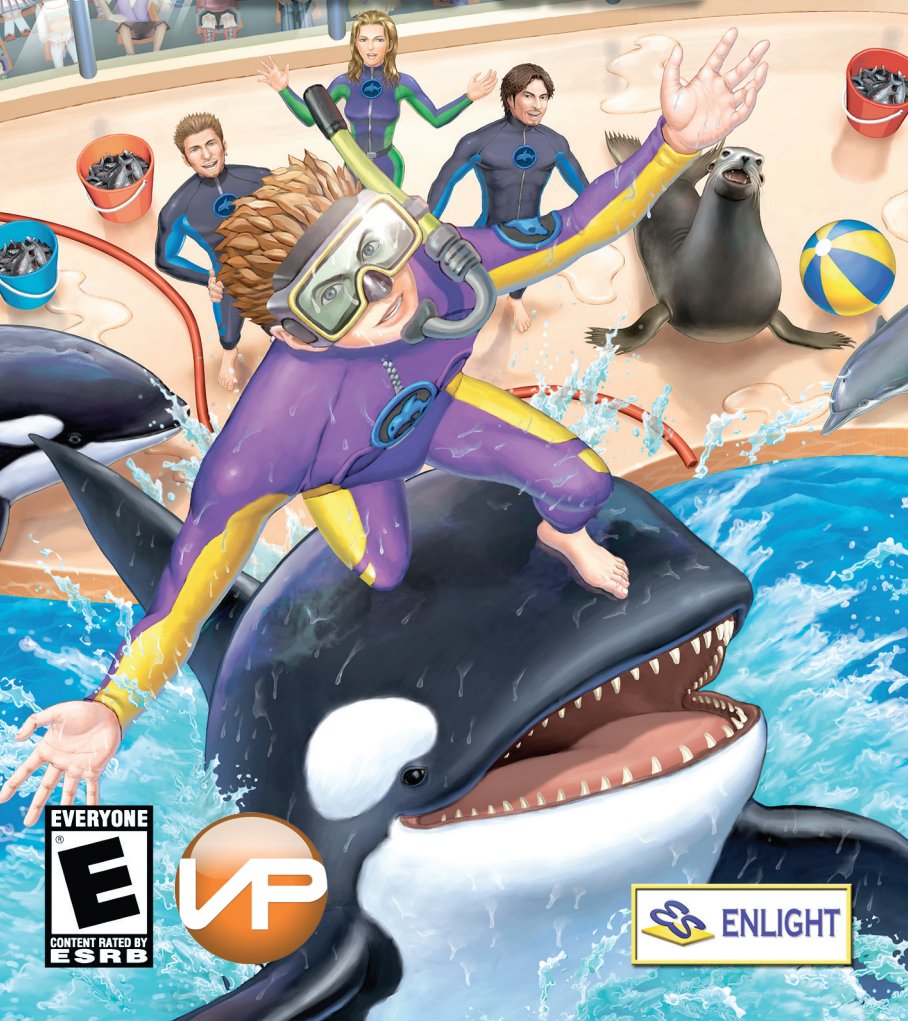


MARINE PARK EMPIRE



EVERYONE
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CONTENT RATED BY
ESRB



MARINE PARK EMPIRE

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HEALTH WARNINGS

Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience epileptic seizures while watching TV pictures or playing computer games.

Even players who have never had any seizures may nonetheless have an undetected epileptic condition.

Consult your doctor before playing computer games if you, or someone of your family, have an epileptic condition. Immediately stop the game, should you experience any of the following symptoms during play: dizziness, altered vision, eye or muscle twitching, mental confusion, loss of awareness of your surroundings, involuntary movements and/or convulsions.

TECHNICAL SUPPORT

For technical difficulties regarding Marine Park Empire, please contact us at:

E-Mail: support@enlight.com

Enlight Website: www.enlight.com

Website: www.marine-park-empire.com



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TROUBLESHOOTING

If you are experiencing problems with your display, difficulties launching the game, or experiencing crashes to the desktop, you may need to make some changes to either your game settings or your computers configuration.

Please refer to the Readme file found in the Marine Park Empire folder for troubleshooting tips and fixes as well as technical support information.

STARTING THE GAME



To start the game, you can either double-click on the Marine Park Empire icon on your Windows desktop, or you can left-click on Start > Programs > Enlight> Marine Park Empire, then locate the Zoo Empire icon and left-click on it. The game will start.

MAIN MENU

When the game starts, you will be presented with the Main Menu. From here, left-click on one of the game options:

TUTORIAL

Everyone who is new to Marine Park Empire should play through these tutorials which are designed to help you get an understanding of all the games concepts.

SCENARIO

Play a New game. This is the Campaign mode. Here you will follow the scenario campaign on your quest to become a great park-keeper and manager, with different challenges and goals to accomplish. This mode puts you in the shoes of an aspiring park entrepreneur. As in real life, if you want to reach the top, frequently you have to start at the bottom.

FREE GAME

Play a Freeform game. Freeform games do not have any objectives to meet; as long as you have enough cash, you can continually build and improve your park. When you left-click on the Free Game button, a menu will appear. From here, you can name your zoo, determine your zoo size, the amount of startup cash, and the percentage of animal that need to be researched in order to unlock them in the game.

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LOAD GAME

Load a previously saved game. Upon left-clicking on the Load Game option, the Load Game menu will appear: Left-click on the bar that corresponds to the game you want to load, and left-click on the OK button. You can also double-click on the bar itself to load the game. If you want to cancel loading a game, simply left-click on the Cancel button.

OPTIONS

Choosing options will allow you to review and/or change the games video settings, audio settings and game controls settings.

SCROLLING AROUND THE SCREEN

To scroll about the screen, move the Cursor to the screen edges.

ROTATING THE CAMERA

Rotate the camera by holding the right mouse button and moving the mouse left or right.

CHANGING THE CAMERA'S PERSPECTIVE

To change the camera's perspective, hold the right mouse button and move the mouse up or down.


ZOOMING THE CAMERA IN AND OUT

Zoom in or out by keeping both the Alt key and the right mouse button depressed while moving the mouse up or down. If you have a mouse with thumbwheel, you can do the same by spinning the Mousewheel up or down.

PAN THE CAMERA

You can pan the camera by keeping both left and right mouse buttons depressed as you move the mouse around.

MINIMAP

 The Minimap shows (and hides) the minimap of your entire park. There are 5 display types:

- Default Display
- Animal Items
- Visitor Items
- Exhibit Items
- Water Map

The minimap is ideal for planning out your park and making sure you have enough facilities in convenient locations.

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MESSAGE BAR



Shows the latest messages concerning your park's operations. Left-clicking on the icon to the right will display the Message menu, which logs all the messages you've received.

SPEED BAR



Left-click on the Pause Game/ Resume Game button to pause and unpaue the game . Left-click on the Speed buttons to increase or decrease the game's speed. The speedbar is useful for the times when you want to speed up the game play to see results quicker.

UNDO



Undo the last step.

PLAYING THE GAME



There are many menus in Marine Park Empire that list valuable information which will help you run your Marine Park.

INFORMATION CENTER



For more detailed information, fine-tuning your park operations and conducting research, the Information Center is the best place to get all the information you'll need, all in one convenient menu. The Information Center is divided into the following sections:



Zoo Policies

Here you can rename your park, open and close your park, and set the admission fee.

nb: If your park is closed no visitors will come to see your new park. Once you have created a few exhibits you should open your park to the public. You can always close it when you fell the need.



Staff Training

Here you can assign the amount of money to dedicate to each employee for the purposes of training. Better trained staff will perform their duties more efficiently and serve your park and

your own interests better.

Advertising



Advertising is a good way to increase customer awareness towards your park. Here you can dedicate money to different advertising mediums.

Loans



Should you find yourself short of money, or simply need some cash for expansion purposes, you can take out a loan. To do so, left-click on the Loan button, which will bring up the Loans menu. If you want to take out a loan, left-click on the + and - Borrow buttons to adjust the amount of the loan. Keep in mind that you cannot take out a loan larger than your credit limit. Finally, left-click on the Confirm button to take out the loan. If you want to repay your loan, left-click on the + and - Repay buttons to set the repayment amount, then left-click on the Confirm button. Note that you cannot repay more than the amount of money you have available.

LISTS



The Lists menu is further divided into Star Animal, Animal Ranking, and Thought Balloon.

Star Animal

Here you can view a list of all your Star Animals, those whose overall popularity with your visitors has reached a rating of 100.

Animal Ranking

Curious as to which animal is the happiest? The strongest? The fiercest? Open the Animal Ranking menu to get a listed ranking of all your park animals in these and other categories!

Thought Balloon

The Thought Balloon menu is a quick and easy way to gauge how your visitors and animals are feeling and thinking while in your zoo. Their thoughts cover such aspects as hunger, thirst, fatigue or general unhappiness with your park.

There are two main views: The general thought balloon list, which shows

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the percentage of visitors or animals who are very displeased, somewhat displeased, and mildly displeased with one of these aspects. This will give you a quick reference as to how visitors and animals feel and think regarding each specific thought. When you left-click on a thought balloon, the detailed list will show. Here you can get a head count on each visitor or animal and how seriously they are affected by each thought. Monitoring the thought balloons can quickly and effectively let you know whether certain animals are living below their standards, or if you need to remedy any specific aspect of your park. For example, you can quickly see how many sick animals you have in your zoo, or see whether too many fatigued visitors there are. Once you know the problems you can then come up with solutions to remedy them.

REPORTS



The Report menu is useful if you want to know how your sales or finances are doing and the factors that affect them. This menu is divided into the following.

Zoo Ratings

See how your park is rated overall, as well as in animal, environment and visitor categories.

Sales Report

Curious as to how your park's sales have fluctuated throughout the years? Check your sales and total profits here.

Income Statement

If you want a more detailed account of your park's income and expenses, you can do so under the Income Statement menu.

Graphs

By using the Graphs menu, you can plot line charts that detail your park ratings, income, and complaints., among other fields. Simply left-click on the field you would like to plot and determine the time frame and the graph will plot the relevant details for your park.

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Complaints

Hopefully you'll never need to refer to this menu, but in case you are having some problems with your park, its finances or the visitor satisfaction levels, you can use this handy Complaint menu to view all the complaints generated thus far, and hopefully be able to address all your complaints.

GOALS

If you ever need a refresher on the goals you need to accomplish in each scenario, you can simply access this menu, which will detail everything you need to do. This menu will only be accessible during Scenario mode, and is disabled in the Free Game mode, where you set the rules!

RESEARCH

Conducting and funding research is one of the most important aspects in Marine Park Empire. Through ongoing research, you can obtain new animals, find cures for previously untreatable diseases, provide educational programs to entertain and enlighten your visitors, offer new beverages and food for your visitors, place for sale new gift items, develop new items to amuse your visitors, and build new, stronger and more esthetically pleasing exhibit fencing. Research can only be performed by a member of your managerial staff, who need a staff office to work in. Once you have the requisite staff and office in your park, simply bring up the Research menu to start a new research project, then left-click on a project you would like to research. By increasing funding you can speed up the research progress, and by hiring more than one manager you can have more research projects being developed in tandem.

ANIMALS LIST AND DETAILS



Through this menu you can:

- Edit the terrain within your park and create unique environments to suit each animals needs within each of the animal

enclosures.

- Add fences to your exhibits so your animals cannot escape.

nb: You may also consider using the terrain editor to raise or lower the landscape enclosing an area to use as an exhibit. If the landscape is steep enough at the edges animals will not be able to escape from their enclosure. The benefit of terrain exhibits are they do not have fences that may deteriorate with time. So your animals will never be able to escape the terrain exhibit.

- Save and load whole animal exhibits to use at a later date.

- Select and add new animals to your park.

- Add shelters, toys, food shelters, water bowls and a host of other features that can improve your park.

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When you are ready to add a new animal to your park you can click on the Animal Preferences button to learn what sort of environments your animals like to live in. This is a very important aspect for keeping your animals happy and satisfied.

STAFF HIRING MENU



Through this menu you can hire new staff, as well as fire or adjust the position of your existing staff. You can also add staff facilities that your workers will need to perform their duties.



To learn more about what each type of worker can do to improve the running of your park simply click on the Staff Information button to learn more about the skills of each potential staff member.

Hiring a Staff Candidate

To hire a staff candidate, scroll down the list of available job positions until you find a suitable candidate, and left click on the Staff Candidate Bar. Then left-click on the Confirm Hiring button. The Staff Candidate menu will hide and all you need to do is to place the new employee on a valid location within your park and he or she will commence duties. You can also double-click directly on the Staff Candidate Bar to place the new employee in your park.

VISITOR ATTRactions MENU



Visitors, like your animals, want to have a rewarding and fulfilling experience when they visit your park. In order to give your visitors the experience they deserve, you need to place visitor attractions. This menu allows you to place the items that your visitors expect to see in your zoo. The following are the different item categories that you can place to maximize your visitors overall park experience.

This menu provides you with the following options and information. It is useful to get an overall idea on how visitors to your park feel when visiting and give you ideas on improving the general experience people have when visiting:

This menu provides you with the following options and information. It is useful to get an overall idea on how visitors to your park feel when visiting and give you ideas on improving the general experience people have when visiting:


- Visitor information
- Satisfaction levels
- Visitor complaints
- Add new visitor attractions and general beatification of your park.

ADDING VISITOR ATTRACTION ITEMS TO YOUR PARK

To add any visitor attraction item, first left-click on the Item Category button. You will see a list of item thumbnails related to that category. To find out more about an item, left-click on the thumbnail, and you can read a brief paragraph describing the highlighted item. Left-click to place the selected item in your park.

CREATING PHOTOS AND MOVIES

As you build your zoo, there may be nice scenes that you might want to capture in photos, or to record as videos.

 **TAKING A PHOTO:** To take a photo of any particular scene in your park, simply left-click on the Photo button. You will see the screen flash briefly. The photo will reside in your photo album.


 **TAKING A VIDEO:** To take a video of your park, left-click on the Video Capture button, which will show the video capture panel. There are three buttons on this panel.

PHOTO ALBUM

The photo album is the repository of all the photos and videos that you have taken in the current game. Any photo that you take will be permanently lost if you do not transfer the photos to your collection. Transferring a photo to your collection is as easy as left-clicking on the Collection button. When not playing you can view the photos and movies you have created by navigating to /photo/collect/ directory where you installed the game to on your computer. You can then show your friends your beautiful pictures and movies from your very own park.

QUALITY OF LIFE OF YOUR ANIMALS



Your animals, like most humans, do not live by bread and water alone. As we buy TVs and microwaves to enrich our lives and raise our living standards, your animals will expect the same. Of course, they do not want appliances, but most animals have a list of essential items in order to feel at home and live within reasonable comfort.

Below is a checklist of items that most animals expect in their exhibit:

FLORA & ROCKS: The right flora and rocks will make the animal feel more at home with its surroundings. Flora and rocks that are not native to an animal's habitat will make them feel very uncomfortable.

SHELTER: Most animals, like humans, require a suitable shelter to live in, either to rest, or just to escape from the hubbub generated by the crowds of visitors.

TOYS: Some animals enjoy having suitable toys to while away their days.

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Toys will not only make some animals happy they will also become more playful. Make sure that the animals get the toys they want!

EXHIBIT ENHANCEMENT OBJECTS: These are items that are designed to make their existence in captivity much more closer to home by simulating the animal's natural habitat. Make your animals as happy as possible by ensuring the preferred items for an animal are placed in their exhibit. If you want to know what each animal's preferences are, you can access the Animal List and Details Menu and Left-click on the animal from the list. Alternatively, you can double-left click directly on the animal. Then left-click on the Toggle button and cycle through the Information menus until you see the animal's preferences. Your animals will also let you know how they feel with thought balloons. Thought balloons are a quick way for you to gauge your animals' relative happiness and comfort levels, or when an animal requires special attention.

If the thought balloon has a yellow background, this means the animal has been complaining for some time. If the thought balloon is red, then you should take remedial action immediately.

ANIMAL ATTRIBUTES



Each animal has a set of attributes that you can use to gauge the overall well-being of the animal. Double left clicking on any animal in your

park will bring up the animal attributes menu for that particular animal.



You can use the next and previous button to cycle through all the animals with in your park to see detailed information for each of your animals.

ZOO CONSULTANT



The Zoo Consultant is one of the most important and helpful employees you have at your service, and guess what? You don't even need to pay him a monthly salary! Whenever you are unsure of what to do with an animal or how to improve an exhibit, left-click on the Zoo Consultant button. If there is anything you can do to improve your zoo, he will let you know. If the Zoo Consultant has nothing to say, then you are doing a fine job of keeping your animals happy as they can be! He can also give you general advice about the selected animal.

IMPROVING VISITOR SATISFACTION

VISITOR ATTRIBUTES



Double left clicking on a visitor to your park will bring up the Visitor Information window which will display the Visitor Attributes tab firstly. Next to

the Visitor's Attributes tab is the Complaints tab and the Activity Log tab. Clicking on these will give you more detailed information about the visitors to your park. Use the next and previous buttons to cycle through all visitors in your park.

STAFF MANAGEMENT

There are ten types of staff you may consider hiring to work at your park:

Marine Specialist

The Marine Specialist provides general care for aquatic animals. Since they specialise in marine animal care they can not care for land dwelling animals.

Zoo Keeper

The Zoo Keeper provides general care for your animals and park, they do not care for marine dwelling animals.

Grounds Keeper

These guys provide cleaning services and maintain the overall cleanliness of your park.

Maintenance Worker

Inspect and repair any fences, facilities, signs and machines that may need attention.

Facilities Manager

Oversees all park items and facilities and is in charge of managing the Maintenance Workers. They can also invent new facilities.

Zoo Curator

This person will manage all your Zoo Keepers. He can train your Zoo Keepers to perform their duties more efficiently. They will also train Marine specialists and research new animals to purchase.

Veterinarian

The veterinarian can educate Zoo Keepers with medical and nutritional knowledge in order for your Zoo Keepers to better care for your animals. If a new disease breaks out in your park Veterinarians can research a cure for the breakout. They will also train Marine Specialists.

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Tour Guide

Tour Guide's can educate curious visitors with information about the different animals in your park. Having Tour Guides can boost visitor happiness.

Visitor Services Manager

Manages the activities of your Tour Guides. They can also train your Tour Guides and research better ways to run certain facilities within your park. They can also invent new attractions and items to sell.

Education Director

Researches and develops educational programs for your park. These programs will enhance the awareness of your visitors and increase the positive experience of visiting your park.

TRAINING YOUR STAFF



Training your staff is beneficial to their performance – the higher trained your staff are, the better and more efficiently they will carry out their day-to-day tasks. There are three ways to train your staff.

Self-Training

Your staff may not be excellent at their jobs just yet, but they are smart enough to learn as they go about their daily duties. Each time they perform a certain task, be it feeding animals or mending broken fences, their skill levels will gradually increase.

Staff Training Via the Information Center menu

By assigning an amount from your monthly revenue to train your staff, they will in turn receive specialized training programs designed to enhance their skills and improve their performance.

Managerial Training

Your managers are not only in charge of overlooking major aspects of your park. They will also pass on their knowledge to members of your park staff roster, who will in turn be trained. Therefore, it is a good idea to hire managers as soon as your zoo is up and running, as managers automatically train your staff.

nb: Managers cannot be trained, as they already possess all requisite skills in their field of work.

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however, you will have to invest in some time, and money. The effort will more than pay off in the long run, so it is a good idea to start soon visitors love to see star animals in parks!

How does an animal reach star status? You will have to do the following:

Advertise the Animal

This is an effective way to gain visitor awareness and your animal will slowly make its way to stardom.

Sell Animal Toys

Once you place a gift shop, you can start selling gifts featuring your park animals.

Train Animals

Place an animal theater, then start training your animals to perform in live shows in front of your visitors. The more the visitors attend and watch animal shows, the higher the animal's reputation will rise. Eventually, their overall popularity will reach 100%, and you have a star animal at your hands! Once all these factors have been fulfilled, your animal will be regarded as a star animal.

CONDUCTING RESEARCH



Researching is an important part of any park operation. Through ongoing research, you can develop, discover and otherwise unlock new exhibit fencing, visitor facilities, goods or acquire new species of animals to adorn your park with. Another benefit of ongoing research is your ability to research and develop new cures for animal illnesses that may attack your animals. To research items, access the Information Center menu and left-click on the Research button. Then choose from the list of items you want to research. It is a good idea to always allot a certain amount of your income to research. New items means you can add new features to your park, keeping your animals happy and your visitors' experience fresh. In time, you will have researched everything necessary to make your park a worthy addition to your Marine Park Empire!

nb: In order to be able to conduct any research, you must first place a staff office in your zoo so that your managers have the right facility to conduct their research in.

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EDUCATION PROGRAMS



Education programs can offer your visitors a chance to not only learn about the most up-to-date happenings in the world of zoology and conservation, they can also boost a visitor's satisfaction rating and visitors will thus have a more enjoyable experience in your park. Of course, you have to first add an education center in your park and provide visitors access so they can experience the multitude of programs that you can offer them!

When placed, the education center offers a few programs only. There are many more available, but you must first hire an Education Director so that they can carry out the research for more education programs to include in the education center.

ADVERTISING

Advertising is a good way to increase customer awareness towards your zoo. There are five ways to promote your park.

Television

The premier way of advertising. Very broad reach, but not very targeted and expensive. However, the combination of audio and video on your advertising cannot be underestimated.

Print

Print advertising is a moderately targeted advertising medium. Costs are very affordable.

Radio

The impactful way to reach people on the road. Radio is slightly more targeted than TV, and cheaper to promote. Goes great as a subtle reminder to the more aggressive TV campaigns.

Animals

Advertising your animals will automatically place their advertising in all three mediums, but instead of advertising your park, you are advertising your zoo's main attractions that is, your animals! Animals are great drawing cards that visitors want to see in your park.

Online

You can also advertise your animals on the World Wide Web.

ANIMALS SHOWS IN THE ANIMAL THEATER



Visitors can have a field day watching animal shows in your zoo as they delight in the zany antics and well executed stunts and tricks that your animals have been trained to perform at. Adding in an animal theater is certainly worth your while - visitors exposed to animal shows will receive a great satisfaction boost, and it is one of the requirements to propel your

animals to star status. In order to offer animal shows, however, you need to first hire a facilities manager so he can carry out the necessary research for the animal theater. Once the animal theater research item has been developed, you can place the building in your park.

Once you have the animal theater placed in your park, it is time to train an animal. To do so, double-left-click on the animal you would like to train, then left-click on the Train Animal button. You will see a list of available animal theaters in your zoo. Select the animal theater to send the animal to train in, then simply wait until the animal is primed and ready to perform in center stage. To see the training progress of your animal, double-left-click on the animal theater where the animal is being trained in, then on the Animal Theater Detail button. You will see a list of available animals slated to perform in the animal theater. To find out the training progress, left-click on the animal's name on the available animals bar. Once the animal has been fully trained, it is ready to delight your visitors, who will certainly enjoy the spectacle!



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There are also a host of other attractions that you can tempt your visitors with when then choosing to spend the day at your wonderful park. Following are just a few of the dozens to choose from as long as you have researched these programs:



River Boats



Aquariums



Video Game Arcades



Fancy Gardens



Petting Pools



Sky Towers



Feeding Frenzy



Sky Train

SCULPTING THE TERRAIN



Sometimes you need to change your park's terrain in order to place items or to suit the terrain preferences of an adopted animal. Marine Park

Empire's powerful terrain editor allows you to sculpt the terrain any way you like. Sculpting the terrain is a very powerful feature and we recommend you play around with this tool so you can create virtually any park design that your imagination allows.



You can increase or decrease the terrain brush size by using the brush slider.



There are two brush types that you can use to customize the shape of the edited terrain. Round and Square.



The Smooth terrain brush is very useful for adding the final detail to your newly edited terrain and smoothing off any sharp edges.



The Snap to Terrain button is useful when you want to edit terrain to match the height of that which surrounds it. First left click to define the height you want and drag to snap the selected area to the desired height.



These two buttons are the most common used when sculpting terrain. The top button will raise the terrain which is under your brush at the time you click and the bottom button will lower the terrain.



Clicking this button toggle with turn on/off the games grid. This is useful when you want to plan ahead for your parks exhibits, facilities and paths.

If you raise the terrain to a point so that it is steep enough, you will notice that the some of the grid units surrounding the terrain you just elevated have turned black. This means animals cannot walk up, jump over, or climb over this terrain.

CREATING WATER EXHIBITS



Creating exhibits for our friends who love the water is easy and can be done in a few simple steps.



Firstly choose your water brush and define the area within your park that you want to use for an aquatic exhibit.



The image shown here is a simple area that has been edited using the water brush.



The next step is to use the lower terrain brush to add some depth to our water exhibit. Most aquatic animals require a lot of space so they can swim around freely.



The image shown here has had the terrain under the water lowered so we can now add aquatic animals to the water exhibit. All that is left to do is add some beautifying elements to the water exhibit and your done!



You can also create fast and simple fenced above ground water exhibits to your park by navigating to the fences menu and choosing one of the fenced water containers. Then simply left click on the ground and drag out an above ground water exhibit.

If you want a deep water tank, first simply use the lower terrain brush to create your desired depth on the terrain then click on one of the water enclosures and drag out a fence to surround the area. You will need to do this for animals that require deeper water.

USER'S MANUAL

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Mac Version:
Virtual Programming Ltd

SHORTCUTS AND KEYBOARD COMMANDS

SHORTCUT KEY	DESCRIPTION
ESC	Close active panel. If no panels are open, it will show the options menu
O	Game Settings Menu
S	Save Game Menu
L	Load Game Menu
CTRL + S	Quick-Save
CTRL + L	Quick-Load
CTRL + Z	Undo
DELETE	Delete an Item, Animal or Staff member. The Item, Animal or Staff's List & Details Menu must be on screen
SPACEBAR	Message menu
0	Pause game
1	Set game speed to 1 (normal)
2	Set game speed to 2 (fast)
3	Set game speed to 3 (very fast)
4	Set game speed to 4 (accelerated mode; game controls will be unavailable in this speed setting)
-	Decrease speed
+	Increase speed
Arrow keys	Scroll
T	Terrain Editor menu
H	Hire Staff menu
A	Adopt Animal menu
E	Animal Enrichment menu
V	Visitor Attraction menu
C	Career menu
M	Mini-map
B	Photo Album
F1	Staff List
F2	Animal List
F3	Visitor List
F4	Information Center (will always display the last report)
F5	Information Center, Goal Report
F6	Information Center - Star Animals List
F7	Information Center - Research
F8	Information Center - Zoo Rating Report
F9	Information Center - Sales Report
F10	Information Center - Income Statement
F11	Information Center - Graphs
F12	Information Center - Complaint Report
[Previous available item (when selecting an item or texture)
]	Next available item (when selecting an item or texture)
'	Rotate item (when selecting an item) / switch between gender (when adopting animals)
P	Take a photo
ALT + C	Captures the current screen. You can capture up to 1000 images.

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