

EmuMovies

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NINTENDO DS™

# Theme park™



INSTRUCTION BOOKLET  
LIVRET D'INSTRUCTIONS




# Starting the Game


## Nintendo DS™

1. Turn OFF the Power Button on your Nintendo DS™ system. Never insert or remove a Game Card when the power is ON.
2. Insert the *Theme Park*™ Game Card into the Game Card slot on the Nintendo DS. To lock the Game Card in place, press firmly.
3. Turn ON the Power Button. The Legal screen appears.
4. When the Title screen appears, press **START** or touch the Touch Screen to advance to the Main menu.


## Welcome to Your New Park!




This is an exciting day—we've been waiting for you to arrive and begin your new career as a Theme Park Creator. There is a lot to do before you throw open the gates and start entertaining the public, so let's get started, shall we?




Oh, yes—but please don't worry! You'll soon get the hang of the controls and menus and everything, and we'd love to help you, if you like. You'll see—building and running your park is, well, it's actually pretty simple!



That's correct, it's making it a success that's tricky, so you need to pay attention to your customers and your staff, to make sure they're happy. It's all about that personal touch, as I'm sure you'll agree.



Hey, don't forget about all the awesome rides and shops you can choose from! You'll need to lay your park out right, but it's not so hard—you can always play around and adjust everything later.



That is correct—and once you've experimented to make your first park a hit, you can take your skills much, much further. Together we'll journey through 16 countries, building successful parks around the world. So what do you say—shall we begin?

# Complete Controls

## General Gameplay

|  |  |
|--|--|
| Navigate around the park                               | X Button /A Button /B Button /Y Button<br>or +Control Pad ↑/↓/←/→  |
| Next page of text                                      | L Button /R Button   |
| Pause game   | START  |
| Select item (in park)                                  | Touch item   |
| Select item (from a screen<br>e.g. Attractions screen) | Draw a check (tick) or circle on the<br>Touch Screen over the item |
| Select menu option                                     | Touch option   |

## Setting Up the Game

### Starting a Game

It's a thrilling moment—opening your Theme Park! Soon the customers will rush through your gates so you'd better have some rides ready for them. Follow these easy steps to start a New Game and soon you'll have the best park in the world:

1. Touch NEW GAME at the Main menu then complete your profile. This profile can be exchanged with other *Theme Park* players (see *Profiles* on p. 7) so make sure you're happy with it before touching OK.
2. Choose your country—if you're playing *Theme Park* for the first time then there's only one choice to begin with.
3. Select the Game Mode (see p. 7 for details), level of difficulty, and whether you want a tutorial or not.

4. Pick which Advisor you want throughout the game.
5. The Theme Park is open and waiting for your first decision. Good luck!

### Game Modes


**SANDBOX**—This is the easiest mode and thoroughly recommended for beginners. Get used to the operations of a Theme Park before stretching your management skills with the more complex options.

**SIM**—Once you're a natural at managing a Theme Park, select this mode to enable Research and Development and negotiate wages and prices for stock.

**FULL**—The mode for the fully-fledged *Theme Park* player. Manage your finances, buy and sell on the stock market, and control your inventory.

## Profiles

When you start a New Game you complete a profile—the character you select here can be exchanged with other *Theme Park* players. It will even walk around their park and go on their rides!

- Touch DS WIRELESS COMMUNICATIONS at the main menu and then START DS WIRELESS COMMUNICATIONS to make the exchange. You can touch the red "x" icon  in the lower right corner at any time to cancel the exchange.
- When you receive a profile, touch the character in your park to see its status screen and read the player's profile.

# Playing the Game

## Park Screen



**You Played the Game. Now Play the Music.**

**EA Soundtracks and Ringtones Available at**  
[www.ea.com/eafrax/](http://www.ea.com/eafrax/)

## Paths

You don't want guests wandering around and becoming bored, so create some paths for them to follow. You can lead them to the best rides, take them past a row of shops, or funnel them out of the exit. As your park becomes more advanced, use the Path tool for other types of features like the rollercoaster track!

Make your rollercoaster track go up and down, otherwise it'll be a very boring ride! Touch the up or down arrow with a piece of track selected to change the track height.

- Touch the arrow above the Path icon and select the type of path you want. Create the path by dragging across the Touch Screen.


## Attractions, Shops, Features, and Staff

Follow these steps to put an Attraction, Shop, Feature, or Staff member in your park:

1. Touch the Attractions/Shop/Features/Staff icon to open the appropriate screen. Touch the arrows to scroll along and see all the items available to you.
2. Read the description to help you with your big decision and then choose an item by drawing a check or a circle on the icon. A flashing picture of the item appears in your park ready for placement.
3. Navigate around your park until you've found the best spot and the OK icon appears. Touch the OK icon to place the item.


**Note:** Some rides also require you to choose the location for the entrance and exit by touching the appropriate part of the ride.


## Status Screen

You need to pay attention to every detail in your park—touch an item to open its status screen and make the necessary adjustments by touching the edit icon :

### Attractions

Check the details of a ride and make changes to the way it operates.

 Touch the entrance icon to change the location of the entrance and exit.

 Touch the on/off icon to toggle the ride on and off.

### Shops

Find out more about a shop and adjust its pricing and other details to keep the cash registers ringing.

### Staff

Keep an eye on your Staff and make sure they're being useful around the park. See how many people your Entertainers have made happy or the number of rides fixed by a Mechanic. You can also change their wages—give them a pay rise if you think they're worth it!

## Attractions

A Theme Park without rides would be silly, so add some attractions to increase the crowds and get those ticket prices up. There are plenty to choose from and as your park gets bigger, even more exciting attractions become available.

Don't forget to add a path for the exit and some railings (using the Path function) for the entrance. Railings are great for queues to the ride but don't make them too long or else the people at the back will get bored.

## Shops

Keep your guests happy by providing shops for their every need—whether they are hungry, thirsty, or just want that essential purchase, the balloon!

You have to place shops next to a path, otherwise how will people get there? Make wise decisions when placing your shops and think about what's next door—some combinations are better than others.

## Park Features

A plain park is a boring park—choose some features to decorate the space and help the guests find their way around.

### Apple Tree

Beautiful and practical—tastefully hide your outhouses from open view with a well placed tree-line.

### Rose Bush

Elegant additions that enhance the mood in a fun-packed park.

### One Way Signs

Keep your guests walking in one direction only and manage the flow all around your park. Touch the One Way Sign a number of times to change its direction.

### Sign Post

Essential for guests that are bored or lost—use them to direct people to the exit or find their way to their favorite attraction or shop.

A sign can point to three places in the park (one attraction, one shop, and the exit). Follow these steps to choose where it points to:

1. Touch an attraction, shop, or the exit and then touch the sign. The location is now listed on the sign.
2. To change the direction in which the sign is pointing, touch the sign a number of times (each time you touch it, the direction changes).

### **Outhouse**

For public convenience, place an outhouse in your park and provide much needed relief. Choose the location carefully—don't let the bad smells drive people away.

### **Lake**

Keep your customers happy with a peaceful, relaxing lake.

### **Staffing**

Cheerful Staff members keep the guests smiling and are vital to the smooth running of your Theme Park. Although they add to your overheads—you pay their wages—some like the Handyman are indispensable. And who can resist having a Shark Man standing there waving to the crowds?

### **Entertainers**

Choose an Entertainer like Shark Man or Squid Man to add some excitement to the crowds. As the guests pass by, the Entertainer tries to amuse them—which doesn't always work!

### **Handyman**

Clean up the mess that people make with this useful member of Staff.

### **Mechanic**

Rides eventually break down and start smoking so you need a Mechanic to fix them quickly.

Touch a broken ride to open its status screen and touch the red bar to call a Mechanic—he will shut it down and fix it for you.



### **Guard**

Bring security to your park when trouble breaks out.

Tap on a member of Staff and they work harder. Much harder! Mechanics start buzzing around at high speed and the Handyman's broom flies in his hands. Even the guard puts in more effort and becomes better at breaking up fights.


### **Moving Staff**

Guards usually stay in one place (unless they go on strike), Entertainers stay with the crowds until it gets too quiet and they need to find a better patch, while a Handyman or Mechanic roams around the park doing their job. To change the location of your Staff, follow these steps:

1. Touch the member of Staff to open their status screen.
2.  Touch the edit icon and then the  move icon to pick them up.
3. Choose a new location and touch the OK icon to place them. If the new location can't be used then the OK icon will not appear.


### **A Handyman's Route**

You can limit a Handyman to sweeping a particular path by following these steps:

1. Touch the Handyman to open their status screen.
2. Touch the edit icon and then the route icon .
3. Touch a piece of path to include it in the route. You can keep touching new bits of path to add to the route—watch him whiz around as you do!
4. Select OK and the Handyman starts cleaning up that area immediately.

### **Fixing a Ride**

You can make a Mechanic go to a particular ride that's in trouble by following these steps:

1. Touch the Mechanic to open their status screen.
2. Touch the edit icon and then the mend icon .
3. Touch a ride and he attends to it straight away.

If the Mechanic doesn't have a mend icon then he's already fixing a ride—didn't you notice how hard he's working?

# Management

It's tough at the top, but luckily you have a wealth of tools at your disposal to manage your Theme Park. Not all the options are available in every mode—some are only for the truly expert manager (SIM or Full mode).


## Negotiation [SIM/Full Only]

Sometimes you have to make time to negotiate your Staff wages or the price of stock. No matter how busy you are, take the opportunity to try and get a good deal.

Once you're at the negotiation table, touch the hand on the left and drag it across to meet the other hand and come to an agreement—but don't be too hasty! As you move closer you encourage the other hand forward, but you also need to show who's boss and move your hand away. A careful balance of progress and retreat brings the greatest reward; see if you can get those costs down.

## Warehouse [Full Only]

Control the amount of stock you have on site and avoid empty shelves in your shops.

- Touch a column to see details on a particular stock.
- To order more stock, use the arrows to select the amount and touch the Order icon . Your order is now in progress—a pile of stock slowly makes its way down the column until it arrives.

## Chart

Pore over detailed figures to make sure your park is financially sound, checking what comes in and what goes out. Touch the buttons on the right of the chart to toggle the graph for that figure on and off. Touch the year icon to cycle through displays and view more than one year at a time.

## Visitors

One of the most important barometers of your park's health: are the guests happy? Check out the pie chart and see just how many people are happy, neutral, or worse, grumpy. Scroll down the list to see what is making them unhappy—you might be able to fix it!

## Lists

See a breakdown of you park's success or failure with this handy list. Touch the column heading to change the order and the tabs to look at different categories. When things get really hectic it is helpful to calmly look over your list and see what is doing well. You might want to replace an old ride with something snazzy and new.

## Bank

You can never have too much money—come to the Bank for a loan and swell your balance with more cash. But keep an eye on the interest—nothing comes for free.

- Set the amount you want to take out on loan or repay to the Bank using the arrows. Count those zeroes carefully.
- Touch the appropriate button—LOAN TAKEN OUT or LOAN REPAYED—and the money changes hands.

## Research and Development [SIM/Full Only]

Clever scientists toil in secret to bring you the most advanced rides on the planet. Put money into Research and Development to develop your Rides, Shops, Staff, Features, and Facilities.

- Draw a check or a circle on the item you want to research then select the amount of money you want to invest each month. The higher the amount, the quicker the scientists work.

It's not just rides that need developing—put some money into Facilities and you can ease the strain at the Warehouse by increasing capacity.

## Stock Trading [Full Only]

Use your money-making magic on the stock market—make your hard earned cash work for you. Invest in stock and sell at a profit to give your balance a boost.

- Touch a stock and select OK to open the stock purchase screen. Use the arrows to select the number of shares and then touch either BUY or SELL to complete the transaction.


**Note:** The following abbreviations are used on the stock purchase screen: VAL (stock value); CMP (compare—the difference between the current value and the previous value); CNT (count—the amount of stock purchased).

## Ticket Prices

You should change the Ticket Prices often to take advantage of the excitement your attractions generate. As new rides are added and the customers pour into your park, put up the prices to earn the cash you deserve. If disaster strikes, you may have to lower the prices to encourage the customers back in!

- Use the arrows to set the New Ticket Price and touch OK to set the new entrance fee. Watch the money roll in but don't get too greedy—the customers will notice and be very unhappy.

## Saving and Loading

- Touch the Settings icon  on the Park screen then draw a check or circle on the Save/Load icon to save/load your game.

**Note:** Only one saved game is available at a time.

**Note:** *Theme Park* automatically saves your progress after you complete a level or edit your Profile in DS Wireless Communications mode. You must save your game manually at all other times.

## DS WIRELESS COMMUNICATIONS

Keep track of the Friends you have met on your travels and let other characters from around the world share the joy of your Theme Park. Choose DS WIRELESS COMMUNICATIONS from the main menu and select one of these options by drawing a check or circle on it:

### Check My Profile

Make sure your Profile says everything you want to say about yourself. If you share your profile with another player then your character shows this information (see *Profiles* on p. 7).

### Check My Friends

Display a list of the Friends with which you have exchanged profiles.

**Note:** When you start a New Game with a different profile, your Friends list is erased.

**Note:** You are only able to delete a Friend once your Friends list is full.

**Note:** Any player you meet via a Chance Encounter communication is saved to your Friends list if you return to the Title screen.

### Start DS Wireless Communications

Make a connection with other *Theme Park* players and exchange profiles (see *Profiles* on p. 7).

# Limited 90-Day Warranty

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