



APPLE MACINTOSH™ CD

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing the game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a game.

Welcome To Theme Park!

These instructions are for use with the Mac CD version of Theme Park. This reference card tells you how to load and play Theme Park.

Theme Park MacCD is played from the CD itself, so there's no need to install all the files to your hard drive. However, certain game files are installed automatically when you first load the game, along with your system configuration and saved games. These take up a minimal amount of hard drive space, and each saved game an additional 176K.

Starting Theme Park for the First Time

1. Turn on the Macintosh and wait for the Desktop to appear.
2. Insert the Theme Park CD into the CD drive and wait for the icon to appear on the Desktop.
3. **Double-click** on the Bullfrog icon.

A window appears containing three folders;

Theme Park 16 - the 16 colour version of Theme Park

Theme Park 256 - the 256 colour version

Theme Park S16 - the small screen 16 colour version

Choose the most appropriate version of Theme Park for your system, and **double-click** on its folder.

4. A further window appears containing the program icon. **Double-click** on it to start Theme Park.
5. You are then prompted to choose between English, French and German for the in-game text. Once you have chosen, click on the **SELECT** button.
6. A warning dialogue box informs you that the save game folder could not be found. Click **OK** to clear this and bring up a requester box. Determine where you want the save games and system preferences to be installed and click **SELECT**. A folder called Mac Theme Park is created on your hard-drive.

The game will now load automatically.



Running Theme Park

As the above procedure need only be done once, to run Theme Park again:

1. Insert the Theme Park CD into the CD drive.
2. Double-click the CD icon on the Desktop.
3. Double-click the Theme Park folder appropriate for your system.
4. Double-click the Mac Theme Park icon.

IMPORTANT: Never remove the CD while playing, even if the disk is not being accessed at the time.

Running in 16 colours

The introductory sequence will not run in 16 colours. If your Mac is capable of running in more than 16 colours, reconfigure it from the Control Panel.

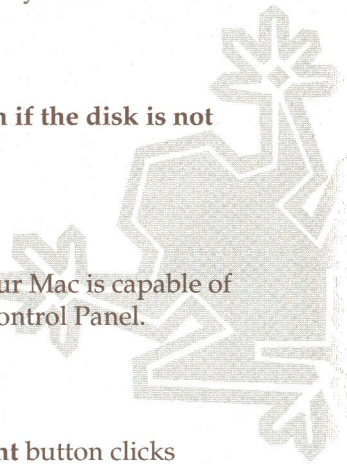
Differences in the Game

As the Apple Mac's mouse has only one button, all the **right** button clicks referred to in the manual can be achieved by keeping the **Command** button held down while clicking the mouse.

The Menu Bar

Another significant difference between Mac Theme Park and the game as documented in the manual regards the Menu Bar. As the Mac version has a menu permanently on display at the top of the screen, there's no need to scroll to the top of the Park Screen.

To access an option from the Park, Options or Display Menu, highlight the desired menu name with the cursor and hold down the mouse button to reveal the list of menu options. Now scroll down to highlight the option of your choice and release the mouse button.



There are also some differences within the menus themselves:

The Park Menu

Load – to access the 10 Load Game slots, scroll with the mouse in the direction of the arrow; this reveals the sub-menu. With the mouse button held down, highlight an occupied slot and then release the mouse button. This loads the saved game.

Save – to access the 10 Save Game slots, scroll with the mouse in the direction of the arrow; this reveals the sub-menu. With the mouse button held down, highlight a vacant slot and release the mouse button. The current game is saved to this location.

Park Open – press **Command-O** to open the park.

Firework Display – press **Command-F** to light the blue touch paper and start a firework display. (This option is only available in the 256-colour version.)

Quit – press **Command-Q** to quit the game. When asked to confirm your decision, click in the tick box. You're then returned to the Main Menu where Quit to Desktop is highlighted. Click the mouse button once more to exit Theme Park.

The Options Menu

Advisor – press **Command-/** to turn the Advisor on or off.

Auto Buy Bus – press **Command-B** to turn this option on or off.

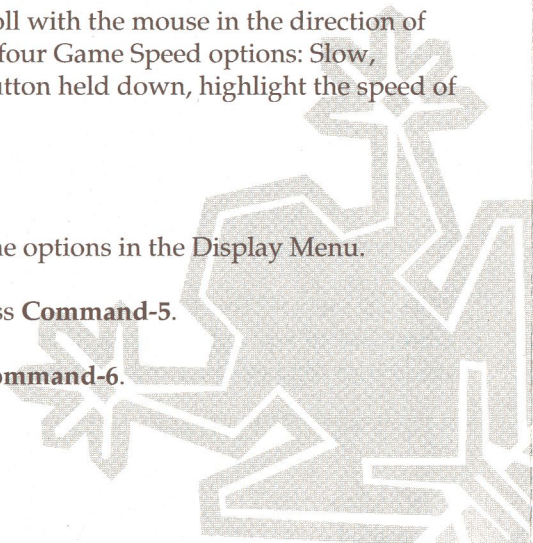
Game Speed – to change Game Speed, scroll with the mouse in the direction of the arrow to reveal the sub-menu with the four Game Speed options: Slow, Normal, Fast and Ultra. With the mouse button held down, highlight the speed of your choice and then release the button.

The Display Menu

There are no Toggle Screen Mode and Game options in the Display Menu.

Shop List – to check out the Shop List, press **Command-5**.

Ride List – to reveal the Ride List, press **Command-6**.



Staff List – to employ the Staff List, press **Command-7**.

Stock Screen – to visit the warehouse press **Command-S**.

Research Department – take a trip to the lab by pressing **Command-N**.

Stock Market – press **Command-U** for the Stock Market screen.

World Map – press **Command-M** for a quick scan of the World Map.

Make Things Tiny – press **Command-T** to place paths, rides, etc. more accurately by making everything else in the park tiny.

Main Menu

You no longer select Main Menu options using the F-keys. Instead, press the appropriate number key on the keyboard.

Also, the Main Menu option View the Intro has been removed. To feast your eyes on the intro for a second time, simply restart the game.

Zoning Handymen

When you invest in Staff Training at the Research screen, any handymen (not the brightest of your employees) find it difficult to assimilate all the new information. If you've zoned their patrol route within the park, you'll need to re-assign the route after each Research milestone. Otherwise, in their confusion, handymen end up wildly circling the park looking for their original route.

Rides

It's best not to place rides outside the park boundaries. Unless located safely behind the park's walls, rides fall prey to vandals and their reliability cannot be assured.

Now grab your manual and get playing Theme Park!

Technical Support

INITs in your extensions folders can sometimes clash with a program running on your Mac. If you experience any errors, i.e. Type 1 error, restart your Macintosh with all extensions apart from those related to your CD drive turned off.

If, after thoroughly reviewing ALL the documentation, you are still having a problem with this software, please read the following section.

Electronic Arts has a staff of customer service technicians ready to help you with any problems you may encounter with the game. Electronic Arts Customer Service is available Monday to Friday during normal business hours on (0753) 546465.

When you call, if at all possible, be near your computer. If it is not possible, make sure you have the following information ready:

- The type of Macintosh you have.
- The error message displayed when the problem occurred (if any).
- The system version used by your Macintosh.

Or you may write to us at the following address, including the above information.

Electronic Arts Customer Service, P.O. Box 835, Slough, Berkshire, England SL3 8XU

Credits

Designed by: Bullfrog Productions

Mac Version: Alan Wright

Producer: Mark Webley

Mac Graphics: Mike Man, Fin McGechie, Andy Sandham, Tony Dawson

Creators and PC Programming: Peter Molyneux and Demis Hassabis

PC Programming: Mark Webley, Mark Lamport, James Robertson

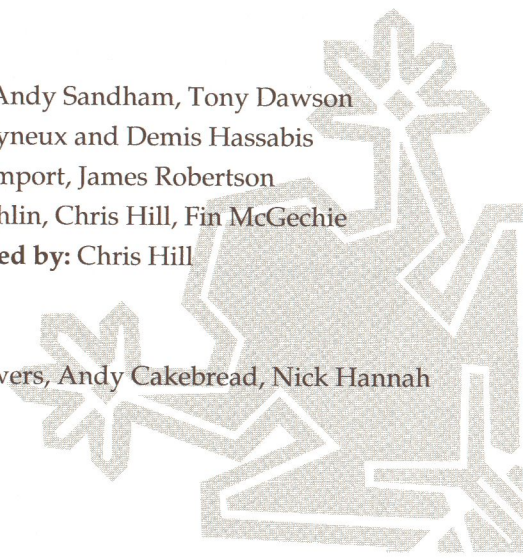
Graphics and Art Concepts: Paul McLaughlin, Chris Hill, Fin McGechie

Introductory Sequence Designed & Created by: Chris Hill

Sound & Music: Russell Shaw

Management: Les Edgar

Testing and Quality Assurance: Alex Trowers, Andy Cakebread, Nick Hannah



For Electronic Arts

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