

Welcome to the World of SimPark!



Inside you'll find:

Installation Information
Troubleshooting Tips

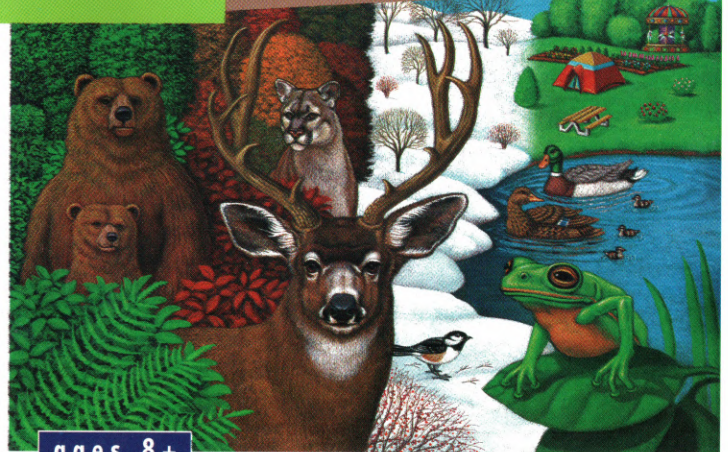


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0127-054-0104-A

THE NATURE PARK YOU BUILD AND EXPLORE!

Create your own living park filled with wildlife, plants and people.



ages 8+



Quick-Start Guide



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Installing SimPark

During installation, you will be given the choice of how many files to install to your hard drive. Since a hard drive can access files faster than a CD-ROM, putting more files on the hard drive will improve performance. If you don't have enough disk space for all of SimPark, then choose a level of installation that is a good compromise between disk space and performance. If you later wish to change the level of installation, simply uninstall the current version and start installation again.

Now, make sure your computer meets the system requirements (p.24), then proceed.

Windows 95

1. Put the SimPark CD into your CD drive. The installation program will appear.
2. Follow the prompts of the installation program. Not all Windows 95 systems support Autoplay. So if the installation program does not run, choose Run from the Start menu, type D:\INSTALL.EXE [Enter] or E:\INSTALL [Enter], depending on what letter is assigned to your CD drive. (Don't forget the colon!).

To uninstall SimPark in Windows 95: Open the Start menu, move the mouse to Settings, select Control Panel, then select Add/Remove programs. Click on SimPark to uninstall it.

Windows 3.1

1. Start Windows and open the Program Manager.
2. Put the SimPark CD into your CD drive.
3. Open the File menu and select **Run...**
4. In the box under the words "Command Line:" type `D:\INSTALL [Enter]` or `E:\INSTALL [Enter]`, depending on what letter is assigned to your CD drive. (Don't forget the colon!)
5. You'll be prompted for a few answers, then you'll soon see a message on the screen that installation has been successful. (The installer may install some support files called Win32s. If this happens, Windows will prompt you before restarting.)
6. In the Maxis program group, you'll see icons for SimPark, Readme, Teacher's Guide, Tutorial, two demos, E-reg (electronic registration) and TechTips. Double-click on the SimPark icon. (You'll also be able to run the Tutorial from within the game.)

SimPark has been designed to work with your video card set to 256 colors. If you need to change your screen to run in 256 colors, first check the documentation that came with your card for instructions. If you can't find the instructions for your video card, then see the TechTips file that came on the SimPark CD.

The SimPark CD must be in the CD drive to play SimPark.

7. The first time you start SimPark, you may see a strange box on the screen filled with colorful patterns. This is a test to fine tune the program to get the best performance out of your video card. After the first time, it will only happen again if you change your video card settings.

To uninstall SimPark in Windows 3.1: Select the SimPark uninstall icon in the Maxis program group.

Being a Successful Ranger

Feeling a little green? With the help of Rizzo, your trusty guide, you can be an Elk level ranger—the top—in no time. Below are the ranger levels and a few suggestions on how to advance.

Skink level

Duck level

Chipmunk level

Owl level

Wolf level

Elk level



To get promoted as a SimPark ranger, be sure to:

1. Pay attention to Rizzo's tips

2. Pay attention to emails from your boss
3. Place many different species in your park and try to keep them alive and happy for a long time
4. Identify lots of species in the Ident-a-species screen

Each time you're promoted, money, recognition and extra things to place in your park will be awarded to you. There's an extra special, real-life, your-name-will-live-on-in-nature type of award when you reach Elk level. You'll have to see for yourself what it is!



Hey! You there!

If you see me trying to get your attention onscreen, click on me!

I'm just bursting with good things to tell you. (Click on me again and I'll disappear—unlike some other species, I know when I'm not wanted!)

Playing SimPark

"Rock" out with SimPark's introductory sequence, then move through the beginning screens choosing what you want to do and where you want to do it. See the information below if you want to know more about any of the screens at any time.

Beginning Screens

1. Click on the rock showing what you want to do: Start a New Park, Play a Saved Park, Tutorial or Exit.

We strongly recommend you do the Tutorial, especially if you want to advance as a ranger. Rizzo will guide you through the screens and buttons in the game.



While in the Tutorial, you can use this button to review, jump ahead, or return to the Start a New Park screen at any time.

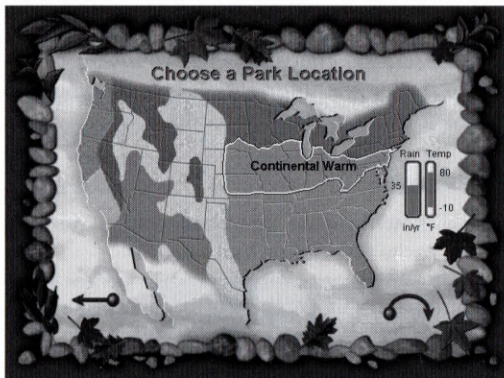
2. Type in your name (this will be your ranger name). Then select how difficult you want the game to be. The higher the difficulty, the less money and fewer clues you will receive.



If you want to go back to the previous screen, click on the Go Back button.



When you're finished with the current screen, click on the Next button to move on.

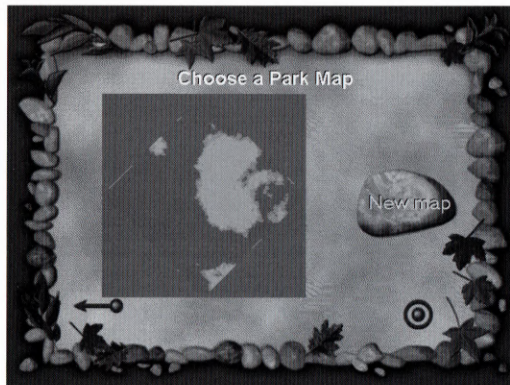


3. Click a spot on the continental United States map where you want your park to be. You'll see the name of the climate you've chosen. When you click on an area, the Rain and Temp displays will show you the climate for that area.



When you think you've found the perfect place for your park, click on the Next button. (Don't worry, you can change the location later from within the game, if you want.)

4. Clicking on New Map will show you maps with varying amounts of water, marsh and land.



When you're happy with the map that's showing, click on the Start Game button.



Main Menu Bar

To get the main menu bar, move the cursor to the top of the window and it will appear.

PARK DISASTERS OPTIONS ABOUT

We'll discuss each menu item below.

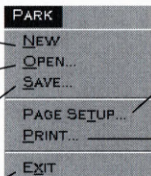
Park

Select New to open a new park.

Select Open... to open up an existing park.

Select Save... to name your SimPark file and save it where you want.

Select Exit to get out of SimPark.



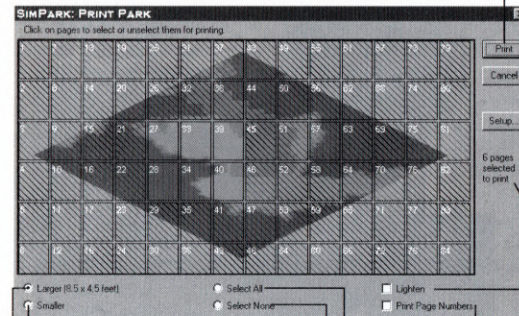
Select Page Setup... to select a printer and adjust its settings.

Select Print... to get the dialog box on the next page. From here you can print some or all of your park.



Print Dialog Box

This dialog comes up with the pages selected to print your current park view. Pages with diagonal lines through them will not print. Click on any page to select or deselect it for printing.



Click here once you've made all your printing decisions.

Click here if you don't want to print at this time.

Click here if you want to get the Page Setup... dialog where you can select a printer and adjust its settings.

This will show you the number of pages that are selected to print.

Click here if your printout is too dark. (This sometimes happens with black and white printers.)

Click here to print your park approximately one-third to one-half the size (of the "Larger" size), depending on your printer.

Click here to select all the pages to print.

Click here if you want your printed park, with all pages assembled, to be roughly 8.5 x 4.5 feet (you could almost wallpaper your room with that!). Be prepared: printing your entire park will tie up your printer for a while.

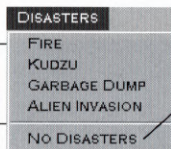
Click here to deselect all the pages. This is useful when you only want to print a few pages. You then click again on the specific pages you want to print.

Click here if you want the page numbers to show on your printout.

Disasters

In SimPark, disasters will happen when you least expect them.

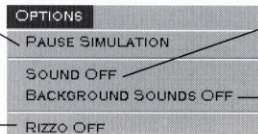
If you want a disaster and you want it now, unleash the disaster of your choice by selecting it.



If you don't want any disasters to show up uninvited, select No Disasters to toggle them off.

Options

Select Pause Simulation to stop the simulation. (You'll still be able to do everything in the game.)



Select Rizzo Off if you don't want to hear his helpful or wise (cracking) comments.

Select Sound Off if you'd rather build your park without animal sounds.

Select Background Sounds Off if you're playing SimPark to get away from human sounds, like music.

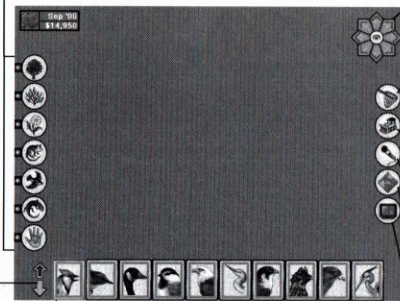
About

ABOUT SIMPARK...

Select About SimPark... because you want to see who is behind this electronic trek into the woods.

Main SimPark Screen

Click on any of these buttons to get a list of picture "cards" at the bottom of your screen. After you place items in your park, you can hide them by clicking the little Hide switch next to the button to toggle it off.



Click on the arrow that points in the direction you want the screen to scroll. Click on the eye in the center and see what happens.

Click on the Net and then on an animal you want to remove from your park. (It will live on, safely, in another park, in another place, perhaps on another planet.)

Click on the Bulldozer then click on anything in your park you want to get rid of (except animals—you net them).

Click on the Microphone then click on a plant, animal or person in your park you want to interview.

Click on the Park Map to see your whole park. (See page 14.)

Click on the Computer to see the business side of your park—with a little place to play, of course.

Click on the card showing what you want to place. *Green* bordered cards show species that are very adaptable in your park's area. *Yellow* bordered cards show species that are somewhat adaptable. *Red* bordered cards show species that don't adapt well to your park's area. Click in your park to place the item.

Note: If you have trouble placing something, it might be because you're not putting it in its natural environment. For example, otters can only be placed in water. Or, it could be you've run out of money.

Click here to see more cards.

In the Park Map, each category of plants and animals will have a different color dot. The pink rectangle—which you can move with your cursor—is the portion of the map that is being displayed in the bigger window beneath the Park Map.

- | | |
|----------------------------|--------------------------|
| Green dots = Trees | Blue dots = Birds |
| Yellow dots = Shrubs | White dots = People |
| Pink dots = Flowers | Gray dots = People stuff |
| Purple dots = Mammals | |
| Dark green = Reptiles dots | |

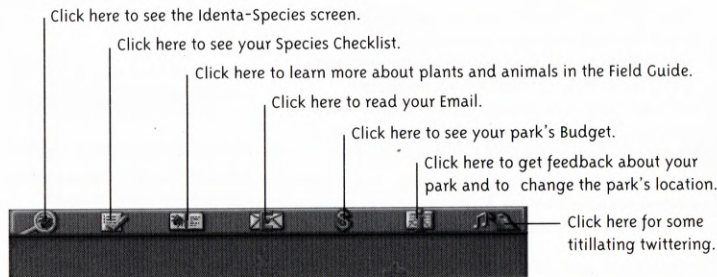


The buttons at the bottom allow you to toggle those elements off and on (just like the Hide/Show buttons on the main screen).

Computer Screen



Click on the Computer button on the Main SimPark screen to get to the Computer screen.



Identia-Species Screen



Click on the Identia-Species button on the Computer screen to get to the Identia-Species screen.

This picture shows the species you will be identifying. You only identify species that currently live in your park.



Answer the question that appears here...

...by clicking on one of the choices here.

Species that don't match your answers will disappear from the Possible Species list, until only one species remains—hopefully the right one! **You must click on this last remaining one to select it.** If it's not the right answer, just look at the unknown species more closely and answer the questions again.

As you answer the questions to identify the species, the description will appear here. If you want to change any answer, just click on the portion of the description you want to change and you'll jump back to that part of the identification.

Click on the plant or animal category you want to identify.

Species Checklist Screen



Click on the Species Checklist button on the Computer screen to get to the Species Checklist screen.

A red checkmark shows the species you have successfully identified in the Identa-Species screen. (Your boss looooves those red checkmarks!)

Ranger's Species Checklist	
Plants	Animals
☒ Quaking Aspen	☐ Alligator
☐ Beech	☐ Box Turtle
☐ Black Cherry	☐ Grizzly Bear
☐ Daffodil	☐ Hawk
☐ Fern	☐ Owl
☐ Geranium	☐ Pelican
☐ Giant Sunflower	
☐ Venus Flytrap	
☐ Violet	

Click here to print your checklist.

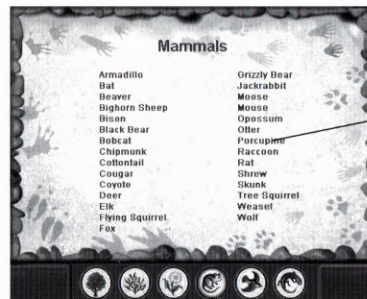


Field Guide Screen



Click on the Field Guide button on the Computer screen to get to the Field Guide screen.

Click on the species type whose list you want to see.



Click on the specific plant or animal you want to learn more about.

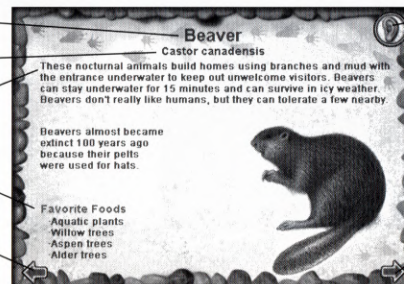
Species name

Latin name

Description

Helpful gameplay information.

Click here to see the previous species.



Click here to hear the sound that this species makes (not all species make sounds).

Click here to see the next species.

Email Screen

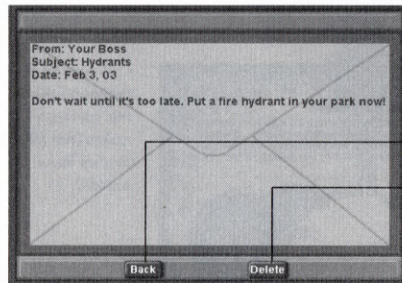


Click on the Email button on the Computer screen to get to the Email screen.

From	Subject	Date	Read
Your Boss	Trash problem	Jul 3, 03	
Your Boss	Fire Hydrants	Jul 3, 03	
Your Mother	Very important	Jul 3, 03	
Your Boss	Species Identification	Jul 3, 03	
Your Boss	Hydrants	Feb 3, 03	✓
Ranger John	Birdsong	Feb 3, 03	✓

Click on the email you want to read. After you've read a message, but not deleted it, you'll see a red checkmark next to it.

As you become more popular, you'll have to scroll to see all your messages. You'll never have more than 20 messages at one time, so delete the ones you don't need or your computer will delete them for you.



Click here to go back to your list of messages without deleting the displayed message.

Click here to delete the displayed message and return to the list of messages.

Some messages will require you to answer "yes" or "no."

Budget Screen



Click on the Budget button on the Computer screen to get to the Budget screen.

This window will help you see where you've spent your money and where it's coming from. The information is updated every time you make a purchase or get money. It is summarized each year.

Budget For Year 3			
Balance from last year		\$28,015	
What you've spent		What you've earned	
Plants	\$405	Tax Revenue	\$10,000
Animals	\$100	Park Revenue	\$0
People Stuff	\$800	Eco Awards	\$0
Total Spent	\$1,305	Total Earned	\$10,000
Current Money Available		\$36,710	

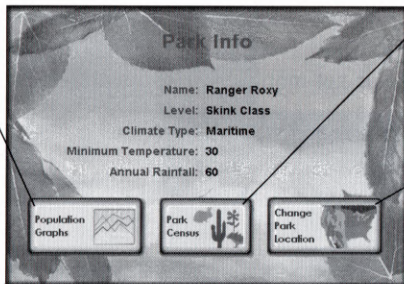


Park Info Screen



Click on the Park Info button on the Computer screen to get to the Park Info screen.

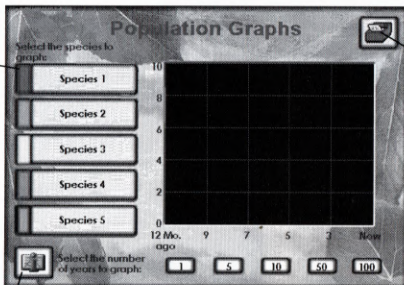
Click here to see graphs of populations of different species in your park.



Click here to find out what species you have in your park and how many you have of each.

Click here if you're ready for a change of climate. You'll get to choose a new park location.

Click on the Species 1 button to select the first species you want to graph. Click on the Species 2 button and select a different species. Do the same for the remaining species buttons.



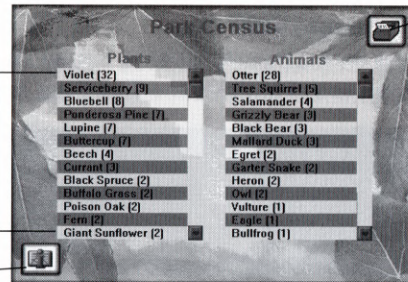
Click here to return to the Park Info screen.

Click here to print your graph.

Click on the number that shows the number of years you want to graph.

Name of the species and the population, or number of this species.

Click here to return to the Park Info screen.



Click here to print your Park Census.

Red text means the species is threatened and in decline.

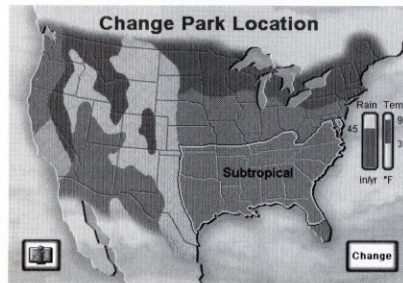
Black text means the species is doing okay.



The starvation icon means that this particular species needs food.



The overpredation icon means that this species is getting eaten up. Pay attention to these icons—they'll help lead you to that promotion!

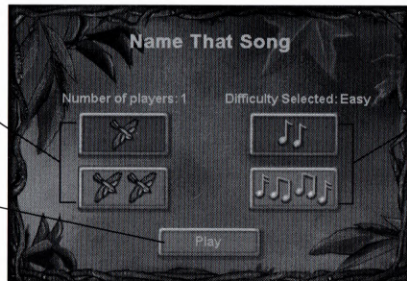


This screen lets you change your park's location, and thus climate, if you like. Keep in mind that all your species might not do well in a different climate.

Name That Song Screen



Click on the Name That Song button on the Computer screen to get to the Name That Song screen.

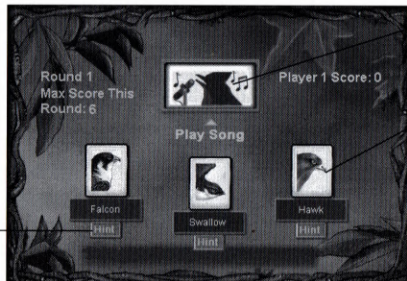


Click on the 1 or 2 player(s) button.

Click here to begin the game.

There are 5 rounds in each game.

Click on the Easy or Hard button.



If you want hints, click on a bird's Hint button for a description of the sound.

Hints cost 1 point. Wrong answers cost 1 point.

Click on the Play Song button to hear a birdsong.

Then click on the picture of the bird whose birdsong you just heard.

Hints and Other Good Things To Know

- ◆ Species will appear in your park that you didn't place. That's because you have placed something that attracted them.
- ◆ Identifying the species in your park, through the Identia-Species window, will help you advance in the game. (The boss likes to see you identify species and promises it will help you get promoted.)
- ◆ Bio-diversity is good in parks—place lots of *different* plants and animals.
- ◆ Think about food webs—who eats what. When you place an animal, make sure there's food for it. A quick look in the Field Guide will be a great help with this.
- ◆ SimPark has seasons, naturally. Don't worry when things turn brown in the winter—they'll be green and leafy again once spring rolls around.
- ◆ Watch your populations closely—you may have to place additional predators to help control overabundant species.
- ◆ Place paths to the people stuff you put in the park to encourage people to use them.
- ◆ Alien message tiles must be **completely** removed before more can be seen.
- ◆ Plants won't grow on packed earth tiles.
- ◆ Fire can be contained by bulldozing around it.

System Requirements

IBM or 100% compatible 486 DX2 or above
running at 66 MHz or faster
8 MB RAM
Double-speed CD-ROM drive
Hard disk with at least 3 uncompressed MB free
Windows 3.1 or Windows 95
Windows compatible sound card
SVGA video card running in 256 colors

Problem Solving

If you have trouble installing or running SimPark, and you haven't looked at the Readme file in the program group, take a look at it now. If you don't find your answer in the Readme, it might help to check out the TechTips file also in the program group. It should answer most of your questions and solve most of your problems. If you have tried everything in the Readme and TechTips and still need help, refer to the Maxis Maxims card in the SimPark box for information on contacting Maxis Customer Support.

Credits

Designed and Produced by: Roxy Wolosenko and Claire Curtin

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Windows Programming: Jacob Sisk, Jon Blossom

Windows Programming Assistance: Nolan Erck, Jon Wolfe, Terry Parker

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QA Manager: Alan Barton

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Product Marketing Manager: Ila Kriplani

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Activity Guide Illustrations: Lisa Motzkin

Forest and Wildlife Consulting: Susan Frankel, Ron Hirshi

Animal Sounds: Lang Elliott, Nature Sounds Studios

Many thanks: Linda Toke of Del Rey School, Orinda, CA; Arlyn Christopherson of Oakland Zoo, Oakland, CA; John Dell' Osso (a real ranger) and Leslie Price at the Point Reyes National Seashore, CA; Jody Merriam at the Office of Parks, Recreation and Cultural Affairs in Oakland, CA; Laura Clark; Joe Scirica; Todd Morrill; Robin Harper; Laura O'Shea; Michael Bremer; Rhea Yost; Lisa Laverty; Variny Yim; Linda Reed; Chris Blackwell; Lang Elliott; Sharon Barr; Kim Vincent; Amy Eldridge; John Loose

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d.b.a RAD Software.



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