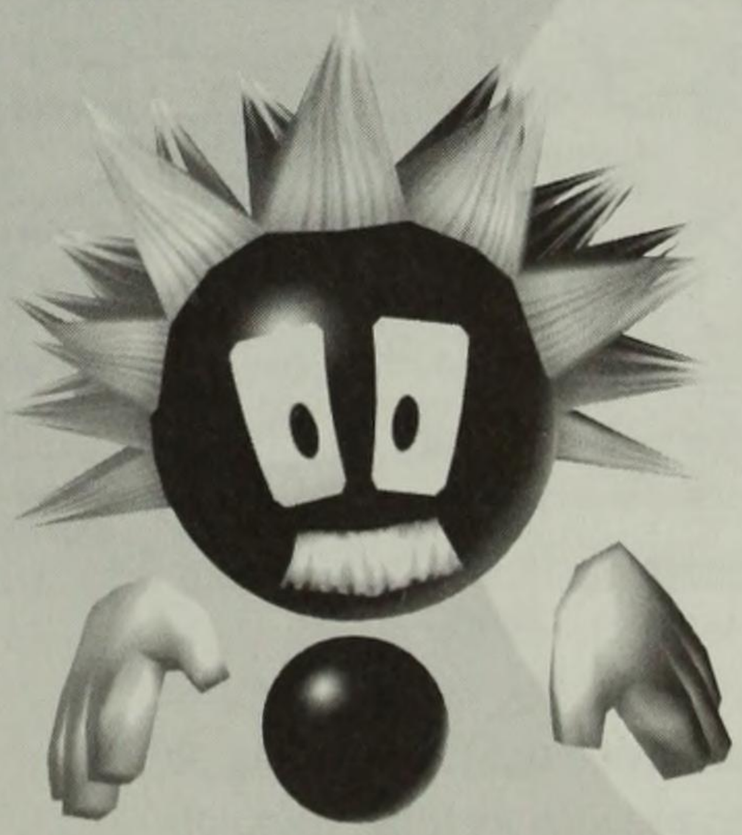
Patrol routes: It doesn't matter where you put your scientists; they'll do the job wherever they are in the park. Just let the wild-haired, wide-eyed loons run free!





Scientists Wages

Monthly hiring wages range per world:
Lost Kingdom $175-280
Halloween World $175-280
Wonder Land $140-210
Space Zone $140-210
Maximum monthly wages after training:
All worlds: $300
Maximum number of scientists in a park:
All worlds: 11







KIDS AND MARKET RESEARCH

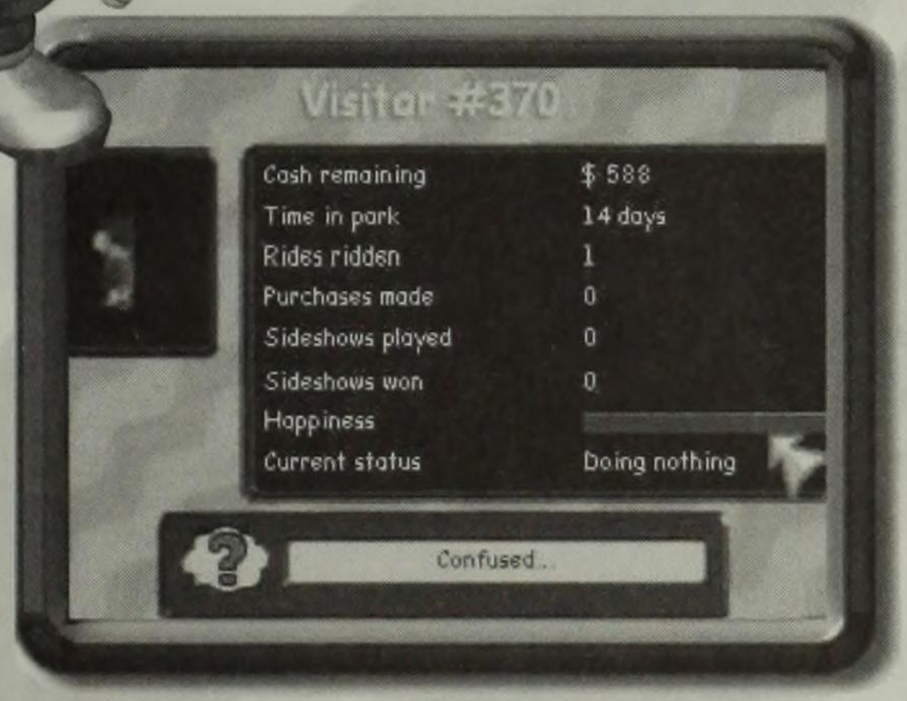
Know your enemy! It's important to know what your customers are thinking, what they want and how to make them think they've got it. Fortunately, in the world of theme parks you don't have to rely on folks with clipboards for market research—you can read the little blighters' minds. This section tells you how to do it for fun and profit.

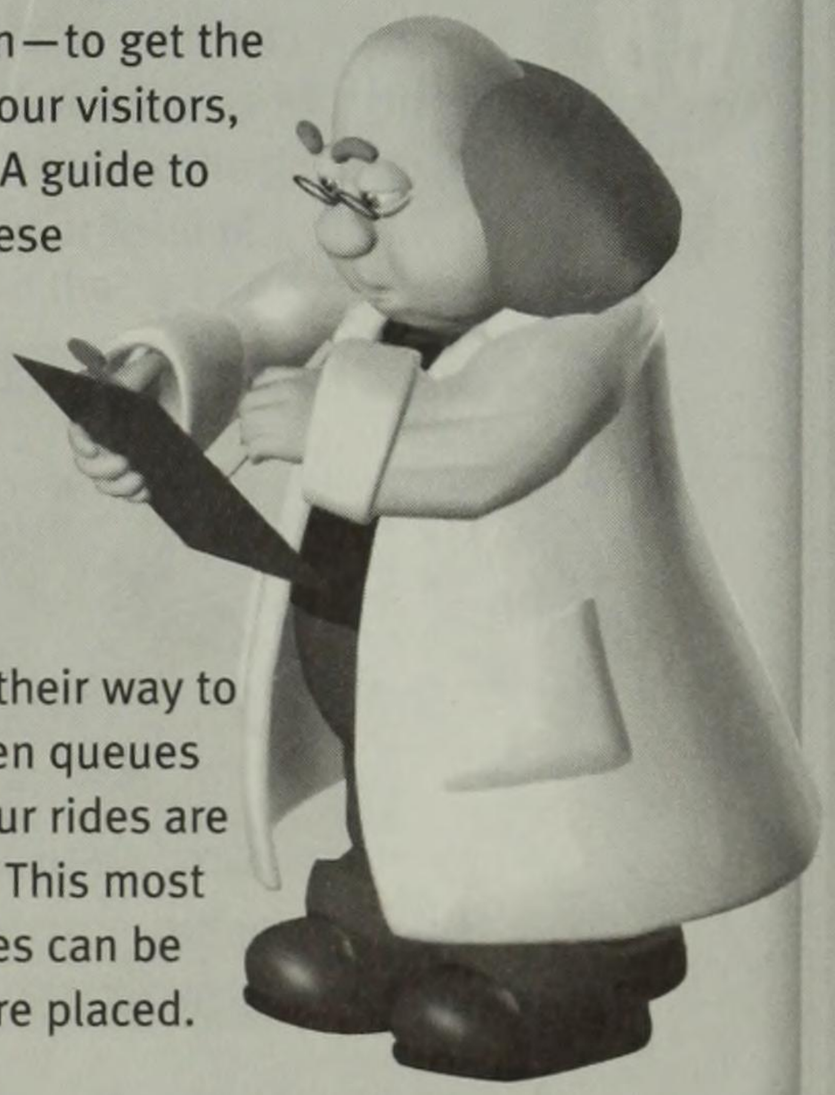


THOUGHT BUBBLES AND HOW TO READ THEM

Keeping the kids happy at the lowest possible cost is the aim of all theme parks. As they wander around you see thought balloons or bubbles appear above their heads. This shows what they are currently thinking. These provide vital clues as to what you're doing right, what you're doing wrong and which cost-cutting measures you're getting away with.

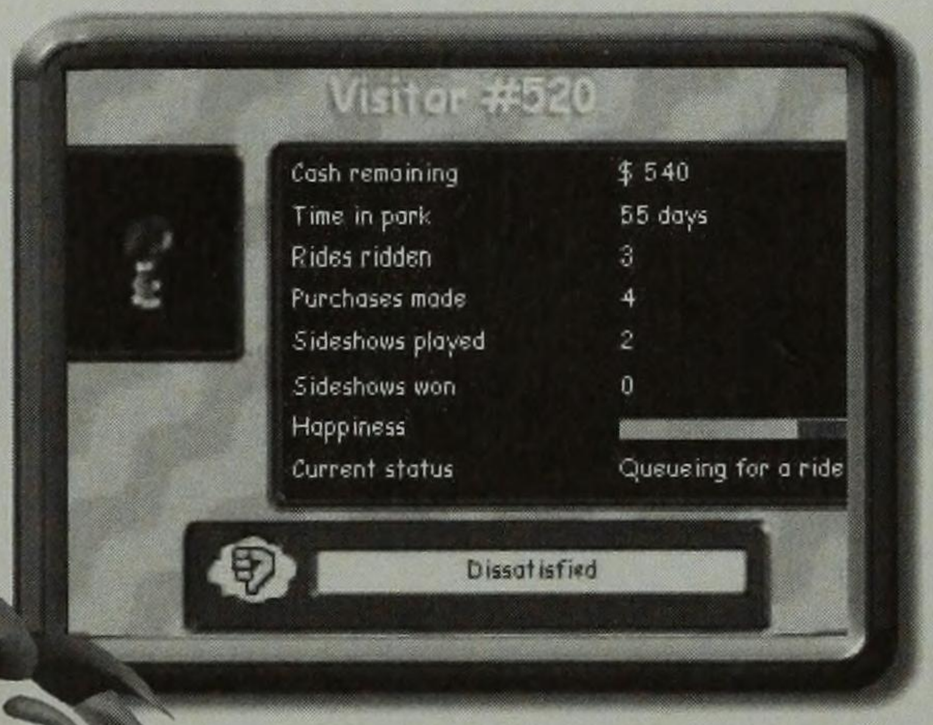
You can watch them as they walk around the park, but this is a hit and miss approach. So it is better to use the Kid Information screen—accessed through the 'I' icon—to get the full details of all your visitors, past and present. A guide to the meaning of these symbols and any actions you should take in response are detailed below.





Confused: When kids are confused, they cannot find their way to or from somewhere. This is most commonly seen when queues and exit routes are cut. If you see it, check that all your rides are properly connected and that no paths have been cut. This most often occurs during expansion when paths and queues can be accidentally broken as new structures and features are placed.

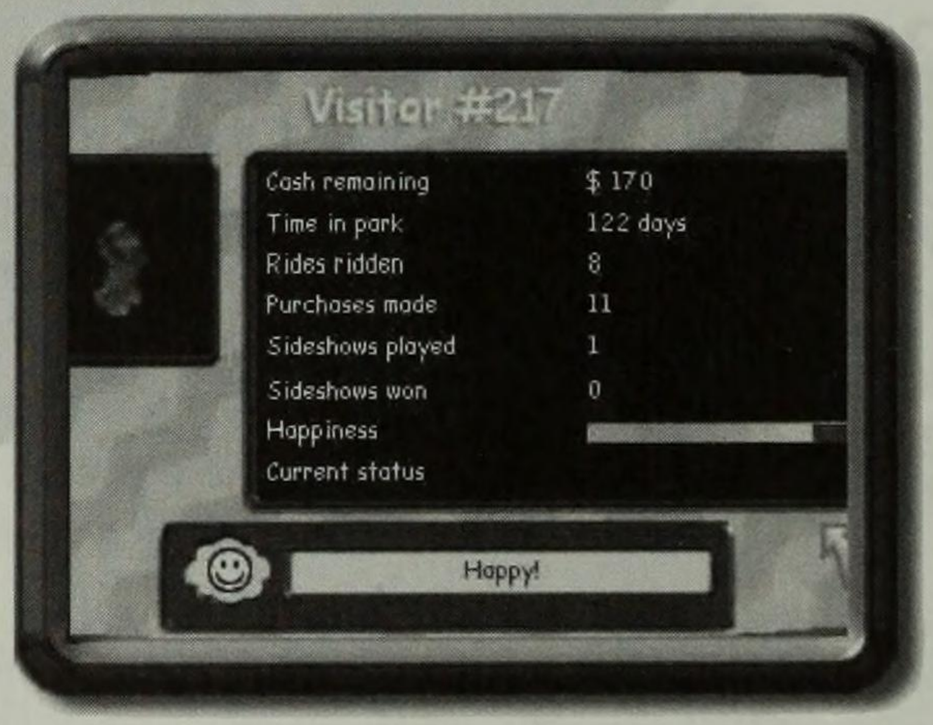




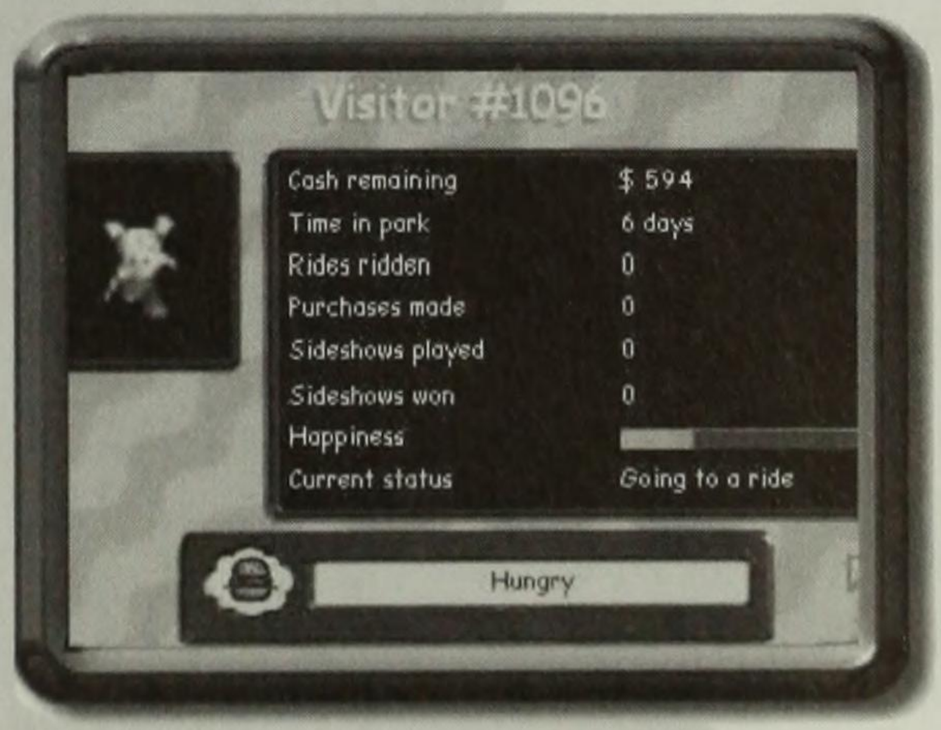
To track down the source, use the binocular icons to spy on the kid in question.

Dissatisfied: This is perhaps the most important thought bubble of them all. It warns you that some element of your park management strategy is going wrong, but it's not yet critical enough to cause out-right unhappiness. The primary grounds for this condition are high prices, lack of entertainers, too little security and a lack of atmospheric features. So improve these elements and you'll be fine.

Happy: If you're seeing smiley faces, then you're providing a good park and should be proud of yourself. A few of these far outweigh many more negative thoughts and really help bump up the park's overall happiness rating. And unless you're chasing a challenge prize, it does indicate that there is room to cut a few more corners—fattier burgers, higher balloon prices, etc.—in order to maximise profit.

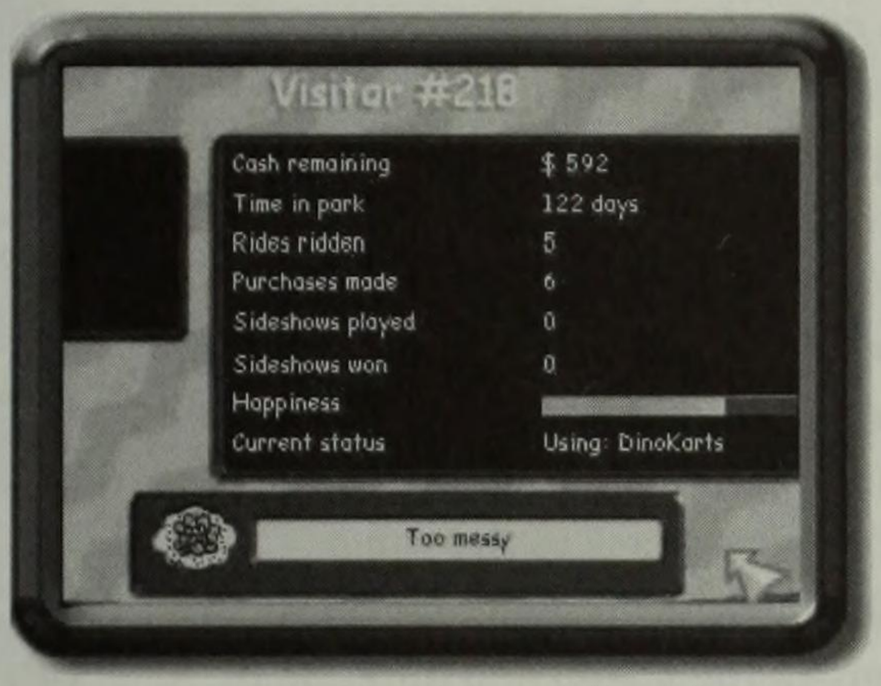


Hungry and Thirsty: Most directly, this indicates that they can't find the shops, but it can show that your prices are too high when they do locate them. The remedies are to build more shops, move your existing ones closer to your major attractions or cut the prices. Still, if they're hungry, at least they can't be throwing up!



Hungry: A simpler version of Hungry and Thirsty. This thought doesn't only indicate a total lack of food shops but can also reflect a lack of variety. Kids cannot live by burgers alone; they need fries, ice cream and $60 steaks. So if you're getting this thought, build more food shops and start researching to gain access to the full range of food outlets.

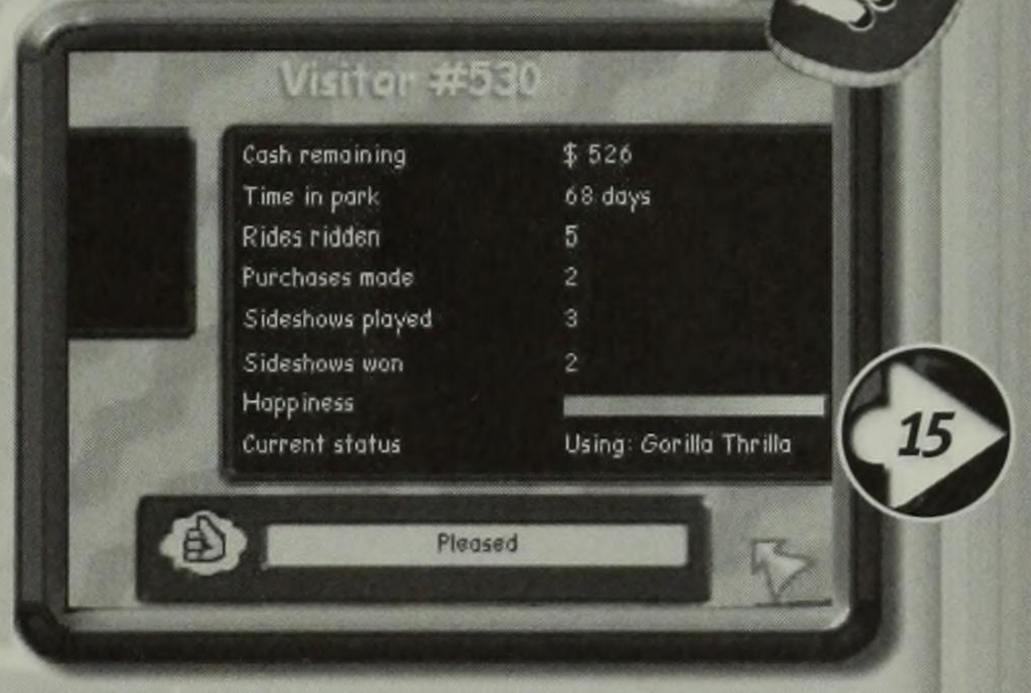
Messy: How dare the kids complain about the litter that they have dropped! Still, it can



impact badly on your happiness rating, so you should respond. In the short term, pick up a cleaner and drop them at the site of the litter/mess. Then get proactive and set patrol routes for your cleaners that concentrate on the main thoroughfares. Finally, dot a few litter bins about the park so the kids can help you keep the park tidy.



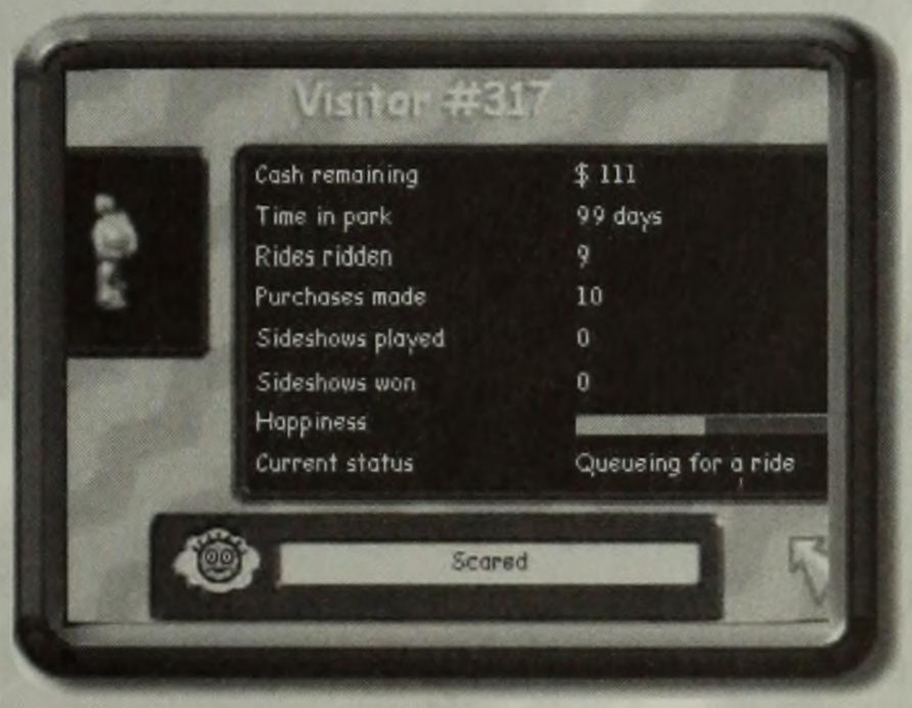
Pleased: This is a bit of a backhanded compliment, as it means that the kids think they're getting good value for money but aren't having fun. Hiring more entertainers, refining their patrol routes and improving their training best solves this problem. In addition you can place a few features (speakers, fireworks, fountains, etc.), build costume shops, increase security coverage or add a new ride. Only go for the new ride option though if you're getting hordes of kids thinking this.





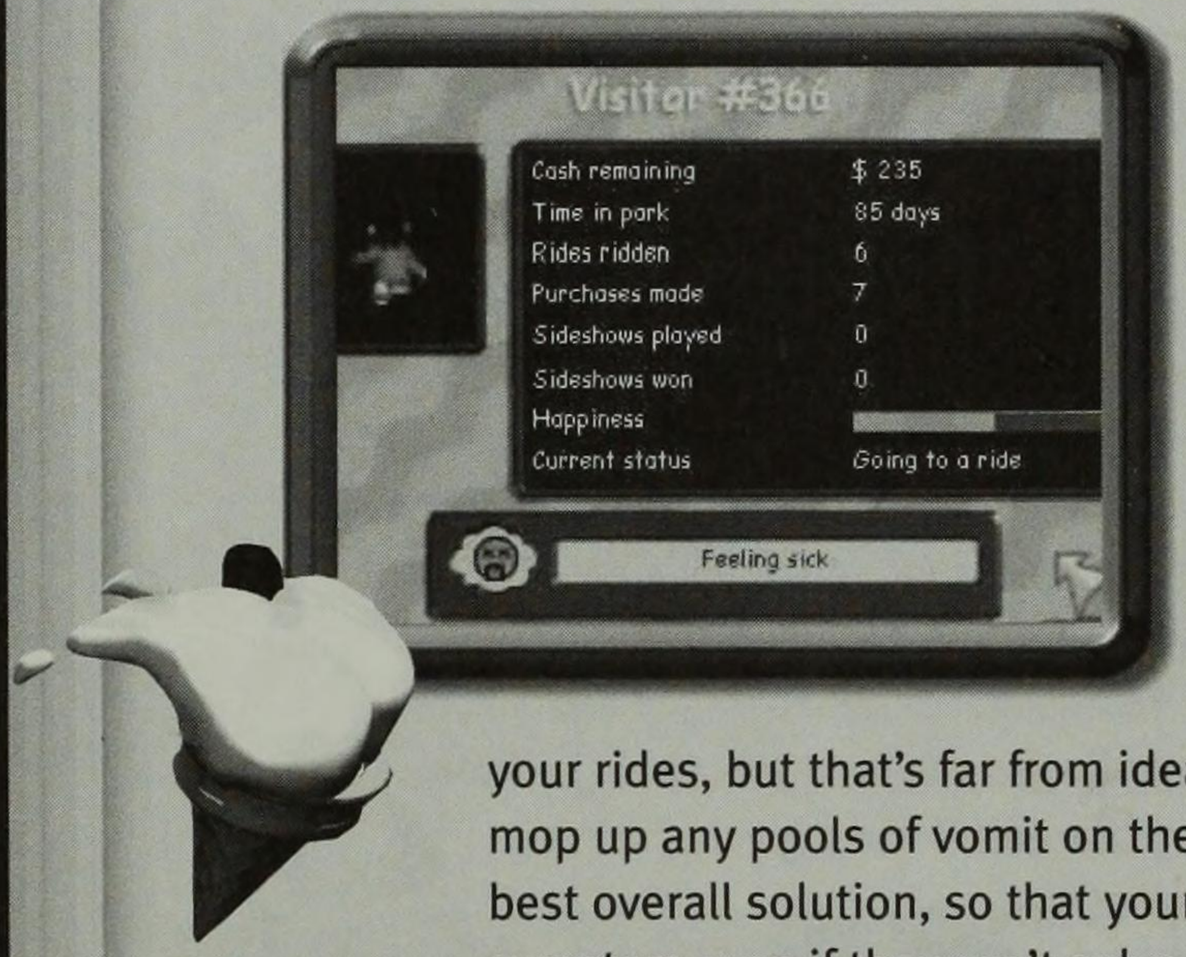
Queues: Almost the inverse of "Pleased", this thought shows that you are on the right track with your park. The kids like your rides but they aren't prepared to wait to get on them. This can be caused by poor traffic planning—for example, if you've put a big coaster queue right alongside the park entrance—or sheer volume of customers. If you're being plagued by this thought, try building a major new ride to draw some kids away or upgrade surrounding rides so that they become temporarily more attractive and help disperse the crowd.





Scared: This means that the rides you've spent vast amounts of cash on are *too* exciting. Tuning down your rides to be less thrilling may affect your park's popularity so the only real solution is to build some of the less exciting rides—bouncy castles, merry-go-rounds, etc.—to accommodate



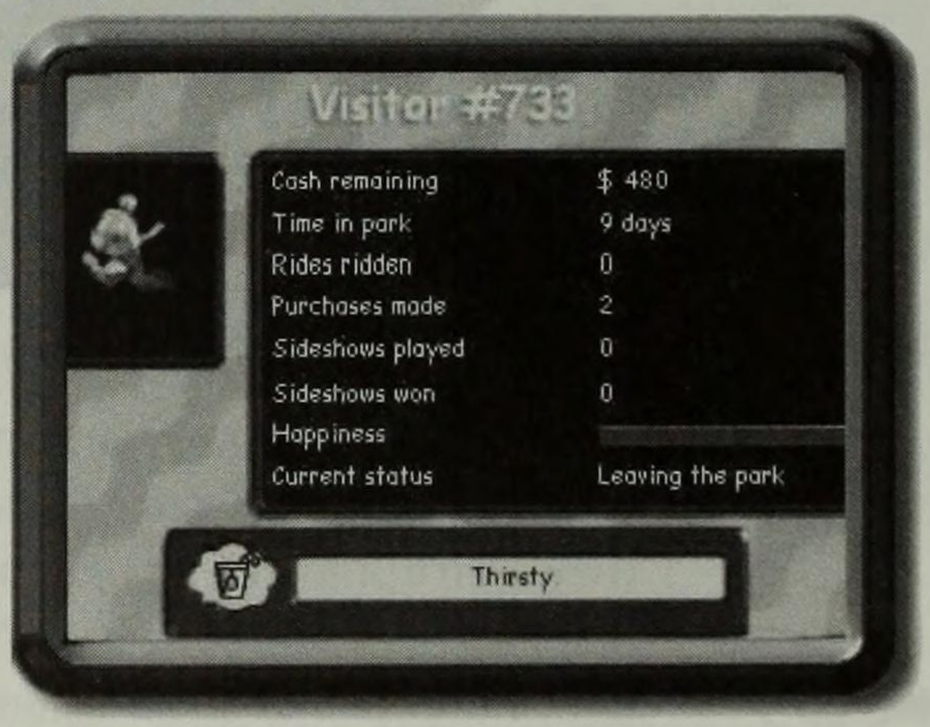




these cowards.

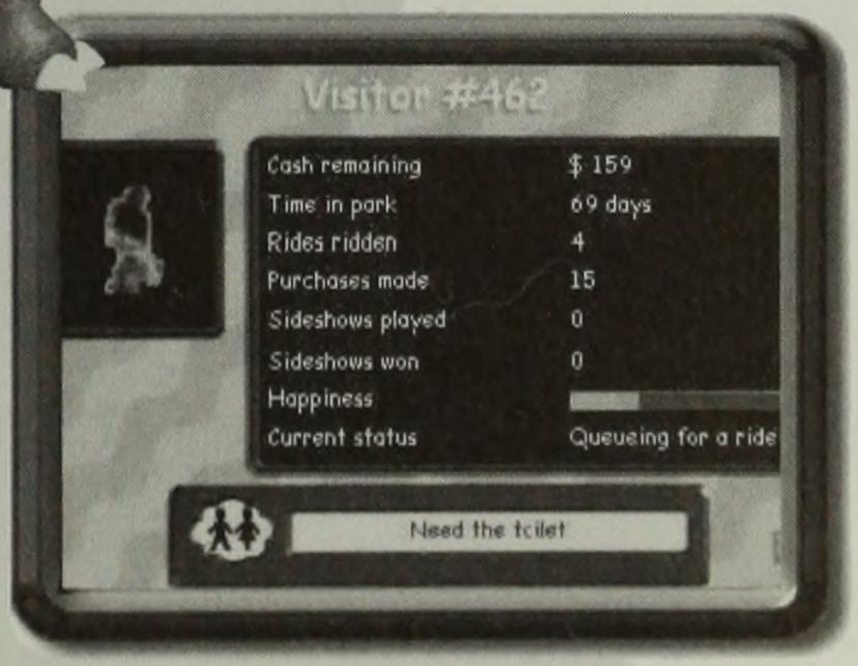
Feeling Sick: This interesting little thought has three very different causes—food quality, the excitement quotient of rides and park hygiene. The food side is easily dealt with by tempering your greed and lowering the amount of fat in burgers. The thrill factor side takes you back to the same dilemma as with 'Scared'. It's possible to dampen the speed and duration of your rides, but that's far from ideal. As for hygiene, just clean the toilets and mop up any pools of vomit on the sidewalk. Cleaner training is perhaps the best overall solution, so that your janitors are fast, eager and able to treat the symptom even if they can't solve the problem.

Thirsty: If the kids are thirsty, it means your drinks shops are either hard to find/non-existent, the prices are too high or there's too much ice. In response move your drinks shops next to big ride attractions, build new outlets and check the ice/price equation. All these food and beverage thoughts indicate that the kids *want* to give you money, so it would be rude not to give them the opportunity.

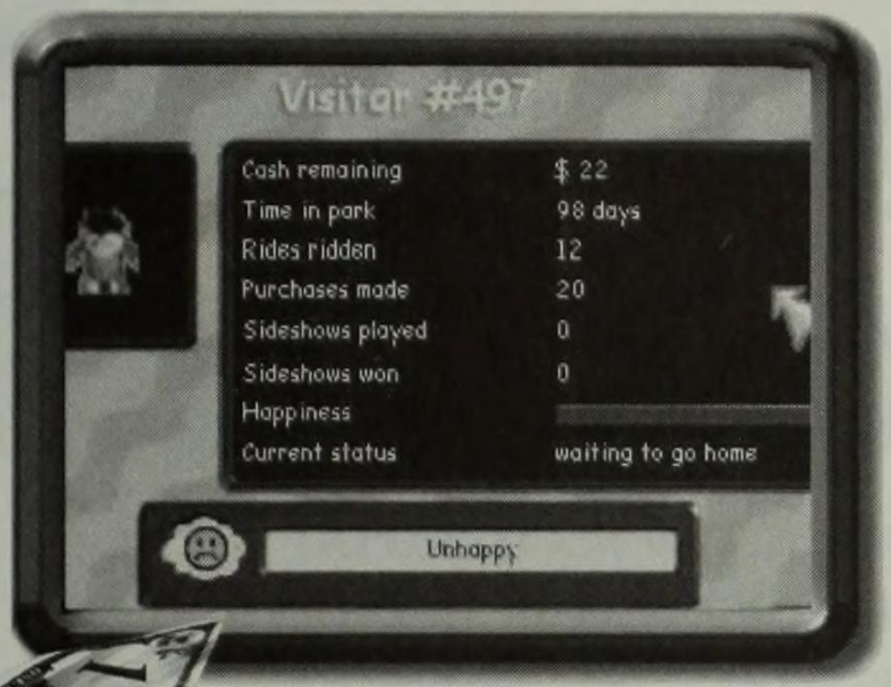




Need the Toilet: Build more toilets throughout your park. The more there are and the better they are distributed, the happier the customers will be. A high ratio of bathrooms will also lower the impact of unclean toilets and perhaps offset some of the problems caused by sickness—they'll have somewhere to puke.



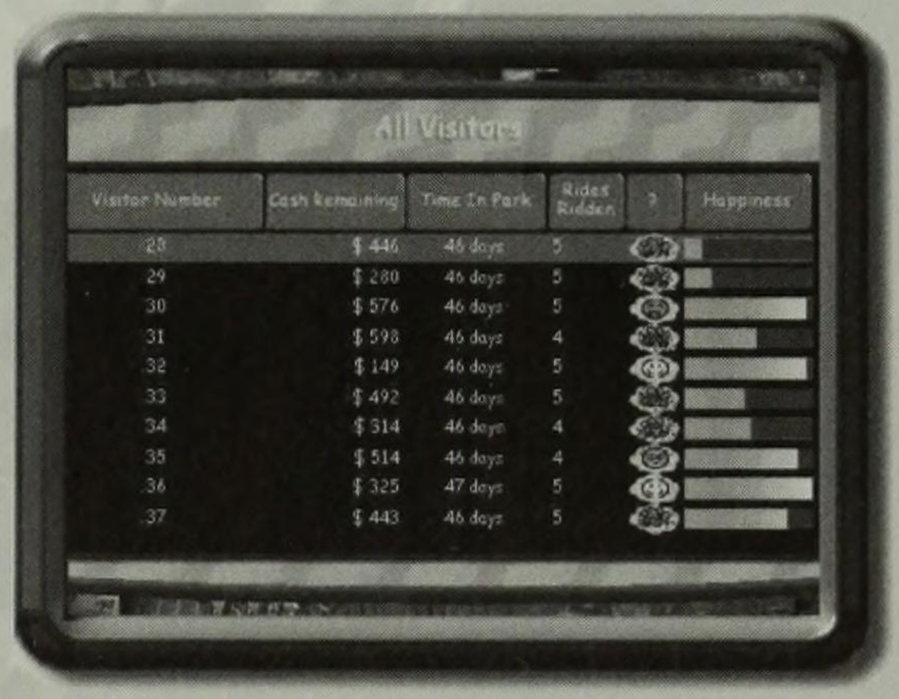
Unhappy: The visitors aren't having fun, but they've no specific problem. Adding a few aesthetic features, giving more attention to park cleanliness, increasing security and dropping prices can sort it out. Parachuting in an entertainer or tweaking their patrol route



can also solve the problem. Importantly though, check to see if the unhappy customer is still in the park. If not, then they have impacted on your rating and there's nothing you can do about it. If they're still present, then there's still the chance to get them spending—and an unhappy dollar is exactly the same value as a happy dollar, it's just harder to extract!

EYE SPY!

To make the most of thought bubbles, find out which kid is thinking it. You must do this to make the most of your park. To interrogate a kid, access the Information menu via the 'I' icon, then select the Kid icon on the right-hand side of the panel. To view the kids, scroll down the list and click on the one you want. This presents the child in question and shows the current thought. To find out where the kid is in the park, click the binoculars and this will snap the view to the kid.



The other critical bit of information in the Kid Information list is how much cash each kid is carrying. Ensure that as much of their money ends up in your pockets as possible. Keep checking to see if you've managed to get the kids' remaining cash down to double figures. If you have, you're running an efficient park and just need to wait for your fortune.



OTHER INDICATORS

There are other shorthand clues as to how much the customers are enjoying your theme park, namely balloons and costumes. Kids tend to buy balloons when they're having a good time, so if you see a sea of inflatables, you're doing well. If the theme and tone of your park excites the kids, then they'll buy the costume. And, of course, both of these involve buying goods from yours truly.



SIDESHOWS

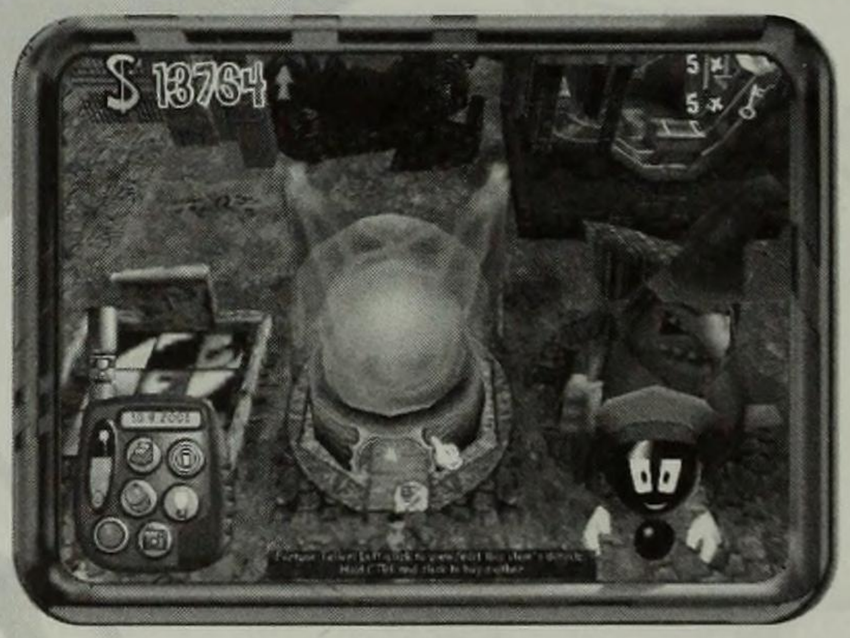


People don't just come to theme parks to go on the rides and fill their bellies, they also want to play some games and maybe win something! Your sideshows can bring yet more happiness and entertainment to your visitors, while also helping increase your bank balance.

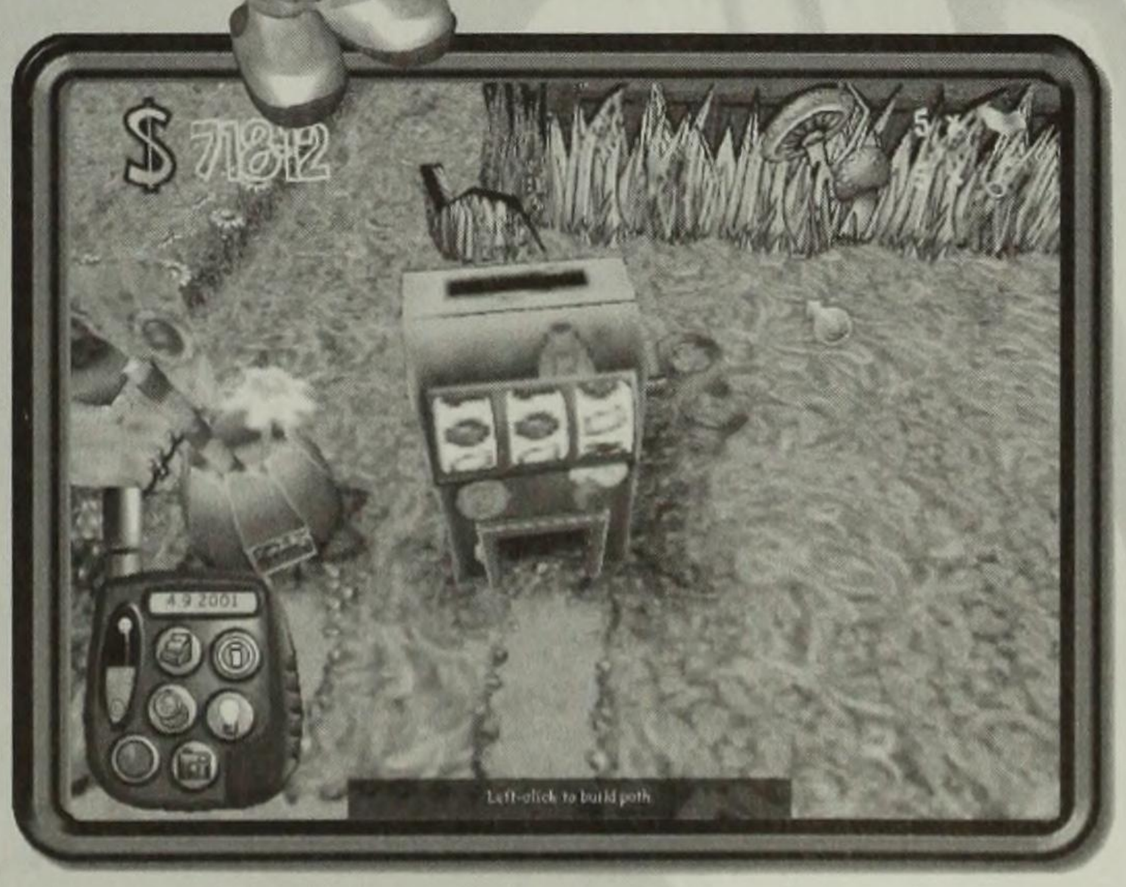
POSITIONING



Sideshows are very similar to shops in terms of where you should put them to get the best out of them. Here are some general rules for positioning sideshows:



- Always build your sideshows on the routes to the most popular rides.



- The nearer to the queue the sideshow is, the better it is likely to do.
- The first sideshow in a row tends to do better than ones in the middle.
- Sideshows placed too near the exits of rides don't do as well.
- Never put two sideshows the same next to each other.



However, where sideshows really differ from shops is in their ability



SIDESHOW PRICES AND NAMES

	Lost Kingdom	Halloween World	Wonder Land	Space Zone
Arcade	$2,000	$2,500	$1,750	$2,000
Giant Puzzle	$2,500	$2,000	N/A	$1,750
Strength Test	$2,000 (Strength Bird)	$1,750 (Strength Skull)	$2,000 (Strength Flower)	N/A
Water Squirt	$1,750 (Jungle Spray)	N/A	$2,000 (Aqua Spray)	$1,750 (Martian Mooners)
Shooting Gallery	$1,750 (Laughing Hyenas)	N/A	$2,500 (Fruit Shy)	$1,750 (UFO Blaster)
Other	N/A	$1,500 (Fortune Teller)	N/A	N/A

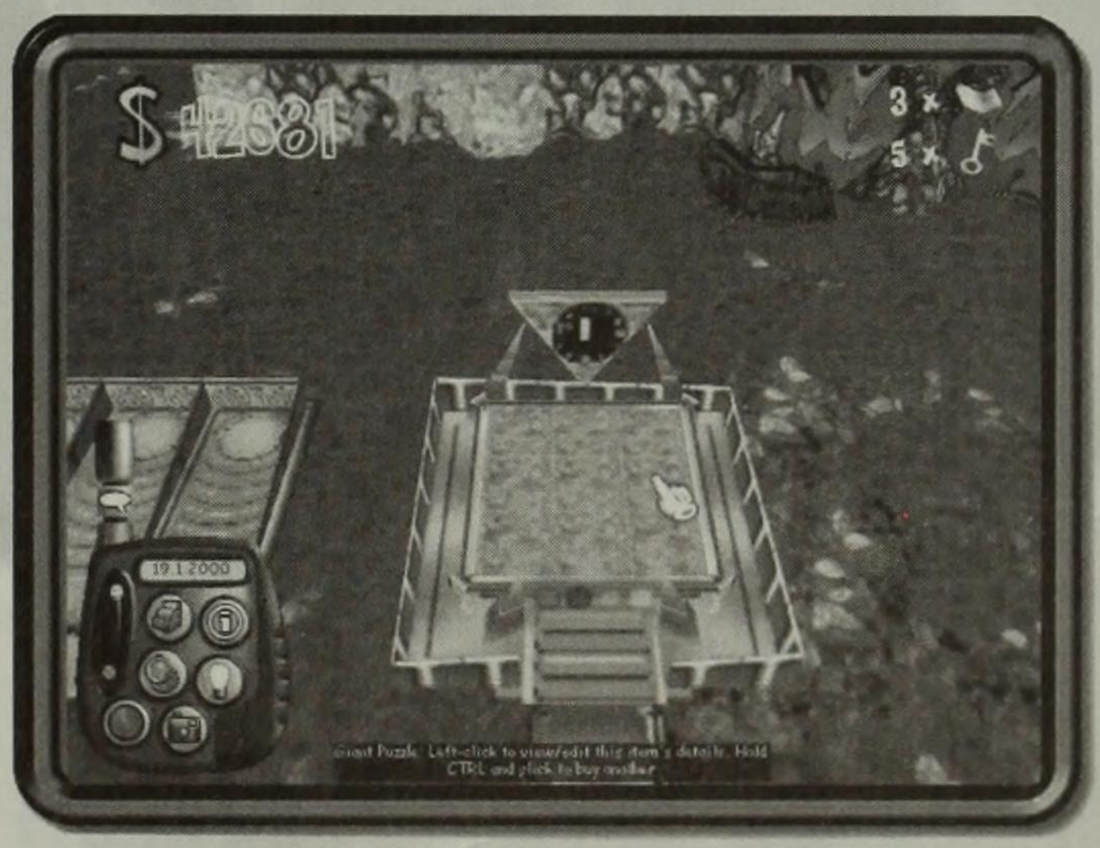


to make customers happy. Since they aren't as lucrative as shops, you should let the shops take precedence (positioning them near the rides) and use the sideshows further away—but still on the main routes.

Think of the sideshows as mini-rides that can be used to make money if you need it, but are much better at entertaining your customers than at emptying their wallets.



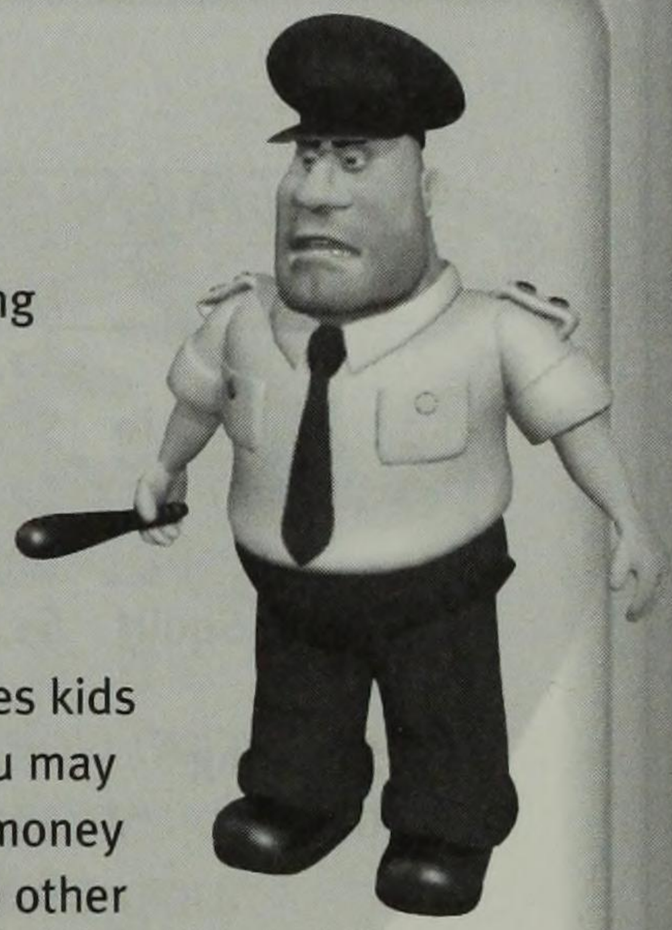


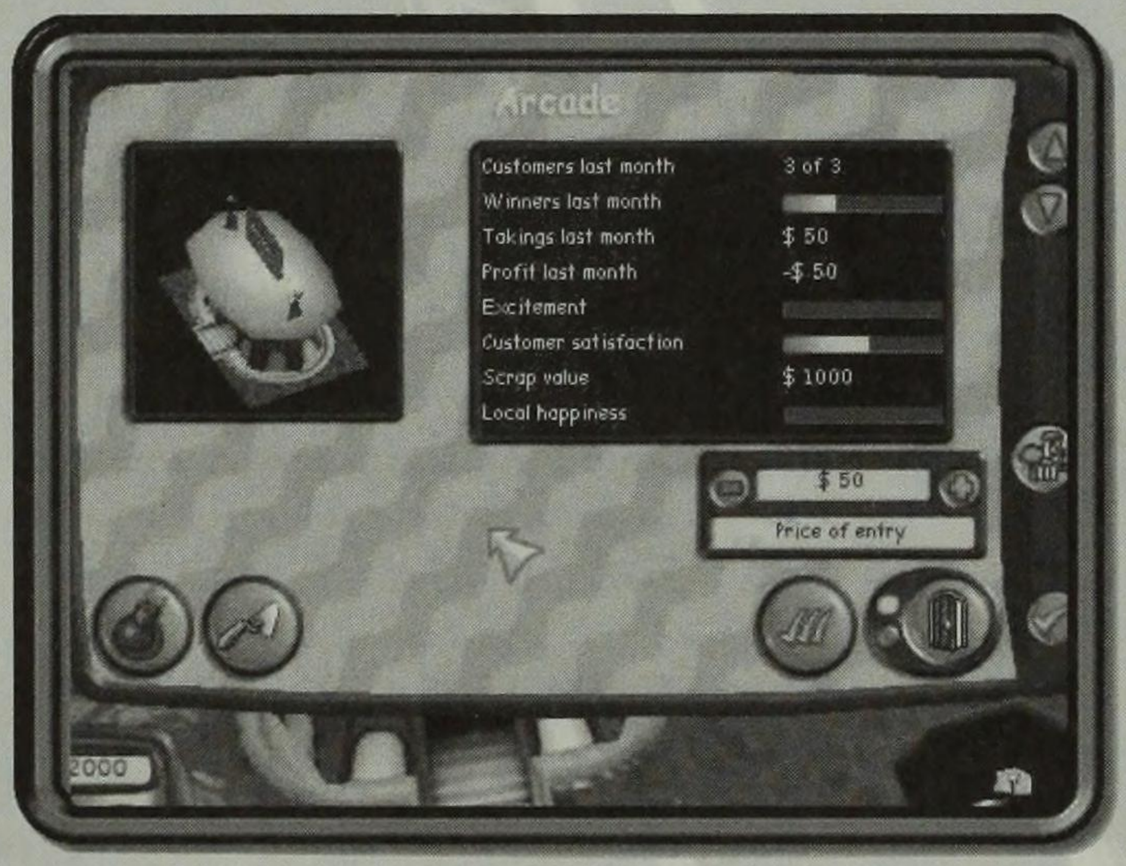


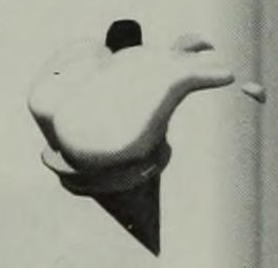


GAMES OF CHANCE

All of the sideshows are games of chance—even if the kids playing them think there's some skill involved! You can change three parameters that determine what the player's chances are of winning, the prize they can win and the cost of the game. The main thing to remember is that winning prizes makes kids VERY happy and you may be able to get that money back off them in the other sideshows and shops. If the prize is big enough and the chances of winning high, then the sideshows even give excitement levels to rival the rides.

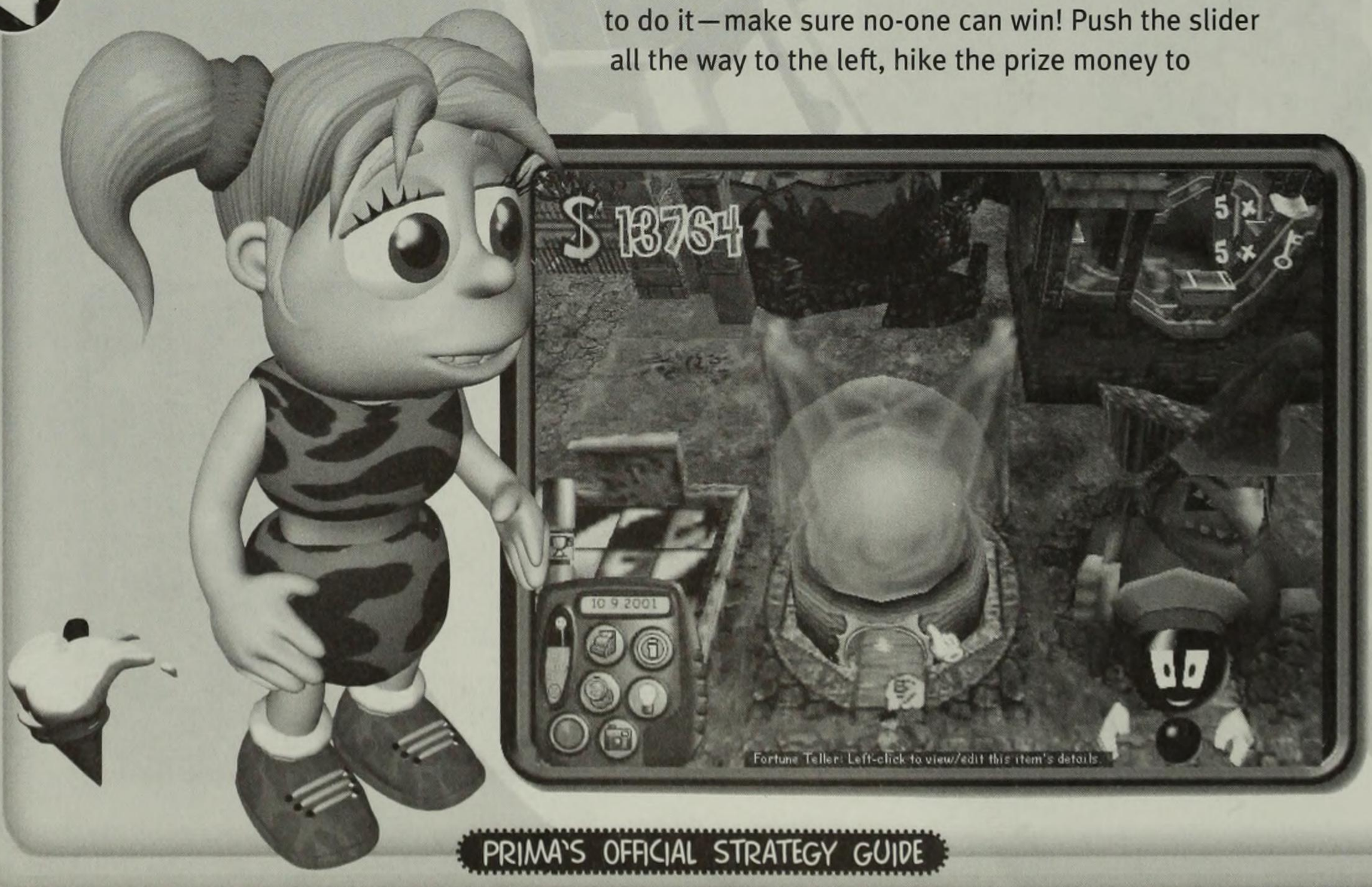


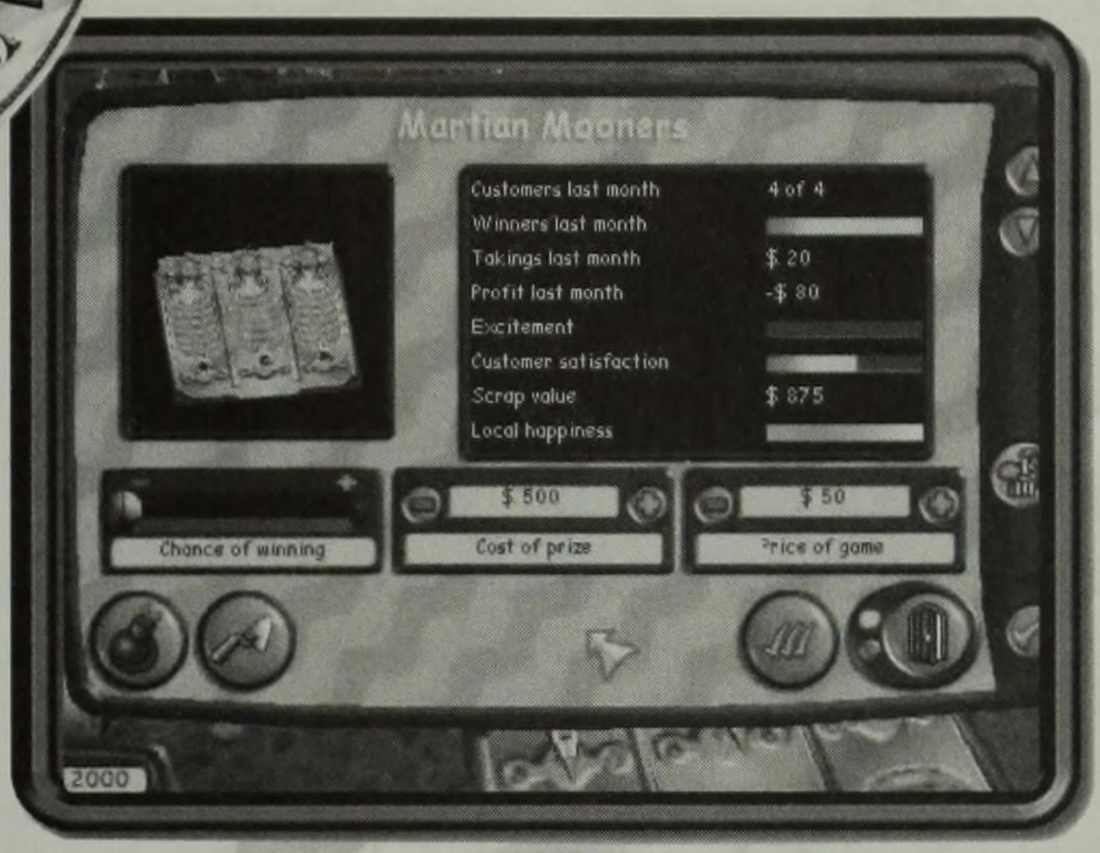




PRICING FOR PROFIT

If you want games of chance to make a profit, there's only one way to do it—make sure no-one can win! Push the slider all the way to the left, hike the prize money to







attract customers and make them pay plenty for the privilege of having a go. You can vary the prize money and entry fee a lot, but make sure that the prize is at least $250 and that the cost of having a game is at least $50.

PRICING FOR HAPPINESS

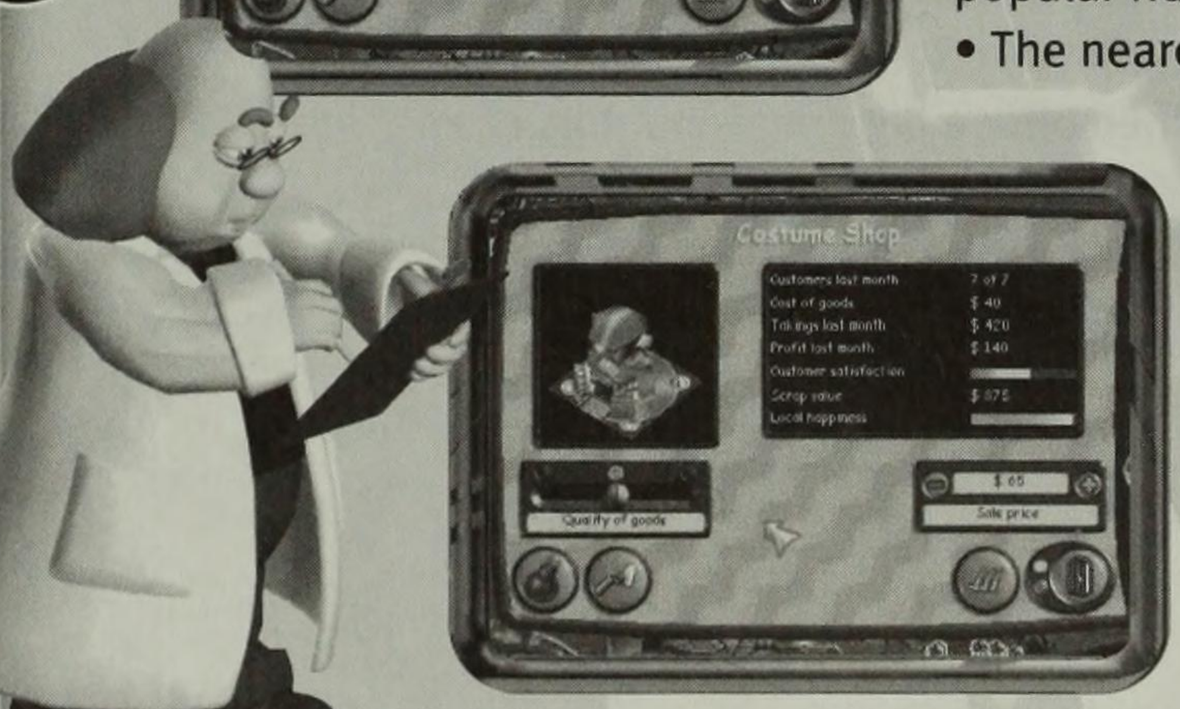
If you want to make your customers happy, then forget about making money from your sideshows and just let kids win as often as possible. If you want to really up the excitement levels too, then offer a big prize—but this can eat into your funds very quickly!

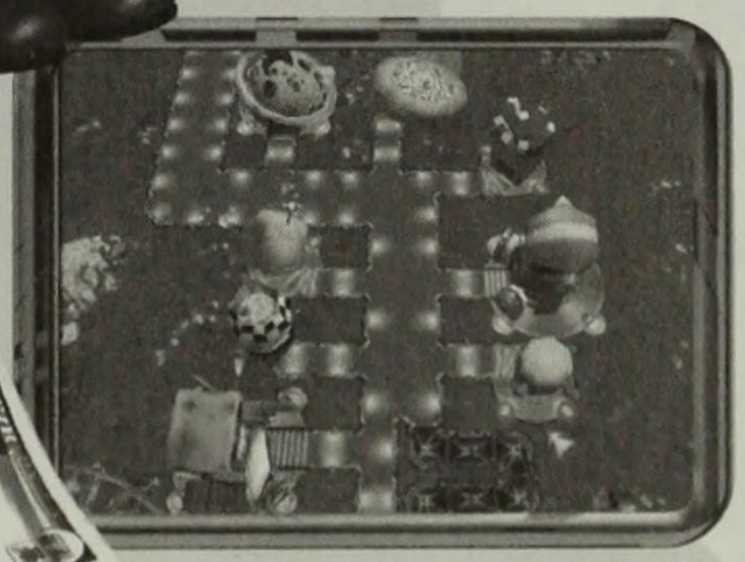
Set the 'chance of winning slider' over to the right, leave the prize at $25 or so and charge $10-$15 for the game. Every winner will leave happy and probably still spend the money in your shops.

SHOP MANAGEMENT

Shops are the lifeblood of your park and provide the vast majority of your income—without them it's impossible to make money. Good shop management is the key to financial success, so make sure you get the most from yours...





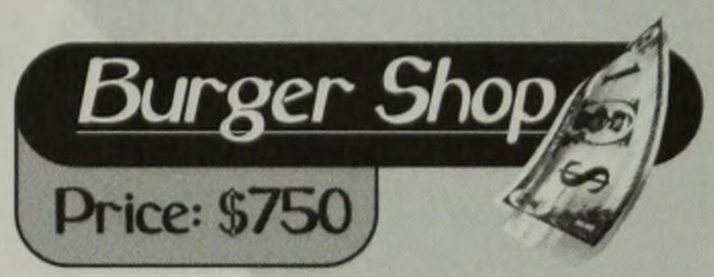


POSITIONING

The best positioning for all your shops is similar for each world. They also behave the same way in all the parks and cost the same. So, remember these golden rules for shop building:

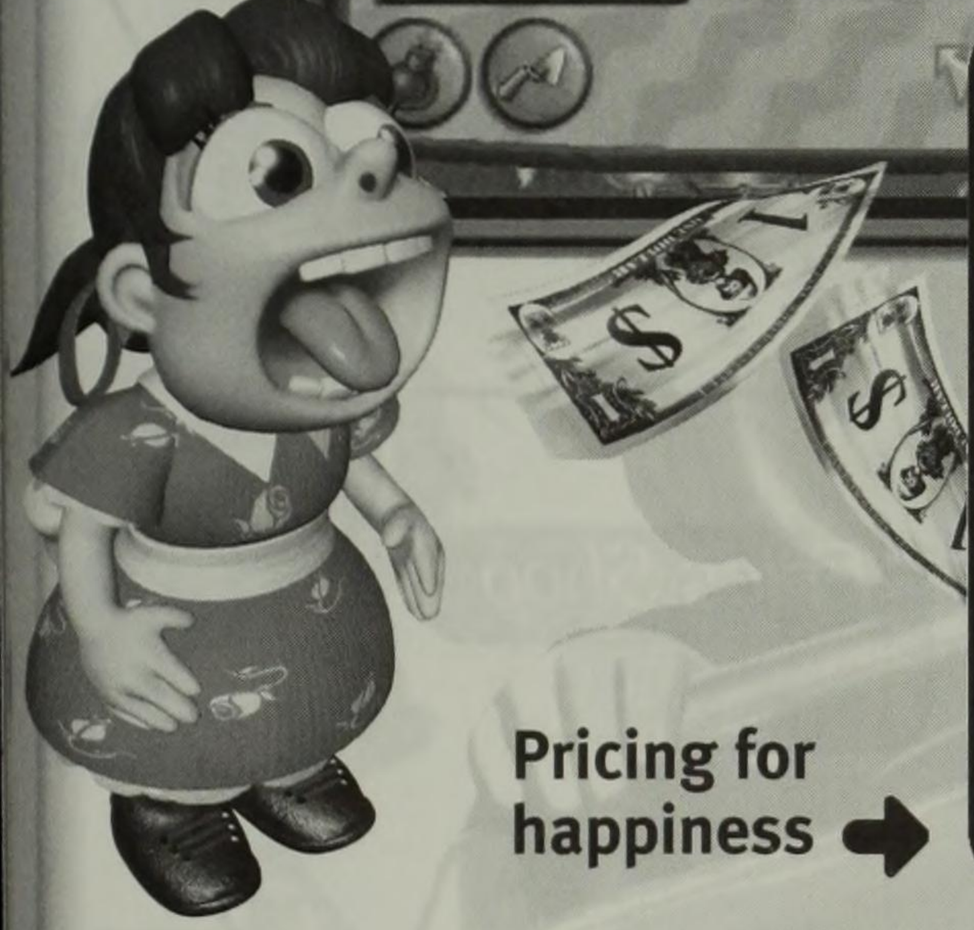
- Always build your shops on the routes to the most popular rides.
- The nearer to the queue the shop is, the better it is likely to do.
- The first shop in a row tends to do better than ones in the middle.
- Shops placed too near the exits of rides don't do as well.
- Customer satisfaction and happiness does not have to be completely sacrificed to make profits.
- Never put two shops the same next to each other.
- ALWAYS keep a check on the shop's 'profit last month' on the info screen. If it isn't making enough, then change the prices, move it or scrap it.





Pricing for profit

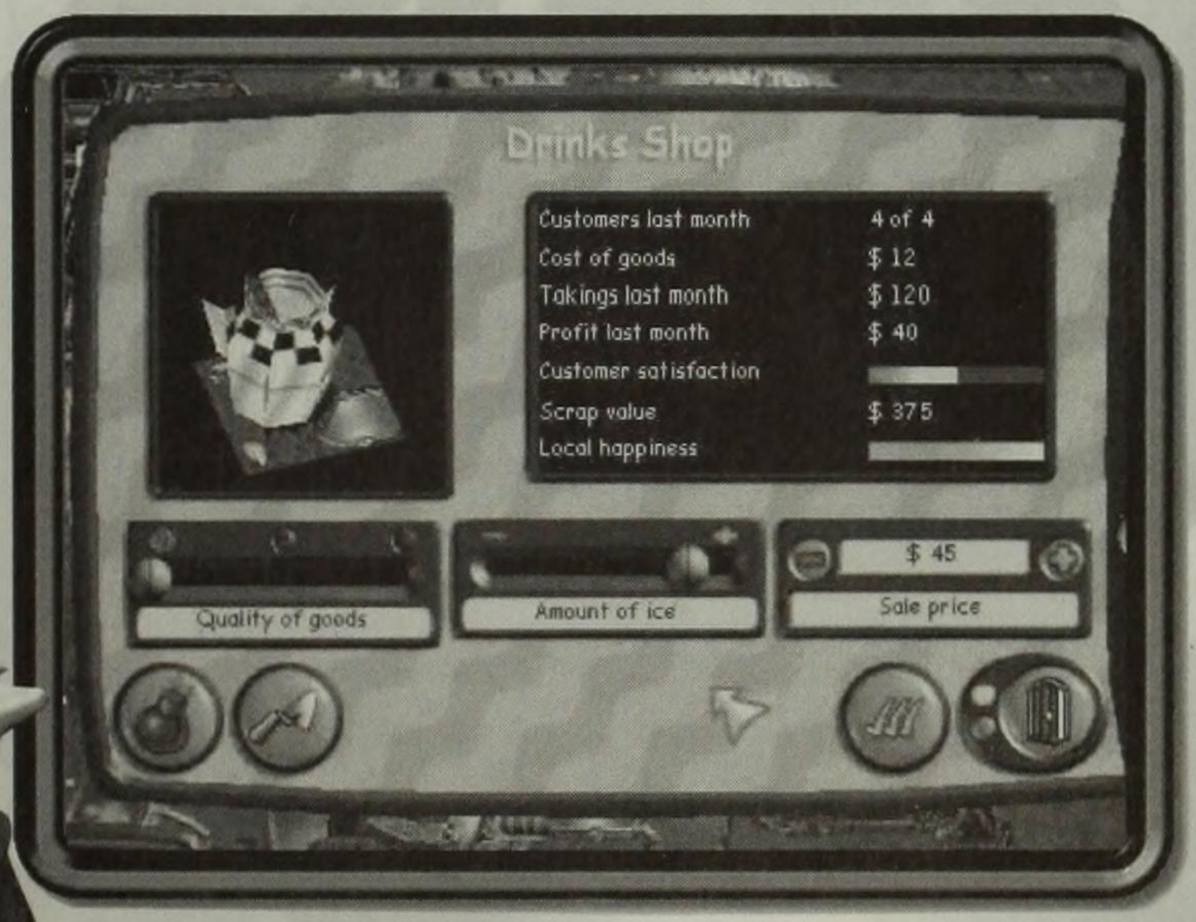


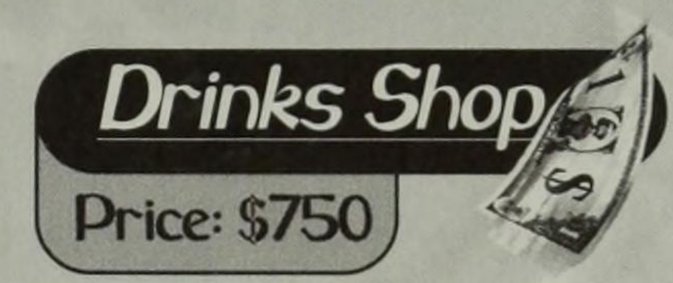




Pricing for happiness







Pricing for profit





Drinks Shop

Price: $750



Pricing for happiness

Fries Shop

Price: $650

Pricing for profit

Pricing for happiness



Ice Cream Shop

Price: $650

Pricing for profit



Pricing for happiness

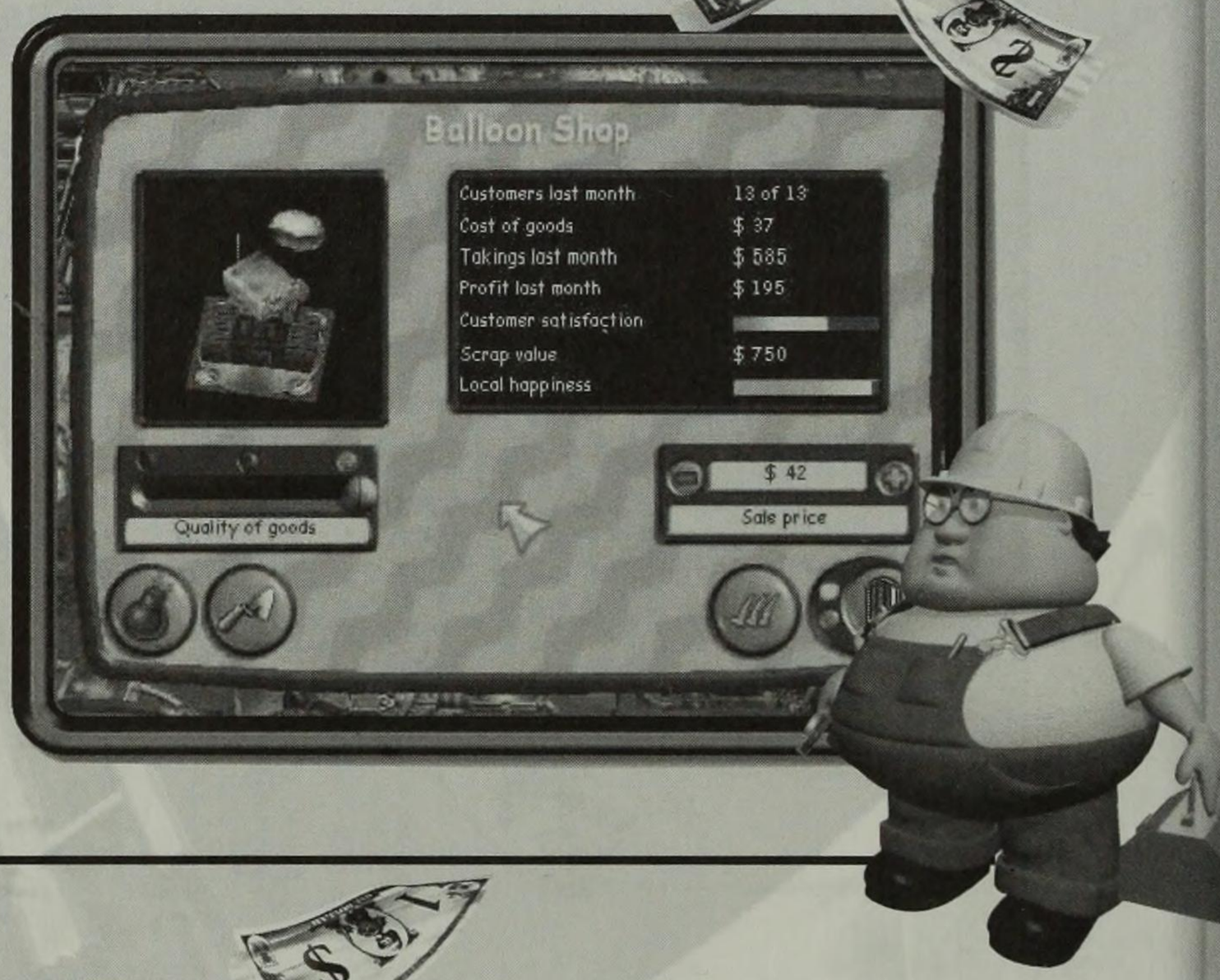
Balloon Shop

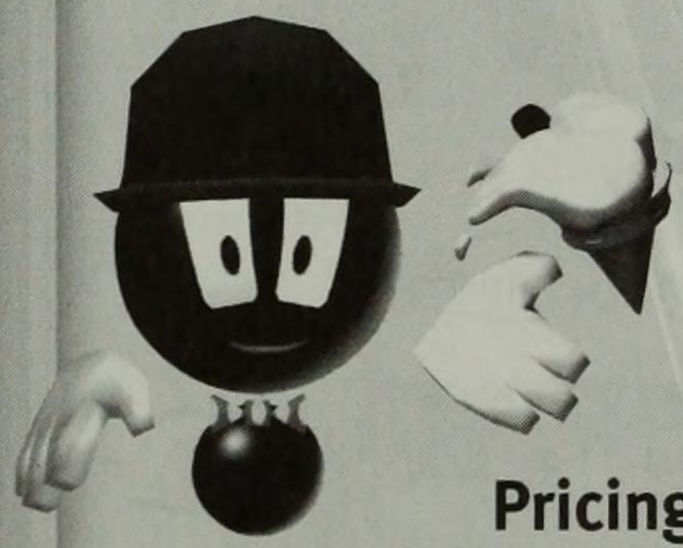
Price: $1,500

Pricing for profit

Balloon Shop

Price: $1,500

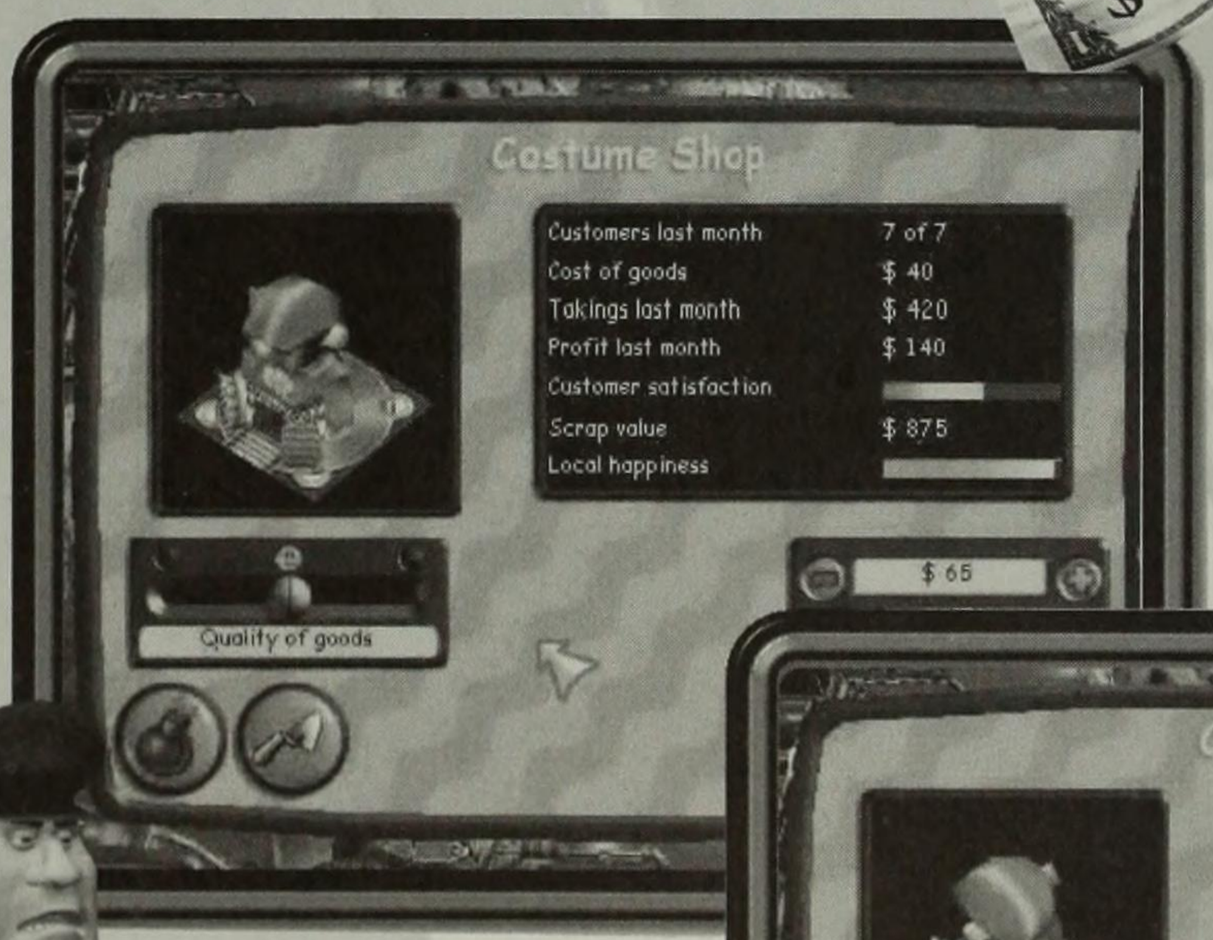




Pricing for happiness

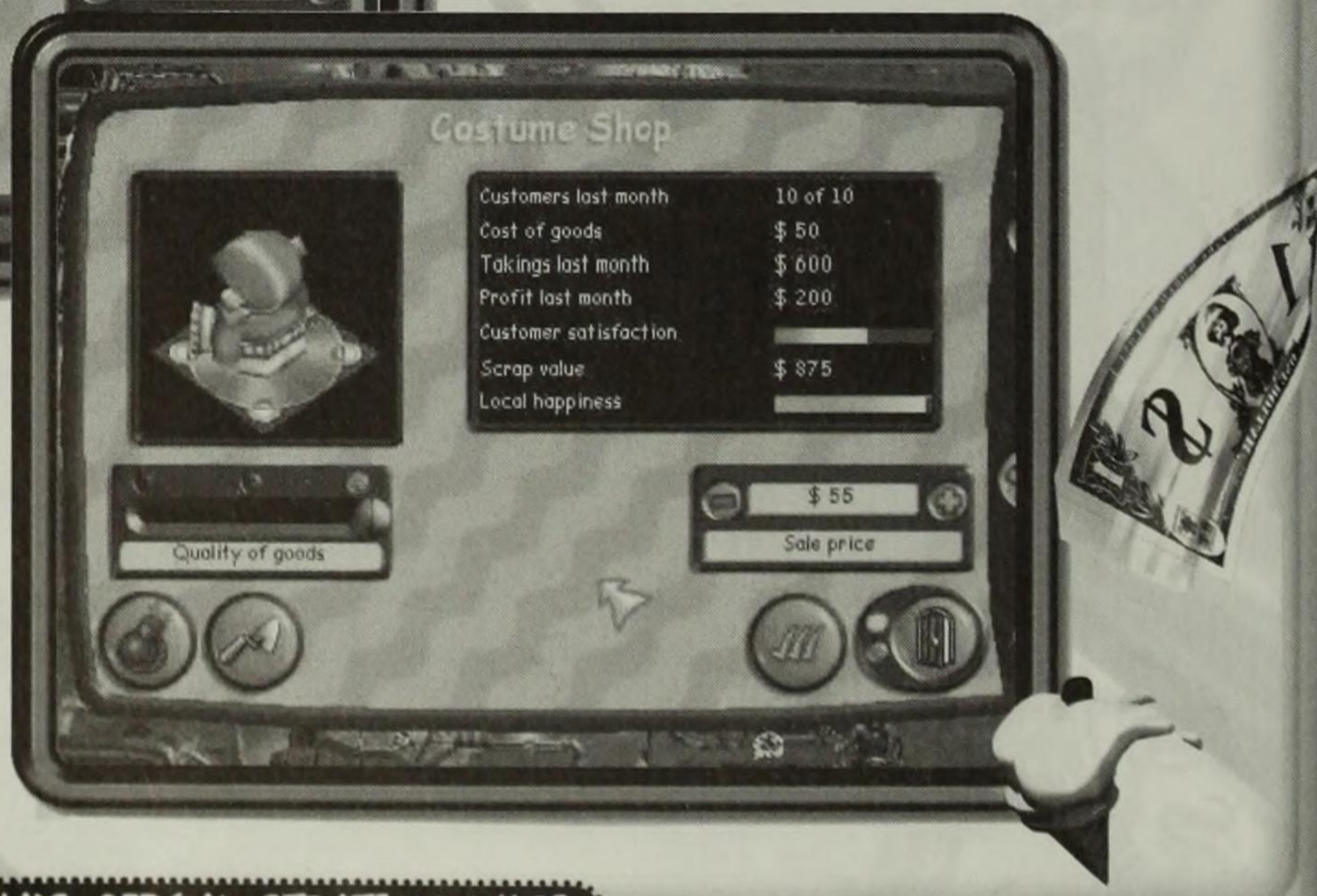
Costume Shop

Price: $1,750



Pricing for profit



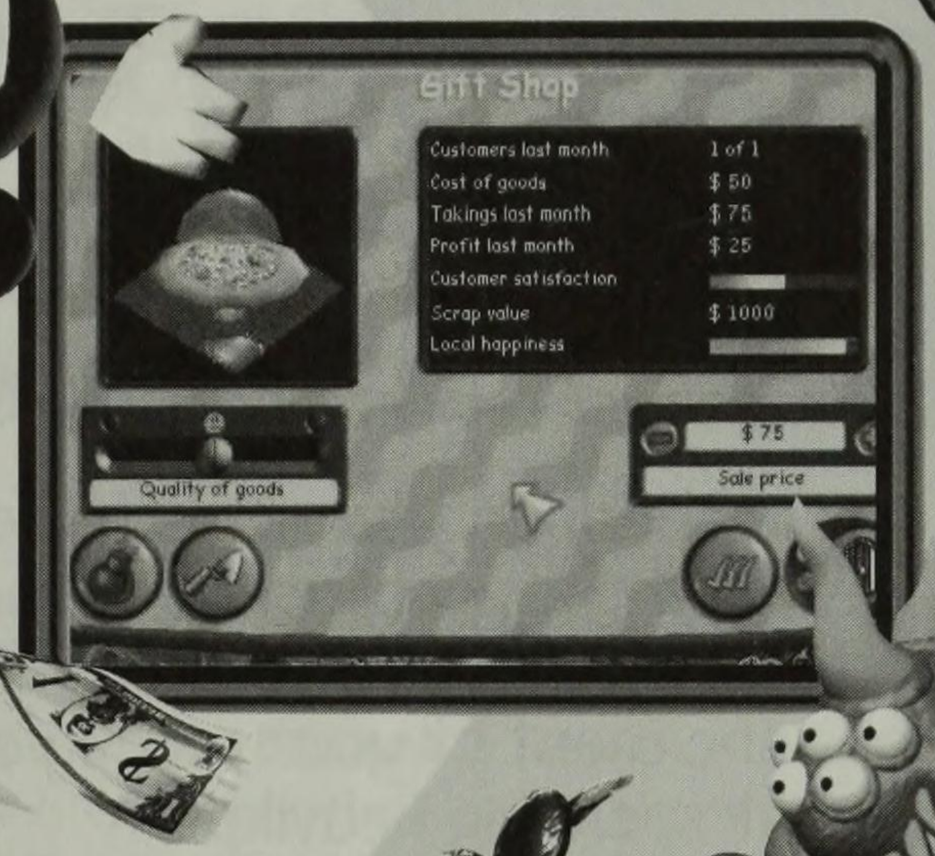


Pricing for happiness

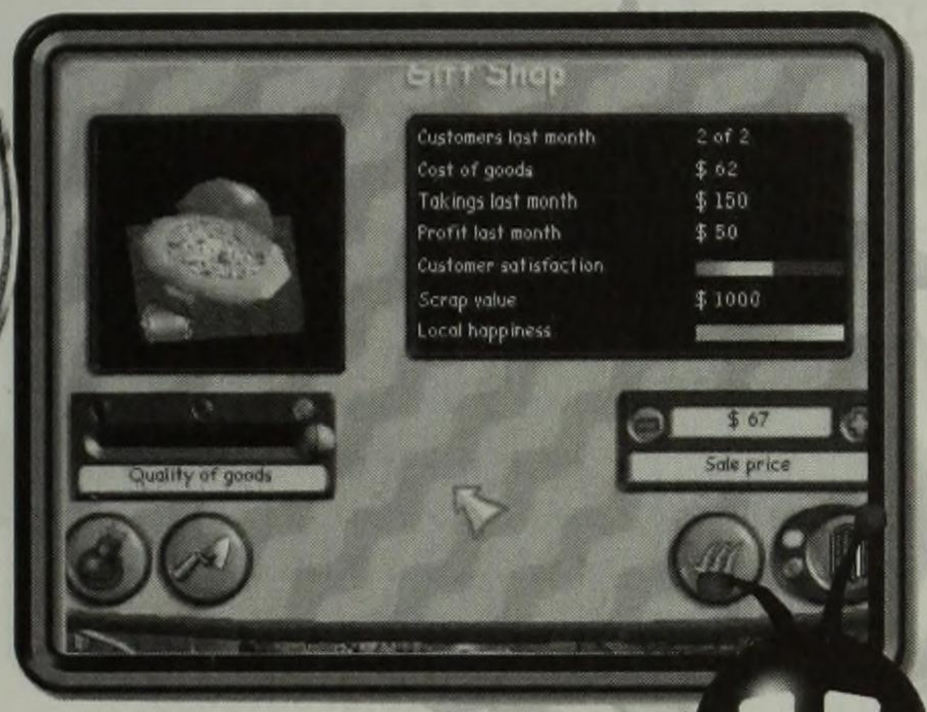
Gift Shop

Price: $2,000





Pricing for profit



Pricing for happiness

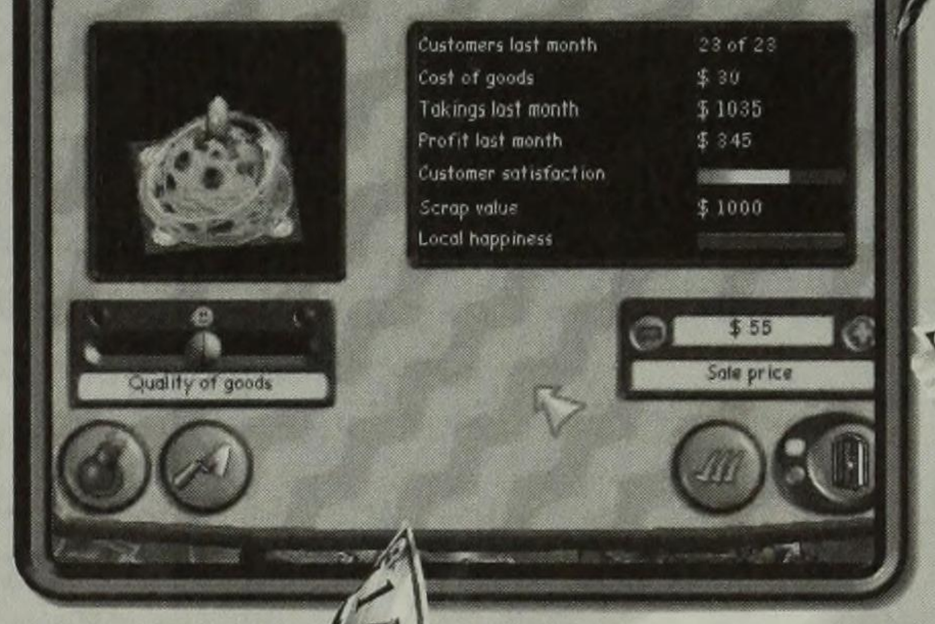


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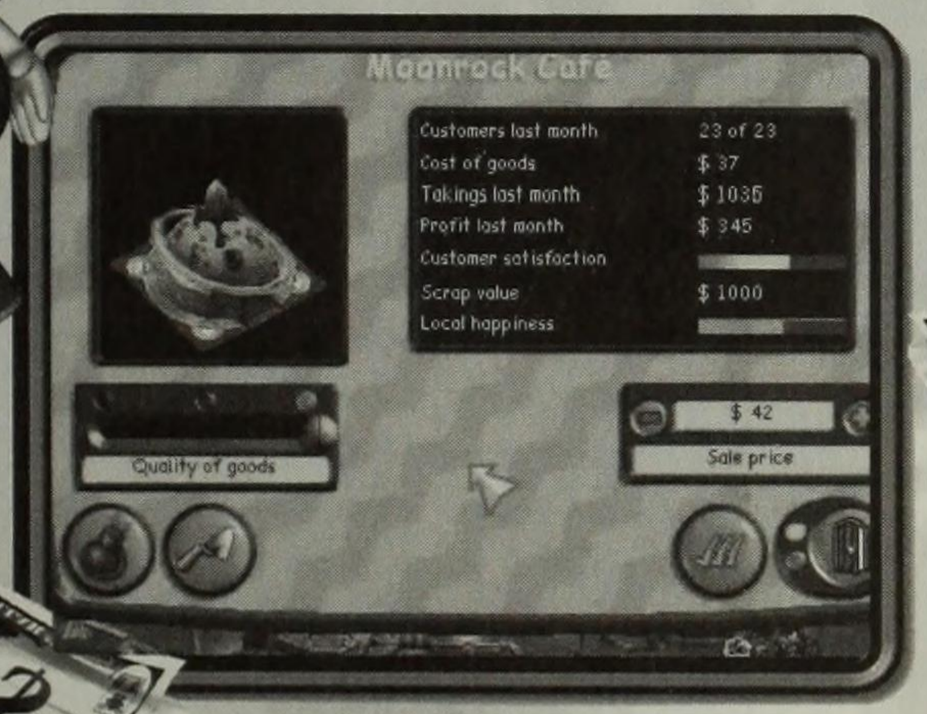
Restaurant

Price: $2,000





Pricing for profit



Pricing for happiness



GENERAL STRATEGIES

Each of the four theme parks features different rides, challenges and problems, but there are certain core strategies applicable to them. This section details just how to make the most of your money and keep the kids happy—or at least spending heavily.

GOLDEN GOALS

To start with, that oh-so-helpful advisor only coughs up the one Key, so you can take control of the Lost Kingdom or Halloween World. Your ultimate goal is to tackle the Space Zone, but total success there will only be possible if you've gathered all the Keys and Golden Tickets from the other three worlds. Work your way through the parks one at a time, getting every Key and Ticket you can. There are lots on offer, but each park will make you meet some tough targets to get them all.



WHAT ORDER TO TACKLE PARKS

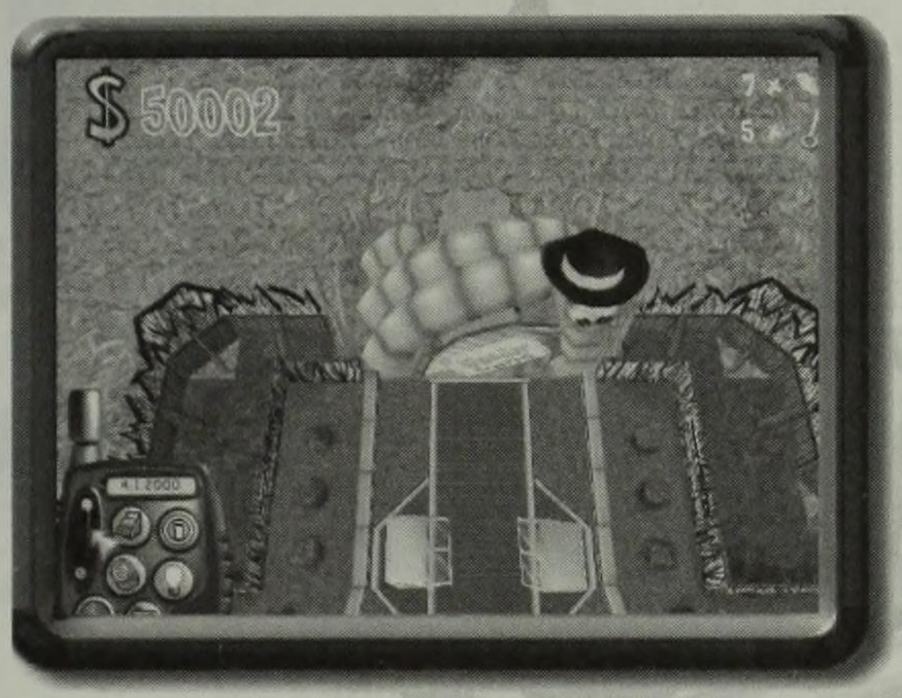
Skip ahead as soon as you have the Keys to do so, but it's the Golden Tickets that can really give you a head start in Wonder Land and Space Zone. You can get into Wonder Land after earning six Golden Tickets, but there are more than that on offer in Lost Kingdom and Halloween. After grabbing 12 tickets you'll have 5 Keys, and that gets you into Space Zone. If you want a full complement of mystery rides in the Space Zone, you'll need more than 11 tickets—and that only leaves you one spare to use in the other three parks!



Optimum Golden Tickets Usage for each park

World	Suggested maximum ticket use
Lost Kingdom	1
Halloween World	1
Wonder Land	6
Space Zone	11



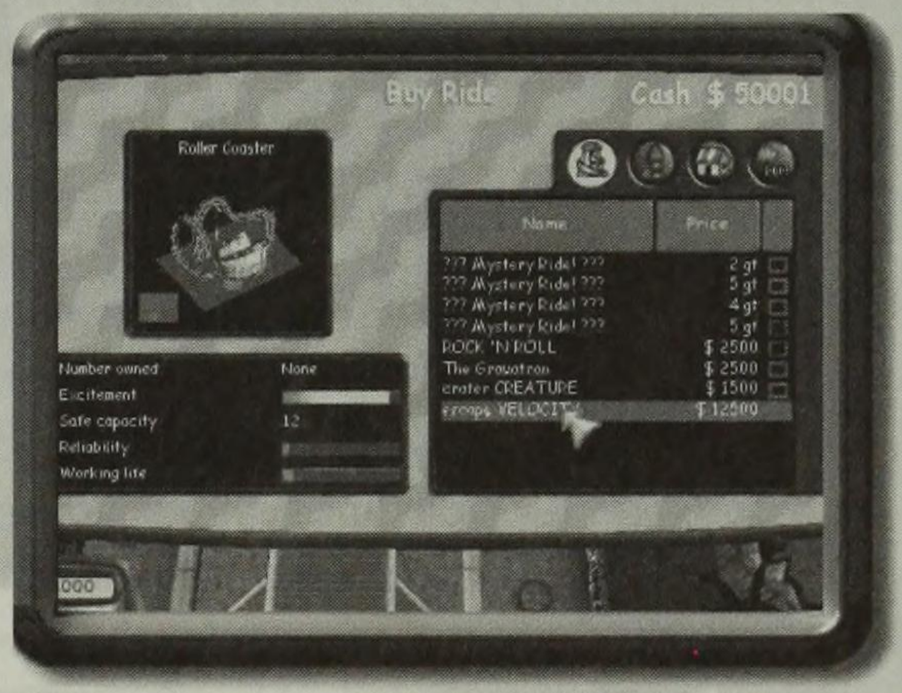


Getting Golden Tickets is very important, not just for opening up other parks, but for getting the rides that can help you succeed in those parks. Don't waste tickets on the mystery rides in the Lost Kingdom or Halloween World—you should be able to deal with them without the pulling power of the mystery rides. The mystery rides really come into their own when you enter Wonder Land or Space Zone. Check them out in the Ride Guides to those worlds.

The later parks require you to meet tougher success levels, so a fast start with lots of customers charging through your gates to spend their cash is a big advantage. A great way to get those customers is with the mystery rides. They aren't the most exciting or expensive rides you can build, but with the Golden Tickets they're free! So save up those tickets for the Space Zone in particular, and instead of opening your park with four rides, you can have seven!



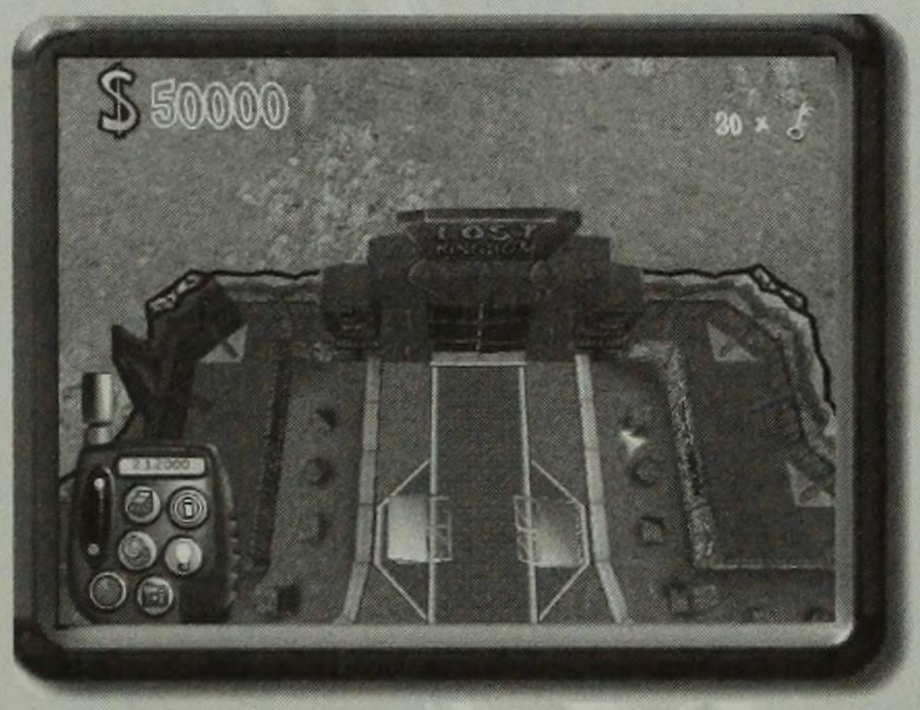
You don't *have* to have those mystery rides to succeed in the Space Zone, but with money tight to start with, it's a great boost to have a flood of customers at the start rather than a trickle. The extra rides also mean you can charge a higher ticket price from the start without a murmur of complaint from the paying public.





STARTING OUT

Here you are with a shiny new park, a blank canvas on which to paint your masterpiece of modern leisure management, but where do you start? To begin with, don't race to open those gates just yet; you aren't going to start losing money or customers until you've built a few things and hired some staff. Study your options, look around the place and plan where you want things to go in the future.



BUILDING RIDES

Initially you've only got a few rides, shops and sideshows to choose from, but even with these limited resources you can build a profitable park. Amongst your starting list of rides at each park (or in the first research group) is a real star attraction. It's not hard to spot—it's the expensive one! Your strategy should be based around this first big ride, because that's the one all those eager customers are going to want to get on. So you should put it right by the front gate, right? Wrong!

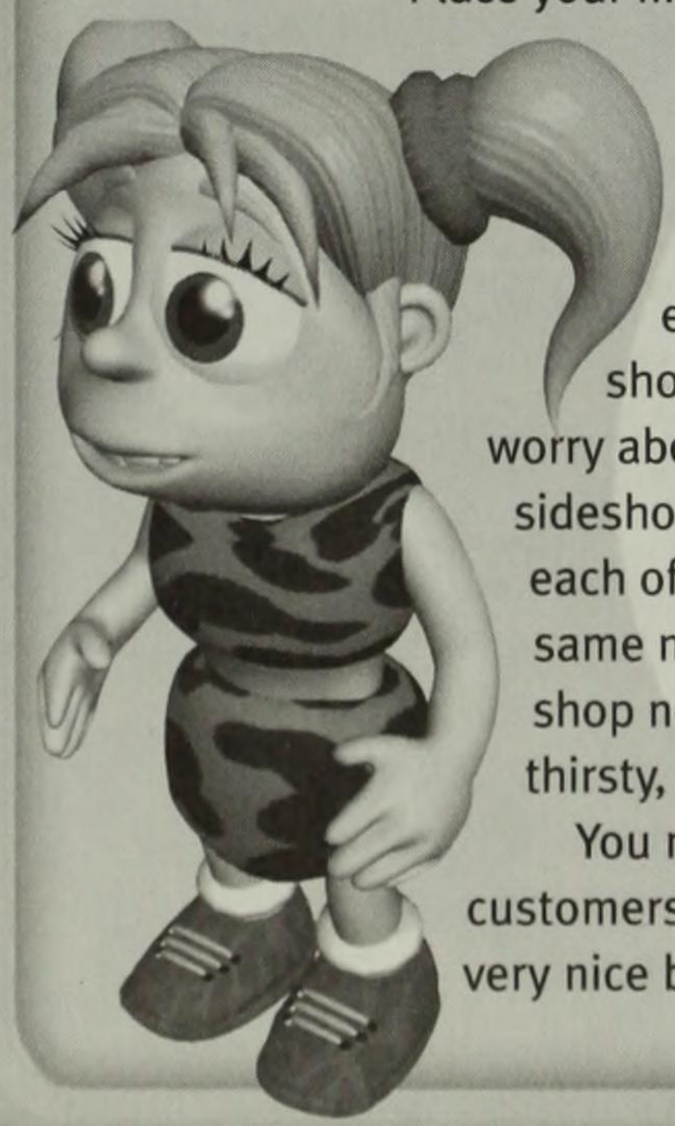
MAIN ATTRACTIONS AVAILABLE AT START

World	Main starting ride	First main attraction to get
Lost Kingdom	Aztec Mayhem	Temple of Gloom
Halloween World	Tentacle Terror	Hades
Wonder Land	Candy Coaster	Taptastic Rapids
Space Zone	Escape Velocity	The Blobulator

A roller coaster or other big ride may be your star attraction, but it doesn't earn you enough money—nor do any of the rides. It's the shops and sideshows that keep your accountants happy, so direct your customers there.

PLANNING YOUR PARK





Place your main attraction well back in the park and make sure that the route to it winds past every other ride, shop and sideshow. Give those eager little human piggybanks every opportunity to wander into a shop and hand over some cash. Don't worry about duplicating shops or sideshows; you're going to need lots of each of them. Just don't put two of the same next to each other. Put a drinks shop next to a fries shop since all those salty fries will make customers thirsty, and help your drink sales too!

You may be tempted to have a wide-open layout to your park and give customers lots of room with a nice grid system to get around easily. That's all very nice but it won't help your profits. If you plan things that way, you'll be



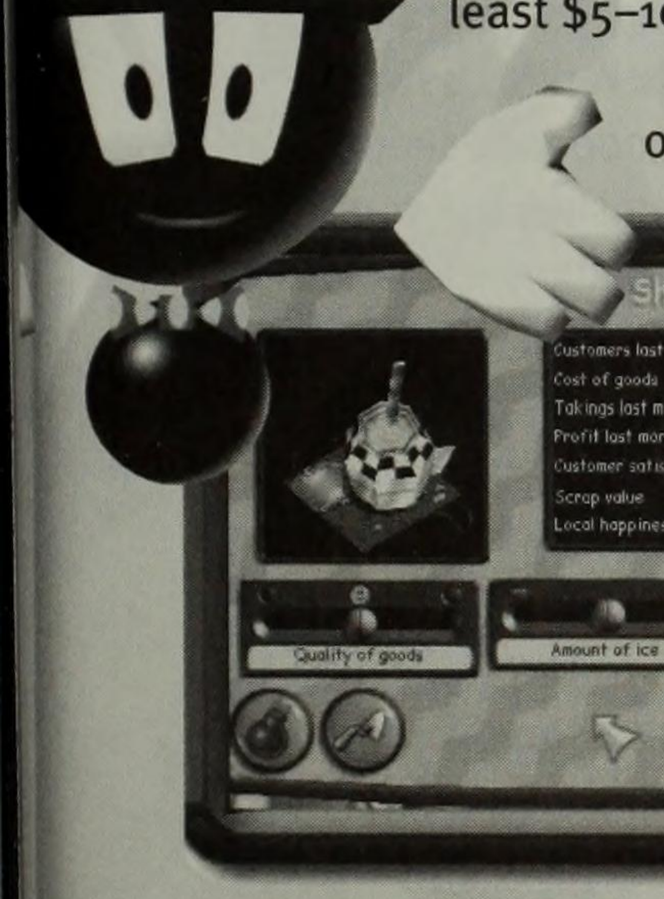
left with areas of your park that turn into barren wastelands left to rust, with unused rides and shops that treat customers like an endangered species. That cute, bouncy dinosaur castle may delight the kids when you first open, but no one's going to make a detour for a bounce on Dino when there's a Gorilla Thrilla in town!

Plan your park so that every shop and sideshow you place is on the direct route to or from your main rides. It doesn't matter too much if that means you end up with a path that snakes its way through your park like a demented light cycle. It just means punters have to stay in the park longer! Remember to think ahead: you'll be building some monster roller coasters, kart tracks and water slides, so make sure you leave plenty of room in between the rides for those all-important shops.

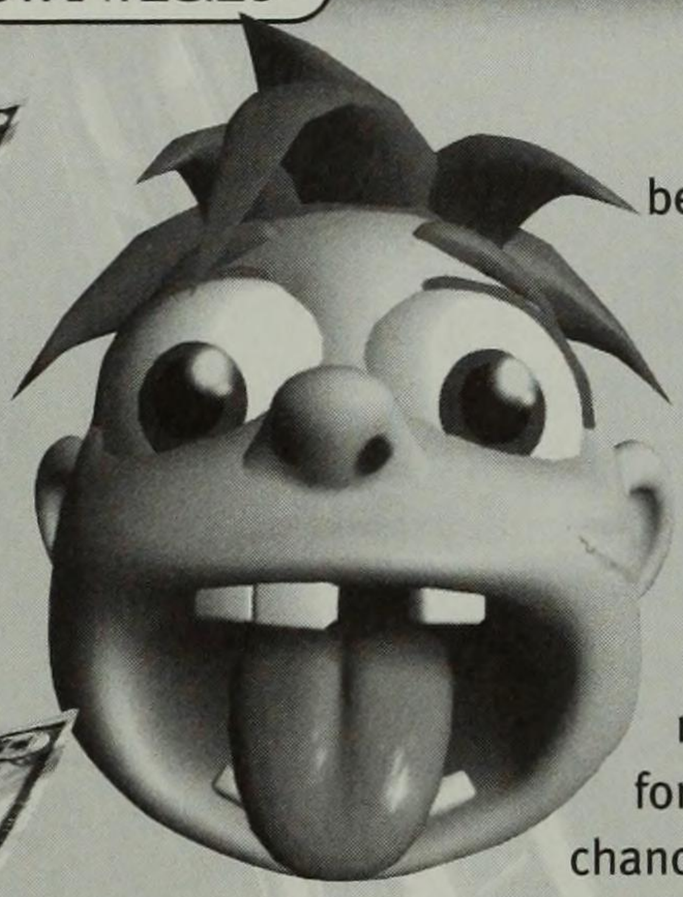
MANAGING SHOPS AND SIDESHOWS

You're not running a charity here, making serious money is your aim. The shops and sideshows are your main source of income, so bleed your customers' pockets until they've nothing but small change—and then get that off them too. Start by upping the price of the goods by at least $5–10. You need a bigger profit margin and they'll pay it.

In the food shops you should vary the amount of the 'magic' ingredient. In fries, it's less salt; in drinks, it's more ice; in burgers, it's more fat; and in ice creams, it's less sugar. Changing the amount of magic ingredient you put in, the less the food costs to make and the higher your profit. You can even reduce the quality of the food! For a full list of the shops and their options, go to the Shop Management section.



Be careful about how far you go with these cost-cutting, profit-maximising measures



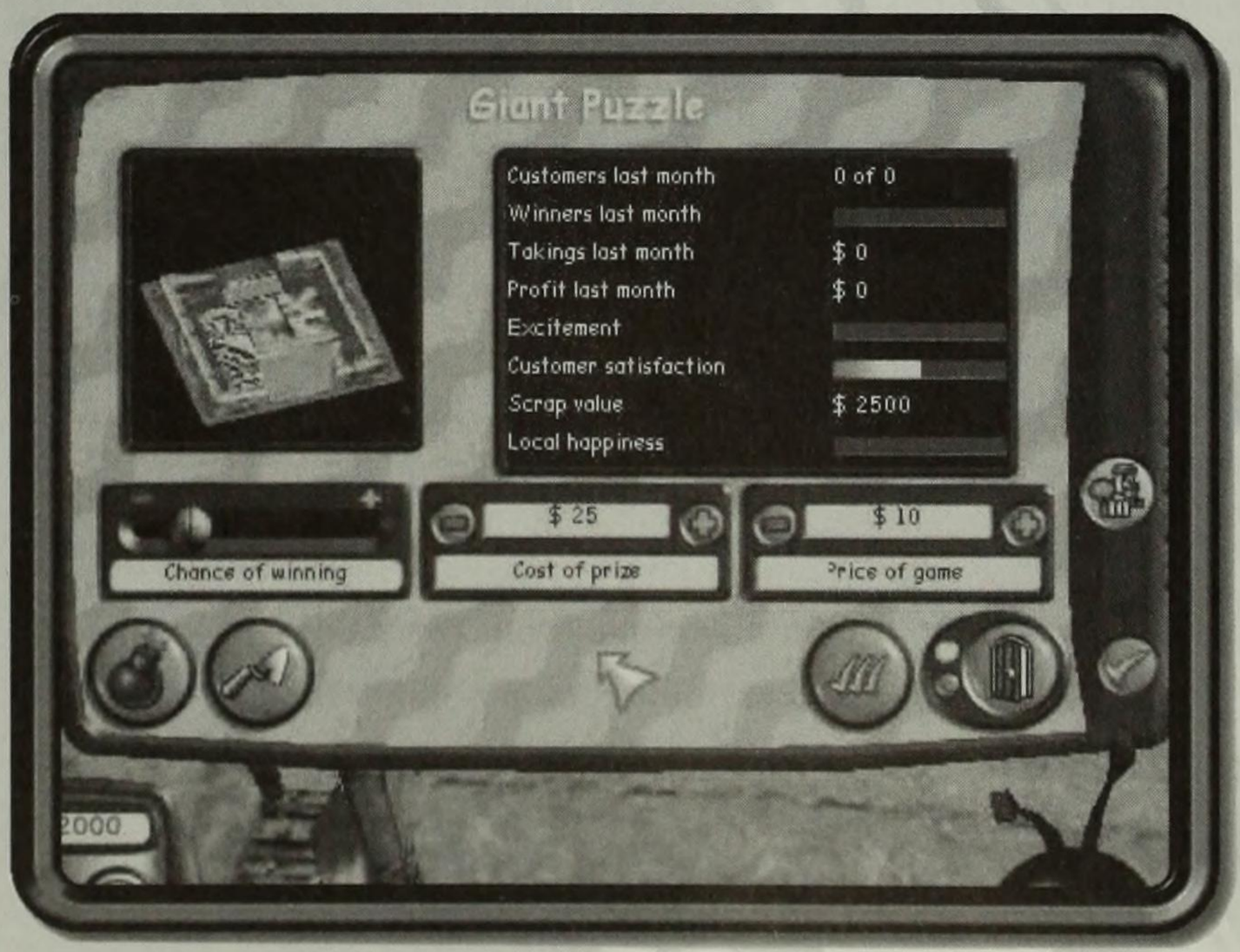
because of the effects they can have on customer satisfaction and customer digestion. On the whole though, it's possible to get away with just about anything. Later on you'll want to change these ratios, but for now we need money to expand the park, so rake it in and leave those moral, health and hygiene issues for later!

Sideshows can also be manipulated to get more money out of them, but finding a winning formula may prove trickier. You can change the chances of winning and the cost of the prize, so finding the right formula to make money *and* keep your customers happy is tricky. A really expensive prize will certainly entice customers in, but you don't want it being won too often—if at all! To start with, increase the price of the game, increase the cost of the prize and reduce the chances of winning to... well... zero! (Just don't tell the cops!)

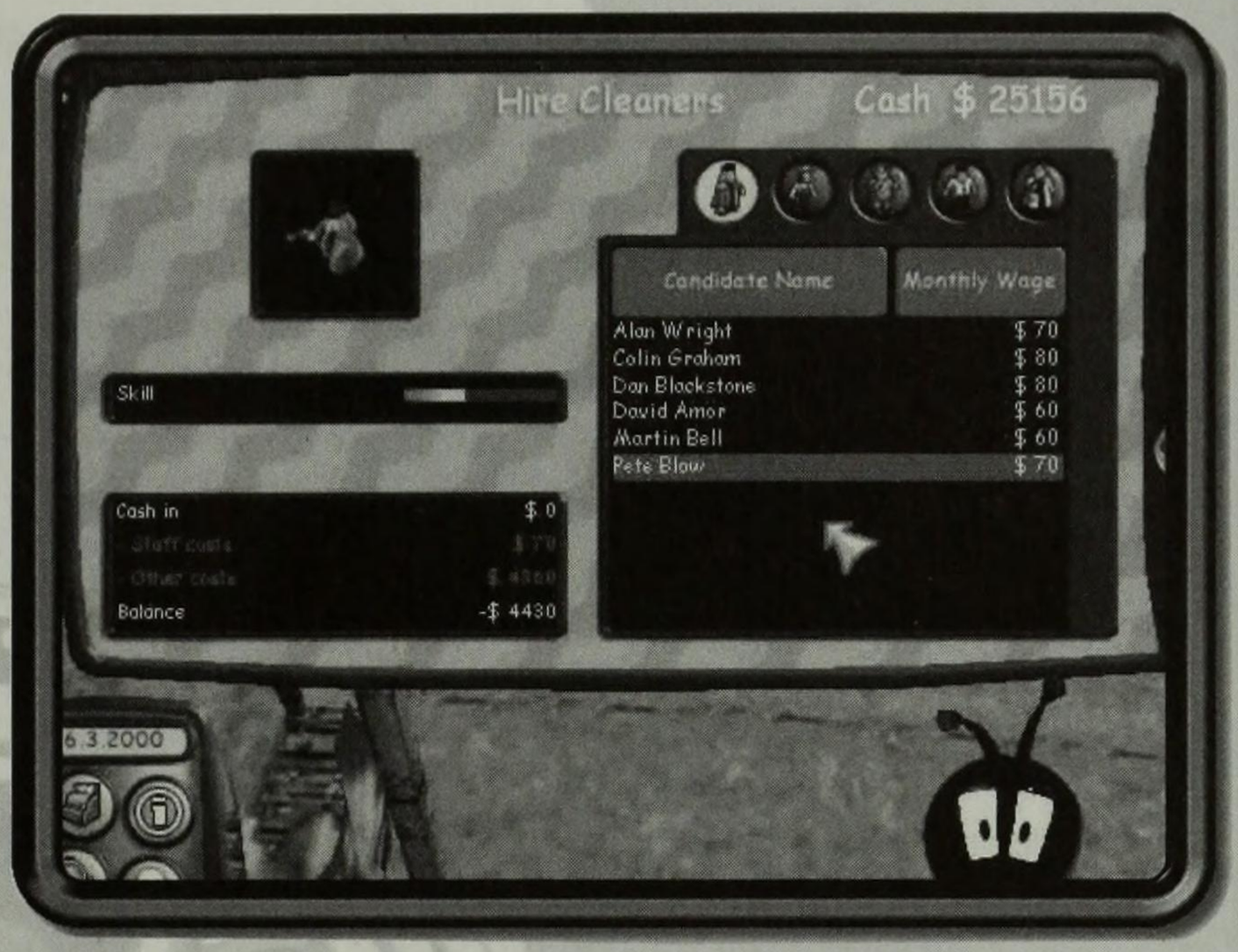
The market won't stand anything too ridiculous in the price range, but you'll be amazed what some people will pay to see a fortune teller or to get into an arcade! The key thing to watch is the monthly profit figure. If this isn't a healthy figure (into the hundreds of dollars for each sideshow) then raise those prices! You'll find more details about this in the Sideshows section.

HIRING STAFF

The park isn't going to run itself, so you need a good team of people to keep the place going. Maintaining the staff is the main ongoing cost of running the park. A ride costing $10,000 may seem expensive, but your profit margin is more likely to get eroded by not having the right staff and using them incorrectly.



Leave hiring the staff to the end since you can open up while you're hiring without any problems



occurring. To start with, you don't need a big team. It's more important you get skilled staff than to get the first ones that come along. It gets harder to find the top-notch employees in Wonder Land and Space Zone, but in the first two parks only hire the most costly and therefore most skilled workers.

Top-of-the-line cleaners cost $80 per month and you'll probably need a couple of them. Mechanics are much more expensive—$240 for skilled ones. Two mechanics should do for starters. Entertainers are cheaper at a maximum of $80. One of these costumed drama school rejects is enough. Guards are $160 top-whack; two is plenty to keep the little ruffians in order. Scientists will set you back $240, but the number you employ depends on how fast you want to research new rides, upgrades, shops, sideshows and features. Hire a couple and then see how your profit margin is looking before going for any more.



The friendly advisor will advise you that areas of your park are unclean, unguarded, unrepaired, unentertained or unresearched. Once your park has grown and you have several staff to manage, the advisor will encourage you to set patrol routes for your staff.

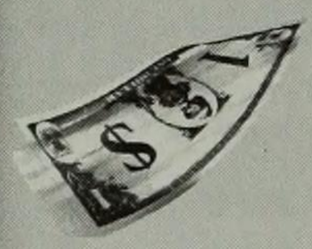
Whether you set your employees up with patrol routes or not, always make sure you have non-patrolling workers who you can call to a problem. It's possible to run a perfectly good money making park without assigning a single patrol route. You might need a few more staff to do it with though, so micro management of patrol routes could give reduced payroll benefits.

If you hire skilled staff to start with, you won't need to worry about the training budgets. That's a luxury you can indulge later when you have plenty of money to spend. On the later parks you won't be able to get the most skilled workers in some areas though, and allocating funds to training is more important. Don't break the bank to do it, but train them from the start and you'll be glad about it later.



It's critically important to buy a staff room for your workers. If you don't, they'll quickly tire and just stand around aimlessly doing absolutely nothing! It doesn't matter where you put staff rooms in a small park, but bigger parks will need more staff rooms strategically placed. Your employees have to walk to and from the room, so short walks to their rest area mean they are working more of the time. Find out more about your loyal employees in the staff section of this guide.

PLACING FEATURES



The only other essential items to have for your park to run smoothly from the start are on the miscellaneous items list. This is where you will find the staff room listed as well. All the items on the list are relatively cheap, but there are three that are genuinely useful.

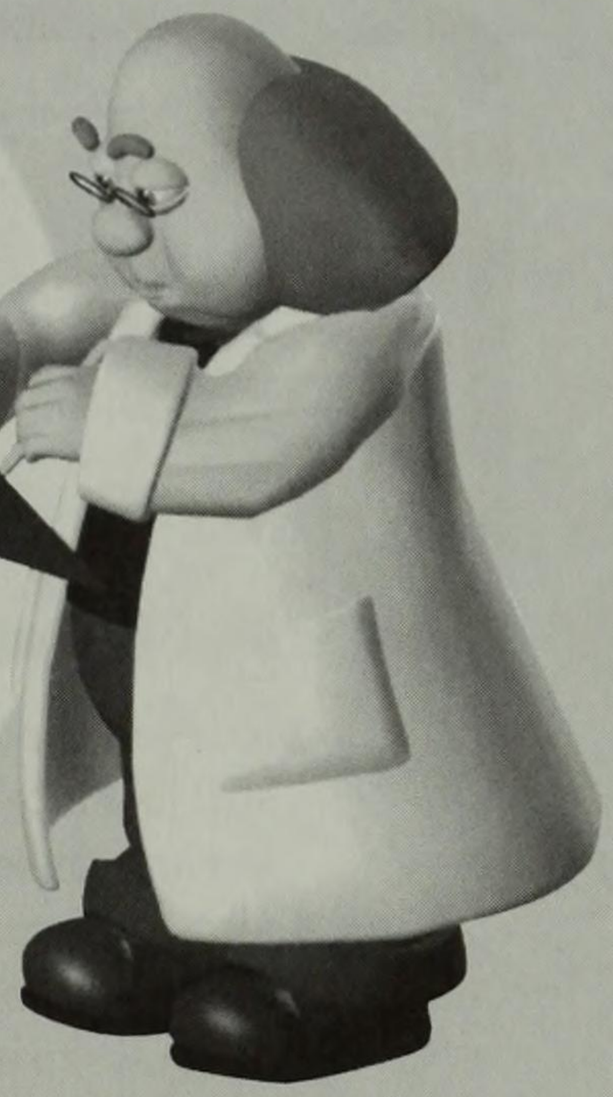
The most important are the toilets! Without these you will have customers running out of your park as fast as their crossed-legs will carry them and taking their lovely money with them! Toilets don't take up much space, so just dot them around where you can and make sure you have cleaners nearby. It may be tempting to put toilets near the exits to rides, but as all toilets get smelly at some time, this isn't such a good idea. Imagine you've just been on a big coaster and get off feeling a bit queasy, then you walk past a fuming toilet... it could be





enough to push you over the edge. So it's probably not worth inflicting such a risk on your customers.

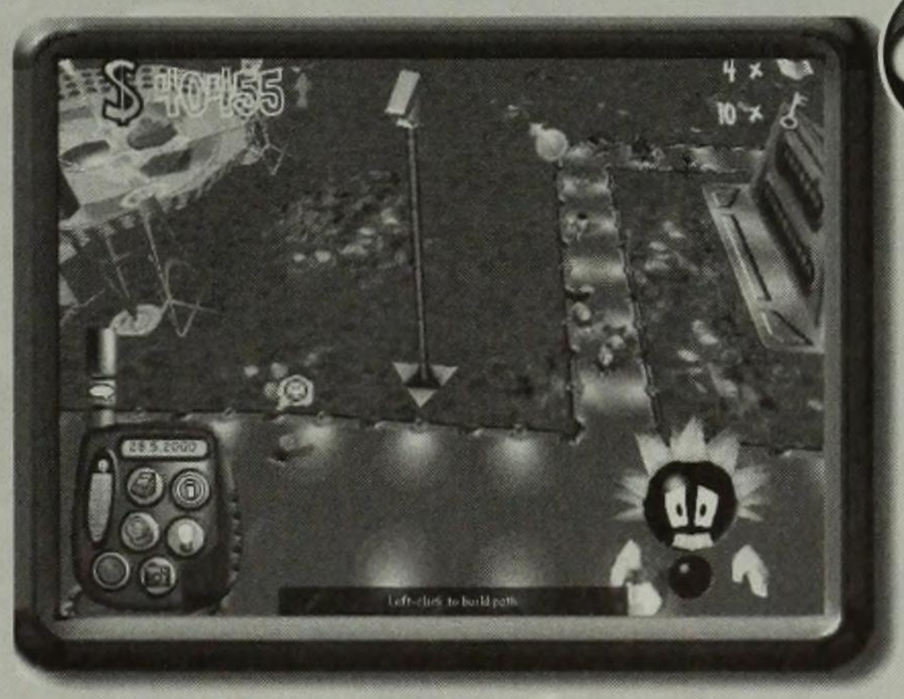
Two other items that can make your life easier are the litter bins and security cameras. Neither of them takes up much space and they can help reduce your staff costs. Bins help reduce the amount of rubbish and need for cleaners, while the cameras keep a watchful lens on little troublemakers and reduce the need for guards.



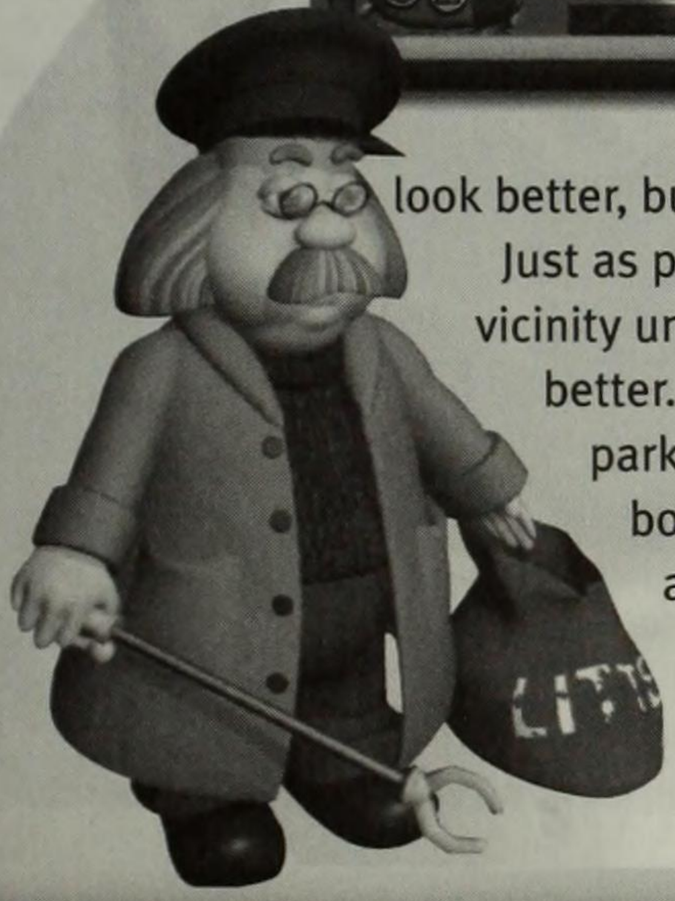
If you have any spare cash to splash out on prettifying your new park, then there are other items you can buy. They serve no useful short-term purpose except to make your park

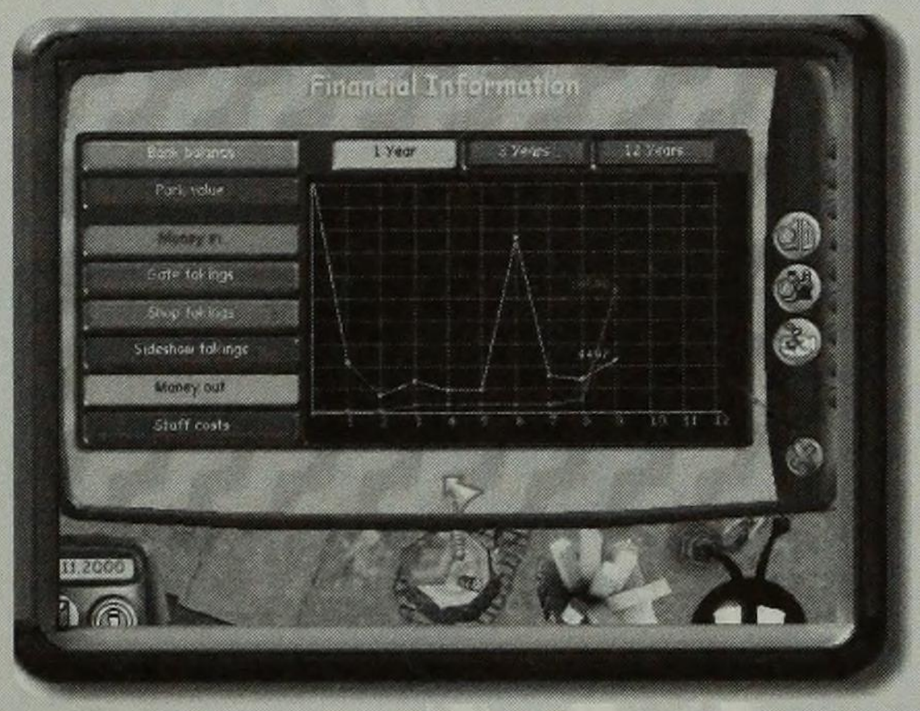






look better, but they do affect the happiness ratings of your visitors. Just as piles of litter and pools of vomit make those customers in the vicinity unhappy, so trees and statues make those around them feel better. Eventually, you'll be looking to ensure that every corner of your park is covered with bushes and that fountains break up dull boulevards. Many of the miscellaneous items help in this respect and make the park more enjoyable. A pretty park is a happy park, but you've got to be in profit before worrying about the state of your landscape gardening efforts.





EXPANDING YOUR PARK

Once you've established a park and have some money coming in, start thinking about expanding it and get to earning those precious Golden Tickets. There are lots of different factors to manage, but keep a cool head and you'll soon have it cracked.

MANAGING MONEY

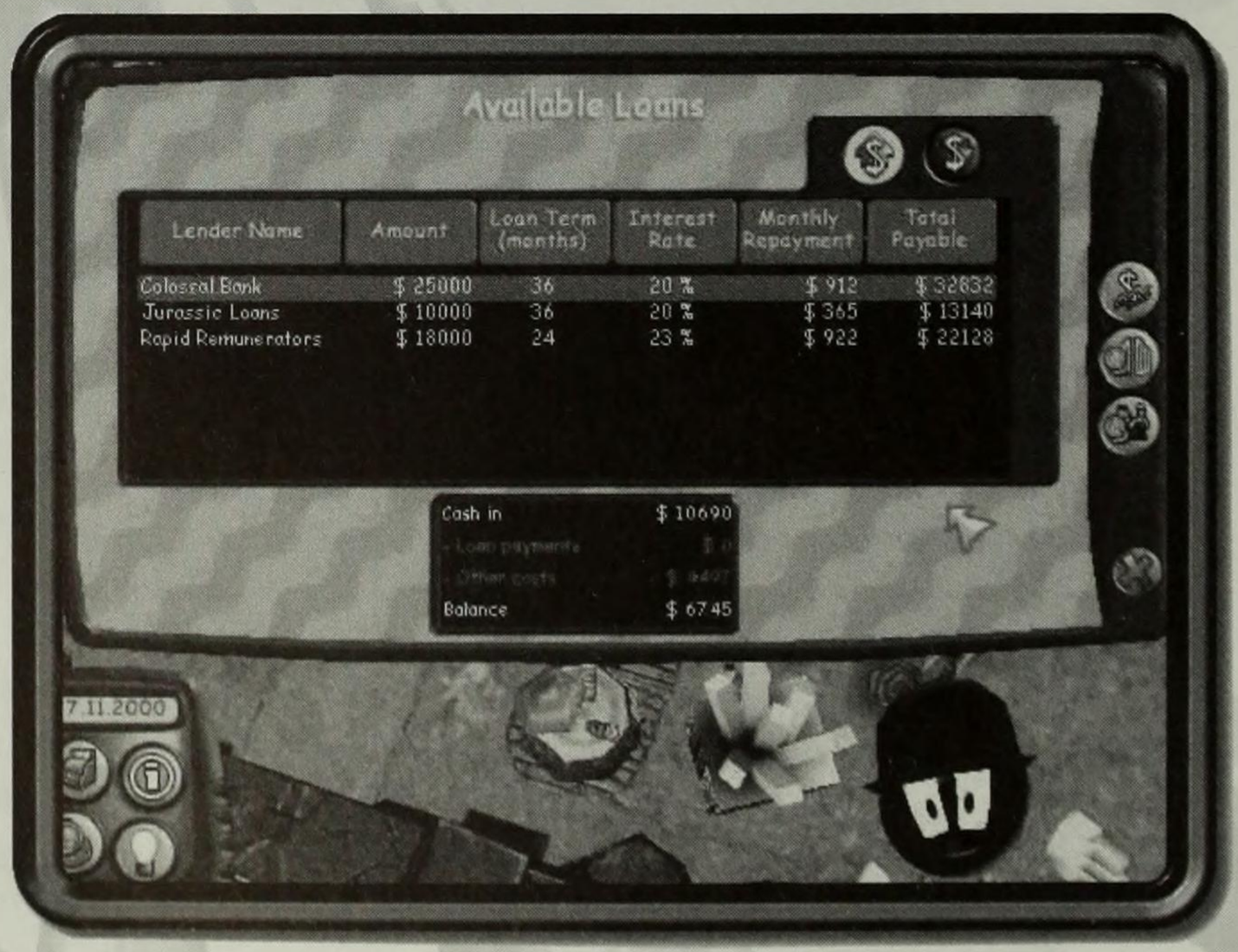
Your first instinct may be to get a big loan and buy everything in the park—don't! This is a tactic you should only attempt once you've gained some experience. Otherwise, you'll just face a long list of problems which will get worse before they get better.

First, make sure your park is actually making a profit each month. If it isn't, then you've got to take steps to make sure it is before doing anything else. The initial $50,000 should easily be enough to set up enough rides, shops and sideshows to make a profit. If you show a monthly loss when you haven't spent money on any new buildings recently, this is a sure sign that you need to increase the prices in your shops and sideshows, reduce your staff costs or sell off unnecessary rides.

The safest way to finance new rides, shops and staff is to wait until your park makes enough profit to afford them. That way, you can't go wrong. However, there are times when you might need just a little extra cash to finance your new wonder-ride that will pack the park out.

There's one important thing to watch out for when taking out a loan: monthly repayment. That's how much more money you must make each month if the loan isn't to plunge you deeper into debt. With that in mind, go for the longer loans at a lower interest rate.

If your park is really raking in the cash, then you may be





able to finance several loans or one really big loan. But always make sure you're making a healthy enough monthly profit to pay off the loan or you'll dig yourself a big hole. It's not that easy to go bankrupt, but lots of big loss-making loans can lead you to rack and ruin.

If a loan is your last resort to avoid bankruptcy then it's probably a lost cause anyway, but use that money to keep you going while you do everything possible to cut your costs and maximise your income. The number and the size of loans varies with each park, and is dependent on your circumstances. The size and quantity of loans is calculated against the size of your park minus the current level of outstanding debt, so it's possible that in times of crisis there may be no loans available! In order to avoid this, if money's getting tight and you think you may need a loan, keep checking the loans menu and be ready to pounce on a good offer when it presents itself—because it may not be there when the figures turn red.





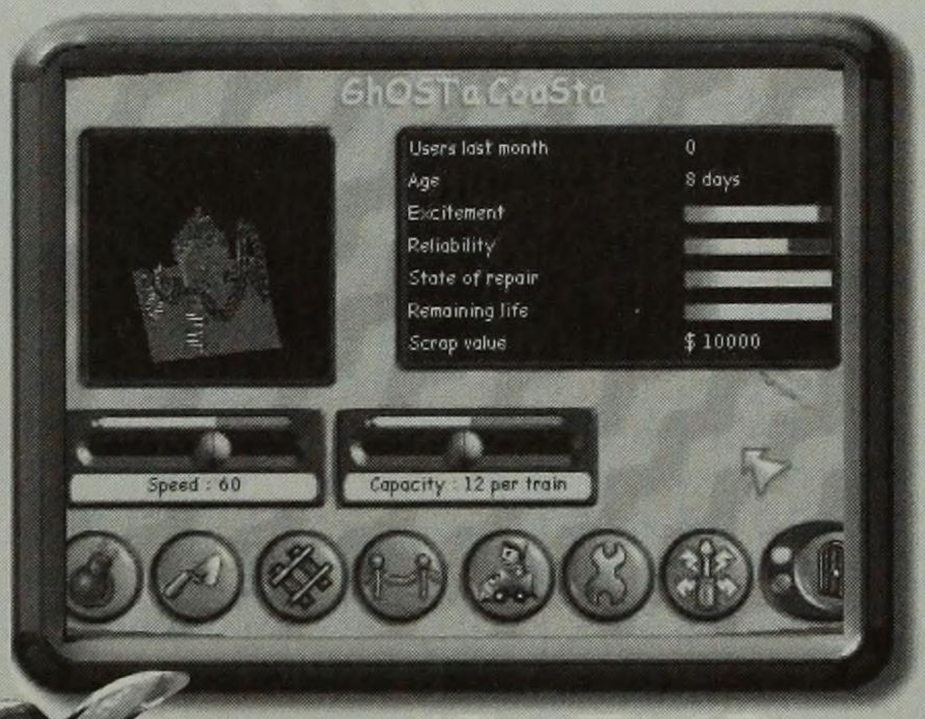
BUILDING RIDES

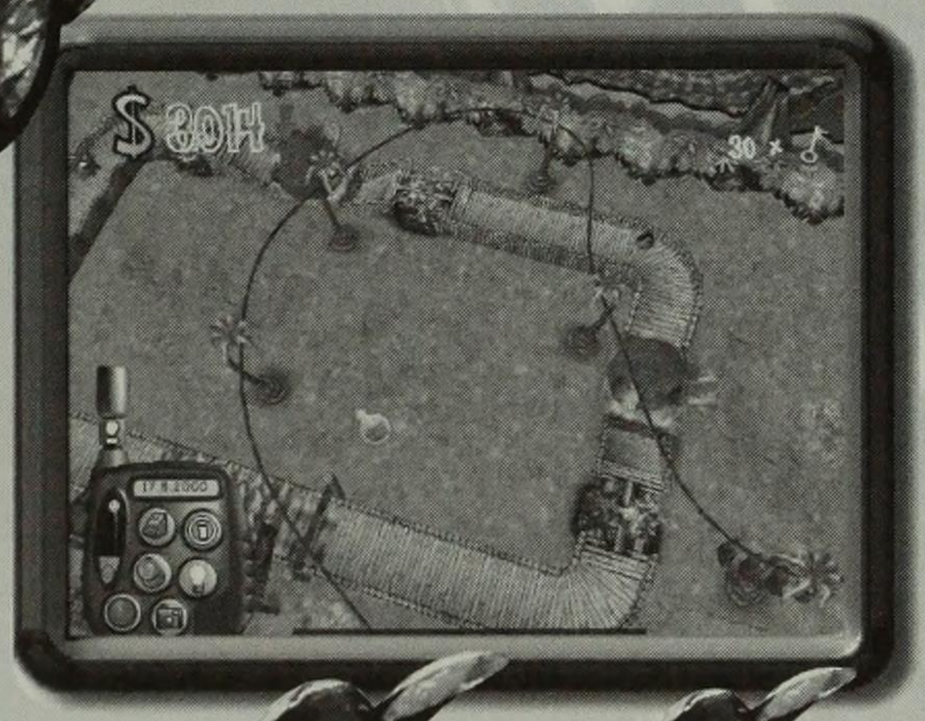
Rides don't directly generate income for your park, but they encourage more customers through the gates. That means you should build a new ride whenever you have enough money to do so.

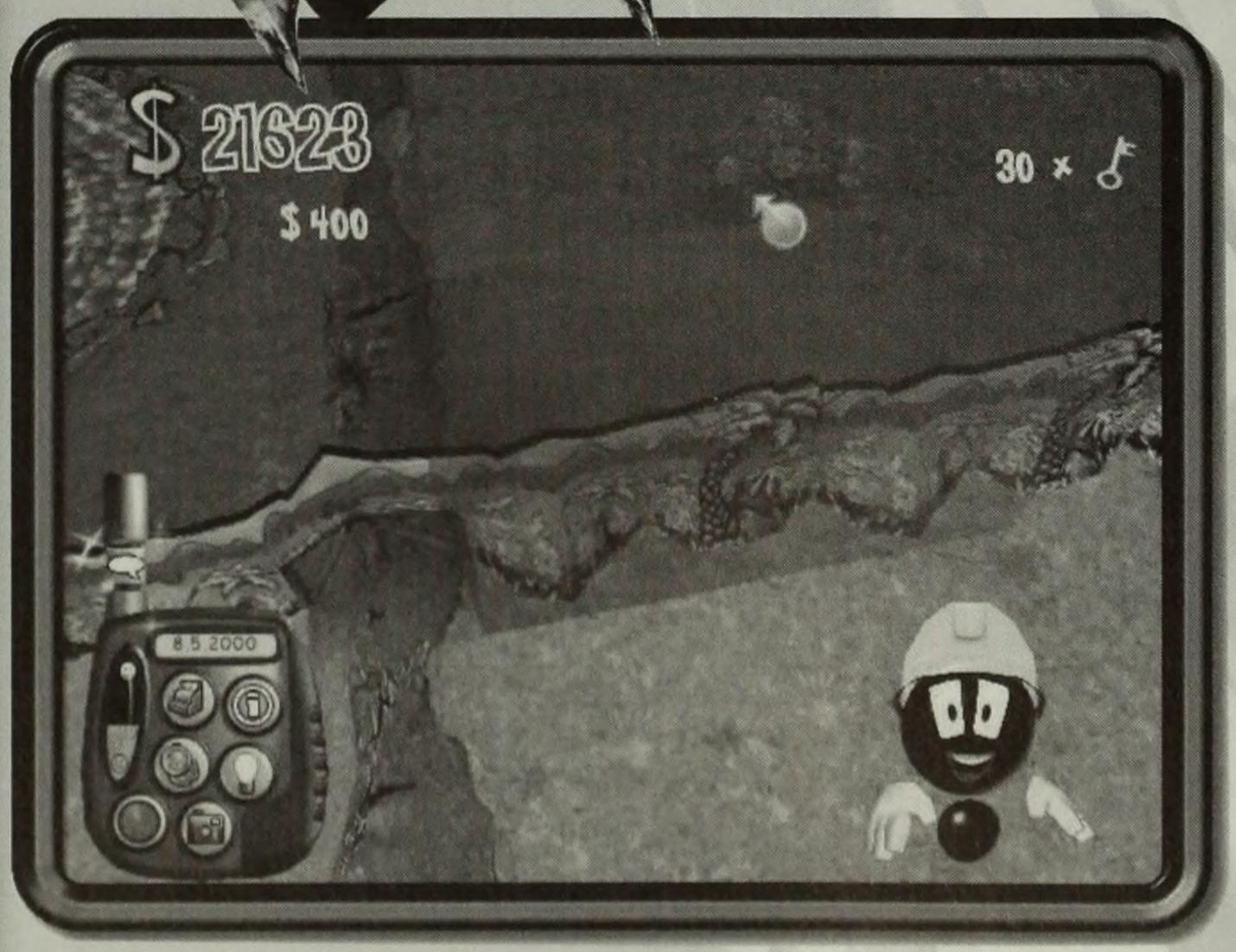


The less exciting rides should be put on the routes to the more exciting roller coasters, otherwise they won't get much use. However, all the rides encourage customers inside, and increase their satisfaction levels. Building more than one of a certain ride, particularly the big attractions, can boost attendance, but nowhere near as much as a new ride can.

Less exciting rides can be modified to increase potential by changing their speed, capacity and duration. The detailed Ride Guide section shows you some suggested settings for doing this. The balance to strike is between excitement and reliability. Make sure the ride is giving as many thrills as possible, but not breaking down all the time. Bear in mind that if the operating speed and capacity are in the red part of the bar and not the green, you'll gradually reduce the life of the ride until all you can do is scrap it. Beware of maxing out the excitement levels for roller coasters. This can give your customers some problems once they get off, and your cleaners won't appreciate the results. The kids may even be too scared to get on in the first place!





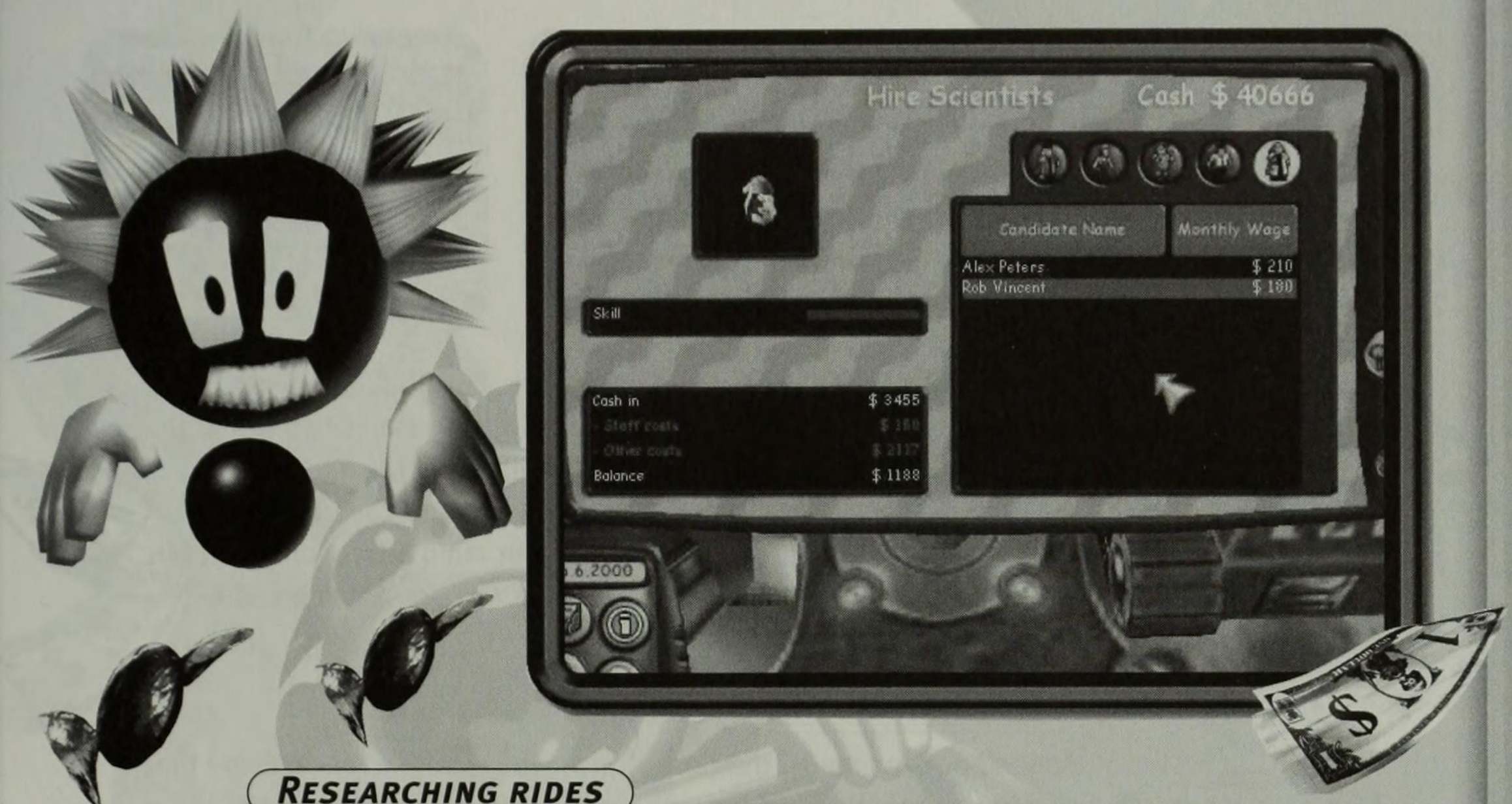


Finding the space to fit all your roller coasters, kart tracks and water slides can be a problem. You can wind them in amongst each other, but don't settle for a tiddly track if you're running out of land. Wait until you have the money to buy enough land for a good track. It looks better, the public like it and it may well help with a challenge or to get a Golden Ticket!

You will need a lot of money to buy more land, but by the time your park has used up all the initially available space, you ought to be making enough profit to be able to afford it. It doesn't matter too much how your park grows, but a quick look around should enable you to see which is the most sensible route to expand your park. The four park layouts are different and have areas that can restrict your paths and building, but none of them are very complicated.

The important thing to remember when building rides—particularly the coasters and tracks—is to have enough money and space to build plenty of shops and sideshows on the route to the ride. If you've got any doubts about the cash or space needed, then build the money-making buildings first and then put the ride in.

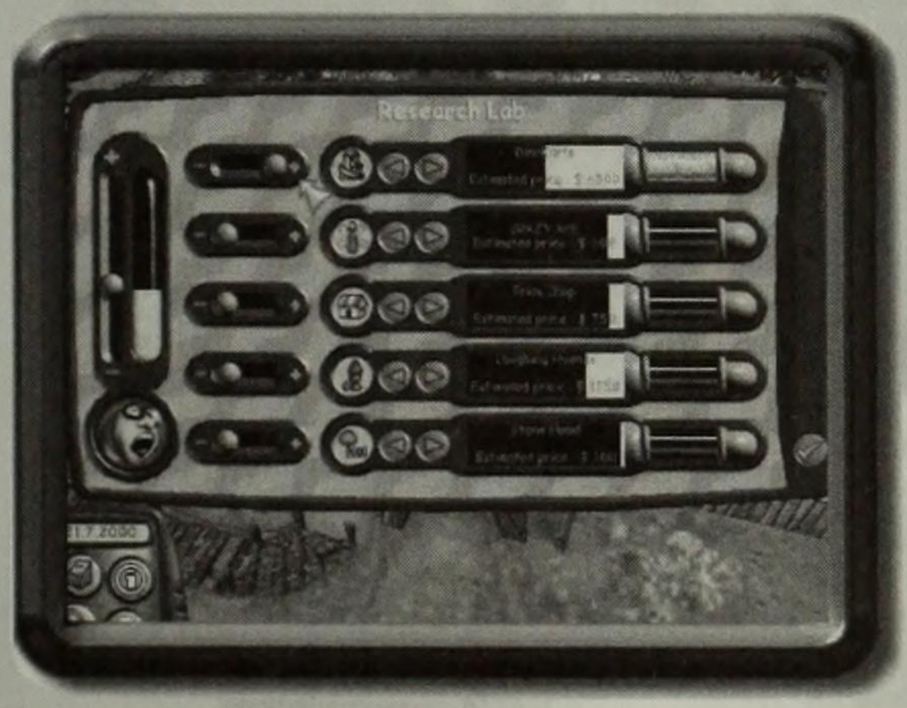




RESEARCHING RIDES

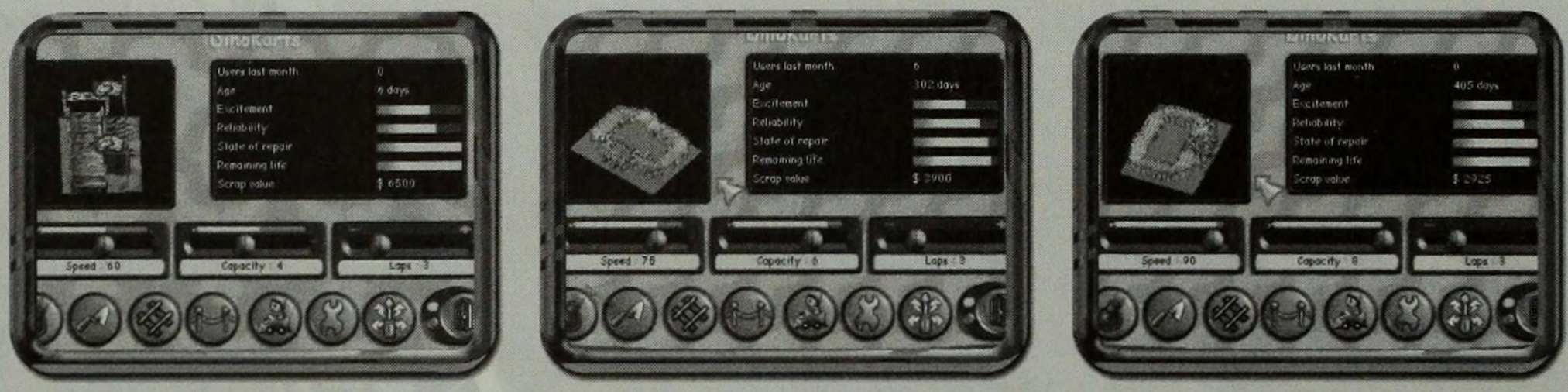
You must research all the rides before you can build them. To research rides, you need scientists. The more you have, the faster you can research your rides. Scientists can also research upgrades to the rides, shops, sideshows and other miscellaneous items.

You can't research all of the rides straight off, but by studying the ride guide you should be able to pick out which rides to go for in each research group. This is particularly important when you're trying to boost your park's attendance and need a main attraction. Research roller coasters first, then kart tracks and water rides, as these are your headline attractions. The roller coasters get priority as a loop option is added when they are upgraded to Level 2, which allows you to make these rides even madder—which pleases both the kids and the eye!



Also put a lot of research into shops and sideshows as early as possible. The more variety you have in your shops, the easier it is relieve customers of their money. There are only so many drinks and burgers you can sell to each kid, so entice them with balloons, gifts, costumes and other cheap branded merchandise as soon as possible.

Leave researching the upgrades and miscellaneous items for last; they aren't as critical to the success of the park. However,



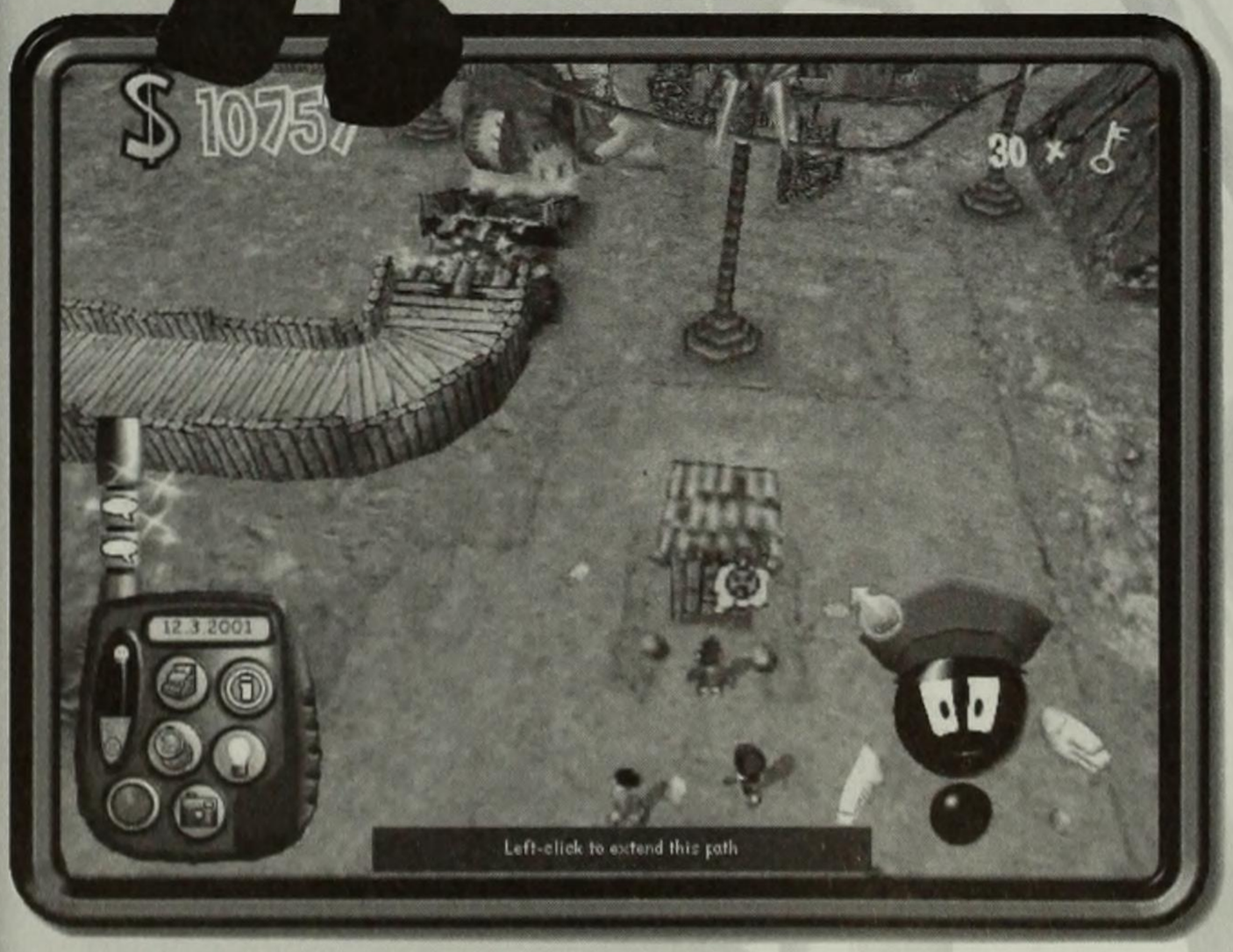
getting the upgrades can really help boost the park. Each ride has two upgrade levels, which increase the speed, reliability and capacity of the ride. These help out in several ways: you can greatly increase the excitement level, the rides are less prone to breaking down and you can get more people on the more popular rides. Upgrade your main attractions first, but the lesser rides are also worth improving; it doesn't cost much and it helps boost attendance and satisfaction.

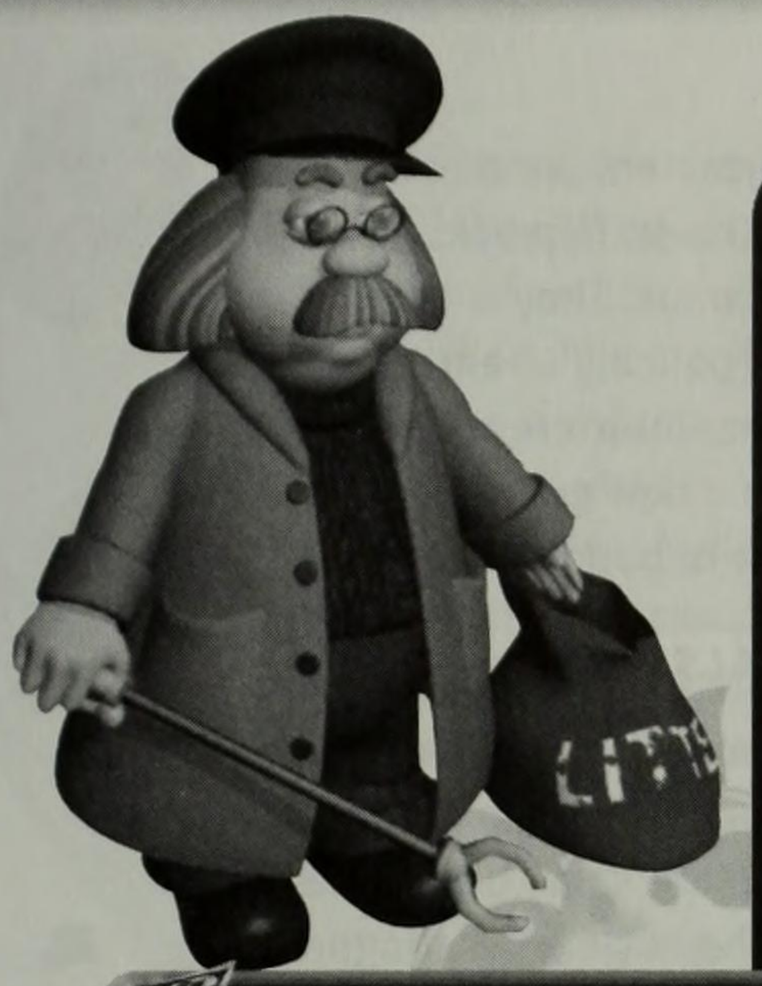
MANAGING STAFF

As your park expands, the demands on your staff increase. Every time you expand the facilities you need to take on more cleaners, mechanics, entertainers and guards. The entertainers are the least essential workers, but major problems will quickly occur if you skimp on the others.

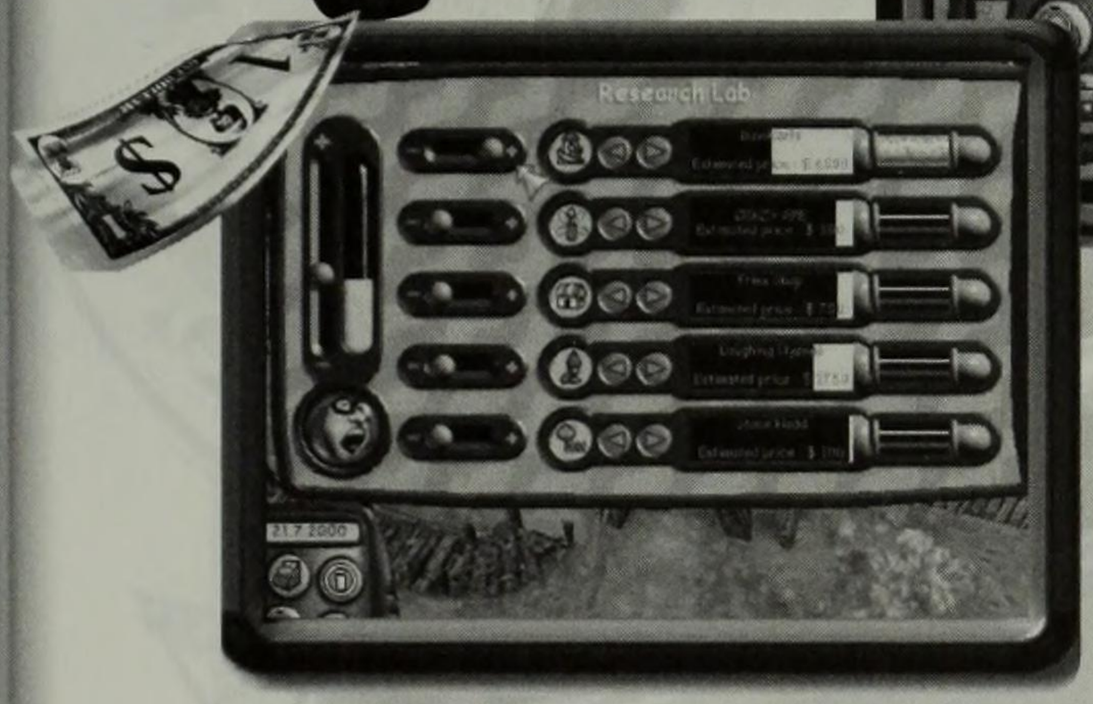
Because visitors hate a messy park, cleaners are vital to keeping the park clean. There's nothing worse than a park full of smelly toilets and vomit scattered around the more thrilling rides. Free-roaming cleaners will do the job, but by setting most of them on patrol areas, you won't need to take direct action very often.

Mechanics are critical if rides break down. Without them, your park will quickly grind to a halt. It's not so crucial to have mechanics on patrol areas because rides don't break down that often. However, the bigger your park gets, the more important it is to have mechanics close to all







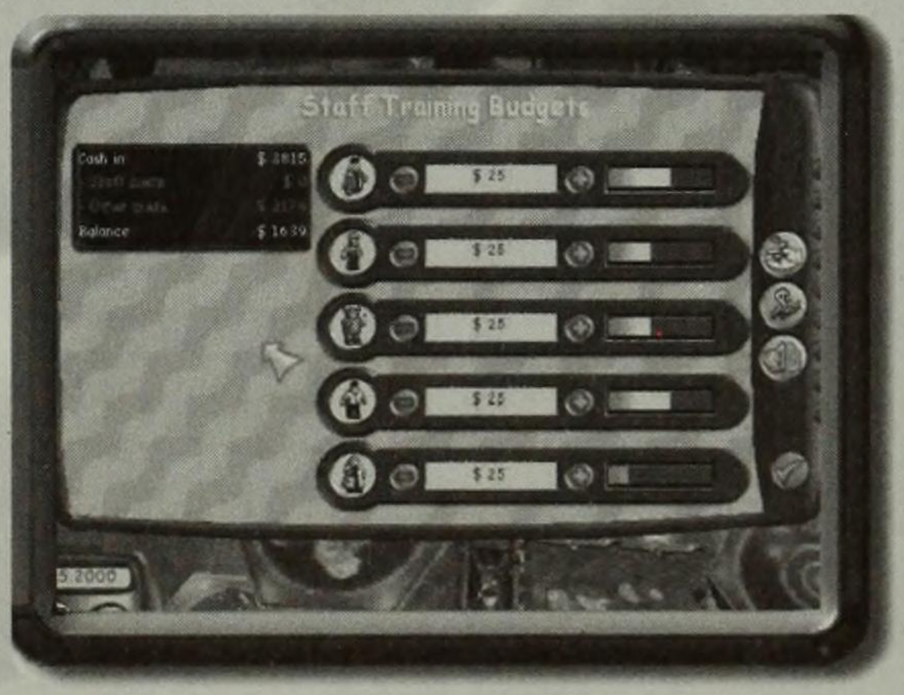


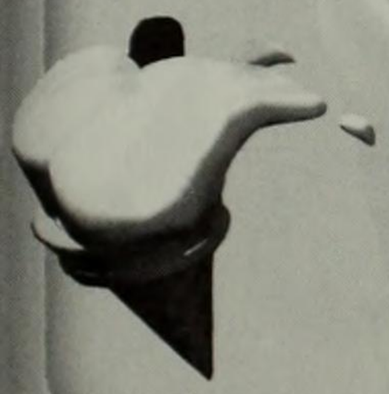
your rides. You can't afford to wait for a mechanic to walk across half the park while your best ride out of action all that time.

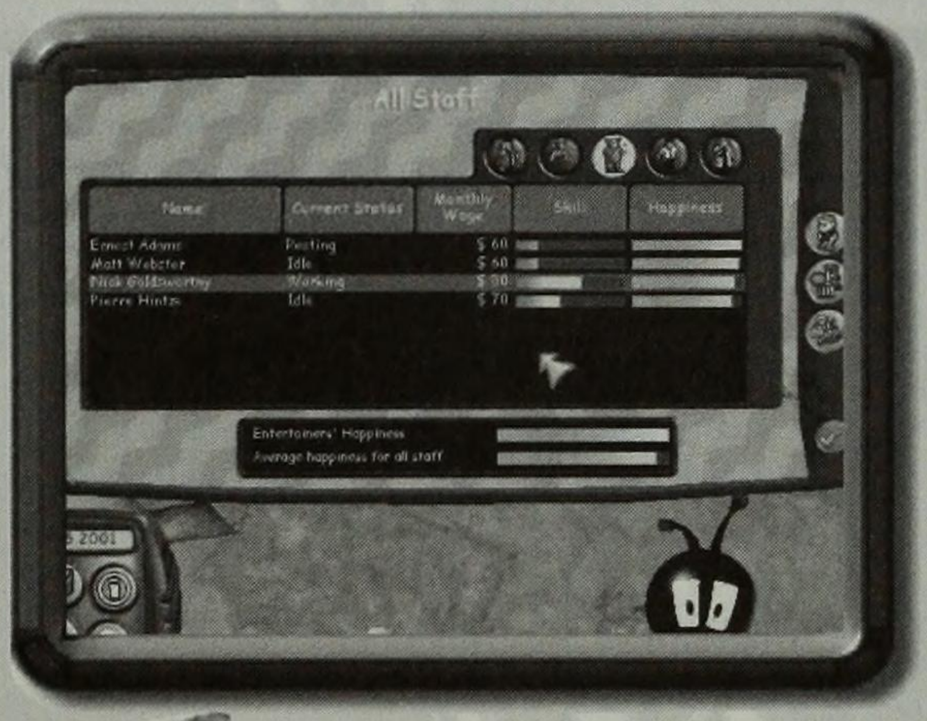
It is quite easy to monitor the state of all your rides yourself from the information screens. You can check them out every few minutes and call a mechanic to any ride in a poor state of repair. Just make sure you have plenty mechanics available!

Don't forget to train staff, particularly in Wonder Land and Space Zone, where you can't hire fully skilled mechanics, entertainers and scientists. Improving their skills means they work faster and save you having to employ more workers. Spare what you can for the training budget without denting your profitability too much.

To train staff quickly you need to spend a lot of money— between $500–1,000. Even then it takes many months to give a $60-a-month cleaner the skills of an $80-a-month cleaner. Training them on a trickle budget of $100-200 will still improve their skills, but it will take years to really see results. The most skilled workers also benefit from further training, but the skill improvement gets less and less for your money. Also, their wages increase as their skill level does, so you might as well hire the most expensive you can get in the first place!









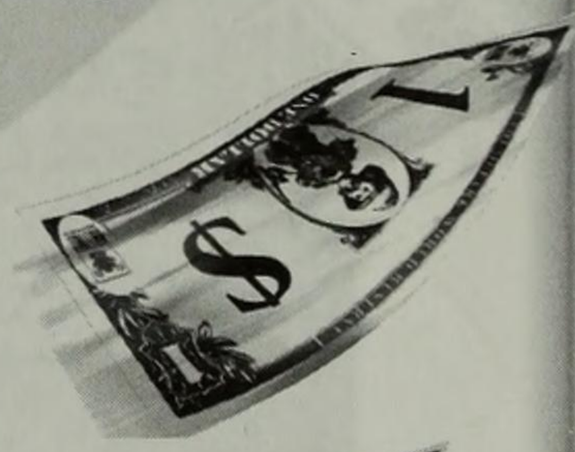


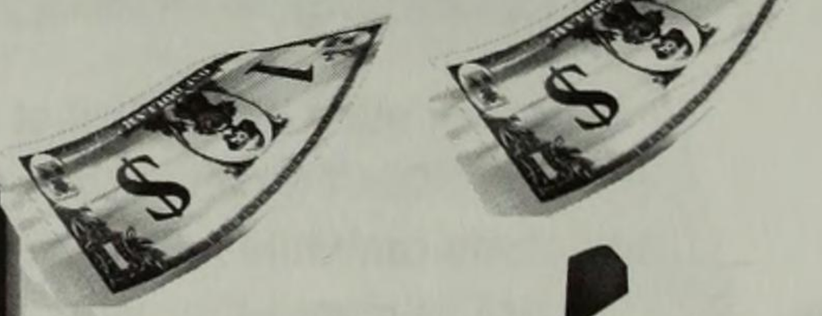
Guards and entertainers are the most hire-and-forget of all the staff, particularly if you give them patrol areas. They will just get on with their task of policing or entertaining without any further interference from you. Just remember to hire a new guard or entertainer for each new area of park you open up.

GOLDEN GOALS

As your park expands you will be awarded Golden Tickets for achieving a range of targets. These are the same basic aims for each world, but the targets get tougher to achieve as the game goes on. The six goals you have to achieve are the following:

Total number of visitors
Number of people in the park
Happiness
Profit in a year
Visitors in last six months
All items researched and built







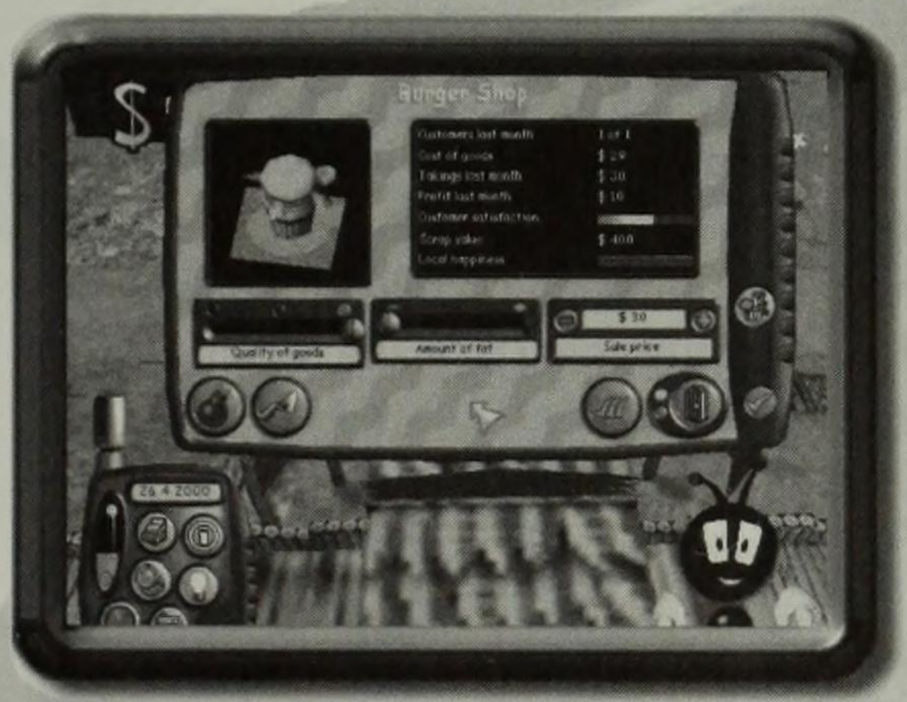


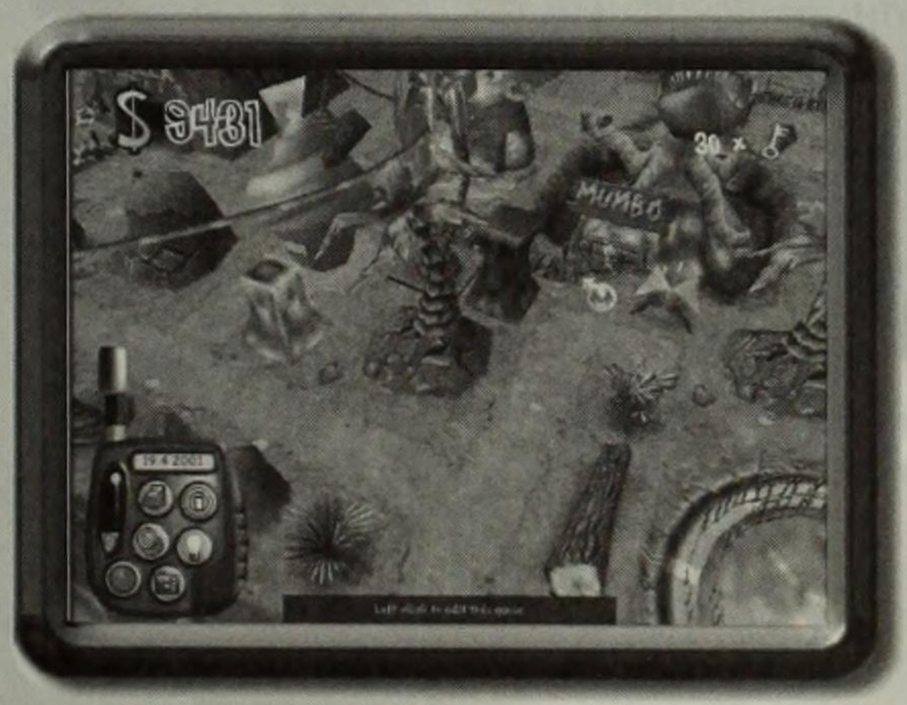
Four of these goals are all quite closely linked; they all need you to maximise the number of people visiting the park. The two that conflict are profit and happiness. You'll find it virtually impossible to get both at the same time. The best approach is to earn the profit first and then sacrifice profitability to make people happy!

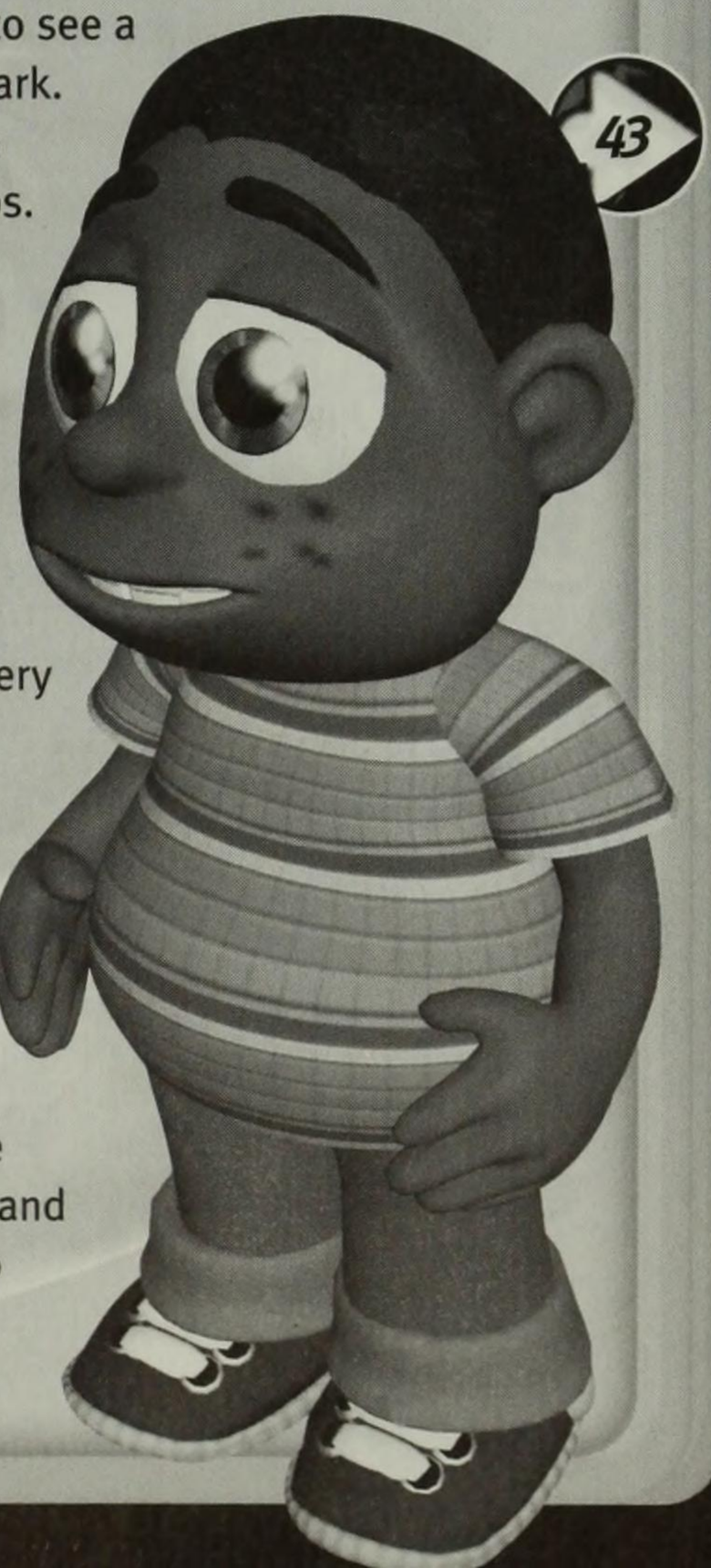
Making profit has been covered fairly thoroughly already: jack up those prices, cheapen those ingredients, sell, sell, sell! Making the park-goers happy is trickier—they're a fickle lot!

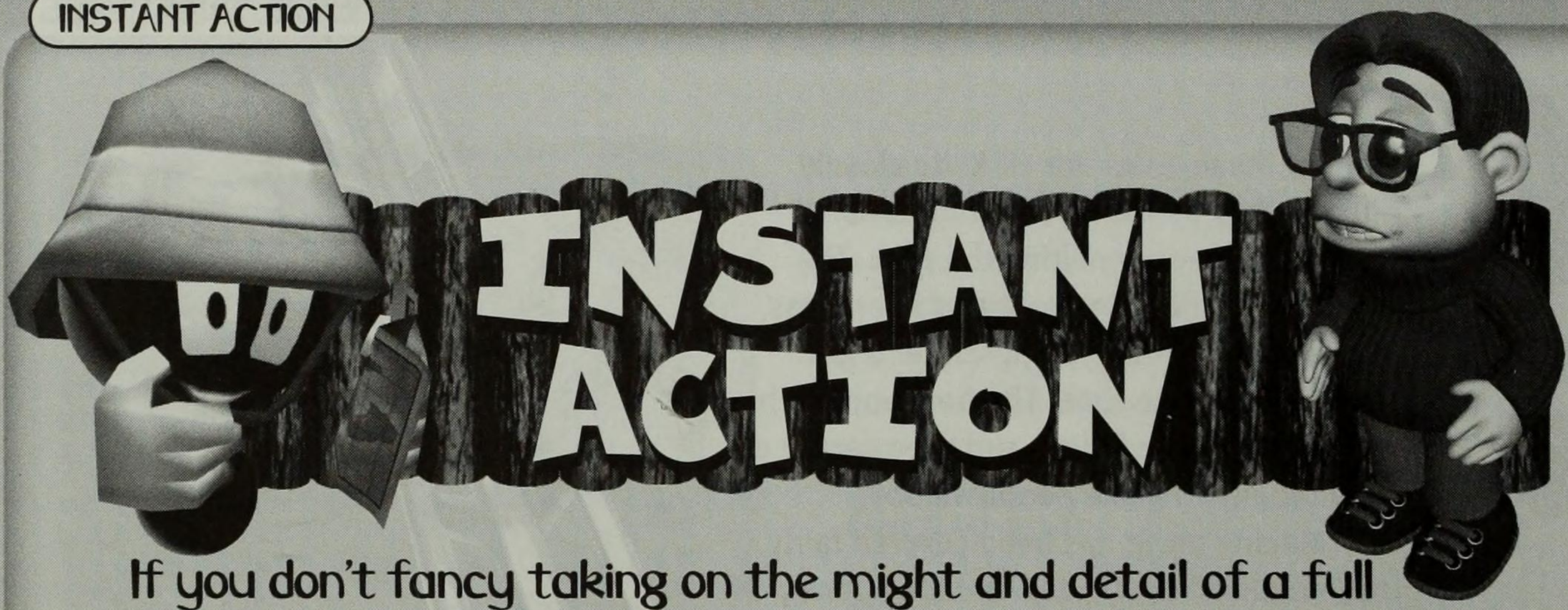
Start by making all the goods in your shops top quality and reduce the prices as much as possible. Take out all the fat from burgers and all the ice from the drinks. Lower the salt quotient on the fries (too much salt makes people thirsty and therefore unhappy) but stoke up the ice creams with sugar. Reduce the entry fees to sideshows as much as possible and make the prizes bigger and easier to win. Now you should start to see some happy kids!

It doesn't stop there though, because customers like to see a clean, well-managed park. This is where hands-on staff management helps. Make sure every toilet is kept spotless, that rides never break down and that entertainers keep everyone happy. Lower the entry price to the park and make sure every ride is set to give the customers what they want. You want the rides to excite them, but not scare them or make them ill! Change the paths in the park to make some areas easier to access and build lots of scenery to beautify your park.





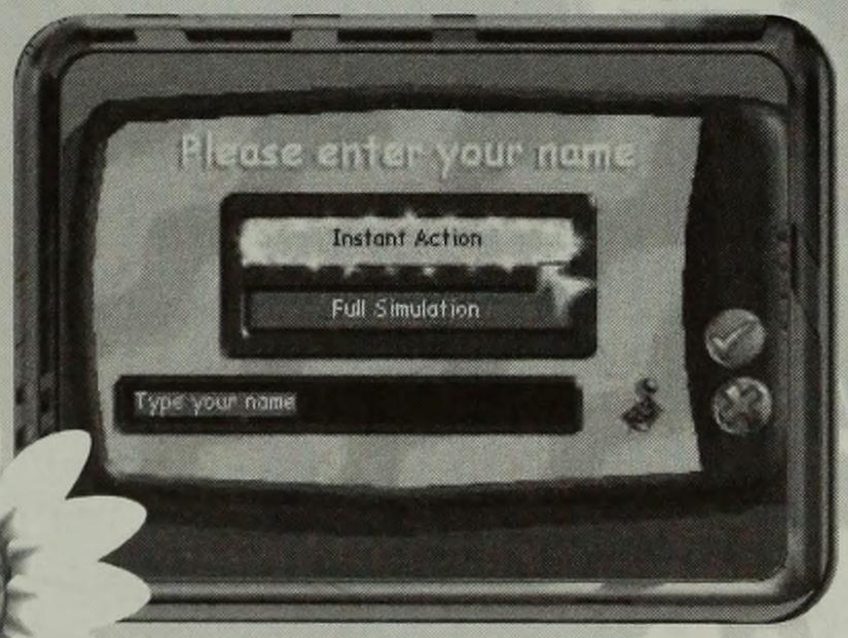




If you don't fancy taking on the might and detail of a full simulation, you can always dive straight into an Instant Action game in the Lost Kingdom. Everything works very similarly to the full simulation, but there are quite a few simplifications that make it a quicker and easier game.

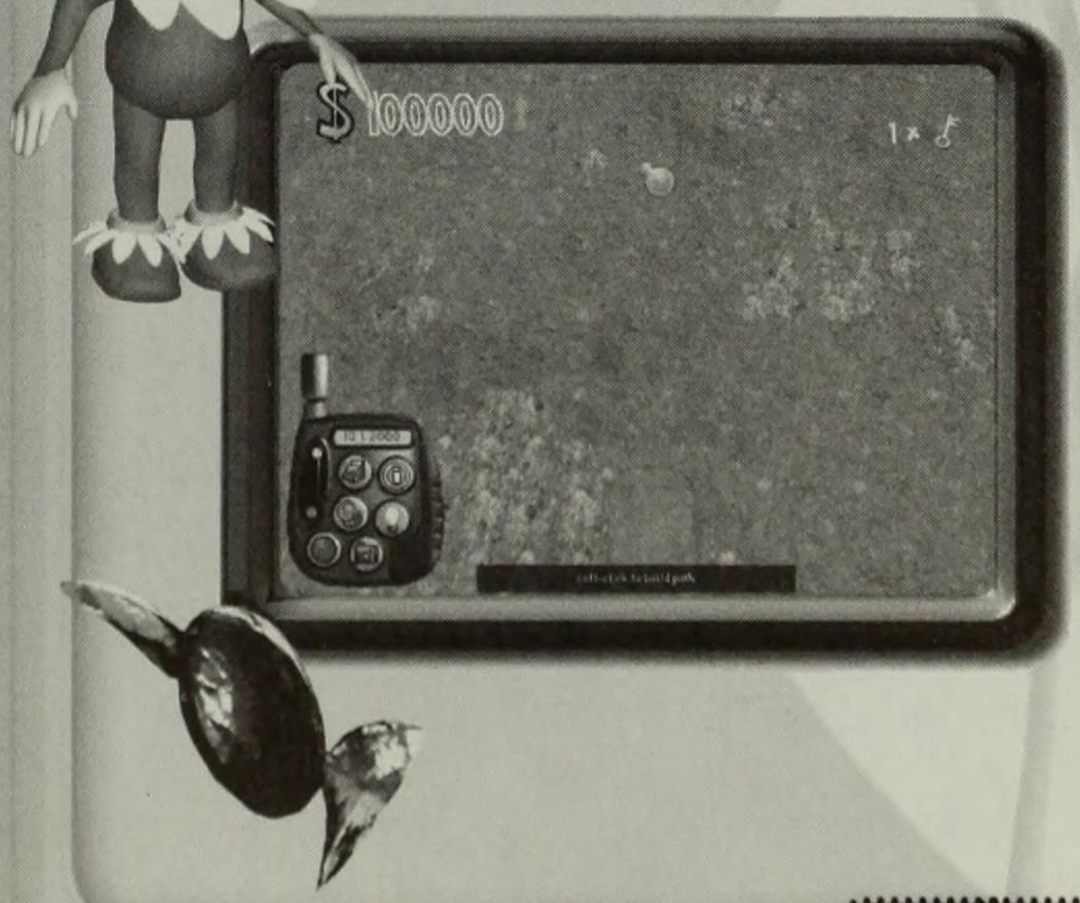


MONEY, MONEY, MONEY



Cash is a lot easier to come by in the Instant Action mode—you get $100,000 to start with instead of $50,000. As if that weren't enough, the customers are even prepared to pay a lot more to get into your park! Now what more could you ask for? Cheaper staff?! Oh, all right then, you can have those too—and that's really going to make running things more affordable.





EXPANSION PLANS



Not only do you get easier access to money, you also get to do more with it. You can build far more extravagant kart tracks and water rides because the cost of track has been reduced. It's also easier to get the space in which to build them because the cost of buying expansion land has been brought down.



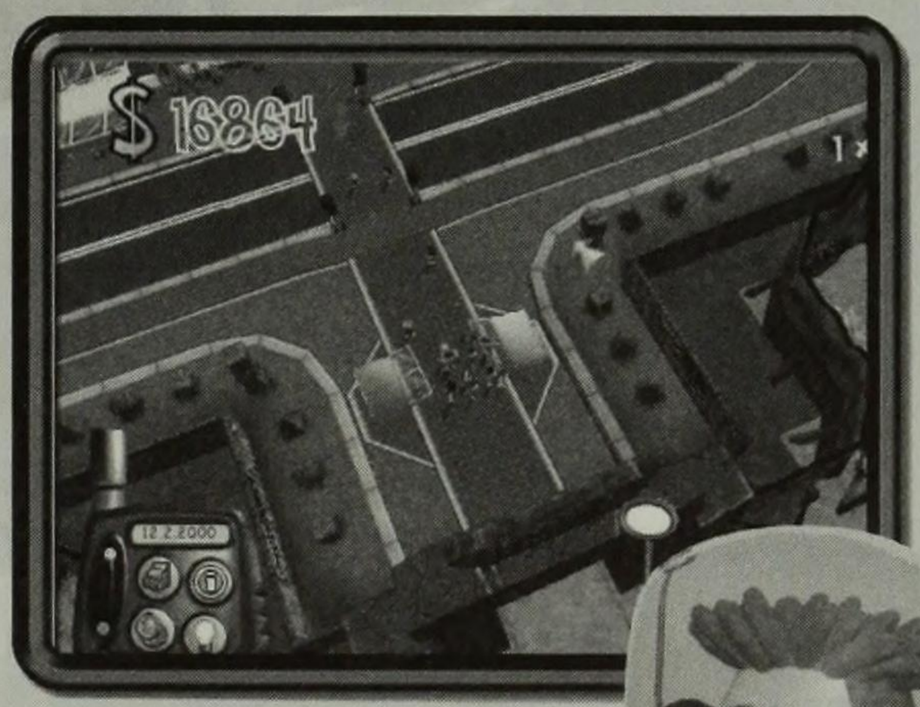


LESS IS MORE

You'll also find that more people are attracted to your park—now all you have to do is make them happy! You don't have control of the research (i.e. you can't choose what upgrade or ride you'll be working on next) so all you can do is hire or fire researchers to speed up/slow down the process. This leaves you free to concentrate solely on getting that happiness rating up!

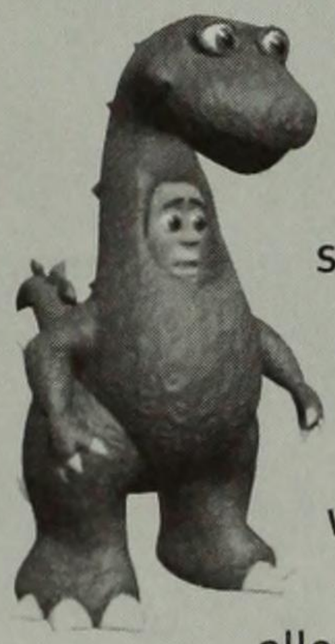
Features missing from Instant Action game

Rides:	Sun God
	Eruption
	Chac Atac
	Jurassic Tours
	Gorilla Thrilla
Shops:	Gift Shop
	Restaurant
Sideshows:	Arcade
Upgrades:	Dino Karts Jump
	Dino Karts Tunnel
	Splish Splash Tunnel
Features:	Huge Hollow Rock
	Huge Leafy Rock
	Mammoth Fountain
	Butterfly Nest
	Golden Statue
	Lava Fountain
	Firework Show



LOST KINGDOM

Welcome to the Lost Kingdom, a strange prehistoric world filled with mammoths, pterodactyls and a purple octopus called Mumbo. This is your guide to all the rides and gaming strategies needed to make it in this Jurassic wonderland. It is divided into three main sections—Ride Guide, Park Patrol and General Notes.



RIDE GUIDE

This details all the essential data on all the rides available and contains suggestions on how to maximise any individual ride's excitement factor with minimum impact on reliability. It is important to remember though, that while these figures are ideal for each ride in isolation, they cannot make allowances for the layout, structure and current attendance levels of your particular park. And while getting the most excitement out of a ride is your usual aim, sometimes you will have to sacrifice quality in order to cut down queues. Hints on when and how best to manage such problems are covered in the **General Strategies** chapter and the Lost Kingdom **Park Patrol** and **General Notes** sections.





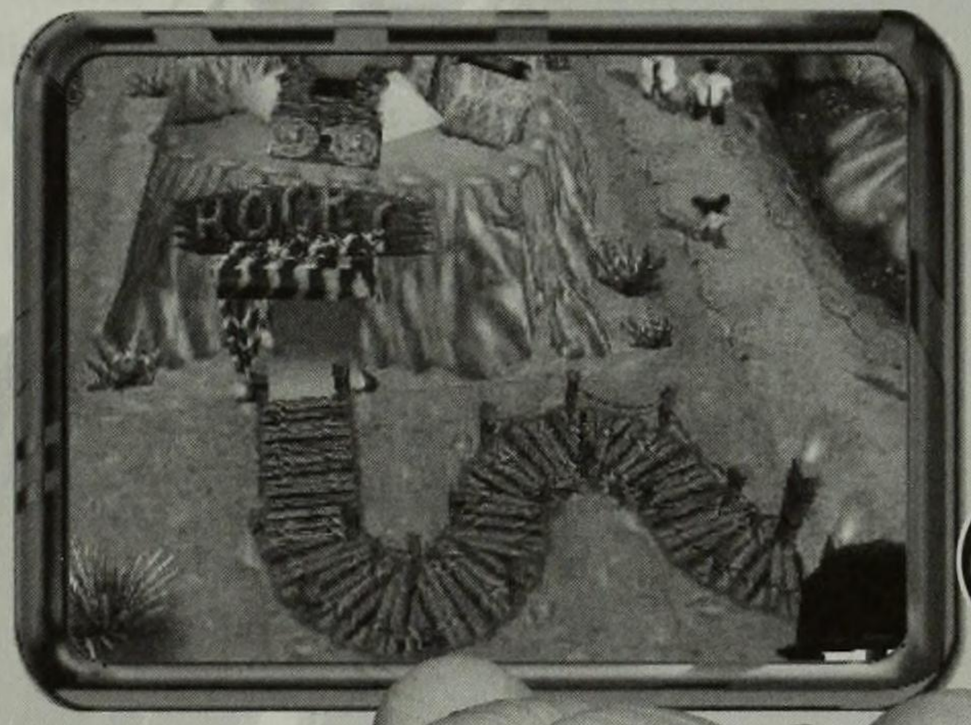


PARK PATROL

Quite simply, how to build the perfect Lost Kingdom theme park as quickly as possible. Everything from what to build first, where to build it and how much to charge kids at the gates. Follow this guide and you'll soon be knee deep in Golden Tickets.

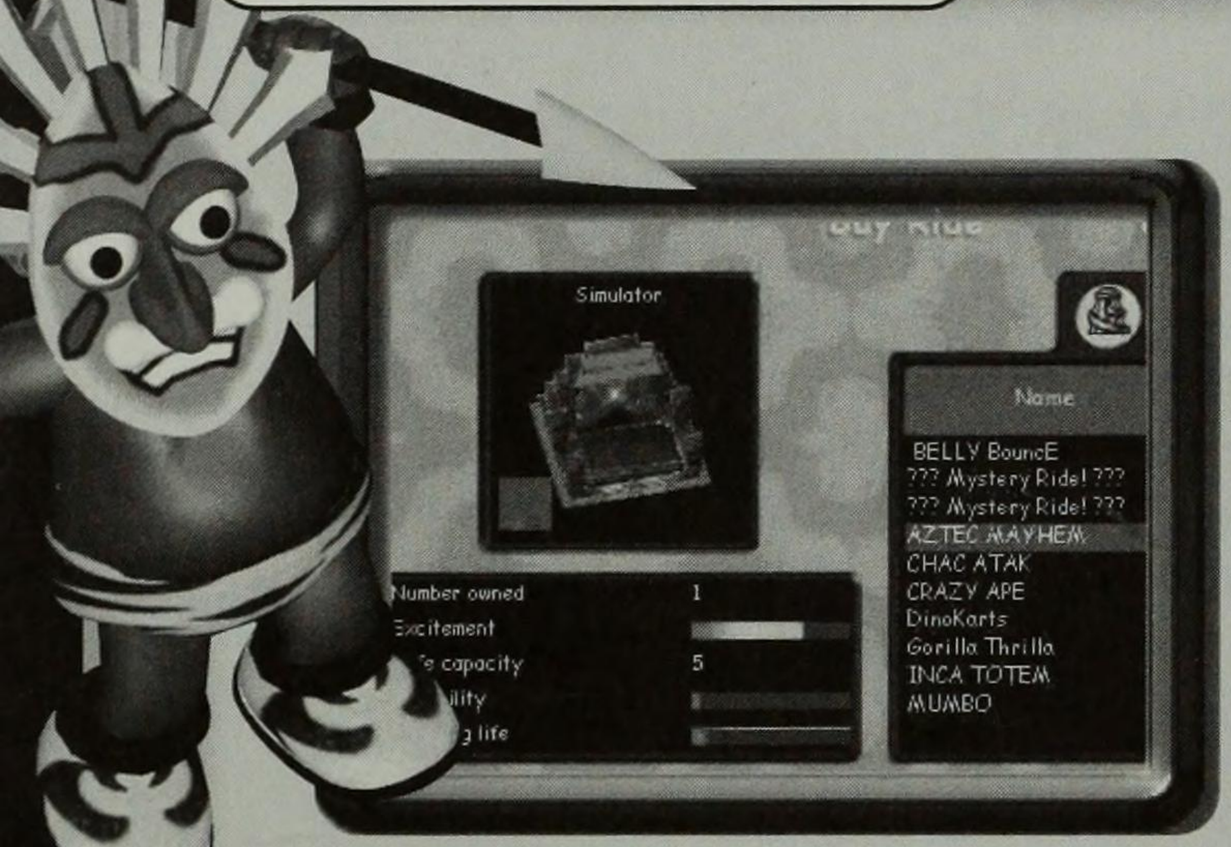
GENERAL NOTES

A sort of Lucky Dip sideshow that details research groups, lists of prices and even a good entertainer guide for patrons of Lost Kingdom theme parks. If you need data in a hurry, then hurry to these pages.





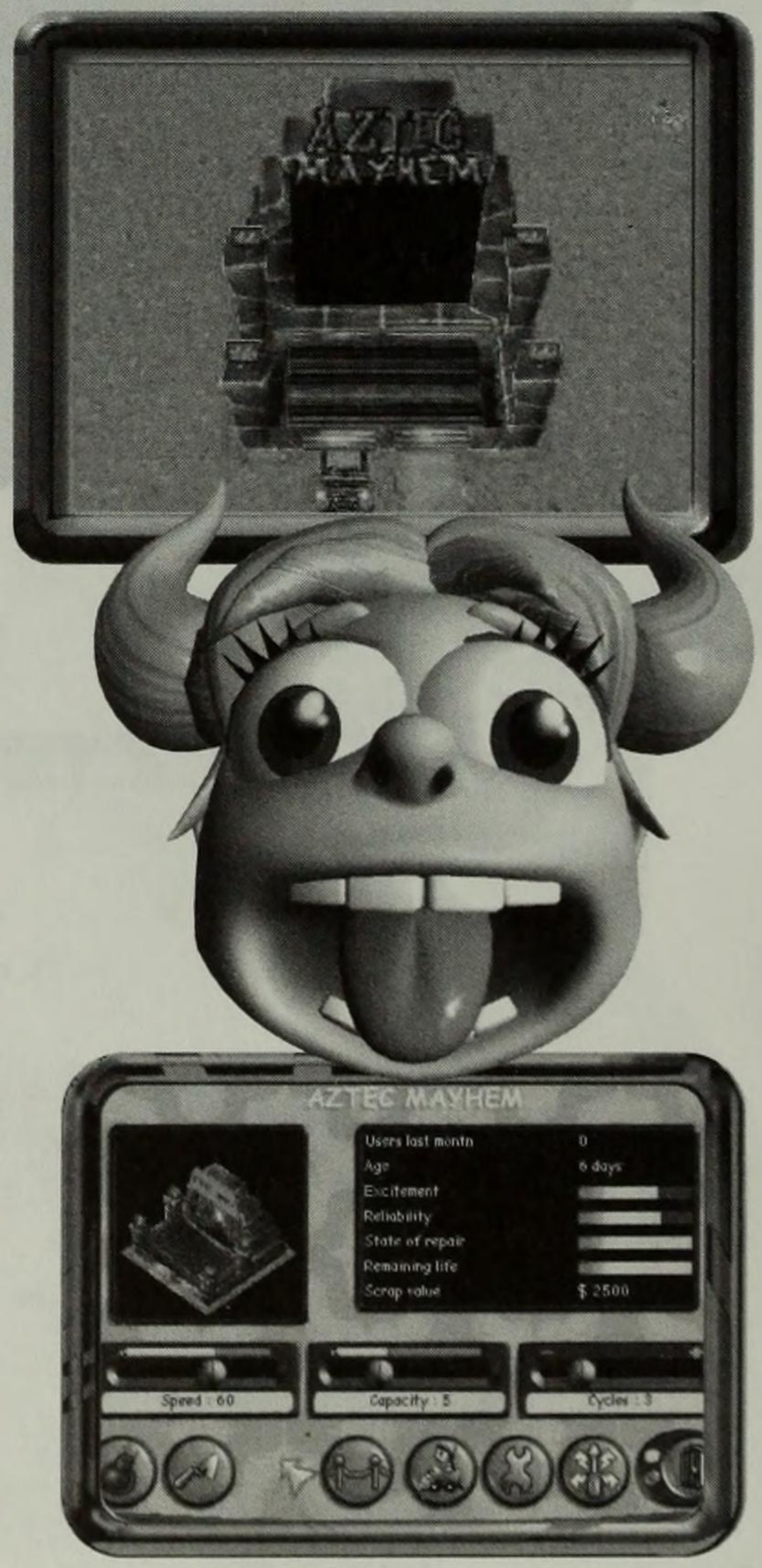




AZTEC MAYHEM

Description: Simulator
Details: Available at start
Cost: $2,500
Footprint: 4 x 4
Queue: Gate and exit at front of ride

A bit like the ageing but impressive Back To The Future ride at Universal Studios, Aztec Mayhem is one of the most consistent performers in your inventory. It's a little pricey when compared to the other rides available at the start, but proves a sound investment. Aztec Mayhem retains its appeal through all stages of upgrade and continues to pull in the punters even when there are big budget Level 3 roller coasters around. With few moving parts it's reliable and can seat 12 kids a turn at Level 3, making it a must.



LEVEL 1

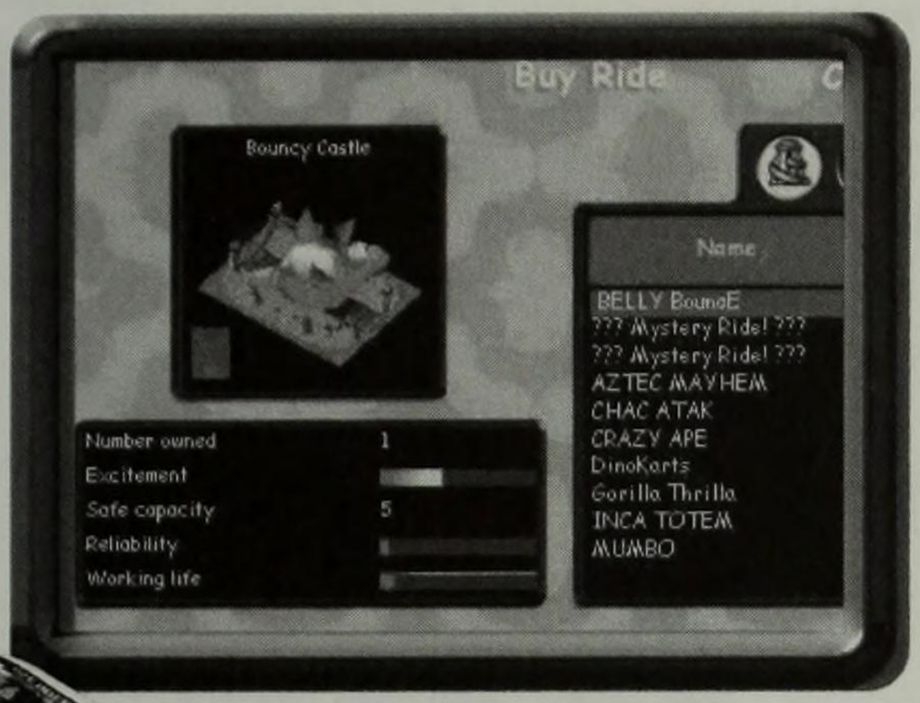
DEFAULT SETTINGS
Speed: 60 **Capacity:** 5 **Duration:** 3 circuits
SUGGESTED SETTINGS
Speed: 78 **Capacity:** 4 **Duration:** 4 circuits

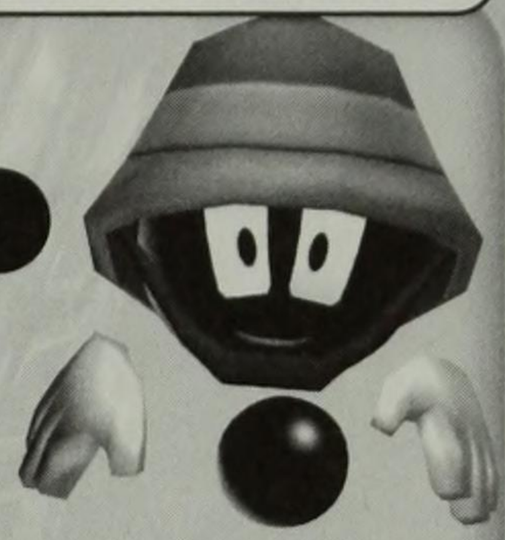
UPGRADE: LEVEL 2

Cost: $250
DEFAULT SETTINGS
Speed: 75 **Capacity:** 8 **Duration:** 3 circuits
SUGGESTED SETTINGS
Speed: 86 **Capacity:** 8 **Duration:** 3 circuits

UPGRADE: LEVEL 3

Cost: $250
DEFAULT SETTINGS
Speed: 90 **Capacity:** 12 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 90 **Capacity:** 12 **Duration:** 4 cycles

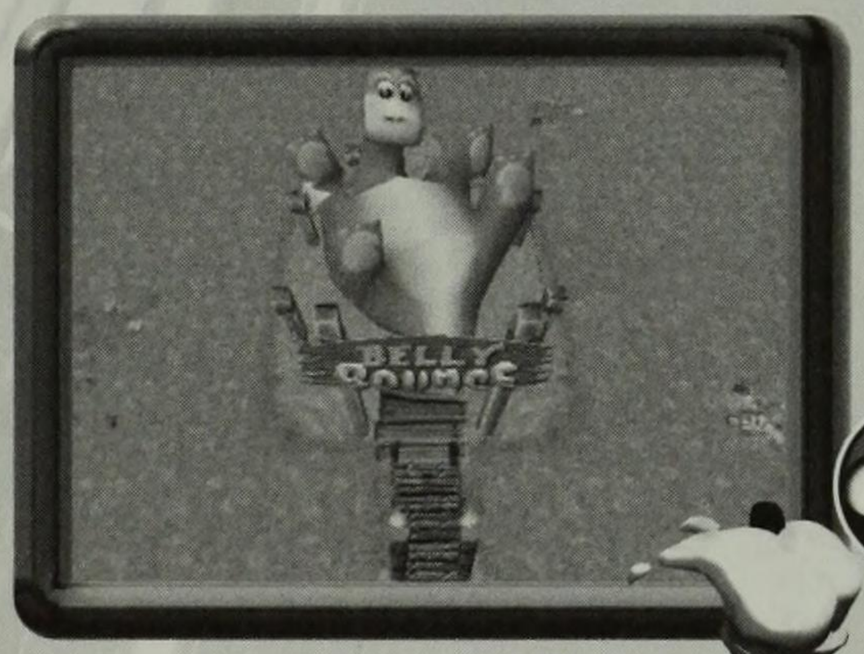




BELLY BOUNCE

Description: Bouncy Castle
Details: Available at start
Cost: $500
Footprint: 3 x 4
Queue: Gate and exit positioned symmetrically at opposite ends (short side)

This bouncy castle is useful early in a park's life, as it's cheap to buy and looks good. However, when the really big rides start appearing the kids just don't want to know, regardless of how much you upgrade it. So build it near the entrance, where it stands the best chance of snagging a few kids on their way in. This drop in popularity is a shame, as the Belly Bounce is one of the cutest rides in the game.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 5 **Duration:** 30 seconds
SUGGESTED SETTINGS
Speed: 76 **Capacity:** 4 **Duration:** 35 seconds

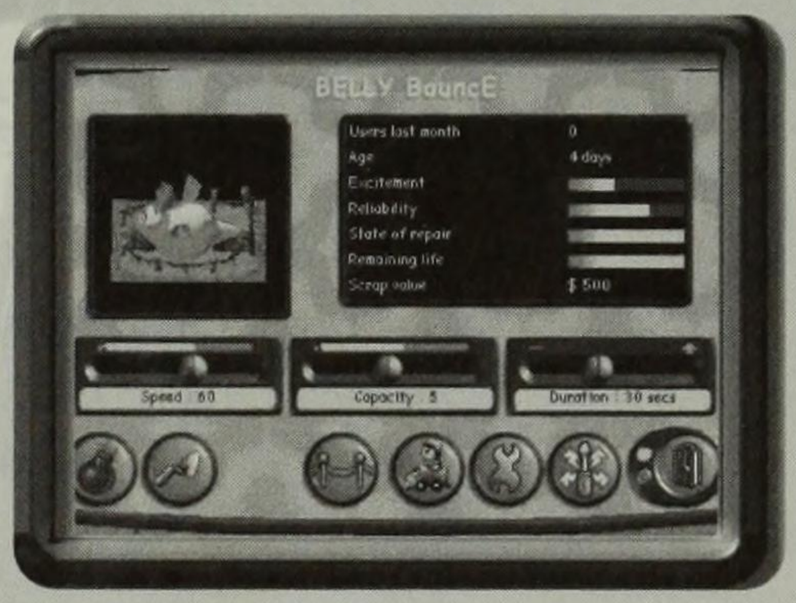


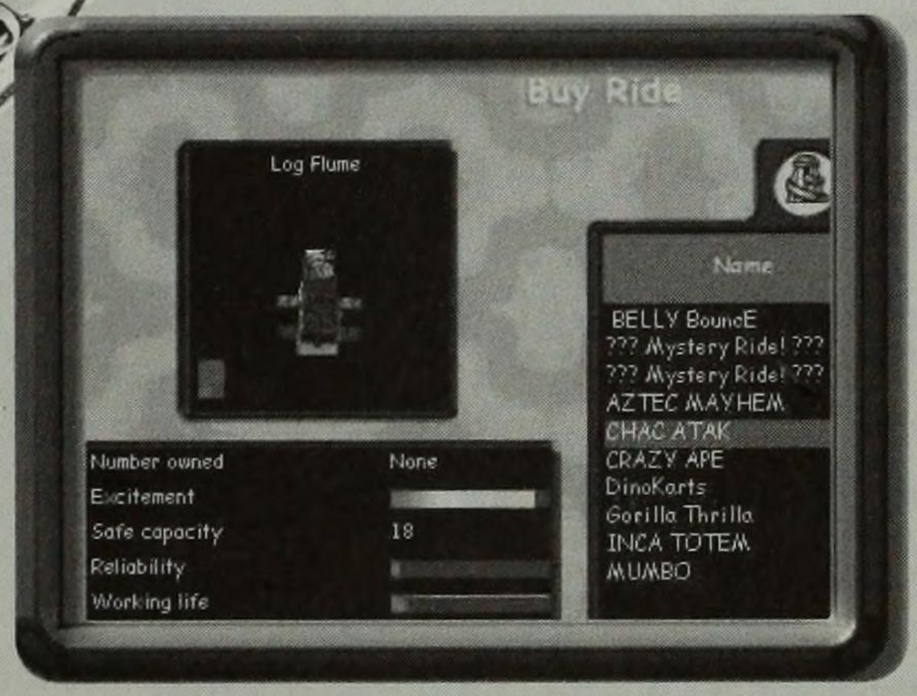
UPGRADE: LEVEL 2

Cost: $400
DEFAULT SETTINGS
Speed: 75 **Capacity:** 7 **Duration:** 30 seconds
SUGGESTED SETTINGS
Speed: 86 **Capacity:** 7 **Duration:** 40 seconds

UPGRADE: LEVEL 3

Cost: $500
DEFAULT SETTINGS
Speed: 90 **Capacity:** 9 **Duration:** 30 seconds
SUGGESTED SETTINGS
Speed: 94 **Capacity:** 9 **Duration:** 40 seconds





CHAC ATAC

Description: Log Flume
Details: Revealed in second ride research group
Cost: $10,000
Footprint: 2 x 3
Queue: Gates and exit at the front, track runs from each (long) side



Chac Atac can be tricky to get to grips with, but is well worth the effort. This alligator log flume is expensive, as a largish track is needed if you're to make the most of it. Try to place the pylons so that there's room for a good few shops and sideshows around the ride. It can't compete with the Gorilla Thrillas and Dino Karts of this world, but Chac Atac offers variety and that helps to keep those fickle kids happy.

LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 6 per car **Duration:** N/A
SUGGESTED SETTINGS
Speed: 74 **Capacity:** 6 per car **Duration:** N/A

UPGRADE: LEVEL 2

Cost: $5,000
DEFAULT SETTINGS
Speed: 75 **Capacity:** 6 per car **Duration:** N/A
SUGGESTED SETTINGS
Speed: 85 **Capacity:** 6 per car **Duration:** N/A

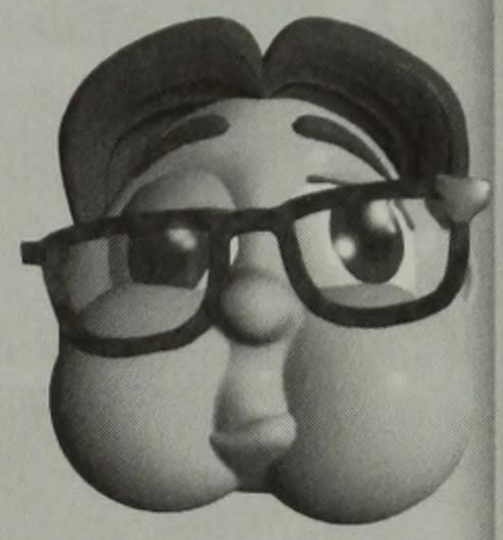
UPGRADE: LEVEL 3

Cost: $2,000
DEFAULT SETTINGS
Speed: 90 **Capacity:** 6 per car **Duration:** N/A
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 6 per car **Duration:** N/A





CRAZY APE

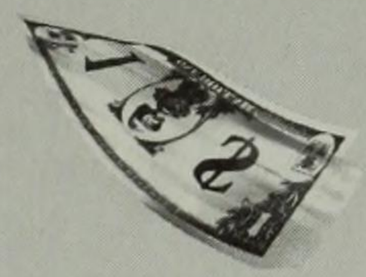


Description: Pirate Ship
Details: Available at start
Cost: $2,000
Footprint: 4 x 4
Queue: Gate and exit offset at opposite ends



An amusement park classic, this double pirate ship ride makes the park look good and is a consistent earner. It's a little unreliable but well worth the hassle. Crazy Ape is the first big ride you can buy and, when upgraded, continues to pull in big lines even in a fully developed theme park. Put this towering simian near the middle of your park so all customers can see him when they enter.









LEVEL 1

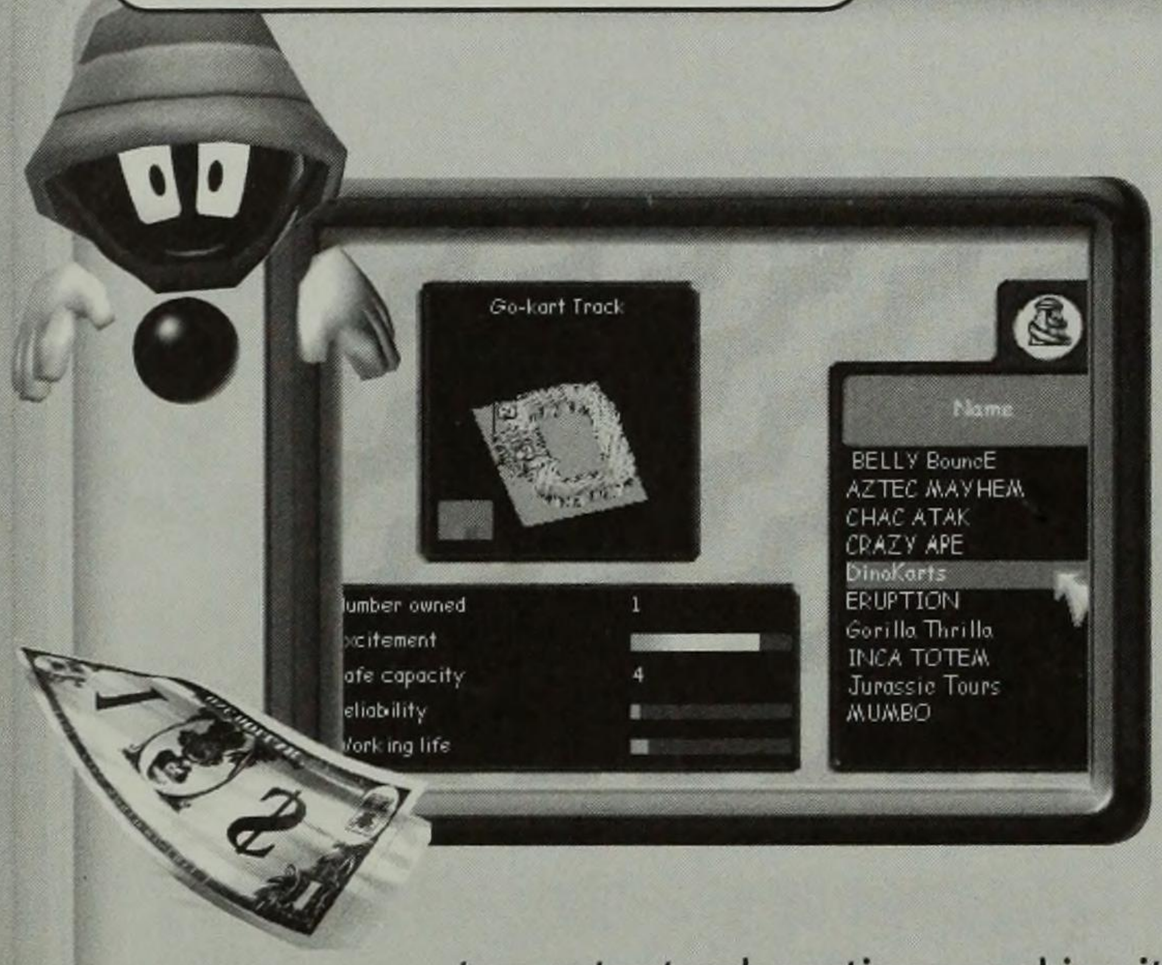
DEFAULT SETTINGS
Speed: 60 **Capacity:** 8 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 78 **Capacity:** 6 **Duration:** 4 cycles

UPGRADE: LEVEL 2

Cost: $300
DEFAULT SETTINGS
Speed: 75 **Capacity:** 11 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 81 **Capacity:** 11 **Duration:** 4 cycles

UPGRADE: LEVEL 3

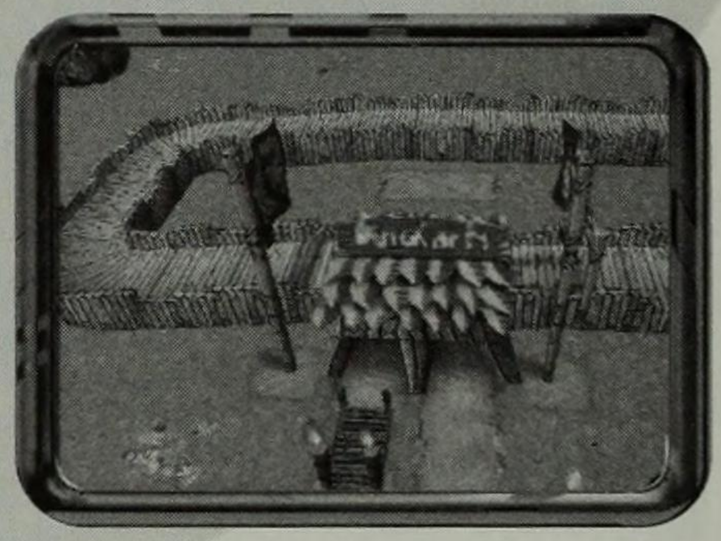
Cost: $300
DEFAULT SETTINGS
Speed: 90 **Capacity:** 14 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 14 **Duration:** 4 cycles

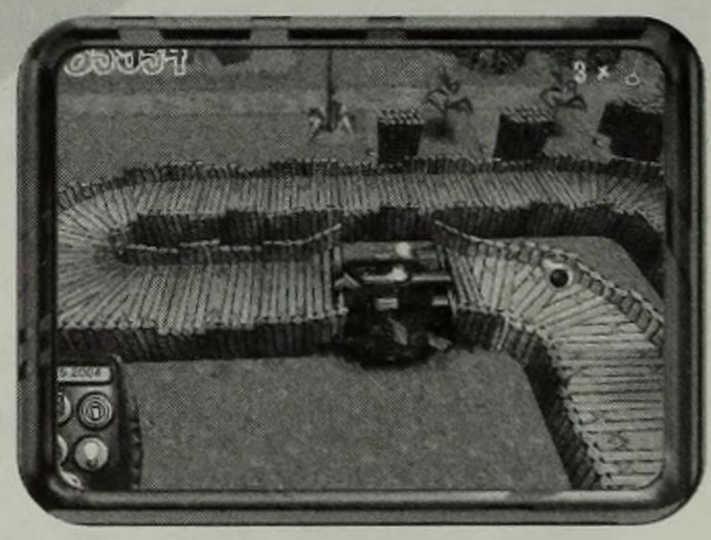


DINO KARTS

Description: Go Karts
Details: Revealed in first ride research group
Cost: $6,500
Footprint: 3 x 4
Queue: Gate and exit at the front, track runs from both short sides

An absolute must. Dino Karts boasts three upgrades and two extra track sections, making it one of the most customisable rides outside roller coasters. Be sure to build in some long straits, a crossroads or two and add in a Tunnel or Jump upgrade as soon as you can afford it. The crossroads will lead to collisions, which impact on repair status but they make the kids happy. Dino Karts is a real crowd-pleaser and there's a Golden Ticket available for really exciting tracks—so go for it!





LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity**: 4 **Duration**: 3 laps
SUGGESTED SETTINGS
Speed: 69 **Capacity**: 4 **Duration**: 4 laps

UPGRADE: LEVEL 2

Cost: $1,500
DEFAULT SETTINGS
Speed: 75 **Capacity**: 6 **Duration**: 3 laps
SUGGESTED SETTINGS
Speed: 84 **Capacity**: 6 **Duration**: 3 laps

UPGRADE: LEVEL 3

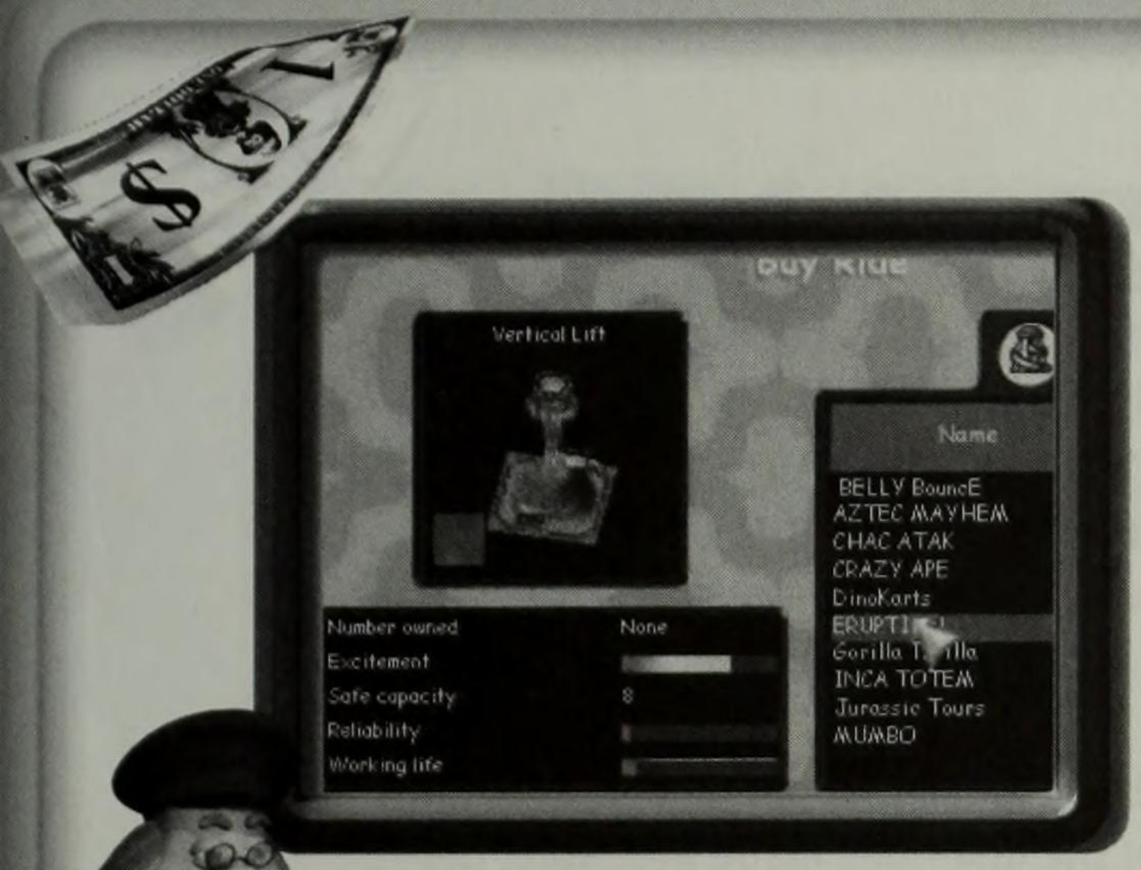
Cost: $2,000
DEFAULT SETTINGS
Speed: 90 **Capacity**: 8 **Duration**: 3 laps
SUGGESTED SETTINGS
Speed: 98 **Capacity**: 8 **Duration**: 3 laps

UPGRADE: DINO KARTS JUMP

Cost: $750
This can be placed into any long strait on your track. The introduction of a jump also refreshes the ride's appeal, so it's useful if your track is a little long in the tooth.

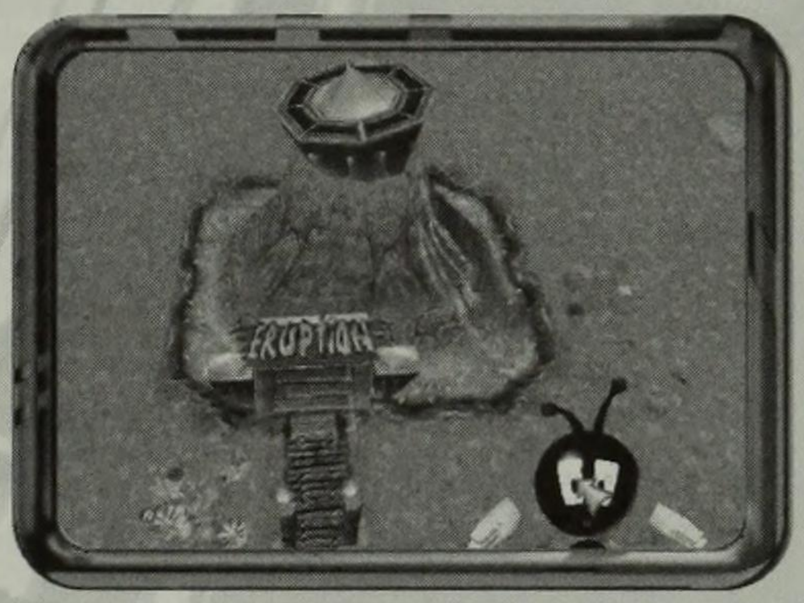
UPGRADE: DINO KARTS TUNNEL

Cost: $900
Nowhere as impressive as the Jump, the Tunnel can be used to add variety and give the ride that little extra thrill needed to gain a Golden Ticket.

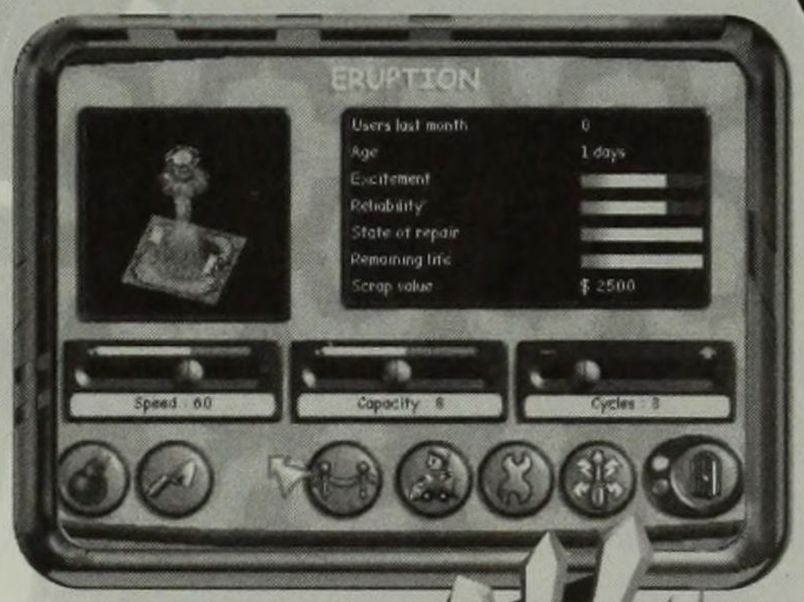


ERUPTION

Description: Vertical Lift
Details: Revealed as ??? Mystery Ride! ???. Get this for the price of three Golden Tickets
Cost: $2,500
Footprint: 4 x 4
Queue: Gate and exit are at opposite ends and offset



Eruption is the second ??? Mystery Ride! ??? and feels expensive—when you consider the work needed to get the Golden Tickets in the first place. But Eruption is a good, reliable ride that eventually proves its worth. While not massively exciting, it has a certain visual flair that adds something to the park in first-person view. It also manages to pull in constant crowds even though it never makes the 'star ride' grade.



LEVEL 1

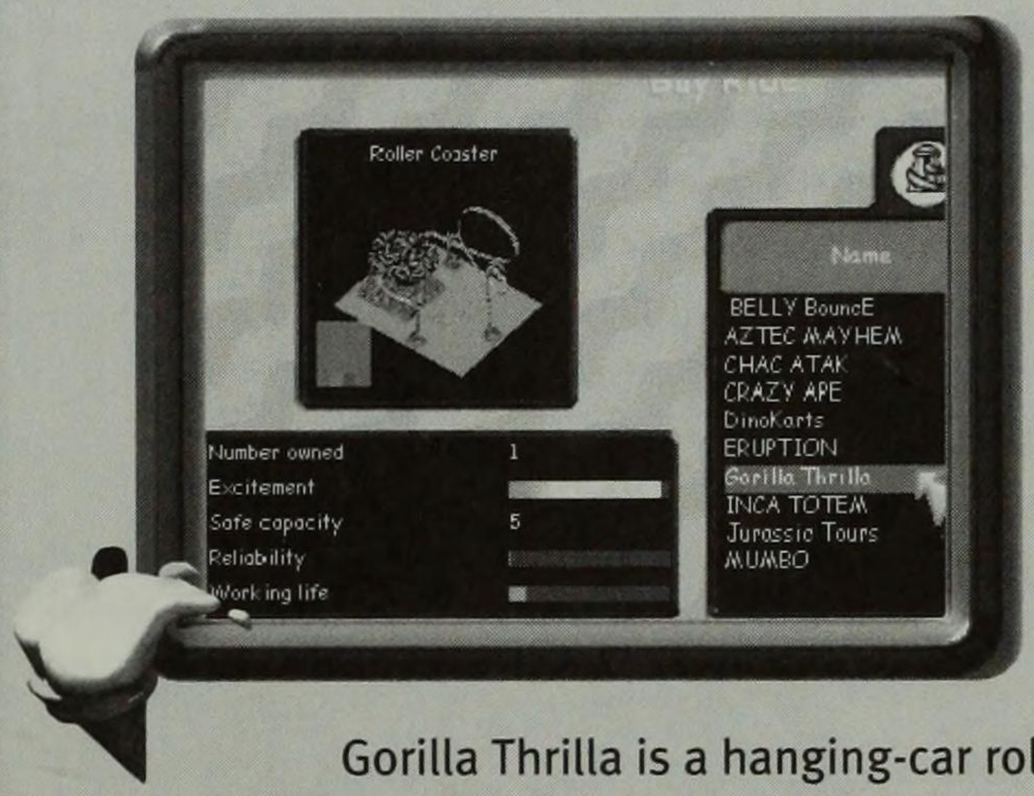
DEFAULT SETTINGS
Speed: 60 **Capacity:** 8 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 70 **Capacity:** 8 **Duration:** 3 cycles

UPGRADE: LEVEL 2

Cost: $500
DEFAULT SETTINGS
Speed: 75 **Capacity:** 11 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 80 **Capacity:** 11 **Duration:** 4 cycles

UPGRADE: LEVEL 3

Cost: $500
DEFAULT SETTINGS
Speed: 90 **Capacity:** 14 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 14 **Duration:** 4 cycles



GORILLA THRILLA

Description: Roller Coaster
Details: Revealed in fourth ride research group
Cost: $12,500
Footprint: 5 x 4
Queue: Gate and exit are at the front (short side). The tracks run from each (long) side

The Thrilla is the one the kids come to see. One of the last rides made available, the Gorilla Thrilla is a hanging-car roller coaster—like Batman the Ride or Nemesis—and it shares the same star billing. So make the queue long and have plenty of entertainers on hand when this one goes into action. Also, be sure you've space to work with on the track, as after upgrading you'll want to throw in a few loops. Then sit back, count the cash and go for a ride yourself because if you've got the Thrilla working well, you've got it made.

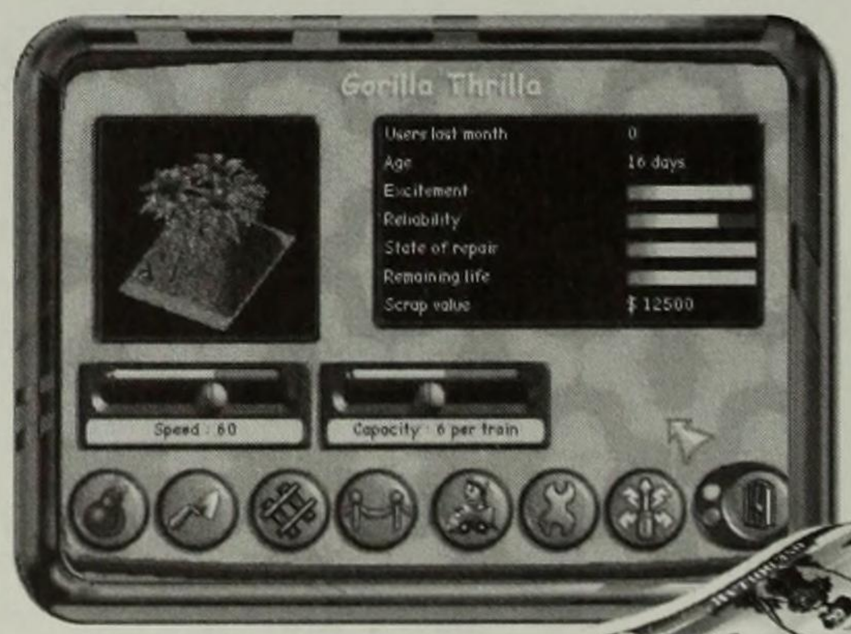


LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 5 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 60 **Capacity:** 5 per train **Duration:** N/A

UPGRADE: LEVEL 2

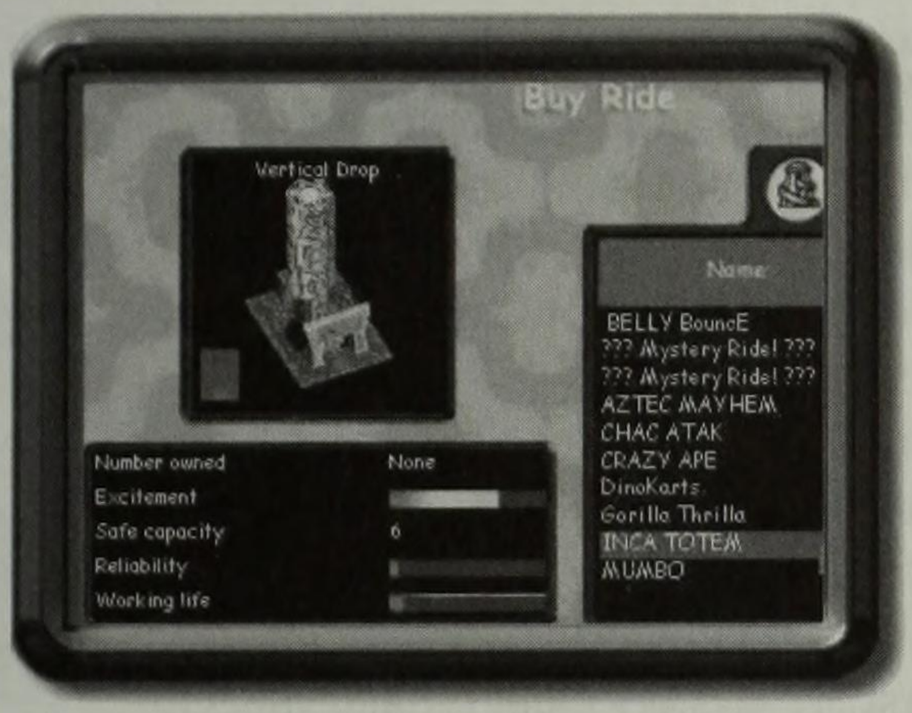
Cost: $5,250 (Loop pylons available)
DEFAULT SETTINGS
Speed: 75 **Capacity:** 6 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 82 **Capacity:** 6 per train **Duration:** N/A



UPGRADE: LEVEL 3

Cost: $2,500 (Loop pylons available)
DEFAULT SETTINGS
Speed: 90 **Capacity:** 7 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 95 **Capacity:** 7 per train **Duration:** N/A



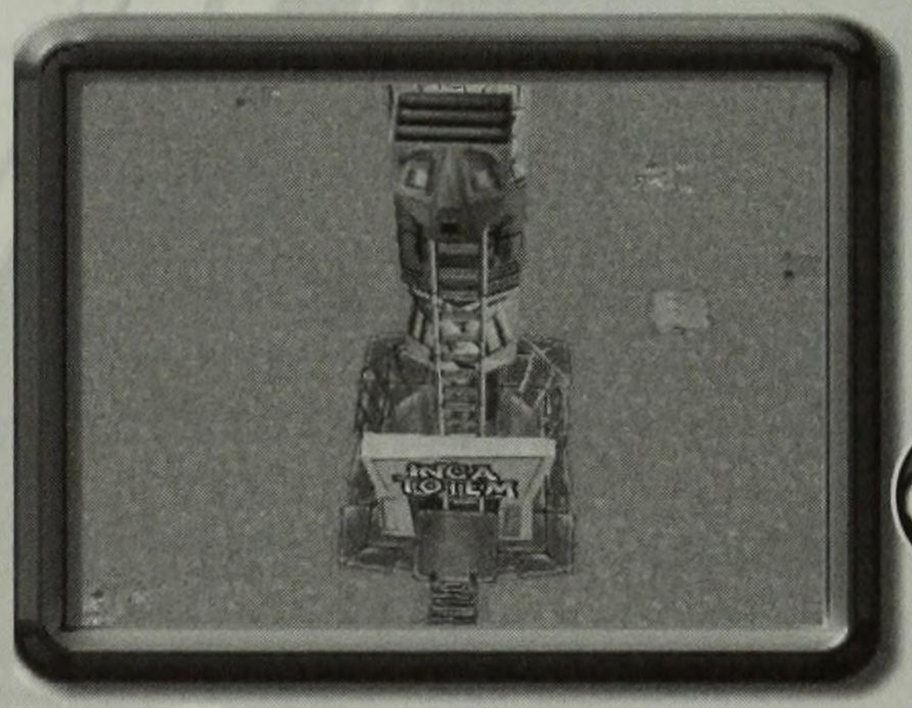


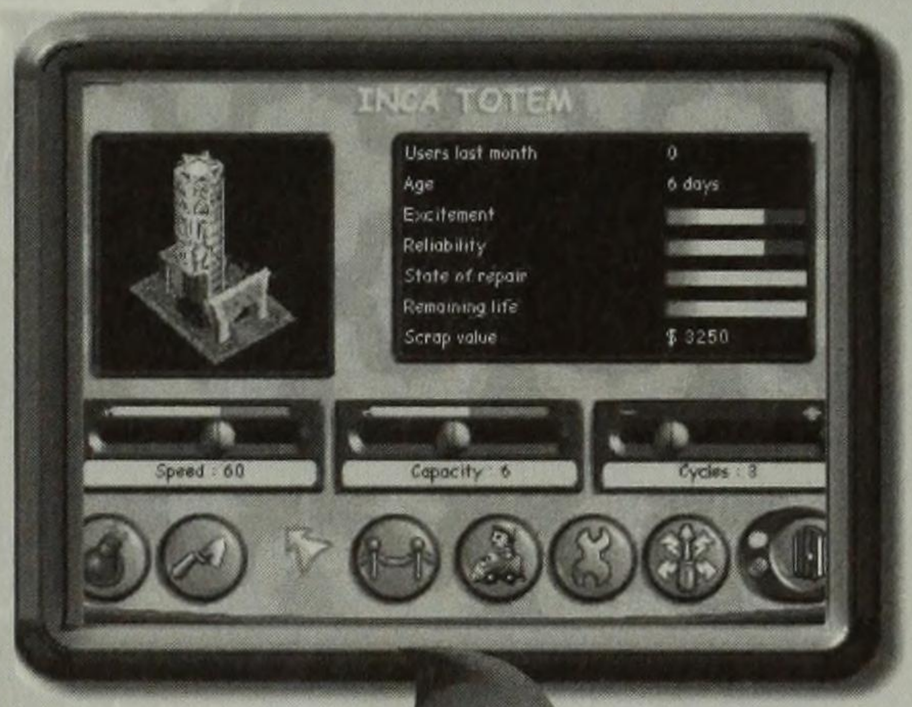
INCA TOTEM

Description: Vertical Drop
Details: Revealed in fourth ride research group
Cost: $3,250
Footprint: 3 x 4
Queue: Gate and exit run symmetrically from each end (short sides)

This is a ride well worth waiting for. Along with the Gorilla Thrilla, the Inca Totem is the last ride you'll get for your park. Its compact footprint means that it can fit almost anywhere, but be sure not to waste it on the outskirts. By the time the Inca Totem becomes available, rides like Belly Bounce—which shares the same footprint—will have lost their pulling power. So move the Belly Bounce to the outskirts and put the Inca Totem in its place. This will revitalise the area when the kids flock to the new ride.









LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 6 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 79 **Capacity:** 6 **Duration:** 4 cycles

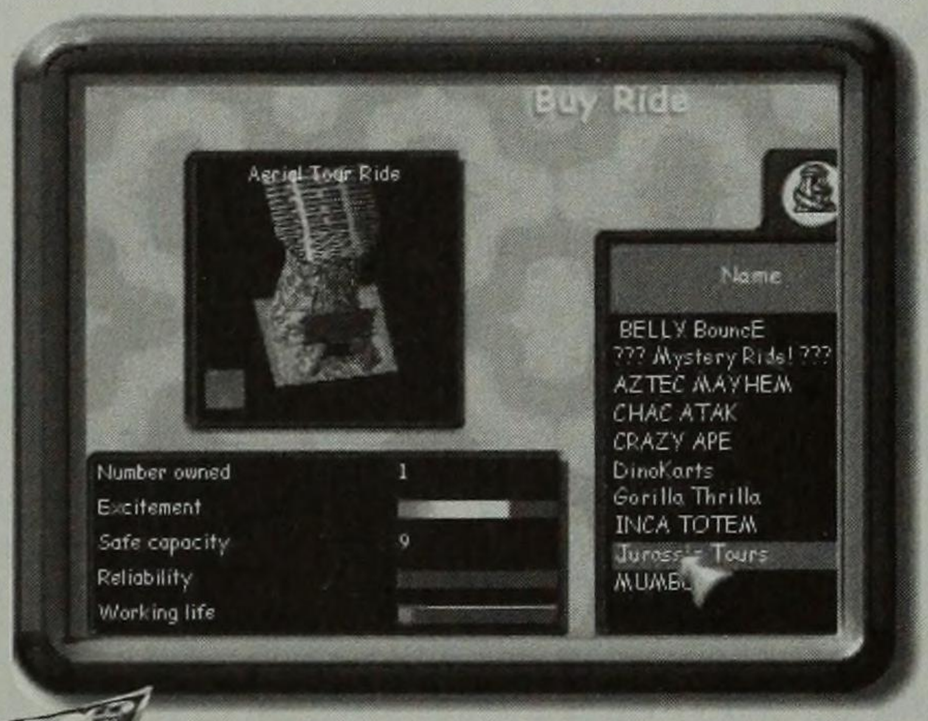
UPGRADE: LEVEL 2

Cost: $750
DEFAULT SETTINGS
Speed: 75 **Capacity:** 8 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 84 **Capacity:** 8 **Duration:** 4 cycles



UPGRADE: LEVEL 3

Cost: $500
DEFAULT SETTINGS
Speed: 90 **Capacity:** 10 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 10 **Duration:** 4 cycles



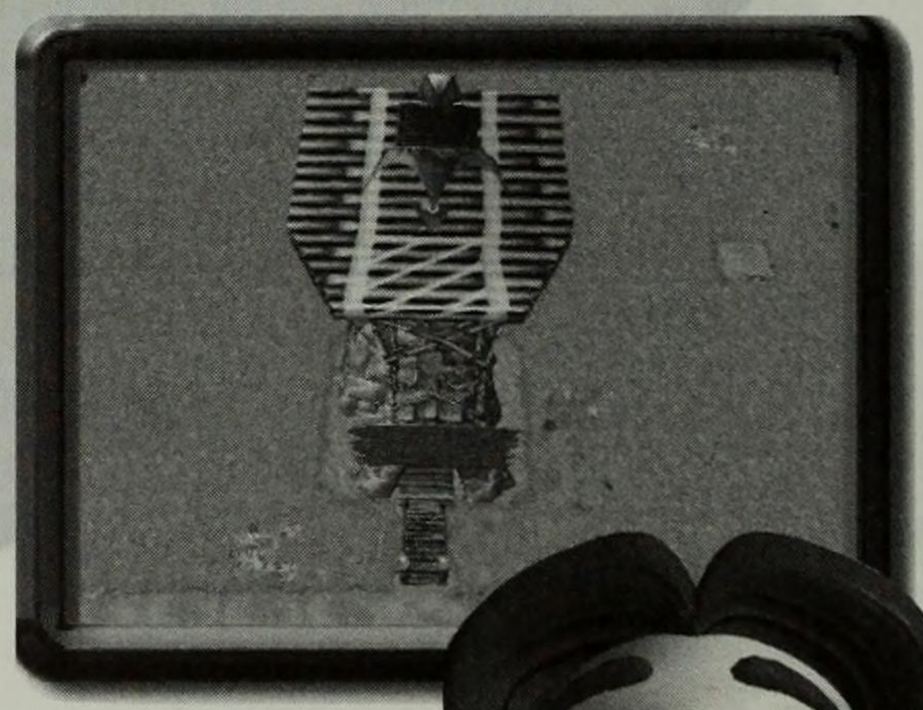
JURASSIC TOURS

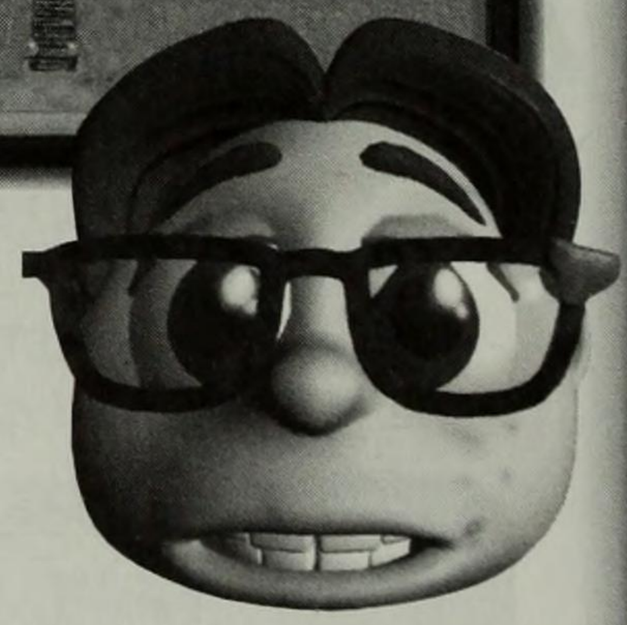


Description: Airborne Tour Ride
Details: Revealed as ??? Mystery Ride! ???. For the price of one Golden Ticket
Cost: $3,000
Footprint: 3 x 3
Queue: The gate and exit are on opposite sides



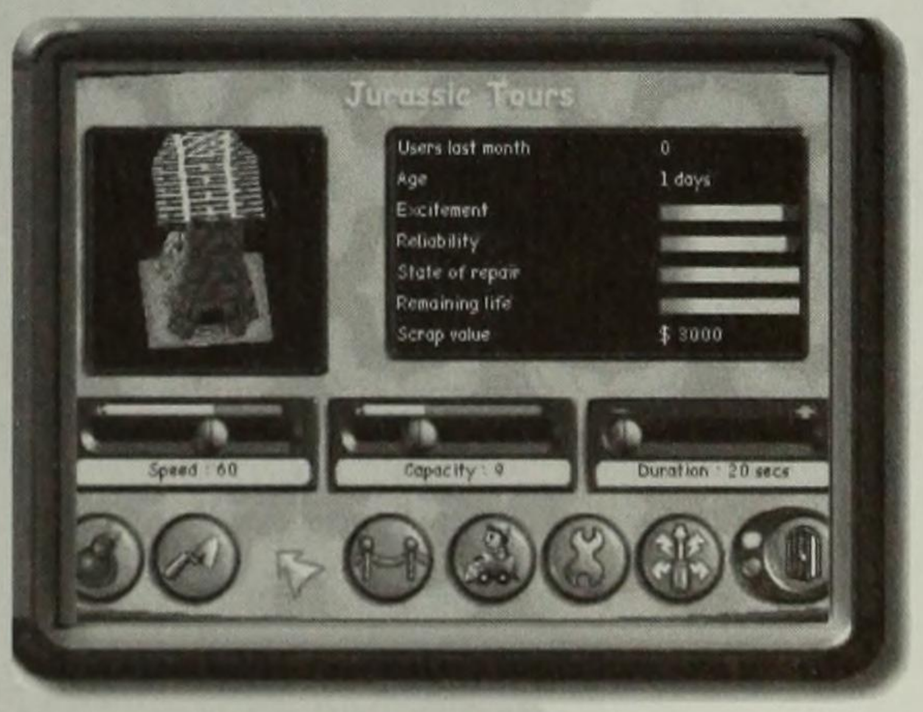
The first ??? Mystery Ride! ??? and yours for only one Golden Ticket. Jurassic Tours is actually a pterodactyl-shaped plane that flies over the park. A solid attraction, but it's always a bridesmaid and never the bride—but those of us who care how our park looks on screen are suckers for this big bird swooping around above the park. This small tower is easy to fit in, and for the price of a Golden Ticket it's a bargain that broadens your park's portfolio of entertainment.





LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 9 **Duration:** 40 seconds
SUGGESTED SETTINGS
Speed: 76 **Capacity:** 8 **Duration:** 40 seconds

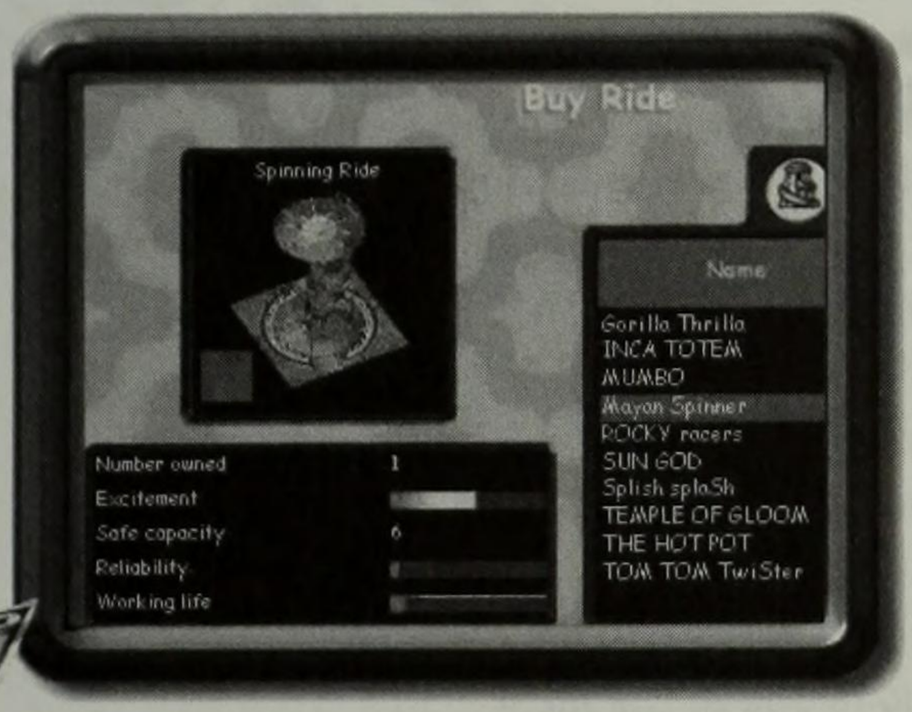


UPGRADE: LEVEL 2

Cost: $300
DEFAULT SETTINGS
Speed: 75 **Capacity:** 18 **Duration:** 40 seconds
SUGGESTED SETTINGS
Speed: 85 **Capacity:** 18 **Duration:** 40 seconds

UPGRADE: LEVEL 3

Cost: $300
DEFAULT SETTINGS
Speed: 90 **Capacity:** 27 **Duration:** 40 seconds
SUGGESTED SETTINGS
Speed: 97 **Capacity:** 27 **Duration:** 40 seconds

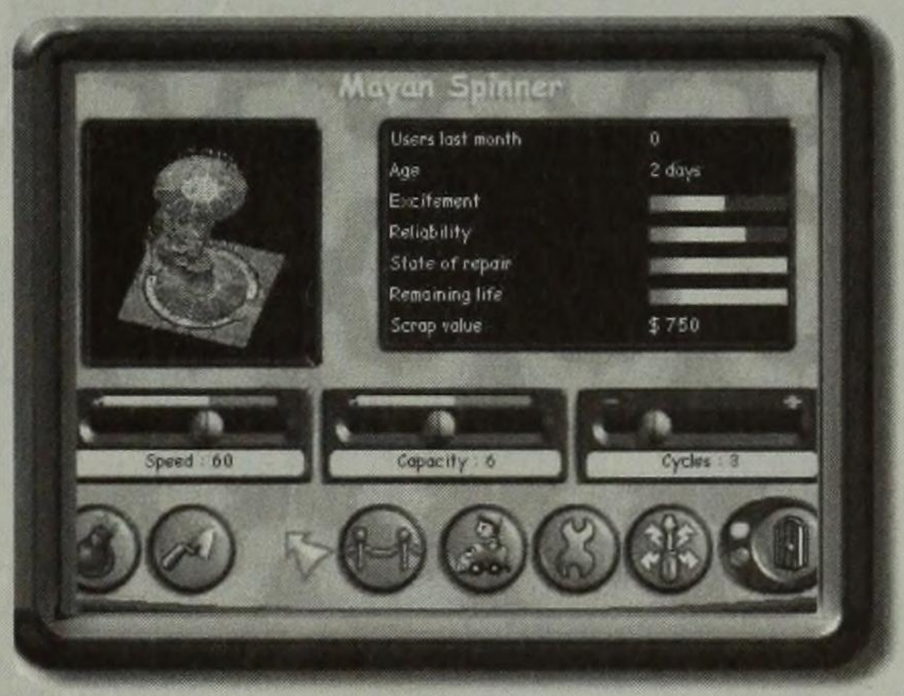


MAYAN SPINNER

Description: Spinning Ride
Details: Revealed in third ride research group
Cost: $750
Footprint: 4 x 4
Queue: Gate and exit offset at each end

A traditional witch's hat, the Mayan Spinner is a surprisingly late addition to the ride's menu. The Mayan Spinner struggles to get an audience if it starts off at a low grade when similar rides are already established (like the Tom Tom Twister). However, as a cheap, new ride it's worth holding in reserve for those moments when you want to add a new attraction and haven't got much money. Once built though, you'll need to upgrade it as quickly as possible in order to get the ride capacity up to 12.





LEVEL 1

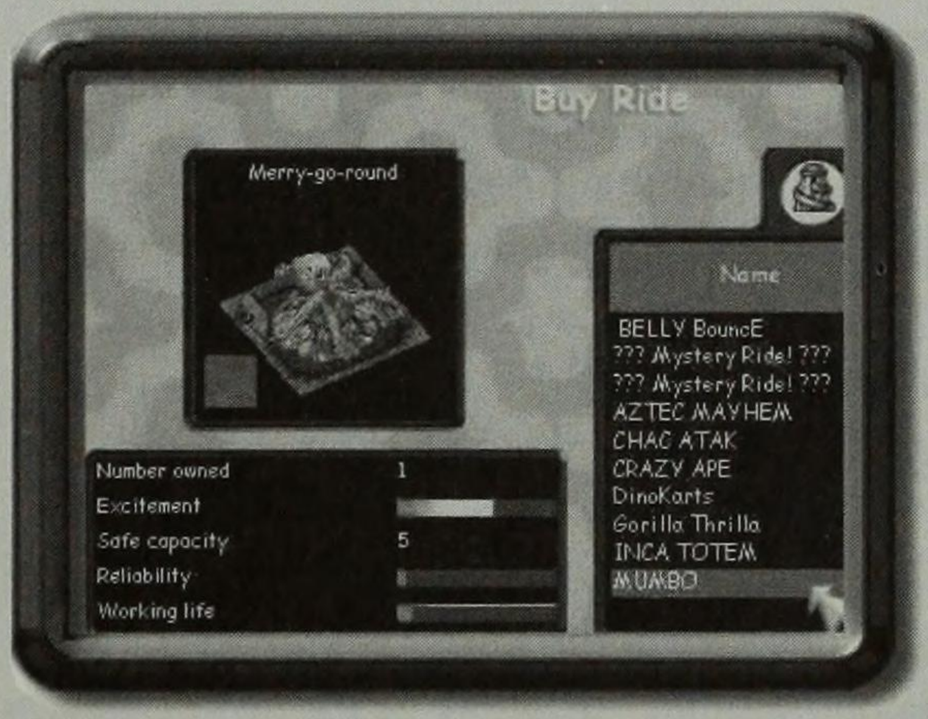
DEFAULT SETTINGS
Speed: 60 **Capacity:** 6 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 76 **Capacity:** 6 **Duration:** 4 cycles

UPGRADE: LEVEL 2

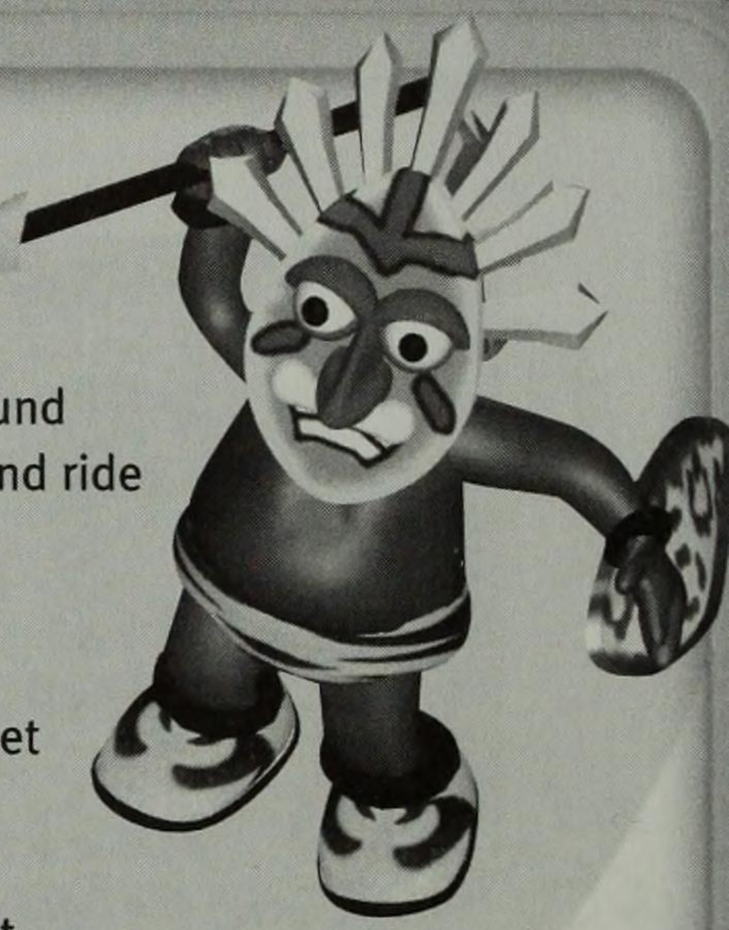
Cost: $250
DEFAULT SETTINGS
Speed: 75 **Capacity:** 9 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 95 **Capacity:** 8 **Duration:** 3 cycles

UPGRADE: LEVEL 3

Cost: $200
DEFAULT SETTINGS
Speed: 90 **Capacity:** 12 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 99 **Capacity:** 12 **Duration:** 4 cycles

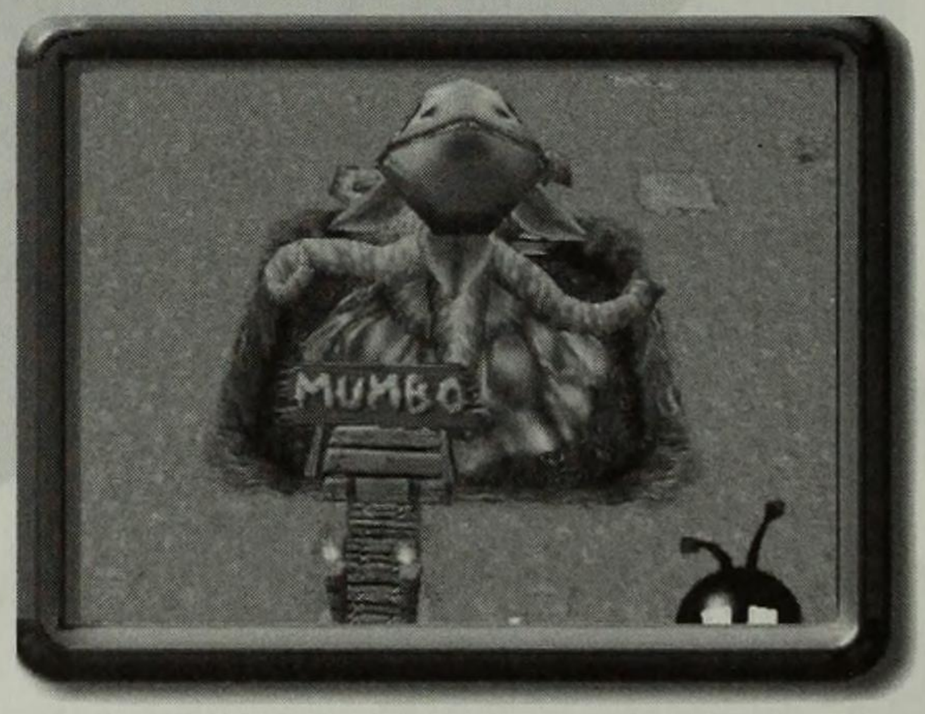


MUMBO



Description: Merry-go-round
Details: Revealed in second ride research group
Cost: $1,000
Footprint: 4 x 4
Queue: Gate and exit offset at each end

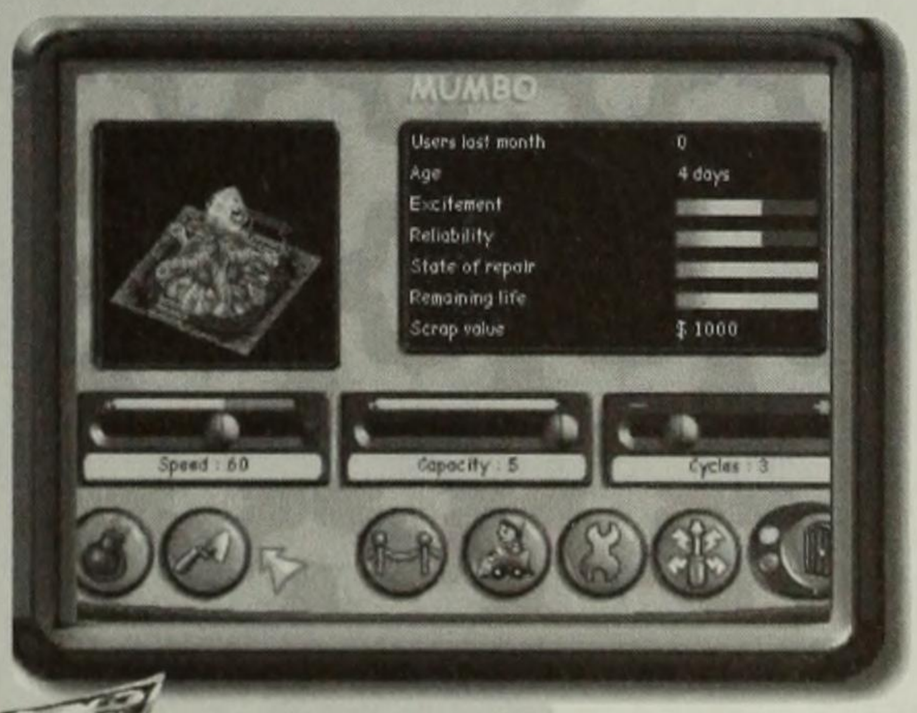
Mumbo is one of the most characterful rides in the Lost Kingdom. Yet, despite its good looks the kids never get that excited about it. When at the height of its powers—i.e. when brand new—Mumbo can pull in the kids, but then it's best to keep the queues short, as the low-ish capacity can lead to 'lines too long' complaints. Only add in a Mumbo when you've got spare cash and land or need a new attraction quick. Do build one once though, because the jaw-snapping purple octopus is a real character.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 5 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 81 **Capacity:** 4 **Duration:** 4 cycles





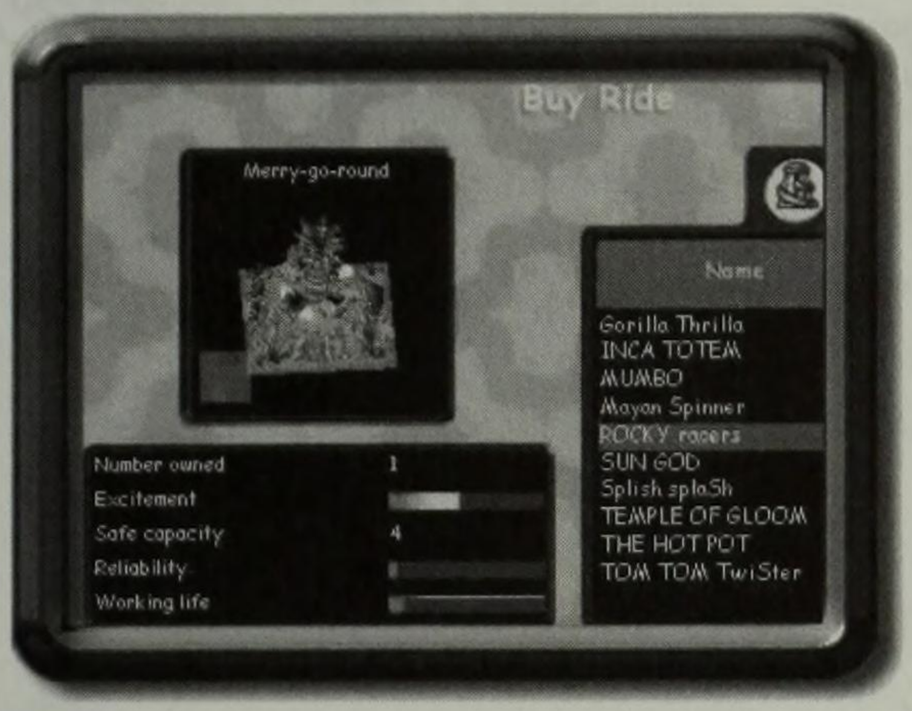


UPGRADE: LEVEL 2

Cost: $250
DEFAULT SETTINGS
Speed: 75 **Capacity:** 5 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 85 **Capacity:** 5 **Duration:** 3 cycles

UPGRADE: LEVEL 3

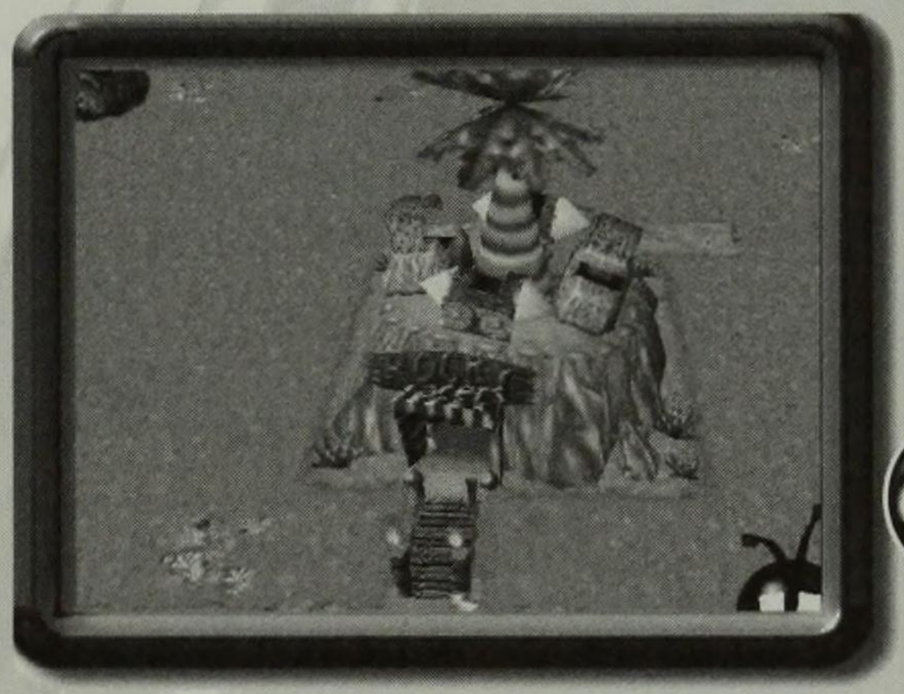
Cost: $250
DEFAULT SETTINGS
Speed: 90 **Capacity:** 5 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 5 **Duration:** 3 cycles



ROCKY RACERS

Description: Merry-go-round
Details: Available from start
Cost: $750
Footprint: 4 x 4
Queue: Gate and exit offset at each end

Looking like the excellent Slag Brothers from Hanna-Barbera's *Wacky Races*, Rocky Racers is most useful early in a park's life. It can be used to bulk out your ride selection at the start but its appeal fades as better rides appear. So build the Rocky Racers in a corner or be ready to move it as the park progresses. Perhaps Rocky Racers' most redeeming feature is that, its capacity increases with upgrades—although you'll be pushed to fill the cars once the second and third research group rides come on-line.



LEVEL 1

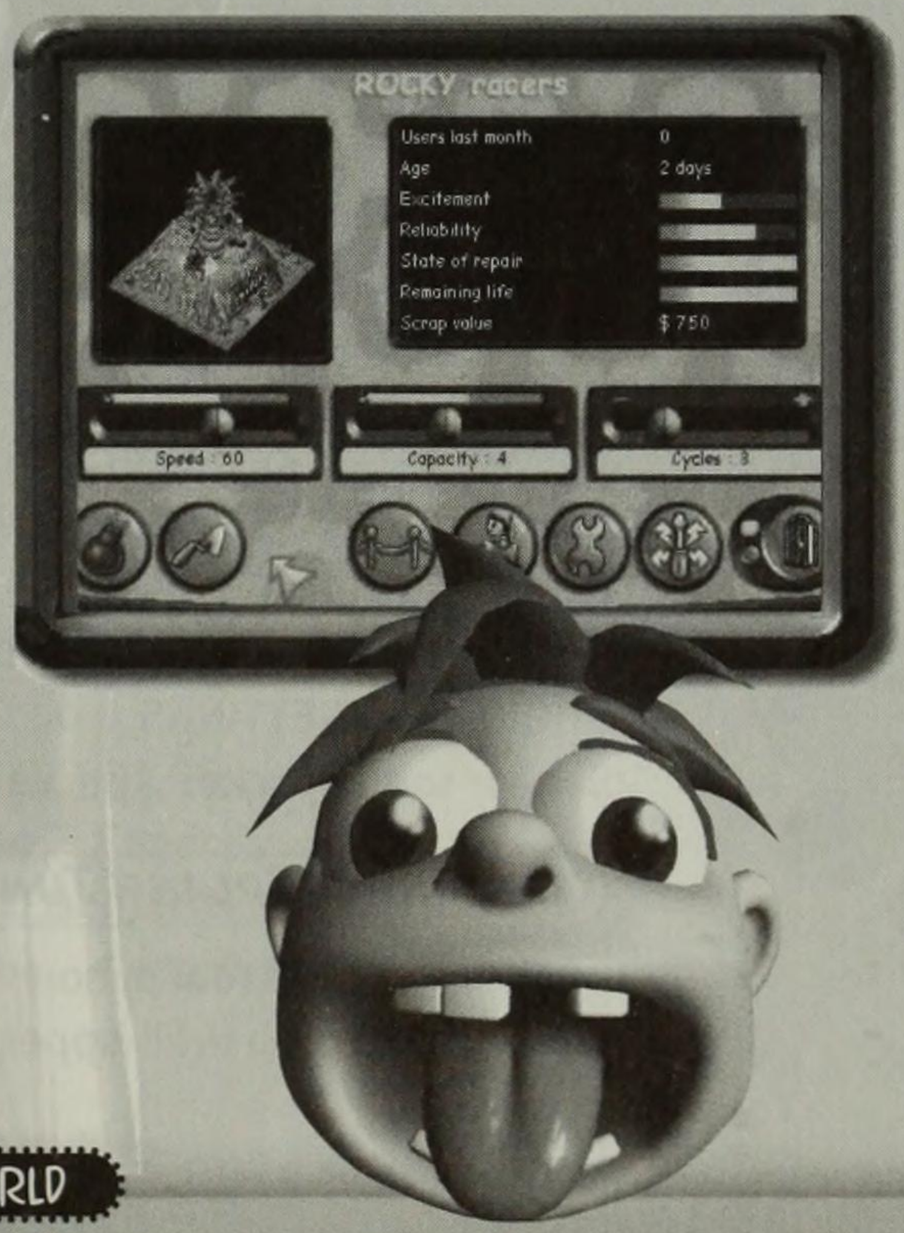
DEFAULT SETTINGS
Speed: 60 **Capacity:** 4 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 80 **Capacity:** 4 **Duration:** 4 cycles

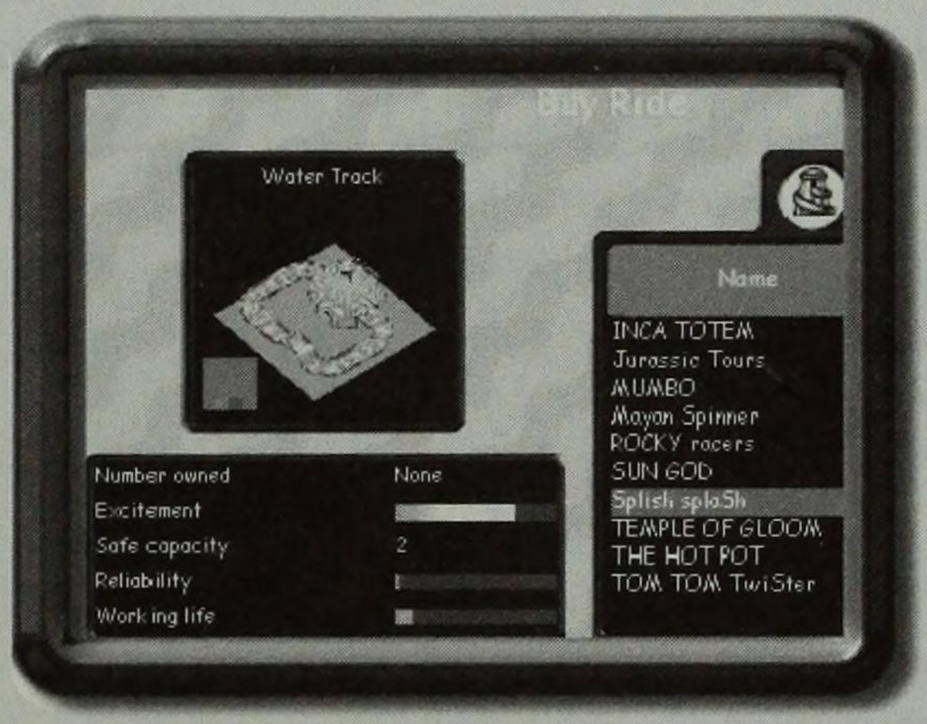
UPGRADE: LEVEL 2

Cost: $200
DEFAULT SETTINGS
Speed: 75 **Capacity:** 6 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 95 **Capacity:** 5 **Duration:** 4 cycles

UPGRADE: LEVEL 3

Cost: $200
DEFAULT SETTINGS
Speed: 90 **Capacity:** 8 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 90 **Capacity:** 8 **Duration:** 4 cycles

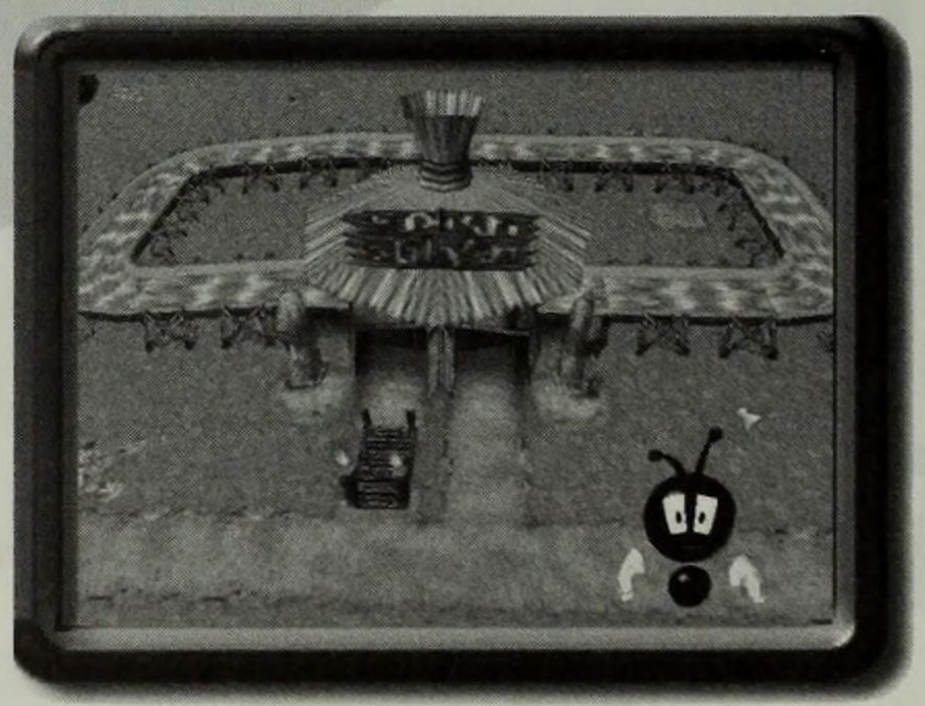




SPLISH SPLASH

Description: Water Track
Details: Revealed in third ride research group
Cost: $5,000
Footprint: 4 x 4
Queue: Gate and exit at front, track from side

A quiet water ride for the more genteel patrons, Splish Splash goes for white-knuckle quality rather than quantity. Don't be misled by the tame circuit though; Splish Splash is surprisingly popular. Straights can be upgraded with a tunnel section, which covers the track rather than dipping down into the ground, and you can also make crossroads in the track. The longer the track the greater the passenger capacity, so be sure you've got plenty of cash available before you start building. Try and run the track over a few paths, as bridges are automatically built and this adds to visual appeal.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 2 per car **Duration:** N/A
SUGGESTED SETTINGS
Speed: 67 **Capacity:** 3 per car **Duration:** N/A

UPGRADE: LEVEL 2

Cost: $500
DEFAULT SETTINGS
Speed: 75 **Capacity:** 3 per car **Duration:** N/A
SUGGESTED SETTINGS
Speed: 81 **Capacity:** 3 per car **Duration:** N/A

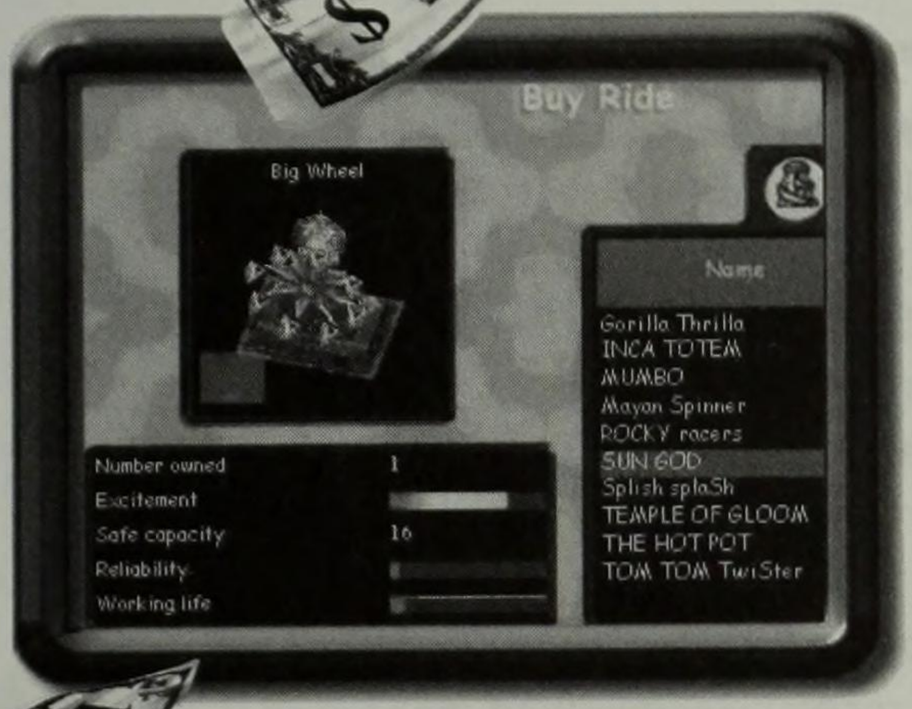


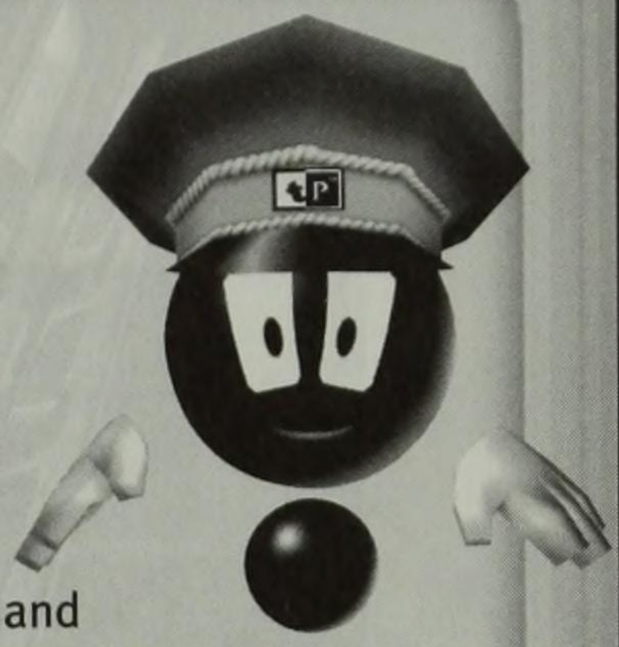
UPGRADE: LEVEL 3

Cost: $500
DEFAULT SETTINGS
Speed: 90 **Capacity:** 4 per car **Duration:** N/A
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 4 per car **Duration:** N/A

UPGRADE: SPLASH TUNNEL

Cost: $750 The roof's more of a tunnel of love rather than a thrill-upper, but it adds to the kid-attracting factor of the ride.



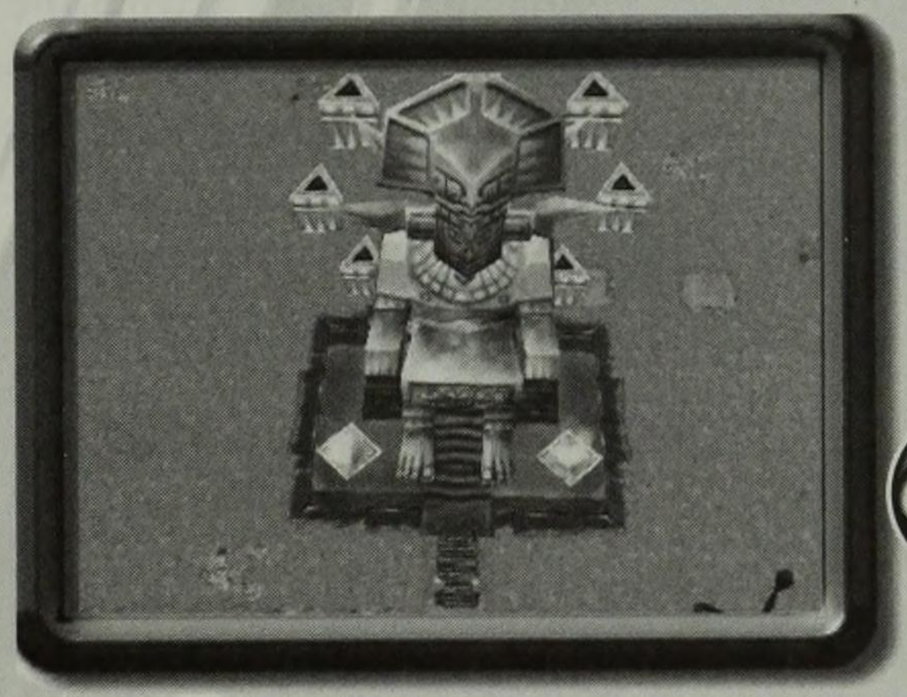


SUN GOD

Description: Big Wheel
Details: Revealed in first ride research group
Cost: $1,500
Footprint: 4 x 5
Queue: Gate and exit are offset and run from each (short) end

A good team player rather than the star. The Sun God is that most classic of rides, a big wheel. It's impressive to look at and delivers dependable thrills rather than terrified screams. As a result, the Sun God is a steady performer that satisfies the crowds throughout its working life. And don't be deceived by the short queues to get on this ride as it has a massive 28-kid capacity when fully upgraded.





LEVEL 1

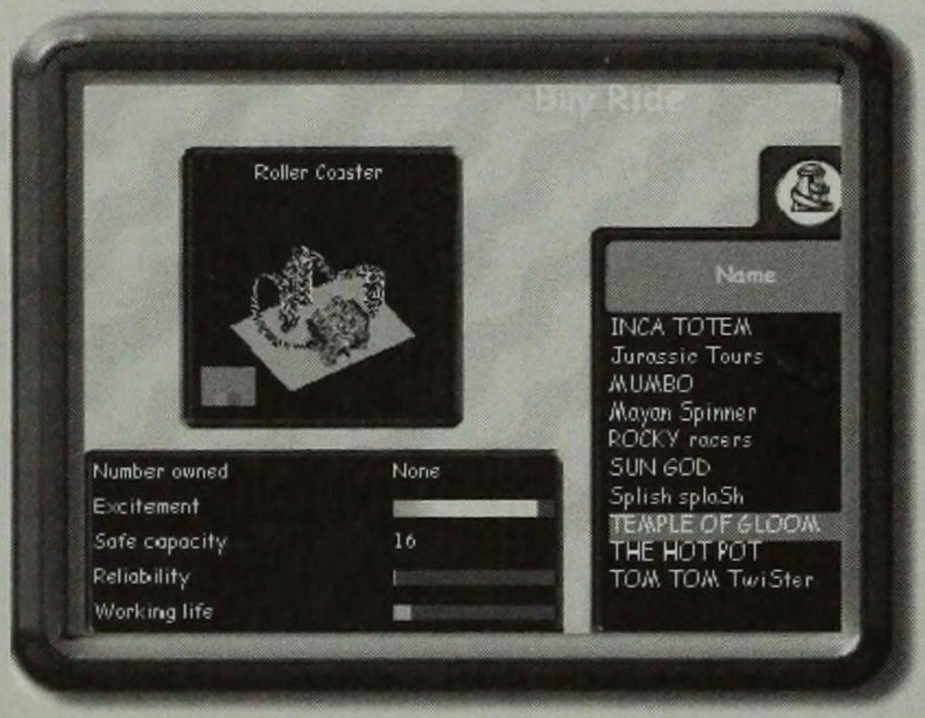
DEFAULT SETTINGS
Speed: 60 **Capacity:** 16 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 71 **Capacity:** 16 **Duration:** 4 cycles

UPGRADE: LEVEL 2

Cost: $1,000
DEFAULT SETTINGS
Speed: 75 **Capacity:** 22 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 81 **Capacity:** 20 **Duration:** 3 cycles

UPGRADE: LEVEL 3

Cost: $1,000
DEFAULT SETTINGS
Speed: 90 **Capacity:** 28 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 28 **Duration:** 4 cycles



TEMPLE OF GLOOM

Description: Roller Coaster
Details: Revealed in first ride research group
Cost: $10,000
Footprint: 3 x 4
Queue: Gate and exit positioned at the front, track runs from the (short) sides

As soon as you start in the Lost Kingdom, go to the research screen and make sure that the Temple of Gloom is your first ride researched. It's a classic wooden twin track roller coaster and is what the crowd wants to ride. So the sooner you can build one the better. It's expensive but it's also essential, so even if you have to take out a loan—do it! Upgrading makes the ride even more appealing as it allows loops to be added and also increases the passenger capacity—so even as the queues grow, it deals with them faster.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 16 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 70 **Capacity:** 16 per train **Duration:** N/A



UPGRADE: LEVEL 2

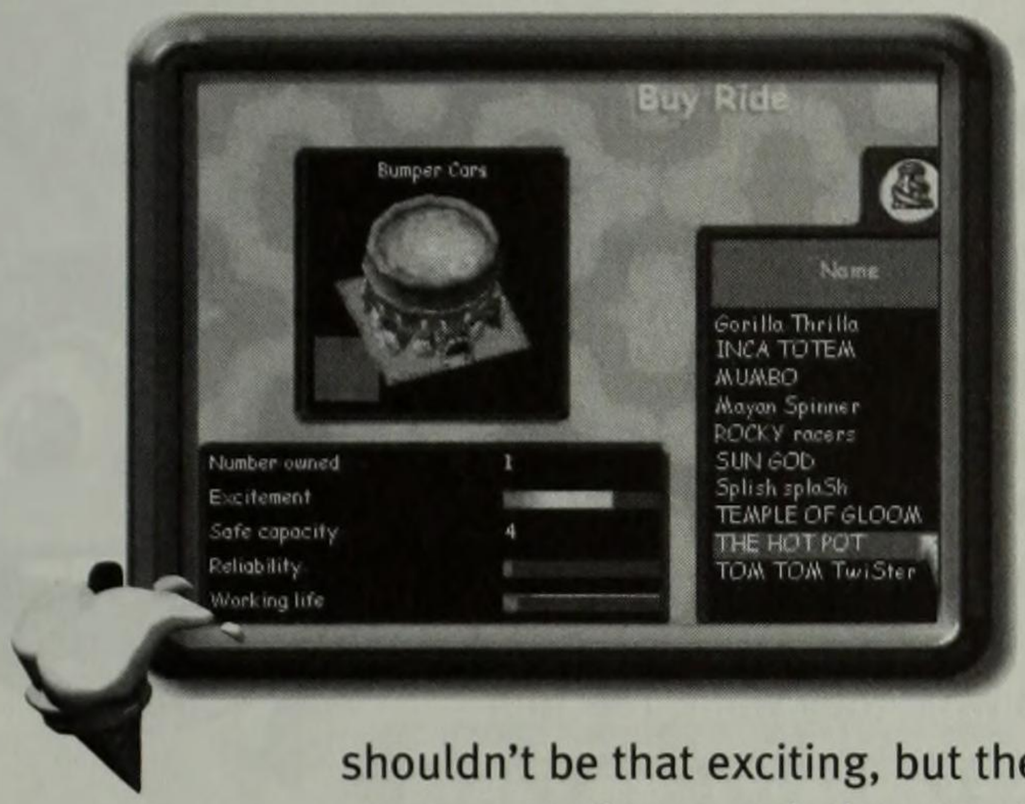
Cost: $5,000 (Loop pylons available)
DEFAULT SETTINGS
Speed: 75 **Capacity:** 19 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 79 **Capacity:** 19 per train **Duration:** N/A



UPGRADE: LEVEL 3

Cost: $2,000 (Loop pylons available)
DEFAULT SETTINGS
Speed: 90 **Capacity:** 22 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 22 per train **Duration:** N/A





THE HOT POT

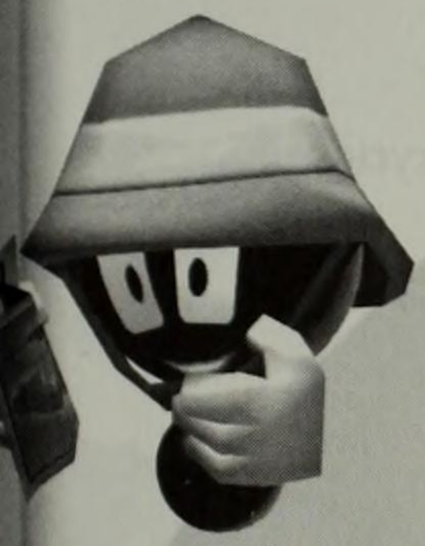
Description: Bumper Cars
Details: Revealed in third ride research group
Cost: $2,000
Footprint: 5 x 5
Queue: Gate and exit positioned symmetrically at each end

This is a bizarrely attractive ride. A huge pot with little bumper cars swimming about shouldn't be that exciting, but the kids love it. So don't fight it, build one as soon as you can, then watch the crowds flood in. The initial capacity and large footprint perhaps explains the low purchase price, but once upgraded the Hot Pot soon proves its worth as a reliable, crowd-pleasing theme park staple.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 4 **Duration:** 25 seconds
SUGGESTED SETTINGS
Speed: 77 **Capacity:** 4 **Duration:** 30 seconds



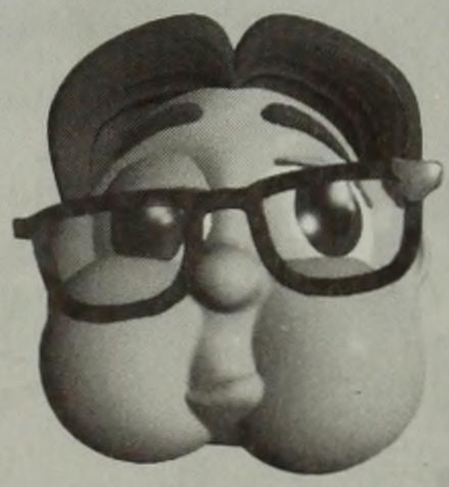
UPGRADE: LEVEL 2

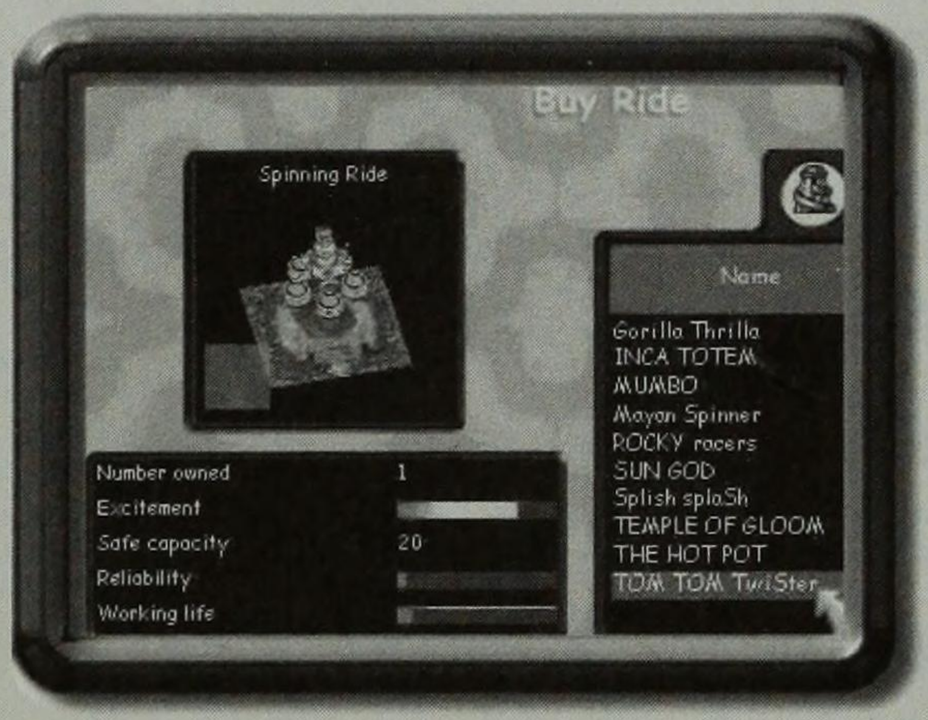
Cost: $200
DEFAULT SETTINGS
Speed: 75 **Capacity:** 6 **Duration:** 25 seconds
SUGGESTED SETTINGS
Speed: 82 **Capacity:** 6 **Duration:** 40 seconds

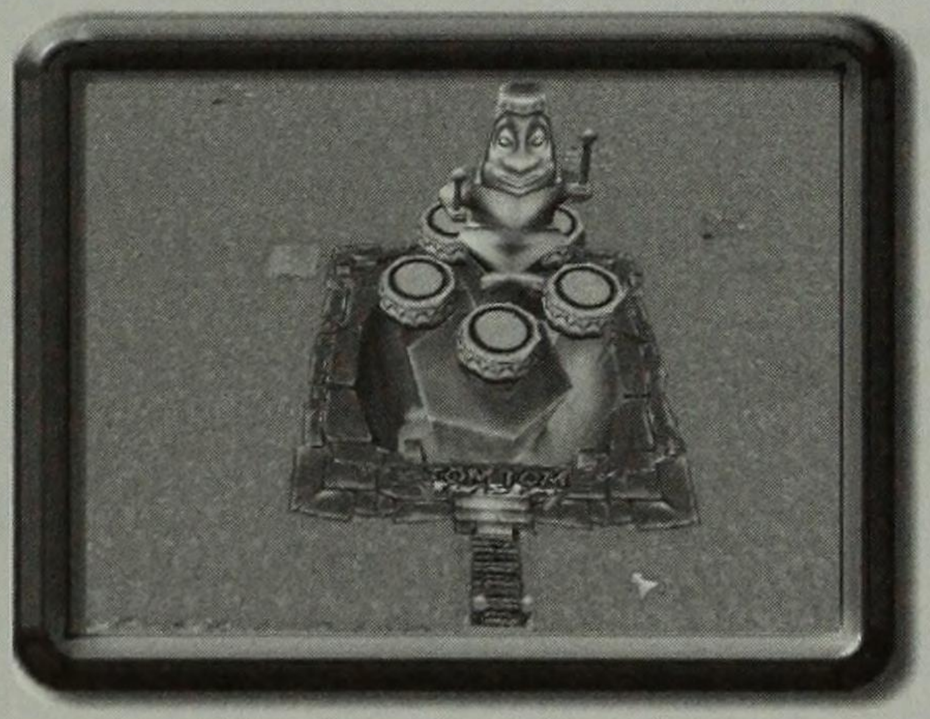


UPGRADE: LEVEL 3

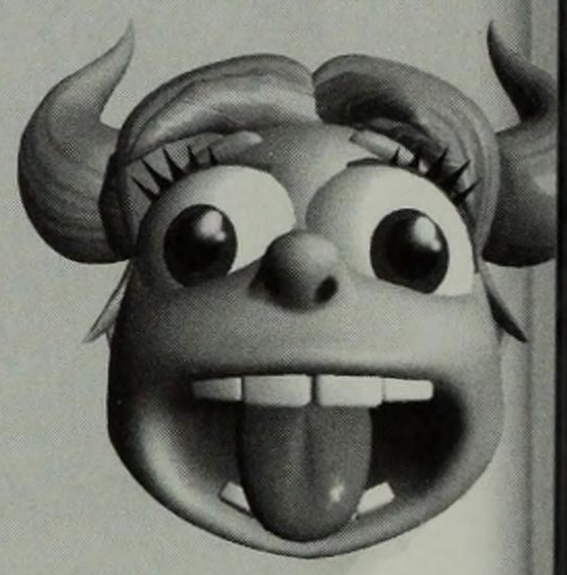
Cost $750
DEFAULT SETTINGS
Speed: 90 **Capacity:** 8 **Duration:** 25 seconds
SUGGESTED SETTINGS
Speed: 99 **Capacity:** 8 **Duration:** 33 seconds







TOM TOM TWISTER

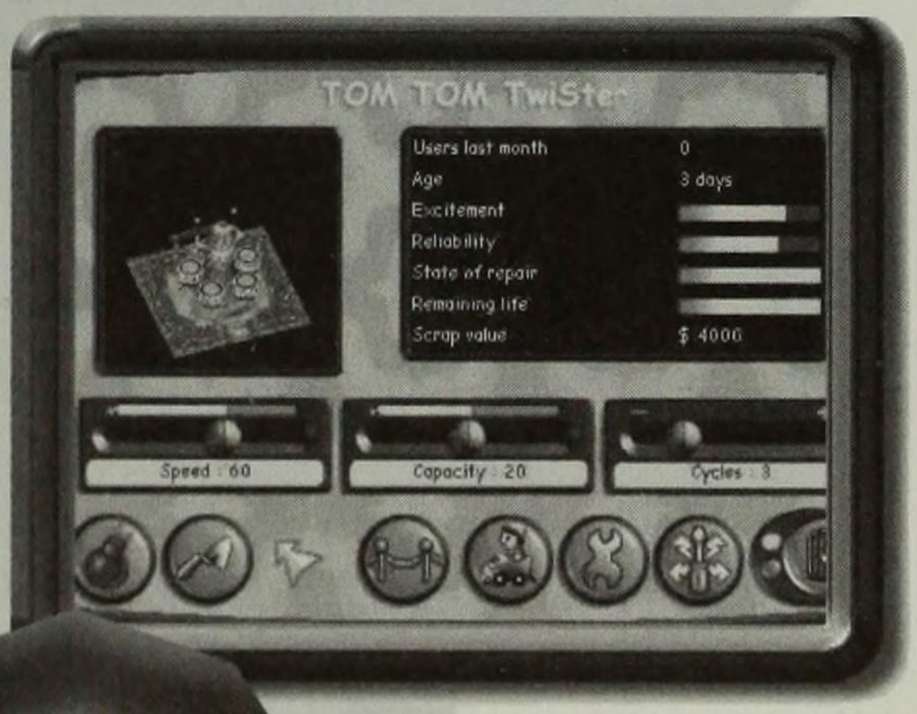


Description: Merry-go-round
Details: Revealed in second ride research group
Cost: $4,000
Footprint: 5 x 5
Queue: Gate and exit positioned symmetrically at each end

This is what they want. The Tom Tom Twister is a modern merry-go-round (unlike Mumbo) and its tipping, spinning antics really pull in the crowds. With a 20-person capacity at the start, which can be upgraded to 40, the Tom Tom Twister is real value for money in terms of throughput. But there's more, this merry-go-round rivals the roller coasters for pulling power and so is an absolute must for any serious park owner.

LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 20 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 70 **Capacity:** 20 **Duration:** 4 cycles

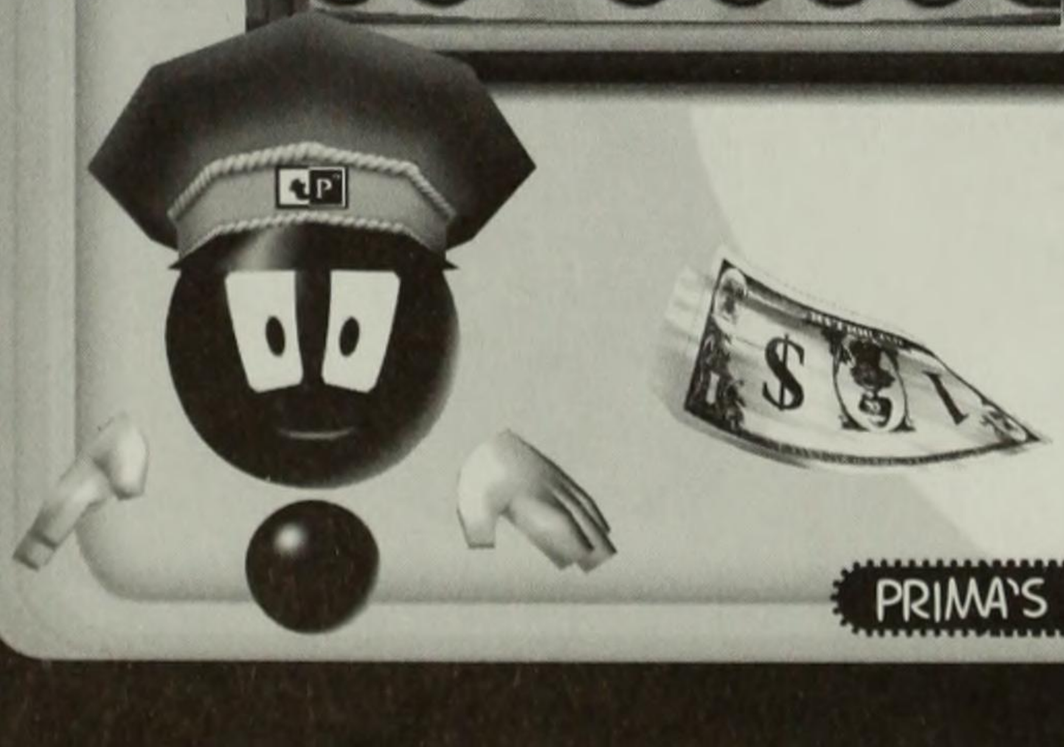


UPGRADE: LEVEL 2

Cost: $400
DEFAULT SETTINGS
Speed: 75 **Capacity:** 30 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 85 **Capacity:** 30 **Duration:** 3 cycles

UPGRADE: LEVEL 3

Cost: $300
DEFAULT SETTINGS
Speed: 90 **Capacity:** 40 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 99 **Capacity:** 40 **Duration:** 3 cycles



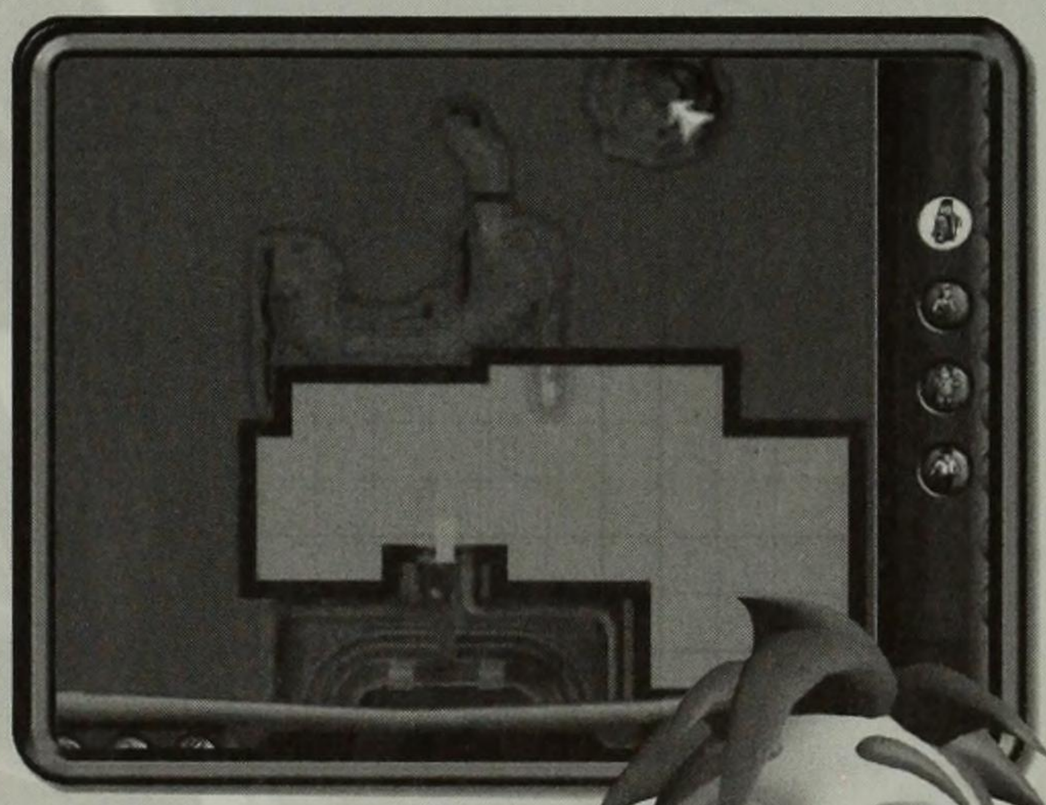
PARK PATROL

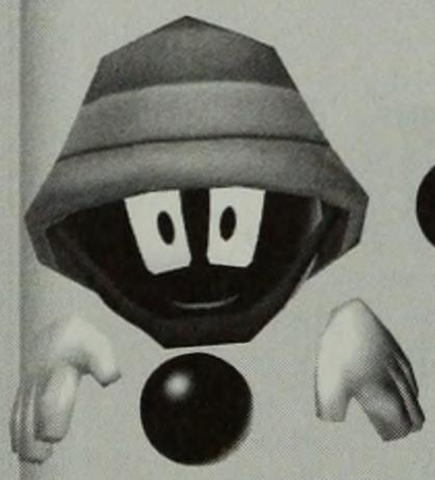
Each park you manage features a different set of Golden Ticket criteria and challenges. This section details precisely what you have to do to earn those elusive Golden Tickets, and outlines the challenges that will help make you rich.

AZTEC MAYHEM

As the currency of the theme park worlds, Golden Tickets are normally mysterious awards, the criteria of which you're only told about retrospectively. But knowing what qualifies for a ticket allows you to plan your park so that its growth naturally incorporates these Golden Ticket goals. It also allows you to gather as many of these goodies as possible. You can only win one ticket for each of these categories.

- Reach a visitor total of 100.
- Get 200 people in your park at the same time.
- Gain a happiness rating of 75 percent when there are at least 150 visitors in the park at the same time.
- Make a yearly profit of $15,000.
- Attract 350 visitors over a six-month period.
- All items researched and built.
- Build a very high roller coaster—must be built on very high land (see map on the right).
- Build a go-kart track with an excitement rating of 90.
- Build a 50-section long water track.
- Own 3,000 units of land.
- Cover 2,000 units of land.
- Big Brother Award—100 percent security coverage in your park.





CHALLENGES

Every now and again, a cup will appear in the message queue on the left of the screen. This is a Challenge: a chance to earn quick bucks by completing a set task. To accept it, click the tick in the message box. The Challenges for Lost Kingdom are described below in order of appearance.

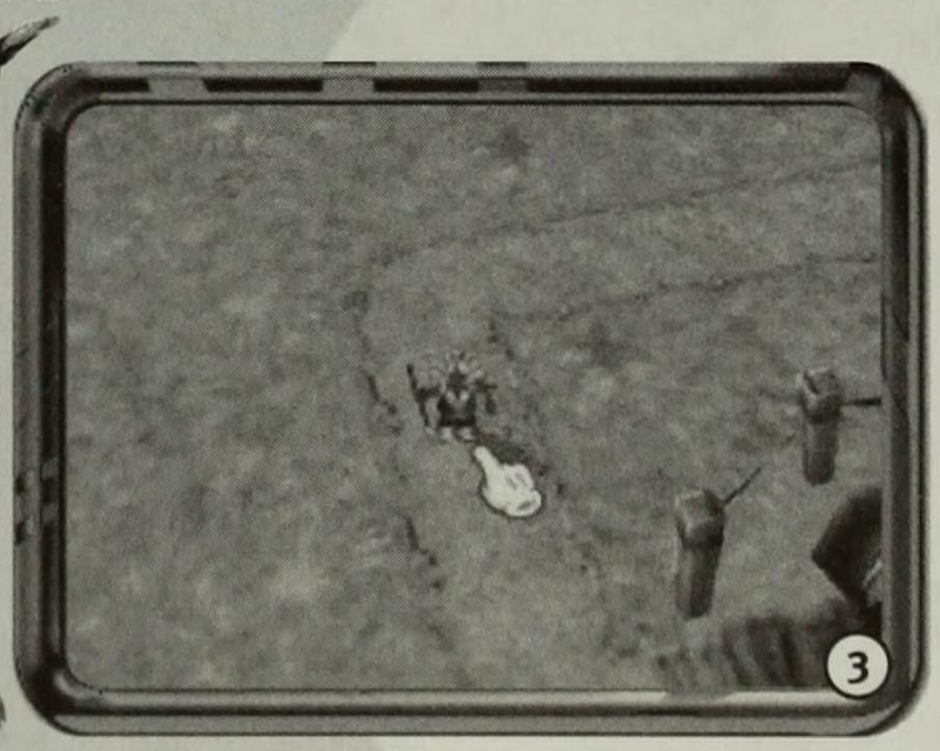
- Sell 30 drinks in 60 days.
- Get 15 percent of the kids in the park to have balloons in the next 60 days.
- Get your sideshows to make $500 profit in under 60 days.
- Build a go-kart track with four crossroads in the next 30 days.
- Sell 150 gifts in less than 90 days.
- Build a Temple of Gloom roller coaster in under 60 days (Part 1).
- Build a triple loop for the Temple of Gloom roller coaster (Part 2).
- Get 200 people to ride the Temple of Gloom roller coaster in the next 180 days (Part 3).

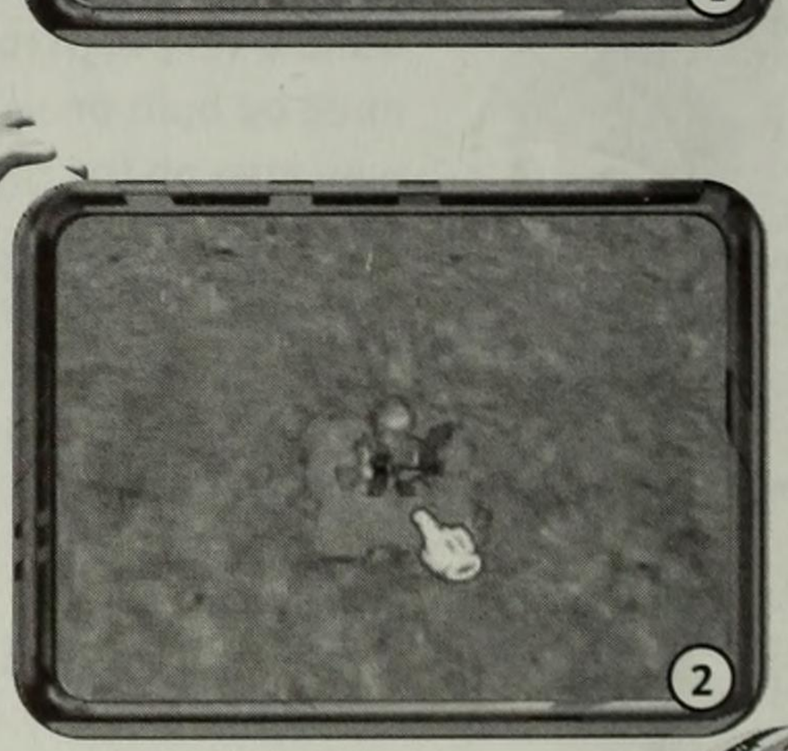
ENTERTAINERS

There are three types of entertainer in Lost Kingdom. Make sure that you use all three types to attain maximum happiness value.

1. Dinosaur—Wobbling rubber suit à la Godzilla.
2. Safari—Monocled hunter armed with pop-gun.
3. Tribesman—Spear- and shield-carrying warrior.







Rides Research Groups

Research Group 0	Research Group 1	Research Group 2	Research Group 3	Research Group 4
Belly Bounce	Temple of Gloom	Chac Atac	Splish Splash	Gorilla Thrilla
Aztec Mayhem	Dino Karts	Mumbo	Mayan Spinner	Inca Totem
Crazy Ape	Sun God	Tom Tom Twister	The Hot Pot	—
Rocky Racers	—	—	—	—

Jurassic Tour is a ??? Mystery Ride! ??? which is revealed for one Golden Ticket
ERUPTION is a ??? Mystery Ride! ??? which is revealed for three Golden Tickets

NOTES:
Group 0 rides are available to be built from the start.
Group 1 rides are available to be researched from start.
Group 2 rides become available to be researched when all Group 1 rides have been researched.
Group 3 rides become available to be researched when three Group 2 rides have been researched.
Group 4 rides become available to be researched when one Group 3 ride has been researched.

Shop Research Groups

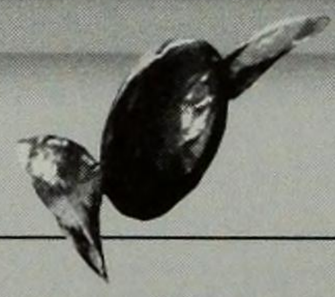
Research Group 0	Research Group 1	Research Group 2	Research Group 3	Research Group 4
Balloon Shop	Fries Shop	Gift Shop	Steak Restaurant	Costume Shop
Burger Shop	—	Ice Cream Shop	—	—
Drinks Shop	—	—	—	—

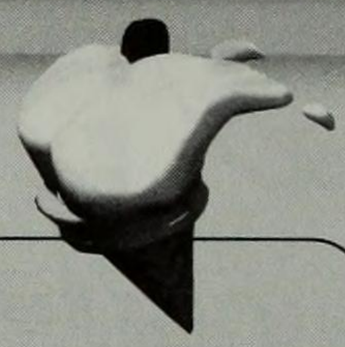
Sideshow Research Groups

Research Group 0	Research Group 1	Research Group 2	Research Group 3
Jungle Spray	Laughing Hyenas	Arcade	Giant Puzzle
Strength Bird	—	—	—

Miscellaneous Items Research Groups

Research Group 0	Research Group 1	Research Group 2	Research Group 3
Litter Bin	Huge Hollow Rock	Golden Statue	Super Toilet
Round Fountain	Huge Leafy Rock	Large Rock Pillar	—
Security Camera	Large Tree	Large Sign	—
Small Bush	Mammoth Fountain	Lava Fountain	—
Small Rock Pillar	Medium Bush	Tropical Flower	—





Miscellaneous Items Research Groups

Research Group 0	Research Group 1	Research Group 2	Research Group 3
Small Toilet	Small Rock	—	—
Small Tree	Small Rock Pillar	—	—
Staff Room	Speaker: Screeches	—	—
Tiny Rock	Speaker: Strange Deep	—	—
—	Speaker: Undergrowth	—	—
—	Speaker: Wild Beasts	—	—
—	Stone Head	—	—
—	Stone Statue	—	—
—	Wooden Log	—	—

NOTES:

Research Group 0 items are available to build from the start.

Research Group 1 items are available to research from start.

Research Group 2 items become available for research when 12 Group 1 items have been researched.

Research Group 3 items become available for research when three Group 2 items have been researched.

Ride Price List

Ride	Level 1 Price	Upgrade Level 2 Price	Upgrade Level 3 Price
Aztec Mayhem	$2,500	$250	$250
Belly Bounce	$500	$400	$500
Chac Atak	$10,000	$5,000	$2,000
Crazy Ape	$2,000	$300	$300
Dino Karts	$6,500	$1,500	$2,000
Eruption	$2,500	$500	$500
Gorilla Thrilla	$12,500	$5,250	$2,500
Inca Totem	$3,250	$750	$500
Jurassic Tours	$3,000	$300	$300
Mayan Spinner	$750	$250	$200
Mumbo	$1,000	$250	$250
Rocky Racers	$750	$200	$200
Splish Splash	$5,000	$500	$500
Sun God	$1,500	$1,000	$1,000
Temple of Gloom	$10,000	$5,000	$2,000
The Hot Pot	$2,000	$200	$750
Tom Tom Twister	$4,000	$400	$300

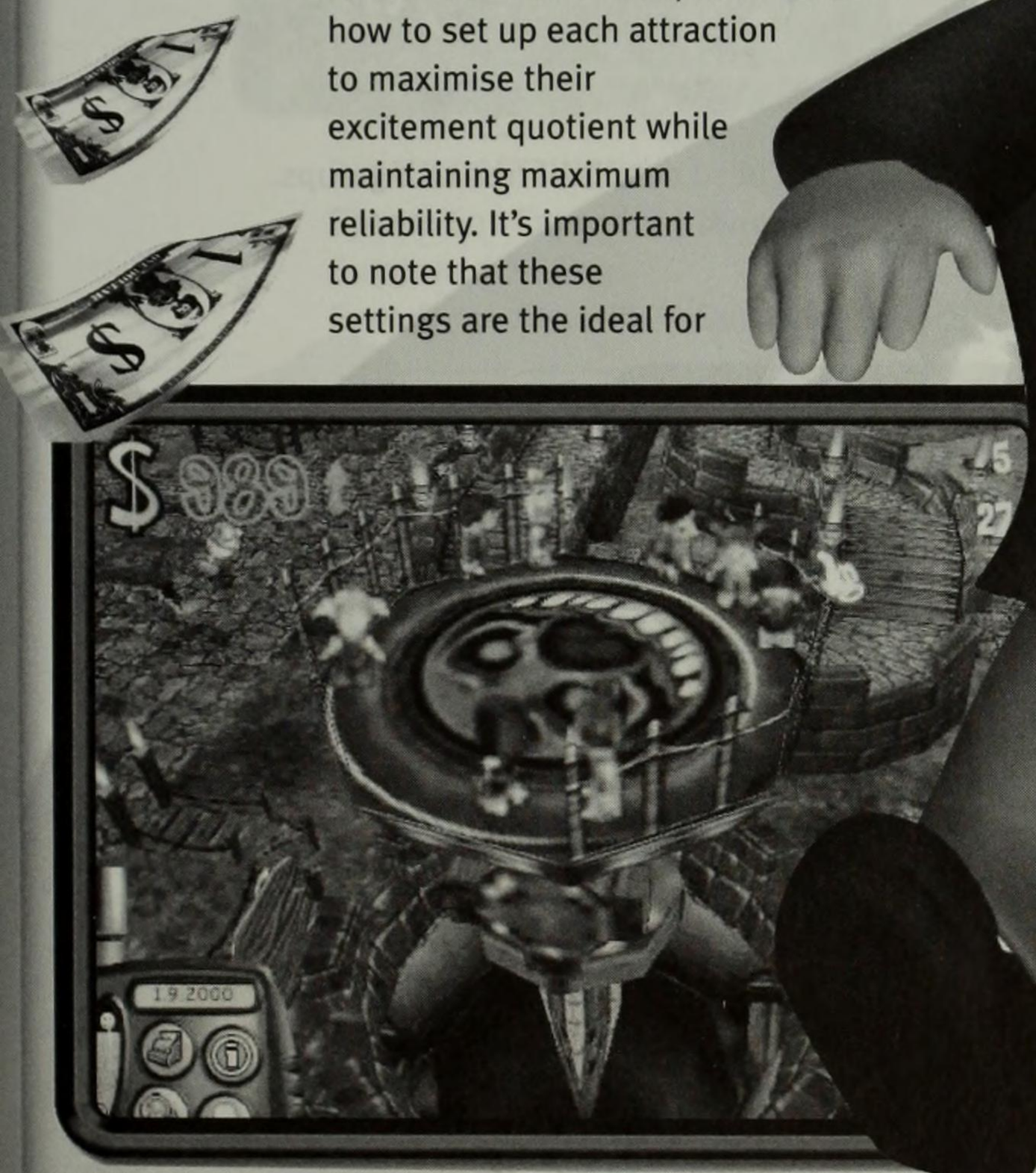
ADDITIONAL UPGRADES: **Dino Karts Jump** $750 **Dino Karts Tunnel** $900 **Splash Tunnel** $750

HALLOWEEN WORLD

Halloween World is like a stroll down Elm Street on Friday 13th. If you're brave enough to take it on then you'll need a Ride Guide, Park Patrol report and some General Notes if you're to stay on the path.

RIDE GUIDE

This section details all the rides in Halloween World in depth. It shows how to set up each attraction to maximise their excitement quotient while maintaining maximum reliability. It's important to note that these settings are the ideal for





each ride examined in isolation, so further modification may be required to fine tune them for your own particular park. For information and advice on customising your park see the **General Strategies** chapter and the Halloween World **Park Patrol** section.

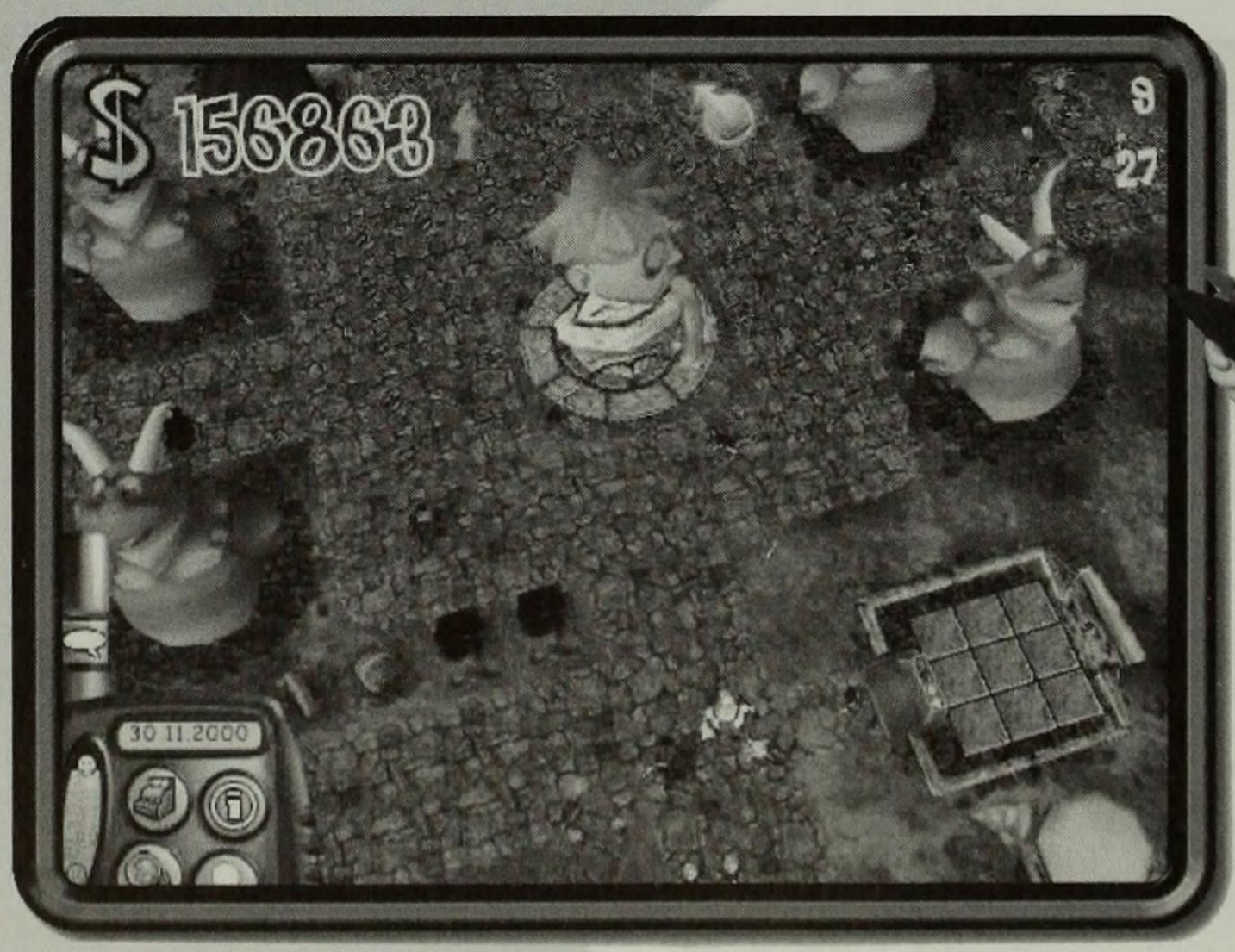
PARK PATROL

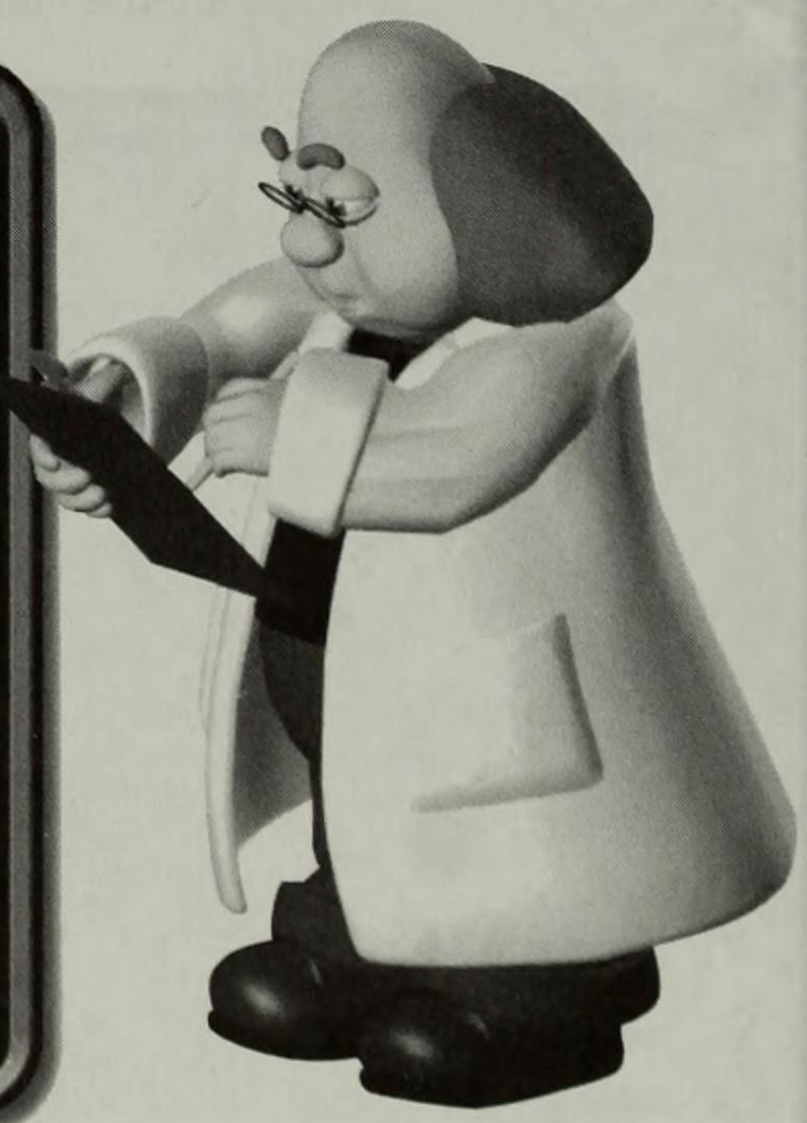


This is a guide that outlines a park plan to help you avoid the horrors that await the unwary in Halloween World. Follow it and you'll be able to bring your park back from grave.

GENERAL NOTES

Consider this a well shuffled Tarot deck of helpful advice and information. Pick a card from this pack if you need details of research groups, price structures and even entertainers.







BRAIN BUSTER



Description: Bouncy Castle
Details: Revealed in first ride research group
Cost: $500
Footprint: 3 x 4
Queue: The gates and exit are positioned symmetrically opposite each other, running from the front and rear (short sides)

A big bouncy brain, this is one of the more bizarre offerings in Halloween World. It suffers from its inclusion in the same research group as Hades and Ooze Crooz—both headline acts. This is a far more mainstream ride; a bouncy castle does serve to entertain those kids who are too scared by kart tracks and looped coasters. It will also expand your repetoire at a relatively low price, just at the point in your park's development when cash is getting tight.

LEVEL 1

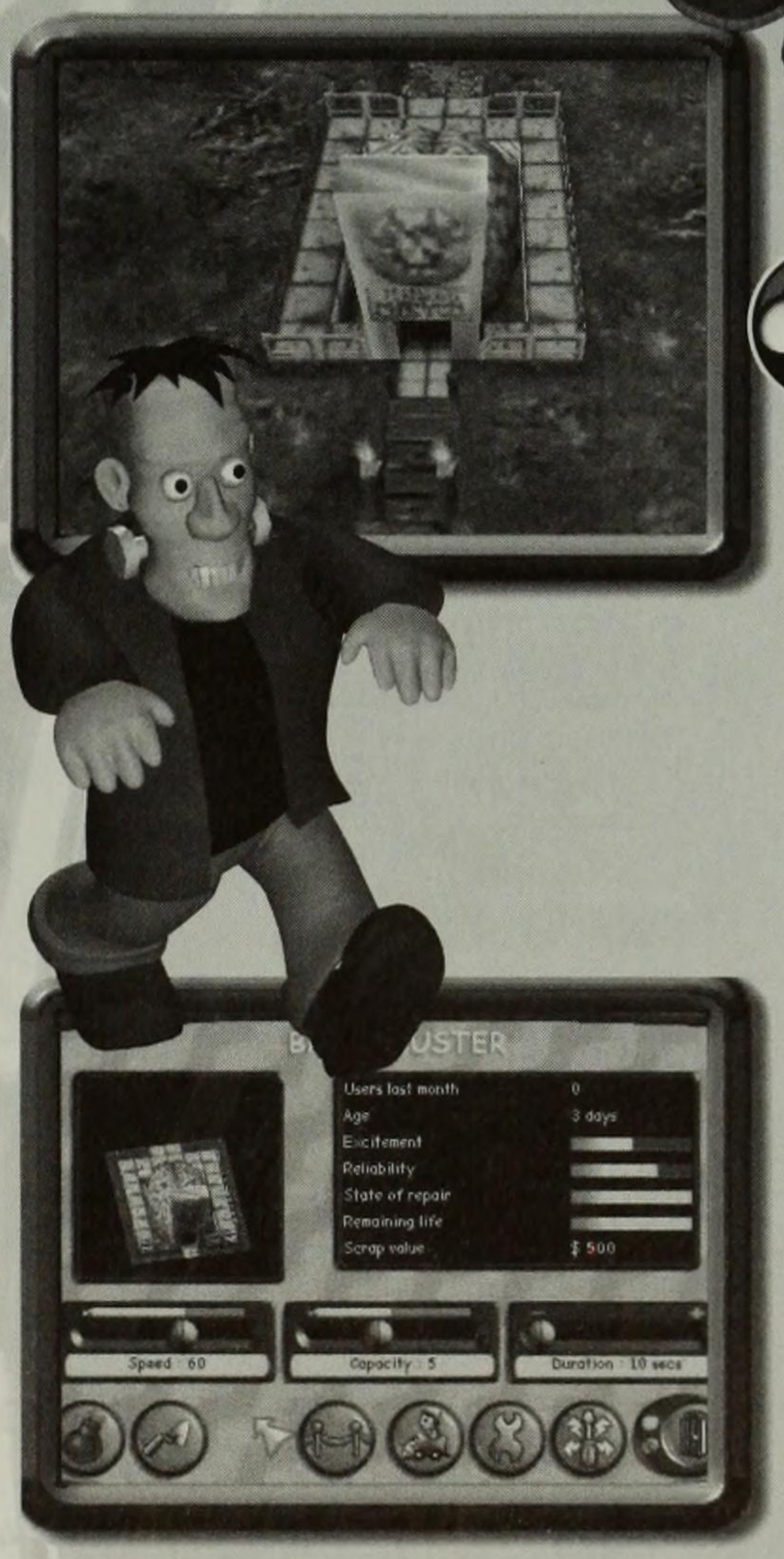
DEFAULT SETTINGS
Speed: 60 **Capacity:** 5 **Duration:** 10 seconds
Suggested Settings
Speed: 75 **Capacity:** 5 **Duration:** 20 seconds

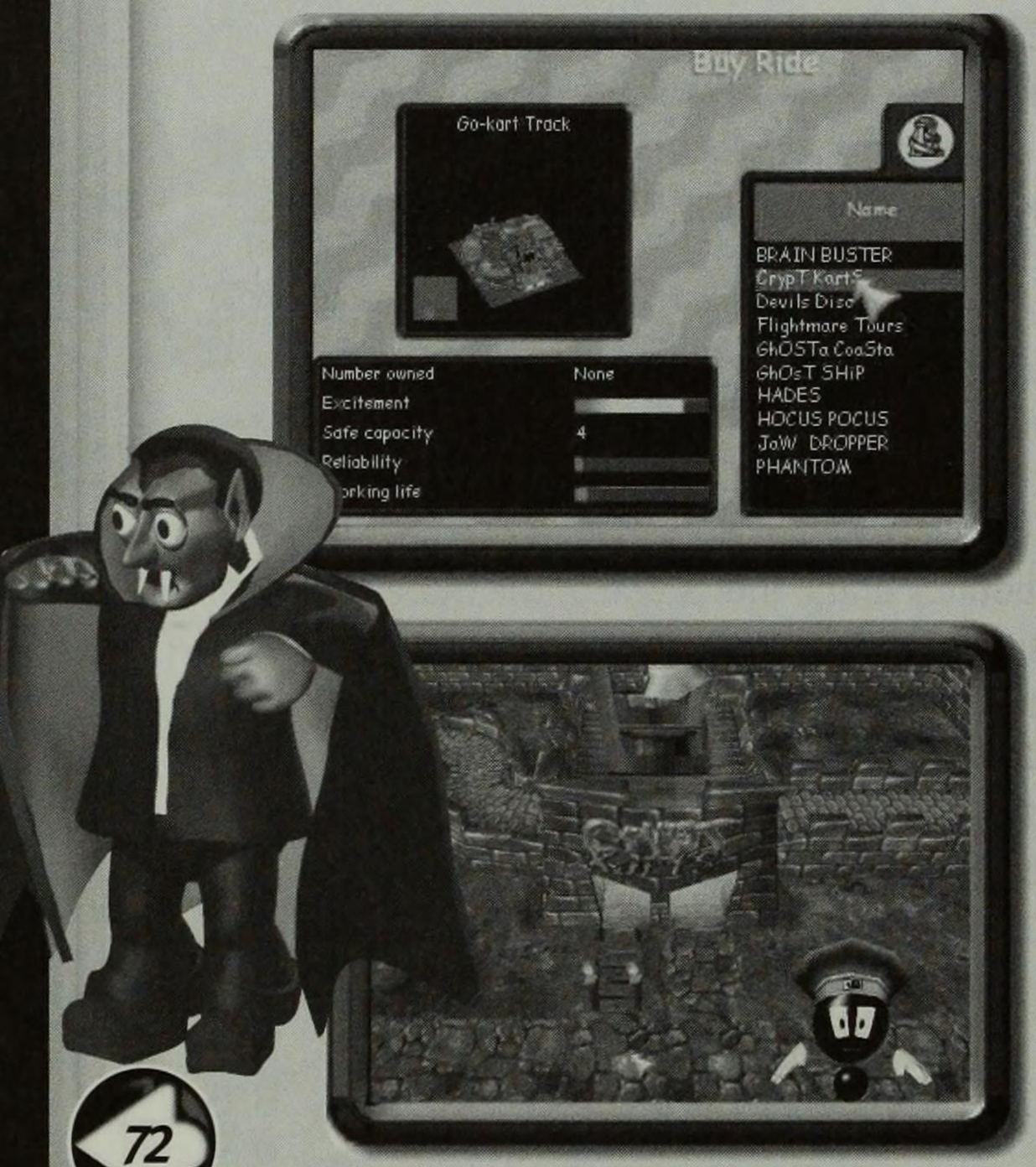
UPGRADE: LEVEL 2

Cost: $200
DEFAULT SETTINGS
Speed: 75 **Capacity:** 7 **Duration:** 10 seconds
SUGGESTED SETTINGS
Speed: 90 **Capacity:** 6 **Duration:** 20 seconds

UPGRADE: LEVEL 3

Cost: $200
DEFAULT SETTINGS
Speed: 90 **Capacity:** 9 **Duration:** 10 seconds
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 9 **Duration:** 20 seconds





CRYPT KARTS

Description: Go Karts
Details: Revealed in second ride research group
Cost: $4,000
Footprint: 4 x 4
Queue: Gate and the exit are positioned at the front, while the ride runs from the sides

Crypt Karts is an essential ride in Halloween World. It takes some time to research but is relatively cheap for a track ride, and it's a proven winner. With two good-looking extra track sections in addition to the standard upgrades, there's plenty to play with. Crypt Karts can be a victim of its own success by generating long lines, but careful queue management can offset this. Other than that, just build Crypt Karts and go for it—long tracks and cross-roads a go go!

LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 4 **Duration:** 3 circuits
SUGGESTED SETTINGS
Speed: 70 **Capacity:** 4 **Duration:** 3 circuits

UPGRADE: LEVEL 2

Cost: $400
DEFAULT SETTINGS
Speed: 75 **Capacity:** 8 **Duration:** 3 circuits
SUGGESTED SETTINGS
Speed: 90 **Capacity:** 8 **Duration:** 3 circuits

UPGRADE: LEVEL 3

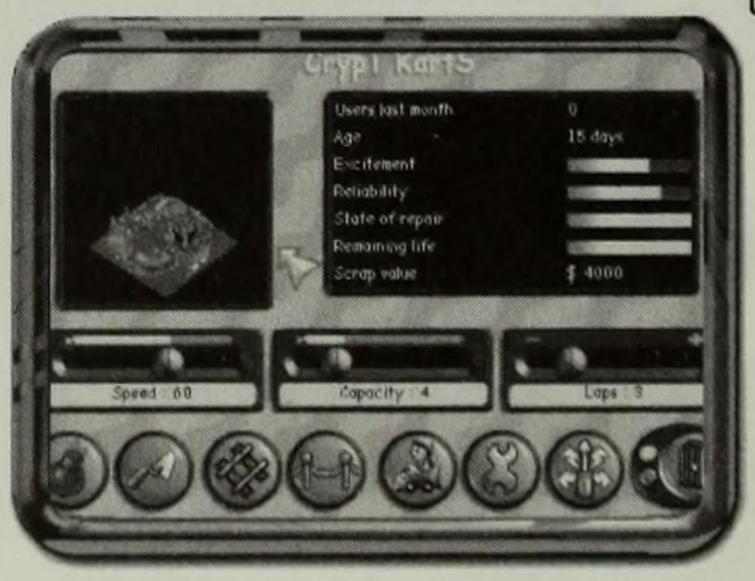
Cost: $400
DEFAULT SETTINGS
Speed: 90 **Capacity:** 12 **Duration:** 3 circuits
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 10 **Duration:** 4 circuits

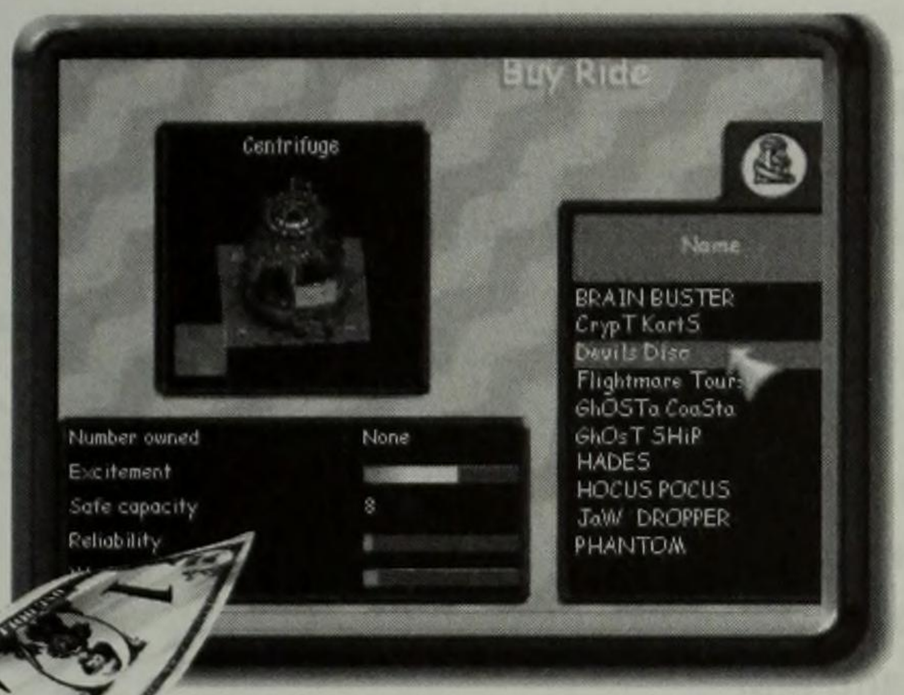
UPGRADE: CRYPT KARTS CHOPPER

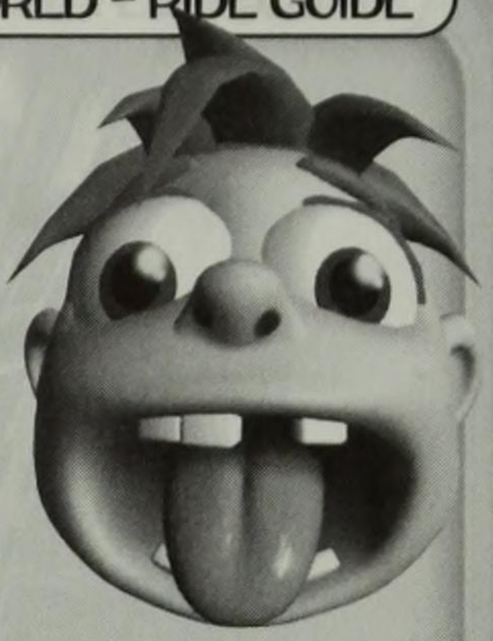
Cost: $ 1,250
This is what a horror theme park is all about. It looks nasty, dangerous, and above all, gratuitously gory. Its introduction can pep up an ageing track's performance.

UPGRADE: CRYPT KARTS JUMP

Cost: $900
A standard jump, but it can help spice up even the most tedious rectangular tracks. And it will refresh interest.



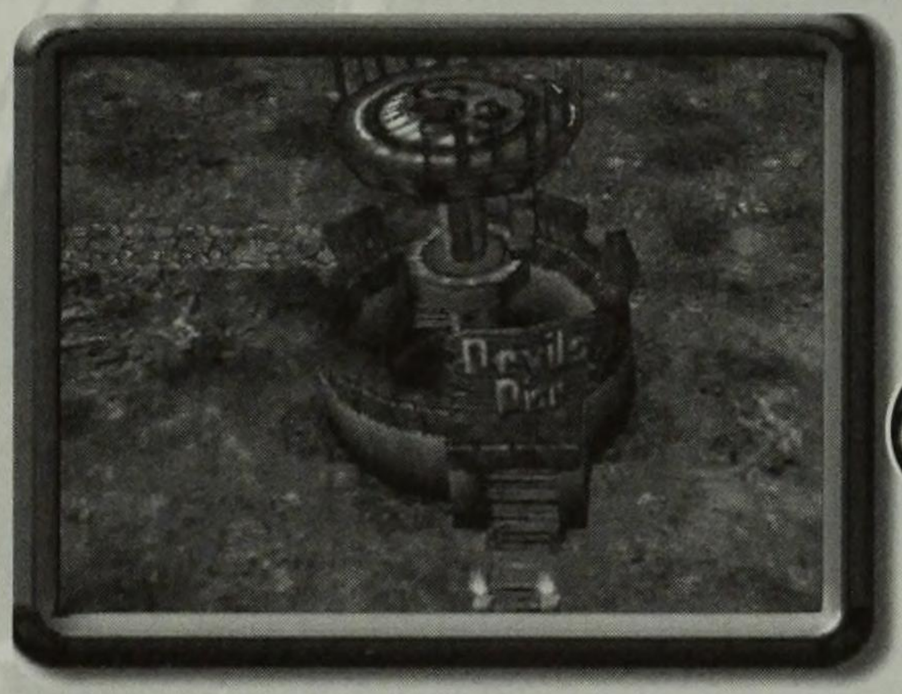




DEVILS DISC

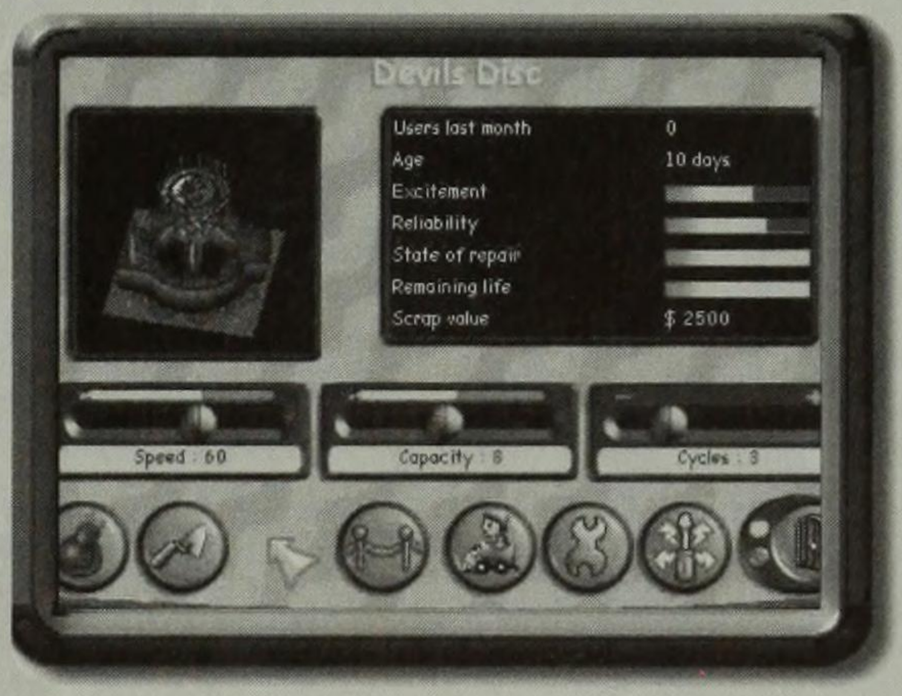
Description: Centrifuge
Details: Revealed in second ride research group
Cost: $2,500
Footprint: 4 x 4
Queue: Gate and the exit are offset, and run from the front and rear

A decent enough ride but it struggles to deliver good quality thrills. In order to make Devils Disc exciting, you're forced to crank up the number of cycles per run, which critically slows the rate at which queues are recycled. So, while it will never be a major attraction in its own right, Devils Disc is worth placing alongside a star attraction. There it can feed off the lines generated by the biggies, help pull crowds to that side of the park and mop up spare kids from the star ride during maintenance breaks.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 8 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 70 **Capacity:** 8 **Duration:** 4 cycles

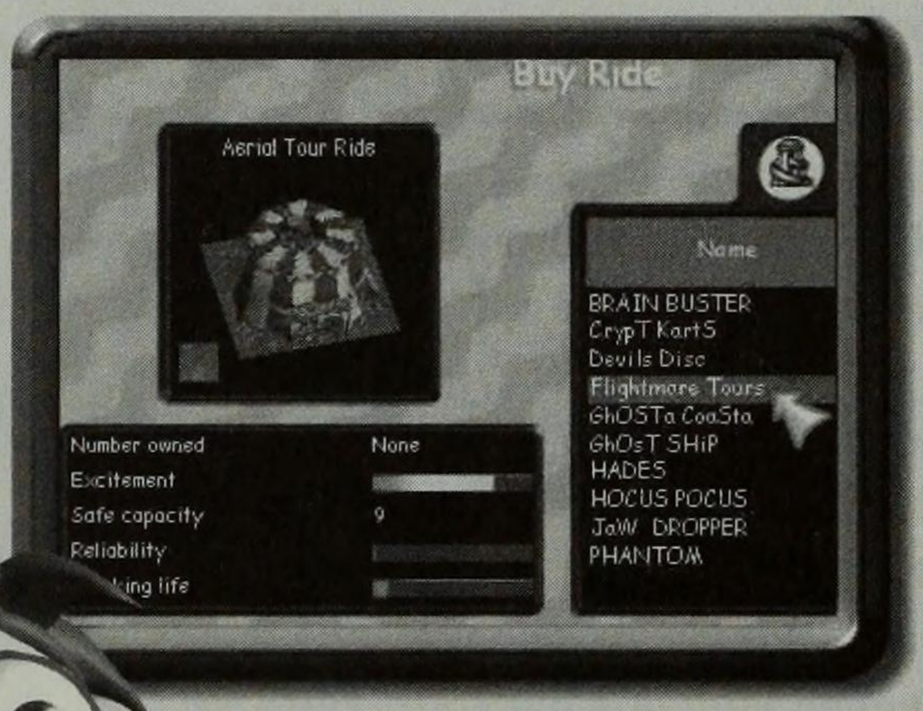


UPGRADE: LEVEL 2

Cost: $300
DEFAULT SETTINGS
Speed: 75 **Capacity:** 10 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 92 **Capacity:** 11 **Duration:** 4 cycles

UPGRADE: LEVEL 3

Cost: $300
DEFAULT SETTINGS
Speed: 90 **Capacity:** 12 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 14 **Duration:** 4 cycles

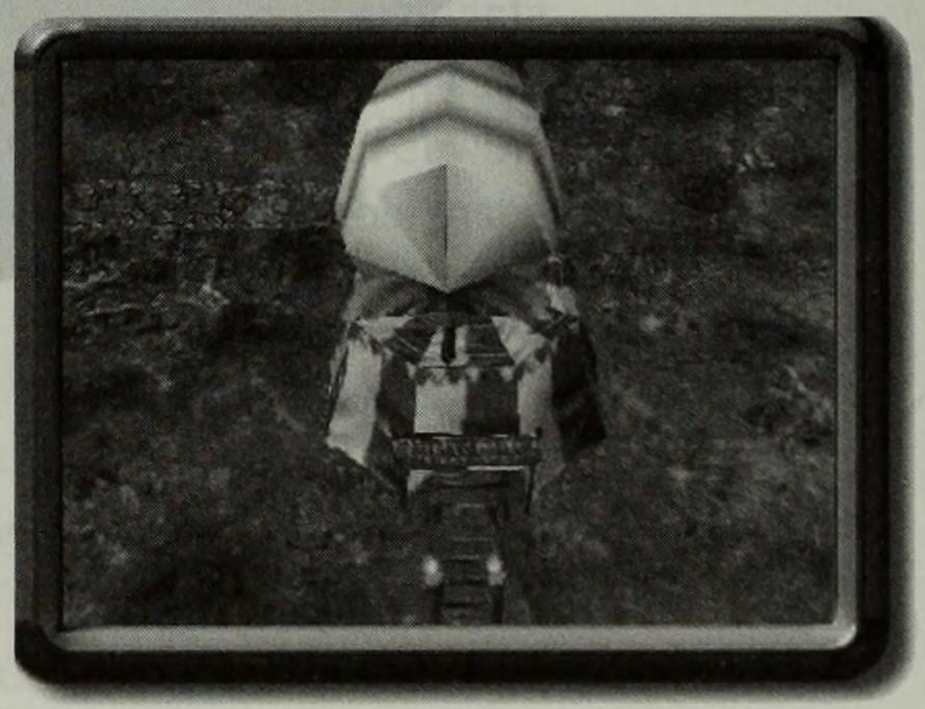


FLIGHTMARE TOURS

Description: Aerial Tour Ride
Details: Revealed as ??? Mystery Ride! ???. You can get it for the price of one Golden Ticket
Cost: $5,000
Footprint: 3 x 3
Queue: Gate and the exit are positioned symmetrically opposite and run from the front and rear



Flightmare Tours takes the kids for a spin over the park in a stripy zeppelin. It works hard, shifts loads of punters—up to 27 kids a sessions—and is a ride that maintains its appeal even in the face of new ride competition. As a ??? Mystery Ride! ??? it's free and available early on, so it's a must-have ride for successful parks. On a slightly more underhand note the Tour can be scrapped instantly after construction to net a free $5,000—which is handy if you need money and want to avoid a loan.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 9 **Duration:** 40 seconds
SUGGESTED SETTINGS
Speed: 64 **Capacity:** 11 **Duration:** 40 seconds

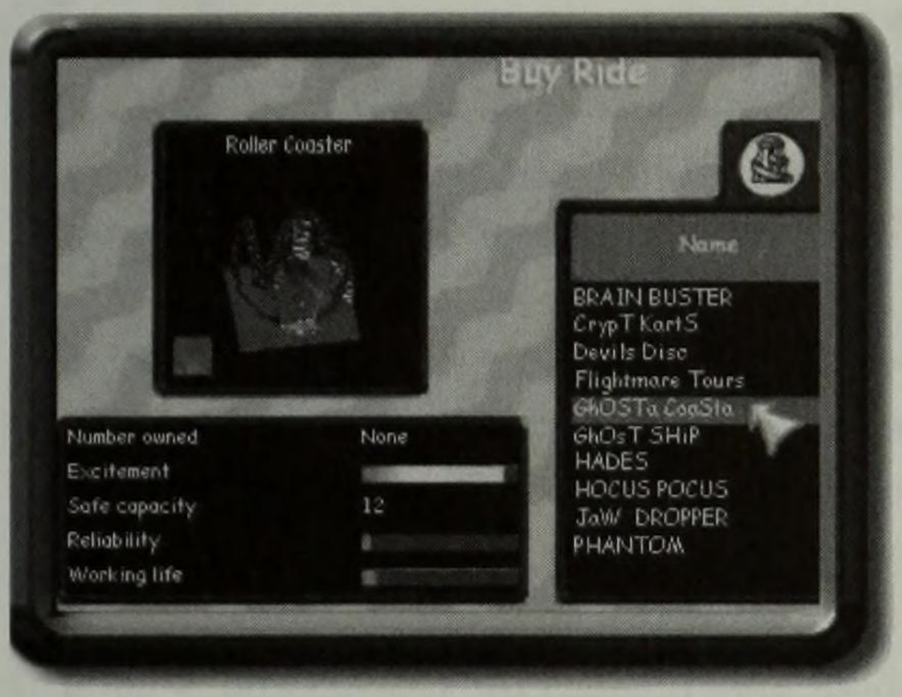


UPGRADE: LEVEL 2

Cost: $500
DEFAULT SETTINGS
Speed: 75 **Capacity:** 18 **Duration:** 40 seconds
SUGGESTED SETTINGS
Speed: 81 **Capacity:** 22 **Duration:** 40 seconds

UPGRADE: LEVEL 3

Cost: $500
DEFAULT SETTINGS
Speed: 90 **Capacity:** 27 **Duration:** 40 seconds
SUGGESTED SETTINGS
Speed: 96 **Capacity:** 24 **Duration:** 40 seconds



GHOSTA COASTA

Description: Roller Coaster
Details: Revealed in third ride research group
Cost: $10,000
Footprint: 3 x 3
Queue: Gate and the exit are positioned symmetrically opposite and run from the front and rear

A quality roller coaster, the Ghosta Coasta is a real workhorse. With three big cars running at the same time, it ploughs through queues even at Level 1. So make the track as interesting as you can afford, but leave room for the introduction of loops after the ride has been upgraded. It's worth remembering that you can place pylons in those little spaces between other buildings. This is not only an efficient use of space but looks really cool too.







LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 10 per train
Duration: N/A
SUGGESTED SETTINGS
Speed: 67 **Capacity:** 10 per train
Duration: N/A

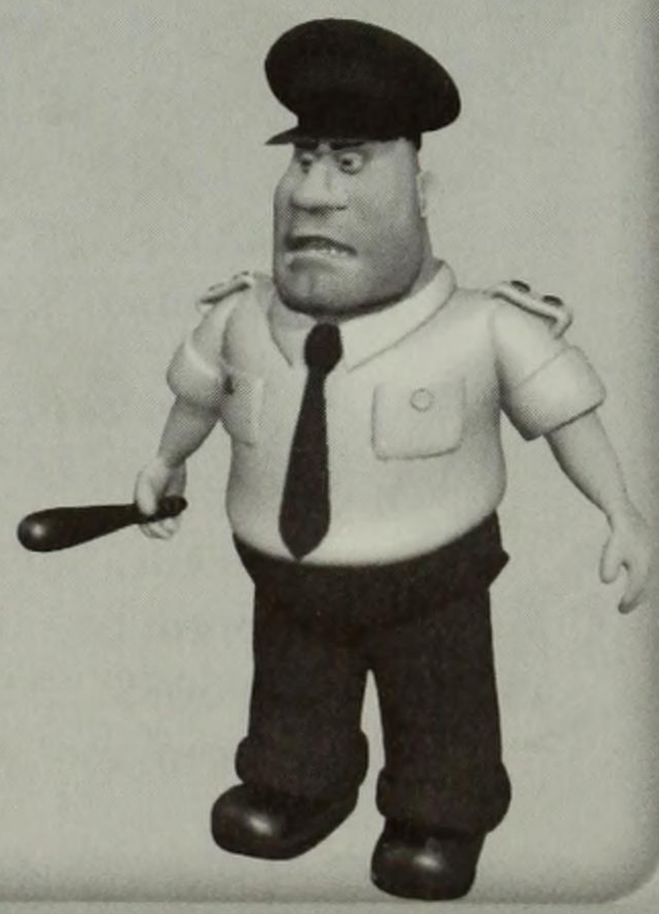


UPGRADE: LEVEL 2

Cost: $5,000 (Loop pylons available)
DEFAULT SETTINGS
Speed: 75 **Capacity:** 12 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 84 **Capacity:** 12 per train **Duration:** N/A

UPGRADE: LEVEL 3

Cost: $2,000 (Loop pylons available)
DEFAULT SETTINGS
Speed: 90 **Capacity:** 14 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 14 per train **Duration:** N/A

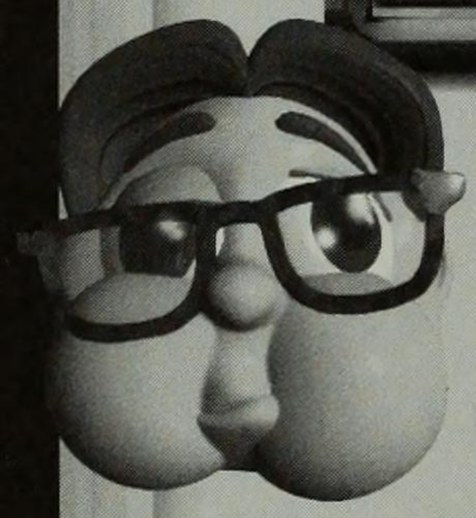






GHOST SHIP

Description: Pirate Ship
Details: Revealed in first ride research group
Cost: $2,750
Footprint: 4 x 5
Queue: The gate and exit are positioned symmetrically opposite and run from the front and rear

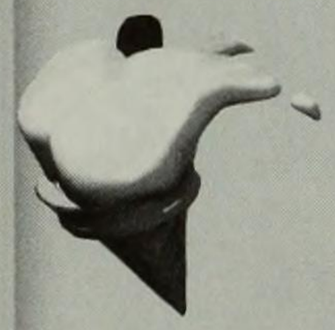


The Ghost Ship pleases the crowds and is good value for both thrills and seats. The kids appear to love it and its capacity can be cheaply expanded. In the relatively tight confines of Halloween World, the Ghost Ship's tidy and compact shape allows it to be slotted in amongst the core central attractions—useful if you research the ride before you've got the cash needed to buy more land. But wherever you place the Ghost Ship it will act as a magnet for the crowds, and local shops will benefit from the passing trade.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 12 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 66 **Capacity:** 12 **Duration:** 4 cycles



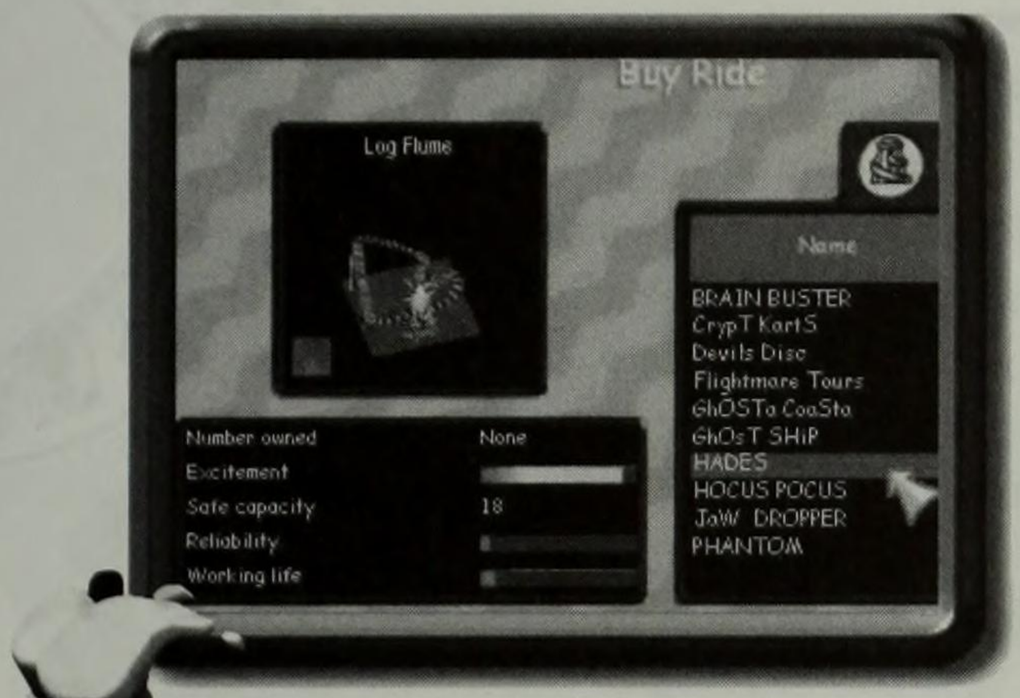
UPGRADE: LEVEL 2

Cost: $250
DEFAULT SETTINGS
Speed: 75 **Capacity:** 16 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 92 **Capacity:** 14 **Duration:** 4 cycles

UPGRADE: LEVEL 3

Cost: $250
DEFAULT SETTINGS
Speed: 90 **Capacity:** 20 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 21 **Duration:** 4 cycles







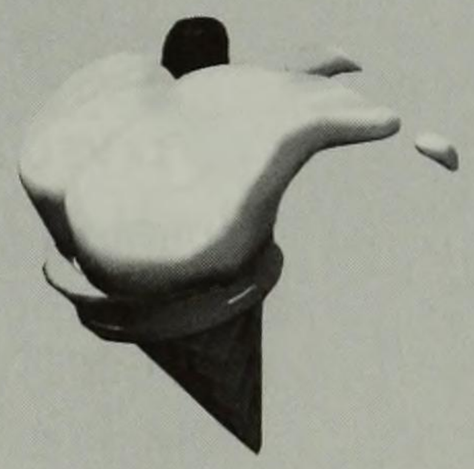
HADES

Description: Log Flume
Details: Revealed in first ride research group
Cost: $10,000
Footprint: 3 x 3
Queue: The gate and exit are positioned opposite each other and run from the front and rear. The track runs from the side

While Hades is expensive, its rapid appearance on the build menu does mean that you've generally got enough money to afford it! It's a real wrench to hand over so much cash early on, but the investment is worth it because this is a real headline act. The ride can seat some 18 kids from the start and it gives the crowds the thrills they're looking for. And as soon as you can afford to upgrade Hades, do it, and try to get to Level 3 as quickly as possible. Hades is a good looker so why not build a track for it that runs over the top of some existing attractions to make your park look dead exciting.

LEVEL 1

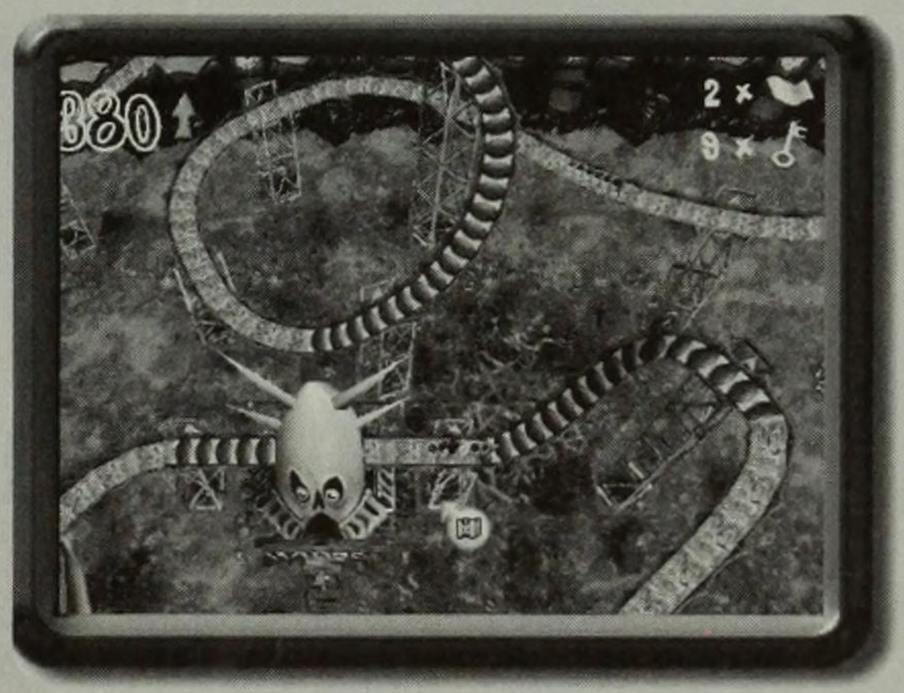
DEFAULT SETTINGS
Speed: 60 **Capacity:** 6 per car **Duration:** N/A
SUGGESTED SETTINGS
Speed: 67 **Capacity:** 6 per car **Duration:** N/A





UPGRADE: LEVEL 2

Cost: $5,000
DEFAULT SETTINGS
Speed: 75 **Capacity:** 6 per car
Duration: N/A
SUGGESTED SETTINGS
Speed: 87 **Capacity:** 6 per car
Duration: N/A

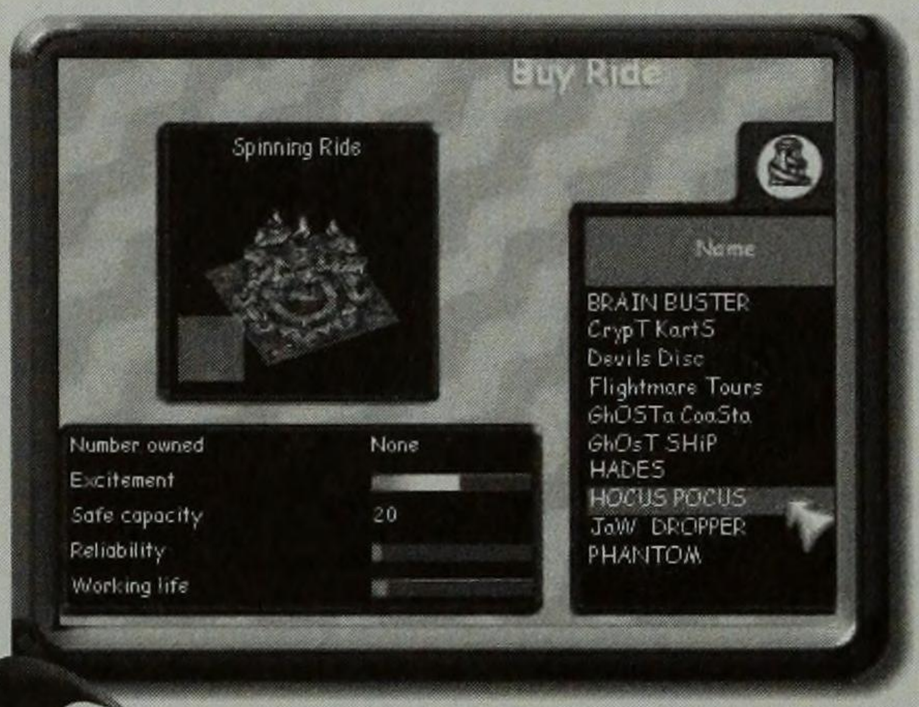




UPGRADE: LEVEL 3

Cost: $2,000
DEFAULT SETTINGS
Speed: 90 **Capacity:** 6 per car **Duration:** N/A
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 6 per car **Duration:** N/A





HOCUS POCUS

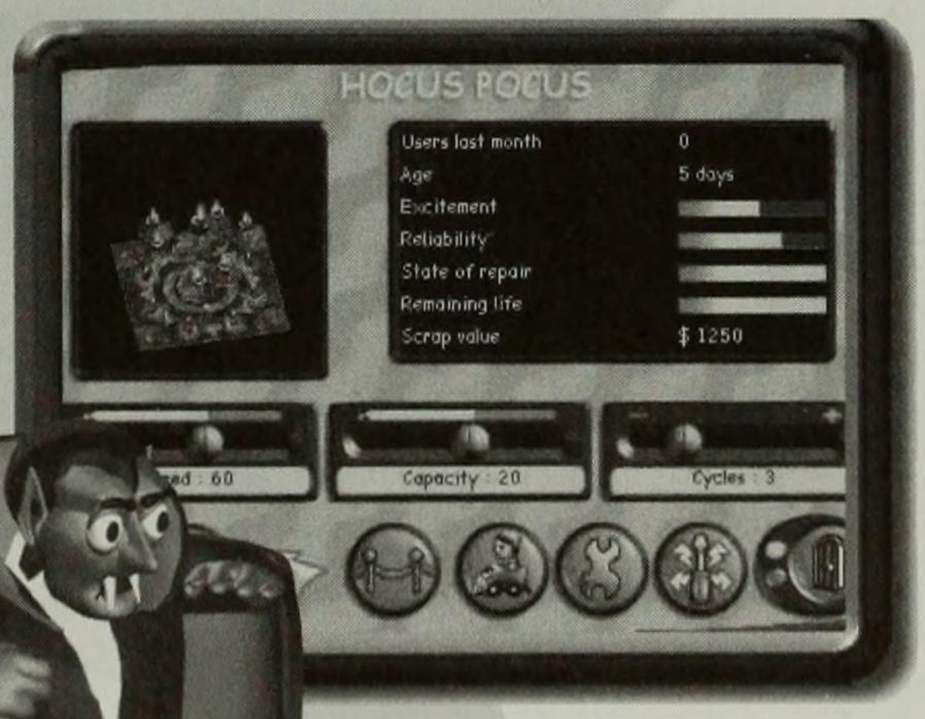
Description: Spinning Ride
Details: Revealed in second ride research group
Cost: $1,250
Footprint: 5 x 5
Queue: The gate and exit are positioned symmetrically opposite each other and run from the front and rear



Hocus Pocus is a late developer. A standard spinning ride, it would be nothing to write home about if it didn't have a 20-person capacity at Level 1. This increases to an impressive 32 when fully upgraded, but you're hard pressed to ever get the ride full. In fact, to maximise the ride's thrill factor, sacrifice reliability and opt for an extra ride cycle to pull in the punters.

LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 20 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 69 **Capacity:** 18 **Duration:** 4 cycles



UPGRADE: LEVEL 2

Cost: $200
DEFAULT SETTINGS
Speed: 75 **Capacity:** 26 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 89 **Capacity:** 26 **Duration:** 4 cycles

UPGRADE: LEVEL 3

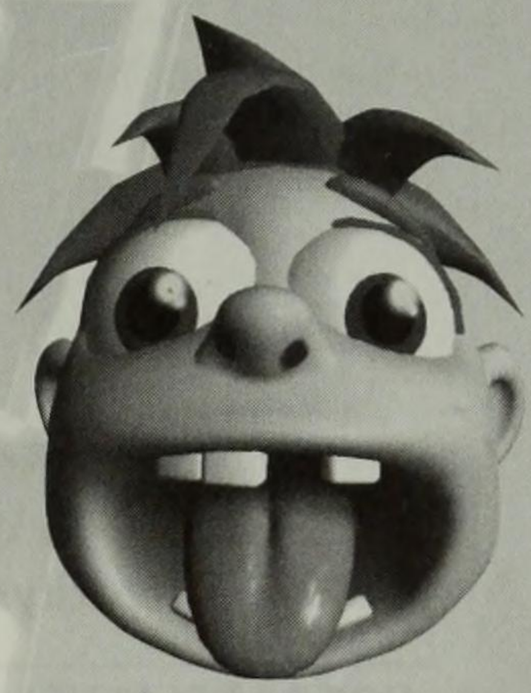
Cost: $200
DEFAULT SETTINGS
Speed: 90 **Capacity:** 32 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 96 **Capacity:** 32 **Duration:** 4 cycles



JAW DROPPER

Description: Vertical Drop
Details: Available from start
Cost: $2,000
Footprint: 4 x 4
Queue: The gate and exit run from the front

The signature ride for Halloween World. The Jaw Dropper looks so good you just have to build one near the gates to let the kids know the kind of horrors awaiting within. As a starting ride, build at least one Jaw Dropper to keep the customers happy until the better rides come on line. It fades badly when the roller coasters appear, but it's worth keeping around for decorative purposes.



LEVEL 1

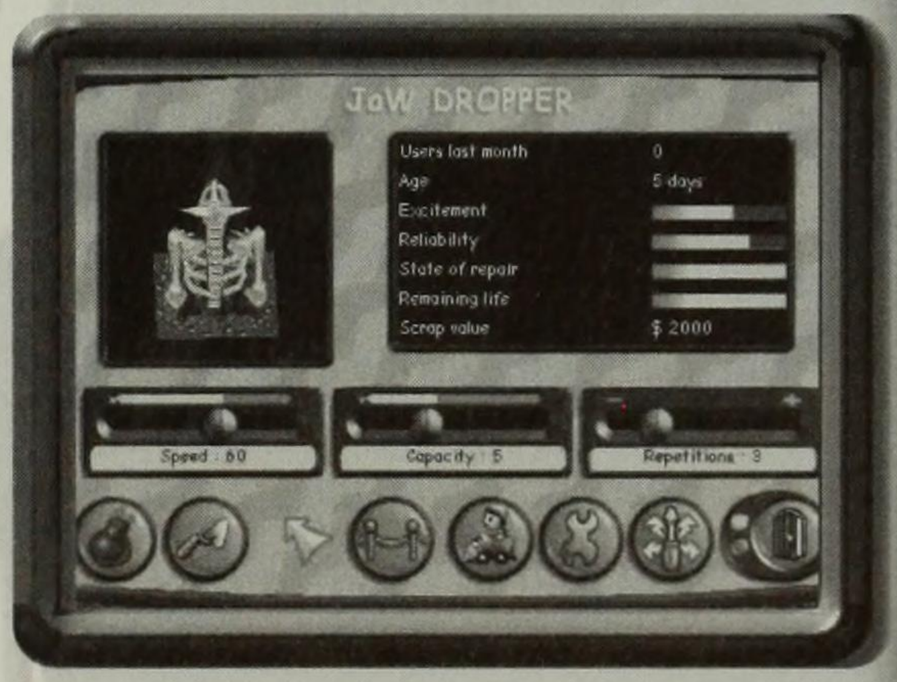
DEFAULT SETTINGS
Speed: 60 **Capacity:** 5 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 78 **Capacity:** 4 **Duration:** 3 cycles

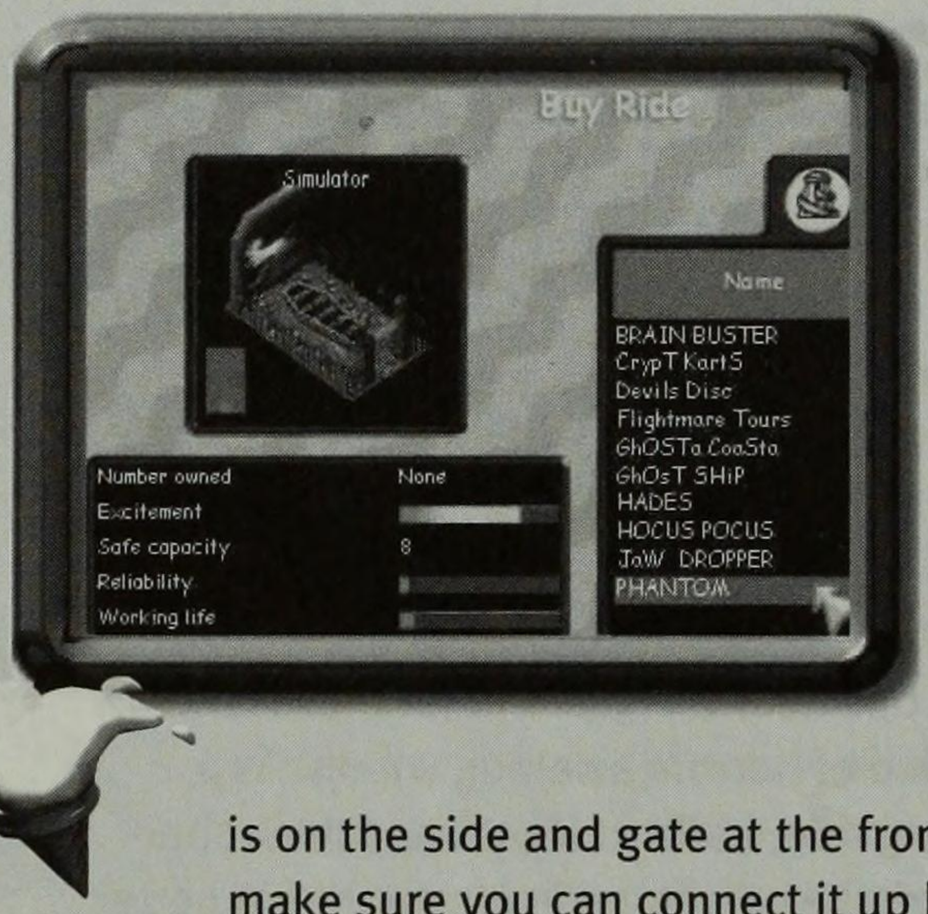
UPGRADE: LEVEL 2

Cost: $250
DEFAULT SETTINGS
Speed: 75 **Capacity:** 8 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 90 **Capacity:** 10 **Duration:** 4 cycles

UPGRADE: LEVEL 3

Cost: $250
DEFAULT SETTINGS
Speed: 90 **Capacity:** 11 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 12 **Duration:** 4 cycles



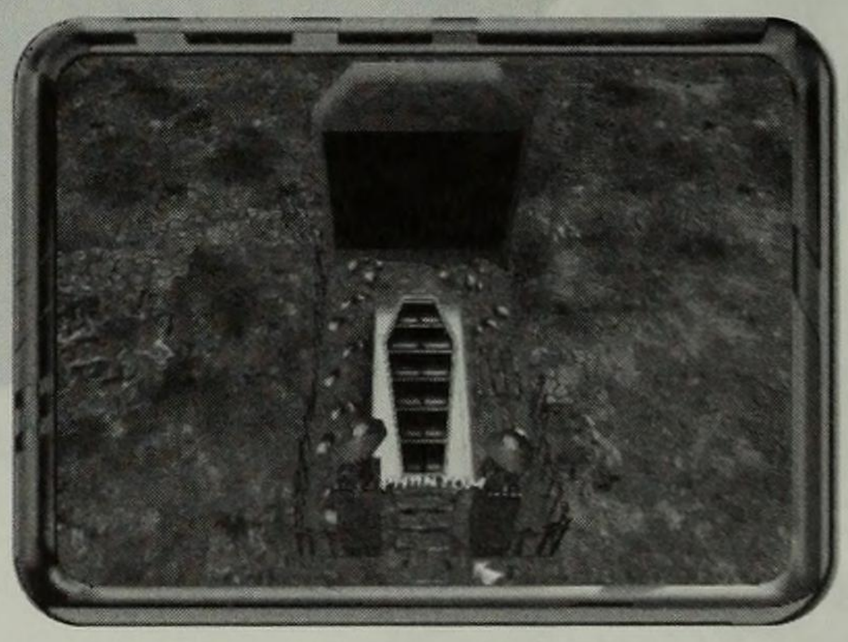




PHANTOM

Description: Simulator
Details: Revealed in fourth ride research group
Cost: $2,000
Footprint: 3 x 5
Queue: The gate runs from the front (short side) and the exit runs from the middle of the right edge (long side)

The Phantom has an odd footprint, as the exit is on the side and gate at the front. This can throw out grid-based floorplans, so make sure you can connect it up before building. This simulator is a solid-gold performer but it only becomes available for research in the fourth research group. For such a late developer it has a surprisingly low capacity, but at the $2,000 price point, that's fair. Besides, by the time you've got the Phantom your park's either already in financial ruin or on its way to theme park glory.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 8 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 72 **Capacity:** 8 **Duration:** 3 cycles



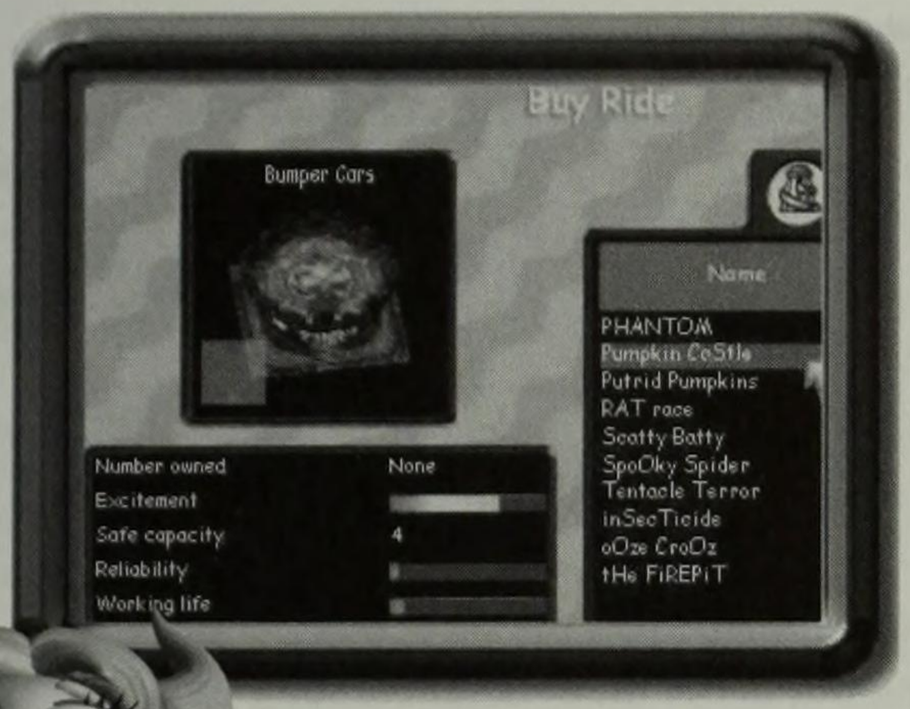
UPGRADE: LEVEL 2

Cost: $250
DEFAULT SETTINGS
Speed: 75 **Capacity:** 12 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 79 **Capacity:** 12 **Duration:** 4 cycles

UPGRADE: LEVEL 3

Cost: $250
DEFAULT SETTINGS
Speed: 90 **Capacity:** 17 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 96 **Capacity:** 17 **Duration:** 4 cycles





PUMPKIN CASTLE

Description: Bumper Cars
Details: Revealed in third ride research group
Cost: $1,500
Footprint: 5 x 5
Queue: Gate and exit are positioned symmetrically opposite each other and run from the front and rear

The Pumpkin Castle is a ride that can easily be overlooked, as it sits in the same research group as the Firepit and Ghosta Coasta. While nothing should hinder your headlong rush for Scatty Batty, do go back and research the Pumpkin Castle as soon as you've some spare capacity. It's a big, imposing looking ride and comes at a bargain basement price. Use it to pep up a park while you're hoarding cash for that big Batty track.

LEVEL 1

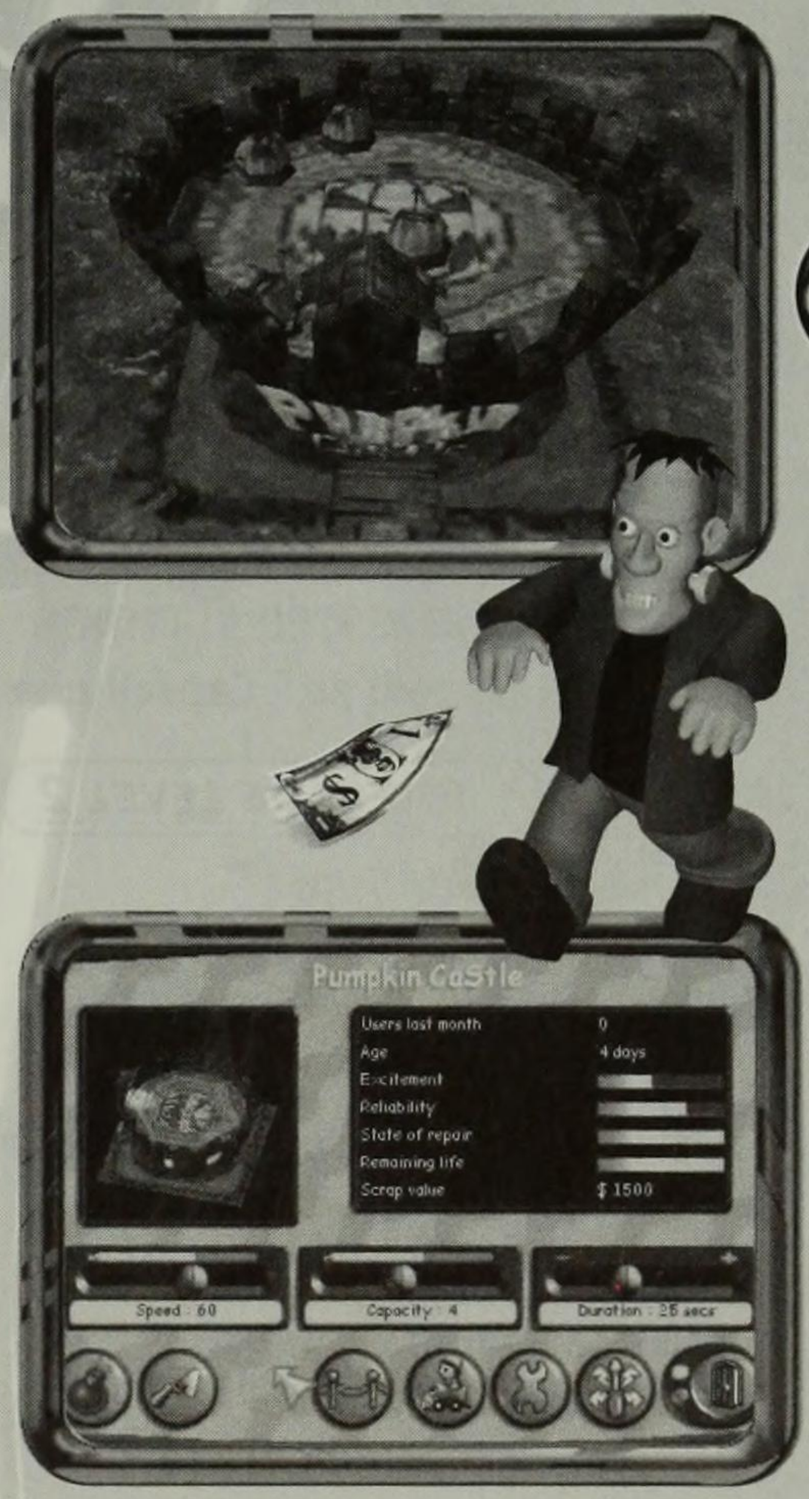
DEFAULT SETTINGS
Speed: 60 **Capacity:** 4 **Duration:** 25 seconds
SUGGESTED SETTINGS
Speed: 70 **Capacity:** 4 **Duration:** 34 seconds

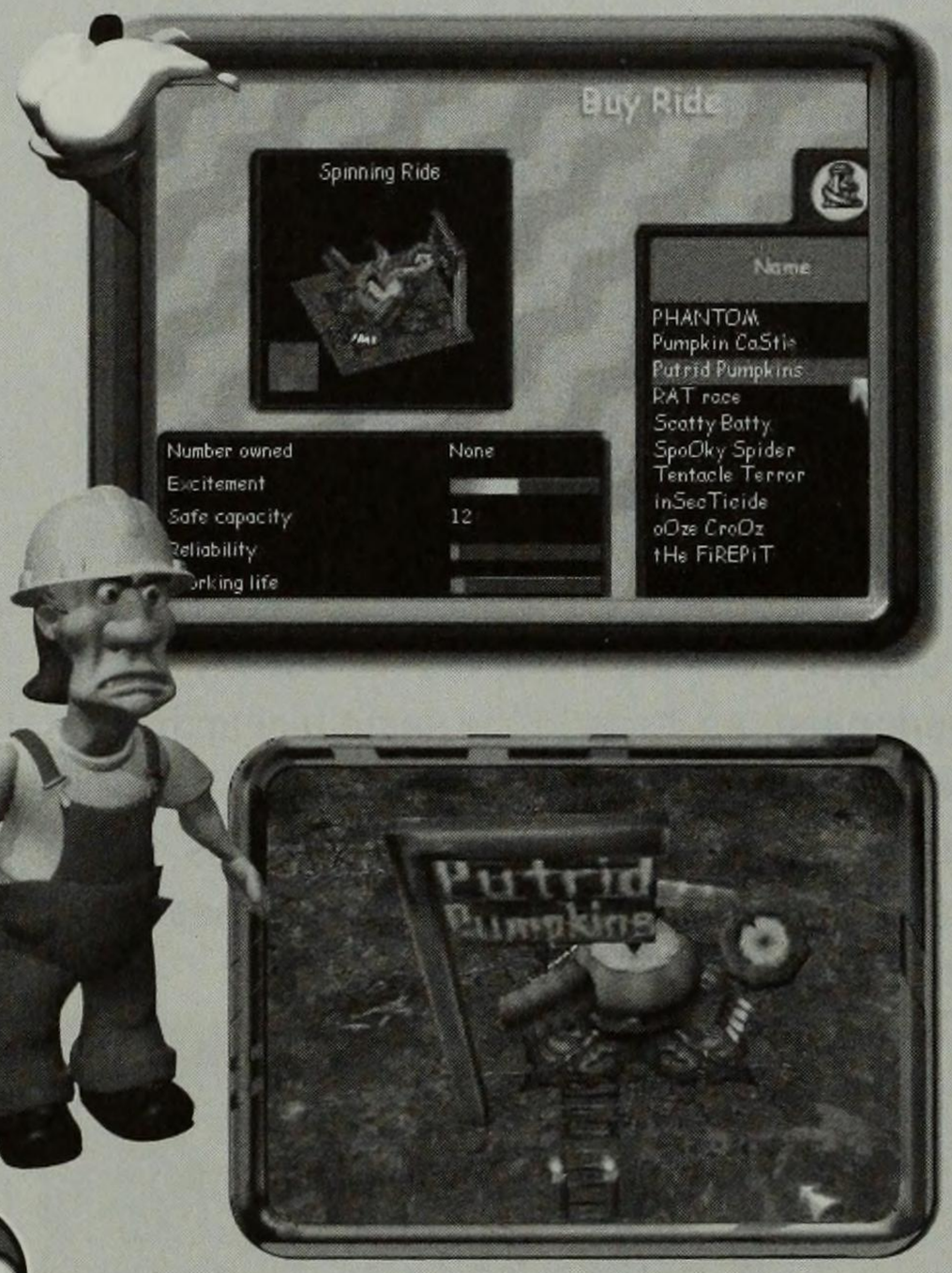
UPGRADE: LEVEL 2

Cost: $250
DEFAULT SETTINGS
Speed: 75 **Capacity:** 6 **Duration:** 25 seconds
SUGGESTED SETTINGS
Speed: 81 **Capacity:** 6 **Duration:** 32 seconds

UPGRADE: LEVEL 3

Cost: $250
DEFAULT SETTINGS
Speed: 90 **Capacity:** 8 **Duration:** 25 seconds
SUGGESTED SETTINGS
Speed: 98 **Capacity:** 8 **Duration:** 32 seconds





PUTRID PUMPKINS



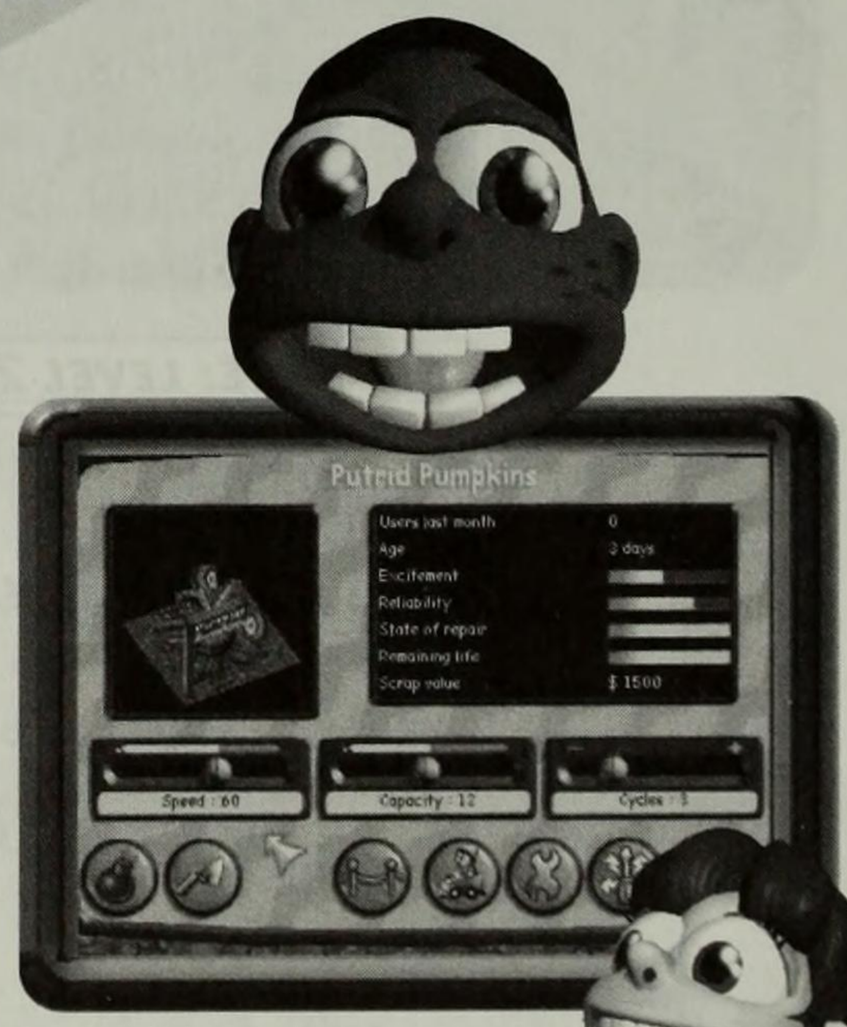
Description: Spinning Ride
Details: Available at start
Cost: $1,500
Footprint: 4 x 4
Queue: The gate and exit run from the front and rear, both are offset to the left

Putrid Pumpkins doesn't look anything special but is the hidden gem among the starting rides. It packs in the crowds and can be upgraded with minimal investment in both research and money. Make sure its Level 2 upgrade is at the top of your research list at the start of your park's development. To get the most out of the ride you need to boost the number of cycles to 4, but this has little impact on reliability.



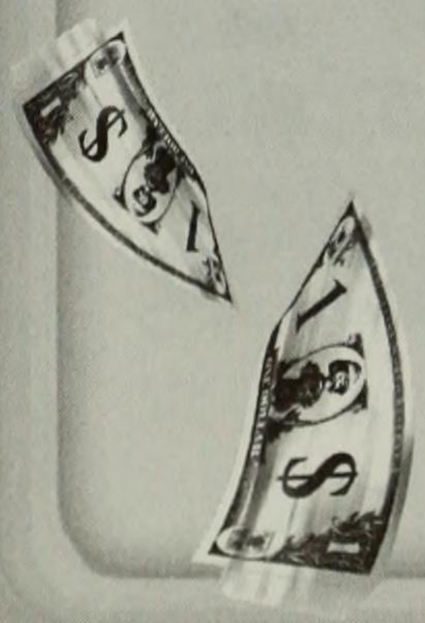
LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 12 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 70 **Capacity:** 12 **Duration:** 4 cycles



UPGRADE LEVEL 2

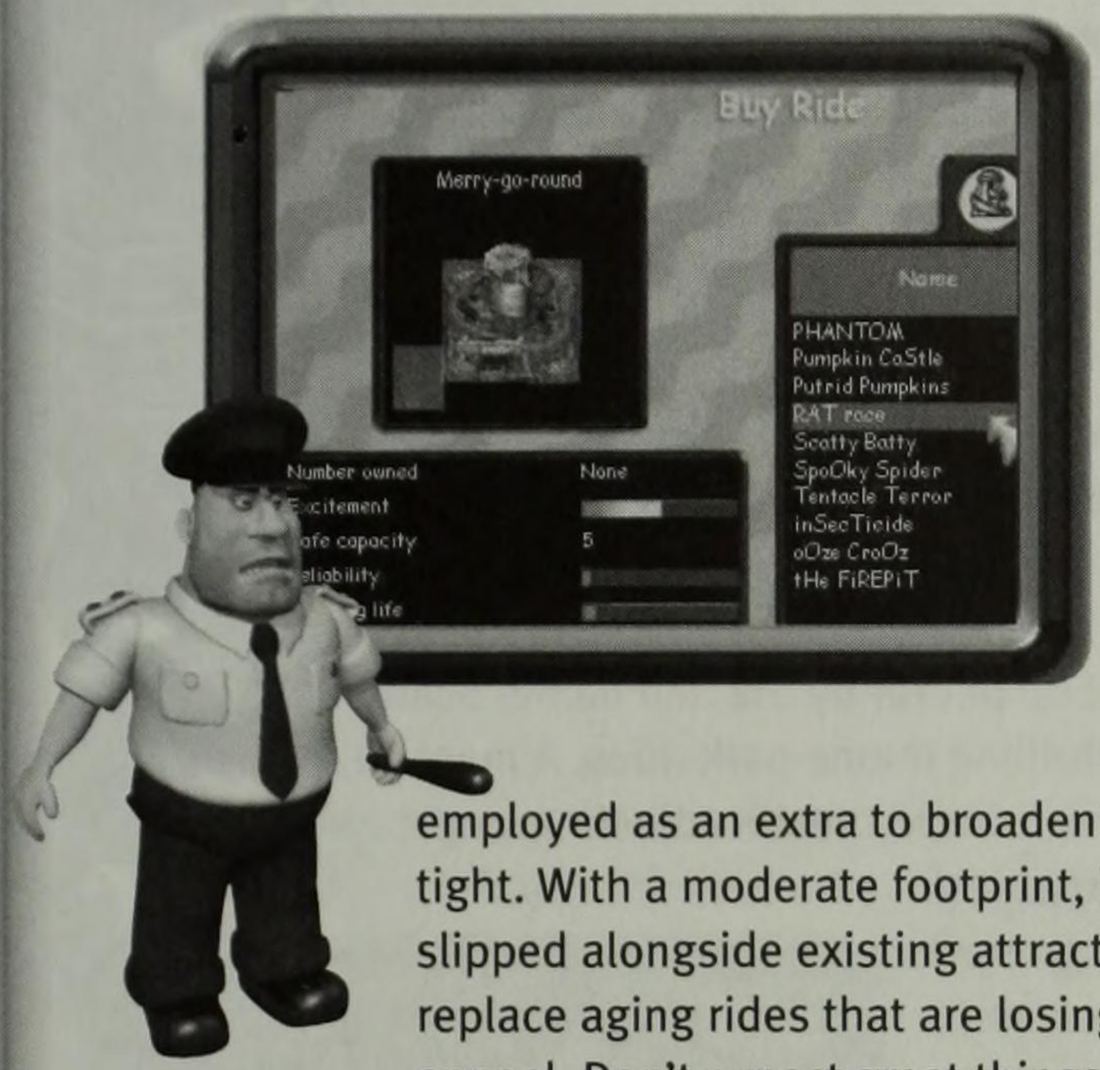
Cost: $150
DEFAULT SETTINGS
Speed: 75 **Capacity:** 18 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 80 **Capacity:** 22 **Duration:** 4 cycles



UPGRADE LEVEL 3

Cost: $150
DEFAULT SETTINGS
Speed: 90 **Capacity:** 22 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 24 **Duration:** 4 cycles





RAT RACE

Description: Merry-go-round
Details: Revealed in second ride research group
Cost: $1,200
Footprint: 4 x 5
Queue: The gate and exit are offset and run from the front and rear (short sides)

Rat Race is a useful ride but is eclipsed by its research group fellow Crypt Karts. It is best employed as an extra to broaden your range of rides when money starts getting tight. With a moderate footprint, it can be slipped alongside existing attractions or replace aging rides that are losing their appeal. Don't expect great things of this bargain bucket ride and you'll be pleasantly surprised, but rely on it as the season's big-hitter and you'll be sadly disappointed.



LEVEL 1

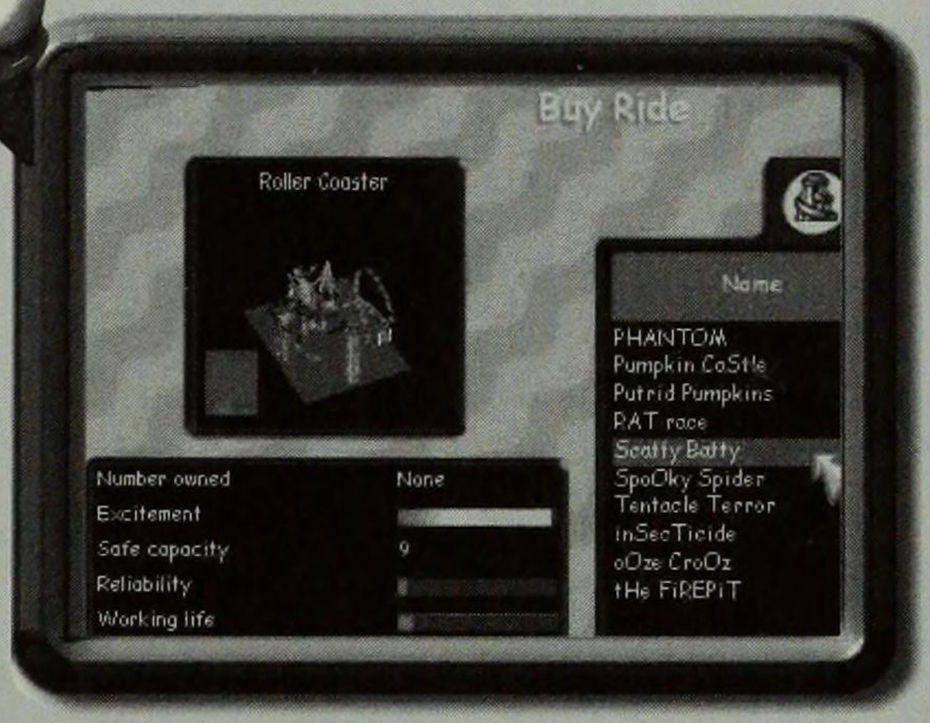
DEFAULT SETTINGS
Speed: 60 **Capacity:** 5 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 82 **Capacity:** 5 **Duration:** 4 cycles

UPGRADE LEVEL 2

Cost: $200
DEFAULT SETTINGS
Speed: 75 **Capacity:** 7 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 82 **Capacity:** 8 **Duration:** 4 cycles

UPGRADE LEVEL 3

Cost: $200
DEFAULT SETTINGS
Speed: 90 **Capacity:** 9 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 98 **Capacity:** 9 **Duration:** 4 cycles

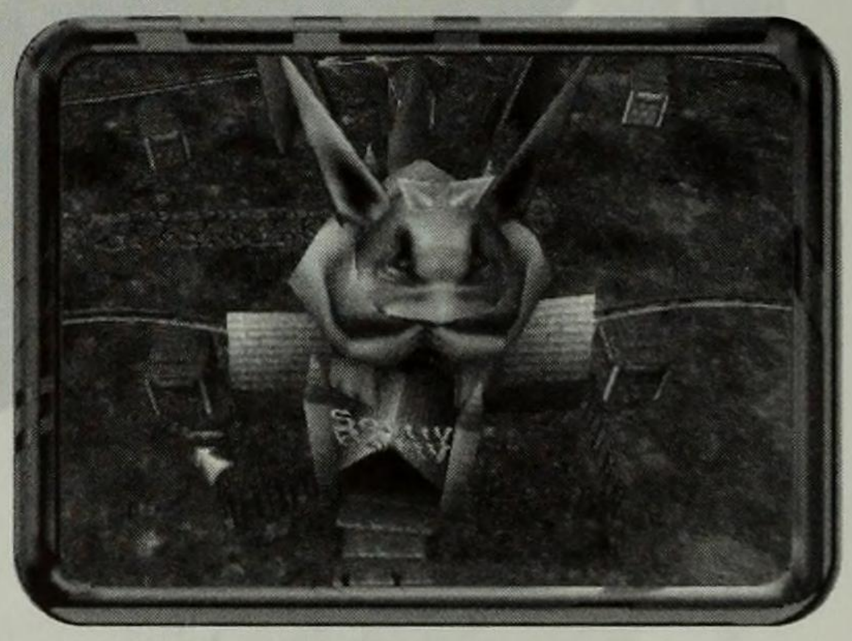


SCATTY BATTY



Description: Roller Coaster
Details: Revealed in fourth ride research group
Cost: $12,500
Footprint: 4 x 5
Queue: The gate and exit are offset and run from the front and rear (short sides)

Do not be put off by the naff name, Scatty Batty is the main man when it comes to thrilling theme park rides. A massive metal coaster with excellent ride potential, it barely needs adjusting to get an excitement rating in the 90's. Make sure that it's the top research priority when the fourth group rides become available, and take out a loan to build the track if you have to. Scatty Batty does the business at Level 1 and is worth every penny of the $7,750 needed to take it all the way.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 10 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 66 **Capacity:** 10 per train **Duration:** N/A

UPGRADE: LEVEL 2

Cost: $5,250 (Loop pylons available)
DEFAULT SETTINGS
Speed: 75 **Capacity:** 14 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 82 **Capacity:** 14 per train **Duration:** N/A



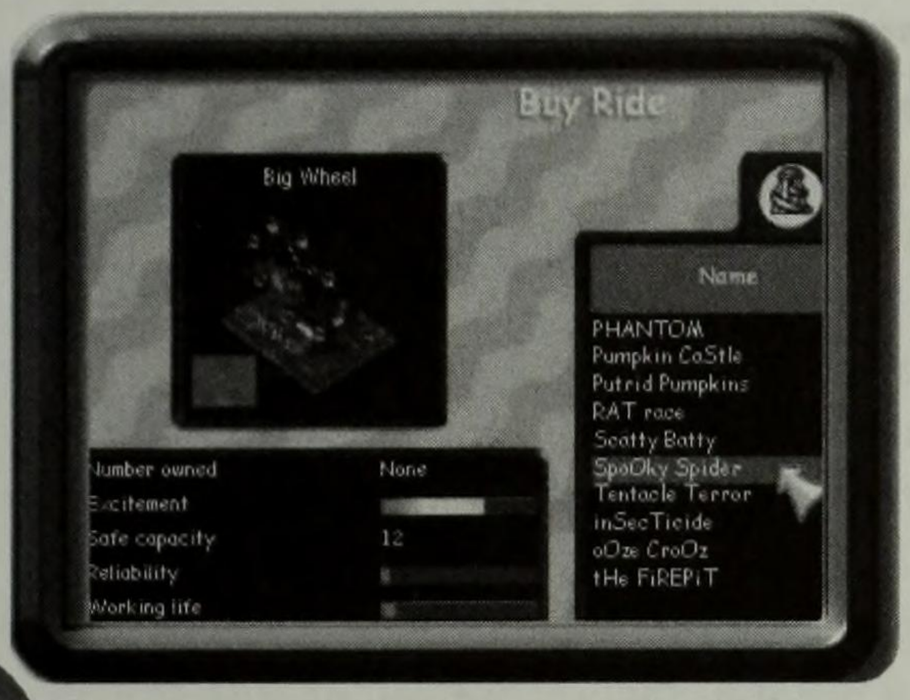


UPGRADE: LEVEL 3

Cost: $2,500 (Loop pylons available)
DEFAULT SETTINGS
Speed: 90 **Capacity:** 16 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 95 **Capacity:** 16 per train **Duration:** N/A







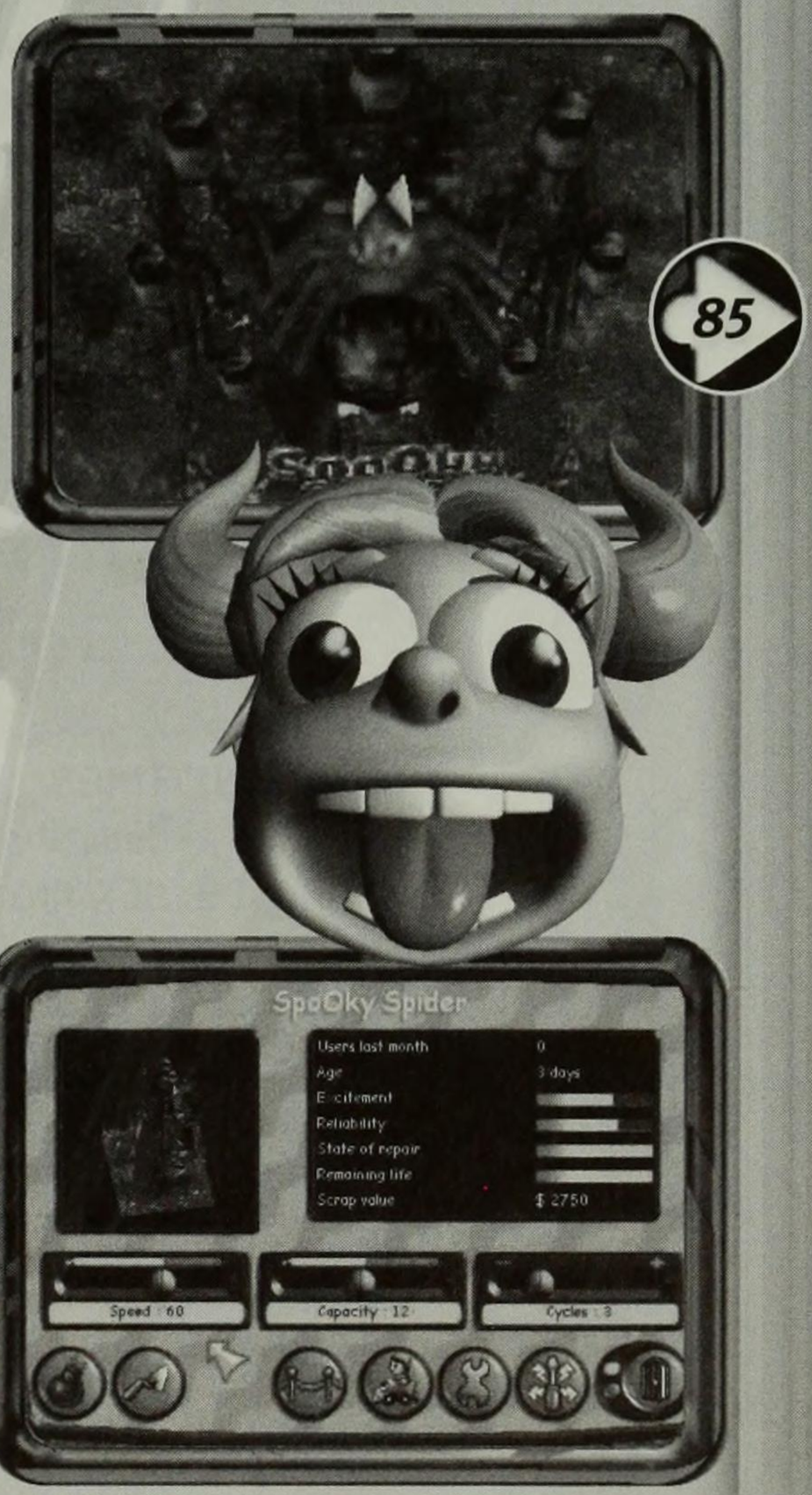


SPOOKY SPIDER

Description: Big Wheel
Details: Revealed as ??? Mystery Ride! ???. You can get this for the price of three Golden Tickets
Cost: $2,750
Footprint: 5 x 5
Queue: The gate and exit are positioned symmetrically opposite each other and run from the front and rear



There are some rides that should be mundane but prove strangely fascinating to the kids in the park. The Spooky Spider is one such ride. A big wheel with few frills, it is a bit of a disappointment when the mystery ride box unpacks. But put the ride down and the kids will start to gravitate towards it. Then, before you know it, the Spider is running at full whack with packed cars. And with a rapidly expanding capacity it makes spending those Golden Tickets a real no-brain option.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 12 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 73 **Capacity:** 13 **Duration:** 4 cycles

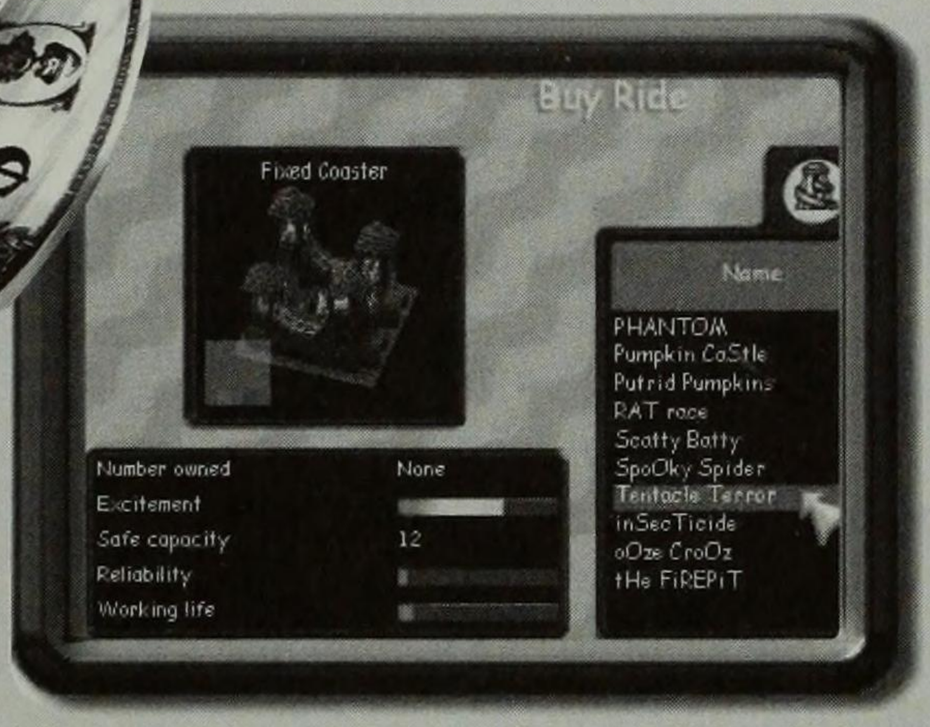
UPGRADE: LEVEL 2

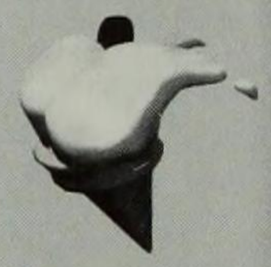
Cost: $250
DEFAULT SETTINGS
Speed: 75 **Capacity:** 16 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 82 **Capacity:** 18 **Duration:** 4 cycles

UPGRADE: LEVEL 3

Cost: $250
DEFAULT SETTINGS
Speed: 90 **Capacity:** 20 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 22 **Duration:** 4 cycles



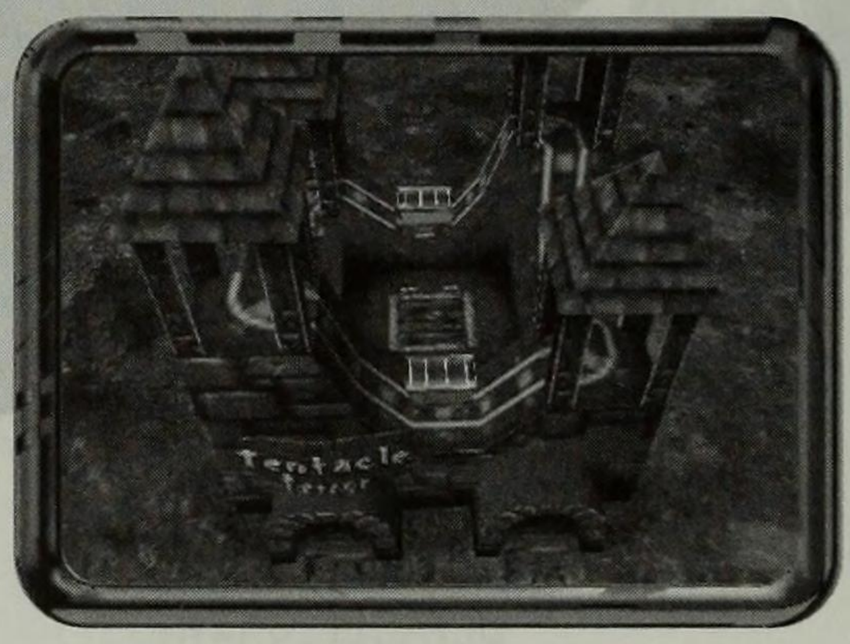




TENTACLE TERROR

Description: Fixed Coaster
Details: Available from start
Cost: $1,750
Footprint: 5 x 5
Queue: The gate and exit are positioned at the front

Along with Putrid Pumpkins, this is the real star of the starting ride line-up. As a fixed coaster it lacks some of the extras the big boys have, but it works hard and gets results. Set in a rather natty castle, the kids just ride round a hilly circle. But it seems to make them happy, so who cares! Just build it, upgrade it as quickly as you can, and then upgrade it again. Then you can forget about the Tentacle and leave it pulling in the punters while you concentrate on matters that are more important.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 12 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 71 **Capacity:** 12 **Duration:** 4 cycles

UPGRADE: LEVEL 2

Cost: $500
DEFAULT SETTINGS
Speed: 75 **Capacity:** 17 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 91 **Capacity:** 18 **Duration:** 4 cycles



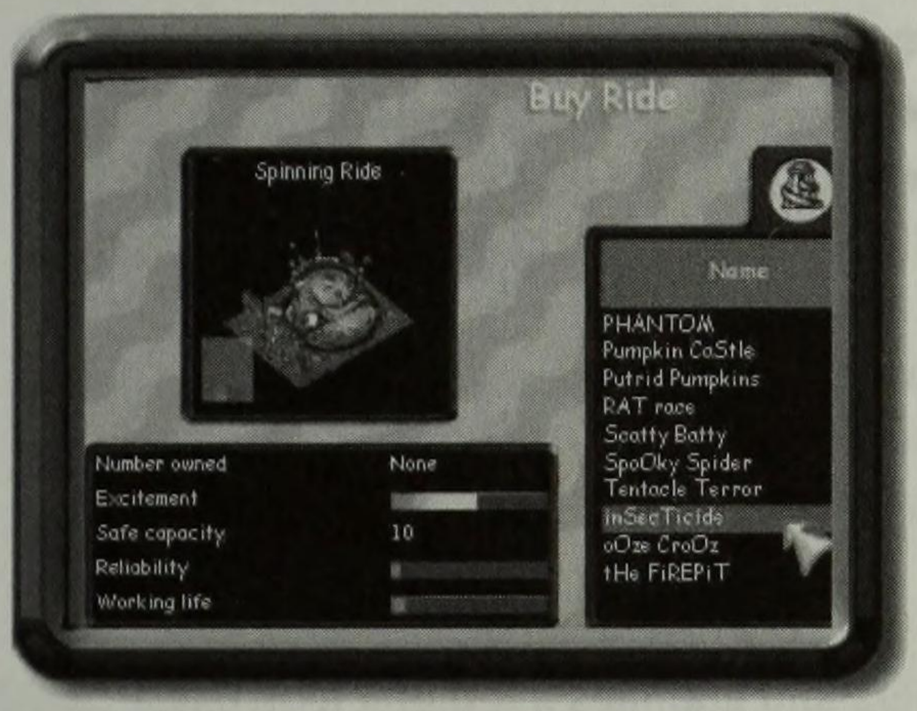
UPGRADE: LEVEL 3

Cost: $500
DEFAULT SETTINGS
Speed: 90 **Capacity:** 22 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 20 **Duration:** 4 cycles









INSECTICIDE



Description: Spinning Ride
Details: Available from start
Cost: $750
Footprint: 4 x 5
Queue: The gate and exit are positioned at the front (short side)

When first placed, the building animation of Insecticide is excellent and promises great things, but its subsequent performance leaves little to be desired. Insecticide lacks the power to pull kids over from other areas of the park and has to be used as part of a package—such as the Firepit—if it is not to be ignored by your customers. Use it to bulk up your park early on, but be ready to move when better central attractions present themselves. When it starts to wane, slip Insecticide alongside a more attractive ride elsewhere in the park.



LEVEL 1

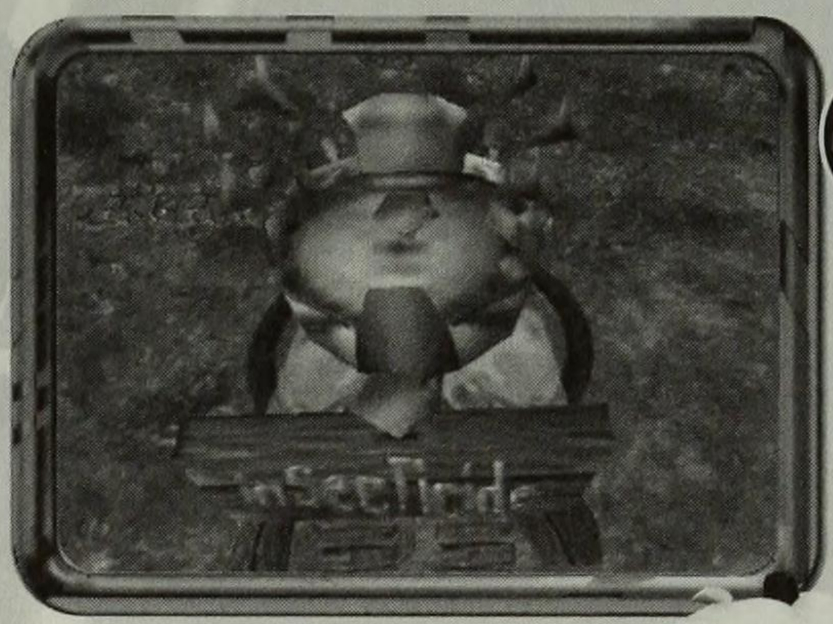
DEFAULT SETTINGS
Speed: 60 **Capacity:** 10 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 72 **Capacity:** 10 **Duration:** 4 cycles

UPGRADE: LEVEL 2

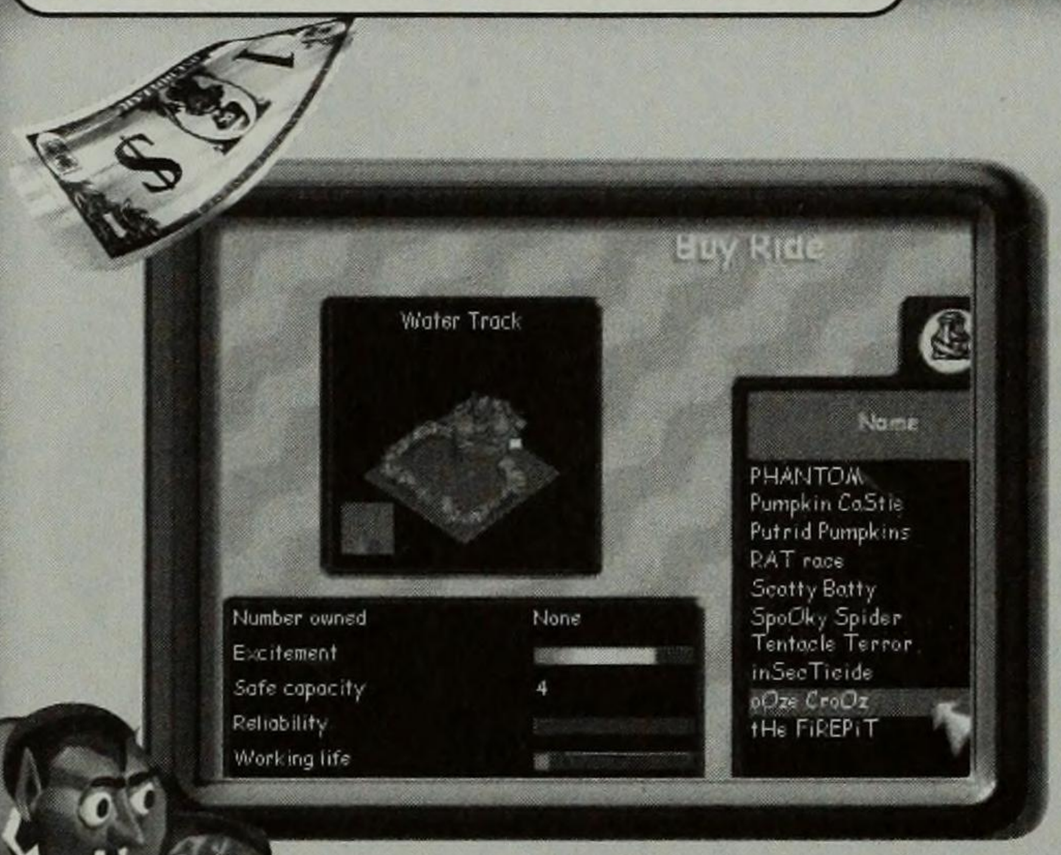
Cost: $150
DEFAULT SETTINGS
Speed: 75 **Capacity:** 14 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 14 **Duration:** 4 cycles

UPGRADE: LEVEL 3

Cost: $150
DEFAULT SETTINGS
Speed: 90 **Capacity:** 18 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 18 **Duration:** 4 cycles

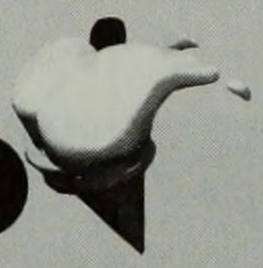






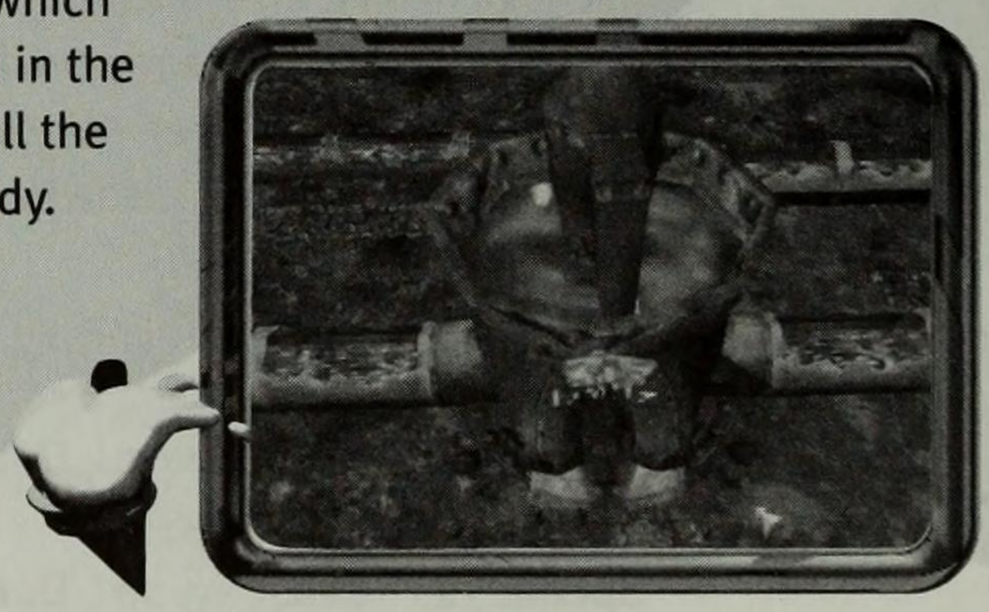


OOZE CROOZ



Description: Water Track
Details: Revealed in first ride research group
Cost: $5,000
Footprint: 4 x 4
Queue: The gate and exit are positioned centrally at the front

Ooze Crooz would be a docile ride fit only for mothers and grannies if it didn't look like a toxic waste spill. Maybe it's this novelty factor that makes Ooze your secret weapon in a popularity offensive. As with all water track rides, it benefits from running a long track to boost capacity. And don't worry about space, as it's easy to build a few bridges over pre-laid paths, which means you can even site another attraction in the middle of your track. A strong Crooz will pull the kids in droves, so make sure to build a goody.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 4 **Duration:** N/A
SUGGESTED SETTINGS
Speed: 67 **Capacity:** 5 **Duration:** N/A

UPGRADE: LEVEL 2

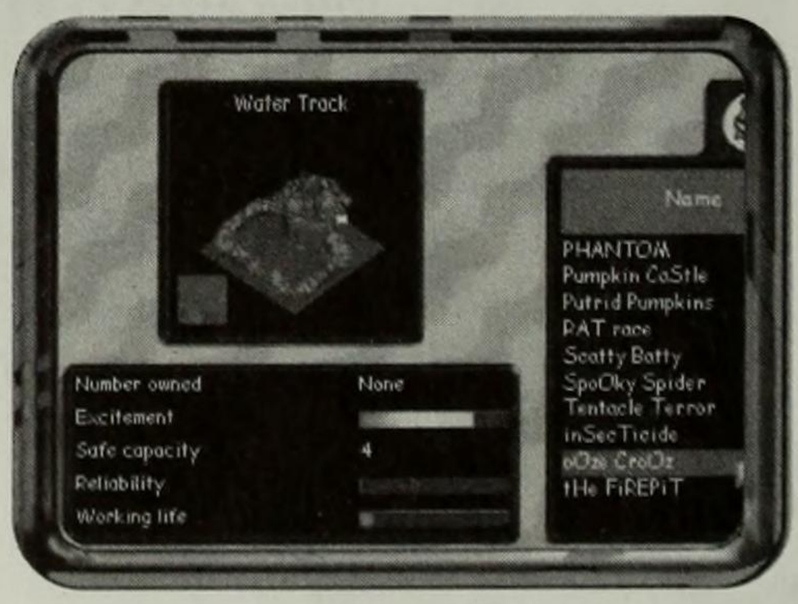
Cost: $500
DEFAULT SETTINGS
Speed: 75 **Capacity:** 5 **Duration:** N/A
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 4 **Duration:** N/A

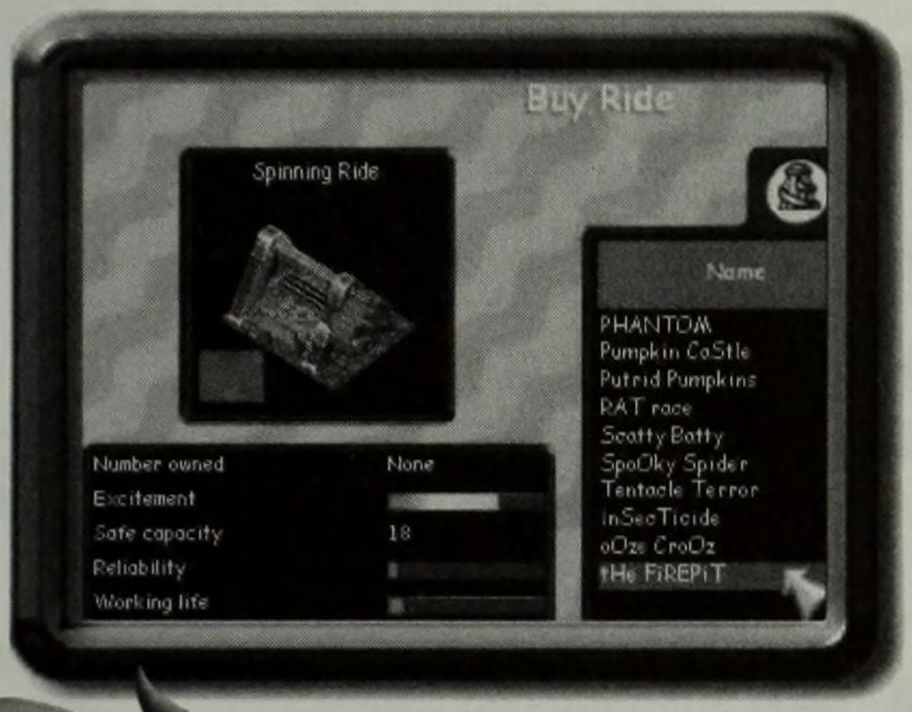
UPGRADE: LEVEL 3

Cost: $500
DEFAULT SETTINGS
Speed: 90 **Capacity:** 5 **Duration:** N/A
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 5 **Duration:** N/A

UPGRADE: OOZE CROOZ OGRE

Cost: $ 1,000
A cosmetic addition but one that can enhance the Ooze Crooz pulling power–even in its dotage. It's a quick effective fix to any drop in the ride's popularity when Batty appears.





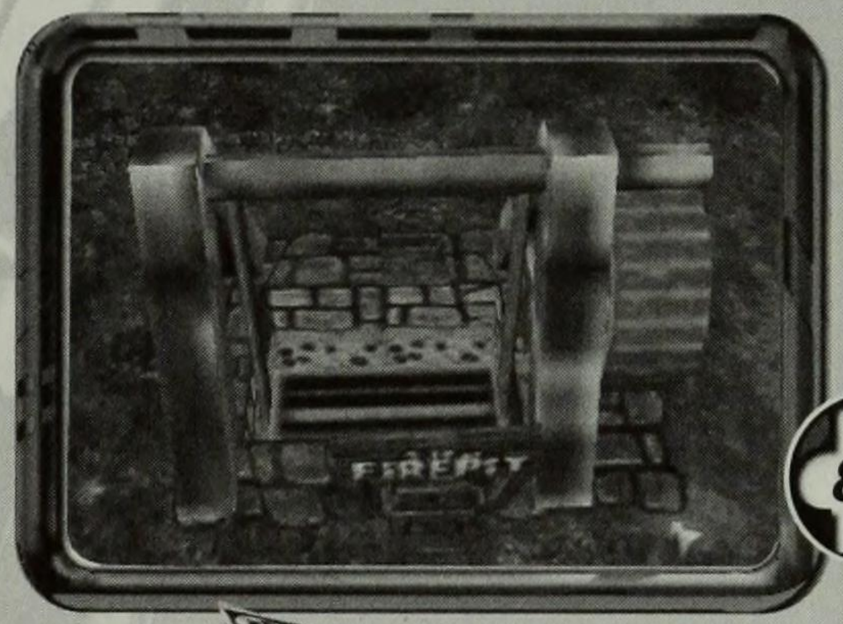
THE FIREPIT

Description: Spinning Ride
Details: Revealed in third ride research group
Cost: $2,500
Footprint: 5 x 4
Queue: Gate and exit are positioned symmetrically at the front and rear (long sides)





A very reliable ride, the Firepit looks great and delivers both quality and quantity from the moment it goes into action. A worthy third research group member, it should follow hot on the heels of the Ghosta Coasta in the study stakes. Once you've got it, the pitifully cheap upgrade price of $250 is a snip. Although if you're pushed for cash, only take the Firepit up to Level 2, as its performance levels out at that point.





LEVEL 1

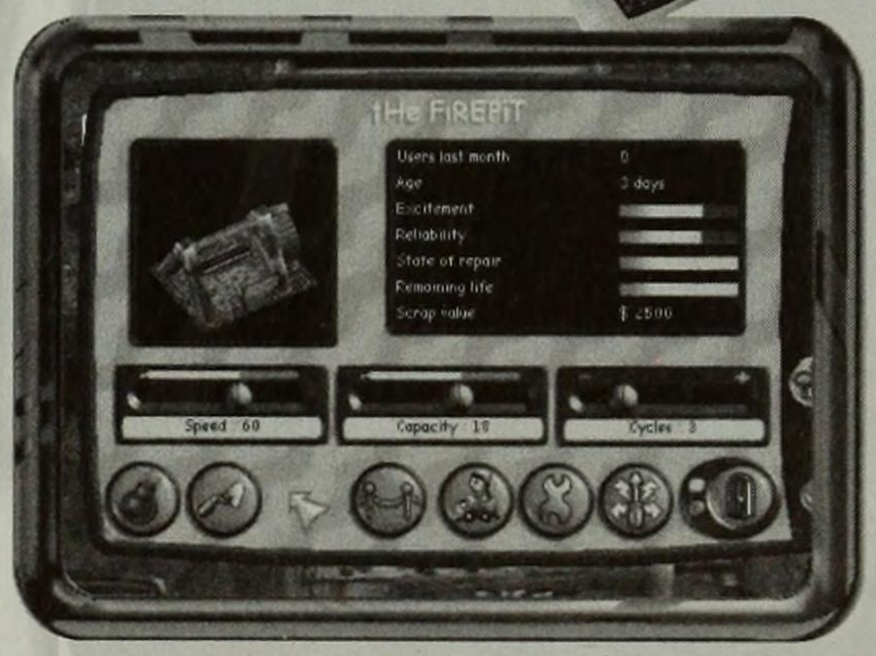
DEFAULT SETTINGS
Speed: 60 **Capacity:** 18 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 74 **Capacity:** 16 **Duration:** 3 cycles

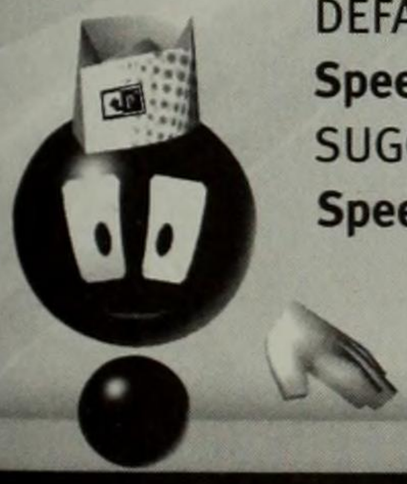
UPGRADE: LEVEL 2

Cost: $250
DEFAULT SETTINGS
Speed: 75 **Capacity:** 24 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 25 **Duration:** 4 cycles

UPGRADE: LEVEL 3

Cost: $250
DEFAULT SETTINGS
Speed: 90 **Capacity:** 30 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 97 **Capacity:** 30 **Duration:** 4 cycles





PARK PATROL



This is the second park you'll be managing, so you should have the gameplay basics worked out by now and be looking to maximise your profits. Here's a horrifyingly clear guide to gaining treats not tricks on Halloween!

GOLDEN TICKETS

You should be looking to scoop up as many Golden Tickets as possible in order to make Wonder Land and Space Zone easier to handle. Here's what you have to do in order to win them all. Remember that tickets are won with forward planning, so try to develop a strategy that encompasses all these and you'll not only win tickets, but create a successful park too!

- Reach a visitor total of 100.
- Get 200 people in your park at the same time.
- Gain a happiness rating of 75 percent when there are at least 150 visitors in the park at the same time.
- Make a yearly profit of $15,000.
- Attract 350 visitors over six months.
- All items researched and built.
- Build a go-kart track with an excitement rating of 90.
- Build a 50-section long water track.
- Own 3,000 units of land.
- Cover 2,000 units of land.
- Big Brother Award—100 percent security coverage in your park.

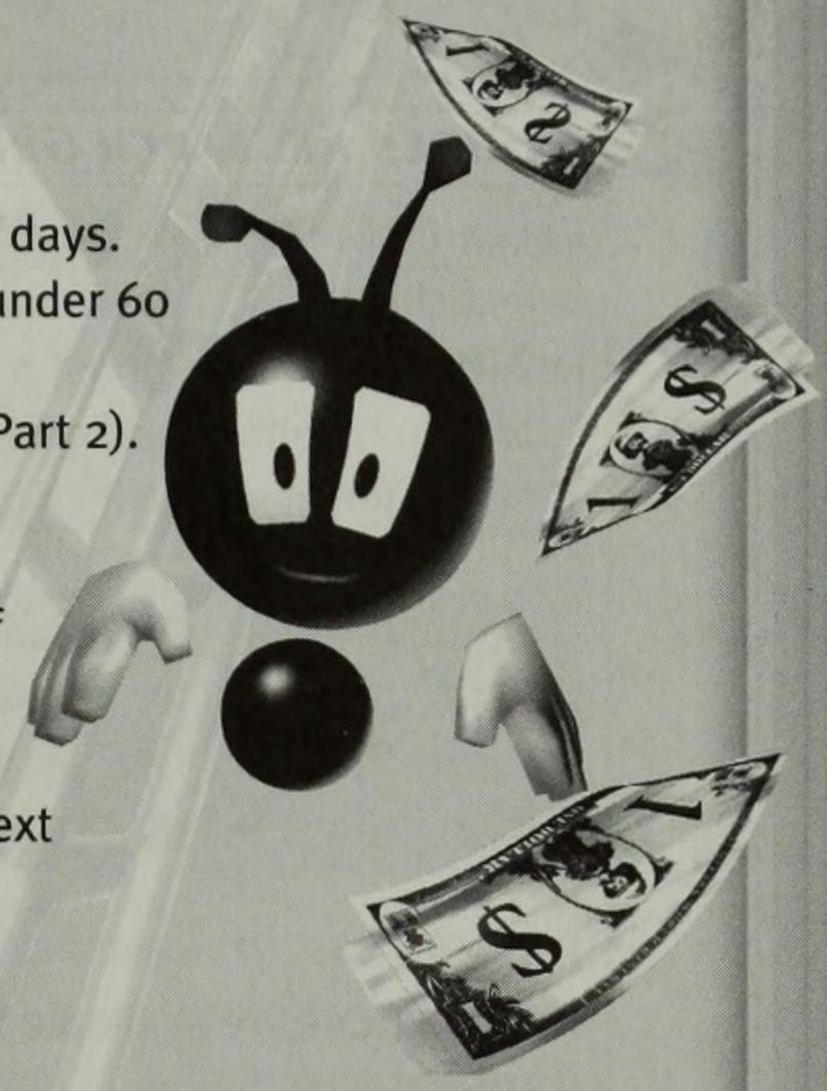


CHALLENGES

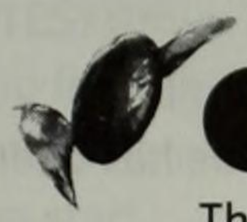
Halloween World is the perfect place to test your Challenge strategies, so you'll be able to make the most out of these money-making opportunities in the later parks. And while the Golden Ticket Challenges are broadly similar to those found in Lost Kingdom—as they are both effectively starting levels—the Challenges here are somewhat different. Be ready for them and you'll make a fortune!



- Sell 30 burgers in 60 days.
- Get 150 new visitors into your park within the next 180 days.
- Research and build the Crypt Kart with 20 sections in under 60 days (Part 1).
- Add jump upgrade to Crypt Kart track within 30 days (Part 2).
- Make $500 profit from all shops in the next 60 days.
- Get 100 kids to buy a balloon over the next 30 days.
- Get 100 people onto the Jaw Dropper within 60 days of accepting the challenge.
- Research and build the Hocus Pocus within 30 days.
- Get 100 new visitors into your Halloween park in the next 30 days.







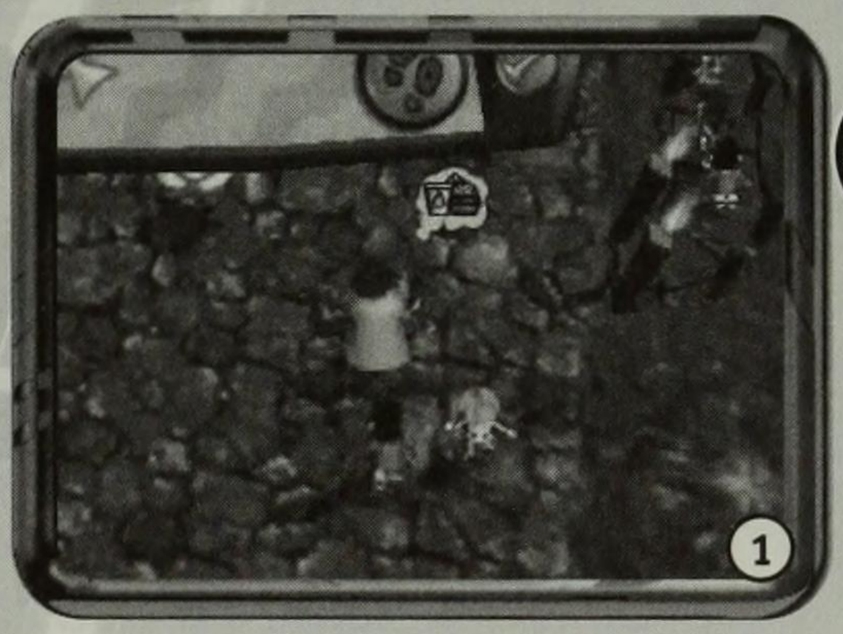
ENTERTAINERS

There are three types of entertainer in Halloween World. Make sure that you use all three different types for maximum happiness value. And sadly, despite playing members of the undead, your entertainers are still charged with pleasing, and not scaring, the kids!





(1) Vampire–Free-floating cape-monster à la Christopher Lee not Gary Oldman.
(2) Hunchback—Scampering terror à la Lon Chaney not Marty Feldman.
(3) Frankenstein—Lumbering square-head à la Boris Karloff not Robert De Niro.









Rides Research Groups

Research Group 0	Research Group 1	Research Group 2	Research Group 3	Research Group 4
Insecticide	Brain Buster	Hocus Pocus	Ghosta Coasta	Phantom
Jaw Dropper	Ghost Ship	Crypt Karts	Pumpkin Castle	Scatty Batty
Putrid Pumpkins	Hades	Devils Disc	The Firepit	—
Tentacle Terror	Ooze Crooz	Rat Race	—	—

Flightmare Tours is a ??? Mystery Ride! ??? which is revealed for one Golden Ticket.
Spooky Spider is a ??? Mystery Ride! ??? which is revealed for three Golden Tickets.

NOTES:

Group 0 rides are available to be built from the start.

Group 1 rides are available to be researched from start.

Group 2 rides become available to be researched when all Group 1 rides have been researched.

Group 3 rides become available to be researched when three Group 2 rides have been researched.

Group 4 rides become available to be researched when two Group 3 ride has been researched.

Shop Research Groups

Research Group 0	Research Group 1	Research Group 2	Research Group 3
Burger Shop	Balloon Shop	Gift Shop	Costume Shop
Drinks Shop	Fries Shop	—	Restaurant
Ice Cream Shop	—	—	—

Sideshow Research Groups

Research Group 0	Research Group 1	Research Group 2
Fortune Teller	Strength Skull	Arcade
Giant Puzzle	—	—

Miscellaneous Items Research Groups

Research Group 0	Research Group 1	Research Group 2	Research Group 3
Gravestone	Small Rock	Large Sign	Demon Statue
Litter Bin	Medium Rock	Haunted House	Super Toilet
Security Camera	Large Rock Pillar	Firework Show	—
Small Bush	Huge Rock	—	—
Small Toilet	Medium Bush	—	—

Miscellaneous Items Research Groups

Research Group 0	Research Group 1	Research Group 2	Research Group 3
Staff Room	Gargoyle	—	—
Tiny Rock	Kid Creosote Fountain	—	—
Tree Stump	Speaker: Furry Friends	—	—
—	Speaker: Night Creatures	—	—
—	Speaker: Spooky Sprite	—	—
—	Speaker: The Bells	—	—
—	Large Tree	—	—
—	Medium Tree	—	—
—	Giant Pumpkin	—	—

NOTES: Group 0 items are available to build from the start.
Group 1 items are available to research from start.
Group 2 items become available to research when 12 Group 1 items have been researched.
Group 3 items become available to research when one Group 2 item has been researched.

Ride Price List

Ride	Level 1 Price	Upgrade Level 2 Price	Upgrade Level 3 Price
Brain Buster	$500	$200	$200
Crypt Karts	$4,000	$400	$400
Devils Disc	$2,500	$300	$300
Flightmare Tours	$5,000	$500	$500
Ghost Ship	$2,750	$250	$250
Ghosta Coasta	$10,000	$5,000	$2,000
Hades	$10000	$5,000	$2,000
Hocus Pocus	$1,250	$200	$200
Insecticide	$750	$150	$150
Jaw Dropper	$2,000	$250	$250
Ooze Crooz	$5,000	$500	$500
Phantom	$2,000	$250	$250
Pumpkin Castle	$1,500	$250	$250
Putrid Pumpkins	$1,500	$150	$150
Rat Race	$1,200	$200	$200
Scatty Batty	$12,500	$5,250	$2,500
Spooky Spider	$2,750	$250	$250
Tentacle Terror	$1,750	$500	$500
The Firepit	$2,500	$250	$250

ADDITIONAL UPGRADES:

Crypt Karts Jump	$900
Crypt Karts Chopper	$1,250
Ooze Crooz Ogre	$1,000

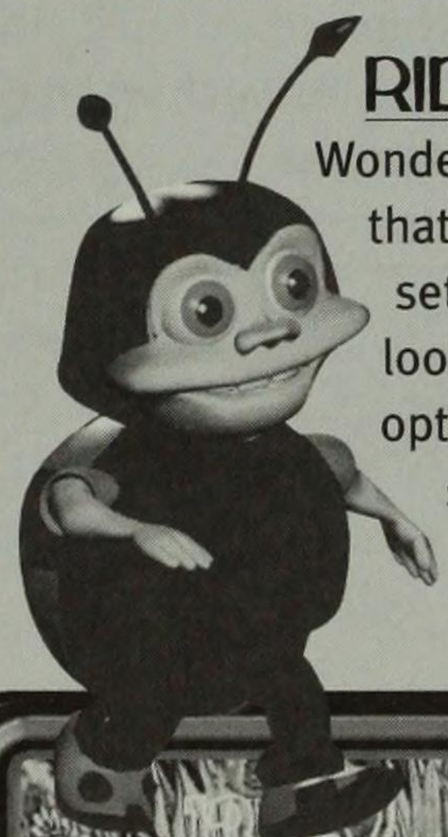
WONDER LAND



Wonder Land is a weird place where scale's out of control and the caterpillar is king. If you want to make sense of this fairy kingdom and create your own magic mountain then either check out the Ride Guide, Park Patrol and General Notes or go ask Alice—while she's still small.



RIDE GUIDE



Wonder Land is a tricky little big world. Its warped sense of scale means that many of the rides feature a low passenger capacity, so you'll need to set them up carefully if you're to keep the queues short. This section looks at each ride in detail and offers advice on how to set them up for optimum performance. It's worth noting that these are ideal settings and sometimes you may have to adjust the attractions in order to meet the needs of your own park. For helpful hints on how to do this see the **General Strategies** chapter and the Wonder Land **Park Patrol** section.







PARK PATROL

Hints and tips on how to make your park as cute as possible. Follow these notes and you'll be able to conjure Golden Tickets out of thin air.







GENERAL NOTES

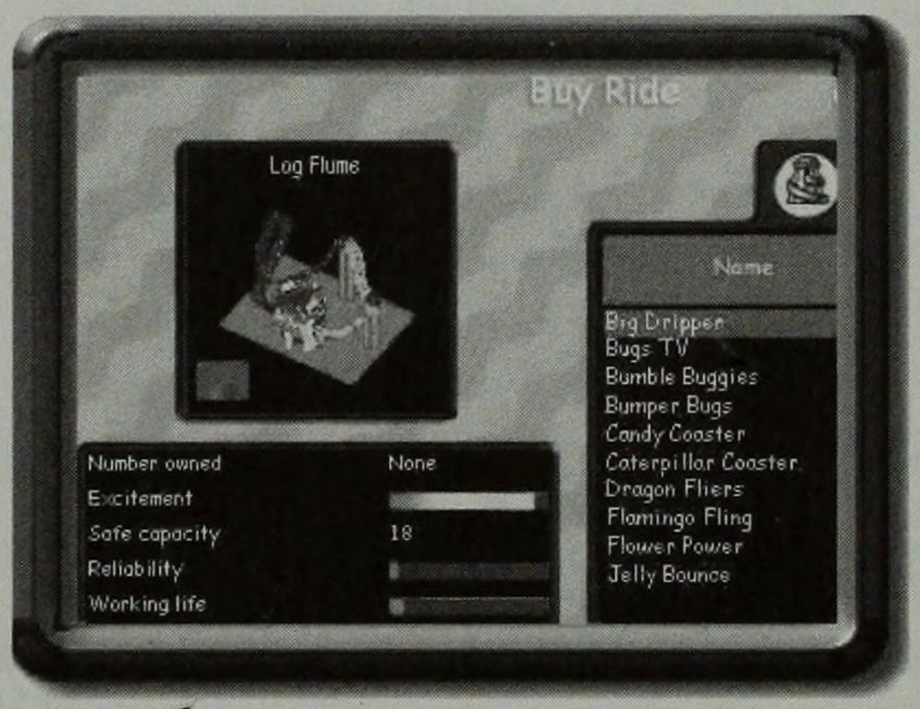
More details on toadstools, card statues and candy cabins than any person can stomach. If you want sickly sweet statistics, look no further than the **General Notes** pages.







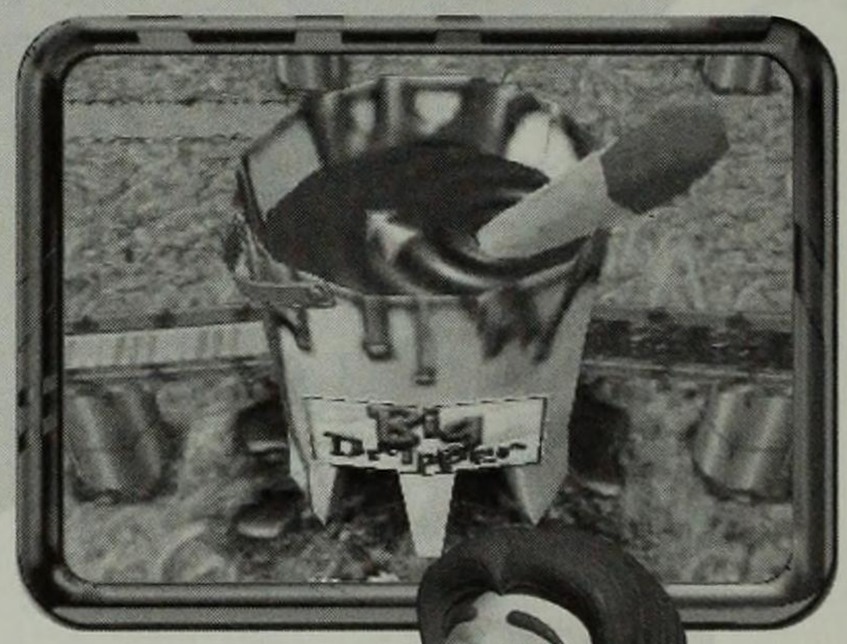




BIG DRIPPER

Description: Log Flume
Details: Revealed in second ride research group
Cost: $10,000
Footprint: 3 x 4
Queue: The gate and exit are at the front

The Big Dripper is an appalling visual pun, but a good ride. This paint pot suffers from all the usual log flume problems: it's a little awkward to get the water flow even and the cars moving at an acceptable pace. But it also reaps the usual big thrill rewards. Arriving in the second ride research group, it proves a welcome extra to a developing park and should be made the top research priority. Build it as a major attraction (i.e. deep into your park) and only skip the upgrades if the Caterpillar Coaster becomes available before you've finished.





LEVEL 1

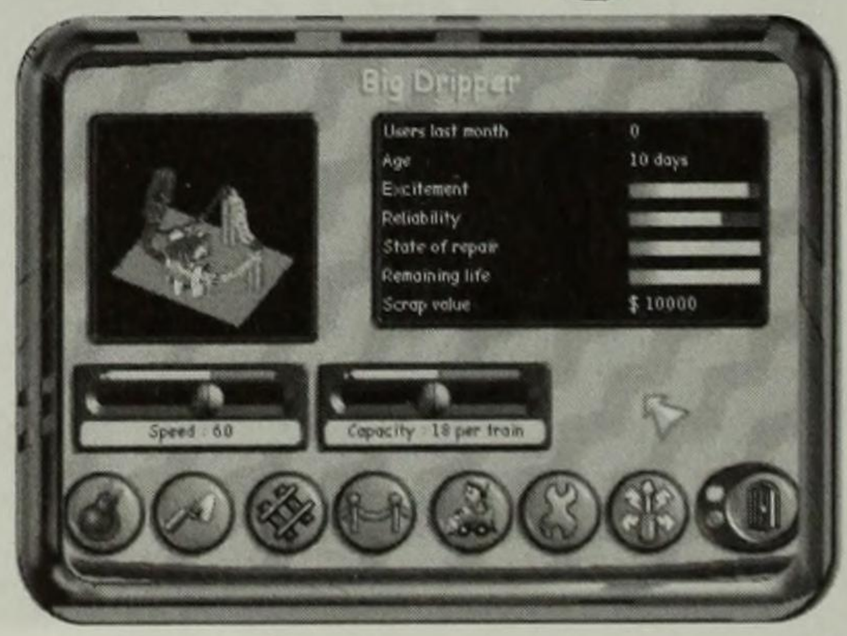
DEFAULT SETTINGS
Speed: 60 **Capacity:** 2 per car **Duration:** N/A
SUGGESTED SETTINGS
Speed: 66 **Capacity:** 2 per car **Duration:** N/A

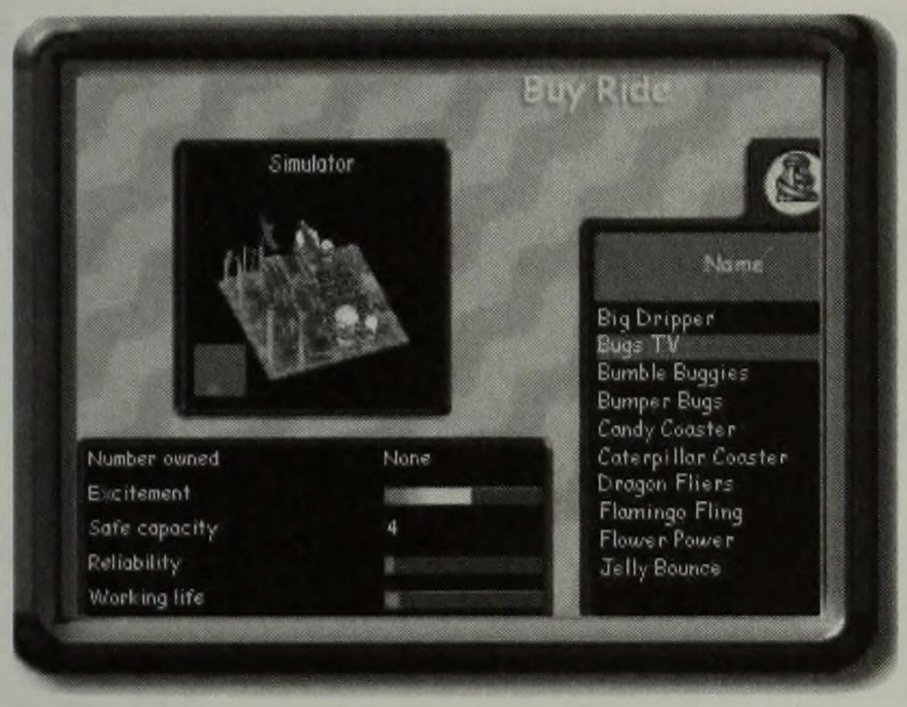
UPGRADE: LEVEL 2

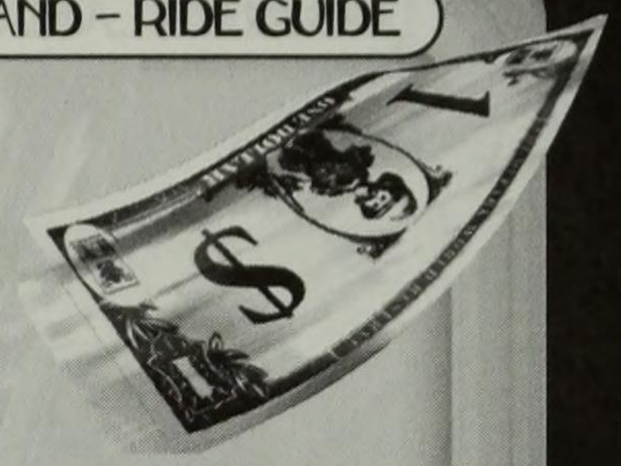
Cost: $5,000
DEFAULT SETTINGS
Speed: 75 **Capacity:** 2 per car **Duration:** N/A
SUGGESTED SETTINGS
Speed: 83 **Capacity:** 2 per car **Duration:** N/A

UPGRADE: LEVEL 3

Cost: $2,000
DEFAULT SETTINGS
Speed: 90 **Capacity:** 2 per car **Duration:** N/A
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 2 per car **Duration:** N/A





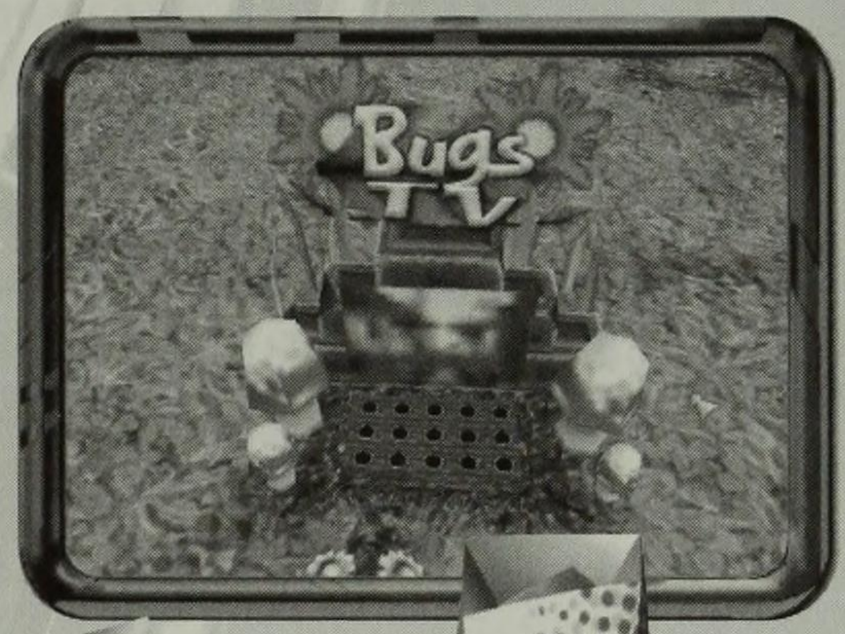


BUGS TV

Description: Simulator
Details: Revealed in second ride research group
Cost: $1,250
Footprint: 4 x 4
Queue: The gate and exit are at the front

Bugs TV is crippled by the small number of seats it makes available. To get the necessary thrill factor from the ride you have to offer an extra cycle, but that compounds the capacity problem. The numbers it works through can be bumped up to an almost respectable 14 kids each turn at Level 3, but the low upgrade prices mask the true cost of researching the upgrades in the first place. You're better advised to direct your researchers' work onto both Candy Coaster upgrades first.





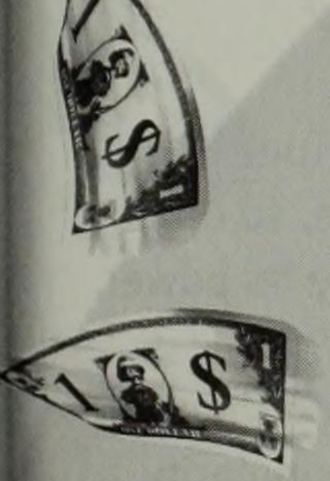
LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 4 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 72 **Capacity:** 4 **Duration:** 4 cycles



UPGRADE: LEVEL 2

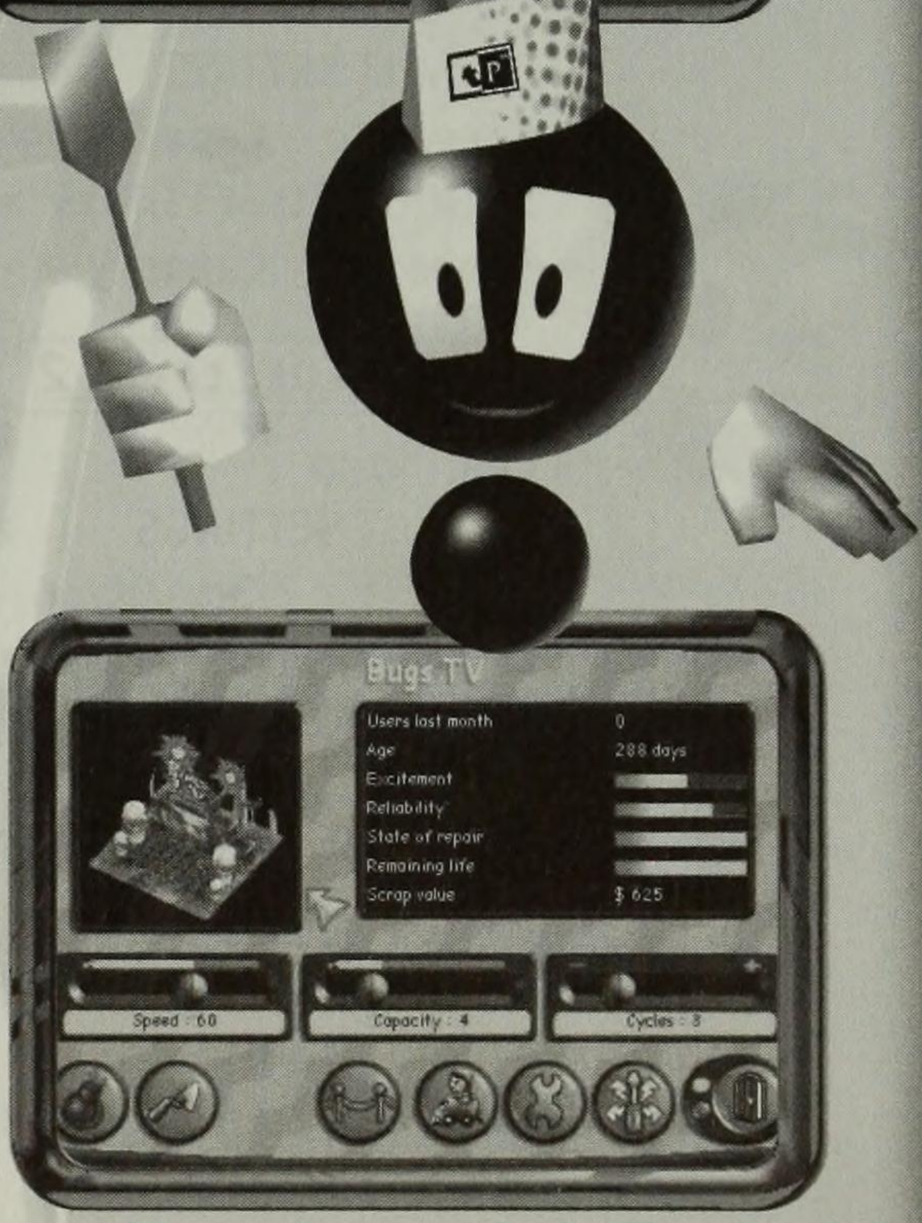
Cost: $150
DEFAULT SETTINGS
Speed: 75 **Capacity:** 8 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 92 **Capacity:** 8 **Duration:** 3 cycles

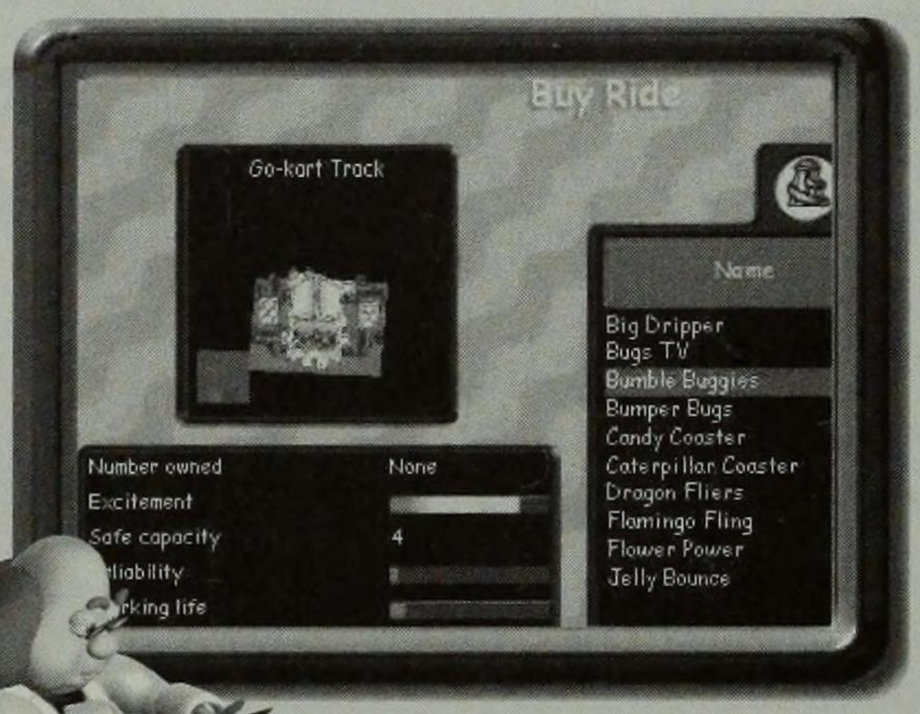


UPGRADE: LEVEL 3

Cost: $200
DEFAULT SETTINGS
Speed: 90 **Capacity:** 12 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 14 **Duration:** 3 cycles



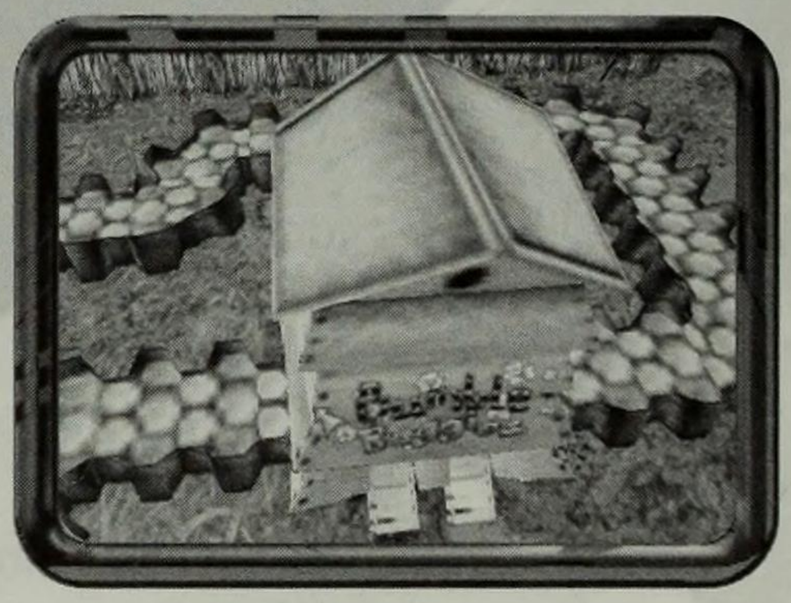




BUMBLE BUGGIES

Description: Go-Karts
Details: Revealed in third ride research group
Cost: $6,500
Footprint: 4 x 4
Queue: The gate and exit are at the front. The track runs from the sides

The Bumble Buggies really do have a sting in their tails. This go-kart track starts life as a mundane extra ride that's easy to overlook due to its high price and third ride research group status. At Level 1, its performance is acceptable but the passenger capacity is low. This improves at Level 2 and the ride really starts to shine at Level 3. So it's best to research the ride as soon as possible and keep it in reserve while your scientists thrash out the upgrade details. Then use it as a new attraction that you can improve as soon as it's built. This gives it the air of a major ride that will pull in kids by the seaplane load.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 4 **Duration:** 3 laps
SUGGESTED SETTINGS
Speed: 70 **Capacity:** 4 **Duration:** 3 laps

UPGRADE: LEVEL 2

Cost: $750
DEFAULT SETTINGS
Speed: 75 **Capacity:** 6 **Duration:** 3 laps
SUGGESTED SETTINGS
Speed: 81 **Capacity:** 6 **Duration:** 4 laps

UPGRADE: LEVEL 3

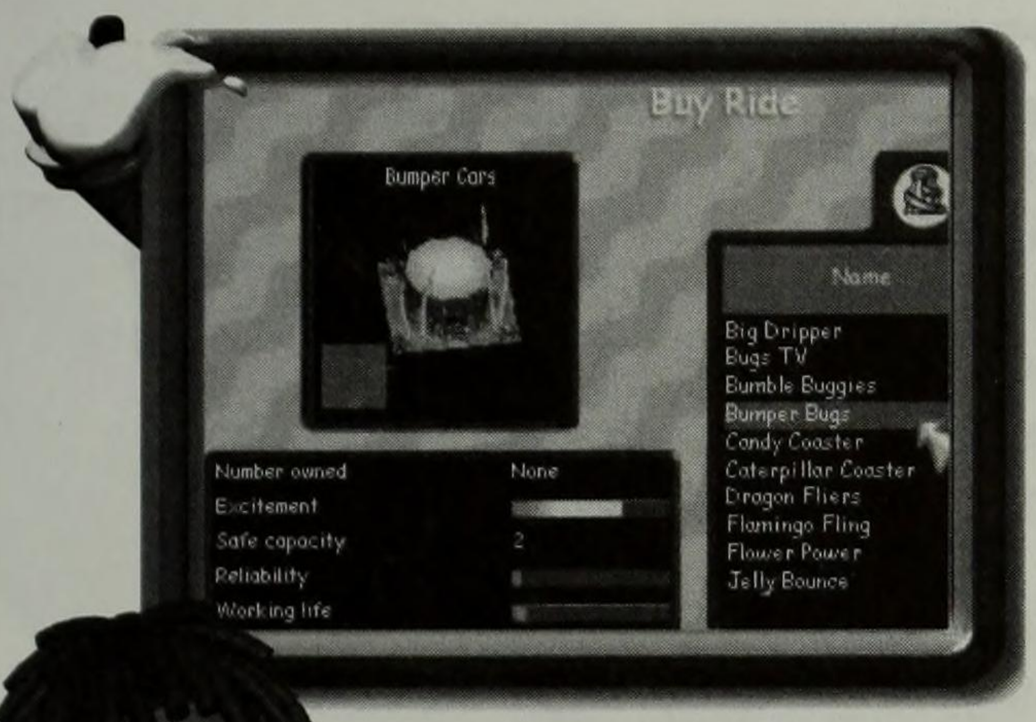
Cost: $900
DEFAULT SETTINGS
Speed: 90 **Capacity:** 8 **Duration:** 3 laps
SUGGESTED SETTINGS
Speed: 99 **Capacity:** 8 **Duration:** 4 laps

UPGRADE: TUNNEL

Cost: $900
The addition of the a BB Tunnel gives new legs to the ride, so don't leap straight in and waste its power. Wait until the ride's been established for a while and then use it to re-energise its popularity.

UPGRADE: JUMP

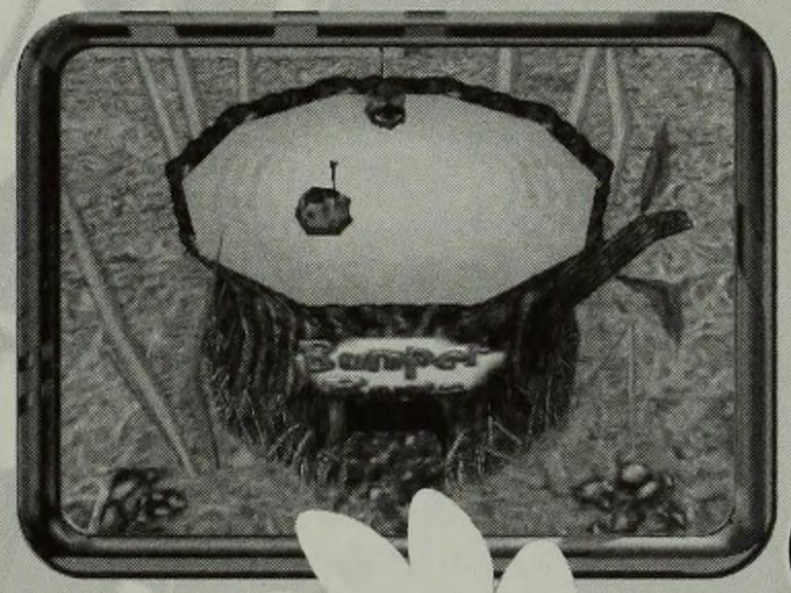
Cost: $750
Another upgrade, another feather in your theme park cap. Use it to rejuvenate appeal after the ride's been running a while.



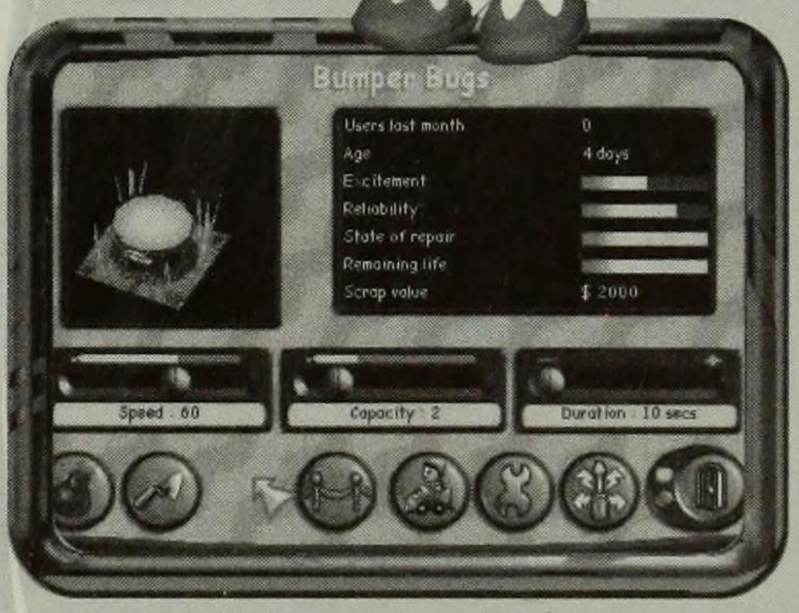
BUMPER BUGS

Description: Bumper Cars
Details: Available at start
Cost: $2,000
Footprint: 5 x 5
Queue: The gate and exit are symmetrically positioned at the front and rear

As a starting ride, you've got to capitalise on the Bumper Bugs' potential early on. Slap one down at the very start to broaden your menu of rides, so that your park is as varied as possible. Once it's in place try to upgrade the Bumper Bugs as quickly as possible, because its appeal will falter when the third research group rides become available. Bumper Bugs is by no means a critical ride, but it's an important one if you want to get off to a flying start.







LEVEL 1

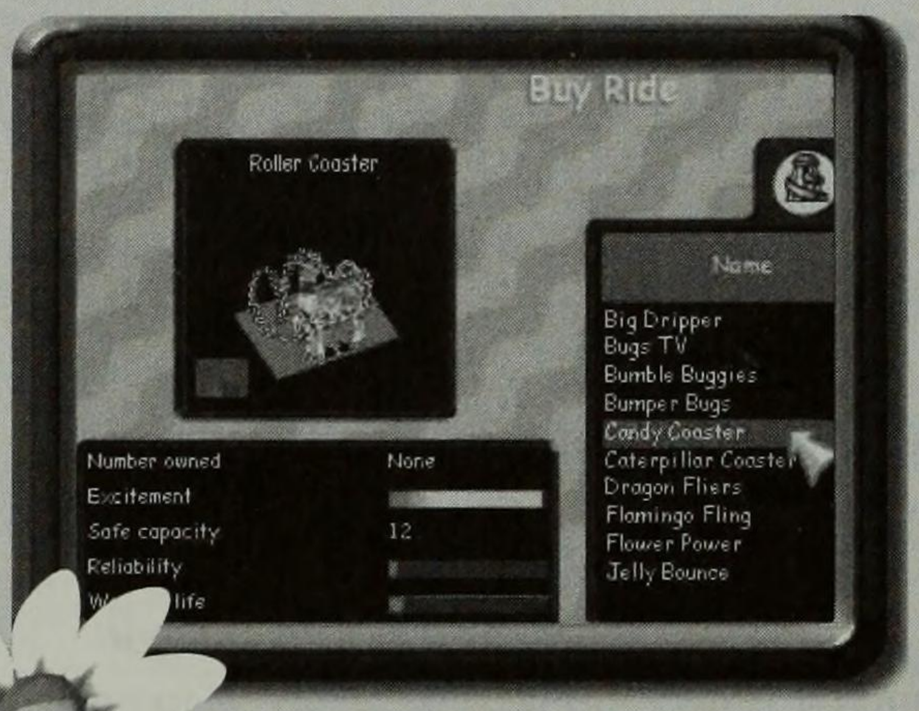
DEFAULT SETTINGS
Speed: 60 **Capacity:** 2 **Duration:** 10 seconds
SUGGESTED SETTINGS
Speed: 68 **Capacity:** 3 **Duration:** 20 seconds

UPGRADE: LEVEL 2

Cost: $250
DEFAULT SETTINGS
Speed: 75 **Capacity:** 4 **Duration:** 10 seconds
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 4 **Duration:** 20 seconds

UPGRADE: LEVEL 3

Cost: $300
DEFAULT SETTINGS
Speed: 90 **Capacity:** 6 **Duration:** 10 seconds
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 6 **Duration:** 20 seconds



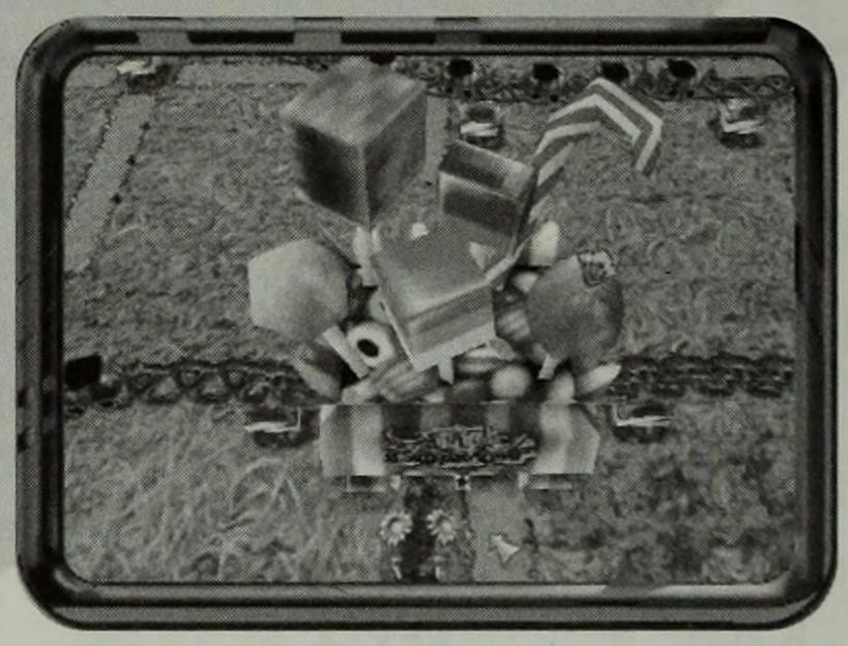


CANDY COASTER



Description: Roller Coaster
Details: Available at start
Cost: $12,500
Footprint: 3 x 4
Queue: The gate and exit are at the front. The track runs from the side

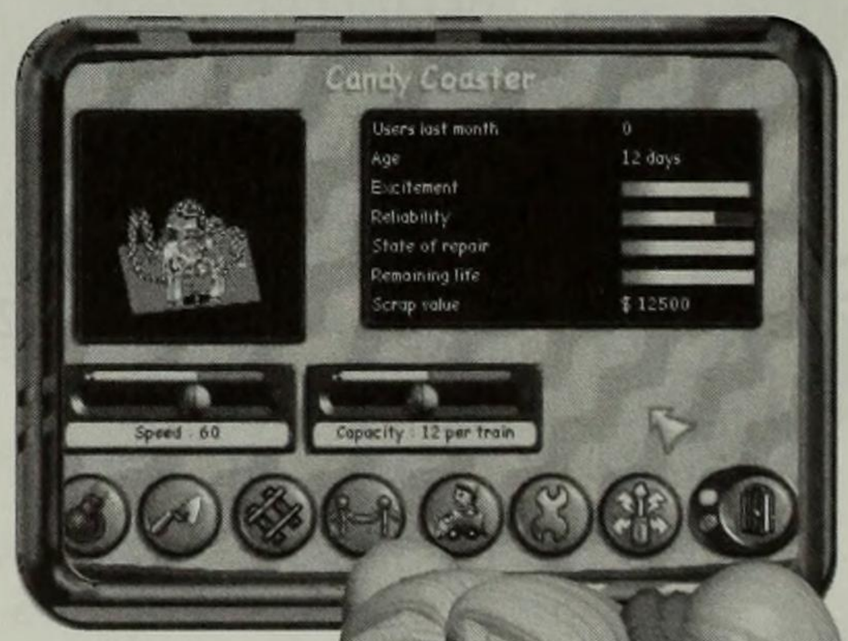
The Candy Coaster is absolutely, positively, definitely the first thing you should build in Wonder Land. It's a major league roller coaster that kicks off by offering near 100 percent excitement and improves in reliability and capacity the more you upgrade it. These upgrades are the most costly (in terms of time spent researching) in the entire world, but they should be your first target on the research screen; if you can get the ride running at full whack, you'll be in theme park heaven.



LEVEL 1



DEFAULT SETTINGS
Speed: 60 **Capacity:** 8 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 65 **Capacity:** 8 per train **Duration:** N/A



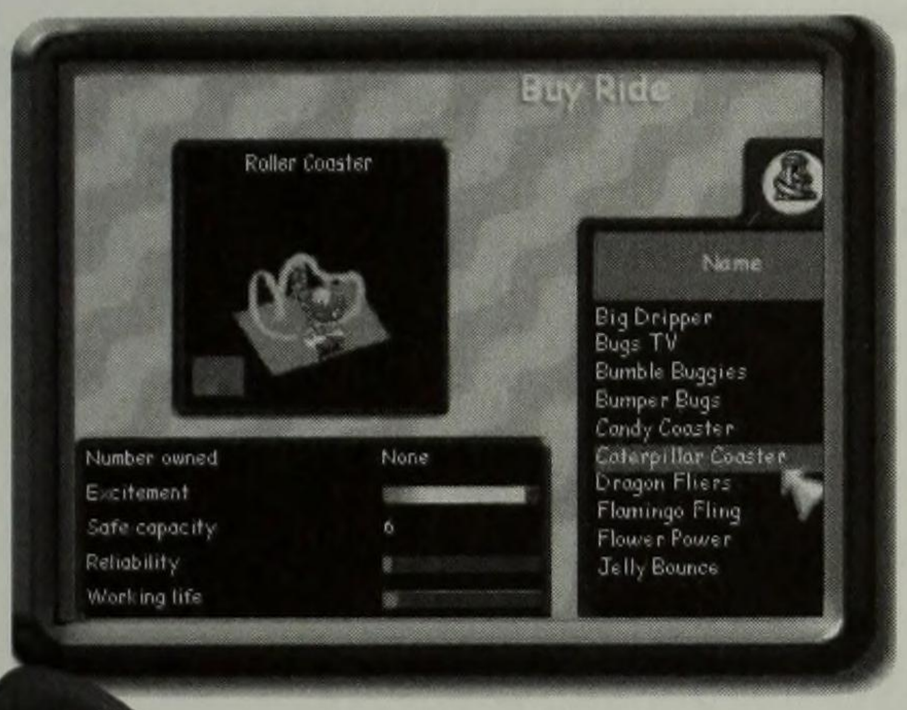
UPGRADE: LEVEL 2

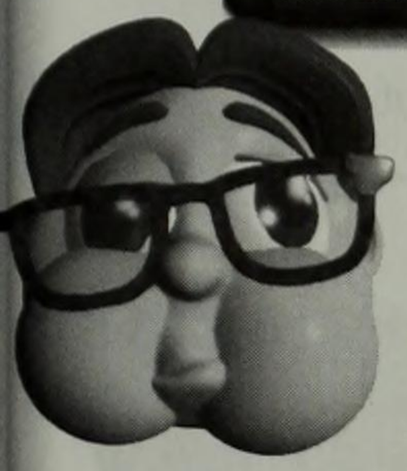
Cost: $5,250 (Loop pylons available)
DEFAULT SETTINGS
Speed: 75 **Capacity:** 10 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 83 **Capacity:** 10 per train **Duration:** N/A

UPGRADE: LEVEL 3

Cost: $2,500 (Loop pylons available)
DEFAULT SETTINGS
Speed: 90 **Capacity:** 12 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 95 **Capacity:** 12 per train **Duration:** N/A



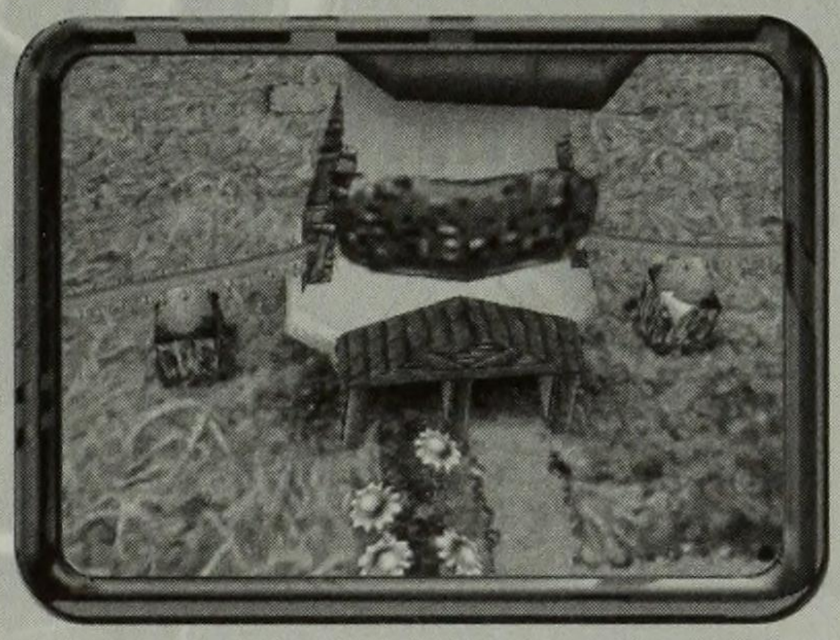




CATERPILLAR COASTER

Description: Roller Coaster
Details: Revealed in fourth ride research group
Cost: $10,000
Footprint: 3 x 4
Queue: The gate and exit are at the front.
The track runs from the side

The ride that put the wonder in Wonder Land! It's part of the final ride research group, and is a single-track roller coaster that will add the final flourish to any theme park. Make sure to reserve—or have enough cash to buy—land for the track, as you'll want a biggie. Once it's in place, build a veritable mall of shops around it to catch the punters while they're having fun. The Caterpillar Coaster's late appearance means it can't match the Candy Coaster in terms of importance, but overall it's a better, bigger ride that will revitalise even the most jaded parks at a click.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 10 per train
Duration: N/A
SUGGESTED SETTINGS
Speed: 67 **Capacity:** 10 per train **Duration:** N/A

UPGRADE: LEVEL 2

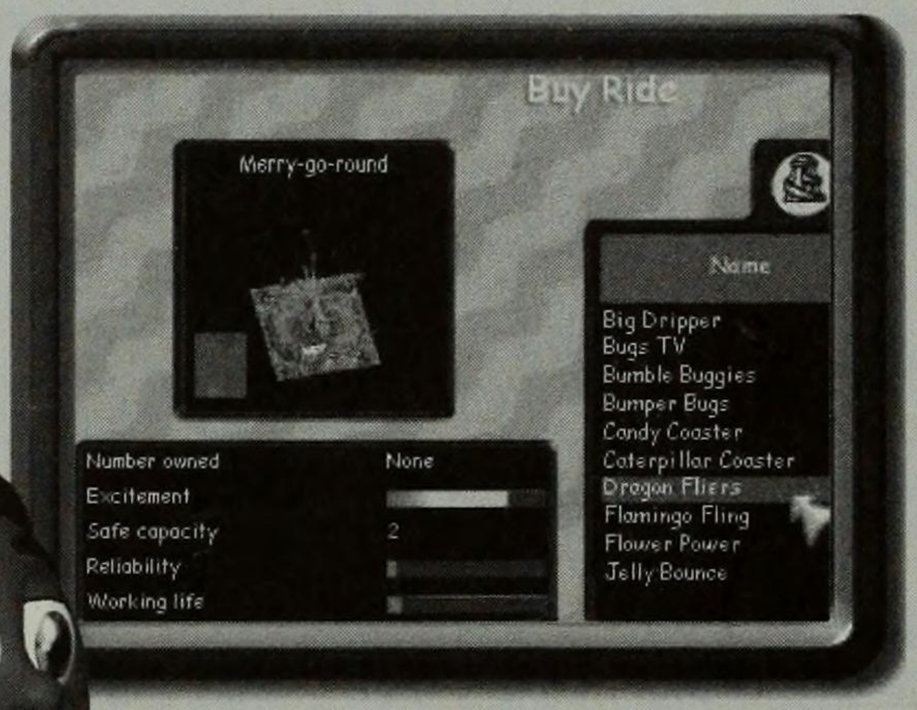
Cost: $5,000 (Loop pylons available)
DEFAULT SETTINGS
Speed: 75 **Capacity:** 12 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 84 **Capacity:** 12 per train **Duration:** N/A



UPGRADE: LEVEL 3

Cost: $2,000 (Loop pylons available)
DEFAULT SETTINGS
Speed: 90 **Capacity:** 14 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 99 **Capacity:** 14 per train **Duration:** N/A





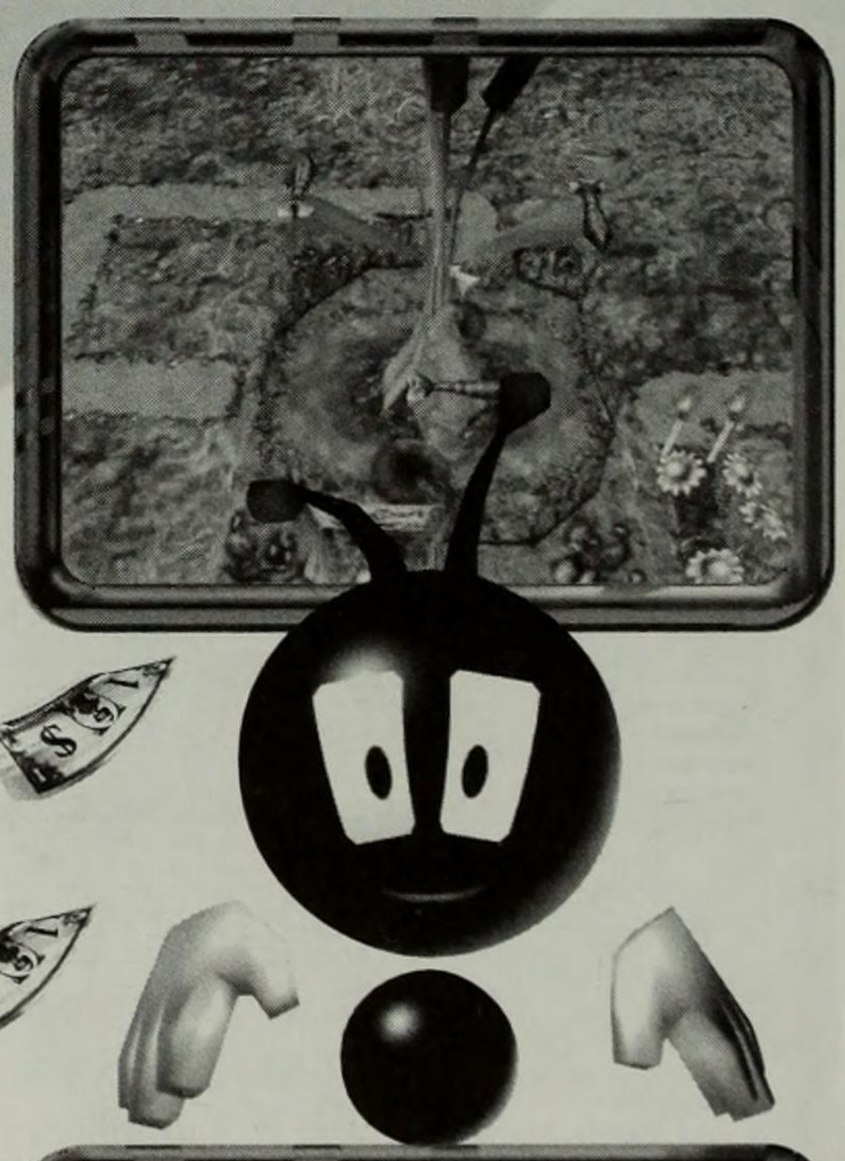


DRAGON FLIERS



Description: Merry-go-round
Details: Revealed as ??? Mystery Ride! ???. Costs four Golden Tickets
Cost: $2,000
Footprint: 4 x 5
Queue: The gate and exit are positioned at the front and rear (short side) and are offset

If you could buy the Dragon Fliers for cash it may prove an interesting experiment, but as you have to trade in four Golden Tickets to get the ride, it just isn't worth it. Hoard them for use in Space Zone where there are four ??? Mystery Rides! ??? available. The problem is that the capacity of Dragon Fliers is way too low. The relatively high excitement value will attract kids to the ride, but they'll only be disappointed at the long queues it generates. Overall, Dragon Fliers is a pretty ride—pretty useless.





LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 2 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 64 **Capacity:** 2 **Duration:** 4 cycles



UPGRADE: LEVEL 2

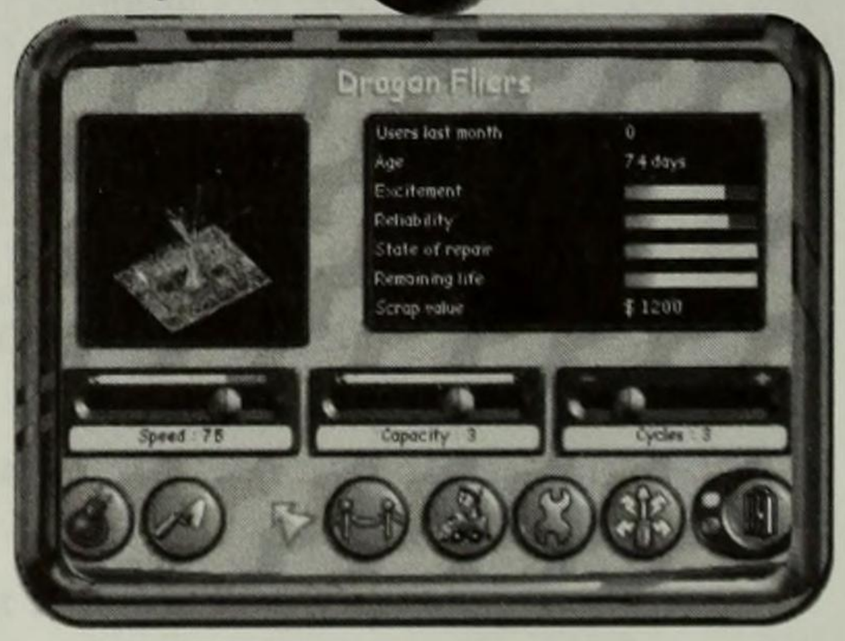
Cost: $250
DEFAULT SETTINGS
Speed: 75 **Capacity:** 3 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 83 **Capacity:** 3 **Duration:** 3 cycles

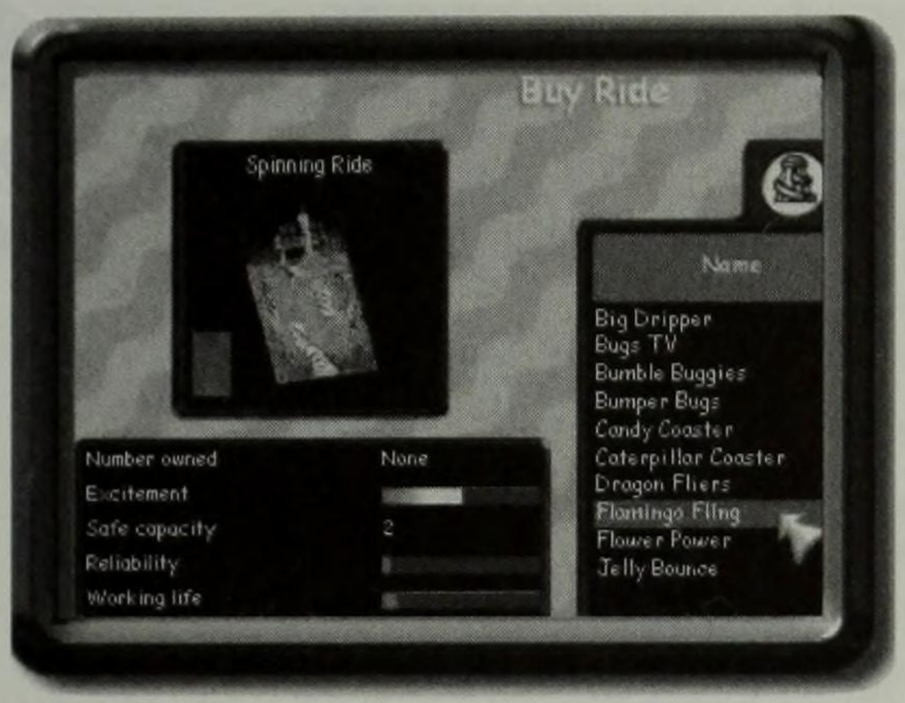


UPGRADE: LEVEL 3

Cost: $300
DEFAULT SETTINGS
Speed: 90 **Capacity:** 4 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 96 **Capacity:** 4 **Duration:** 4 cycles



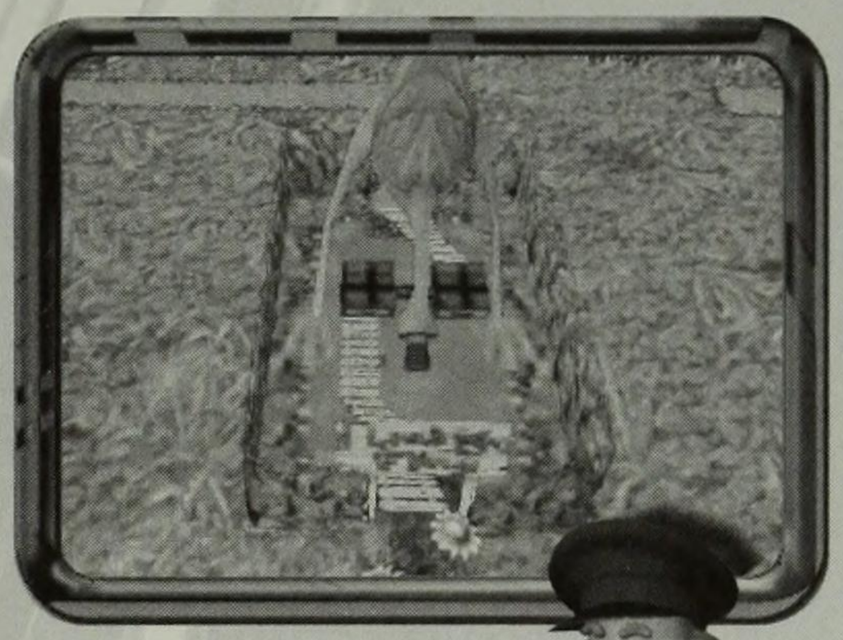


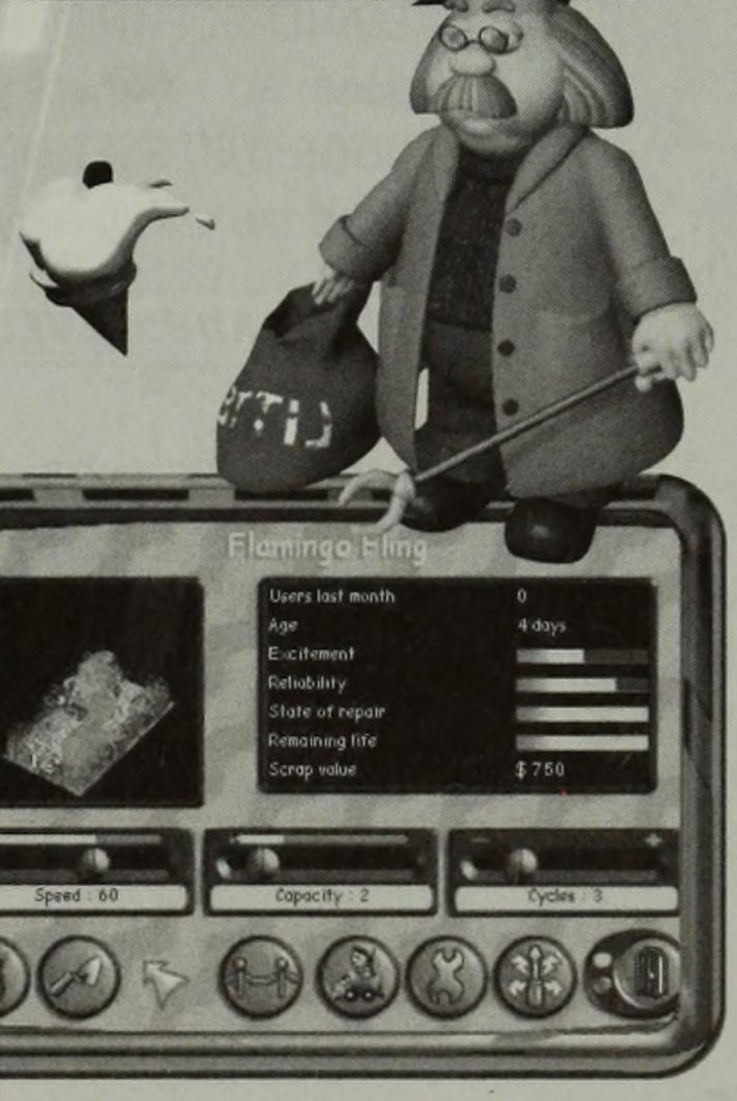


FLAMINGO FLING

Description: Spinning Ride
Details: Revealed in fourth ride research group
Cost: $750
Footprint: 3 x 5
Queue: The gate and exit are symmetrically positioned at front and rear (short side)

On the Buy screen this looks to be a great ride, but you should never judge a ride by its footprint. As a fourth research group ride it should push back the boundaries of theme park entertainment, while in reality it's just a basic magic carpet. The excitement factor is reflected through its low rating, and the capacity is pitiful. The only reason to put one in your park is that towering pink bird, which makes the place look good in first-person camcorder mode.





LEVEL 1

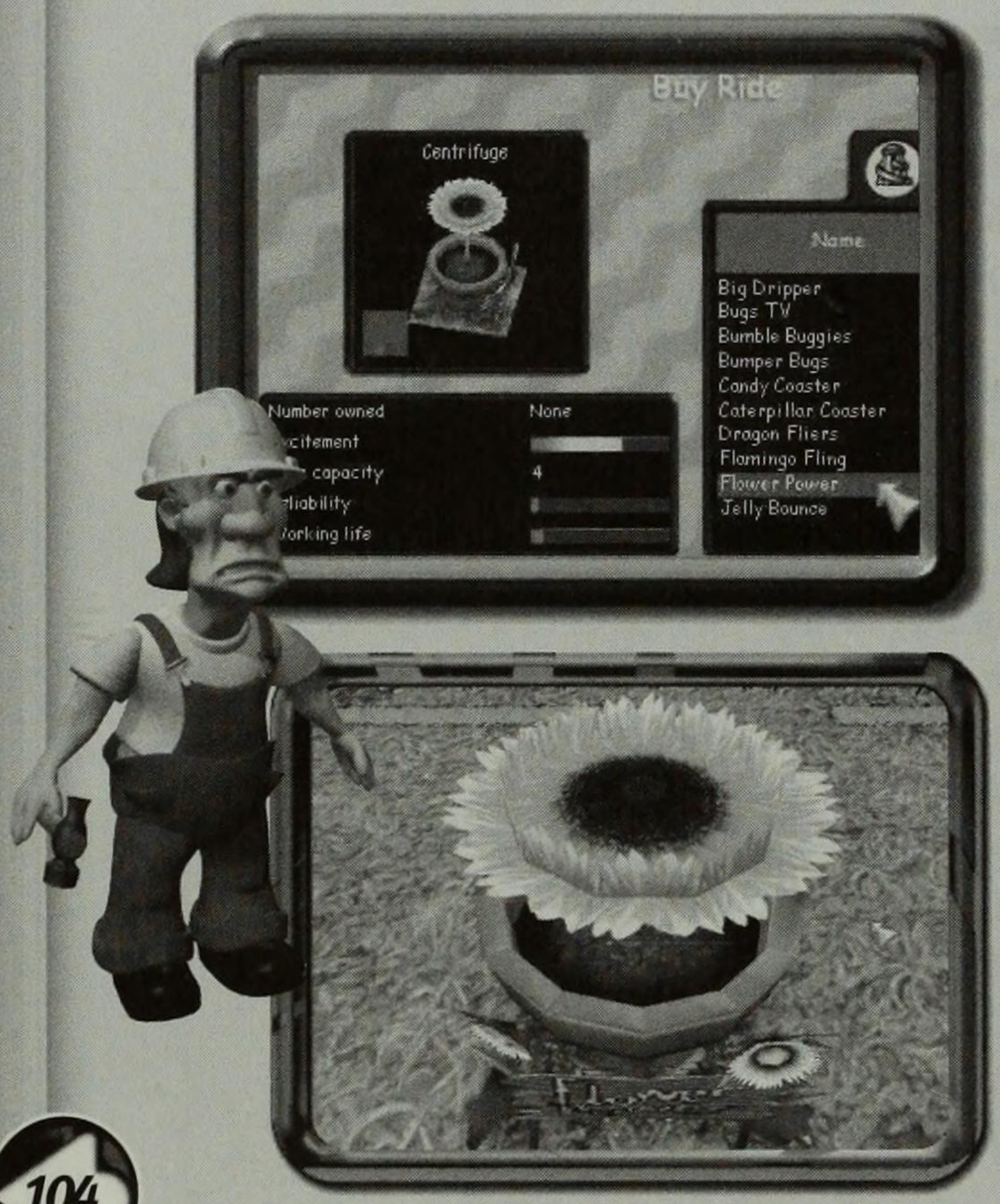
DEFAULT SETTINGS
Speed: 60 **Capacity:** 2 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 72 **Capacity:** 3 **Duration:** 3 cycles

UPGRADE: LEVEL 2

Cost: $1,000
DEFAULT SETTINGS
Speed: 75 **Capacity:** 4 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 4 **Duration:** 4 cycles

UPGRADE: LEVEL 3

Cost: $1,000
DEFAULT SETTINGS
Speed: 90 **Capacity:** 6 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 6 **Duration:** 4 cycles



FLOWER POWER



Description: Centrifuge
Details: Available at start
Cost: $1,500
Footprint: 4 x 4
Queue: The gate and exit are at the front

Every theme park needs some Flower Power at the start. This centrifuge ride offers a good bang for its buck, costing a mere $2,050 to construct and fully upgrade. As is typical of Wonder Land rides, the capacity is very low, but at these prices you can easily afford to build two. With a strong visual appeal and small footprint, even when this ride's popularity tails off it still adds a certain something to the fantasy theme of the park. It's a 'best supporting actor' kind of a ride.

LEVEL 1

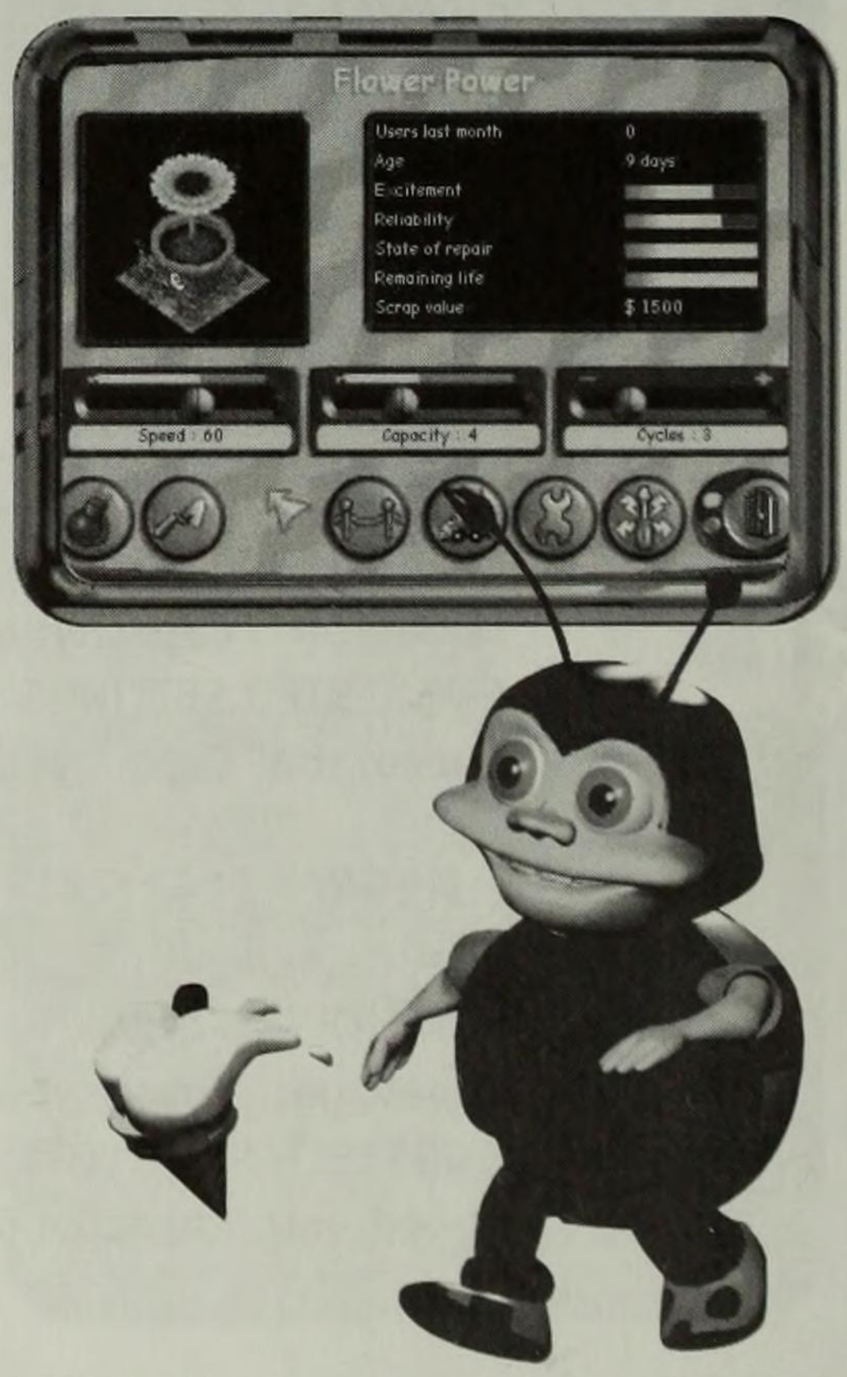
DEFAULT SETTINGS
Speed: 60 **Capacity:** 4 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 76 **Capacity:** 4 **Duration:** 4 cycles

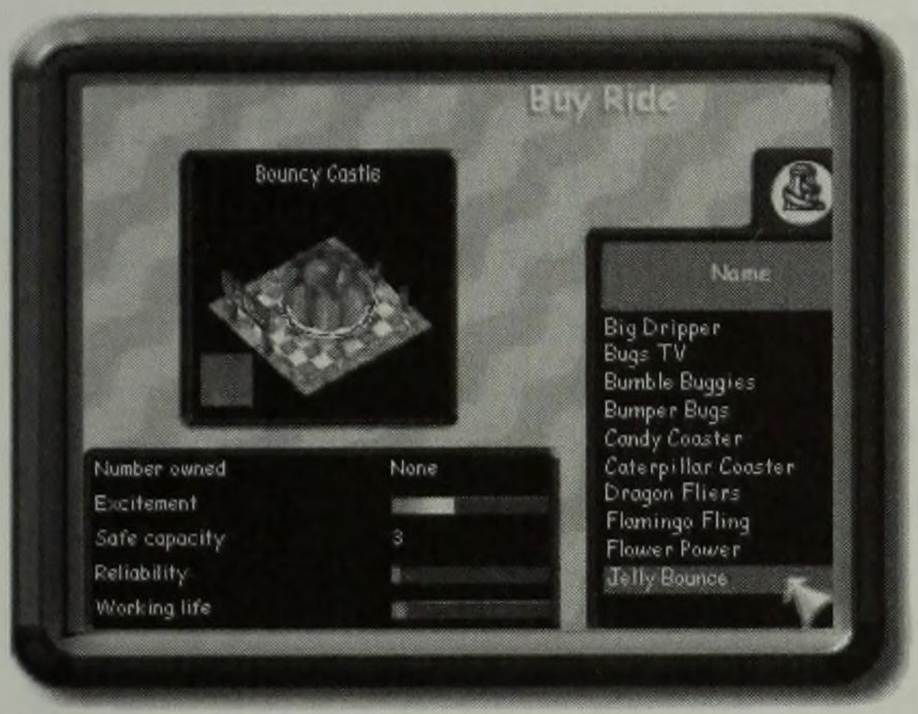
UPGRADE: LEVEL 2

Cost: $300
DEFAULT SETTINGS
Speed: 75 **Capacity:** 6 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 87 **Capacity:** 6 **Duration:** 3 cycles

UPGRADE: LEVEL 3

Cost: $250
DEFAULT SETTINGS
Speed: 90 **Capacity:** 8 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 8 **Duration:** 4 cycles

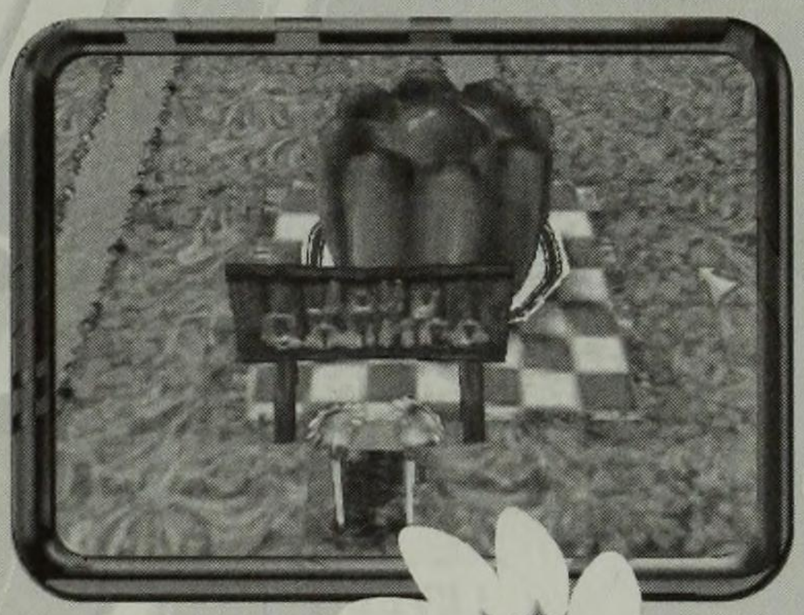




JELLY BOUNCE

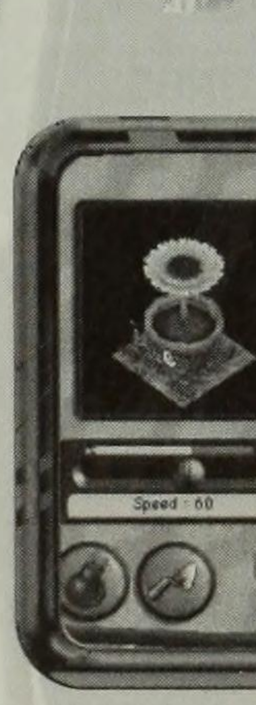
Description: Bouncy Castle
Details: Revealed in first ride research group
Cost: $500
Footprint: 4 x 4
Queue: The gate and exit are positioned offset at the front and rear

Another good looker, the Jelly Bounce is the quickest ride to research and costs the least to build of the first ride research group. It's worth having, as it will bolster your ride portfolio without bankrupting you. The number of kids that can ride at any one time is very low—even at Level 3—but it delivers predictable thrills for minimal investment. Use it to fill out lean areas of your park. Who knows, the sight of multiple giant jellies may even make the customers feel hungry!









LEVEL 1

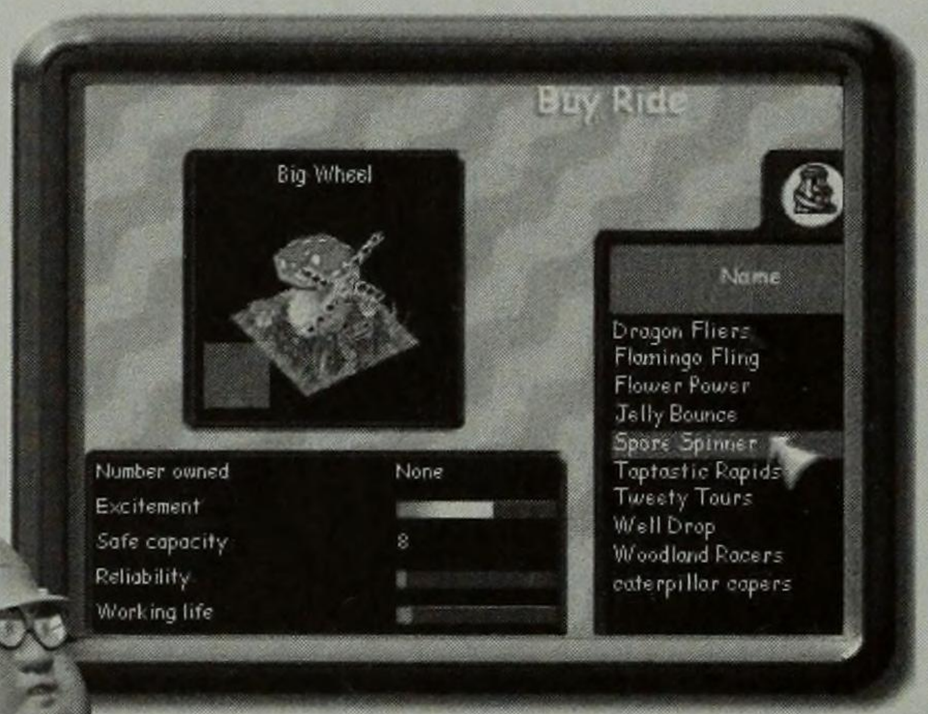
DEFAULT SETTINGS
Speed: 60 **Capacity:** 3 **Duration:** 10 seconds
SUGGESTED SETTINGS
Speed: 76 **Capacity:** 3 **Duration:** 20 seconds

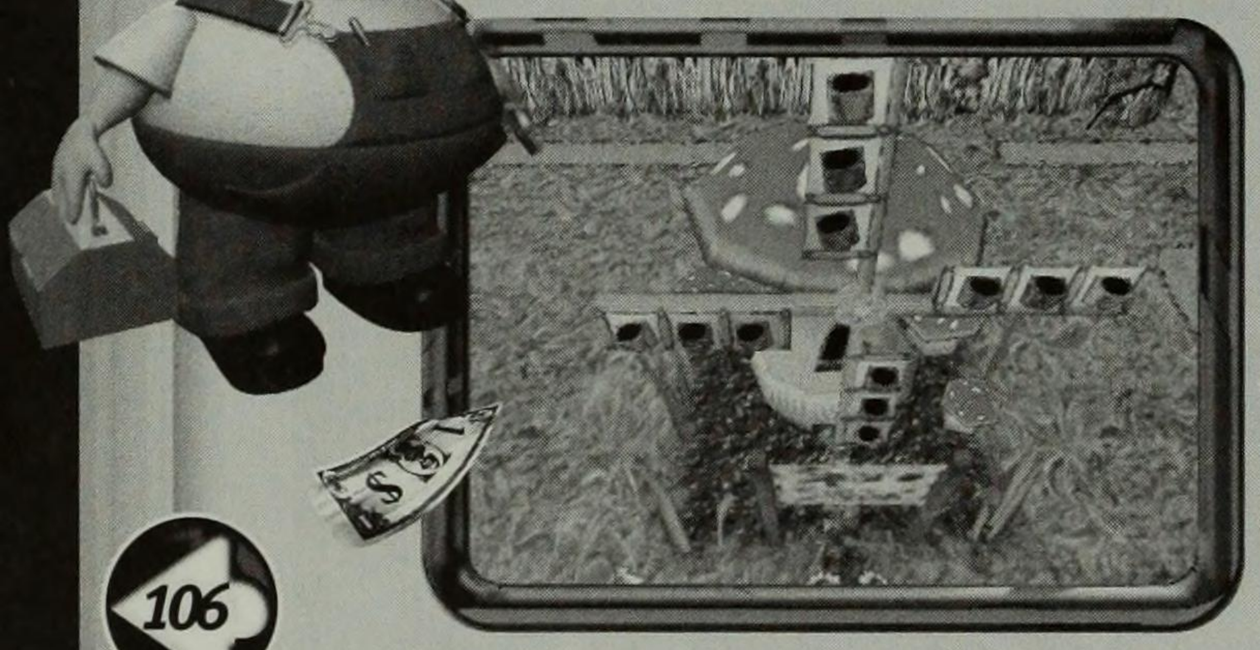
UPGRADE: LEVEL 2

Cost: $400
DEFAULT SETTINGS
Speed: 75 **Capacity:** 4 **Duration:** 10 seconds
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 4 **Duration:** 20 seconds

UPGRADE: LEVEL 3

Cost: $500
DEFAULT SETTINGS
Speed: 90 **Capacity:** 5 **Duration:** 10 seconds
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 5 **Duration:** 20 seconds





SPORE SPINNER

Description: Big Wheel
Details: Revealed in third ride research group
Cost: $1,750
Footprint: 5 x 5
Queue: The gate and exit are symmetrically positioned at opposite ends

Another big wheel, another winner. The Spore Spinner is a reliable workhorse that will churn through customers for weeks without breaking down. It can carry a comparatively large number of customers when it has been fully upgraded and as such is a must-have addition to a Wonder Land park. Adding an extra cycle at Levels 2 and 3 gives it greater thrill power without impacting too much on the queues. It's not as imposing as big wheels seen in other parks but it remains one of the staples.

LEVEL 1

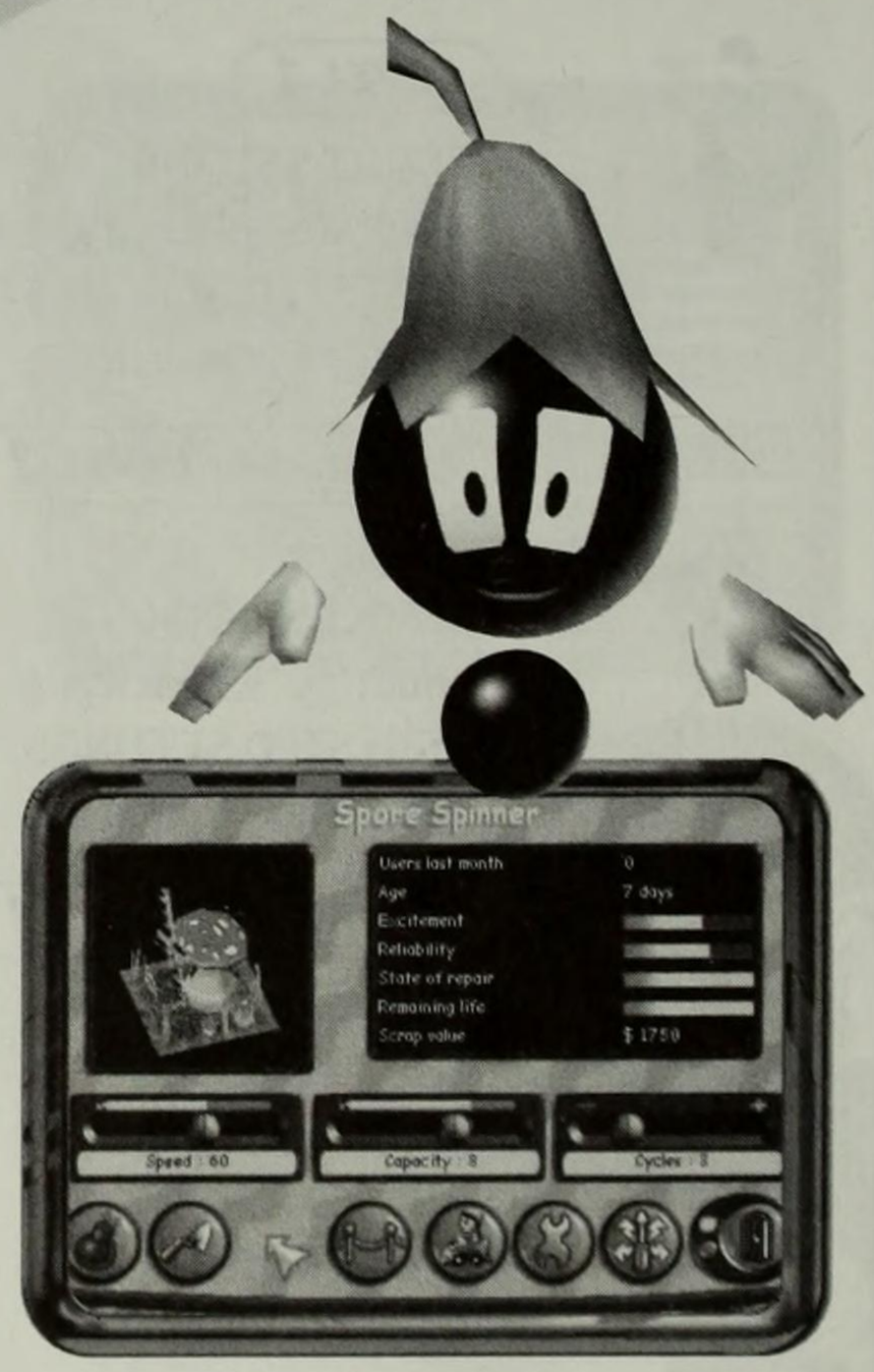
DEFAULT SETTINGS
Speed: 60 **Capacity:** 8 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 72 **Capacity:** 8 **Duration:** 3 cycles

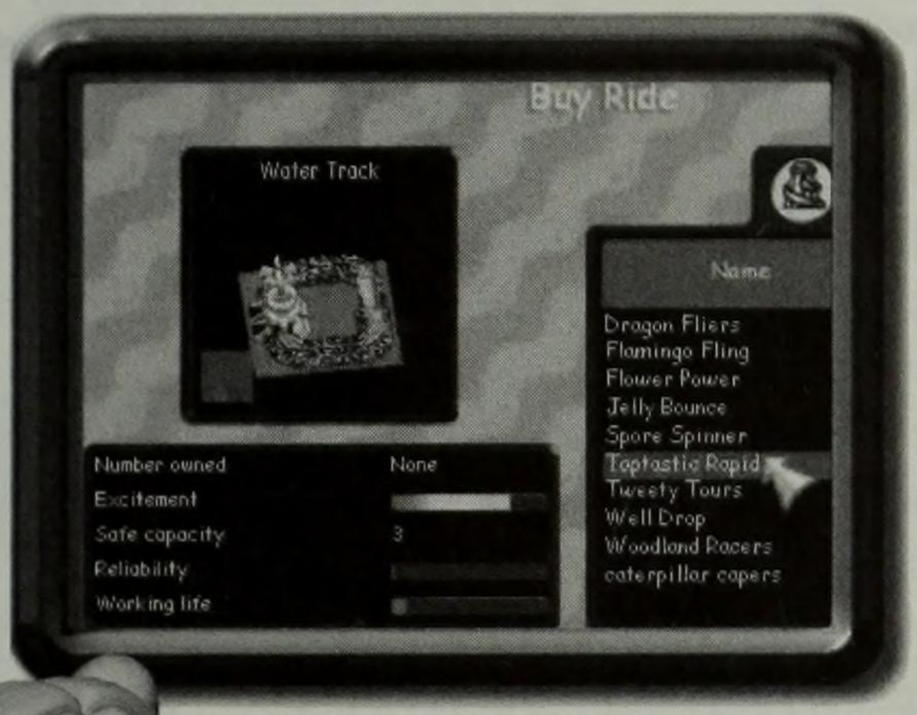
UPGRADE: LEVEL 2

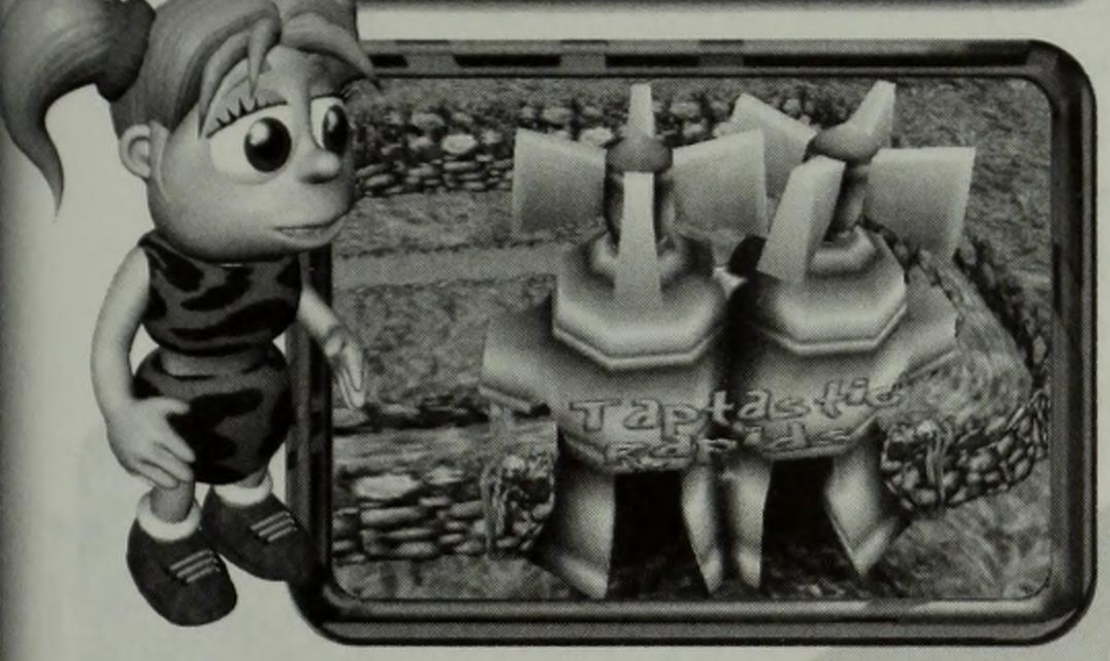
Cost: $250
DEFAULT SETTINGS
Speed: 75 **Capacity:** 10 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 10 **Duration:** 4 cycles

UPGRADE: LEVEL 3

Cost: $300
DEFAULT SETTINGS
Speed: 90 **Capacity:** 12 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 98 **Capacity:** 12 **Duration:** 4 cycles







TAPTASTIC RAPIDS

Description: Water Track
Details: Revealed in first ride research group
Cost: $5,000
Footprint: 4 x 4
Queue: The gate and exit are at the front.
Track runs from the sides

Taptastic Rapids never gets totally exciting, but it's a tortoise not a hare and will stay the distance. At first glance, the lack of thrills makes the $5,000 price seem extreme. But it does pull in steady crowds from day one and will continue to do so for its entire working life. When you do build the Taptastic Rapids, make the most of the track by building a long one with at least one bridge—the transparent rainbows are really cute.

LEVEL 1

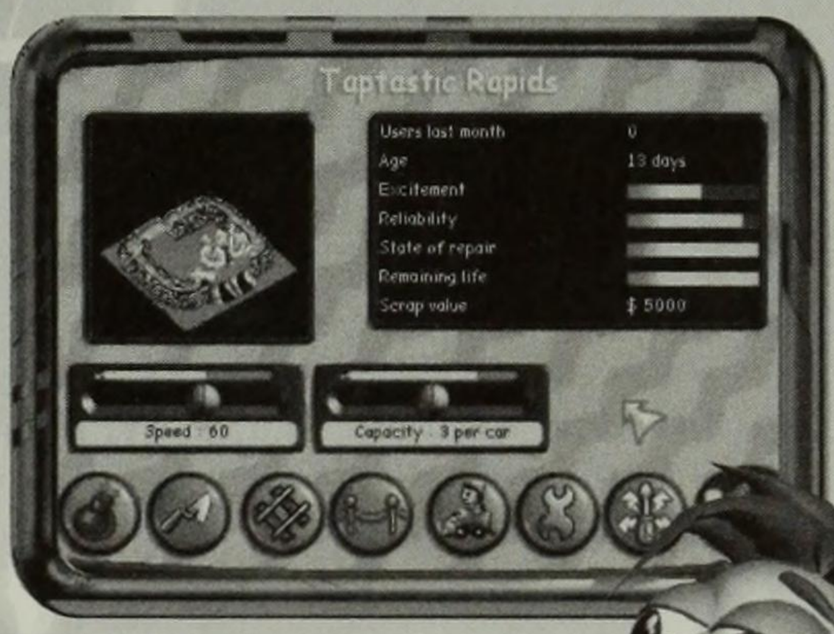
DEFAULT SETTINGS
Speed: 60 **Capacity:** 3 per car **Duration:** N/A
SUGGESTED SETTINGS
Speed: 77 **Capacity:** 4 per car **Duration:** N/A

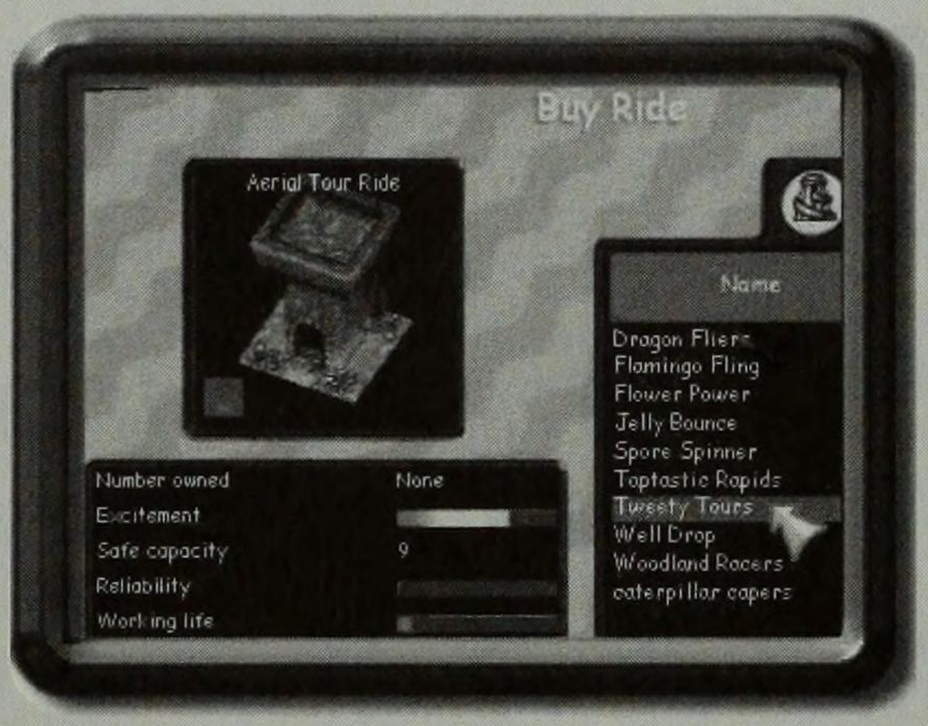
UPGRADE: LEVEL 2

Cost: $500
DEFAULT SETTINGS
Speed: 75 **Capacity:** 4 per car **Duration:** N/A
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 4 per car **Duration:** N/A

UPGRADE: LEVEL 3

Cost: $500
DEFAULT SETTINGS
Speed: 90 **Capacity:** 5 per car **Duration:** N/A
SUGGESTED SETTINGS
Speed: 98 **Capacity:** 5 per car **Duration:** N/A





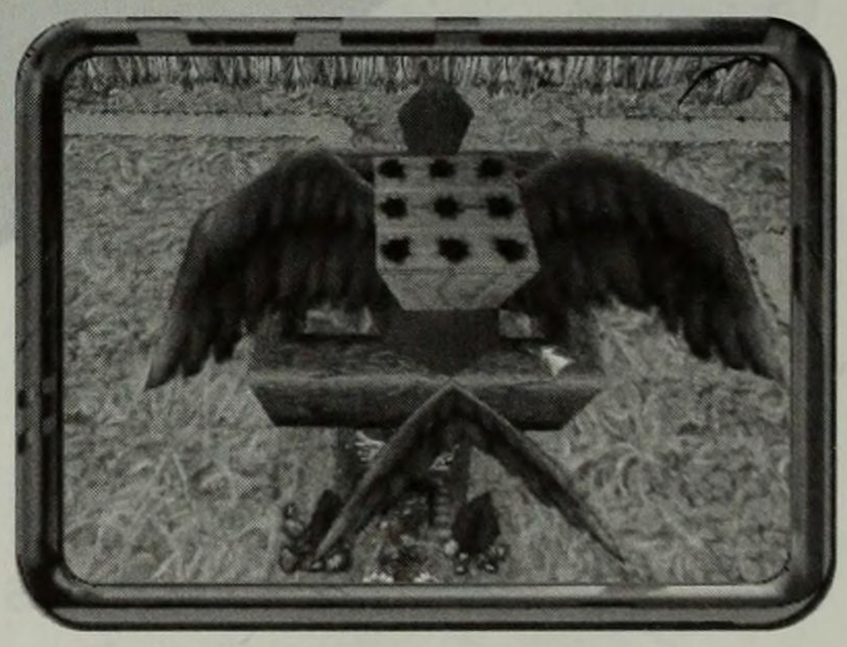


TWEETY TOUR

Description: Aerial Tour Ride
Details: Revealed as ??? Mystery Ride! ???. Yours for the price of two Golden Tickets
Cost: $3,000
Footprint: 3 x 3
Queue: The gate and exit are symmetrically positioned at the front and rear

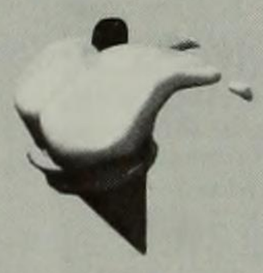


The real ??? Mystery Ride! ??? bargain. For just two Golden Tickets you get one of the most exciting and biggest capacity rides available. If you bring any Golden Tickets to the park, spend them on a Tweety Tour as soon as possible to increase your initial customer capacity and park excitement rating. The duration of the ride has no effect on the quality of the ride, so there's no point in increasing it as this will only slow throughput. Other than that, upgrade Tweety Tours as quickly as possible to feel the full benefits of this bonus ride.



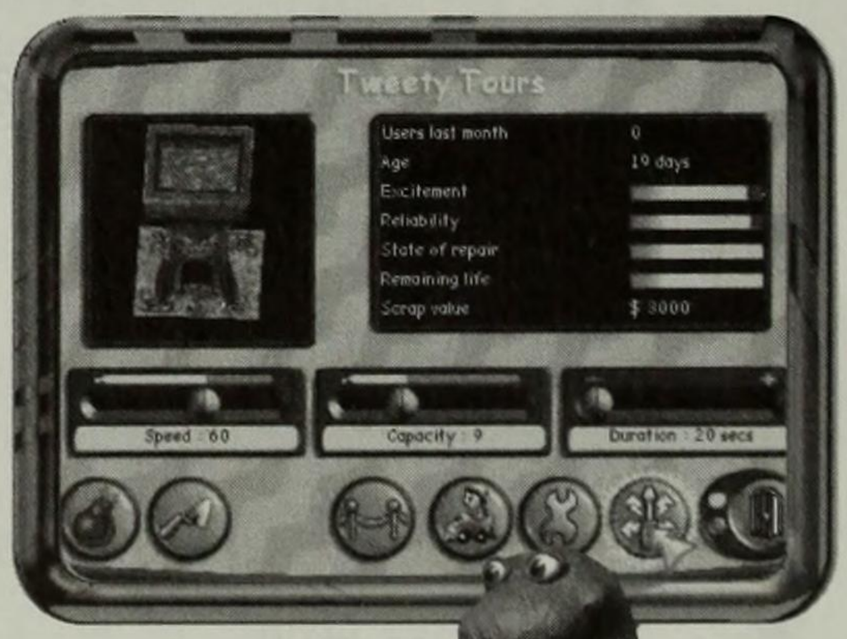
LEVEL 1

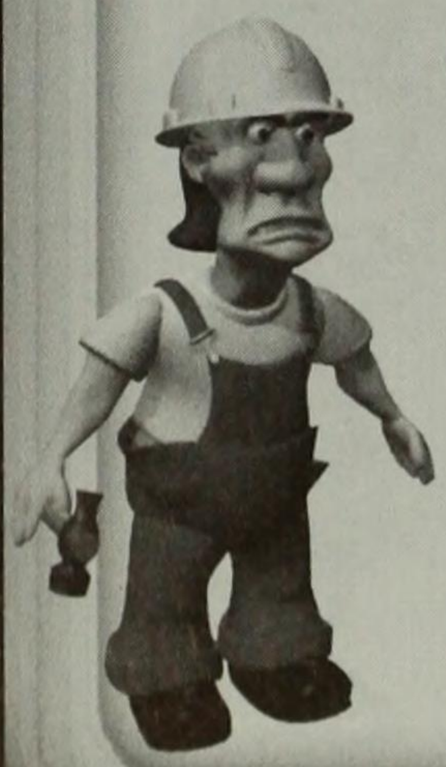
DEFAULT SETTINGS
Speed: 60 **Capacity:** 9 **Duration:** 40 seconds
SUGGESTED SETTINGS
Speed: 70 **Capacity:** 9 **Duration:** 40 seconds



UPGRADE: LEVEL 2

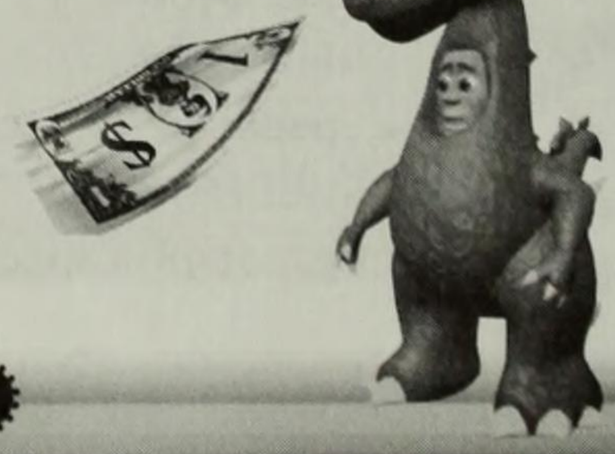
Cost: $300
DEFAULT SETTINGS
Speed: 75 **Capacity:** 18 **Duration:** 40 seconds
SUGGESTED SETTINGS
Speed: 85 **Capacity:** 18 **Duration:** 40 seconds

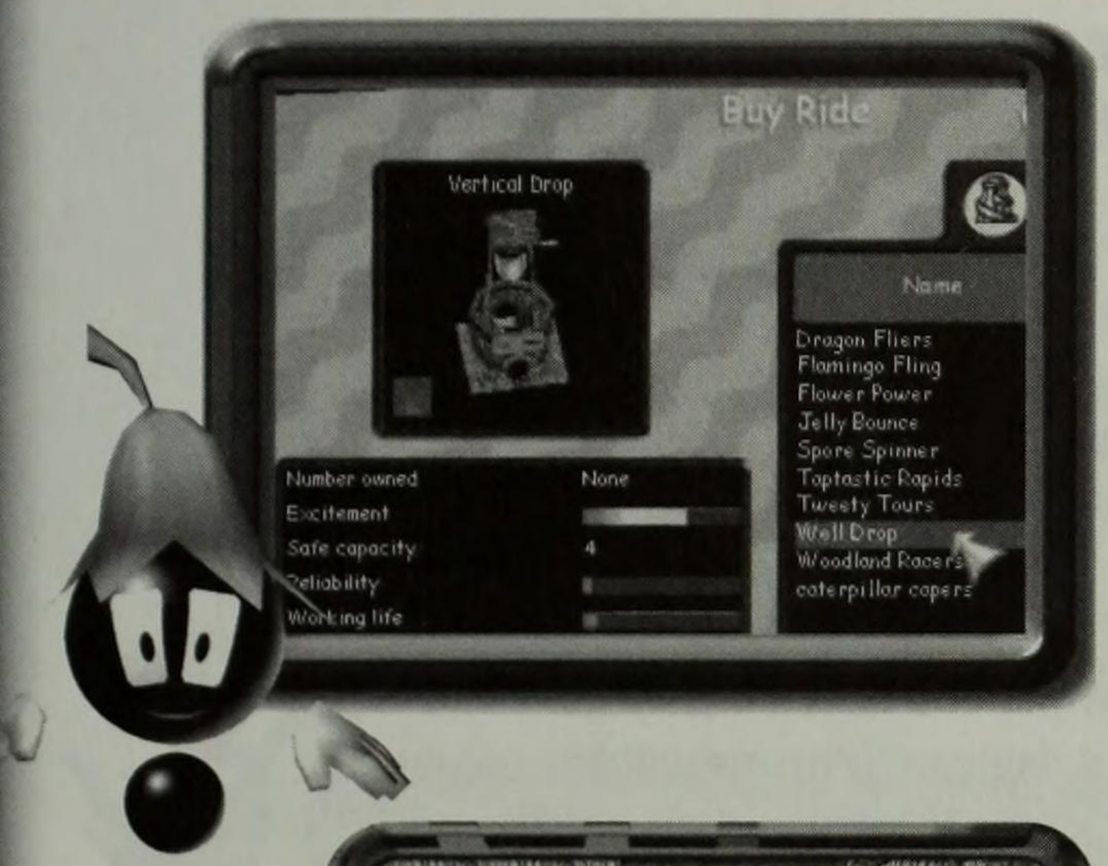


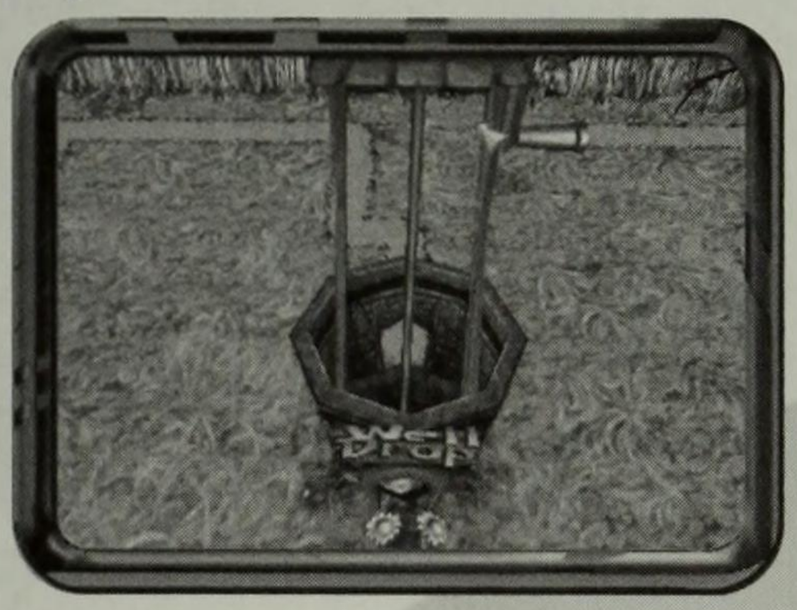


UPGRADE: LEVEL 3

Cost: $300
DEFAULT SETTINGS
Speed: 90 **Capacity:** 27 **Duration:** 40 seconds
SUGGESTED SETTINGS
Speed: 98 **Capacity:** 27 **Duration:** 40 seconds









WELL DROP

Description: Vertical Drop
Details: Revealed in first ride research group
Cost: $1,750
Footprint: 3 x 3
Queue: The gate and exit are symmetrically positioned at the front and rear

The Well Drop is a good, cheap thrill. Simulating the effect of being in a falling elevator obviously appeals to the human psyche, as the Well Drop performs white-knuckle miracles at a knockdown price. This type of ride is always limited in its capacity and in order to make the most it, increase the number of cycles to four from three. Again, to avoid queuing problems it's probably better to take the financial hit on the chin and install a second ride.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 4 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 71 **Capacity:** 4 **Duration:** 4 cycles



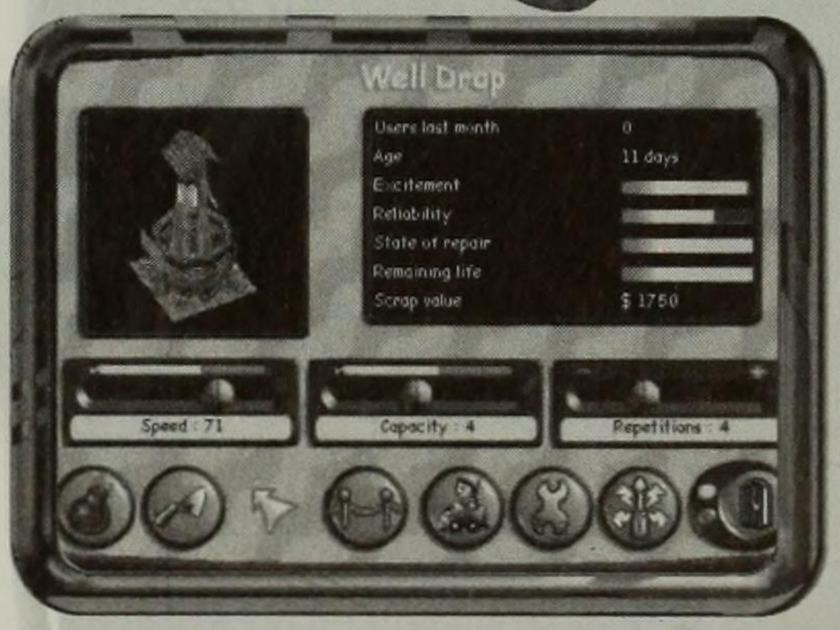
UPGRADE: LEVEL 2

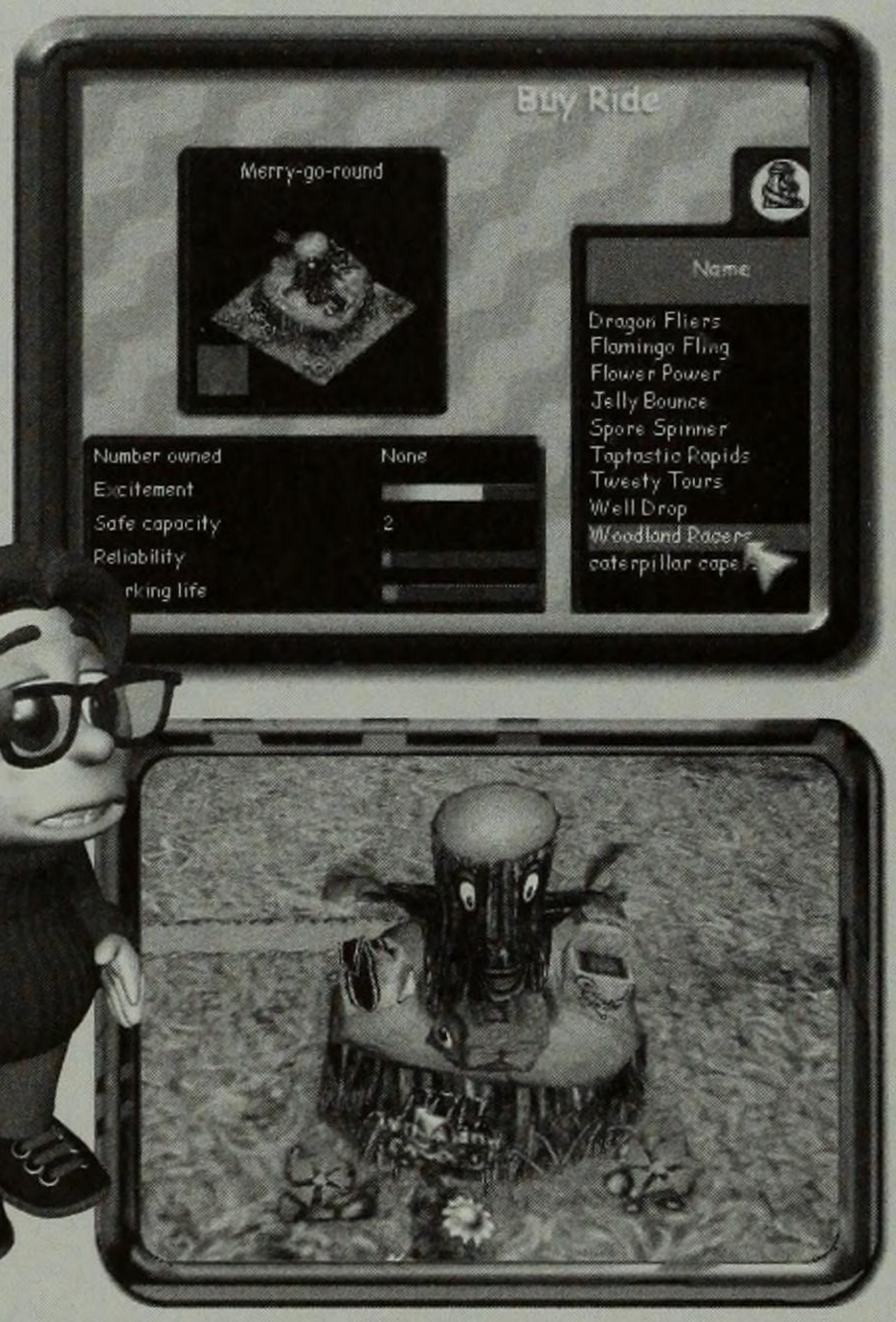
Cost: $250
DEFAULT SETTINGS
Speed: 75 **Capacity:** 5 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 88 **Capacity:** 5 **Duration:** 3 cycles

UPGRADE: LEVEL 3

Cost: $300
DEFAULT SETTINGS
Speed: 90 **Capacity:** 6 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 7 **Duration:** 4 cycles



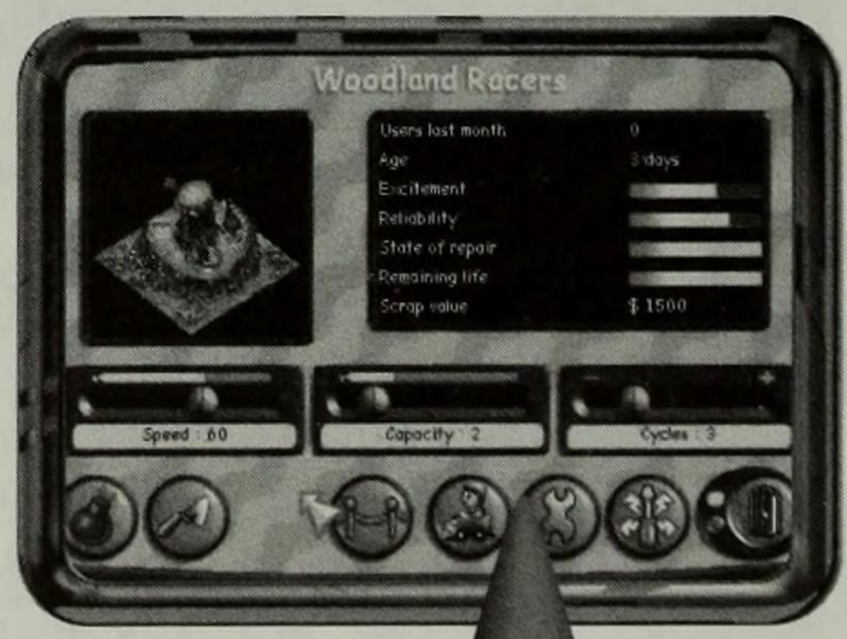




WOODLAND RACERS

Description: Merry-go-round
Details: Revealed in second ride research group
Cost: $1,500
Footprint: 4 x 4
Queue: The gate and exit are positioned offset at the front and rear

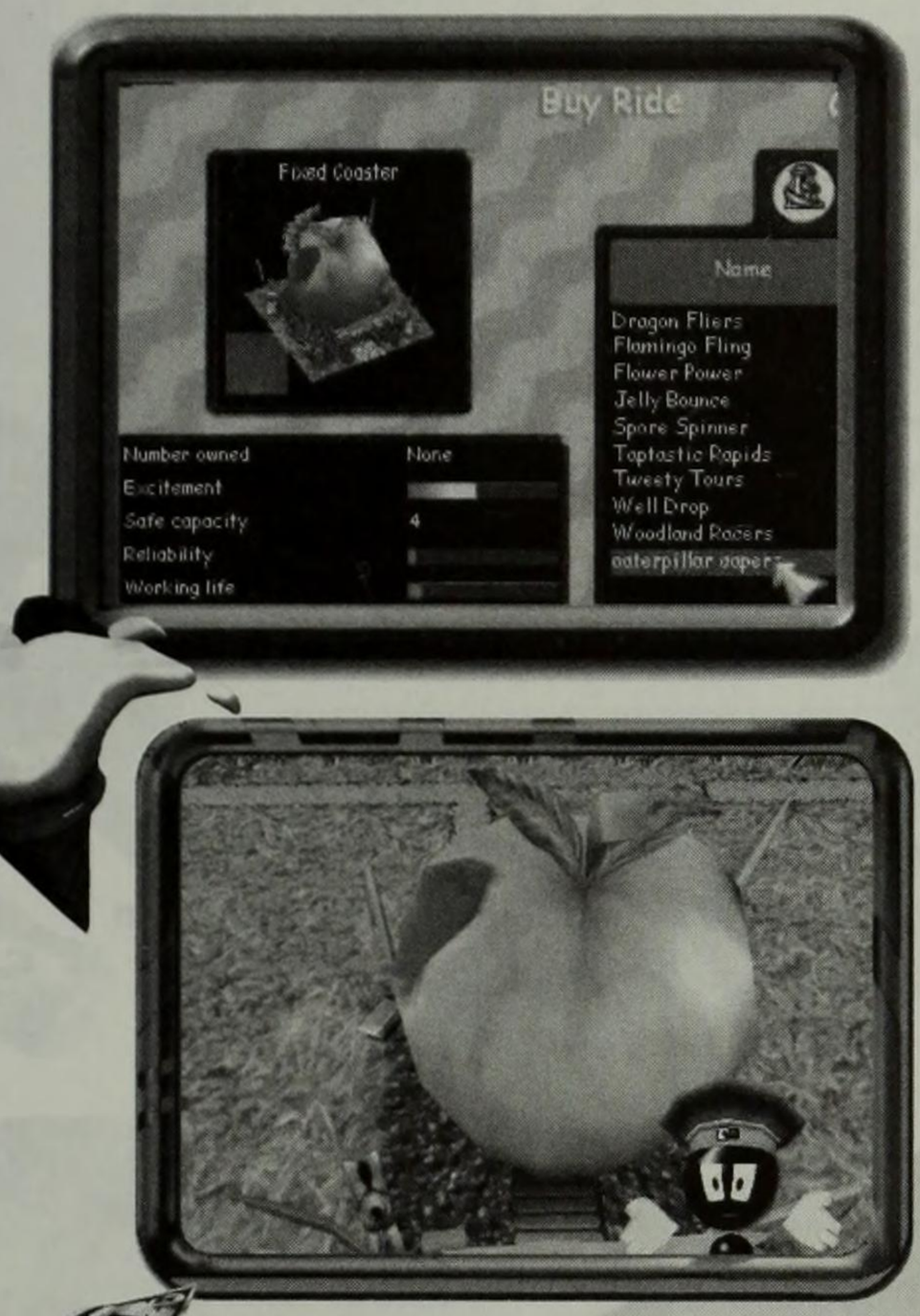
The Woodland Racers merry-go-round is surprisingly exciting. As solid as an oak, the ride is also reliable and the only downside is the small number of kids it can carry. Obviously, it can't compete with its research group rival the Big Dripper, but it does offer a dependable alternative to the likes of Bugs TV and even the Taptastic Rapids. Squeeze one into your park as soon as work has finished on the Big Dripper roller coaster.



LEVEL 1 DEFAULT SETTINGS
Speed: 60 **Capacity:** 2 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 73 **Capacity:** 3 **Duration:** 3 cycles

UPGRADE: LEVEL 2 **Cost:** $150
DEFAULT SETTINGS
Speed: 75 **Capacity:** 4 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 4 **Duration:** 3 cycles

UPGRADE: LEVEL 3 **Cost:** $200
DEFAULT SETTINGS
Speed: 90 **Capacity:** 6 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 6 **Duration:** 3 cycles



CATERPILLAR CAPERS

Description: Fixed Coaster
Details: Available at start
Cost: $1,000
Footprint: 5 x 5
Queue: The gate and exit are symmetrically positioned at the front and rear

A caper defined as a high-spirited escapade or an edible flower bud. Caterpillar Capers refers to the latter, as this ride is neither high spirited nor an escapade. The big apple may be useful to bolster a formative park, but once real rides become available it should be shuffled off to a quiet corner or recycled.





LEVEL 1 DEFAULT SETTINGS
Speed: 60 **Capacity:** 4 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 73 **Capacity:** 4 **Duration:** 4 cycles



UPGRADE: LEVEL 2 **Cost:** $150
DEFAULT SETTINGS
Speed: 75 **Capacity:** 6 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 6 **Duration:** 3 cycles



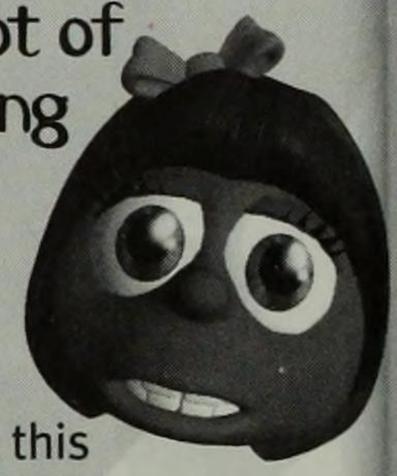
UPGRADE: LEVEL 3 **Cost:** $200
DEFAULT SETTINGS
Speed: 90 **Capacity:** 8 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 8 **Duration:** 3 cycles



PARK PATROL

Wonder Land may look like a cute and cuddly park, but this pastel pink world is deceptive. If you're to make the most of it, find out which rainbow's end holds the pot of Golden Tickets and be aware of the challenges lurking behind every giant sunflower.

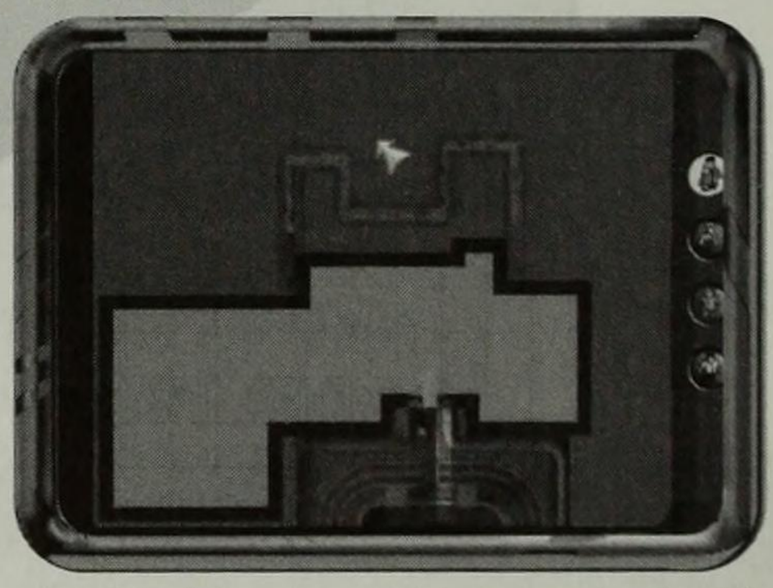




GOLDEN TICKETS

Wonder Land offers more Golden Tickets than any other park. Abuse this mercilessly by milking as many tickets as possible to set you up for Space Zone. Be aware that the targets you must hit in order to get them are significantly higher than both Lost Kingdom and Halloween World. So plan and play for the long term and grind these tickets out.





- Reach a visitor total of 2,500.
- Get 300 people in your park at the same time.
- Gain a happiness rating of 80 percent when there are at least 150 visitors in the park at the same time.
- Make a yearly profit of $20,000.
- Attract 400 visitors over six months.
- Build a go-kart track with an excitement rating of 90.
- Research and build all items.
- Build a very high roller coaster—must be on built on very high land (see map).
- Build a go-kart track with a 90 excitement rating.
- Build a 50-section long water track.
- Own 3,000 units of land.
- Cover 2,000 units of land.
- Big Brother Award—100 percent security coverage in your park.





CHALLENGES

As a much tougher park to manage, beating a few challenges in Wonder Land will help ease those cash flow blues. Don't go mad trying to hit these targets; try to develop a strategy that puts you in a state of readiness for them. So when a challenge appears, you can meet its targets quickly.



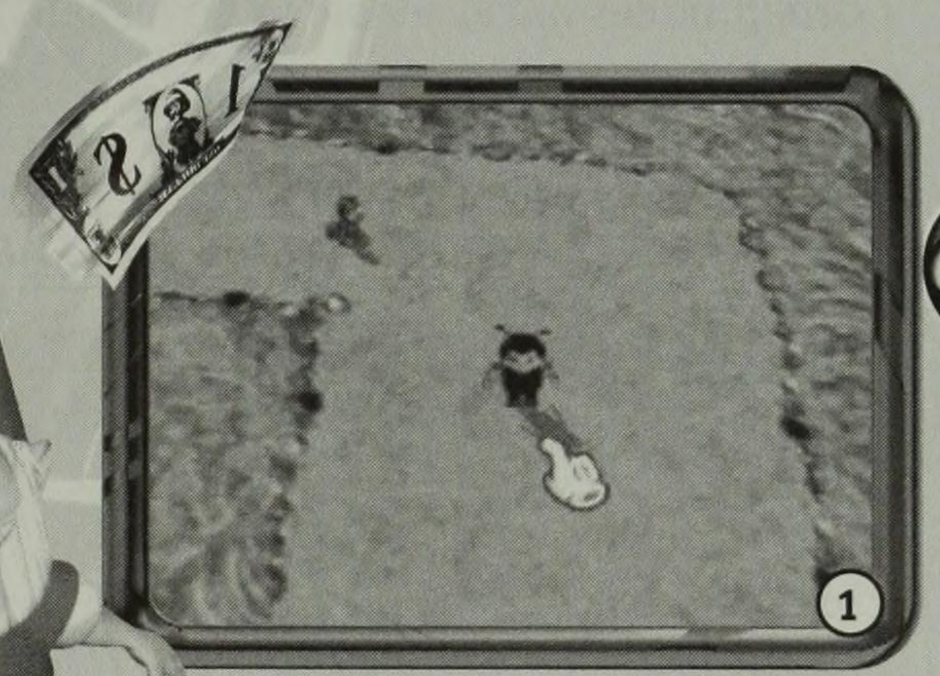
- Keep all staff over 50 happiness for 60 days.
- Keep toilets 20 percent clean for 90 days.
- Build Taptastic Rapids within 60 days (Part 1).
- Add an upgrade to Taptastic Rapids within 30 days (Part 2).
- Sell 100 ice creams over the next 60 days.
- Sell 100 costumes over the next 60 days.
- Research two new rides in the next 120 days.
- Upgrade Spore Spinner to Level 3 in under 60 days.
- Build Flamingo Fling in less than 60 days (Part 1).
- Get 100 people to ride Flamingo Fling within 60 days (Part 2).

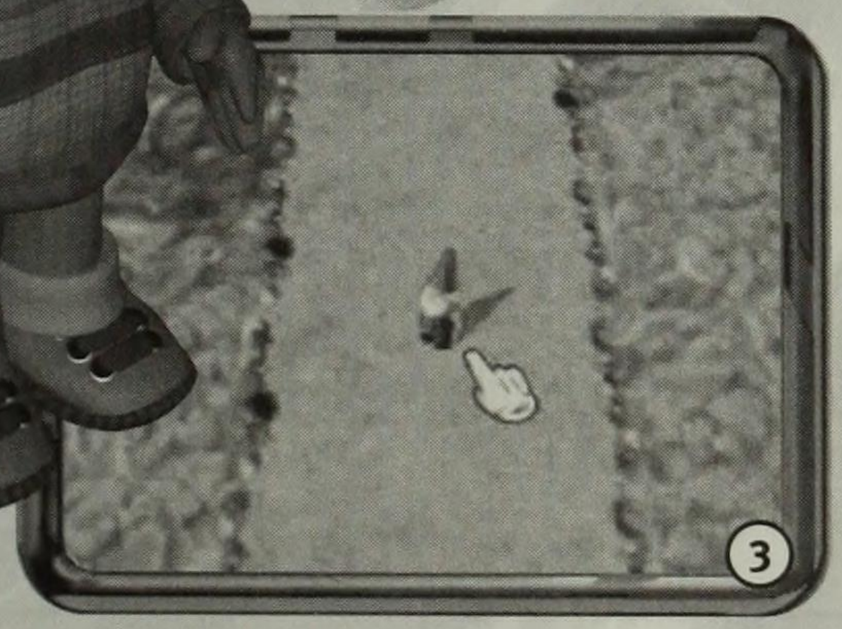
ENTERTAINERS

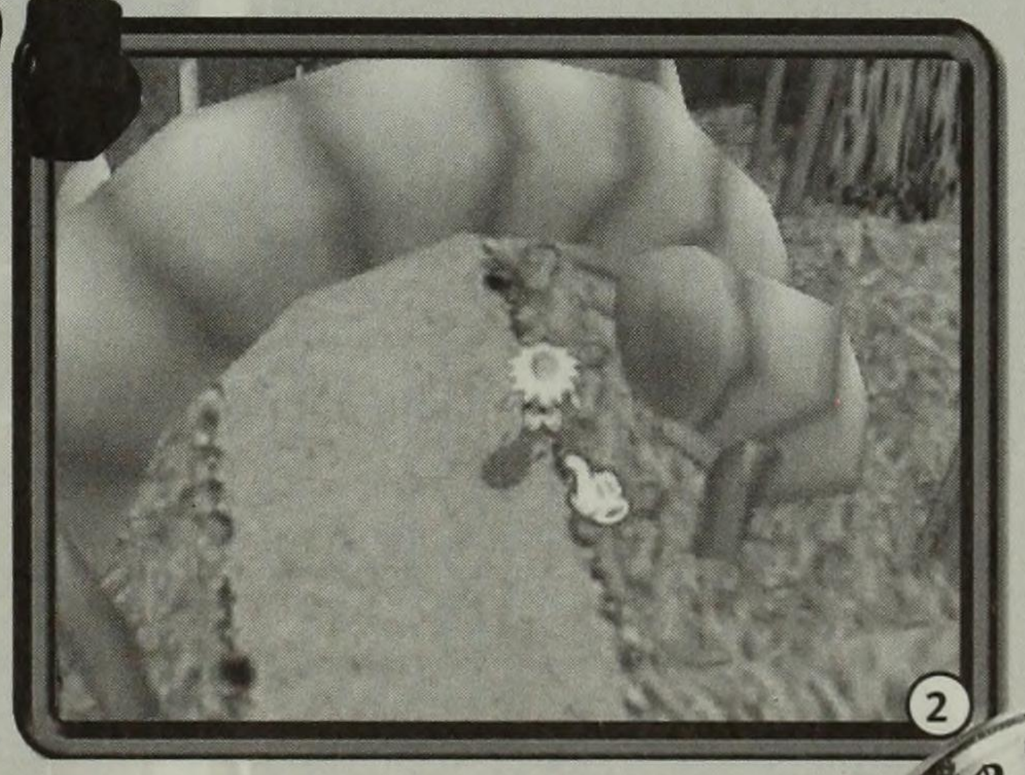
If the advisor is on when you begin Wonder Land, he berates you about the quality of your entertainers. Still, you have to hire them and then pay for the training. Make it a priority to shut the advisor up, if nothing else!

(1) Very John Belushi circa early Saturday Night Live, but a little funnier and better behaved.
(2) A tad twee, but the kids seem to like this little flower, so plant some around your park.
(3) Ha, ha, ha. He, he, he. He's the laughing gnome, but he commands a fee.









Rides Research Groups

Research Group 0	Research Group 1	Research Group 2	Research Group 3	Research Group 4
Bumper Bugs	Jelly Bounce	Big Dripper	Bumble Buggies	Caterpillar Coasta
Caterpillar Capers	Taptastic Rapids	Bugs TV	Spore Spinner	Flamingo Fling
Candy Coaster	Well Drop	Woodland Racers	—	—
Flower Power	—	—	—	—

Tweety Tours is a ??? Mystery Ride! ??? which is revealed for two Golden Tickets.
Dragon Fliers is a ??? Mystery Ride! ??? which is revealed for four Golden Tickets.

NOTES:
Group 0 rides are available to be built from the start.
Group 1 rides are available to be researched from the start.
Group 2 rides become available to be researched when all Group 1 rides have been researched.
Group 3 rides become available to be researched when all Group 2 rides have been researched.
Group 4 rides become available to be researched when one Group 3 ride has been researched.

Miscellaneous Items Research Groups

Research Group 0	Research Group 1	Research Group 2	Research Group 3
Bricks	Candy Cone	Garden Fork	Card Statue
Litter Bin	Donut	Large Sign	Garden Trowel
Mushrooms	Fountain	Plant Pot	Pencil
Security Camera	Grass	Teapot	Super Toilet
Small Flower	Large Flower	—	—
Small Toilet	Lollipop	—	—
Staff Room	Medium Flower	—	—
Sunflower	Speaker: Clown Capers	—	—
—	Speaker: Fairy Frolics	—	—
—	Speaker: Hurry Up Havoc	—	—
—	Speaker: Lucky Card	—	—

NOTES:
Group 0 items are available to build from the start.
Group 1 items are available to research from the start.
Group 2 items become available to research when 10 Group 1 items have been researched.
Group 3 items become available to research when three Group 2 items have been researched.

Sideshow Research Groups

Research Group 0	Research Group 1	Research Group 2	Research Group 3
Jungle Spray	Laughing Hyenas	Arcade	Giant Puzzle
Strength Bird	—	—	—

Shop Research Groups

Research Group 0	Research Group 1	Research Group 2	Research Group 3
Balloon Shop	Ice Cream Shop	Gift Shop	Costume Shop
Fries Shop	—	Burger Shop	Restaurant
Drinks Shop	—	—	—

Sideshow Research Groups

Research Group 0	Research Group 1	Research Group 2
Aqua Spray	Arcade	Strength Flower
Fruit Shy	—	—

Ride Price List

Ride	Level 1 Price	Upgrade Level 2 Price	Upgrade Level 3 Price
Big Dripper	$10,000	$5,000	$2,000
Bugs TV	$1,250	$150	$200
Bumble Buggies	$6,500	$750	$900
Bumper Bugs	$2,000	$250	$300
Candy Coaster	$12,500	$5,250	$2,500
Caterpillar Capers	$1,000	$150	$200
Caterpillar Coasta	$10,000	$5,000	$2,000
Dragon Fliers	$2,000	$250	$300
Flamingo Fling	$750	$1,000	$1,000
Flower Power	$1,500	$300	$250
Jelly Bounce	$500	$400	$500
Spore Spinner	$1,750	$250	$300
Taptastic Rapids	$5,000	$500	$500
Tweety Tour	$3,000	$300	$300
Well Drop	$1,750	$250	$300
Woodland Racers	$1,500	$150	$200

ADDITIONAL UPGRADES: **Bee Karts Jump** $750 **Bee Karts Tunnel** $900

SPACE ZONE

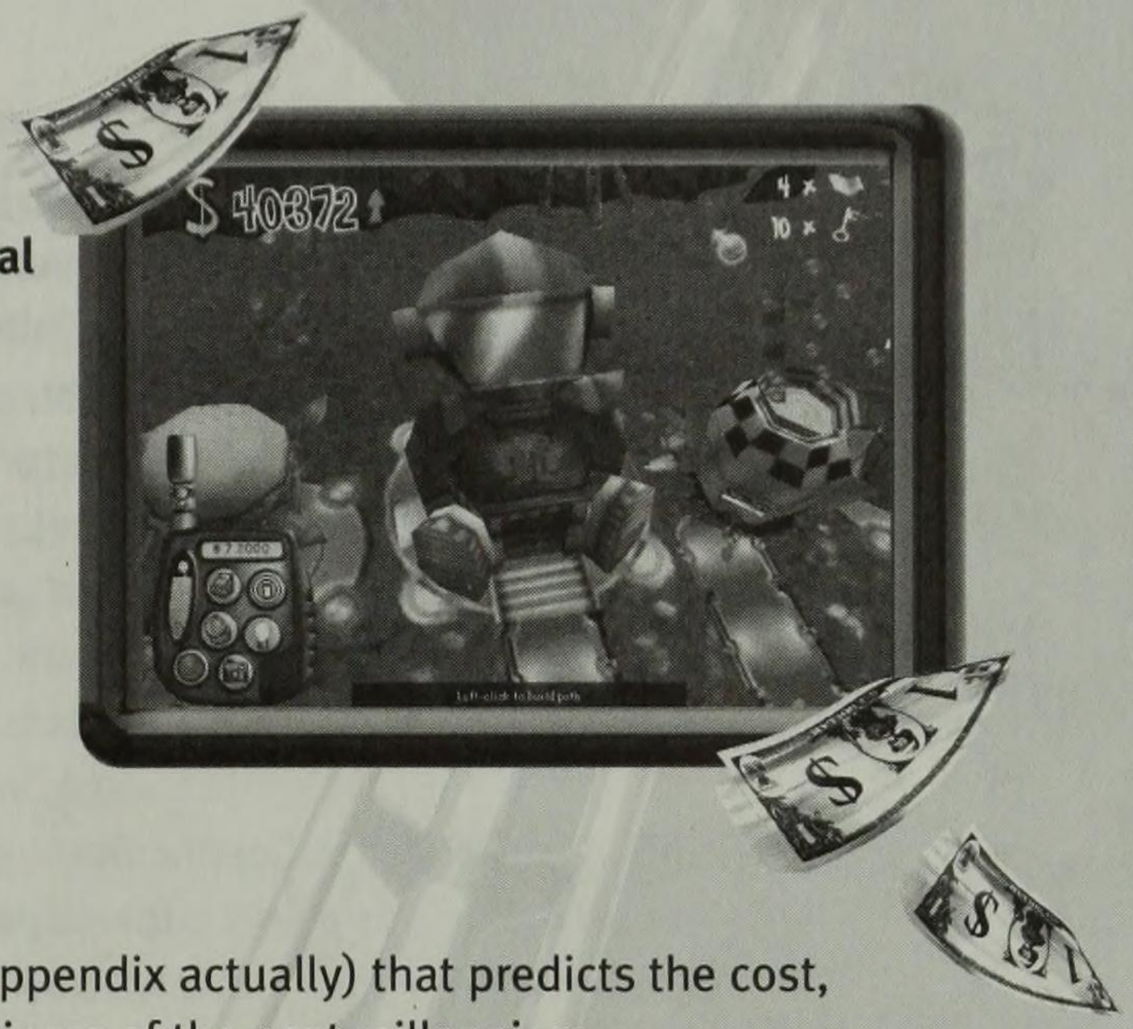
Space Zone is the shape of theme parks to come. If you want to know how all the weird science fiction widgets, gadgets and gizmos work, then read the Ride Guide, Park Patrol and General Notes. Oh, and don't press the red button!

RIDE GUIDE

This section is an in-depth guide to the technology of the future and the three ??? Mystery Rides! ???. It shows you how to set up all the rides to increase reliability, which the kids of tomorrow get in preference to excitement. This will make your park as thrilling as possible while remaining relatively maintenance free. The stats deal with each ride as part of a fully established park, and the needs of your park may differ at the start of the game. For



hints and advice on how best to compensate for this, see the **General Notes** chapter and the Space Zone **Park Patrol** section.



PARK PATROL

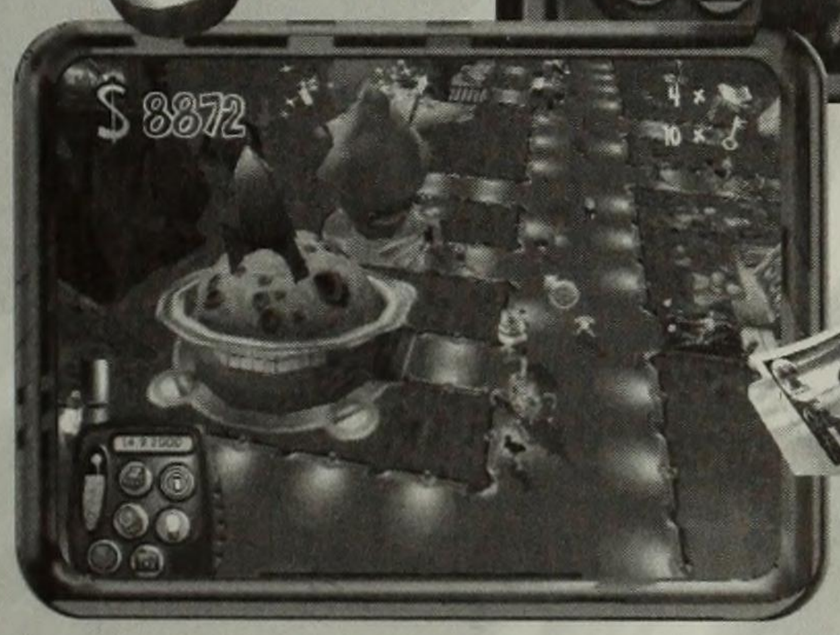
A hitchhiker's guide to the theme parks of tomorrow. If you want to learn how to replicate Golden Tickets, then beam down here.

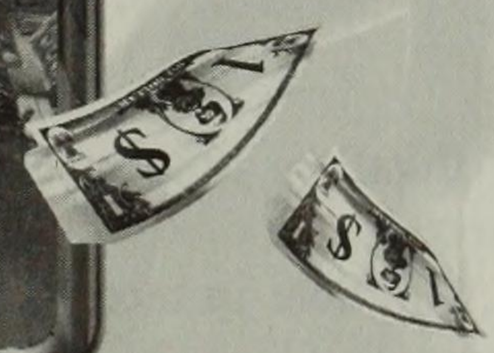
GENERAL NOTES

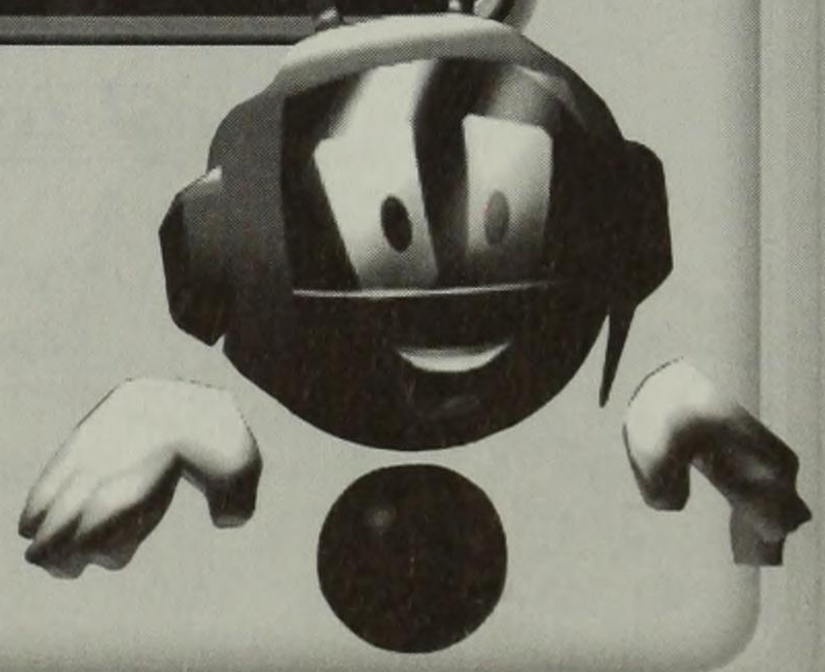
An interactive omnipedia (well an appendix actually) that predicts the cost, research dependencies and entertainers of the next millennium.

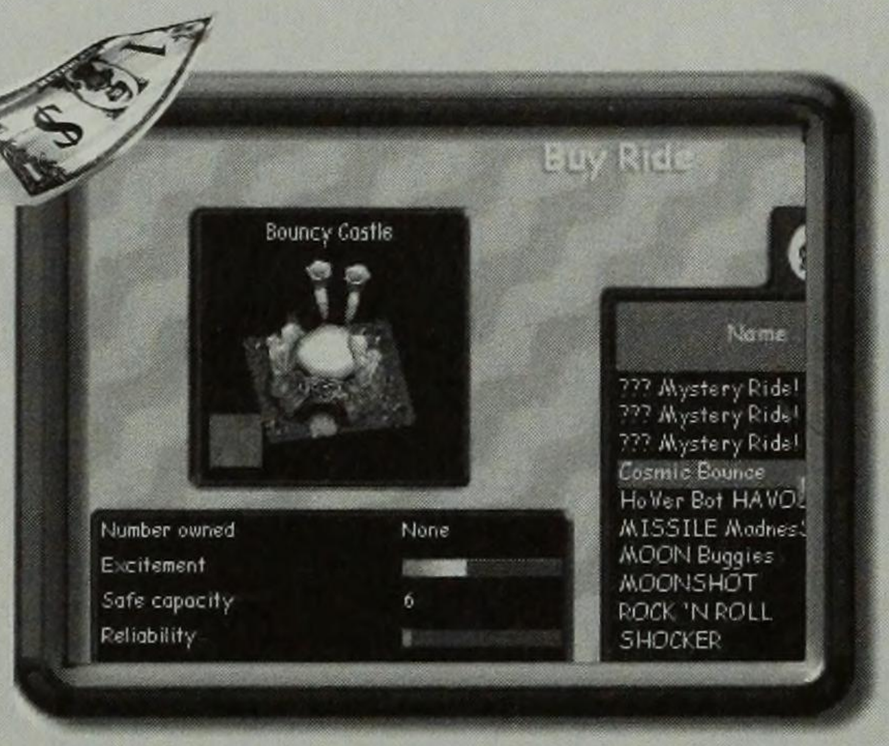








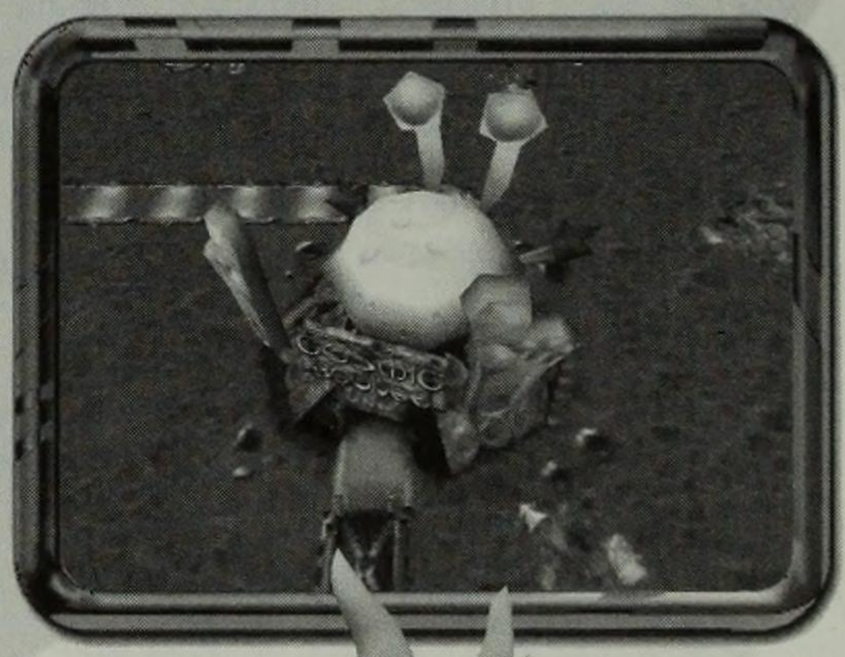


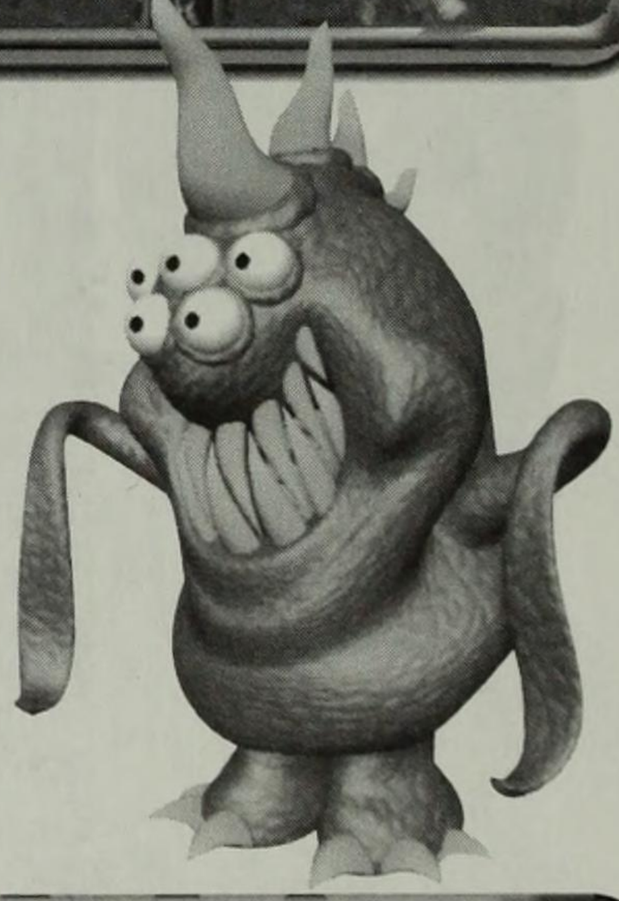


COSMIC BOUNCE

Description: Bouncy Castle
Details: Revealed in second ride research group
Cost: $500
Footprint: 4 x 5
Queue: The gate and exit are offset at the front and rear (short sides)

This is perhaps the most disappointing ride in the Space Zone. A basic bouncy castle, the Cosmic Bounce arrives in a late research group, has a low capacity and offers little excitement. In fact, it's pushed to break the 50 percent thrill barrier even when reliability is totally ignored. The low price ($500!) is all that makes the ride worth bothering with. Do not rely on this one to pull people through your park and build only one to round off an otherwise fully developed park.





LEVEL 1

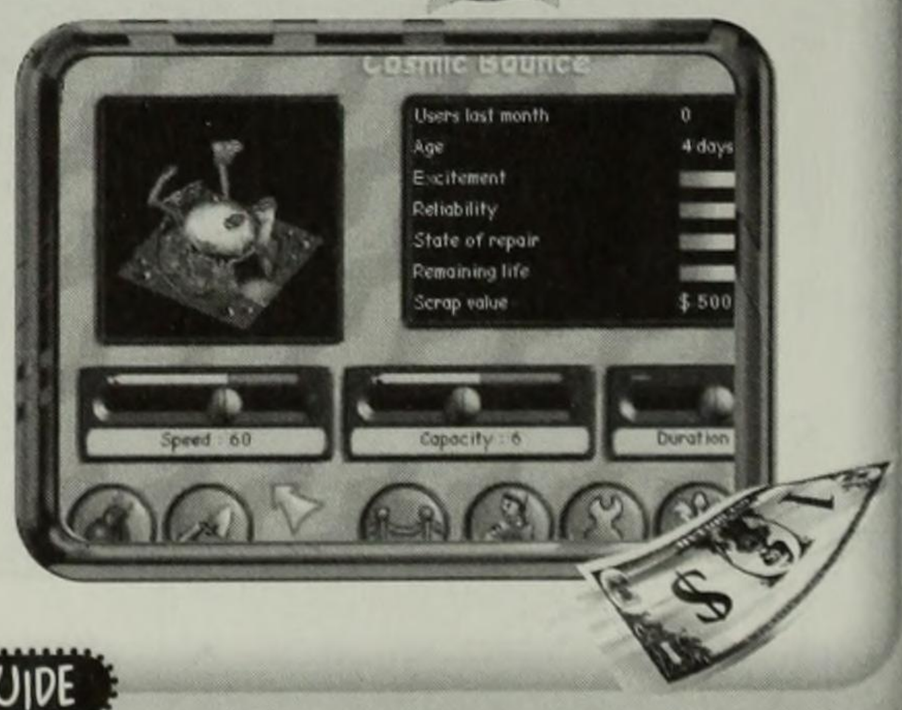
DEFAULT SETTINGS
Speed: 60 **Capacity:** 6 **Duration:** 30 seconds
SUGGESTED SETTINGS
Speed: 78 **Capacity:** 6 **Duration:** 39 seconds

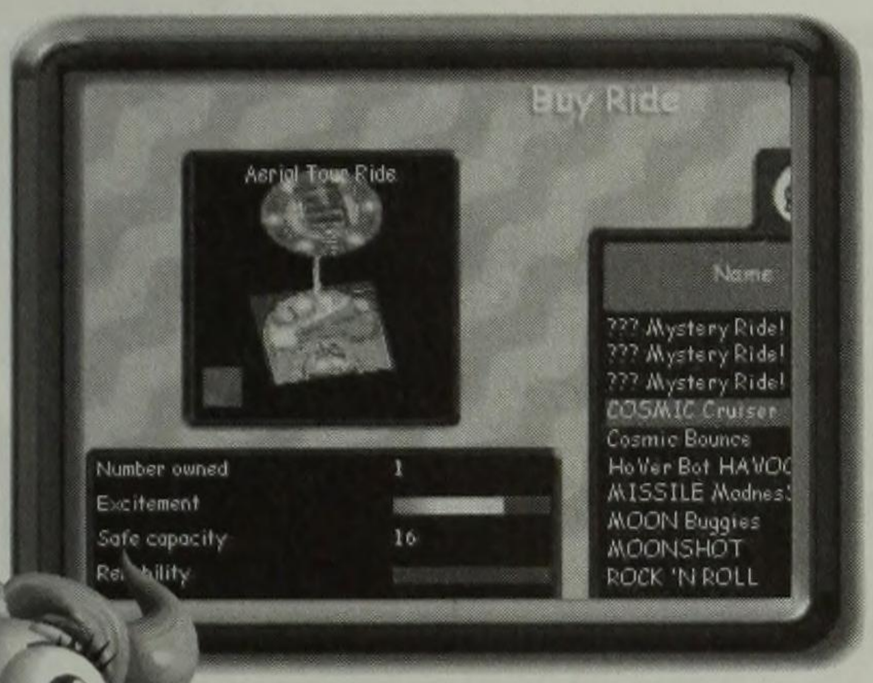
UPGRADE: LEVEL 2

Cost: $400
DEFAULT SETTINGS
Speed: 75 **Capacity:** 9 **Duration:** 30 seconds
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 9 **Duration:** 38 seconds

UPGRADE: LEVEL 3

Cost: $500
DEFAULT SETTINGS
Speed: 90 **Capacity:** 12 **Duration:** 30 seconds
SUGGESTED SETTINGS
Speed: 98 **Capacity:** 12 **Duration:** 39 seconds

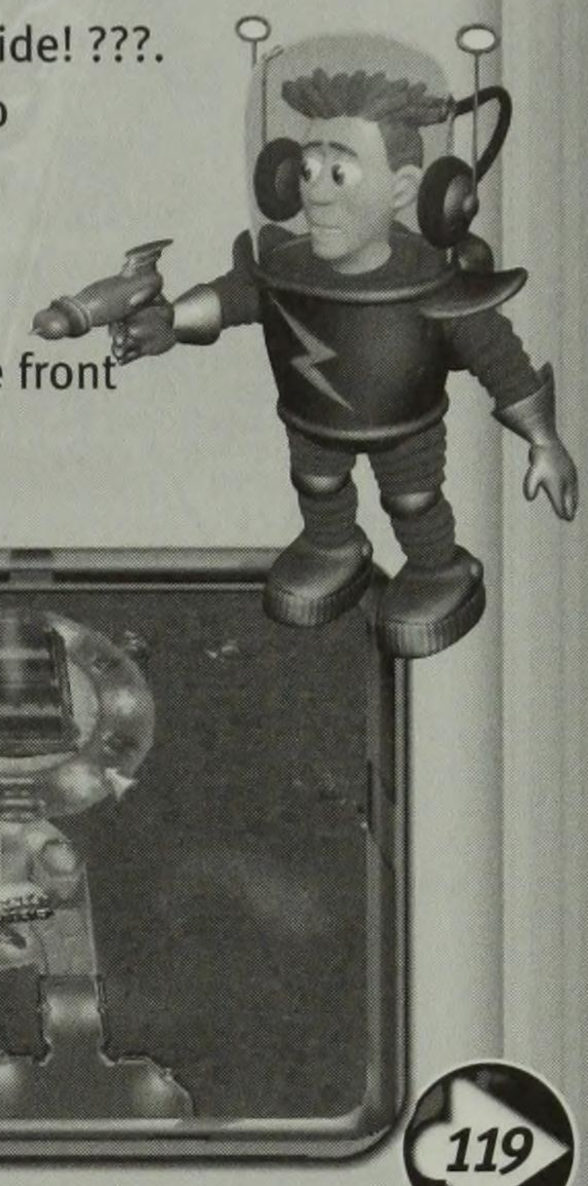




COSMIC CRUISER

Description: Aerial Tour Ride
Details: Revealed as ??? Mystery Ride! ???. You can get this for the price of two Golden Tickets
Cost: $3,000
Footprint: 3 x 3
Queue: The gate and exit are at the front





Take a trip in this cosmic buggy and you won't be disappointed. Even though it's the lowest price ??? Mystery Ride! ???, this Cosmic Cruiser really delivers. The Cruiser starts off as a thriller and just keeps getting better. Save some Golden Tickets from a previous park so you can build this ride as soon as you set foot in the Space Zone. It isn't a park-maker like the Escape Velocity but it will help keep the crowds happy for many moons to come.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 16 **Duration:** 40 seconds
SUGGESTED SETTINGS
Speed: 66 **Capacity:** 18 **Duration:** 40 seconds

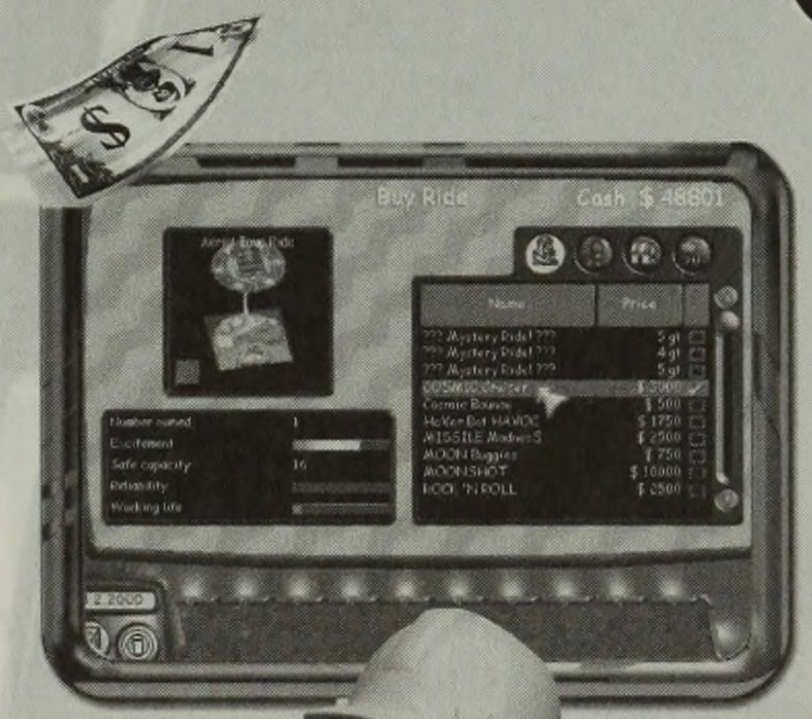
UPGRADE: LEVEL 2

Cost: $300
DEFAULT SETTINGS
Speed: 75 **Capacity:** 20 **Duration:** 40 seconds
SUGGESTED SETTINGS
Speed: 85 **Capacity:** 24 **Duration:** 40 seconds

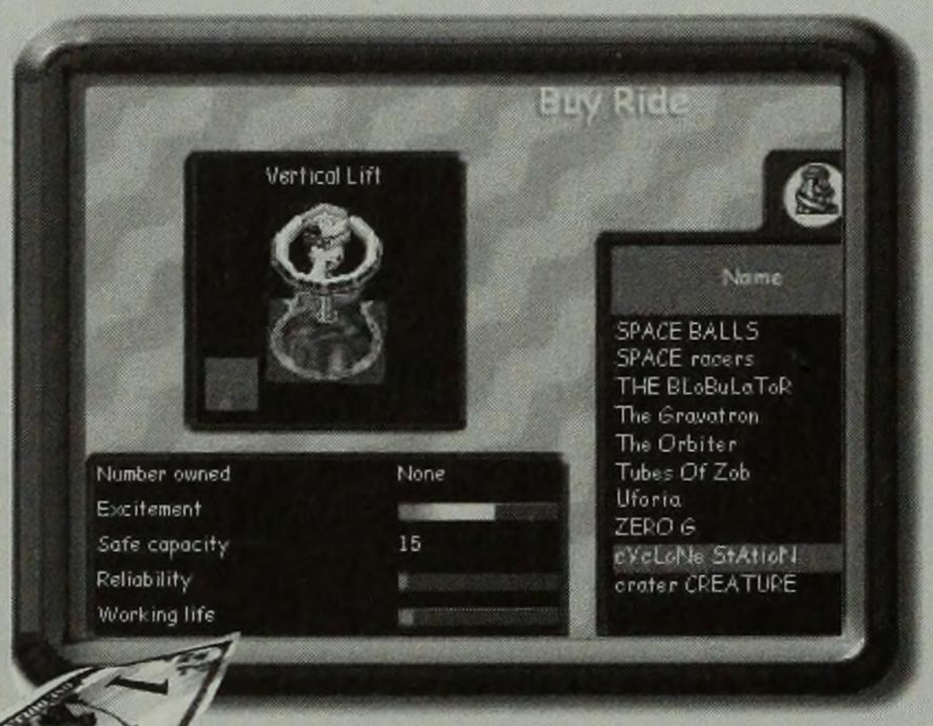


UPGRADE: LEVEL 3

Cost: $400
DEFAULT SETTINGS
Speed: 90 **Capacity:** 24 **Duration:** 40 seconds
SUGGESTED SETTINGS
Speed: 98 **Capacity:** 24 **Duration:** 40 seconds







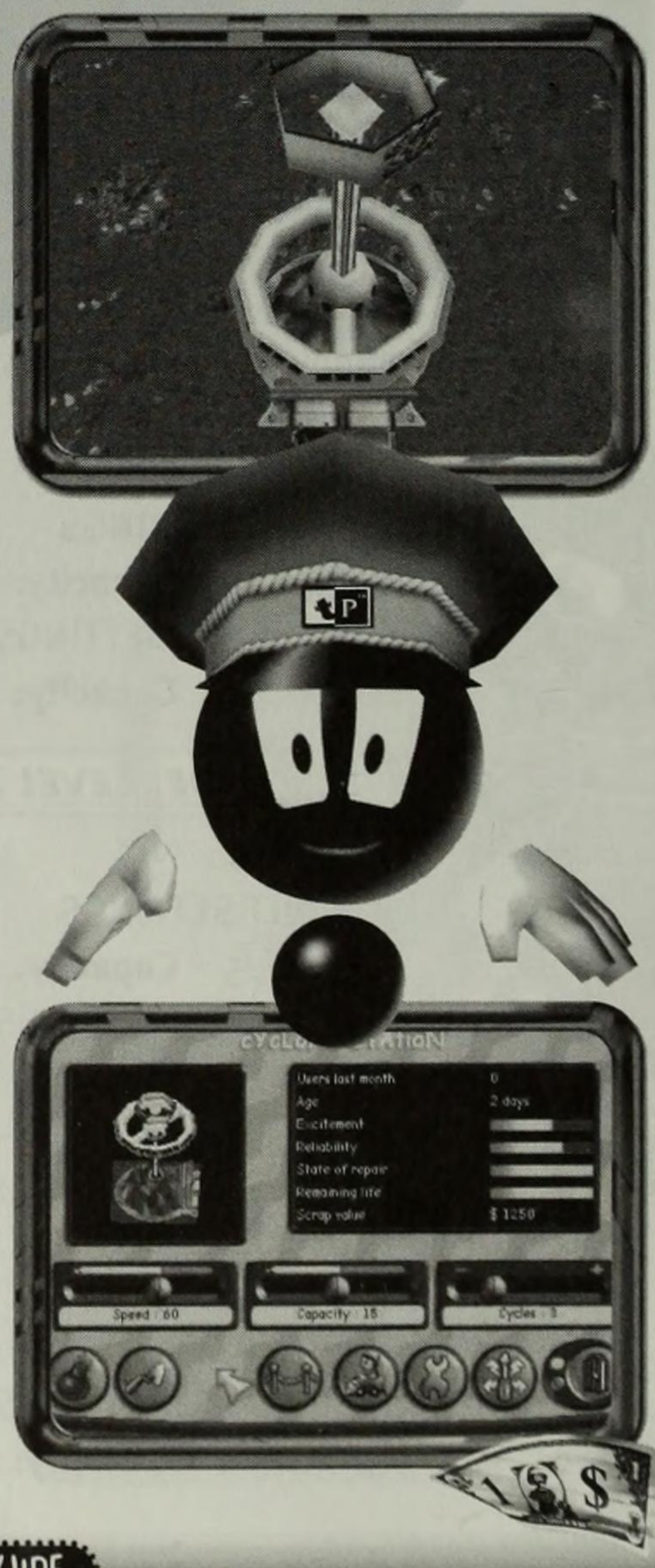


CYCLONE STATION

Description: Vertical Lift
Details: Revealed as ??? Mystery Ride! ???. Get it for the price of three Golden Tickets
Cost: $1,250
Footprint: 4 x 4
Queue: The gate and exit are at the front



The Cyclone Station looks good and has a three Golden Ticket asking price. As is typical of Space Zone rides, it favours reliability over excitement. To get the most out of it be prepared to cut a few corners—but they knew the risks when they bought the tickets! Crank up the speed, capacity, and duration settings and the Cyclone will start to blow people away. Leave it at the default levels and it's more of a gentle breeze than a full-on twister. Still, anything that looks like it came straight out of the *Jetsons* is a welcome visual addition to any future theme park.





LEVEL 1

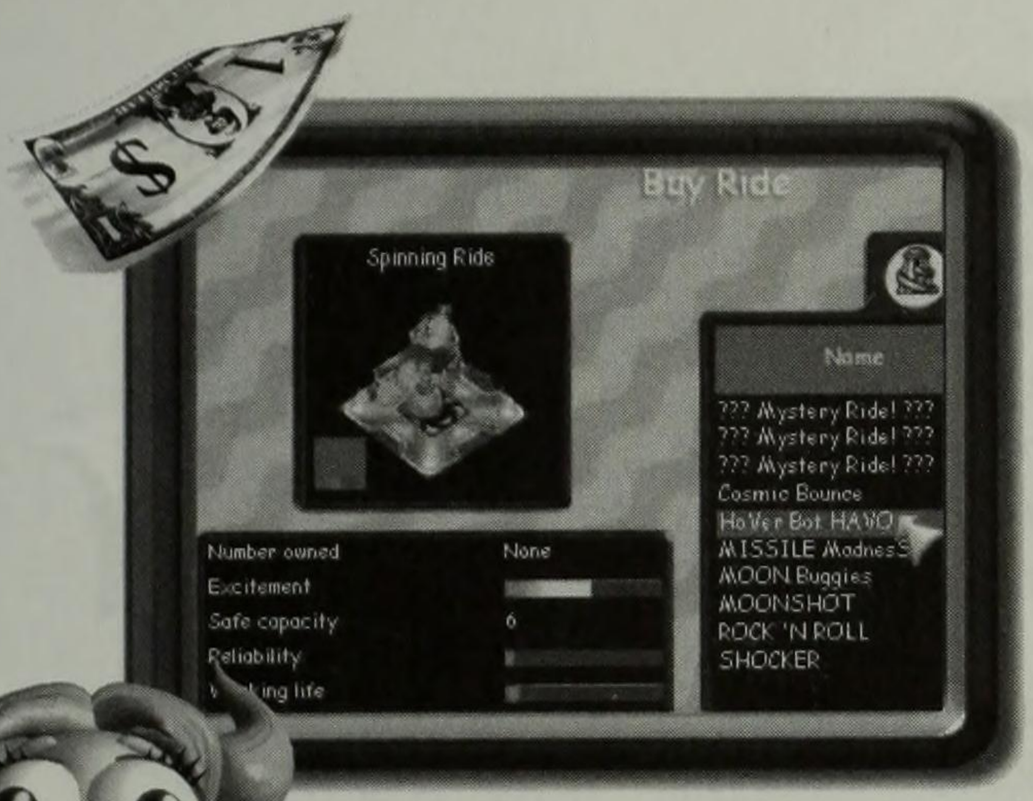
DEFAULT SETTINGS
Speed: 60 **Capacity:** 15 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 79 **Capacity:** 19 **Duration:** 4 cycles

UPGRADE: LEVEL 2

Cost: $250
DEFAULT SETTINGS
Speed: 75 **Capacity:** 20 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 84 **Capacity:** 27 **Duration:** 3 cycles

UPGRADE: LEVEL 3

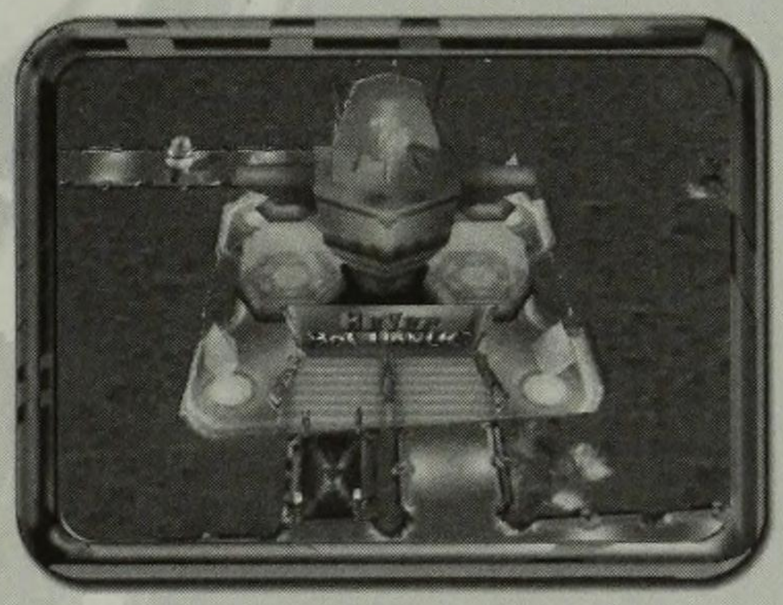
Cost: $250
DEFAULT SETTINGS
Speed: 90 **Capacity:** 25 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 29 **Duration:** 4 cycles



HOVER BOT HAVOC

Description: Spinning Ride
Details: Revealed in first ride research group
Cost: $1,750
Footprint: 4 x 5
Queue: The gate and exit are at the front (short side)

Hover Bot Havoc is one of those worthy and essential extras in the Space Zone. It tries hard—you have to give it credit for that—and when properly tuned it proves to be a good thrill package that's cheaply upgraded. The kids will ride it, but only when they've been on everything else or there's a long line at the main coasters. The lack of major queues at the gate to Hover Bot Havoc actually proves to be a blessing in disguise; to make the ride exciting you need to run it for a few extra cycles.



LEVEL 1

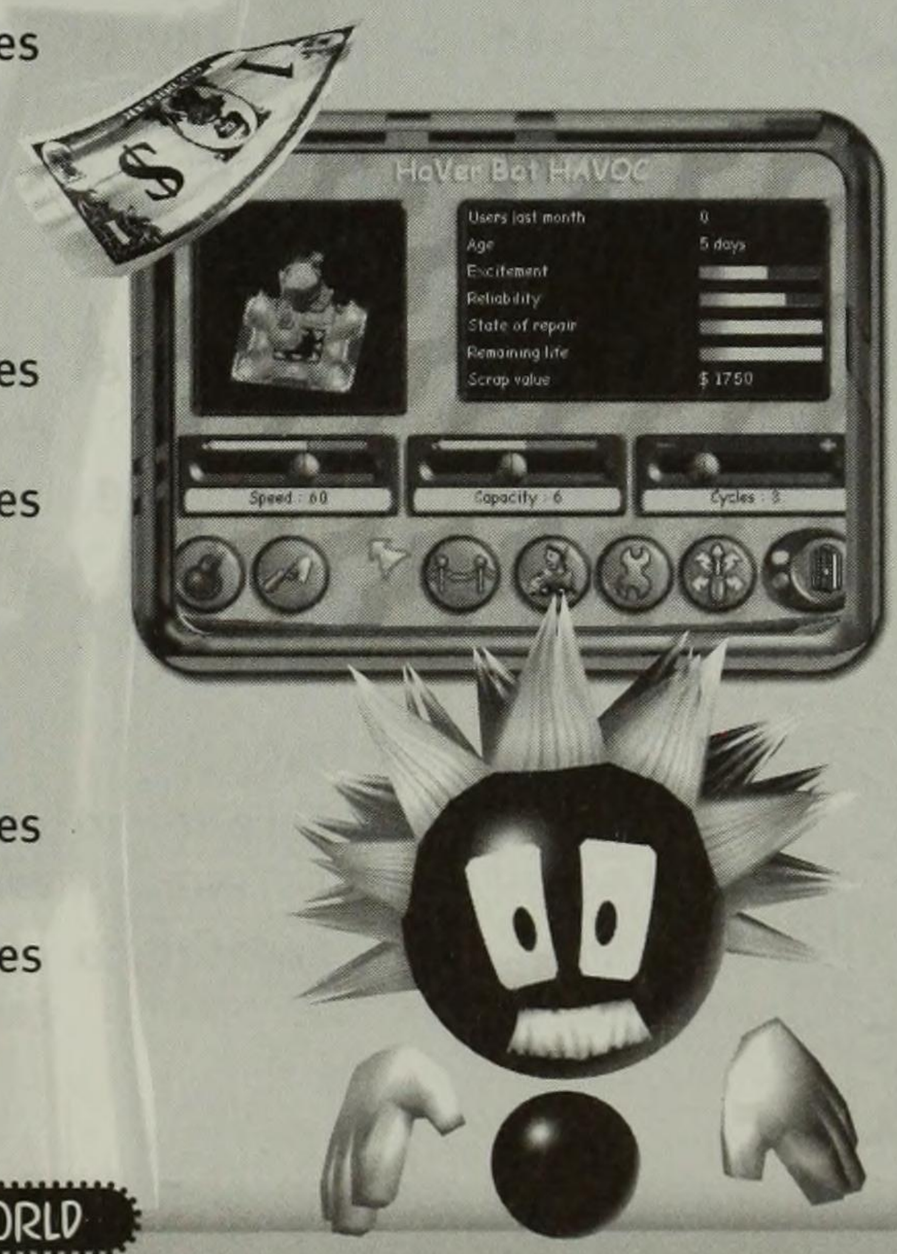
DEFAULT SETTINGS
Speed: 60 **Capacity:** 6 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 73 **Capacity:** 6 **Duration:** 4 cycles

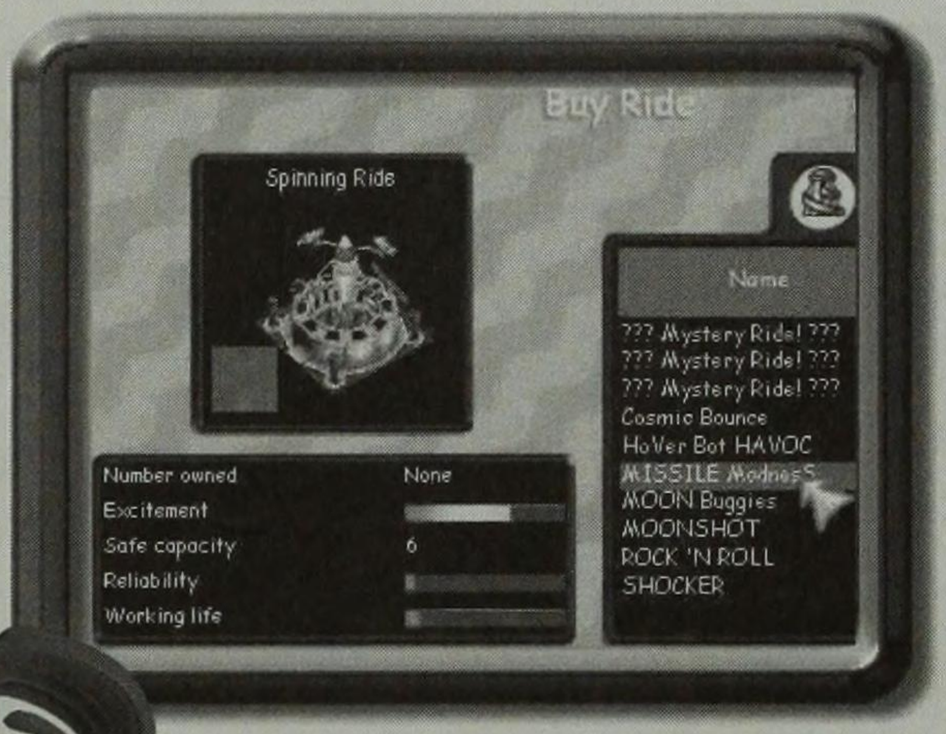
UPGRADE: LEVEL 2

Cost: $300
DEFAULT SETTINGS
Speed: 75 **Capacity:** 8 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 83 **Capacity:** 8 **Duration:** 4 cycles

UPGRADE: LEVEL 3

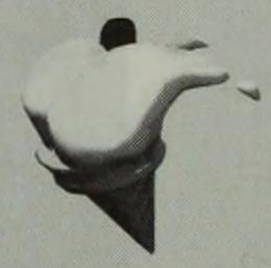
Cost: $450
DEFAULT SETTINGS
Speed: 90 **Capacity:** 10 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 10 **Duration:** 4 cycles



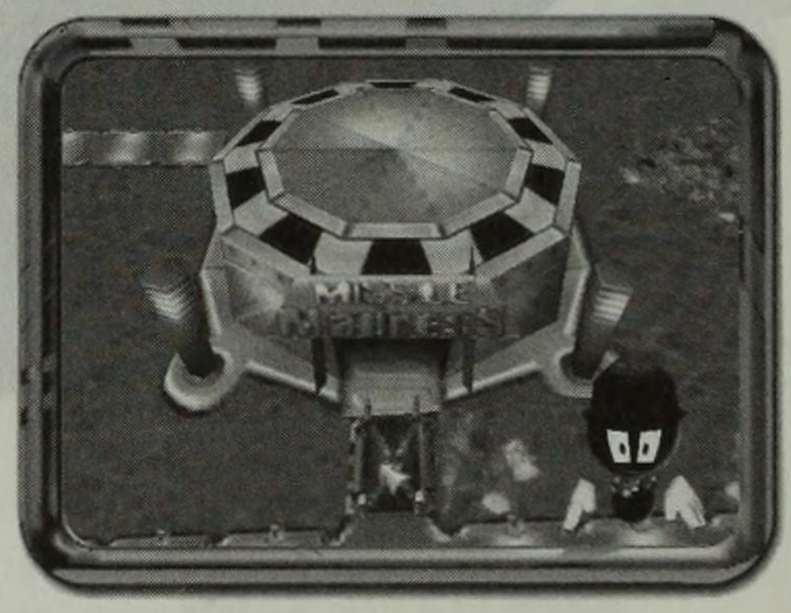


MISSILE MADNESS

Description: Spinning Ride
Details: Revealed in first ride research group
Cost: $2,500
Footprint: 5 x 5
Queue: The gate and exit are positioned symmetrically at the front and rear



While more expensive than Hover Bot Havoc, Missile Madness's superior visual impact puts it ahead of its research group peers. Yet, even a few extra frills can't disguise the fact that it suffers from the same problems as the Bot. Again, to get the most out of the ride, you need to pile on the extra cycles. If you must build one of the two rides, then build Missile Madness and heap on the upgrades. It's more expensive than Hover Bot Havoc, but it's a price worth paying for vanity!



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 6 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 70 **Capacity:** 6 **Duration:** 4 cycles



UPGRADE: LEVEL 2

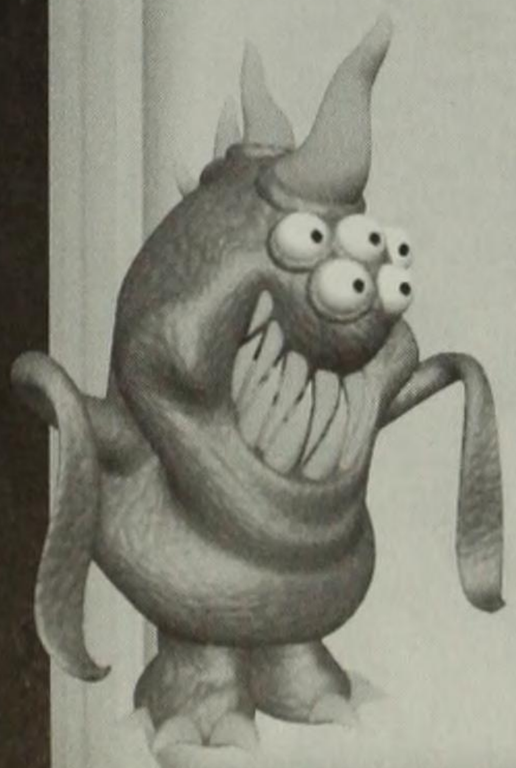
Cost: $250
DEFAULT SETTINGS
Speed: 75 **Capacity:** 8 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 82 **Capacity:** 8 **Duration:** 4 cycles

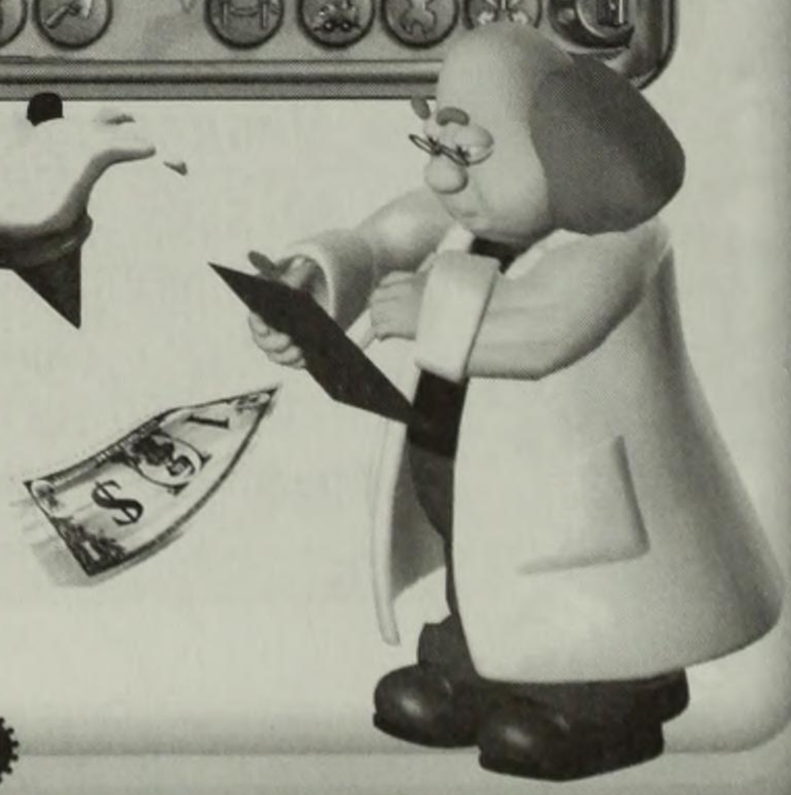


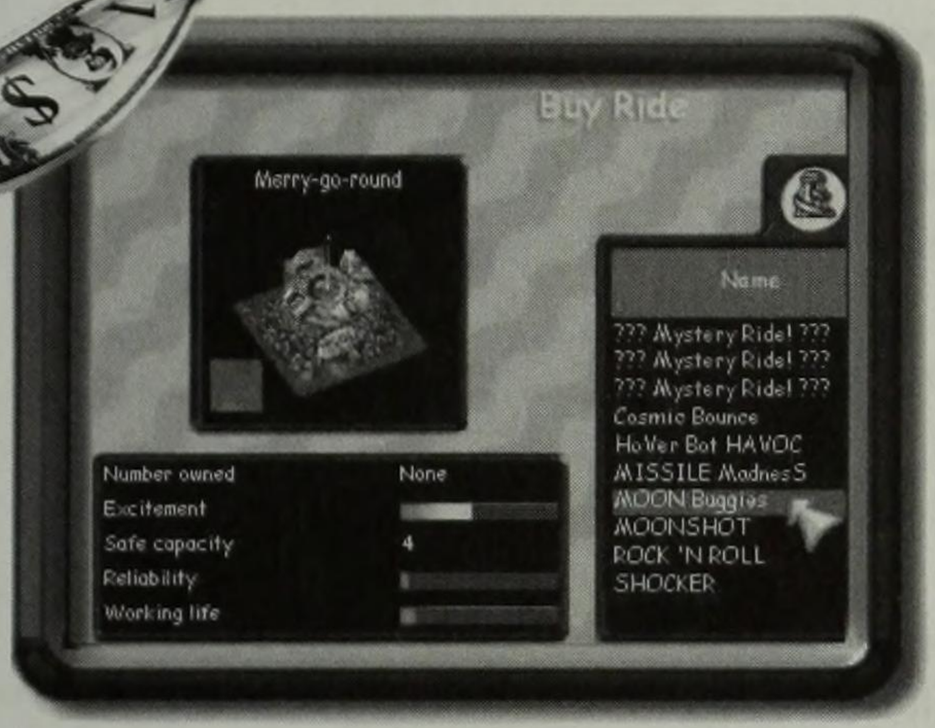


UPGRADE: LEVEL 3

Cost: $250
DEFAULT SETTINGS
Speed: 90 **Capacity:** 10 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 10 **Duration:** 4 cycles





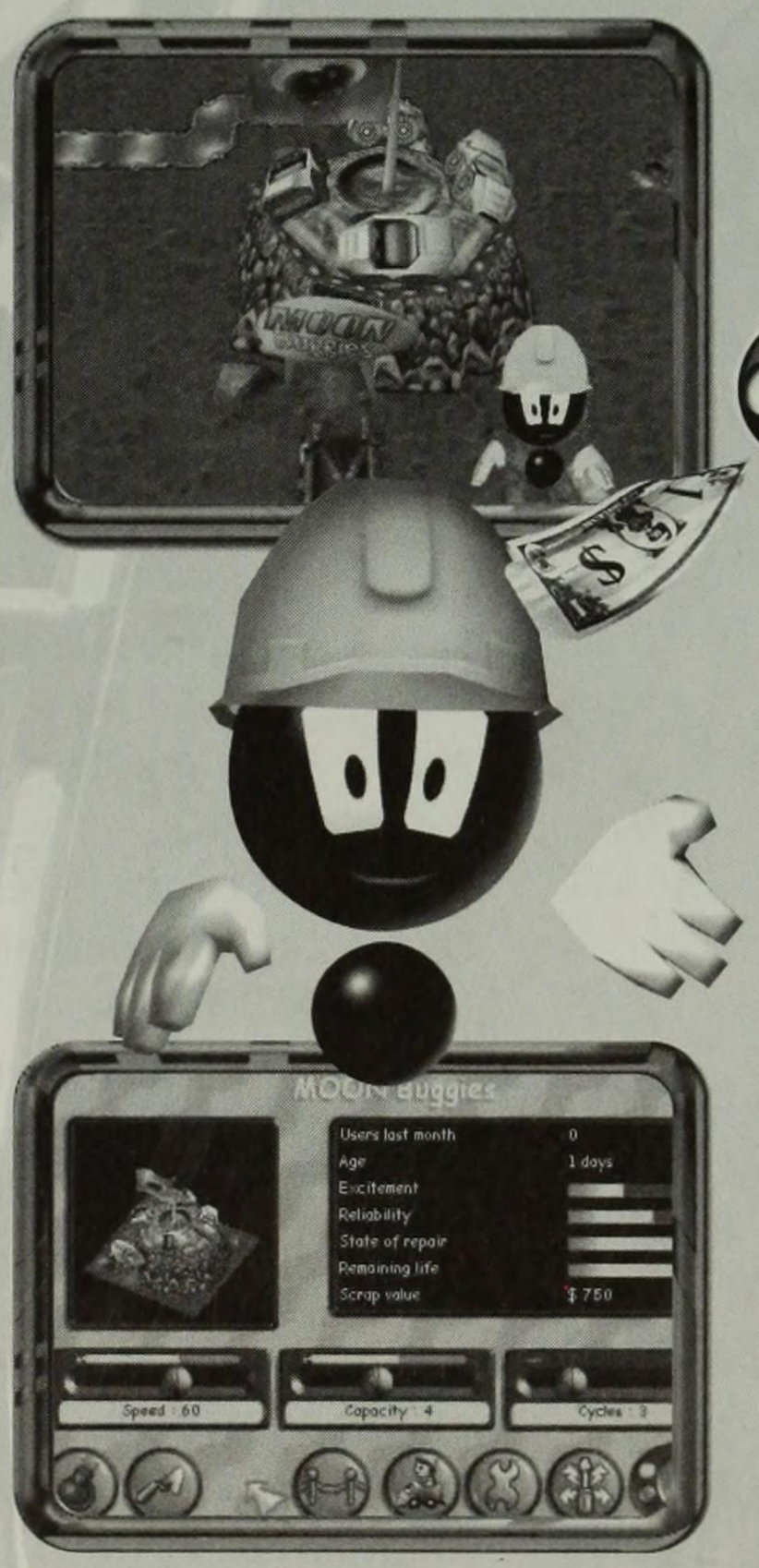


MOON BUGGIES

Description: Merry-go-round
Details: Revealed in third ride research group
Cost: $750
Footprint: 4 x 4
Queue: The gate and exit are offset at the front and rear

One of the major reasons for going to a theme park is that nauseous feeling you get as you're thrown around. Moon Buggies seems to fight this natural scheme of things; as the upgrades get added the reliability increases and the fun factor goes down! So do not improve this ride past Level 1 and spend your money on another shop or something more useful—the increase in capacity is negligible (to 8 from 4). Use Moon Buggies to milk queue overflows and to accommodate breakdowns on the major rides.





LEVEL 1

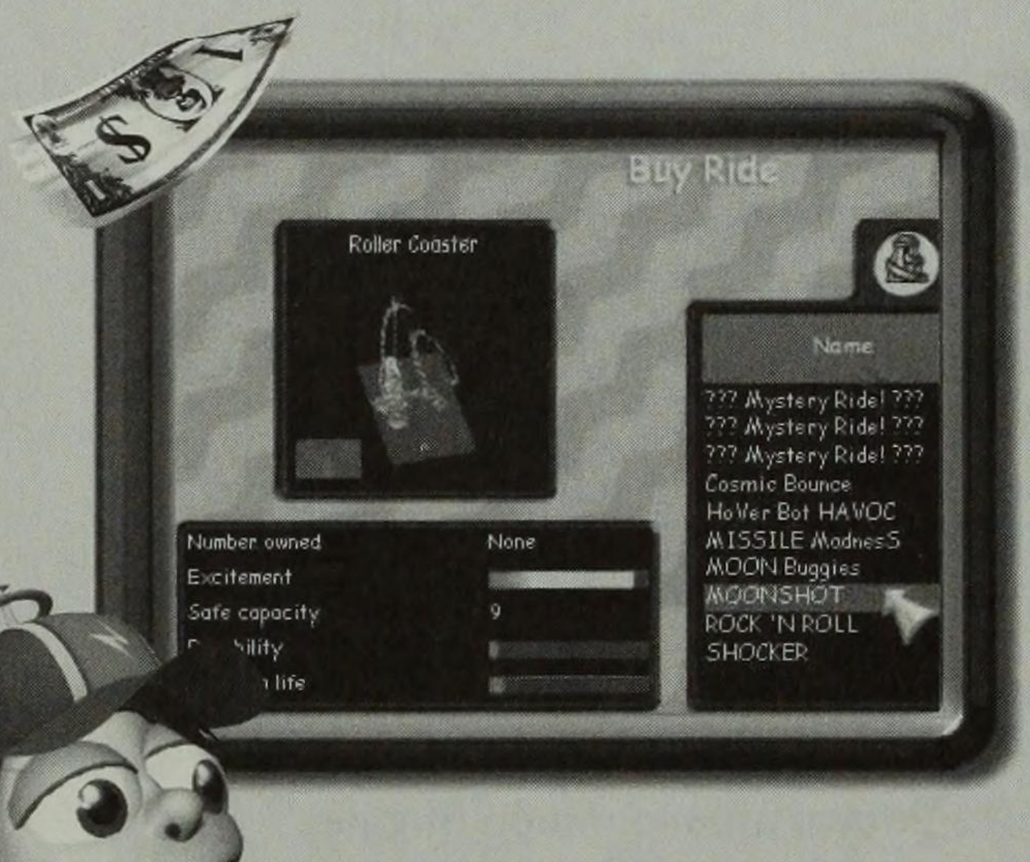
DEFAULT SETTINGS
Speed: 60 **Capacity:** 4 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 78 **Capacity:** 5 **Duration:** 4 cycles

UPGRADE: LEVEL 2

Cost: $200
DEFAULT SETTINGS
Speed: 75 **Capacity:** 6 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 85 **Capacity:** 7 **Duration:** 4 cycles

UPGRADE: LEVEL 3

Cost: $200
DEFAULT SETTINGS
Speed: 90 **Capacity:** 8 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 97 **Capacity:** 8 **Duration:** 3 cycles

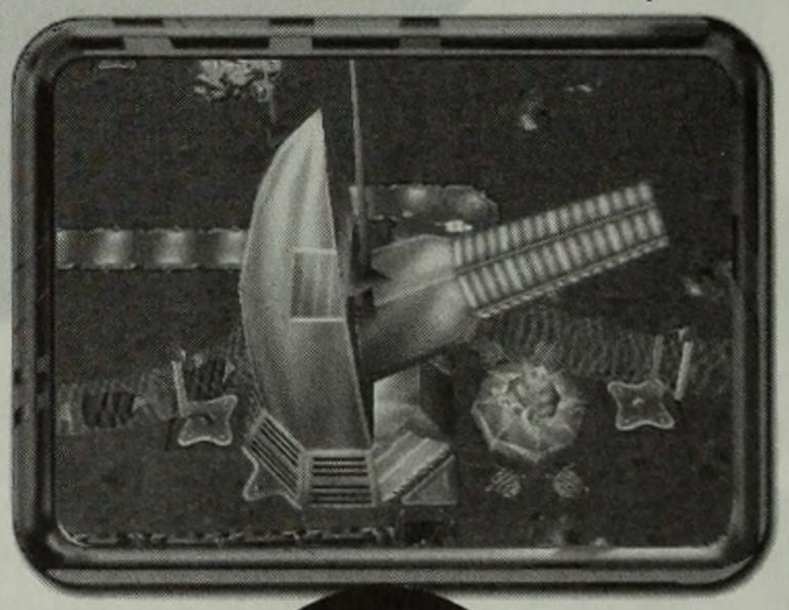


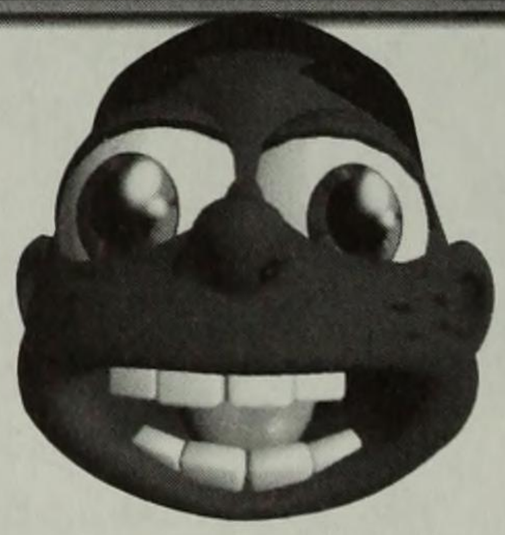
MOON SHOT



Description: Roller Coaster
Details: Revealed in fourth ride research group
Cost: $10,000
Footprint: 4 x 3
Queue: The gate and exit are positioned symmetrically at the front and rear (short side). The track runs from both (long) sides

Despite being the final roller coaster available in Space Zone, Moon Shot is worth the wait. It looks truly weird and features a strange waterslide-like tube system for its track. As with all the other coasters here, it will need some track tweaking to get running right, but it's a thriller and the crowds will flock to it. It's not the best coaster but provides excellent bait to lure kids past all those lovely burger bars and costume shops. And as boosting capacity at Level 3 has little effect on reliability, it's worth cramming the customers in like sardines.





LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 3 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 66 **Capacity:** 3 per train **Duration:** N/A

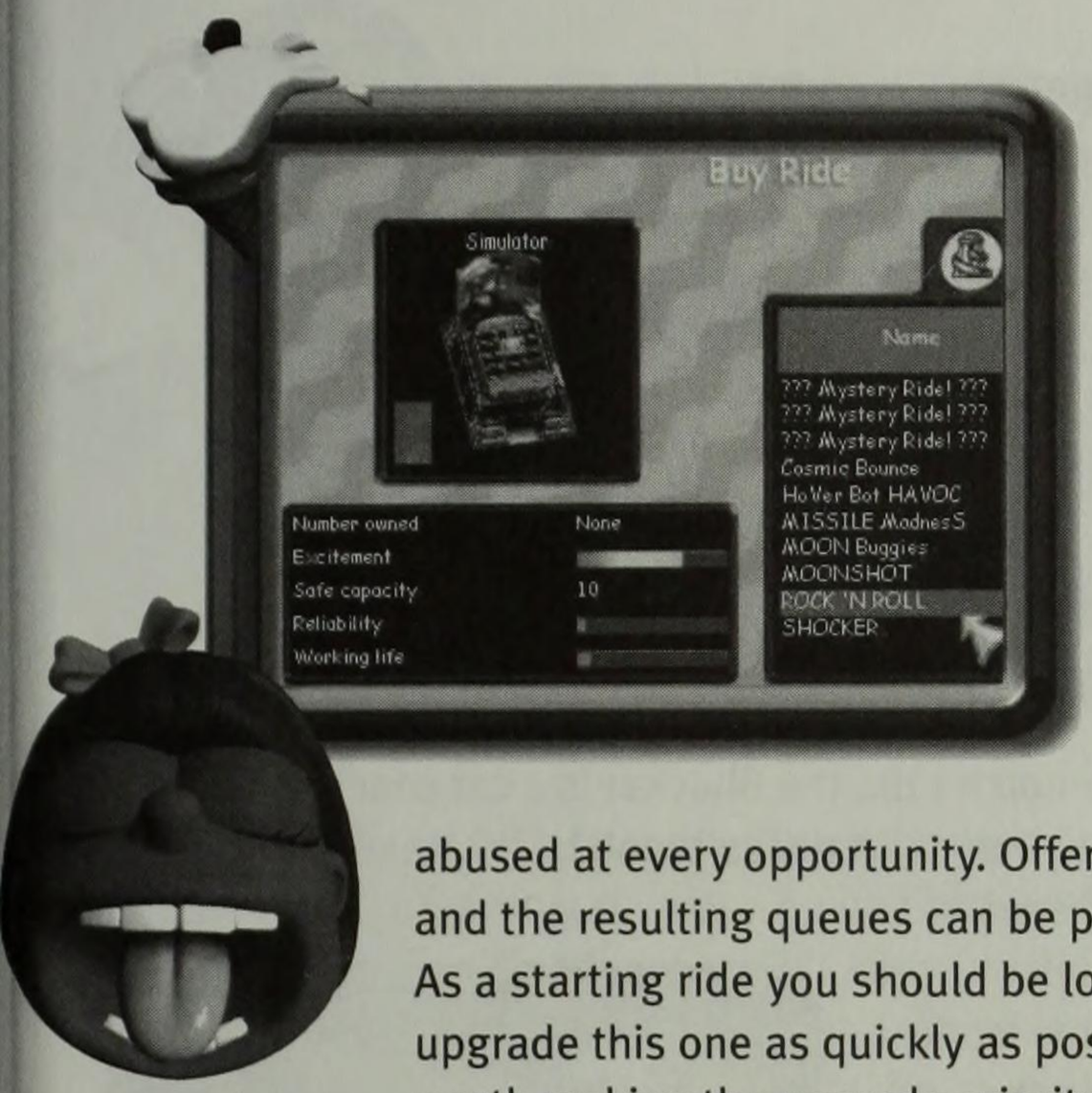
UPGRADE: LEVEL 3

Cost: $5,000 (Loop pylons available)
DEFAULT SETTINGS
Speed: 75 **Capacity:** 3 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 83 **Capacity:** 3 per train **Duration:** N/A

UPGRADE: LEVEL 3

Cost: $2,000 (Loop pylons available)
DEFAULT SETTINGS
Speed: 90 **Capacity:** 3 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 98 **Capacity:** 3 per train **Duration:** N/A



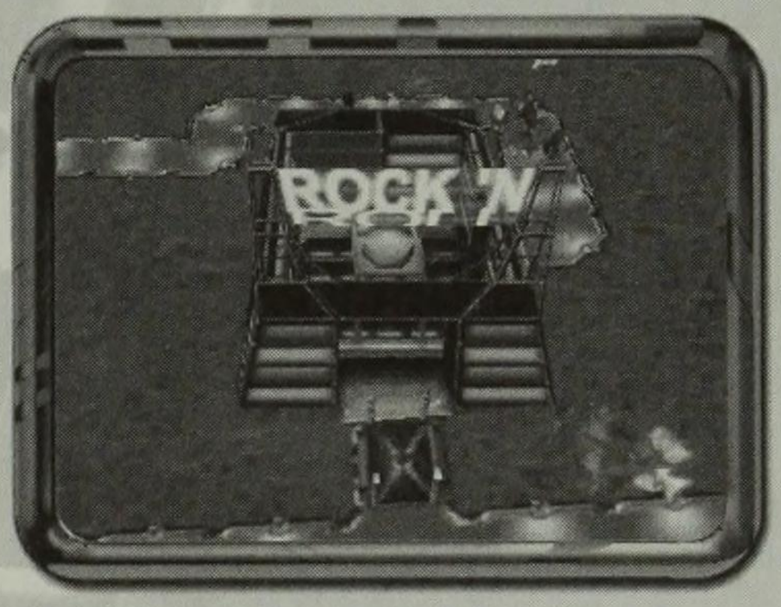


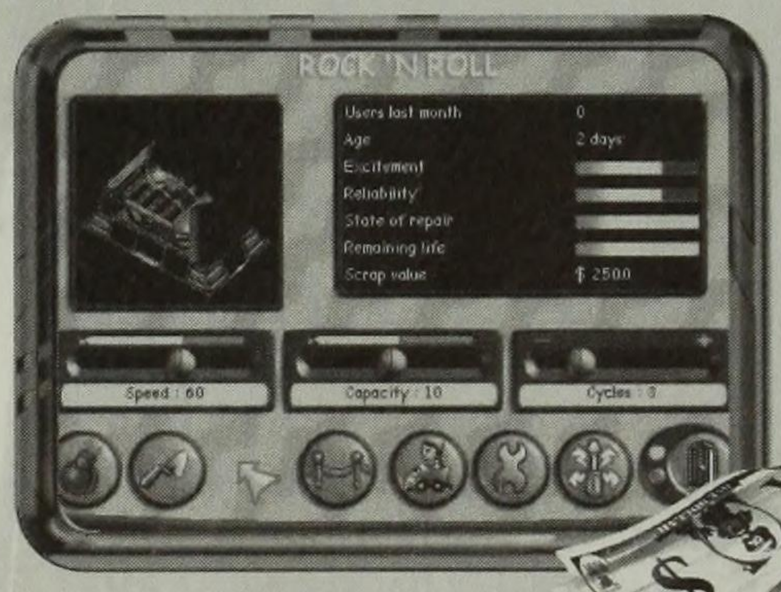
ROCK 'N ROLL



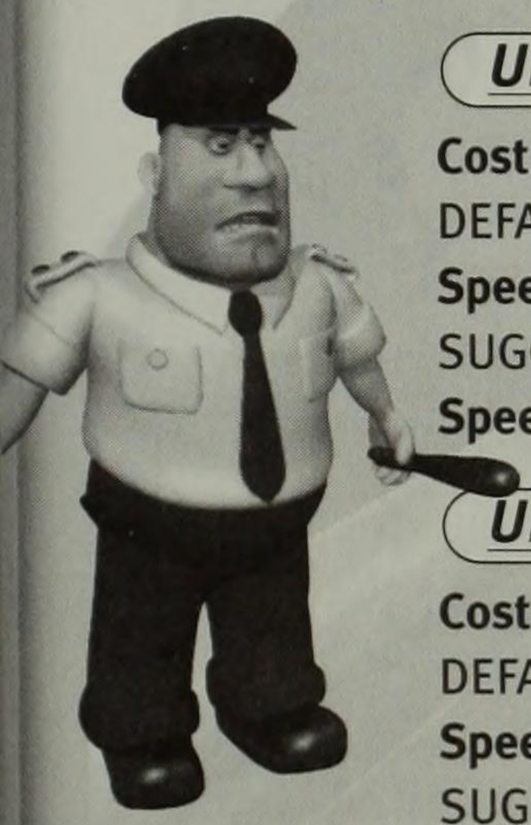
Description: Simulator
Details: Available at start
Cost: $2,500
Footprint: 3 x 5
Queue: The gate is positioned at the front (short side). The exit is positioned on the right-hand (long) side

Solid and strong, this simulator has a big customer capacity that should be mercilessly abused at every opportunity. Offering an extra cycle increases the excitement and the resulting queues can be partially solved by upping the numbers riding it. As a starting ride you should be looking to upgrade this one as quickly as possible; it's worth making the upgrade priority second only to Escape Velocity in the early research stakes. The pulling power fades a little later, but early in a park's life it can prove to be a real crowd pleaser.









LEVEL 1

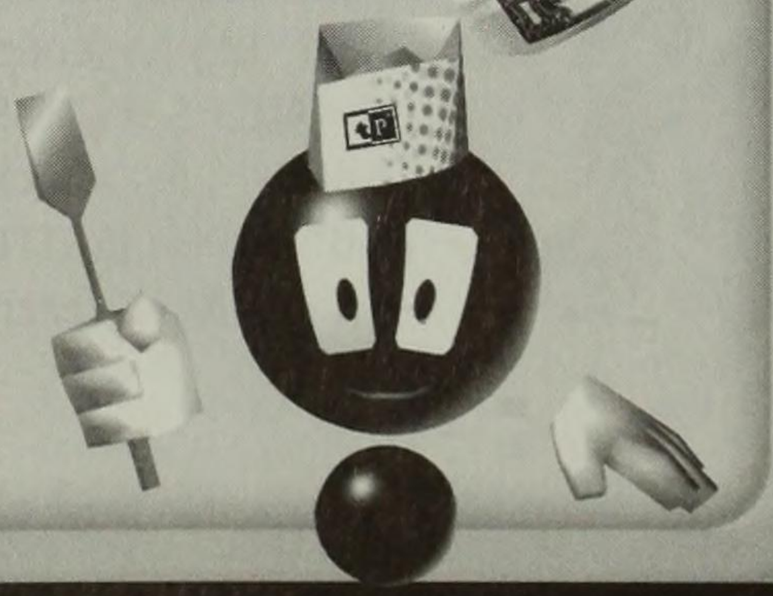
DEFAULT SETTINGS
Speed: 60 **Capacity:** 10 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 68 **Capacity:** 10 **Duration:** 4 cycles

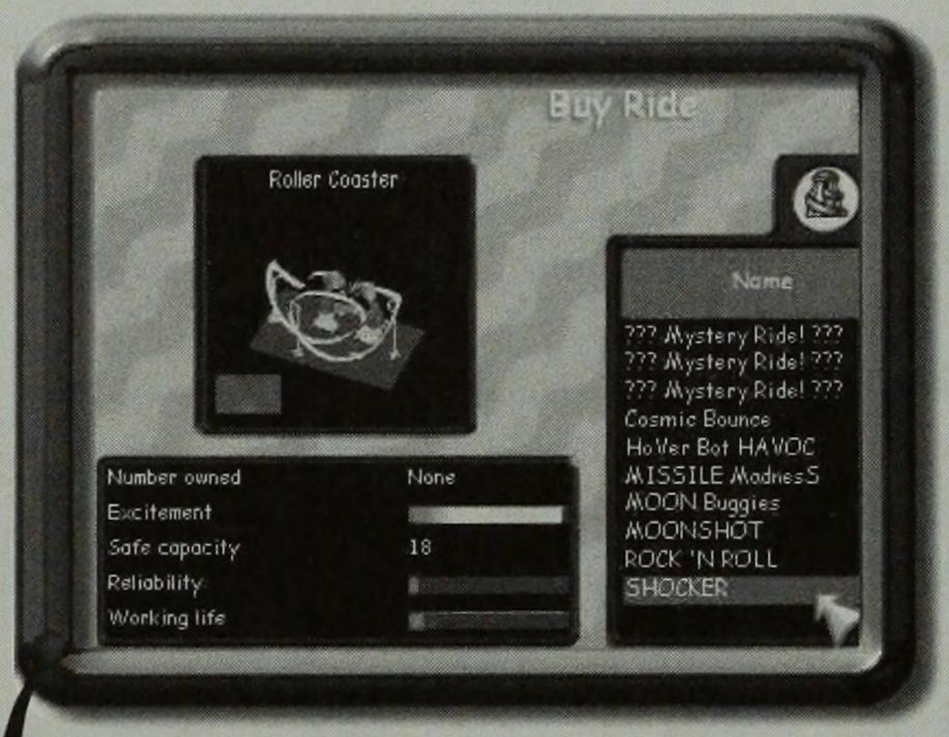
UPGRADE: LEVEL 2

Cost: $250
DEFAULT SETTINGS
Speed: 75 **Capacity:** 14 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 86 **Capacity:** 17 **Duration:** 4 cycles

UPGRADE: LEVEL 3

Cost: $250
DEFAULT SETTINGS
Speed: 90 **Capacity:** 18 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 95 **Capacity:** 20 **Duration:** 4 cycles

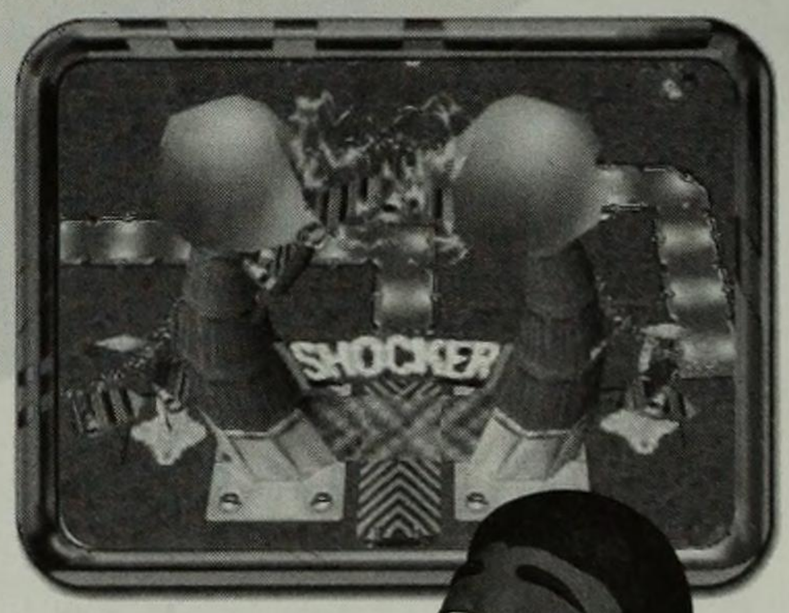




SHOCKER

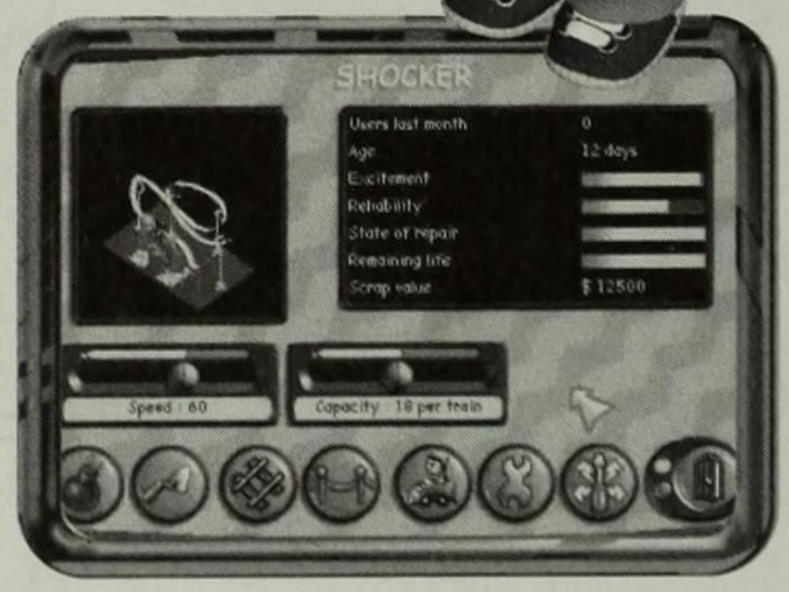
Description: Roller Coaster
Details: Revealed in second ride research group
Cost: $12,500
Footprint: 5 x 3
Queue: The gate and exit are positioned symmetrically at the front and rear (long sides). Track runs from both (short) sides

A top-notch ride, the Shocker is a car coaster that starts out hitting the 95 percent thrill mark and doesn't look back. Make it the top priority in its research group and save money to build a big track. The default pylon heights are a little extreme and need some work, but other than that, it's a dream. Upgrade the ride as soon as you can and enjoy the full benefits of its 36-passenger (if you push your luck) carrying capability.









LEVEL 1

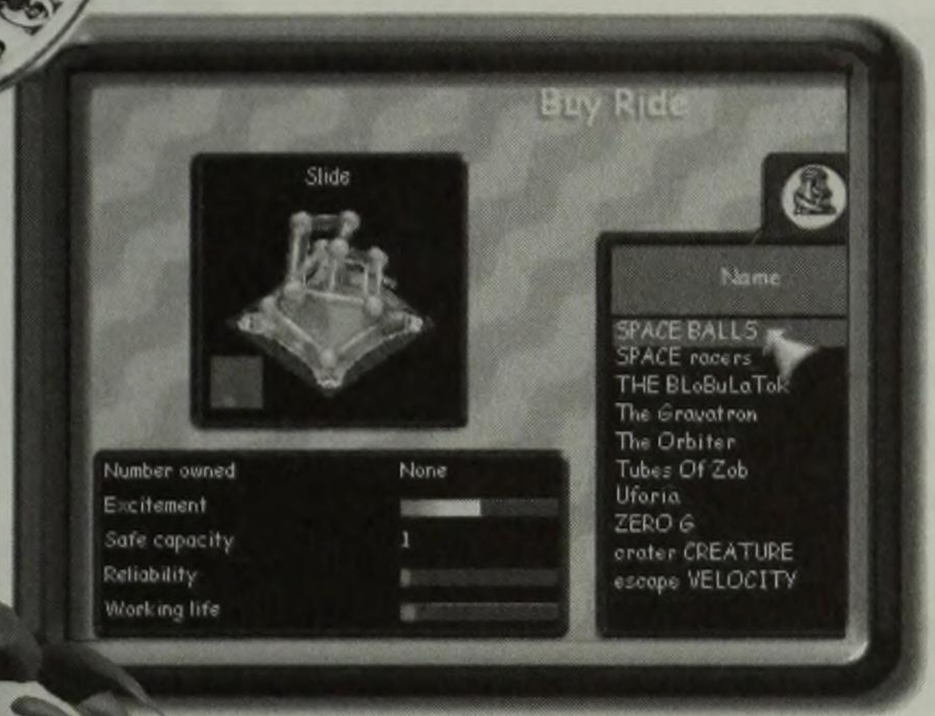
DEFAULT SETTINGS
Speed: 60 **Capacity:** 12 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 63 **Capacity:** 14 per train **Duration:** N/A

UPGRADE: LEVEL 2

Cost: $5,500 (Loop pylons available)
DEFAULT SETTINGS
Speed: 75 **Capacity:** 14 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 79 **Capacity:** 16 per train **Duration:** N/A

UPGRADE: LEVEL 3

Cost: $2,500 (Loop pylons available)
DEFAULT SETTINGS
Speed: 90 **Capacity:** 16 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 94 **Capacity:** 18 per train **Duration:** N/A

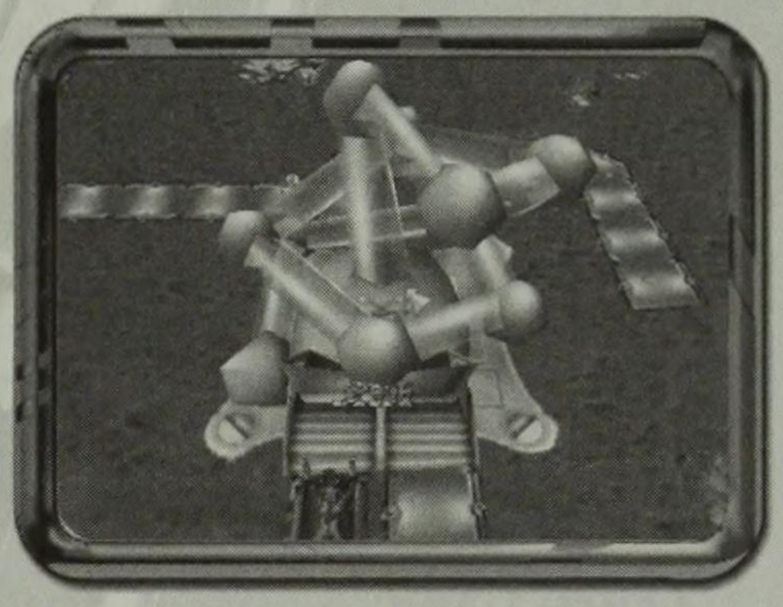


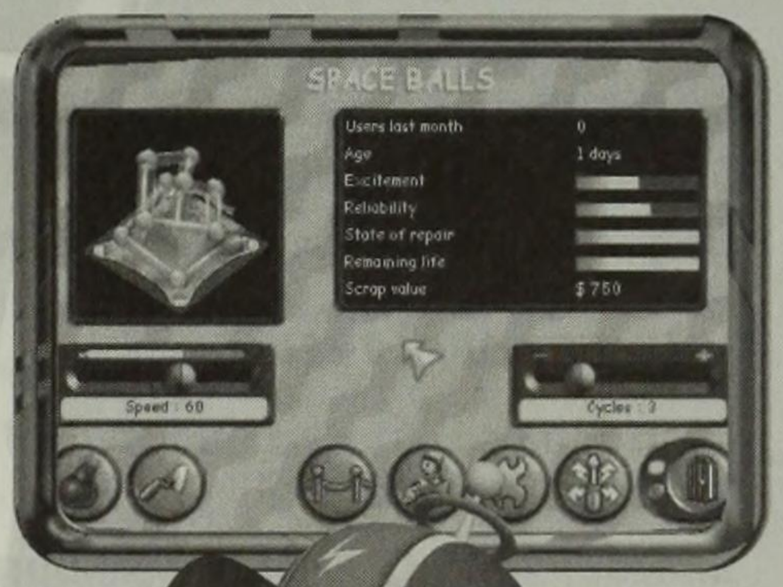


SPACE BALLS

Description: Slide
Details: Revealed in first ride research group
Cost: $750
Footprint: 4 x 4
Queue: The gate and exit are at the front

Do not be put off by the fact that this shares a title with the appalling Mel Brooks movie—it's as inventive as the film was corny! With no capacity it's a bit of an oddity, but it's cheap and can churn through the queue working on a one by one basis rather than waiting for cars. This keeps the kids moving and puts smiles on their faces in the early to mid stages of a park's life. It can't compete in the long run but provides a welcome diversion until the novelty wears thin.





LEVEL 1

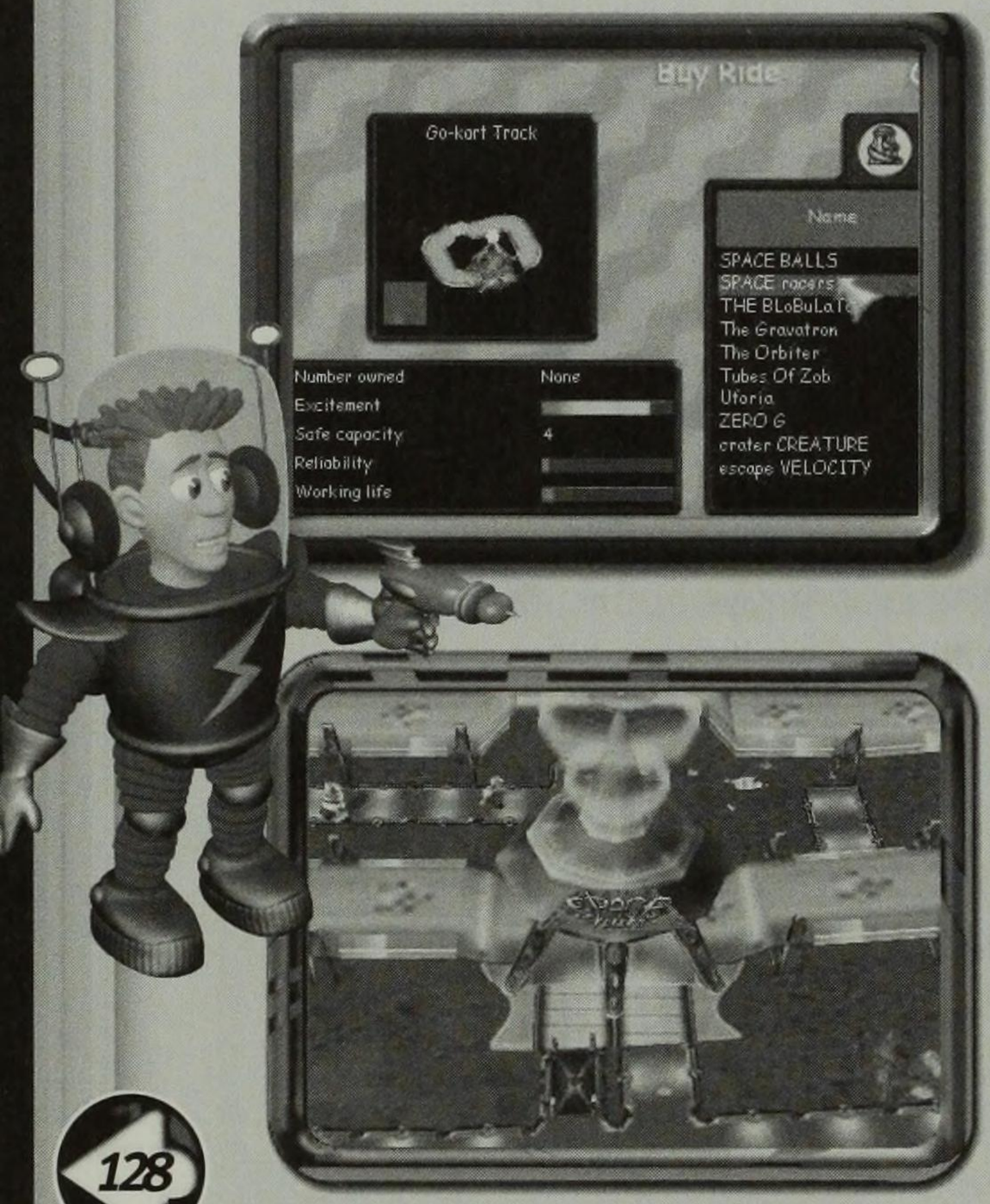
DEFAULT SETTINGS
Speed: 60 **Capacity:** N/A **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 63 **Capacity:** N/A **Duration:** 4 cycles

UPGRADE: LEVEL 2

Cost: $200
DEFAULT SETTINGS
Speed: 75 **Capacity:** N/A **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 79 **Capacity:** N/A **Duration:** 4 cycles

UPGRADE: LEVEL 3

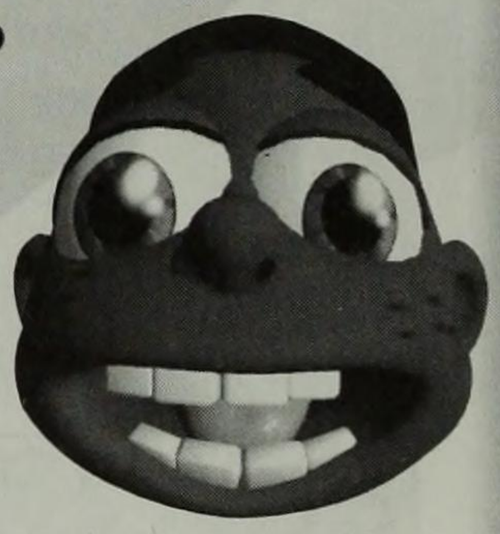
Cost: $250
Default Settings
Speed: 90 **Capacity:** N/A **Duration:** 3 cycles
Suggested Settings
Speed: 98 **Capacity:** N/A **Duration:** 4 cycles



SPACE RACERS

Description: Go-Karts
Details: Revealed in third ride research group
Cost: $6,500
Footprint: 4 x 4
Queue: The gate and exit are at the front. Track runs from the sides

The jury is still out in the case of the People vs Space Racers. It's a standard go-kart track but one that starts running at full speed. It's as appealing as go-karts always are and the kids will want to ride it, but there's too little scope to modify the ride to suit your own needs. It does however feature the Teleport upgrade that will make anyone who is a child at heart want to fight to the front yelling, 'It's my turn next!'



LEVEL 1

DEFAULT SETTINGS
Speed: 10 **Capacity:** 4 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 10 **Capacity:** 6 **Duration:** 4 cycles

UPGRADE: LEVEL 2

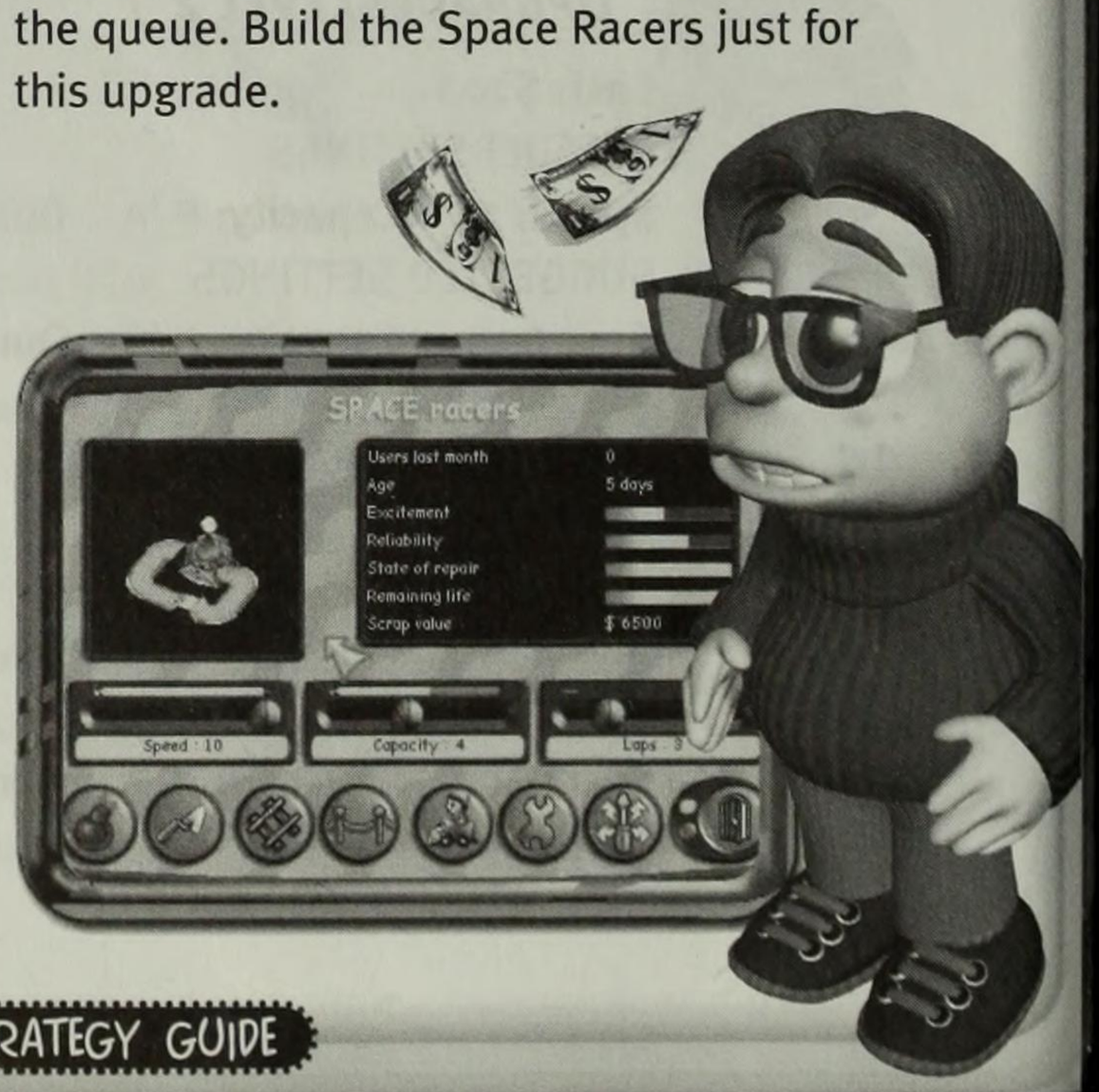
Cost: $1,500
DEFAULT SETTINGS
Speed: 10 **Capacity:** 6 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 10 **Capacity:** 7 **Duration:** 4 cycles

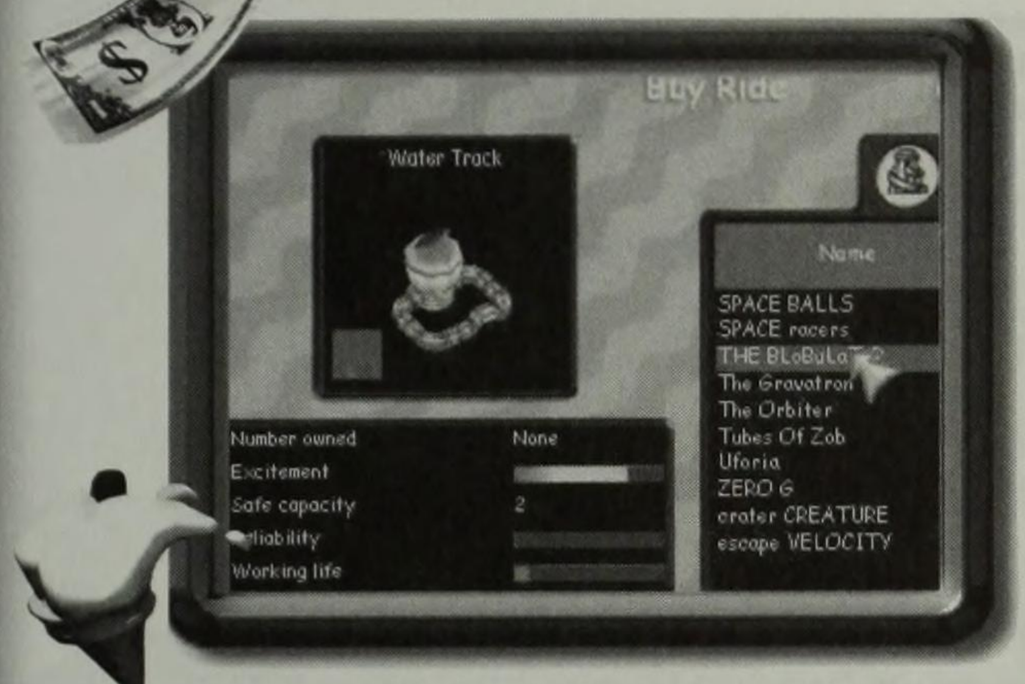
UPGRADE: LEVEL 3

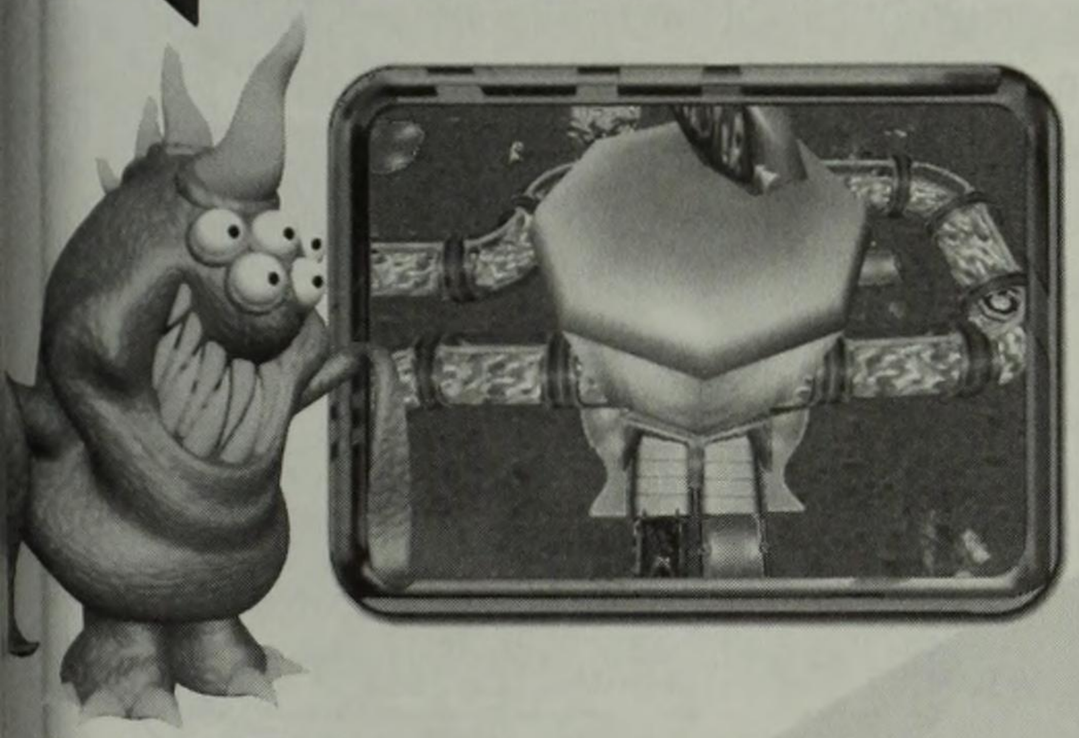
Cost: $2,000
DEFAULT SETTINGS
Speed: 10 **Capacity:** 8 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 10 **Capacity:** 8 **Duration:** 4 cycles

UPGRADE: SPACE RACERS TELEPORT

Cost: $1,250
In essence a glorified jump, but if you build one, the kids will run straight from the exit back to the queue. Build the Space Racers just for this upgrade.

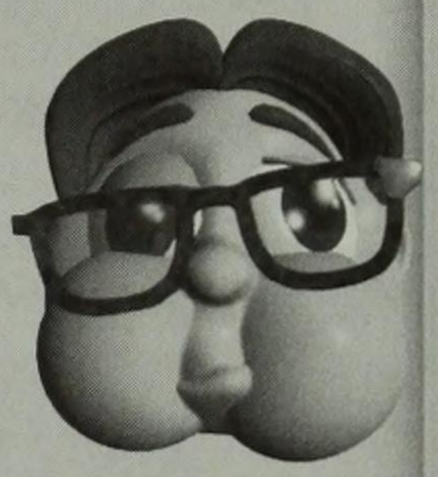






THE BLOBULATOR

Description: Water Track
Details: Revealed in first ride research group
Cost: $5,000
Footprint: 4 x 4
Queue: The gate and exit are at the front. Track runs from the sides



A good quality ride available at a fair price. Use this excellently named ride to boost the happiness factor of your park. It's easily the best of its research group but be prepared to hire a few entertainers to help soothe those long queues. The other essential factor is to make the track long enough to benefit from its variable capacity—cars are released on a time basis, so it is possible to have 12 cars in action at the same time.

LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 2 per car **Duration:** N/A
SUGGESTED SETTINGS
Speed: 84 **Capacity:** 4 per car **Duration:** N/A

UPGRADE: LEVEL 2

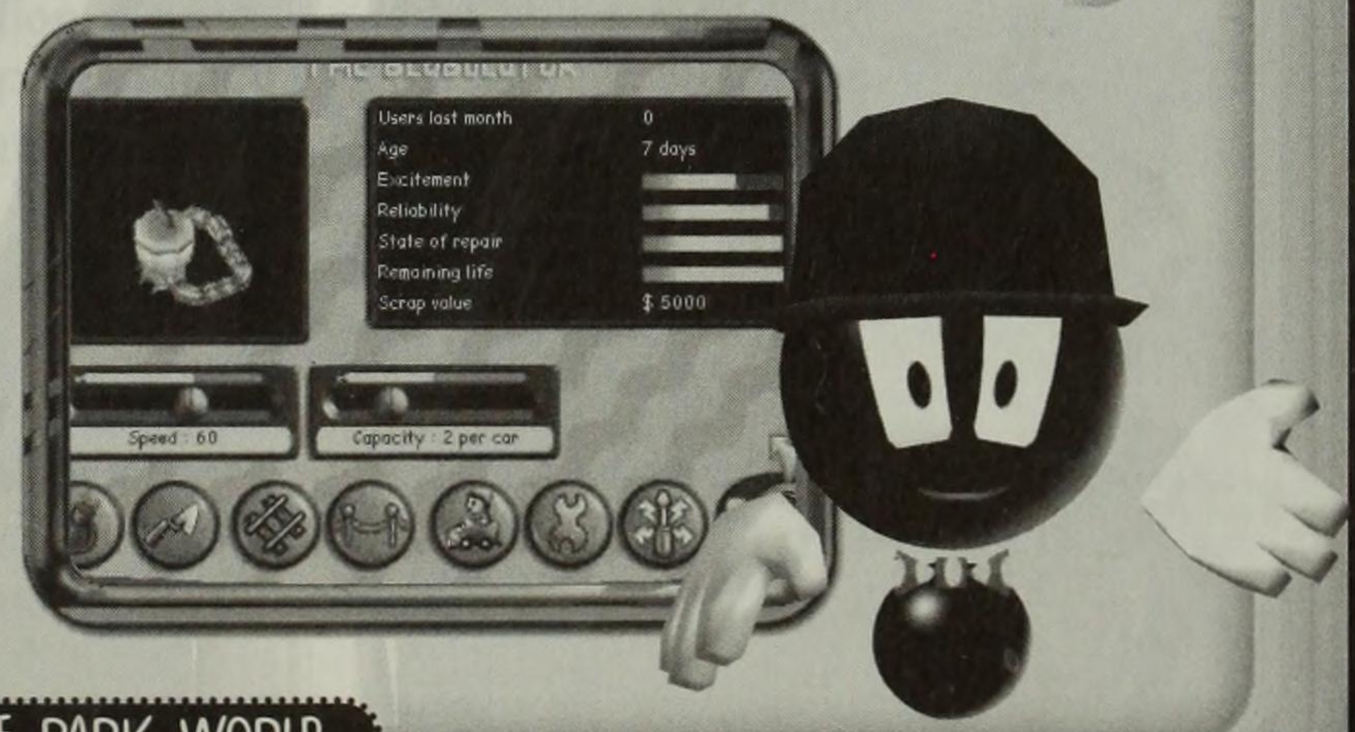
Cost: $500
DEFAULT SETTINGS
Speed: 75 **Capacity:** 3 per car **Duration:** N/A
SUGGESTED SETTINGS
Speed: 98 **Capacity:** 4 per car **Duration:** N/A

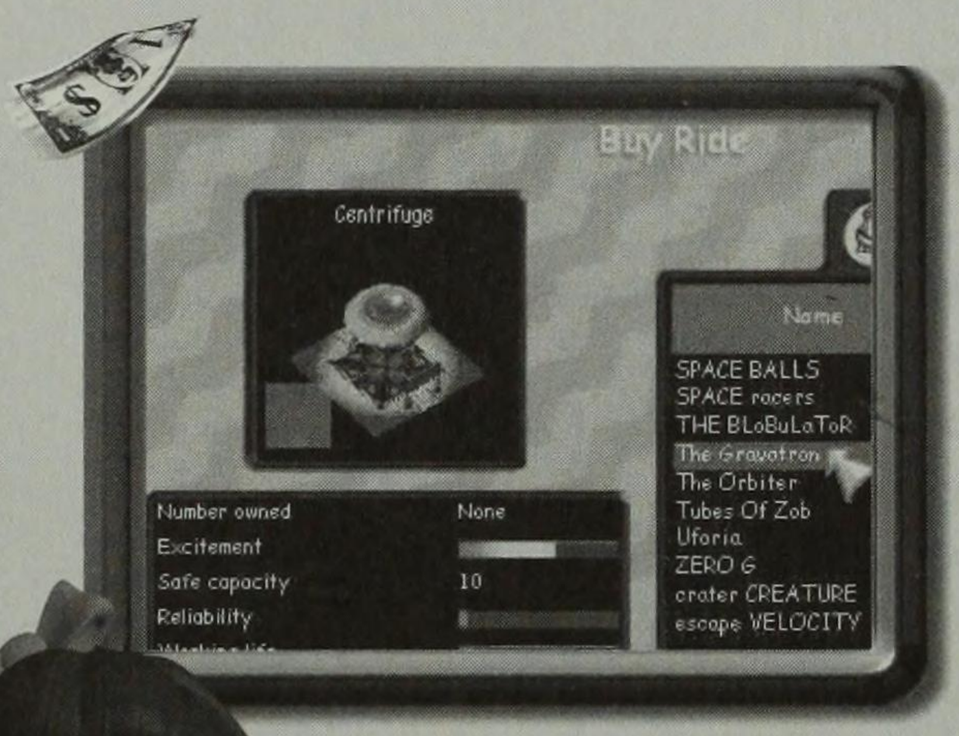
UPGRADE: LEVEL 3

Cost: $500
DEFAULT SETTINGS
Speed: 90 **Capacity:** 4 per car **Duration:** N/A
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 5 per car **Duration:** N/A

UPGRADE: BLOBULATOR TUNNEL

Cost: $800
If you've spent $5,000 on the main ride, it seems silly not to go the whole hog and upgrade it. But there are more important upgrades you'll want to research when they appear, so skip this one when it first appears, then come back later and use it to pep up the ride later.



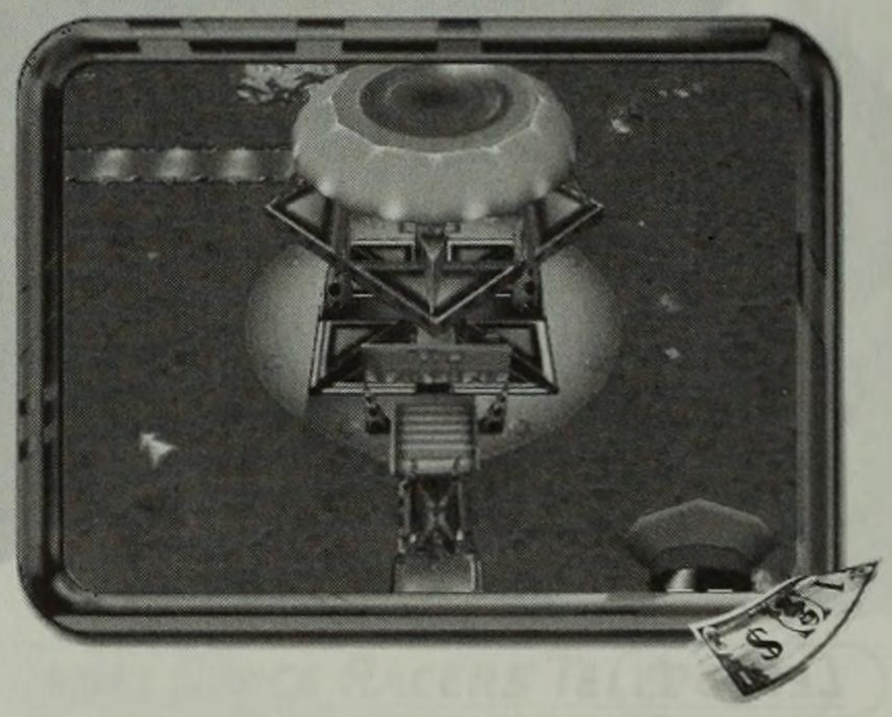


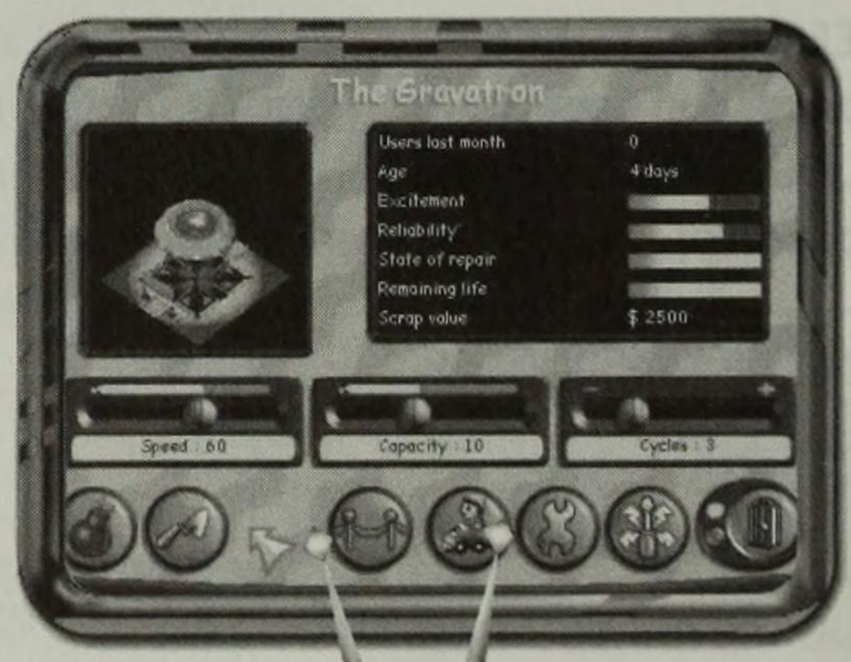
THE GRAVATRON



Description: Centrifuge
Details: Available at start
Cost: $2,500
Footprint: 5 x 5
Queue: The gate and exit are positioned symmetrically at front and rear

The Gravatron is a good performer and, though expensive, is a must. Available at the very start and able to deliver solid thrills, the Gravatron will help pull in the early crowds. Its high reliability can be traded off for higher kid capacity and an additional cycle. This gets through the long lines and ups the thrill factor without putting the ride at risk. And as a 23-passenger carrier, it's a good ride and a great bargain for a fully upgraded total of just $3,100.





LEVEL 1

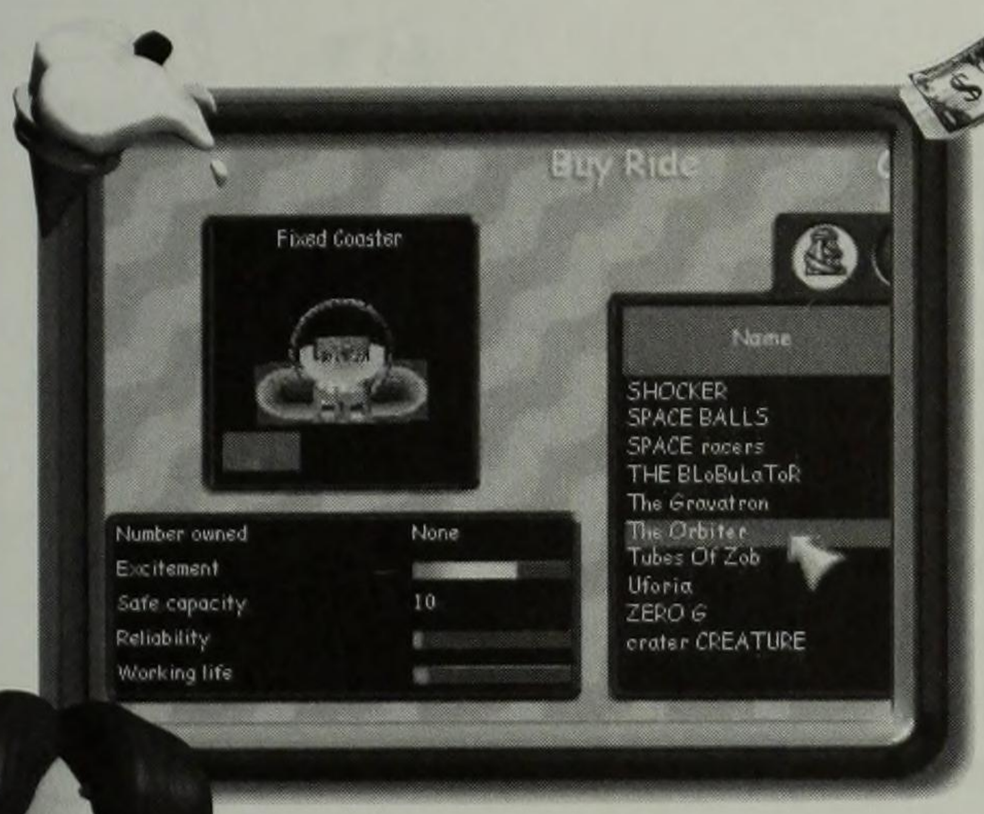
DEFAULT SETTINGS
Speed: 60 **Capacity:** 10 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 69 **Capacity:** 13 **Duration:** 4 cycles

UPGRADE: LEVEL 2

Cost: $300
DEFAULT SETTINGS
Speed: 75 **Capacity:** 16 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 85 **Capacity:** 18 **Duration:** 4 cycles

UPGRADE: LEVEL 3

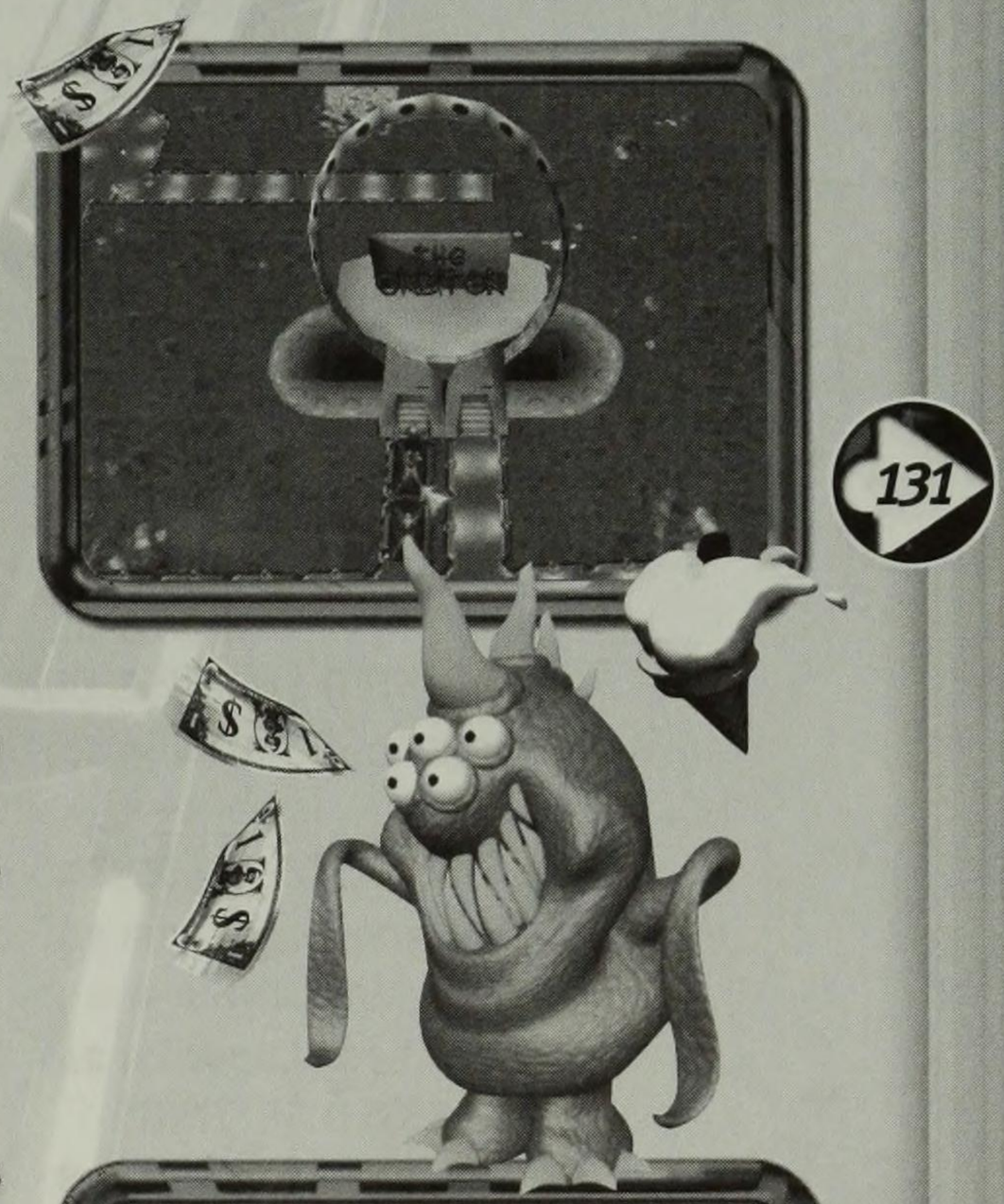
Cost: $300
DEFAULT SETTINGS
Speed: 90 **Capacity:** 22 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 23 **Duration:** 3 cycles



THE ORBITER

Description: Fixed Coaster
Details: Revealed in fourth ride research group
Cost: $2,000
Footprint: 3 x 6
Queue: The gate and exit are at the front

A fixed roller coaster in the Thunder Looper mould, the Orbiter delivers quick thrills at a low price. The major drawback is that it doesn't become available until the last group of rides, by which time you've already got better ones running in the park. Still, die-hard coaster fans will work their way to the ride and enjoy it. Far superior in all ways to its peer, Uforia, the Orbiter can be used to slip into those little gaps thanks to its long, thin footprint. If it came on stream earlier, this ride would be an essential. As it is, the Orbiter is a pleasant luxury.



LEVEL 1

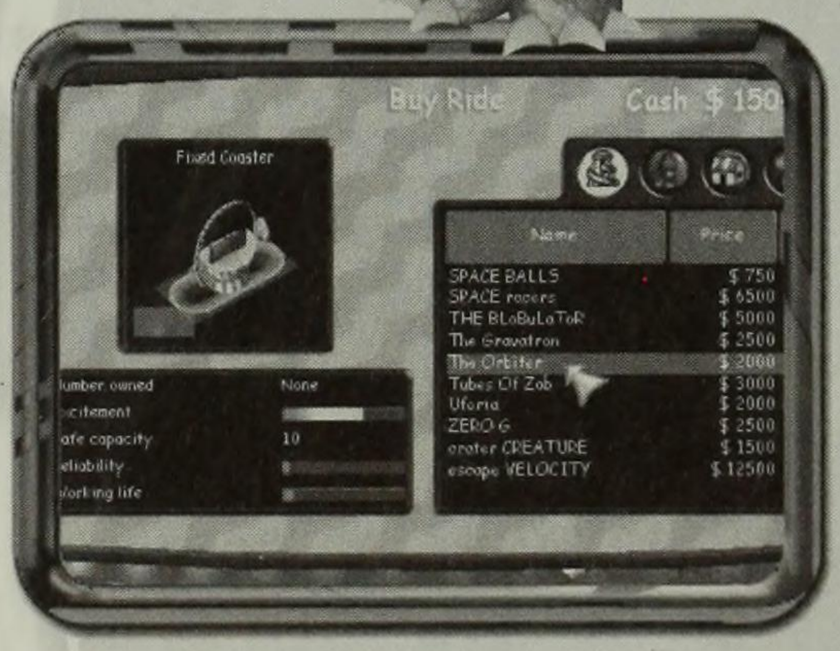
DEFAULT SETTINGS
Speed: 60 **Capacity:** 10 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 67 **Capacity:** 12 **Duration:** 4 cycles

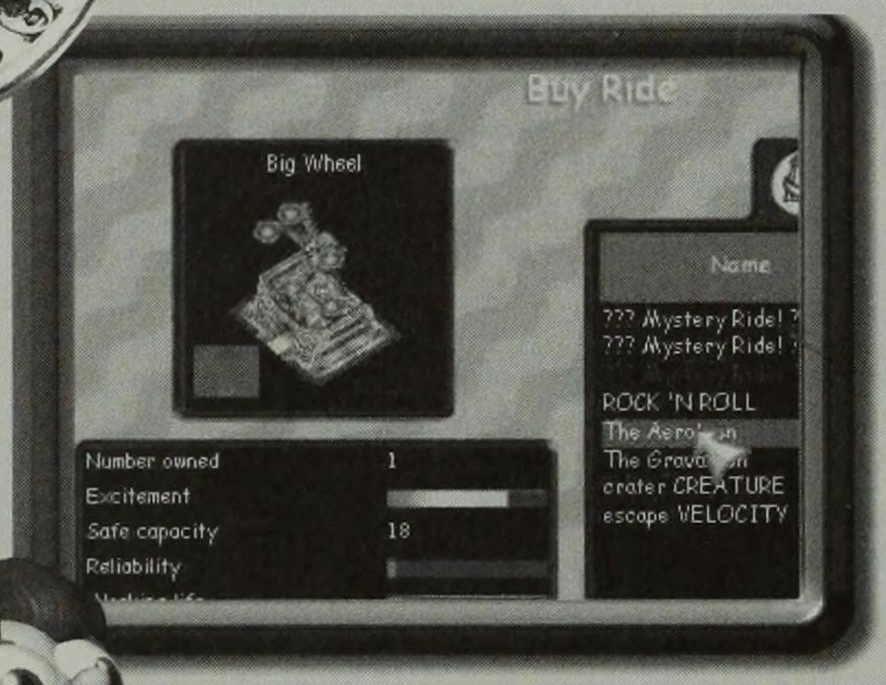
UPGRADE: LEVEL 2

Cost: $300
DEFAULT SETTINGS
Speed: 75 **Capacity:** 16 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 85 **Capacity:** 18 **Duration:** 4 cycles

UPGRADE: LEVEL 3

Cost: $300
DEFAULT SETTINGS
Speed: 90 **Capacity:** 22 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 23 **Duration:** 4 cycles





THE AEROTRON

Description: Big Wheel
Details: Revealed as ??? Mystery Ride! ???. Yours for the price of five Golden Tickets
Cost: $2,000
Footprint: 5 x 4
Queue: The gate and exit are positioned symmetrically at the front and rear (long sides)

Will humanity ever tire of big wheels? It seems not, for even in the future world of Space Zone, it's one of the staples. With a massive 30-passenger maximum capacity and a purchase price of five Golden Tickets, The Aerotron is a vital addition and should be bought as soon as possible. It blows away the Cyclone Station (four Golden Tickets) and, along with the Cosmic Cruiser, is the 'must have' bonus rides in Space Zone.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 18 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 63 **Capacity:** 18 **Duration:** 4 cycles

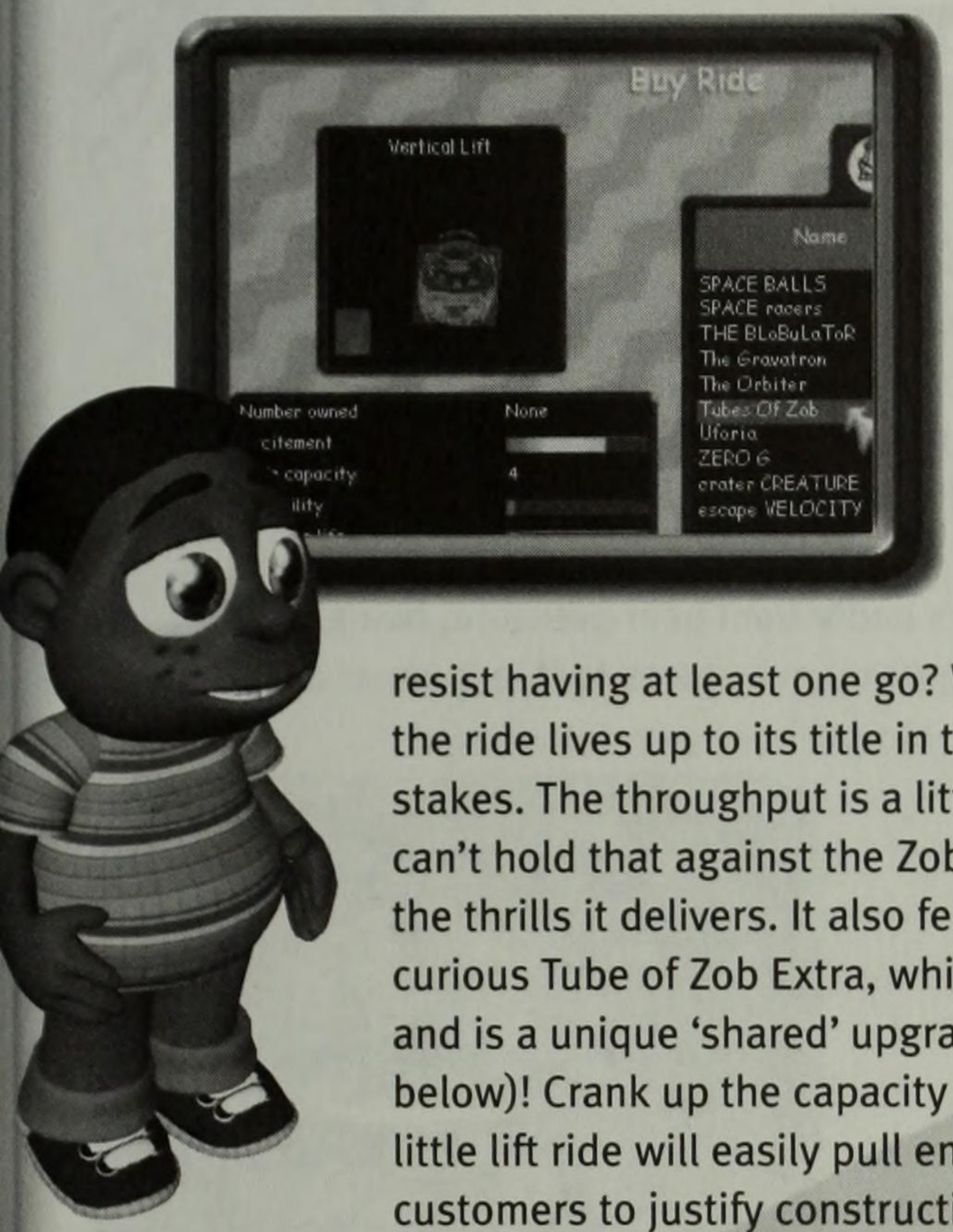
UPGRADE: LEVEL 2

Cost: $300
DEFAULT SETTINGS
Speed: 75 **Capacity:** 24 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 81 **Capacity:** 28 **Duration:** 4 cycles

UPGRADE: LEVEL 3

Cost: $300
DEFAULT SETTINGS
Speed: 90 **Capacity:** 30 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 96 **Capacity:** 30 **Duration:** 4 cycles





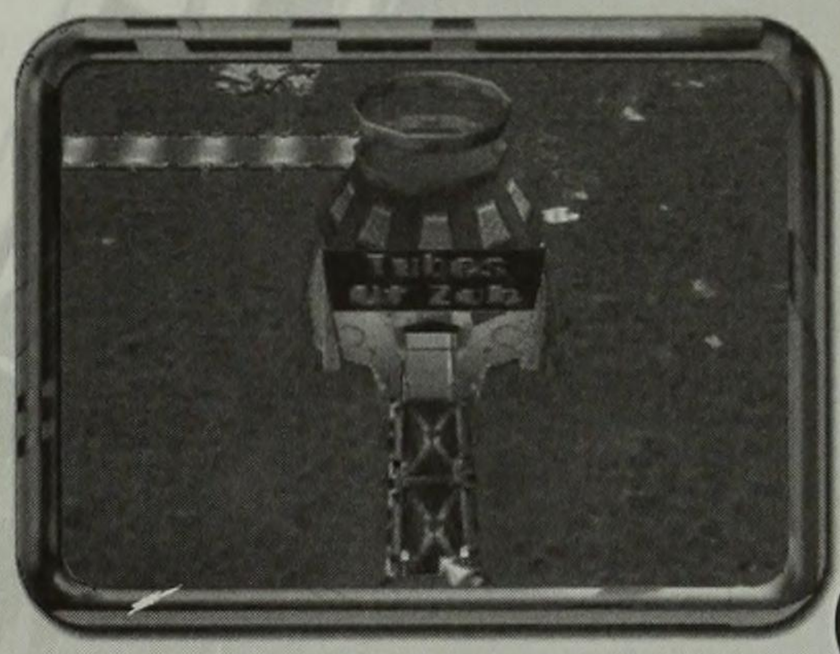
TUBES OF ZOB



Description: Vertical Lift
Details: Revealed in second ride research group
Cost: $3,000
Footprint: 3 x 4
Queue: The gate and exit are positioned symmetrically at the front and rear (short sides)



A work of genius! With a title like Tubes of Zob, who could resist having at least one go? What's more, the ride lives up to its title in the excitement stakes. The throughput is a little low, but you can't hold that against the Zobber because of the thrills it delivers. It also features the curious Tube of Zob Extra, which looks good and is a unique 'shared' upgrade (see below)! Crank up the capacity and this weird little lift ride will easily pull enough customers to justify construction.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 4 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 63 **Capacity:** 5 **Duration:** 4 cycles

UPGRADE: LEVEL 2

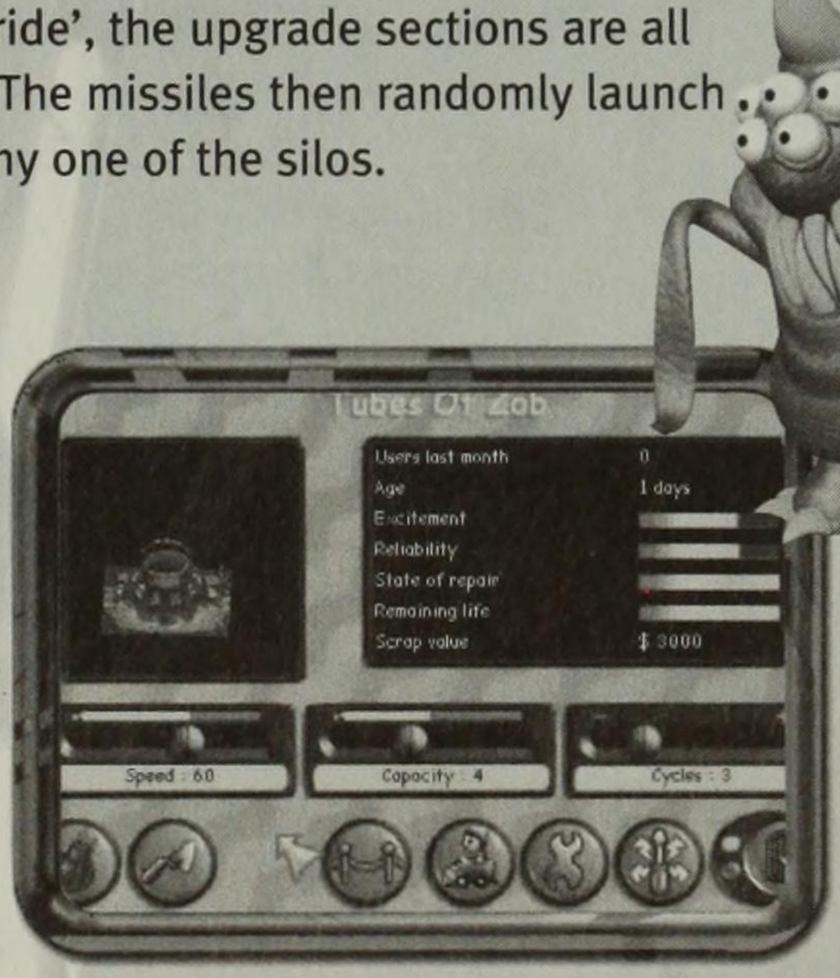
Cost: $300
DEFAULT SETTINGS
Speed: 75 **Capacity:** 6 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 83 **Capacity:** 7 **Duration:** 4 cycles

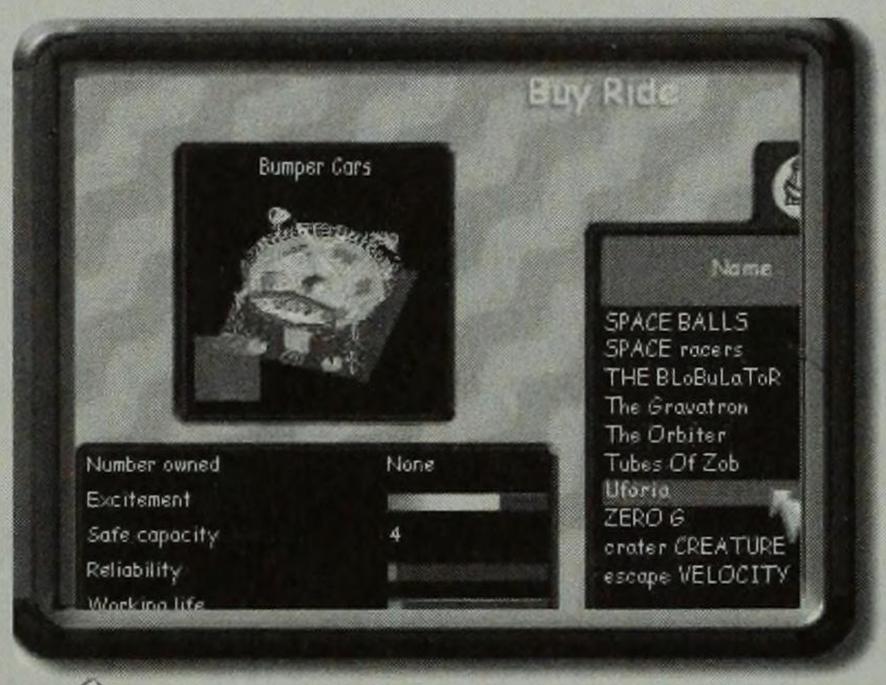
UPGRADE: LEVEL 3

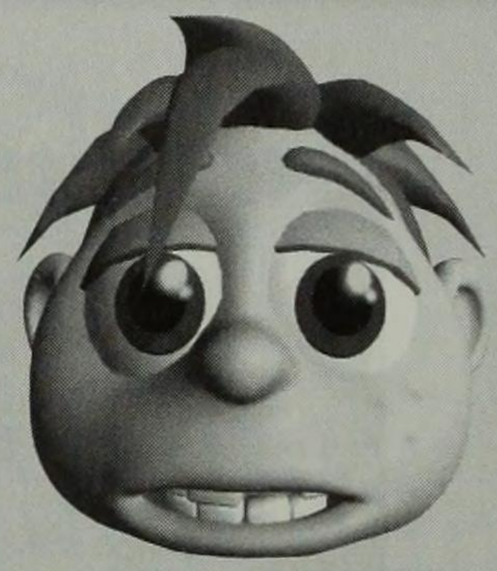
Cost: $300
DEFAULT SETTINGS
Speed: 90 **Capacity:** 8 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 96 **Capacity:** 9 **Duration:** 4 cycles

UPGRADE: EXTRA

Cost: $800
You can place multiple Extras around your park. Then, even if you have more than one 'parent ride', the upgrade sections are all shared. The missiles then randomly launch out of any one of the silos.

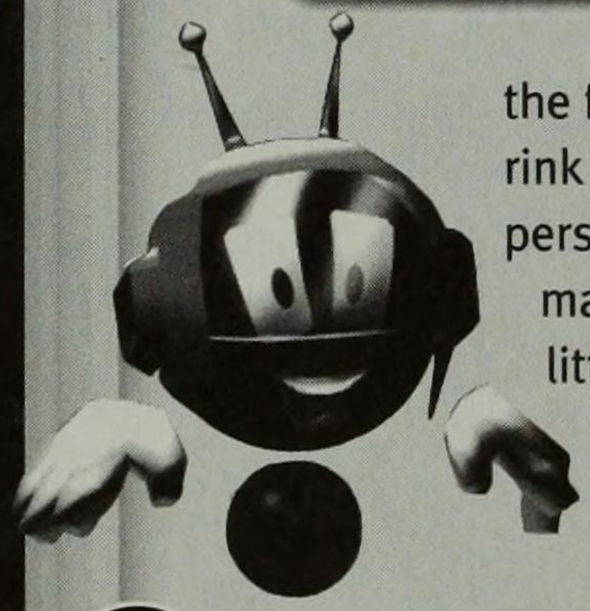




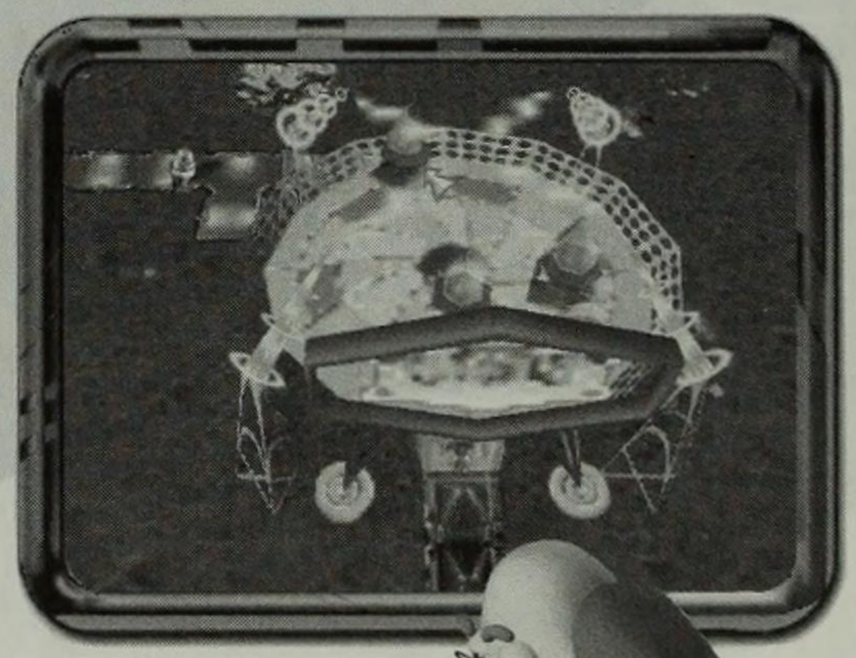


UFORIA

Description: Bumper Cars
Details: Revealed in fourth ride research group
Cost: $2,000
Footprint: 5 x 5
Queue: The gate and exit are positioned symmetrically at the front and rear (short side)



Uforia suffers badly from peer pressure, being in the fourth ride research group, and by the time you get access to it, a bumper cars rink seems a little mundane. Still, it's worth persevering. By the time you can build one, many of your earlier rides will have become a little stale in the fickle minds of your customers. So just wait until you've a small surplus—the ride only costs $2,000—and then stick in Uforia as a bonus new attraction. It won't make you rich on its own, but it will help round off your park's appeal.



LEVEL 1



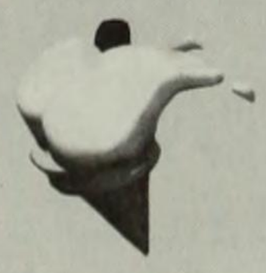
DEFAULT SETTINGS
Speed: 60 **Capacity:** 4 **Duration:** 25 seconds
SUGGESTED SETTINGS
Speed: 80 **Capacity:** 4 **Duration:** 37 seconds

UPGRADE: LEVEL 2

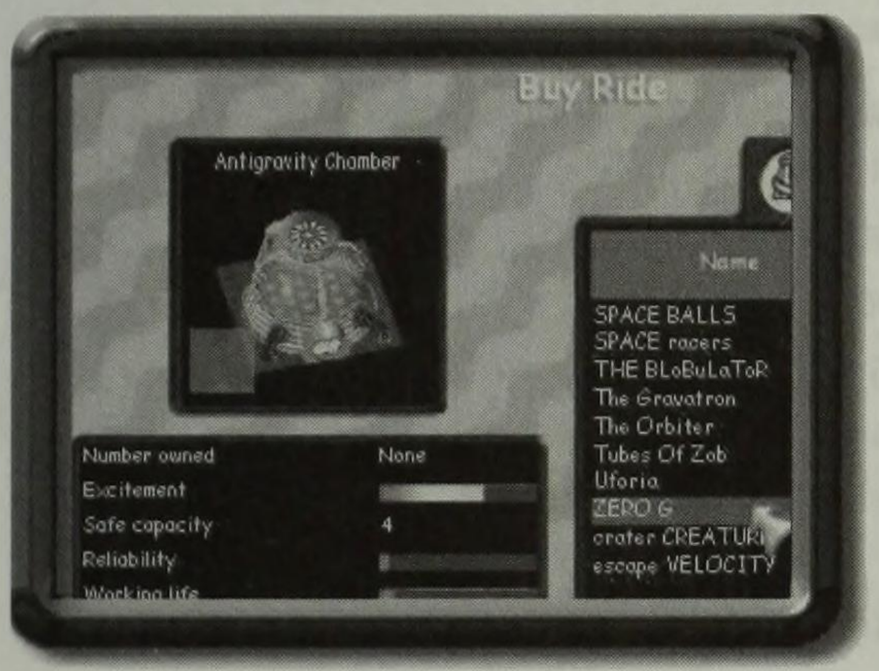


Cost: $500
DEFAULT SETTINGS
Speed: 75 **Capacity:** 6 **Duration:** 25 seconds
SUGGESTED SETTINGS
Speed: 91 **Capacity:** 7 **Duration:** 34 seconds

UPGRADE: LEVEL 3



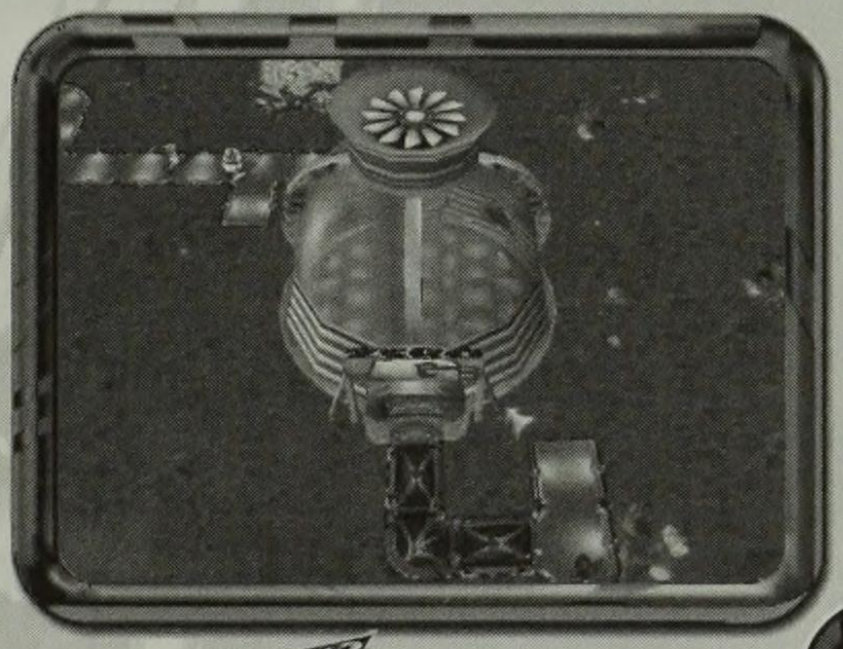
Cost: $750
DEFAULT SETTINGS
Speed: 90 **Capacity:** 8 **Duration:** 25 seconds
SUGGESTED SETTINGS
Speed: 98 **Capacity:** 8 **Duration:** 32 seconds



ZERO G



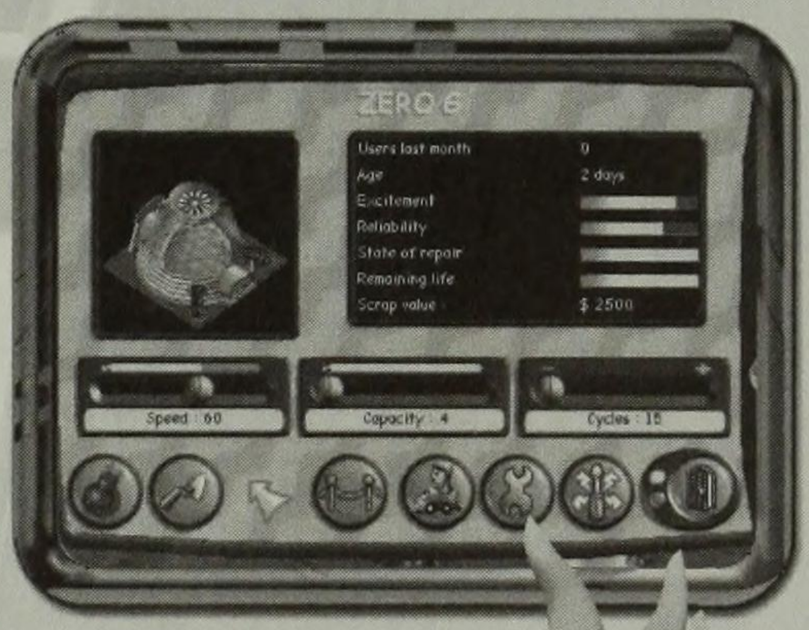
Description: Antigravity Chamber
Details: Revealed in second ride research group
Cost: $2,500
Footprint: 5 x 5
Queue: The gate and exit are positioned symmetrically at the front and rear



Now that's what I call entertainment! This antigrav chamber lets the kids float around for a few seconds as if they were weightless. It looks fun, and the kids' thought balloons confirm that it actually is. It is hampered by a low level of throughput, but that's immaterial as the kids love it and will queue hard for a go. Zero G is a little unreliable at Level 1 but this soon improves with upgrades. Let's just hope it really is the shape of rides to come!

LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 4 **Duration:** 15 seconds
SUGGESTED SETTINGS
Speed: 70 **Capacity:** 4 **Duration:** 25 seconds



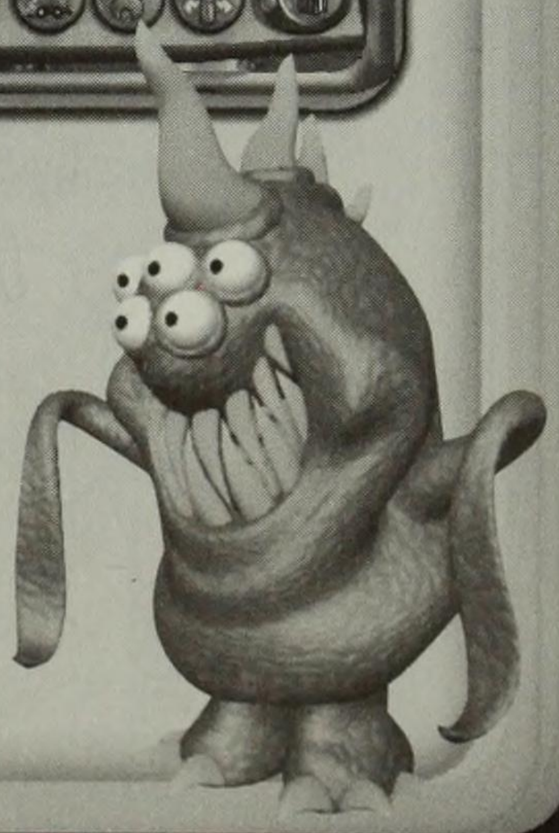
UPGRADE: LEVEL 2

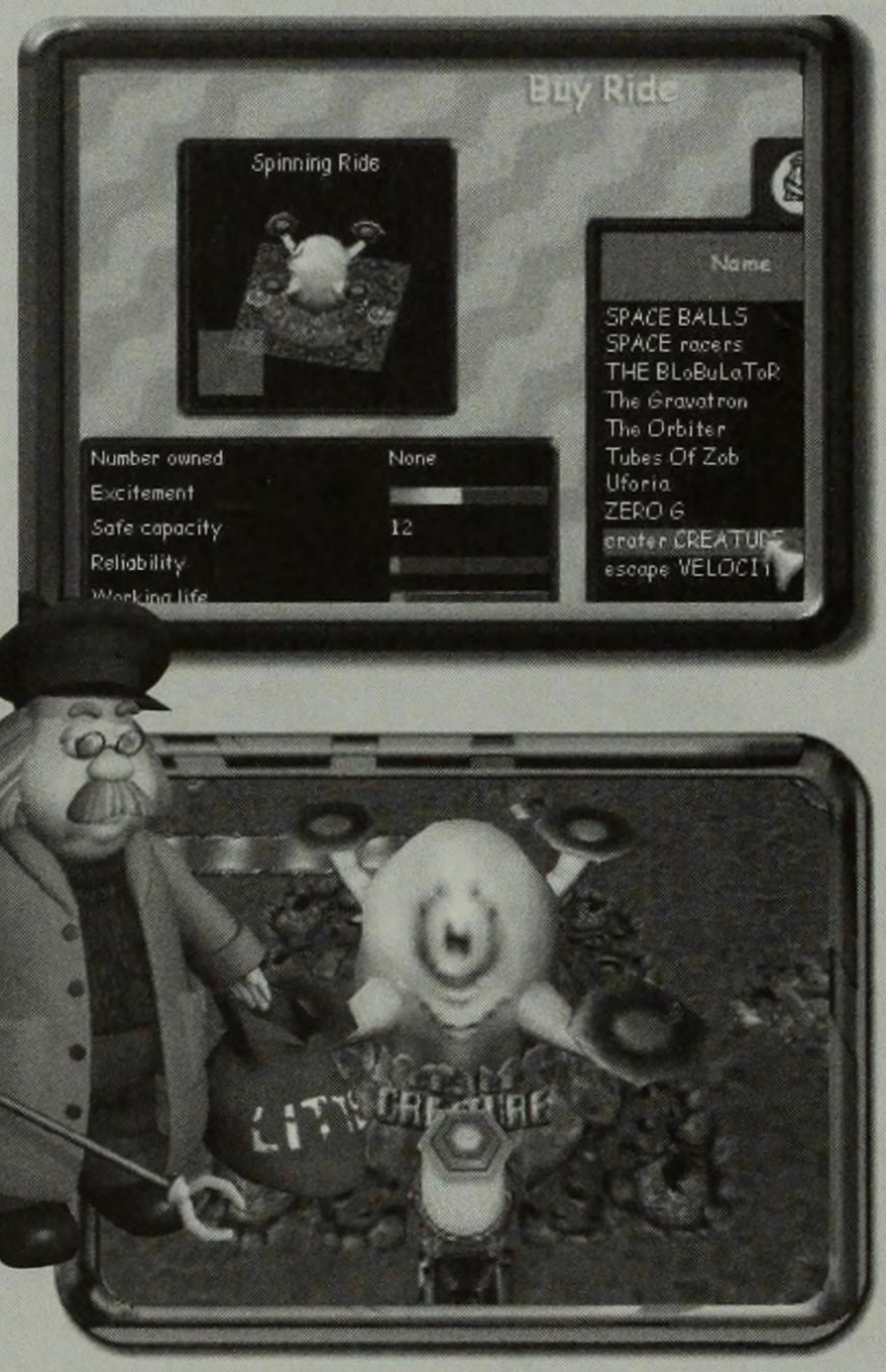
Cost: $300
DEFAULT SETTINGS
Speed: 75 **Capacity:** 6 **Duration:** 15 seconds
SUGGESTED SETTINGS
Speed: 83 **Capacity:** 6 **Duration:** 25 seconds



UPGRADE: LEVEL 3

Cost: $300
DEFAULT SETTINGS
Speed: 90 Capacity: 8 **Duration:** 15 seconds
SUGGESTED SETTINGS
Speed: 97 **Capacity:** 8 **Duration:** 25 seconds



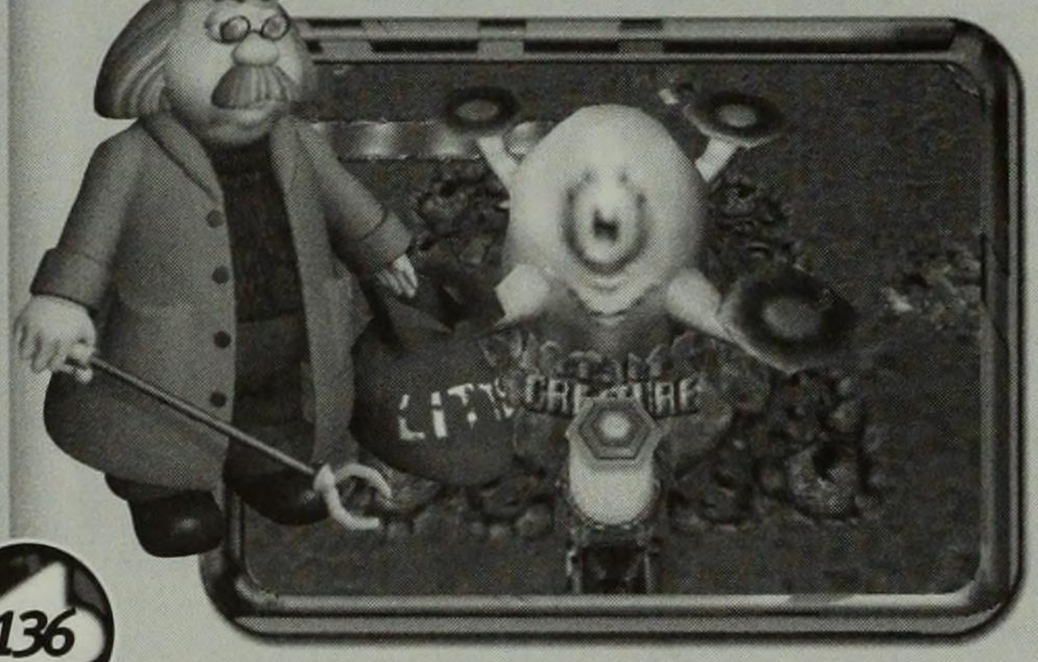


CRATER CREATURE



Description: Spinning Ride
Details: Available at start
Cost: $1,500
Footprint: 5 x 5
Queue: The gate and exit are positioned symmetrically at the front and rear

This is a ride that looks so good, you've got to find room for it in your park. Fortunately, this one earns its keep. It can be heavily modified to carry bigger customer loads right from the start—an essential extra during those low-capacity early days. And the Crater Creature doesn't just shift the numbers, it makes them quite happy, too.



LEVEL 1

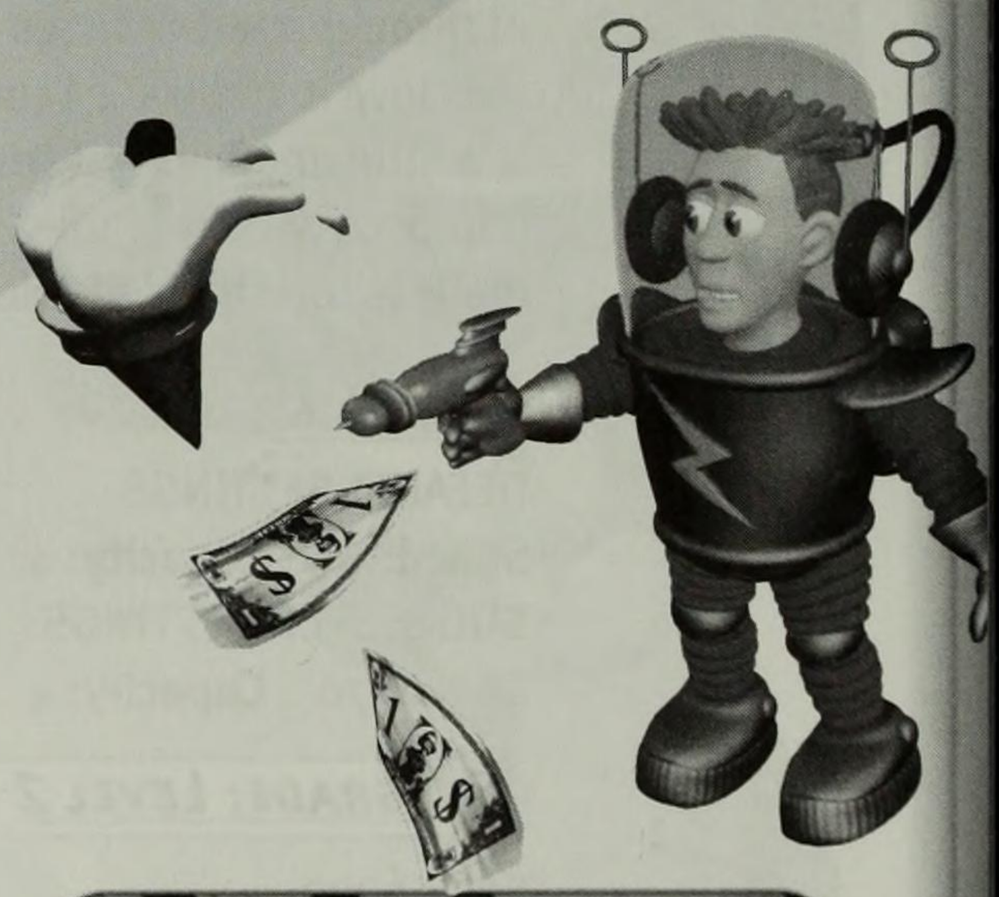
DEFAULT SETTINGS
Speed: 60 **Capacity:** 12 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 84 **Capacity:** 15 **Duration:** 4 cycles

UPGRADE: LEVEL 2

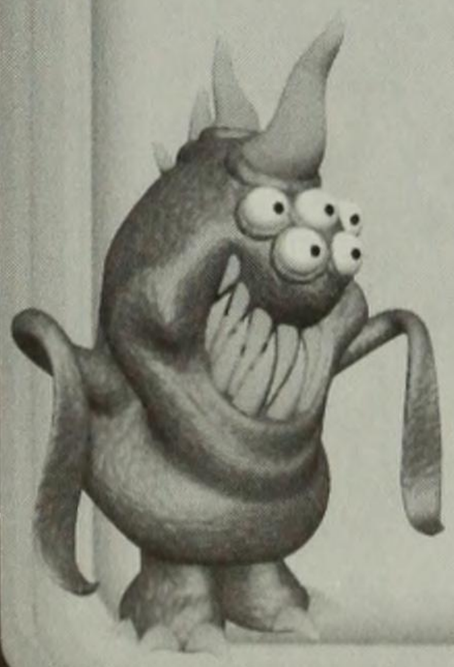
Cost: $300
DEFAULT SETTINGS
Speed: 75 **Capacity:** 18 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 91 **Capacity:** 21 **Duration:** 4 cycles

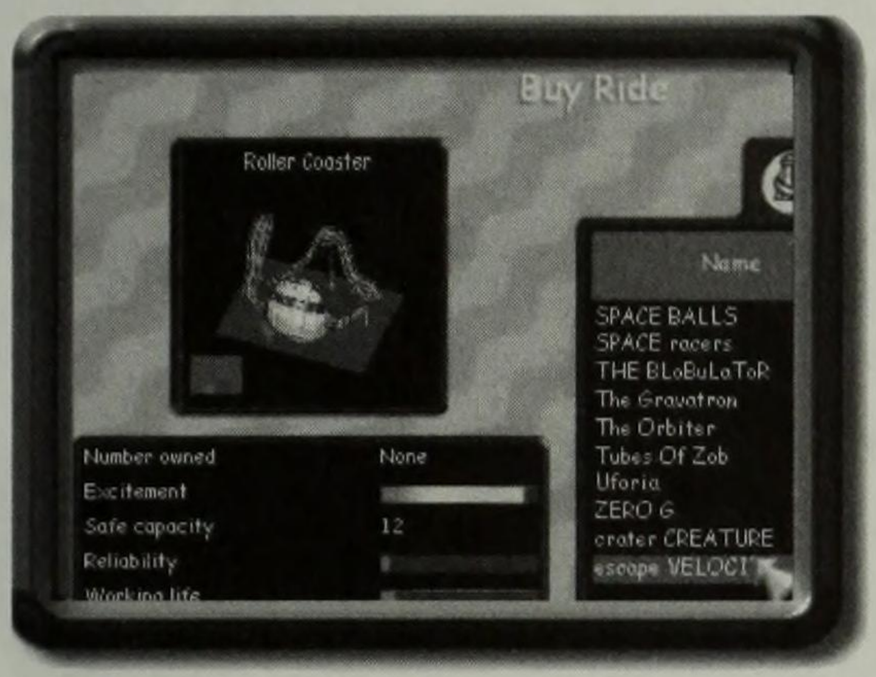
UPGRADE: LEVEL 3

Cost: $400
DEFAULT SETTINGS
Speed: 90 **Capacity:** 24 **Duration:** 3 cycles
SUGGESTED SETTINGS
Speed: 100 **Capacity:** 26 **Duration:** 4 cycles





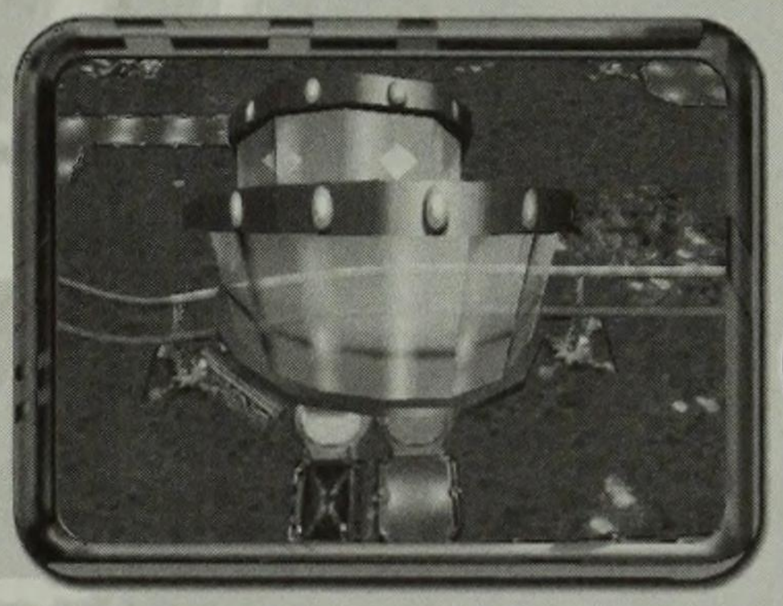




ESCAPE VELOCITY

Description: Roller Coaster
Details: Available at start
Cost: $12,500
Footprint: 3 x 4
Queue: The gate and exit are at the front (long side). Track runs from the sides

This ride will make your park successful from day one and see you into a healthy profit in the first year. Build it as far away from the gates as you can, then let it draw the crowds through your park. The people want roller coasters, and this one is a real cracker. A modern metal coaster-like Viper, this is fast and thrilling straight out of the box. You can adapt it to carry a few more passengers and up the speed with only a marginal effect on reliability. But this is just gilding the lily. Build Escape Velocity as your first ride, make the track big, and you will retire as a very rich theme park owner.



LEVEL 1

DEFAULT SETTINGS
Speed: 60 **Capacity:** 10 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 67 **Capacity:** 10 per train **Duration:** N/A

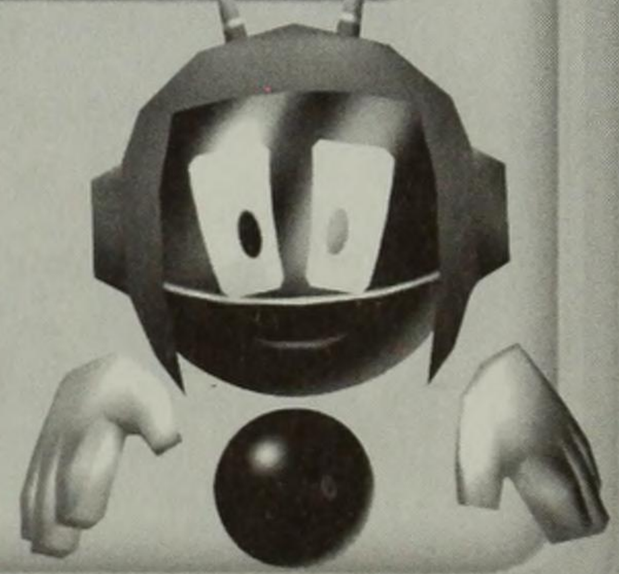
UPGRADE: LEVEL 2

Cost: $5,500 (Loop pylons available)
DEFAULT SETTINGS
Speed: 75 **Capacity:** 12 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 83 **Capacity:** 14 per train **Duration:** N/A

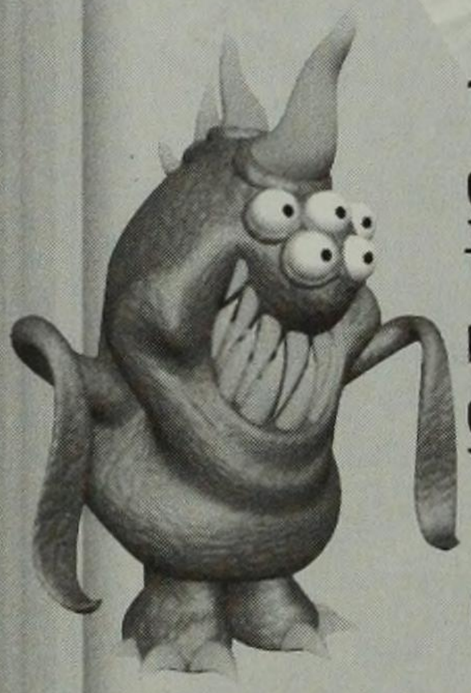


UPGRADE: LEVEL 3

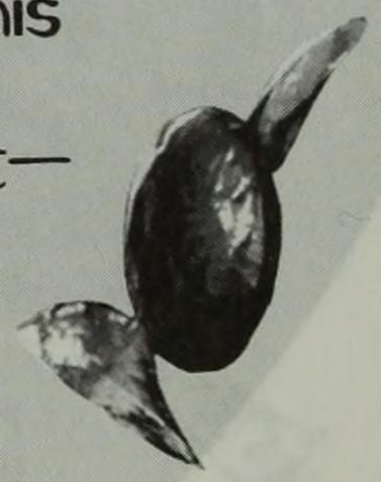
Cost: $2,500 (Loop pylons available)
DEFAULT SETTINGS
Speed: 90 **Capacity:** 14 per train **Duration:** N/A
SUGGESTED SETTINGS
Speed: 99 **Capacity:** 16 per train **Duration:** N/A



PARK PATROL



This is the big one! Space Zone is the ultimate park and your ultimate aim in the game. To have made it this far, you're obviously cut out for life in theme park management. But don't crack open the bubbly yet—your biggest test awaits.

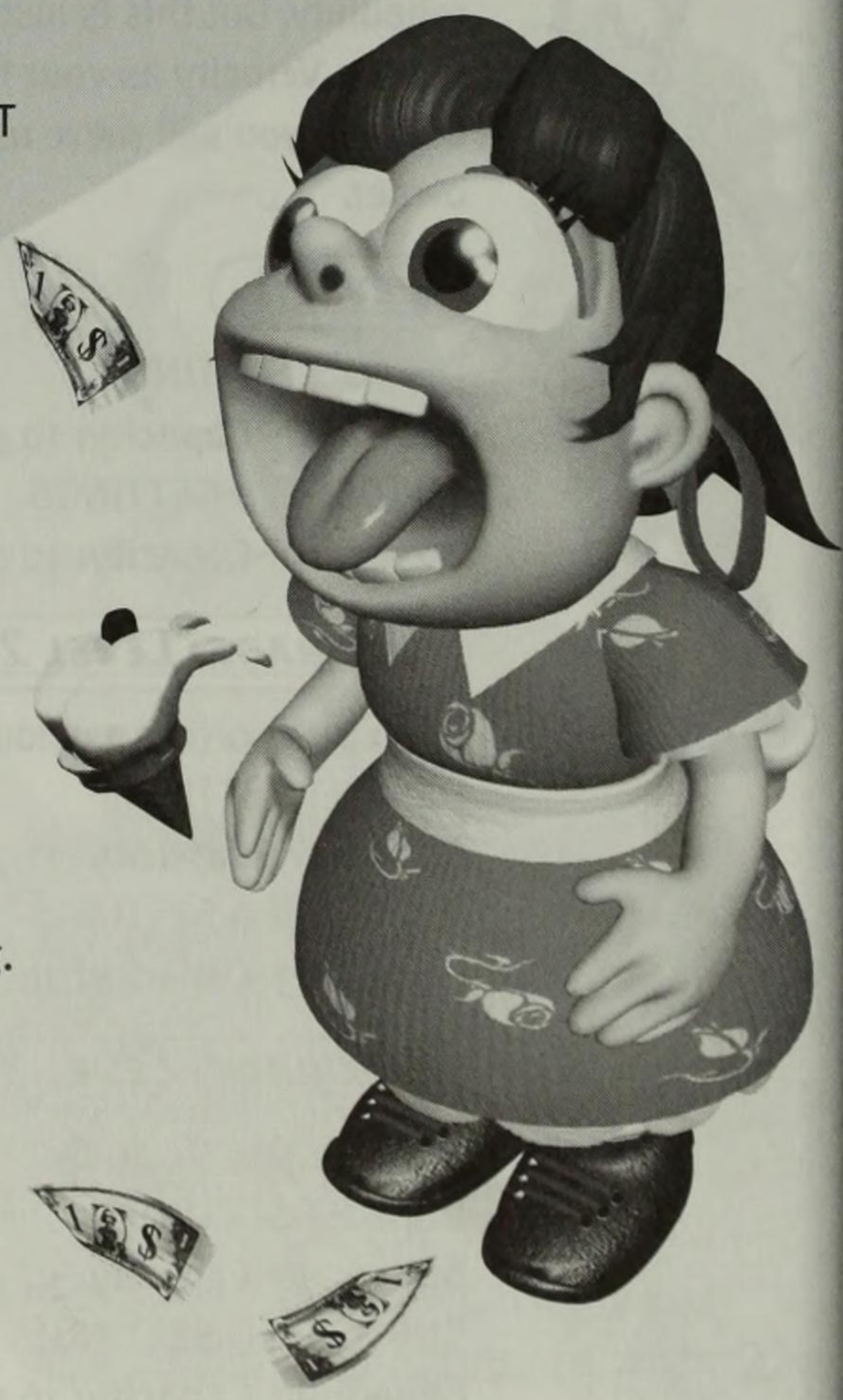


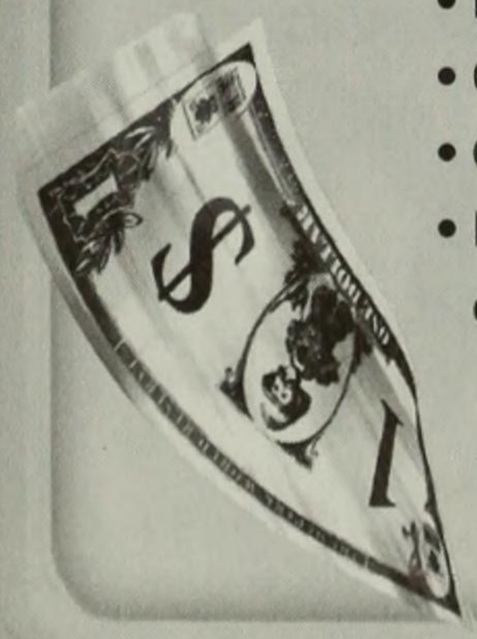
GOLDEN TICKETS

Technically speaking there's no real point in chasing Golden Tickets at this point in the game. But by now, gathering as many as possible should be second nature. And only those who can earn these final 11 tickets should consider themselves fit to rub shoulders with the likes of PT Barnum and Walt Disney. It's a tough job, but someone's got to do it!



- Reach a visitor total of 3,000.
- Get 350 people in your park at the same time.
- Gain a happiness rating of 85 percent when there are at least 150 visitors in the park at the same time.
- Make a yearly profit of $30,000.
- Attract 500 visitors over six months.
- Research and build all items.
- Build a go-kart track with a 90 excitement rating.
- Build a 50-section long water track.
- Own 3,000 units of land.
- Cover 2,000 units of land.
- Big Brother Award—100 percent security coverage in your park.

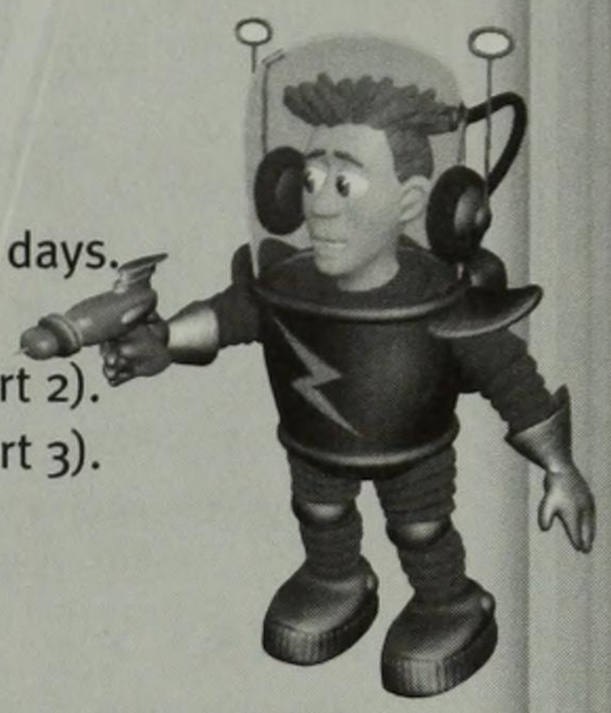




CHALLENGES

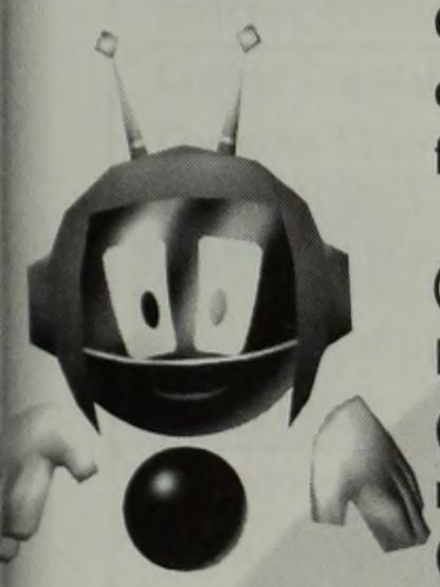
Meeting the Challenges is a matter of personal wealth. The 'free' money Challenges offer allows you to develop faster and better than ever—and they're far more fun than getting a loan. The challenges of the future are the following:

- Sell 200 orders of fries in 90 days.
- Get your sideshows to make $500 profit in 60 days.
- Get 15 percent of the kids in costumes within 60 days.
- Achieve an average mechanic skill level of 50 percent in under 60 days.
- Build a Shocker roller coaster with loops within 60 days (Part 1).
- Add more loops to Shocker roller coaster in less than 30 days (Part 2).
- Get 100 peeps onto Shocker roller coaster in the next 30 days (Part 3).
- Sell 50 restaurant meals in 30 days.



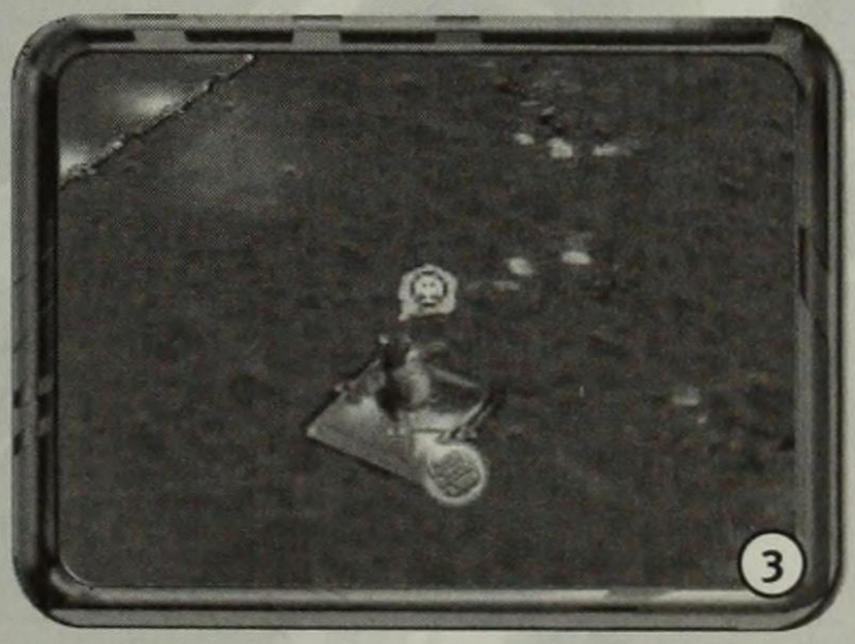
ENTERTAINERS

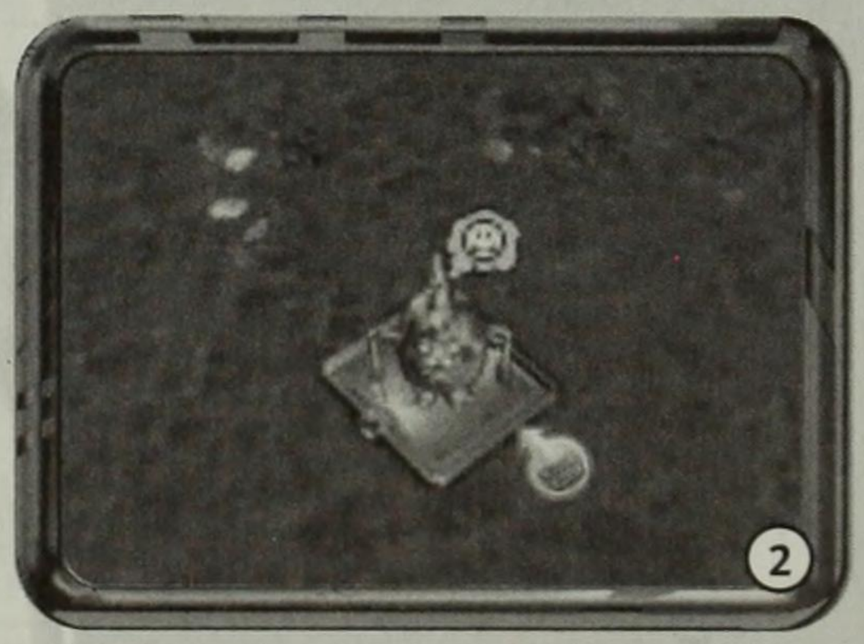
Let the festivities begin! To get the 85 percent happiness rating needed for that Golden Ticket, you need good entertainers. Sadly, you have to work with a cast of characters who are initially talentless, but they do get to wear costumes straight from the *Mars Attacks!* property locker!



(1) To infinity and beyond! This Buzz Lightyear look-alike is great.
(2) A purple people eater; thankfully, it's not that hungry.
(3) The cuddly kind of alien we'd all like to think lives out there—beyond the final frontier.







Rides Research Groups

Research Group 0	Research Group 1	Research Group 2	Research Group 3	Research Group 4
Crater Creature	Hover Bot Havoc	Cosmic Bounce	Moon Buggies	Moonshot
Escape Velocity	Missile Madness	Shocker	Space Racers	The Orbiter
Rock 'N Roll	Space Balls	Tubes of Zob	—	Uforia
The Gravatron	The Blobulator	Zero G	—	—

Cosmic Cruiser is a ??? Mystery Ride! ??? which is revealed for two Golden Tickets.
The Aerotron is a ??? Mystery Ride! ??? which is revealed for five Golden Tickets.
Cyclone Station is a ??? Mystery Ride! ??? which is revealed for three Golden Tickets.

NOTES:
Group 0 rides available to be built from the start.
Group 1 rides are available to be researched from start.
Group 2 rides become available to be researched when all Group 1 rides have been researched.
Group 3 rides become available to be researched when three Group 2 rides have been researched.
Group 4 rides become available to be researched when one Group 3 ride has been researched.

Shop Research Groups

Research Group 0	Research Group 1	Research Group 2	Research Group 3
Burger Shop	Balloon Shop	Gift Shop	Moonrock Café
Drinks Shop	—	Ice Cream Shop	Costume Shop
Fries Shop	—	—	—

Sideshow Research Groups

Research Group 0	Research Group 1	Research Group 2
Arcade	UFO Blaster	Martian Mooners
Giant Puzzle	—	—

Miscellaneous Items Research Groups

Research Group 0	Research Group 1	Research Group 2	Research Group 3
Antenna	Alien Bubbler	Large Sign	Large Crystals
Golden Rocks	Crater	Laser Show	Super Toilets
Litter Bin	Gryotron	Plasmatrope	—
Medium Tree	Large Tree	Small Crystals	—

Miscellaneous Items Research Groups

Research Group 0	Research Group 1	Research Group 2	Research Group 3
Security Camera	Medium Bush	—	—
Small Bush	Speaker: Comet Comms	—	—
Small Toilet	Speaker: Ground Control	—	—
Staff Room	Speaker: Space Dust	—	—
—	Speaker: UFO's	—	—
—	Strange Rock	—	—

NOTES: Group 0 items are available to build from the start.
Group 1 items are available to research from start.
Group 2 items become available to research when eight Group 1 items have been researched.
Group 3 items become available to research when two Group 2 items has been researched.

Ride Price List

Ride	Level 1 Price	Upgrade Level 2 Price	Upgrade Level 3 Price
Cosmic Bounce	$500	$400	$500
Cosmic Cruiser	$3,000	$300	$400
Crater Creature	$1,500	$300	$400
Cyclone Station	$1,250	$250	$250
Escape Velocity	$12,500	$5,500	$2,500
Hover Bot Havoc	$1,750	$300	$450
Missile Madness	$2,500	$250	$750
Moon Buggies	$750	$200	$200
Moonshot	$10,000	$5,000	$2,000
Rock 'N Roll	$2,500	$250	$250
Shocker	$12,500	$5,500	$2,500
Space Balls	$750	$200	$250
Space Racers	$6,500	$1,500	$2,000
The Aerotron	$2,000	$300	$300
The Blobulator	$5,000	$500	$500
The Gravatron	$2,500	$300	$300
The Orbiter	$2,000	$300	$300
Tubes of Zob	$3,000	$300	$300
Uforia	$2,000	$500	$750
Zero G	$2,500	$300	$300

ADDITIONAL UPGRADES:

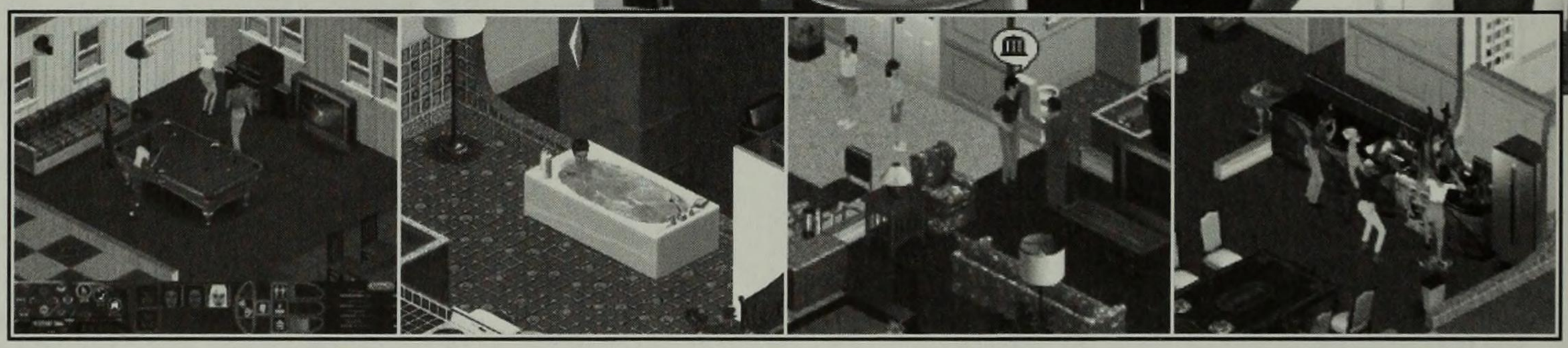
Blobulator Tunnel	$800	**Tubes Of Zob Extra**	$800

THE NEW GAME FROM THE CREATOR OF SIMCITY™!

The Sims™

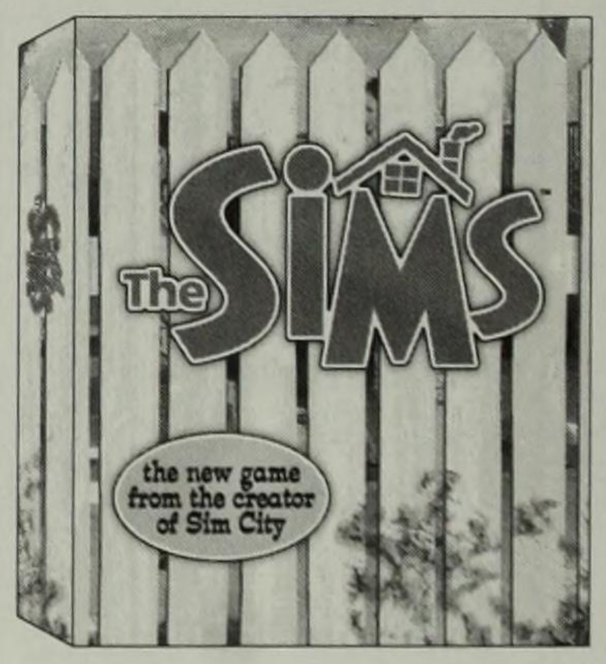
You build their neighborhood. You run their lives!





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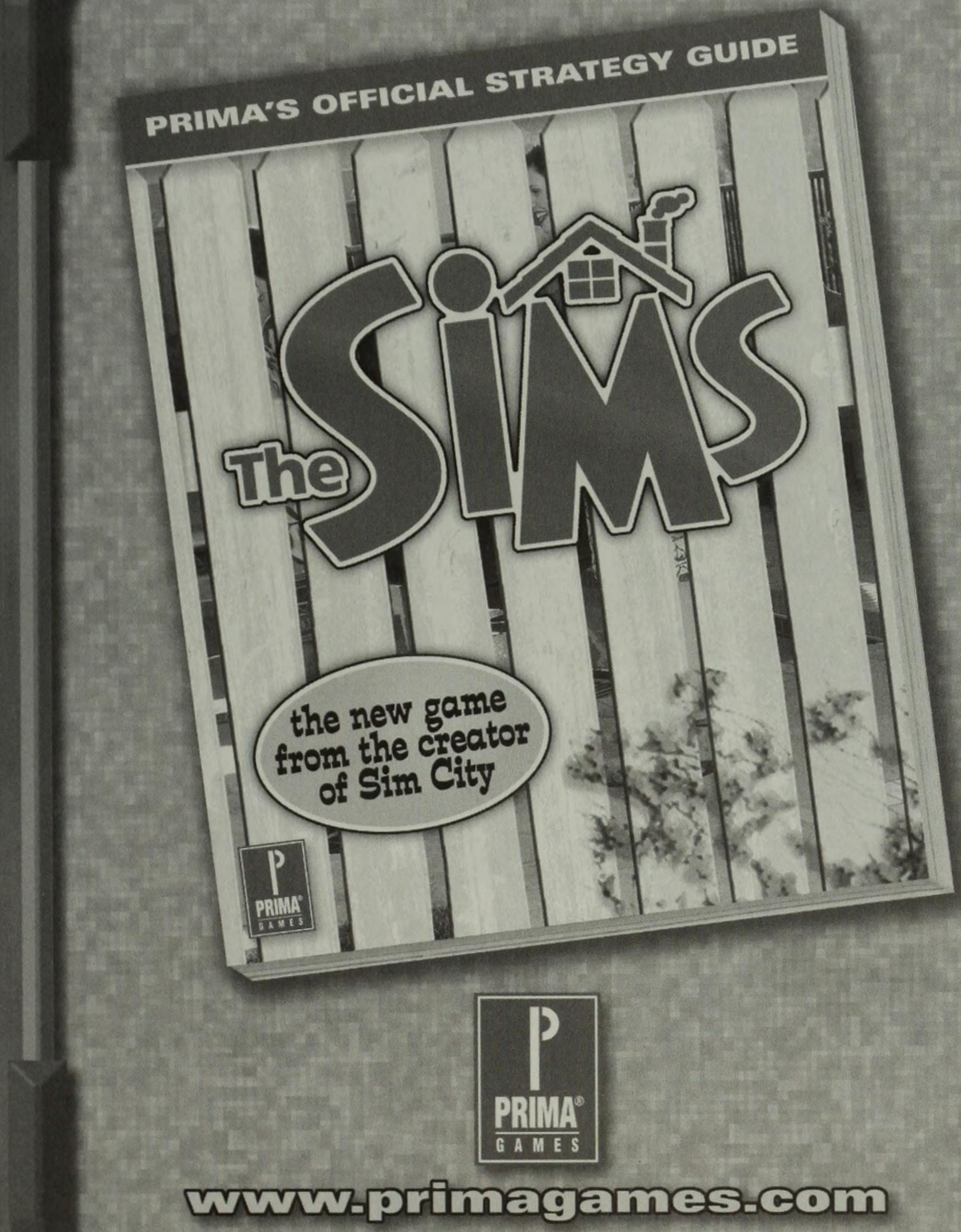
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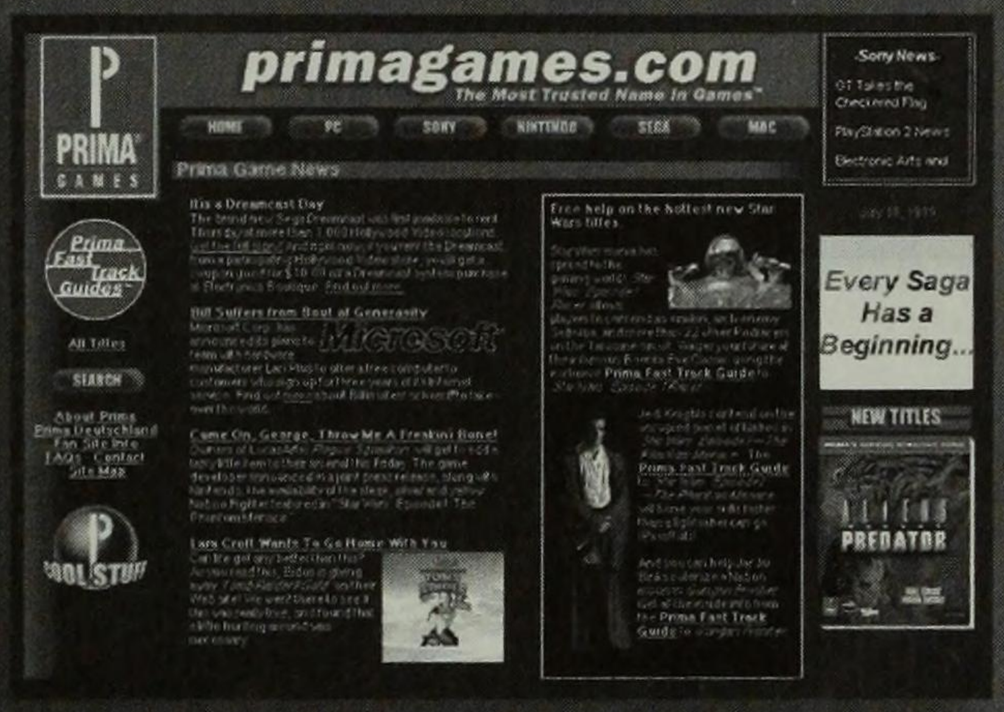
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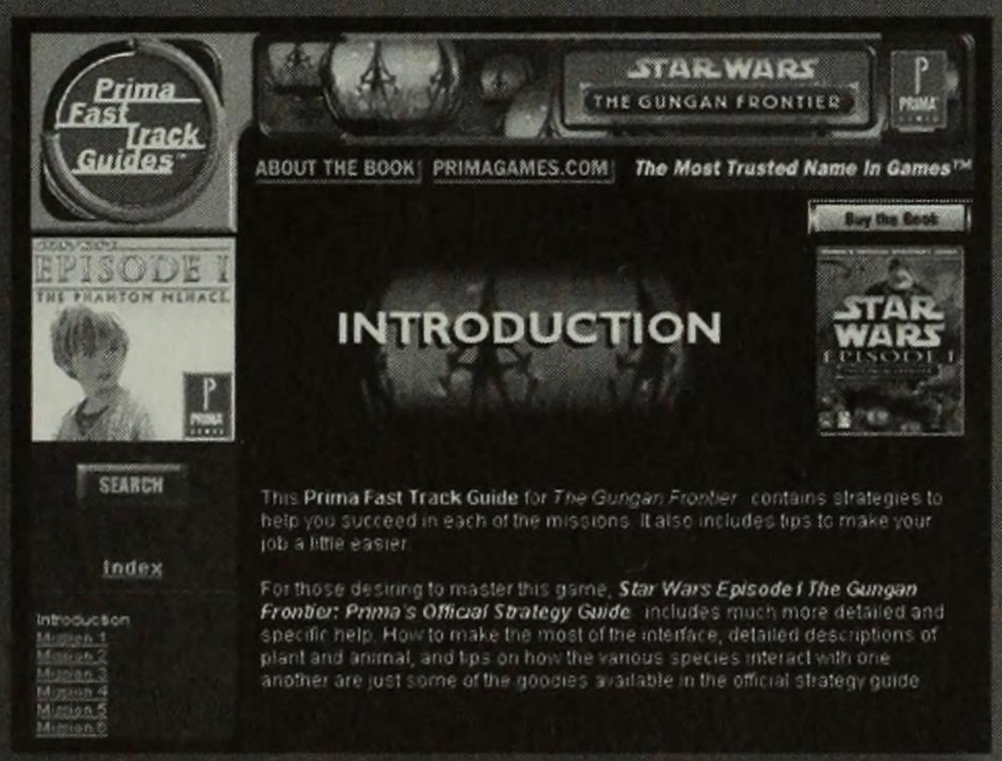

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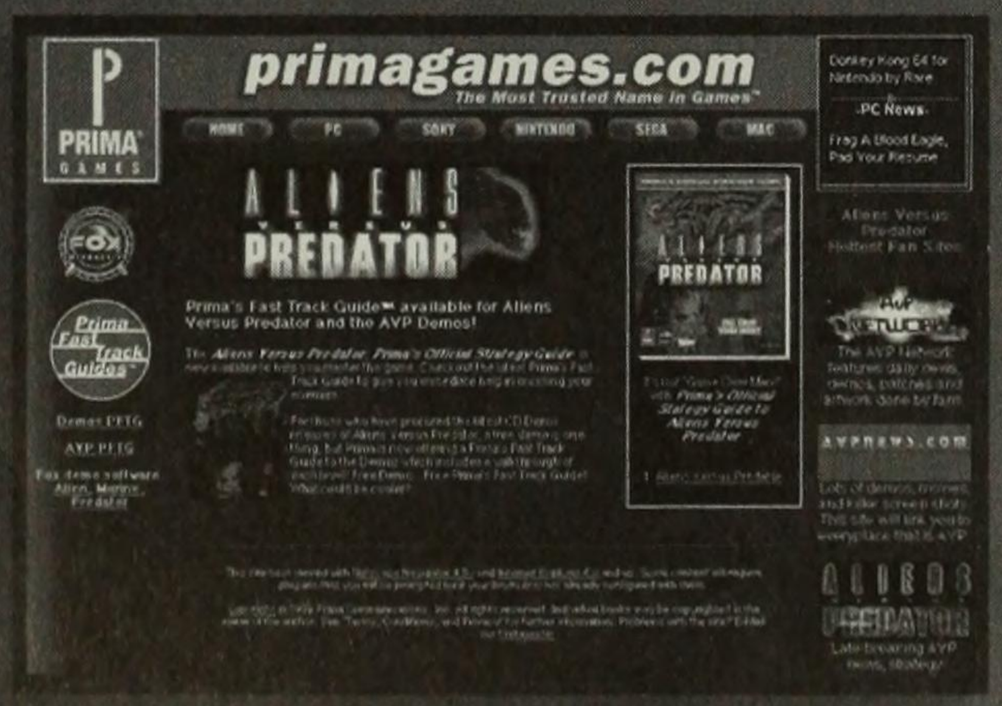
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