



PlayStation

NTSC U/C

PlayStation

EVERYONE



CONTENT RATED BY
ESRB

SLUS-01069

SIM Theme Park

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



WARNING:

READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

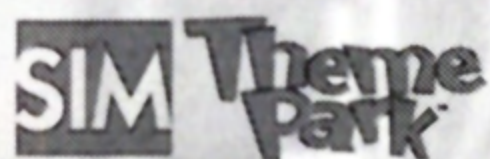
Handling Your PlayStation Disc:

- ↳ This compact disc is intended for use only with the PlayStation game console.
- ↳ Do not bend it, crush it, or submerge it in liquids.
- ↳ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ↳ Be sure to take an occasional rest break during extended play.
- ↳ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

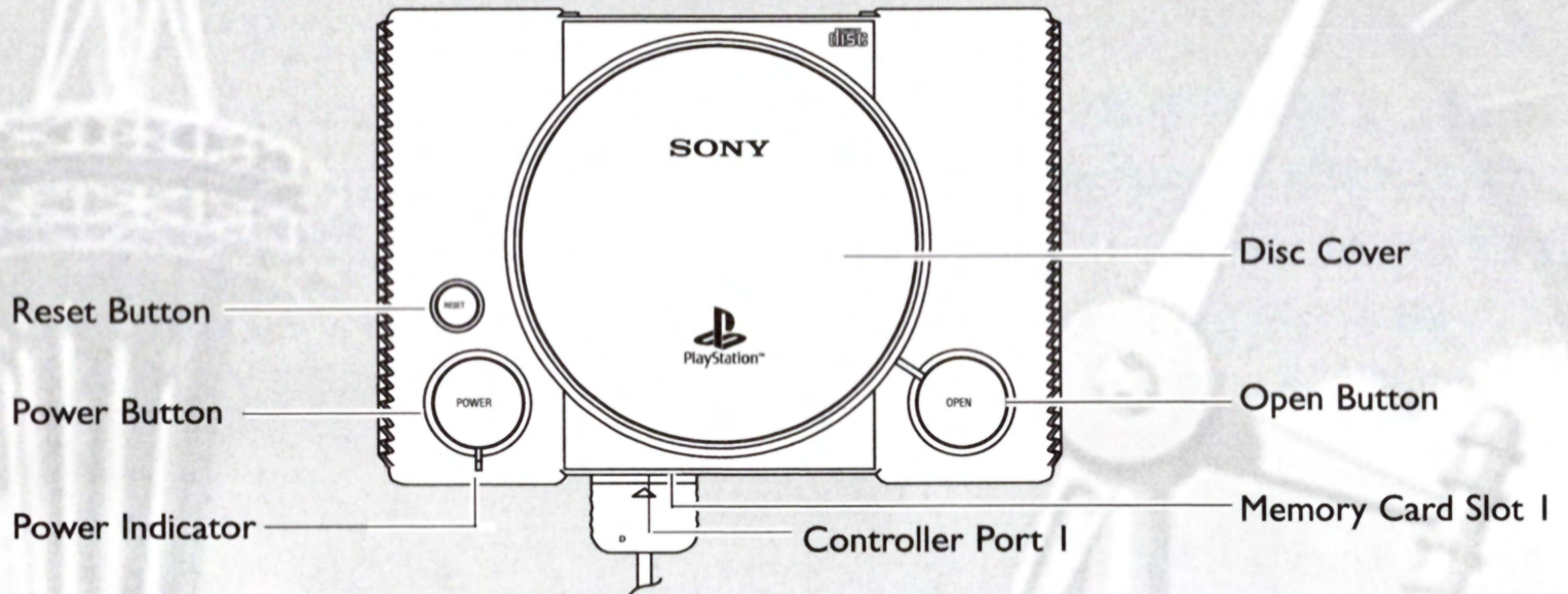
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FOR MORE INFO about this and other titles, check out Electronic Arts™ on the web at www.ea.com.

STARTING THE GAME



1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *SimTheme Park*™ disc and close the Disc Cover.
3. Insert game controllers and turn ON the PlayStation game console.

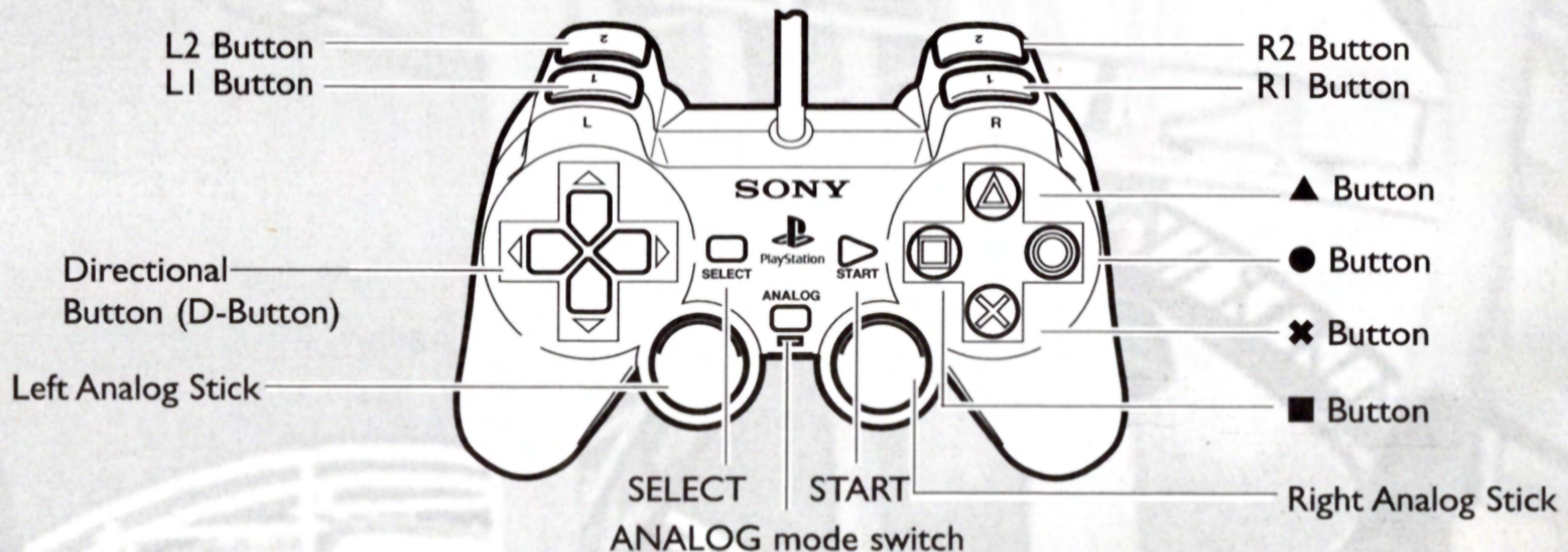


NOTE: When using the Multi-Tap, at least one controller must be connected to port I-A.

➞ If you want to bypass the introductory videos, press the **START** Button or the **✕** Button to reach the Main menu (➤ p. 4).

DUALSHOCK™ ANALOG CONTROLLER

BASIC CONTROLS



COMMAND SUMMARY

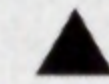
SimTheme Park controls differ from most other games for the PlayStation game console. Depending on which activity you are doing, the controls change. For example, if you are laying a path, the controls are different than when you are building a custom rollercoaster. This variety of controls gives you more depth and gameplay options.

To make the various controls easy for you to use, *SimTheme Park* has a 'context sensitive' control summary on the screen at all times. This means you should always refer to the on-screen display as a guide of the controls. Here are the basic commands to get you started. Don't forget to refer to the on-screen control summary throughout your game.

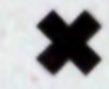
ACTION

CONTROL

Build rides, shops, and other features (> p. 9-16)



Lay a path (> p. 8)



Hire staff (> p. 14)



Open the Laptop (> p. 7)



WELCOME

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

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

SETTING UP THE GAME

It's time to start building your park!

MAIN MENU

Here, you can choose to play a game and adjust gameplay options.

PLAY GAME: Select to play the MAIN GAME or PRACTICE PARK game.
 > *Game Modes* below.

OPTIONS: View Main Options menu to adjust various options. > *Options* section on p. 7



LOAD GAME: Load a previously saved game from a Memory Card.
 > *Saving and Loading* on p. 17

SIM Theme Park **NOTE:** Default options are listed in **bold** type.

QUICK START

If you want to quickly get into the fun, select PRACTICE PARK mode. Highlight PLAY GAME and press the **X** Button. The game begins. Follow the on-screen instructions and listen carefully to the advisor.

GAME MODES

Choose between Main Game and Practice Park modes.

PRACTICE PARK

Build a park, ride the rides, and watch the money come pouring in! You can build a roller coaster and even ride it!

MAIN GAME

This is the in-depth theme park experience. In addition to the basics covered in Practice Park mode, you can hire and fire staff, change ticket prices, and alter a host of other variables.

➔ Highlight the desired game mode and press **✕** to proceed to the Map Screen.



NOTE: There is only one park available in Practice Park mode. If you want to experience the wonder and excitement of seven other theme parks, choose Main Game mode.

THE MAP SCREEN

This is where your progress through *SimTheme Park's* eight worlds is charted. When you begin, you only have one choice – Lost Kingdom: Prehistoric Park. Later, as you meet your targets and win Gold Tickets, the other park options of *SimTheme Park* will become available.

➔ Select Enter (**✕** Button) to begin game.

➔ Use the D-Button to move to other Islands.

PLAYING THE GAME

All the basics are outlined in the following section. If you want more information, remember the Advisor is always on hand to offer helpful advice and tips.

LAPTOP

Use the Laptop to access all the information to effectively run your theme park and meet your goals! You can view visitor moods, check up on your finances, and even save your park to a Memory Card.

LAPTOP OPTIONS

INFORMATION

View information about your rides, shops, bathrooms and staff.

BUILD AND HIRE

Hire staff and build rides, shops, and other features.

RESEARCH

Choose research areas and adjust the work rate of your researchers.

PARK STATISTICS

View visitor information, overall stats, park finance, and awards won.

FINANCIAL INFORMATION

Check your balance sheet or statistics, or take out a loan.

GOLD TICKETS

Purchase your camcorder so you can ride the rides with the Gold Tickets you earn.

GAME OPTIONS

Adjust Music, SFX, Screen position, save games, toggle Tutorial ON/OFF, and quit game.



NOTE: Quit game returns you to the Main menu.

LEAVE PARK

Return to the Map screen.



NOTE: As your park increases in size and scope, the Options in your Laptop also increase.

LAYING A PATH

Without paths in your park, guests cannot get to your attractions, rides, or refreshment areas. Make sure paths are linked to entrances and exits of your attractions.

Otherwise, the guests will not be able to ride the rides, and they will become very frustrated and leave the park.

To Lay a Path:

1. Select Path (✕ Button) to enter Path-laying mode. The blueprint appears, indicating the area that will become path if you select Place (✕ Button).
2. Select Place (✕ Button) to lock the starting point.
3. Use the D-Button (or Left Analog Stick) to drag out the blueprint.



NOTE: When the blueprint is blue, path can be laid in the selected area. If the blueprint turns red, you can't lay path there.

4. When you are happy with the path blueprint, select Place (✕ Button) to lay the path.

To Remove A Previously Laid Path:

- ⇒ Follow the first three steps of Laying a Path, above.
- ⇒ Now, select Delete (■ Button) to erase any path under the blueprint.

Exiting Path-Laying mode:

There are two ways to get out of Path-laying mode:

- ⇒ The first way is to drag your path blueprint over another path. The End Path icon will appear.

➔ The second way is to select Cancel (▲ Button).



BUILDING A BASIC RIDE

Now that you've laid some path, you need some features to attract visitors.

CHOOSING A RIDE

1. Select Build (▲ Button) and the stock list appears. Now, highlight RIDES and select OK (✕ Button) to select. The Rides menu appears.
2. D-Button UP/DOWN to view the available rides from the menu. Select OK (✕ Button) to choose a ride.



NOTE: The stock list shows you how many of each item you can create in your park.

3. A blueprint of the ride appears.

PLACING A RIDE

1. Use the D-Button to move the blueprint to your desired area.
2. To rotate the blueprint, select Rotate (▲ Button).
3. When you are happy with the position of the blueprint, select Place (✕ Button). The ride appears and you now have to build a line.



NOTE: As with path, blue indicates the position is good and red indicates you can't place the ride in this location.

LAYING A LINE AREA

Laying a Line area is much like building path. As soon the ride is placed, Line-laying mode is automatically activated.

1. Drag out the line blueprint using the D-Button (or Left Analog Stick). Each time you want the line to change direction, select Place (✕ Button) and then drag the blueprint in a new direction.
2. Remember to join your line to the paths so the kids can line up for the ride. To complete a line, drag the end of the blueprint over some path. The Link icon appears:
3. Select Place (✕ Button) to connect the line to the rest of your paths.



NOTE: As soon as you have laid a line, the view on the ride rotates and you automatically enter path-laying mode. This helps ensure you lay an exit for your ride (➤ *Laying an Exit*, on p. 11).

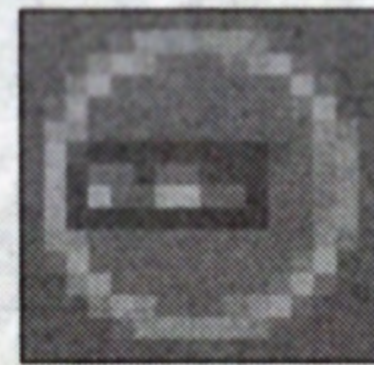
Undoing a Section of Line

- If you have laid down a line in the wrong place, stay in line-laying mode and select Undo (● Button) to undo the previous section you laid.
- Continue selecting Undo (● Button) to undo multiple actions.

LAYING AN EXIT

Finally, you have to create an exit for the visitors to get off of the ride and back onto the paths of your Park.

1. Drag out the path until it is connected to the rest of your path.
2. If you exit path-laying mode before you've laid the exit, press the Path button and then join the ride's exit to the rest of the park's path.



IMPORTANT NOTE: Your visitors will get extremely upset if they cannot leave the rides. Always ensure you've placed an exit.

BUILDING A TRACK RIDE

Track rides can bring in more revenue and always rate higher on the thrill factor than basic rides. You must have at least one track ride in your park to see an increase in revenue and number of guests.

1. Lay the blueprint for the ride as described in the *Building a Basic Ride* section on p. 9.



NOTE: The extra green arrows indicate the track start and finish, so remember to allow room for the track.

2. Once you place the base, the track is laid in the same way as the path.



3. To finish the track, ensure you join the end of the track to the arrows that point into the base. A joining icon then appears to indicate you can complete the track.
4. Place the line and exit as described in *Laying a Line Area* on p. 10, and *Laying an Exit* on p. 11.



NOTE: There is a limit to the amount of track you have in stock for both track rides and roller coaster/log flume rides. Ensure you have enough to complete the whole circuit.

ADD ONS

Upgrades are technical improvements, which make the ride more exciting for your visitors. Add-ons are cool pieces of track, which can make your track ride something a bit special.

- To gain add-ons, you must first research them.

EA Tip! Hire a Researcher as soon as you can.

INCLUDING AN 'ADD-ON' IN A TRACK RIDE

- Highlight the body of the ride with the bouncing highlight box. Press ✖.
- If Add-ons are available, the Add on menu item appears. Select Add-ons. The Add on screen appears.
- D-Button UP/DOWN to choose one. Select OK (✖ Button) to select it.
- Move the blueprint to the point on the track where you wish to add it. When you are happy with its position, select OK (✖ Button) and the add on is installed.

BUILDING A ROLLER COASTER OR LOG FLUME

The highlight of any theme park is an amazing roller coaster or log flume.

- Place the ride, taking account of both Entrances and Exits. Leave room for the track circuit that you're going to lay.
- Now drag out the track blueprint until the pylon square is over the shaded area of the grass. Select Place (✖ Button) and the pylon is built on that tile.
- Continue placing pylons in a circuit. Ensure the last pylon blueprint is placed on the Green Arrow pointing to the ride finish.
- Select Edit (■ Button) to edit height of pylons and the banking of the track.
- Select Undo (● Button) to cancel the last section of track.

AVOIDING COLLISIONS

Sometimes when laying a track the blueprint turns red, indicating you cannot place the track and pylon here.

- ❑ Try placing the track in another location.
- ❑ If you want to run track above another ride you must edit the track as you place it. Select Edit (■ Button) and edit the height of the pylons.

HIRING STAFF

A successful Theme Park needs Cleaners, Mechanics, Entertainers, Guards, and Researchers to remain in good running order. However, don't employ too many or you may go bankrupt!

CHOOSING A MEMBER OF STAFF

- ➔ Select Hire (■ Button).
- ➔ D-Button UP/DOWN to highlight a Staff Type, then select OK (✕ Button).

PAY GRADE, LEVEL 0-5

To raise a staff member's pay grade you must train them. Training improves the individual's on-the-job performance but costs you cash.

MONTHLY WAGE

Choose how much you want to invest in your staff. If you pay a little more, you may get a better employee.

MOTIVATION

The more motivation an employee has, the more energy he or she will exhibit on the job. This usually transfers over to great customer service.

PLACING A MEMBER OF STAFF

- ➔ Place your new hire at the desired location in your Park using the Directional button.
- ➔ Select Place (✖ Button). The new hire is now at work.

OPENING THE PARK

It's time to let the paying customers in. They're clamoring at the turnstiles and if you don't open up soon they'll be off to your nearest competitor.

- ➔ To open the park, highlight the gates using the Directional button. A transparent bouncing box highlights the gate.
- ➔ Select OK (✖ Button). The Open Park pop-up appears.
- ➔ Select the Open Park and select OK (✖ Button). Your Park is now open.

SHOPS

Shops provide your customers with food, drinks, and gifts. You can adjust variables to improve your profits and your customers' satisfaction.

Shops are placed in the same way as rides, but you don't need to create lines or exits as long as they join a path.

Make adjustments to the variables and monitor the effects in the All Shops pop-up. Watch the thought bubbles of customers who visit the shop.

SIDESHOWS

Sideshow games are games where kids can win prizes and, in the true tradition of showmanship, you can cheat your visitors by lowering their chances of winning! Marvelous!

You can set the cost of the prize, the chances of winning, and the price for a game in the same way you make adjustments to Shop and Ride variables.

GOLD TICKETS

Gold Tickets are the currency of the game. These much-prized tickets are awarded when you meet your goals and they also allow you to venture into other parks on the Map Screen.

CAMCORDER MODE

Once you have won 4 Gold Tickets, you can buy a video camera. With your camcorder, you can explore your theme park at ground level as if you were actually there! Ride the rides, explore the park, and discover some fantastic surprises along the way.

How To Buy A Camcorder:

- ⇒ Go to the GOLD TICKETS option in the Laptop.
- ⇒ Select OK (X Button). The camcorder is yours. Press the **R2** button to explore the park in Camcorder mode.

GETTING AROUND IN CAMCORDER MODE

MOVE FORWARDS/BACK D-Button ↑↓ or Left Analog Stick ↑↓

TURN LEFT/RIGHT D-Button ←→ or Left Analog Stick ↑↓

LOOK UP/DOWN

Select Look Up (● Button) or Look Down (✕ Button) or Right Analog Stick ↑↓

TO RIDE A RIDE

Get into the line for a ride, then select Ride (✕ button).

SAVING AND LOADING

If you're in the middle of building a theme park but haven't yet completed the level, you can save the park to a Memory Card.

SAVING A PARK

- Select GAME OPTIONS from the Laptop menu, then select SAVE GAME. Follow the Onscreen instructions.
- Alternatively, select Save Game (■ Button) in the Map Screen.

LOADING A PARK

- From the Main menu, Select the LOAD GAME option. The Load Park screen appears.
- ☐ From here, you can now load any *SimTheme Park* saved game.



NOTE: Never insert or remove a Memory Card when loading or saving files.

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

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





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

PROOF OF PURCHASE



SIM Theme Park™ On-Screen Controls





Default Game Display

- Build**  Allows you to buy rides, shops, etc. to build
- Laptop**  Goes to the Laptop Main Menu
- Hire**  Allows you to hire staff for your park
- Path**  Starts Path Laying mode

First Person Mode: Once you earn the camcorder

- Look Up**  Looks Up
- Ride**  Pressing this allows you to experience the ride for yourself!!
- Look Down**  Looks Down

Rollercoaster Building

- Exit**  Leaves Rollercoaster Building mode. If you haven't completed your coaster, the kids won't be able to ride it.
- Undo**  Undo takes back the last pylon you placed.
- Edit**  Allows you to edit the pylons. You can raise them, bank them, or change their location.
- Place**  Puts down the current pylon blueprint you are working on.

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