

# Theme Park FAQ/Walkthrough

by Michael Penance

Updated to v1.01 on Jan 14, 2014

This walkthrough was originally written for Theme Park on the SNES, but the walkthrough is still applicable to the SATURN version of the game.

```
=====
                        THEME PARK (SNES)
FAQ/Strategy Guide (C) 2014 Mike Penance (mikepenance@yahoo.co.uk)
                        V E R S I O N   1.0.1
                        Last Updated:  January 14, 2014  18:40
=====
```

The Latest Version of this document can ALWAYS be found at....

```
GameFAQs                http://www.gamefaqs.com
NeoSeeker                https://www.neoseeker.com
```

If this document is posted on an unlisted website - please let me know, so I can dispense my own brand of over-stylised justice (clue: it involves angry ferrets and their pants).

```
-----
If you liked this guide, then please feel free to show appreciation
and hit the rate/recommend button at the top of this page.  It only
takes seconds to show your support, and it only takes a few minutes
to send a thank you via email, my blog [mikepenance.tumblr.com], or
Twitter [@MrPenance].
-----
```

## THE HAPPY LAWYER DEPARTMENT

This document may not be reproduced under any circumstances, except for personal, private use. It may not be placed on any website or otherwise distributed publicly without prior written permission. Use of this document on any other website or as a part of any public display is strictly prohibited, and a violation of copyright. The author of this guide cannot be held responsible for anything occurring from the misuse of this document.

```
-----
```

## TABLE OF CONTENTS

- 1.....Introduction [01.00]
- 2.....Mechanics [02.00]
  - Building Basics [02.01]
  - Countries/Climates [02.02]
  - Park Management [02.03]
  - Ride Management [02.04]
  - Shop Management [02.05]
  - Staff Management [02.06]
  - Visitors [02.07]
- 3.....Strategies [03.00]
- 4.....Attractions [04.00]

- Rides [04.01]
- Shops [04.02]
- Decorations [04.03]
- 5.....Cheats and Codes [05.00]
- 6.....Frequently Asked Questions [06.00]
- 7.....Credits and Outro [07.00]

-----  
 In this update: Spelling and grammar corrections.  
 -----

=====  
 Introduction 01.00  
 =====

What exactly is fun about a cut-down 16-bit port of Theme Park, you ask? Well, quite a few things, actually. I don't mind saying that I rented this to death back in the day, and I still find it to be more fun than the other versions. I suppose that might be partly down to the lack of the bankruptcy glitch in this version.

=====  
 Mechanics 02.00  
 =====

-----  
 Building Basics 02.01  
 -----

The icon featuring a single person represents the footpath tool. Footpaths are absolutely vital to any park, as with rare exception, visitors will not leave a path to walk across the grass to use an attraction. An unconnected attraction is an unused attraction. Footpaths, when placed over a piece of Tubing track, will turn into bridges, which with some thought, can make some interesting features.

If you press either the L or R buttons with the footpath selected, you'll cycle through four directional paths. Directional paths force visitors to head in the direction the arrow is facing. Employees, or visitors heading to the exit of the park, will ignore the powerful power of suggestion each arrow contains.

Queue paths are represented by the icon featuring multiple people. Queue paths only have one use, and that is to let the little people queue up for rides. Place them leading up to the entrance of a ride, and if the ride is currently full, the next person wishing to get on will simply wait until space becomes available. Both paths can be placed with the Y button and removed with the B button.

The carousel horse, shop-front, and tree represent rides, shops, and decorations respectively. Any ride or shop that is deleted (with the B button) before a month has elapsed will offer up a full refund. From the ride menu, selecting a ride that requires a track will only offer up the booth. And this is where the quick menus come into play. By holding down the A button and pressing in a specific direction, you'll call up more convenient menus for rides (up), shops (right), and decorations (down). From the quick-ride menu, selecting a ride will give you its track rather than the booth. Track can be placed with the Y button and removed with the B button.

When building a Monorail or Roller track, you'll find that existing pieces won't automatically connect to each other to form corners. Corners are formed when you make a turn while holding down the Y button. The A button will alternate between vertical and horizontal track sections. With the Roller track selected, pressing the L or R button will cycle through loops, elevations, and dips, which can be placed like regular sections of track. Attractions that require tracks need a complete track before the booth can be placed, but will continue to function should the track become broken afterwards.

Depending on where you are in the world, the rides available to you will differ. There's a tiny correlation between climate and ride availability, but there are inconsistencies enough to make trying to work out the particulars a losing game. For example, water-based rides won't appear in countries with a snowy climate, except when that country is Argentina, which doesn't seem to want to adhere to the rules of other countries with snowy climates. When you look at other ride types and climates, it just descends into vagary. We don't want that, so if you really want to know what rides are available, just look at the lovely little tables.

RIDE APPEARANCE	BAR	BAN	BUZ	CAS	CLO	CRE	DOL	FLI	GFO	GHH
Alaska	Y	Y	Y	Y	Y	N	N	Y	Y	Y
Antarctica	Y	Y	N	Y	Y	N	N	Y	Y	Y
Argentina	Y	Y	Y	Y	Y	Y	Y	N	Y	Y
Australia	Y	Y	Y	Y	Y	N	Y	Y	Y	Y
Brazil	Y	Y	Y	Y	Y	Y	Y	N	Y	Y
California	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
China	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Eastern USA	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Egypt	Y	N	Y	Y	Y	N	Y	N	Y	Y
Europe	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Greenland	Y	Y	Y	Y	Y	N	N	Y	Y	Y
Iceland	Y	Y	Y	Y	Y	N	N	Y	Y	Y
India	N	Y	Y	Y	Y	N	Y	N	Y	Y
Japan	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Kuwait	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
New Zealand	Y	Y	Y	Y	Y	N	Y	Y	Y	N





United Kingdom	Y	N	N	N	N	Y	Y	N	Y	Y
Yakutsk	Y	Y	N	Y	Y	Y	N	N	Y	Y
	024	014	014	021	023	024	017	012	024	023

While the geological climate might not do much of anything, the financial climate does. Visitors from countries that are marked as having rich economies will have considerably more money on them than those from medium or poor economies. The interest rate dictates how much money, yearly, you have to pay back on a loan, and the inflation rate will tell you how much rides, amenities, and staff wages will increase every year. While staff wages are affected by the rate of inflation, when you hire someone, their wages are fixed at the current rate and cannot rise again, which makes a pretty good incentive to hire all your staff early.

	Inf %	Int %	Econo.	TY	Tax %	Price
Alaska	2.75	3.25	Medium	08	4.00	4.0m
Antarctica	0.10	0.10	Poor	15	0.10	2.0m
Argentina	25.0	27.5	Medium	04	7.50	300k
Australia	6.00	7.50	Medium	04	10.0	2.3m
Brazil	100	50.0	Poor	05	3.00	2.7m
California	3.50	3.50	Rich	02	30.0	10.0m
China	10.0	10.0	Medium	02	6.50	12.0m
Eastern USA	3.00	4.00	Rich	03	22.50	9.0m
Egypt	15.0	17.50	Medium	03	7.50	700k
Europe	4.50	5.25	Rich	03	20.0	5.0m
Greenland	0.50	0.75	Poor	10	0.50	3.0m
Iceland	1.00	1.25	Medium	05	5.00	3.5m
India	50.0	65.0	Poor	05	2.50	2.0m
Japan	1.00	1.00	Rich	02	40.0	20.0m
Kuwait	6.50	15.0	Rich	02	25.0	8.0m
New Zealand	4.00	4.50	Medium	04	12.50	1.5m
Northern USA	3.25	3.50	Rich	03	17.50	7.5m
Nigeria	12.50	14.0	Medium	08	10.0	300K
Peru	30.0	42.50	Poor	04	2.00	2.5m
Russia	40.0	50.0	Poor	02	5.00	5.0m

Scandinavia	2.50	3.50	Rich	04	15.0	1.0m
South Africa	10.0	13.0	Medium	04	9.00	5.5m
United Kingdom	4.00	4.75	Rich	03	20.0	Free
Yakutsk	40.0	45.0	Poor	02	3.00	1.7m

	Difficult	Weather	Terrain
G  Alaska	Hard	Snowy, Rainy	Rocky
E  Antarctica	Fiendish	Snowy	Lakes
O  Argentina	Hard	Snowy	Rivers
G  Australia	Medium	Sunny	Rock
C  Brazil	Fiendish	Rainy	River
L  California	Easy	Sunny, Rainy	Forest
D  China	Medium	Sunny, Rainy	River
T  Eastern USA	Easy	Sunny	Lakes
Egypt	Medium	Sunny	Rocky
Europe	Easy	Sunny, Rainy	Rock
Greenland	Very Hard	Snowy	Rocky
Iceland	Medium	Snowy	Rocky
India	Very Hard	Sunny, Stormy	River
Japan	Easy	Sunny, Rainy	Rocky
Kuwait	Medium	Sunny	Rock
New Zealand	Medium	Sunny	Rocky
Northern USA	Easy	Stormy	Forest
Nigeria	Medium	Sunny	Rock
Peru	Very Hard	Rainy	Forest
Russia	Very Hard	Snowy	Rivers
Scandinavia	Easy	Snowy, Rainy	Rocky
South Africa	Medium	Sunny	Rock
United Kingdom	Easy	Rainy	Forest
Yakutsk	Fiendish	Snowy	Rocky

You can adjust your gate price from the park management menu, which can be accessed by clicking on the dollar sign next to your balance. Along with the ticket price, you'll have two other options available to your here - Loan and Research. The maximum size of a loan will always be half your park value plus an additional thousand.

Park value is calculated at the end of every year. Interest on loans is paid at the end of every year, and is dependent on your current country's interest rate. Research can be set to a maximum value of 2500 per month, and dictates how quickly you will gain access to new rides and amenities. Once you've researched everything available, the research fund will automatically be lowered to zero to prevent unnecessary expenditure.

Visitors are attracted to your park by your gate price and your standing in the end-of-year ratings (which is based on how you rank in the categories of Richest, Satisfaction, Excitement, Amenities, Biggest, and Pleasantness). Your gate price is directly affected by how many rides you currently have. In fact, rides are the only thing that will do anything to your gate price. If your Advisor tells you you're charging too much, either lower your gate price or add another ride to your park, as a gate price that's too high will negatively impact your visitor count, even if you're generally well thought of.

Satisfaction is an indicator as to how much people have enjoyed your park. If the gate price is reasonable, the place is clean, and people are generally happy throughout their stay in your park, you'll be fine. In most cases, Satisfaction is the first category that you reach the top in. Excitement is based on what rides you have in your park and, well, how exciting they are as a whole. Until you start making enough money to install some of the bigger and better rides, you'll be lucky to break from the middle of the list.

Amenities concerns shops and such. As long as you have a good number of eateries, stalls, and shops, you'll make the top of the list and stay there without any effort. Pleasantness is scored on the cleanliness of your park and the number, and quality, of the decorations it has. As you build your park, you'll naturally end up with a multitude of spaces too small for stalls or shops - spaces that are ideal for trees or fences. If you don't intend to use all the space available to you, you can just dedicate a small corner of your park to pretty stuff. Richest and Biggest, of all categories, I would like to think, are the most self-explanatory.

Clicking on a ride and bringing up the menu will show the ride toolbar. The icon with the person alters the ride capacity when clicked on (Y to decrease it, B to increase it) - the fuller the icon is, the more people the ride will allow on. Ride capacity cannot be increased above the default, only lowered. Lowering it serves no purpose other than to artificially increase a ride's lifespan by limiting the number of people using it.

The hour glass icon represents how long a ride will run - the emptier the glass, the quicker the ride will finish, but the less excitement it will



provide. The icon with the crossed spanners gives you an accurate reading of how long it will be before the ride needs repairing - the less yellow the icon shows, the closer the ride is to breaking down.

The yellow circle will toggle the ride between its on and off states, which only really serves a purpose if the ride is track-based and you want to alter it without crippling people or sending them back to the start of the ride (Tubing). The semi-circle at the end adjusts the ride speed - the faster a ride is, the more excitement it generates. If a ride is set to be too slow (to the point where no yellow is showing in the icon), people won't get on it. Rides on the fastest setting will deteriorate slightly quicker, while rides set to the slowest will last a great deal longer at the expense of excitement.

The one thing that the ride menu (question mark) offers over the toolbar is that it allows you to change the exit location of the ride. To do so, highlight the exit button and press left to bring up the option. Rides that use booths cannot have their exits moved.

---

## Shop Management

02.05

---

While, as a general rule, shops tend to just get on with things like adults, there are a few options available to you depending on the shop in question. All shops have the option of adjusting the price of the item they're selling, but the Burger Bar, Coffee Shop, Cola Shop, Fries Stall, Ices Stall, and Saloon all have their own unique option.

Adjusting the level of fat at the Burger Bar makes your burgers less filling, meaning that customers may come back for seconds. Potentially, it also means they might not buy a burger in the first place, because, well, you're selling lard in a bun. Increasing the ice at the Cola Shop or the water content at the Saloon is the same deal.

Increasing the salt content over at the Fries Stall will make your customers thirstier, meaning you'll sell more drinks. The kicker, of course, is that they may just not buy food from there in the first place because of said salt content. Increasing the level of sugar at the Ices Stall increases the chances of customers coming back for more, but it may put people off if it's set too high. An increased level of caffeine over at the Coffee Shop will give customers an energy boost, but following the trend, may deter custom.

Game stalls, such as the Duck Shoot, have their own set of options. You can adjust the winning/losing percentage and the cost of the prizes awarded. The amount you can charge per game is dependent on both of those options. A winning percentage that's too low will deter people from playing, regardless of the cost of the prize.

For the best results, the winning percentage shouldn't be adjusted by more than a couple of percent without raising the cost of the prize. Even then, a winning percentage of five percent or lower will put people off. The amount you can charge, even with a fair win percentage and an expensive prize, depends on the economy and how happy your customers are. The addictiveness rating of each stall doesn't affect how much you can charge - it dictates the chances of a person playing another game before leaving the stall.

---

## Staff Management

02.06

---

Unsurprisingly, the icon in the menu with the picture of the little man leads to the menu full of little men. Alternatively, you can hold the A button and press left to bring up the quick-menu. Members of staff are placed with the Y button, and once placed, will carry out their duties without further instructions.

Clicking on a member of staff with the Y button, then calling up the menu will present you with the worker toolbar. Along the bottom, there will be two or three icons, the first of which, a question mark, will bring up the staff menu. On the staff menu, you'll be shown how much that worker is being paid per month, how long they've been employed by you, and any statistics relevant to that worker type (such as the number of rides fixed by a Mechanic). If you highlight the exit button and press left, you'll be given the option of firing that member of staff.

The second button is reserved for Mechanics, and when clicked, will change the cursor into a pair of crossed spanners. Clicking on a ride will mark it for repair, regardless of its current condition. The third icon lets you pick up and drag a member of staff around, which is quite useful for relocating Entertainers, helping incompetent Handymen, or expediting a Mechanic's journey.

---

Visitors

02.07

---

As the little people wander about your park, a variety of thoughts and wants will pass through their little skulls. Each little person will experience enjoyment, hunger/thirst, desire, and happiness. To see exactly how someone is feeling, select the question mark tool from the menu and click on them. Enjoyment comes from riding rides and winning stall games (losing a game negatively affects them).

If you twiddle with your ride settings to make the duration of the rides shorter, or make them slower, it will affect how much enjoyment they'll experience. If a little person finds themselves stuck in an inordinately long queue, their enjoyment will wane and they'll become bored, so a benefit that can be gained from decreasing the ride duration is that you'll get through your queues quicker, and generally keep more people happy. Placing an Entertainer in a queue will also help keep their spirits up.

Hunger will mostly be experienced by any little person that's been in the park for awhile, though it's not entirely unusual to have someone wanting something to eat within seconds of arriving. If there isn't anywhere to eat or drink, it's going to negatively affect their happiness. Because a little person usually has to work up to being hungry, cramming all of your eateries near the gate probably isn't the best of strategies. Space them out along the length of your main path so people won't have to wander all the way back to the gate to eat or drink.

Desire comes in the form of a need for a souvenir, be it a teddy or a balloon or a novelty or a, well you get the idea with that. Happiness is how they're feeling with all the previous things considered, and dictates how long they will stay in your park. A filthy park or exploding rides will, understandably, greatly reduce how a little person is feeling. After a visitor has wandered around all day and become tired, or has been suitably made miserable, they'll leave the park on the next bus.

Occasionally, often despite your best intentions or efforts, a little person will get lost. They could be lost in a corner, on a track, or underneath a ride. In short, they'll be lost somewhere stupid. Most little people will eventually work their way free, but until they do, the Advisor will berate you every few seconds until you become insane.

Most cases of a trapped visitor can be solved by giving them a path to follow, but some will require more effort. If they're trapped in a track, you'll have to close the ride down and knock a hole for them, which is a pain. If they're trapped under a random ride, then good luck finding them, because they could be anywhere. Chances are that you'll find them a few years down the line when you come to delete an old ride.

=====  
Strategies

03.00  
=====

Being that this is a rather cut-down port, a lot of the more in-depth features, the ones that could have added a great deal of strategy to the game, such as the stock market, are missing entirely. So what I can give you is, and I'm sure you'll admit this is a tragedy, very little. For the most part, building your park is just common sense, but let's go over some things anyway.

The inflation rate is, and always will be, your greatest enemy. It is the deciding factor on how you progress, how quickly you progress, and how long it will be before you need to sell your park. Whenever you start a park, wherever it is, you'll find that following the same initial pattern will see you right. Throw down your starting selection of rides, and maybe two or three of the less expensive ones, then start building your paths. Opening your park (achieved by pressing the Y button while hovering over the gates) before you've done this will open you up to the scrutiny of the public, and certainly won't do you any favours when they see that you're charging them to stand in a field.

Until you get to the later countries and you're rolling in money, three or so hundred invested in Research will see you okay. Shops will pay for themselves quicker if you can get them as cheaply as possible, so I suggest doing as you did with your rides, and place an abundance of them. You don't need to bother connecting them all yet, just place an initial few near your rides, then dot the rest around the park for later. Fifty-thousand spent on shops or rides now is eighty-thousand or a hundred-thousand saved later. Depending on the rate of inflation, placing shops and rides later on might not even be viable.

You're free from the tyranny of inflation until the end of the first year, so once you get to the point where you can invest the full 2500 in Research without blinking or choking on your tongue, you'll be able to get the full benefit of the more expensive shops and rides by purchasing them in the first year. Staff should also be employed early, and in larger numbers than you may need (you can always fire them if you don't need them, but you can never hire more at the same monthly rate), but you can survive the first three or four months without them (especially Mechanics).

As for your pricing structure, all shops and stalls usually come in ten or so lower than you can easily get away with charging, so you might want to adjust the prices a little. As for any individual shop options, you're best off just leaving them as the default - that way you won't lose any potential sales or annoy people unduly. Placing your more expensive shops near exits of your most exciting rides will see people more inclined to buy something.

Gate prices, as you know, are dictated entirely by how many rides you have, so

whenever you throw down a ride, don't forget to adjust the gate price - between 15 and 20 is usually considered acceptable. As a general rule, if your park is losing money, it'll either be down to overspending or bad placement of shops, which is why I said earlier that it's mostly a common sense thing.

=====  
Attractions

04.00  
=====

-----  
Rides

04.01  
-----

	Dim	Excitement	Strength	Cap	Price
Band Stand	4x4	Quite Good	Okay	4	21000
Barn Dance	4x4	Bad	Quite Good	4	01000
Buzzy Bee	4x4	Good	Okay	2	22000
Castle	4x4	Okay	Bad	4	02000
Clown Ride	4x4	Good	Poor	4	09900
Creation	4x4	Good	Okay	8	33000
Dolphin Act	4x4	Quite Good	Quite Good	6	37000
Flight Sim	4x4	Excellent	Poor	4	45000
G Force	4x4	Okay	Okay	10	12000
Ghost House	4x4	Excellent	Very Good	8	57500
Ghost Train	4x4	Okay	Okay	4	20000
Magic Carpet	4x4	Good	Okay	6	35000
Maze	4x4	Very Bad	Very Good	10	08000
Monorail	2x2	Poor	Very Good	1	01000
Observatory	4x4	Okay	Superb	12	15000
Octopus	4x4	Good	Quite Good	8	25000
Pirate Boat	4x4	Excellent	Very Good	6	42500
Plane Flyer	4x4	Okay	Very Good	4	26000
Race Cars	2x2	Very Good	Quite Good	1	20000
Roller	2x2	Top Notch	Quite Good	1	10000
Roundabout	4x4	Bad	Poor	4	05000
Shuttle	4x4	Very Good	Very Good	4	39978

Snake Slide	4x4	Very Bad	Poor	1	03000
Star Rocket	4x4	Good	Quite Good	4	25000
Tower	4x4	Bad	Okay	10	34000
Tree House	4x4	Poor	Top Notch	1	04000
Tubing	2x2	Excellent	Quite Good	1	05000
Water Splash	4x4	Very Good	Very Bad	1	60000
Wheel	4x4	Good	Excellent	4	33000
Worm Hole	4x4	Good	Very Good	3	12500

---

Shops

04.02

---

	Dim	Type	Cost	Sale	Addictive	Price
Arcade	3x2	PR	1200	50	Top Notch	12500
Balloon Shop	3x2	TO	10	15	---	2000
Burger Bar	3x2	FF	50	65	---	5000
Coconut Shy	3x2	PR	1250	50	Very Good	8000
Coffee Shop	3x3	DR	10	12	---	1000
Cola Shop	3x2	DR	30	40	---	3000
Duck Shoot	3x2	PR	1200	60	Poor	5000
Fries Stall	3x2	FF	35	45	---	3000
Gift Shop	3x2	GI	185	245	---	9500
Hook A Duck	3x2	PR	1200	100	Quite Good	10000
Ices Stall	3x2	SW	20	25	---	2000
Novelty Shop	3x2	NO	85	99	---	1250
Race Track	3x2	PR	1200	110	Very Good	25000
Saloon	3x2	DR	100	125	---	10000
Teddy Shop	3x2	TO	85	105	---	7500
Water Shoot	3x2	PR	1200	90	Good	12500

	DIM	Price	The Lake is the only decoration that is able to be reduced in size by using the delete tool after it has been placed.
Fountain	1x2	10000	
Lake	3x3	01000	
Oak Tree	1x2	00200	
Orange Tree	1x1	00075	
Palm Tree	1x1	00200	
Privet Hedge	1x1	00090	
Spooky Tree	1x2	00200	
Tree Stump	1x1	00050	
White Fence	1x1	00060	

## === Money and Research ===

Enter "TH.L.RCH....." (without quotation marks) as your password (you can use any name you like) to start with 100,000,000 in the bank. After your first month in your first park, all research will be completed automatically.

## === General Questions ===

Q: What's the difference between versions?

A: Most things, actually. Simulation mode is missing, for a start, which means no stock market, warehouse (where you order stock for your shops), negotiation screen (for pay rises and such), or staff strikes. We're also down a member of staff, the Security Guard, who's sole purpose is to keep out Thugs (bikers that like to terrorise your squishy guests, and that are attracted to dirty and/or exciting parks). Research is heavily simplified, and ride durability and capacity cannot be increased. In the terms of pretty-pretty, the graphics have been pretty heavily downscaled, and you can't 'ride' your own rides (FMV).

## === Questions About This Guide ===

Q: Can I use your guide on my site?

A: As of this moment, no you cannot host my guide. Why? Because I believe that the number of sites that I'm allowing to host this guide is enough, enough to keep track of and enough to provide adequate distribution to you, the wonderful FAQ-reading public.

Q: I have this guide, would it be okay if I used a part of yours?

A: \*Chokes\* part of mine? What would be the point of that? You can use my guide as reference for all the things that I can't own (i.e. facts), but you can't go lifting entire paragraphs, even if you credit me for it. Just read the copyright notice at the top of this guide, and then think twice before 'borrowing' anything from me.

Q: If I've found something that you were too stupid to include, or something that you've missed, what should I do?

A: You could take it, turn it sideways and shove it... \*ahem\* just drop me a line and tell me in exact detail as to what it was that I screwed up on or missed out. If you can help me to make this guide more accurate, you'll win a cookie, a kudos cookie (great on calories, lousy on taste).

=====  
Credits and Outro 07.00  
=====

Good news, I auctioned this guide to the highest bidder. This guide is now owned by M. Thatcher. With the J3.50 I got for it, I intend to buy a sheet of writing paper in Nigeria, where I intend to write a guide worth J5. After that, well, the world is my shellfish. You've been fun, and now it's time to go, so if you're the last one to leave, please make sure to turn off the lights.

=== Special Mentions and Thanks ===

The layout of this guide is based upon the layout used by Dalez in his Breath of Fire IV guide [<http://www.gamefaqs.com/features/recognition/2741.html>].

If for some strange reason, you would actually like to thank me, feel free to pay me a visit and leave a comment [<http://mikepenance.tumblr.com>] and pledge to serve as my vassal - too far? Well, just sign it and leave out the "serving me for all eternity" bit (if you like).

-----  
No, Mr. President, they have no idea of my true identity. Yes, Mr. President, it all went according to plan. Shall I continue with the second phase of the operation? Yes, sir, understood.  
-----

=====  
Theme Park (C) 1996 Acclaim Entertainment Inc.  
Theme Park - FAQ/Walkthrough (C) 2014 Mike Penance  
=====

