## DinoPark Tycoon®

#### Version 1.x

Please do not make illegal copies of this software. The software you are using was produced through the efforts of many people: designers, artists, programmers, distributors, retailers, and other dedicated workers. The costs of developing this and other software programs are recovered through software sales. The unauthorized duplication of personal software raises the costs to all legitimate users. This software is protected by federal copyright law. Copying software for any reason other than to make a backup is a violation of law. Individuals who make unauthorized copies of software may be subject to civil and criminal penalties.

As a member of the Software Publishers Association (SPA), MECC supports the industry's efforts to fight the illegal copying of personal computer software. Report copyright violations to SPA, 1730 M Street NW, Suite 700, Washington, DC 20036-4510. 800/388-7478.

### MECC 6160 Summit Drive North Minneapolis, Minnesota 55430-4003

ISBN 0-7929-0754-X

Printed in the U.S.A.

March 1995

Copyright © 1994 by MECC. All rights reserved. This software and manual may not be copied or transferred in whole or in part except as permitted by U.S. Copyright Law or as authorized in writing by MECC. Macintosh is a registered trademark of Apple Computer, Inc. The MECC name and **DinoPark Tycoon** are registered trademarks of MECC. For the Love of Learning and the MECC logo are trademarks of MECC. All other company and product names are trademarks or registered trademarks of their respective owners.

To reach the *DinoPark Tycoon* Hotline, call 800/685-6322 and choose option 5.

## Welcome to DinoPark Tycoon!

Step right up and try your hand at managing a roadside attraction that features dinosaurs. We've got big ones, little ones, fat ones, and green ones. For a mere \$3.50, visitors can see the most magnificent animals ever to trod on grass. And it's all yours! The **DinoPark Tycoon**® software program puts you in the driver's seat.

Everyone dreams of the fortune they could build if only given the chance to take the reins of power. **DinoPark Tycoon** makes this dream come true by letting you match your skills against the whims of the marketplace and the challenges of running a successful tourist attraction. If you keep your business afloat for a number of years, you may be able to sell it for a handsome profit and retire early. Or you can choose to become a dinosaur magnate and get on the cover of *Dino Times*. Best of all, you'll have a lot of fun with **DinoPark Tycoon**.

Each time you enter **DinoPark Tycoon** you can play an entirely new game, with a variety of choices and paths to follow. With each game, your unique choices and increasingly sophisticated strategies impact your park and your dinosaurs. Also, you set the goals for being a successful business—accumulating wealth, preserving the greatest variety of dinosaur species, or winning that coveted award for the most profitable park.

A note to parents. Kids love to be their own bosses but rarely get the chance. Putting them in charge of a dinosaur park gives them the unique opportunity to create, run, and operate their own business. As they build their parks, they also develop skills they will use throughout their lives. Building a dinosaur empire requires your kids to recognize cause-and-effect relationships, engage in problem solving, and exercise natural math skills, including estimating, graph reading, and more.

A note to kids. Dinosaurs and a chance to make lots of money—this you have to see! **DinoPark Tycoon** has some great dinosaurs, including a bunch of meat-eaters and a 55,000-pound plant-eater.

It also lets you be the boss. You make all the decisions, hiring and firing staff and buying all sorts of neat stuff. Do you have what it takes to turn an empty lot into a great tourist attraction? Sure you do!

## Requirements

**DinoPark Tycoon** requires a Macintosh computer with the following:

- System 7.0 or later
- 4 MB RAM memory
- Color display (256 color required)
- Hard disk with 5 MB space available
- CD-ROM drive

## **Installing the Program**

### **Putting the Software on Your Macintosh**

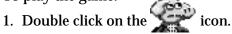
The installation program puts **DinoPark Tycoon** on your hard disk. To run the installation program:

- Insert *DinoPark Tycoon* CD-ROM into your CD-ROM drive. A new window appears, displaying an icon called Installer.
- 2. Double-click on the Installer icon. A copyright screen appears. Please read it, and then click Continue.
- 3. An install box appears. Click Install.
- 4. Make sure that you want to install *DinoPark Tycoon* on the hard disk indicated on the screen. If the hard disk shown is not the right one, click on the Desktop button and choose the name of the disk you want.
- 5. Click on Install and follow the on-screen instructions.

6. When you see the message "Installation Successful," click on Quit. Store your *DinoPark Tycoon* disks in a safe place as your archival backup copy of the program.

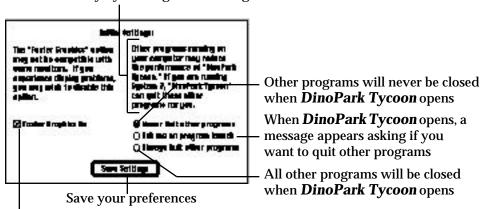
### Starting DinoPark Tycoon

To play the game:



2. The first time you play, the following dialog box appears. You will see this box only the first time you play.

Quitting other programs may help **DinoPark Tycoon** run faster. Also, if another program is open, you could switch to it accidentally by clicking outside the game window.



Most computers will work best with this box checked. If you have a monitor connected through the SCSI port, you may need to un-check this box.

The first time you set up your park, you have three options:

 Watch a short demonstration of the steps to set up a new dinosaur attraction. The demonstration starts automatically after the text on the opening screen. During the demonstration, you can click anywhere to return to the opening screen.

- Try to figure out how to play the game yourself, with a few hints from your friendly on-screen dinosaur.
- Follow the suggestions given on the following pages.

## **Starting Your Dinosaur Attraction**

To set up your business, you need to purchase lots, put up fencing, and buy some dinosaurs. The steps on the following pages will get you started and provide some hints. The remainder of the manual describes the other features you will use to keep your business growing and thriving.

When you are ready to start your dinosaur park:

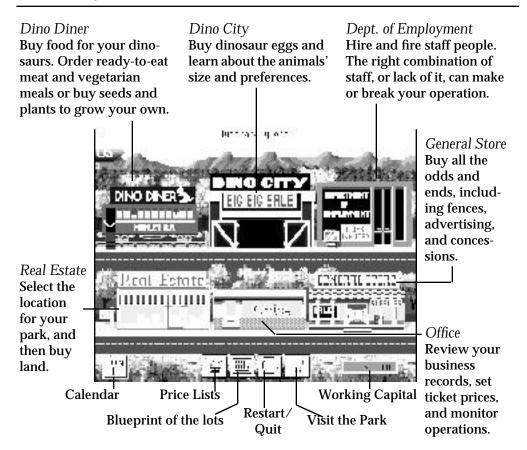
- 1. Click on <u>the state</u> at the opening screen or select New from the File menu.
- 2. When you start a new game, the bank will loan you \$5000 in working capital and the opportunity to make your dreams a reality. Click anywhere on the screen to accept the loan.

At the start, only the Real Estate office will be open for business. As soon as you purchase land, the other businesses in town will also open.

When your cursor passes over an item that you can open or choose, it will change to a . This is true on all of the screens.

Click on to return to the previous screen or to the Business District.

Clicking on cancels all of the transactions you made since entering the store or business.



## **Gotta Buy Some Land**

First, stop at the Real Estate office to buy the first lot of land for your park. Your first business decision is the location for your park—desert, plains, or marsh. Click on your choice, and then click on to purchase it.



When the blueprint of available lots appears, put the on a lot and click to purchase it. If you change your mind, click on the plot to cancel your selection or click on or click on or cancel all selections. The price is subtracted from your account when you leave. I takes you back to the business district of town. All of the buildings are open.

### **Put Up Fencing**



Next, buy fencing at the General Store so your dinosaurs won't run away. Inside the store, click on the Catalog cover to see the types of fences. (Please note, electricity can only be used with a fence you already have in place.)

Click to select a type of fence, and then click on [BUY]. The program will take you to the blueprint of your lots. Click on your lot to fence it. [Bus takes you back to the Business District.

### **Hire Somebody to Feed the Dinos**



Hire at least one person from the Department of Employment to feed the dinosaurs and sell tickets. Inside the office, click on a picture to select an employee. Click on the HIFE button to hire the employee whose picture you selected. takes you back to the Business District.

## Stock Your Park at Dino City



When you select a dinosaur and click on , the program will take you to the blueprint of your lots. Place the dinosaur by clicking on a fenced lot. As your park grows, you can put two dinosaurs, of the same species, in a pen. (If you are lucky, you may be blessed with a bouncing baby dino!)

### **Buy Lunch at Dino Diner**

Don't forget to feed your dinosaurs at Dino Diner. Hungry dinosaurs get very cranky. If they get very hungry, they may escape in search of food. To see what the diner has to offer, click on one of the tabs on the menu. To buy a certain type of food, click on  $\widehat{\uparrow}$ .

Growing your own food can help your cash flow at the start, but be sure the seeds are suited to the climate at your park. And, buy a few ready-to-eat meals to hold you over until the seeds sprout. (Since this is a diner in the finest greasy-spoon tradition, no one will care if you squash a fly by turning your menu pages too fast.)

### **Adjust Ticket Prices**



When you start, admission is \$3.50 per person. To adjust the ticket price, go to the Office. Click on the General Ledger cover and then the VISITS tab. Click on the LESS or MORE buttons under the ticket price to change its value. (During the first year, you will make the most progress setting prices in the mid-range. After that, your other strategies will determine the best price.)

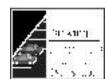
You can only set ticket prices in advance. After the start of a quarter (three months), you can only adjust the ticket price for future quarters.

#### **Visit Your Park**

To officially start your business, you must preview your park. Clicking on at the bottom of your screen takes you directly to your park. To stroll through the park, hold your cursor on the far left or far right side of the screen.

As soon as you enter your park, you are on your way. The money will start rolling in as you attract paying customers. This is your chance to make it big.

### **Buy a Parking Lot**



As soon as you have enough money, buy a parking lot. Additional parking can increase attendance, giving you the capital you need to expand. To buy a parking lot, go to the General Store, open the Catalog, and click on the Concessions tab. Select the parking lot and click on BUY. Return to the Business District by clicking on

## **Running Your Dinosaur Attraction**

If you have at least one dinosaur, one employee, and some food, you are in business. You can add features such as a concession stand or additional parking, hire employees, and monitor your progress through the Office. As with any business, you must pay attention to the needs of your staff, stock, and visitors. The following sections describe some of the special features available to you.

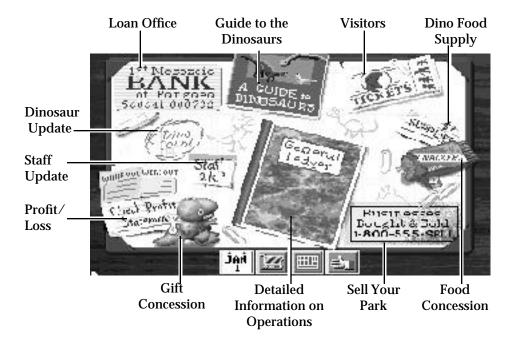
#### **Price Lists**

Use the Price Lists to make day-to-day decisions or to plan your business strategies. To see all the price lists, click on at the bottom of your screen.

### **Reviewing Your Business Records**



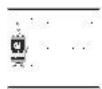
To take the pulse of your operations, make a stop at the Office. The Office lets you check on business trends, adjust ticket prices, check on employees, and monitor your stock. The office desktop gives you information about day-to-day operations. Click on the cover of the General Ledger for detailed business information.



### End-of-Quarter/End-of-Year Messages

At the end of each quarter (three months) of your business's fiscal year, the screen shows an end-of-quarter message. We recommend that you visit the Office at this time to review the year-to-date information.

If you act quickly, you can also adjust ticket prices at this time. If you reach the Office on the first day of the quarter, go to the VISITS tab of your General Ledger. If you are a day late, you will have to settle for changing the prices for next quarter.



At the end of the year, you are invited to the Office to review your records and plan strategies for the coming year. A well thought-out business plan is key to a successful business. To give you time to plan, the clock stops until you leave the office.

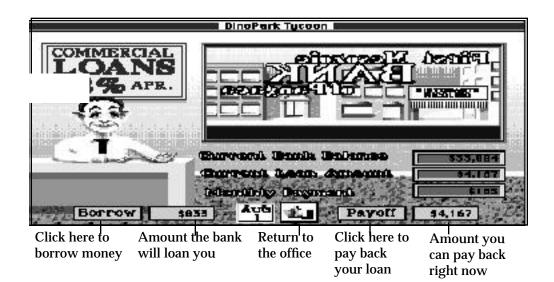
### **Selling Your Business**



Selling your business and creating a new park is an option at any time. To sell your business, visit the Office. Click on 1:00 255 2521 on your desktop. Follow the directions on the screen to complete the sale. If you make it into the Top Ten Profitable Parks, you will see your name in lights along with the other top scorers.

## **Borrowing Money and Paying Off Loans**

At the start of the program, the bank gave you a loan for the full amount of your line of credit at the bank. That means you can borrow more money as you pay back your loan. But you can't borrow more than your line of credit. Go to the loan office to check the status of your loan, pay it off, or borrow more. To visit the loan office, enter your Office from the Business District. Then, click on at the corner of your office desktop.



## **Attending the Auction**



Auctions are held once a quarter. They give you a chance to buy and sell dinosaurs. To go to the dinosaur auction, click on the yellow auction sign when it reads "Auction Today." At the auction, you may get a great buy on a slightly used dinosaur. Or, you may lose your shirt.

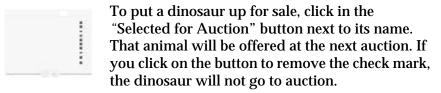
To place a bid, click on Lile . You can investigate the other bidders by clicking on them. If you are bidding against a competitor, you may want to outbid that person for the rarer species.



Click here for information Click Return to the on the dinosaurs to bid Business District

### **Selling Dinosaurs at the Auction**

You can sell your dinosaurs at the auction to raise money or bring in new species. To sell a dinosaur at the auction, go to the Office, click on the General Ledger, and select the INVENTORY tab.



As with a real business, you can bid on your own dinosaur to drive up the price. But be careful, you may end up buying it back for more than it is worth. Also, don't forget you have to pay the auctioneer. His percentage will be deducted from the sale price.

## **Program Options**

### **Quick Purchase**

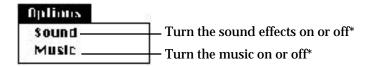
When buying dinosaurs or items at the General Store, you can double-click on the item to purchase it. Use this shortcut to bypass the **ELY** button.

When your park gets really big and you need to buy lots of food, click on  $\uparrow \uparrow$  and hold your mouse button down. You can still buy single units with single mouse clicks.

#### File Menu



## **Options Menu**



\*A check mark in front of the item on the menu shows that it is turned on. Select the item to change from on to off or off to on.

## **Leaving DinoPark Tycoon**

Even tycoons need a rest now and then. To take a break, you can quit and start a new game or quit and save your game.

### **Quit and Start a Fresh Game**

To quit and start a fresh game later, select Quit from the File menu or press **#** Q. The next time you enter **DinoPark Tycoon**, you can start a fresh game.

To start a fresh game right now, press  $|\Box|$  at the Main Business District. You will have the option of saving your game before you start a new game.

### **Quit and Save Your Game**

If you have a good thing going, you can take a break and return to the same game later:

- 1. Select Save from the File menu or press \mathbb{H} S.
- 2. After saving the game, select Quit from the File menu or press # Q.

#### How Do I Know If I've Won?

You can set your own criteria for winning—making tons of money, preserving the greatest variety of species, or staying in business for at least five years (most small businesses fail in the first three years). At some point, you will want to test yourself against the top ten most profitable parks. When you have built up a great park, contact your business broker through the desktop (see "Selling Your Business" on page 12). After selling your park, you may see your name in lights and claim the title "DinoPark Tycoon." If you don't make it this time, try again.

# **Troubleshooting**

# **Installing or Starting the Program**

Problem	Solution
Installing with $At$ $Ease^{TM}$	If you have At Ease installed on your system, you must return to the Finder before starting the <b>DinoPark Tycoon</b> installation program. After installing <b>DinoPark Tycoon</b> , remember to add the <b>DinoPark Tycoon</b> icon to your At Ease desktop.
I installed <b>DinoPark Tycoon</b> , but it doesn't run.	You may have a conflict with an extension. To test for this problem:
	<ul> <li>Start your computer without System Extensions by holding down the Shift key while restarting. Continue holding down the Shift key until the Finder appears.</li> </ul>
	• Start <b>DinoPark Tycoon</b> . If it runs, you have a conflict with an extension.
<b>Hard Disk Space</b>	
Not enough hard disk space!	If a message shows that your hard disk does not have enough space available, you need more free space to install the program.
Memory	
Can I make more memory available to <b>DinoPark Tycoon</b> ?	You can reduce the use of memory by closing all unused programs. You can also follow the steps below to give the program more memory:
	<ol> <li>Go to your desktop and select the <i>DinoPark Tycoon</i> icon.</li> </ol>
	2. Select <b>Get Info</b> from the <b>File</b> menu. The Info dialog box will appear.
	3. In the box next to Current size: or Preferred size: in the lower right corner, type a number larger than the number currently there.

#### Problem

#### Solution

#### More Information

should know?

Is there anything else I If any additions were made after we sent this guide to the printer, they are described in a file called DinoPark Tycoon Read Me, which is in your program folder. To read the DinoPark Tycoon Read Me file, double-click on its icon.

#### **Credits**

Manley & Associates, Inc.: Laura Adamo, John Baron, Rebecca Coffman, Carol Manley, Ivan Manley, Jerry McManus, Kurt Pfeifer, and Robert Ridihalgh. MECC Development: Cathy Baxter, Chuck Bilow, Sue Gabrys, Tom Naughton, and Tom Zemlin. MECC Technical Support: Nursen Bilge, Mark Larson, Barry Mansur, Mark Schneider, Dawn Wichmann, and LaDonna Williams. Special thanks to: Jay Huemann and his fifth-grade class at Oxbow Creek Elementary and sixth- and seventh-grade classes at Jackson Middle School in Champlin, Minnesota; and Joe Anna Rash and her fifth-grade students at Issaquah Valley Elementary School in Issaquah, Washington.

#### **MECC Technical Support (MECCTECH)**

If you have a problem using MECC software:

- Note the name, product number, and version number of the software.
- Note the brand and model of the equipment involved.
- Please be in front of your computer when calling.

Call MECCTECH Line (Automated Support System) at 612/569-1678 to receive answers to the most commonly asked technical questions about MECC products 24 hours a day, 7 days a week. The Automated Support System offers convenient fax-back capability for technical tips as one of its many features.

Contact MECCTECH OnLine (First Class® Bulletin Board System) at 612/569-1769 to receive an answer to your question(s) about MECC products or to receive product information. You will need a modem to use this service.

You can speak with a Technical Support Representative by calling 612/569-1678 Monday - Friday from 8:00 a.m. to 5:30 p.m. Central Time. You can write MECC Technical Support, 6160 Summit Drive North, Minneapolis, MN 55430-4003.

#### **DinoPark Tycoon Hotline**

If you'd like some additional hints for setting up a successful Dino Park, call the **DinoPark Tycoon** Hotline at 800/685–6322 and choose option 5.

#### **MECC Guarantee**

We stand behind our products. Try any MECC software for 30 days. If it fails to live up to your expectations, return it to us in its original condition, with proof of purchase, and we'll give you a full refund. For a period of 90 days after your purchase, MECC will replace free of charge any defective original disk, upon receipt of the disk and with proof of purchase. After 90 days, MECC will replace defective disks for a nominal fee throughout the lifetime of the product (i.e., for a period of three years following the product's discontinuation).

#### **MECC Software License Information**

You should carefully read the terms and conditions of this agreement before using this package. Use of any portion of the package indicates your agreement to these terms and conditions. If you do not agree to these terms, return the unopened disk envelope along with the rest of the package to your place of purchase.

#### **Permitted Uses**

You may:

- operate the software on one computer at a time;
- make one backup copy of the software for archival purposes only;
- transfer the software to a single hard disk or other storage device and keep the original disks as your archival copies;
- transfer the software and all rights under this license to another person together with a copy of this agreement, provided you send MECC written notice and the other party reads and accepts this agreement;
- install this software on a file server and execute the software on a network on
  more than one computer, provided that the total number of computers
  simultaneously using the software does not exceed the number of copies of the
  software purchased. For example, if you purchased five copies of this package,
  you may have up to five users simultaneously running the package even
  though only one copy of the software is installed on the network's file server.

#### **Prohibited Uses**

You may not:

modify the software except as permitted in the normal use of the product;

### DinoPark Tycoon User's Guide

- reverse-engineer, disassemble, decompile, or make any attempt to discover the source code of the software;
- translate or create derivative works based on the software;
- remove, obscure, or alter any notice of the MECC software copyright or other proprietary rights related to the package;
- sub-license, sell, lend, rent, or lease any portion of the software;
- copy any portion of the software except as permitted for archival purposes or transfer to another medium;
- transfer the software or any direct product to any person or entity in violation of the United States Export Administration Act.

#### **Limited Warranty**

MECC warrants that the accompanying disks will operate on the specified, appropriately configured Macintosh computers.

EXCEPT AS SPECIFICALLY SET FORTH ABOVE, MECC DISCLAIMS ALL OTHER WARRANTIES, EITHER EXPRESSED OR IMPLIED, INCLUDING BUT NOT LIMITED TO IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THIS LIMITED WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS, WHICH VARY FROM STATE TO STATE. Except as specifically set forth above, MECC and its distributors will in no event be liable for any damages whatsoever, either direct or indirect, including but not limited to loss of business profits, income, or use of data. Some states do not allow exclusion or limitation of incidental or consequential damages; therefore, the limitations set forth in this agreement may not apply to you.

MECC'S LICENSOR(S) MAKES NO WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, REGARDING THE SOFTWARE. MECC'S LICENSOR(S) DOES NOT WARRANT, GUARANTEE, OR MAKE ANY REPRESENTATIONS REGARDING THE USE OF OR THE RESULT OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTESS OR OTHERWISE. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU. THE EXCLUSION OF IMPLIED WARRANTIES IS NOT PERMITTED BY SOME JURISDICTIONS. THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL MECC'S LICENSOR(S), AND THEIR DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS (COLLECTIVELY MECC'S LICENSOR) BE LIABLE TO YOU FOR ANY CONSEQUENTIAL, INCIDENTAL OR INDIRECT DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS

INTERRUPTION, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING FROM THE USE OF OR THE INABILITY TO USE THE SOFTWARE EVEN IF MECC'S LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. BECAUSE SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

MECC's Licensor's liability to you for actual damages from any cause whatsoever, and regardless of the form of the action (whether in contract, tort [including negligence], product liability, or otherwise), will be limited to \$50.

#### **Government End Users**

If this software is acquired by or on behalf of a unit of the United States Government, this provision applies: The software (a) was developed at private expense, is existing computer software, and was not developed with government funds; (b) is a trade secret of MECC for all purposes of the Freedom of Information Act; (c) is "restricted computer software" submitted with restricted rights in accordance with subparagraphs (a) through (d) of the Commercial Computer Software-Restricted Rights clause at 52.227-19 and its successors; (d) in all respects is proprietary data belonging solely to MECC; (e) is unpublished and all rights are reserved under copyright laws of the United States. For units of the Department of Defense ("DoD"), this software is licensed with "Restricted Rights" as that term is defined in the DoD Supplement to the Federal Acquisition Regulation 52.227-7013 (c) (1) (ii), Rights and Technical Data and Computer Software and its successors, and: Use, duplication, or disclosure is subject to restrictions as set forth in subdivision (c) (1) (ii) of the Rights in Technical Data and Computer Software clause at 52.227-7013. MECC, 6160 Summit Drive North, Minneapolis, Minnesota 55430-4003. If this software was acquired under GSA schedule, the U.S. Government has agreed to refrain from changing or removing any insignia or lettering from the software or the documentation that is provided or from producing copies of the manuals or media (except for backup purposes and in accordance with the terms of this Agreement).