WILDLIFE PARK 3

MANUAL

Welcome! Dear customer,

Thank you for buying this DVD-ROM from us. Our developer teams have worked hard to create a meticulously designed, interesting and entertaining multimedia product. We hope the product lives up to your expectations and would be delighted if you recommend the game to your family and friends.

If you are interested in more DVD-ROM products from our company or if you would like any general information on our company, please write an email to info@bitcomposer.com or visit our website at www.bitcomposer.com.

We hope you have lots of fun with your new DVD-ROM,

Your bitComposer team

Epilepsy warning

Certain individuals may be susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns. These individuals may suffer a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or any member of your family has ever had symptoms relating to epilepsy, please consult your doctor prior to playing. We also advise parents to monitor the use of video 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 movements or convulsions while playing, please stop immediately and consult your doctor.

Precautionary measures:

- Please sit a reasonable distance away from the screen, as far away as the length of the cable allows.
- Play the game on as small a screen as possible.
- Do not play when you are tired.
- Please ensure you are playing in an environment that is well lit.
- Take a 10-15 minute break for every hour of gameplay.

Contents

1. Introduction

Welcome to the thrilling game world of WILDLIFE PARK 3! ou will travel to all the continents of the world where varied tasks and adventures await you.

Discover the different ways of life of 25 animal species, study their social behavior and attend to every aspect of their wellbeing. Rejoice at the arrival of offspring and prepare to be surprised by the moods and caprices of nature. Not only could you get recognition from the potential visitors to your park, but also from one of the largest animal protection and conservation organizations! If the visitors stay away, then you have obviously done something wrong … we have therefore written this manual to help you avoid making any mistakes! It contains all the important info that a budding scientist and wildlife park owner will find useful. You certainly have the makings of both!

We hope you have lots of fun playing WILDLIFE PARK 3!

2. System requirements

	Recommended	Minimum
CPU	Dual-core CPU (Intel E4300 or higher, AMD Athlon X2 3800+ or higher)	3 GHz Intel Pentium D, AMD Athlon64 3000+
GPU	NVIDIA GeForce 8800 GTX or higher, ATI Radeon 3870 or higher	NVIDIA GeForce 8600 GT or higher, ATI Radeon X1800 or higher (Minimum 256 MB Video RAM, DirectX 9c, shader model 2.0)
RAM	2 GB	1 GB

3. Installation

To install the game, insert the WILDLIFE PARK 3-DVD into the DVD-ROM drive. A menu will then appear on screen to provide step-by-step instructions on how to install the game. Click "Install Wildlife Park 3" and follow the instructions.

If the installation menu does not start automatically once you have inserted the CD ROM into the drive, the Windows Autostart function may be turned off. In this case, click the "Start" button at the bottom left of the Windows desktop and then click the field "Search Programs/Files". Once there, use the keyboard to type: D:\ Wildlife Park 3 Setup.EXE, whereby "D" is the initial of your CD ROM. Then click "OK".

Note: If the drive you are using has another initial, simply replace the "D" accordingly.

NOTE: This product has been copy-protected using technical means.

NOTE: DirectX 9.oc or a more recent version must be installed on your computer to launch the game correctly.

4. Starting the game and the main menu

Once the installation is complete you can start the game in the following ways:

◉ Double-click the left mouse button on the WILDLIFE PARK 3-icon on the desktop.

◉ Once the WILDLIFE PARK 3-DVD has been inserted into the drive *(if the Autoplay function is on)* the start menu should automatically appear on screen.

◉ Click the "Start" button on the bottom left of the desktop and then select "All programs" and then the directory "BitcomposerGames/Wildlife Park 3" and then click "Run Wildlife Park 3".

After the intro sequence you will access the main menu for WILDLIFE PARK 3. Click the mouse to skip the intro.

When starting the game for the first time, you will be asked to enter your username and your game progress will then be stored and managed under this name. If you want to add a new user, please use the user admin section to call up the relevant menu.

4.1 User admin

Here **1** you will see the player name you entered when you started WILDLIFE PARK 3 for the first time. Your game progress in the missions and Freeplay mode will be saved under this user's name. If you want to add another user, click the "User admin" button **2**. The "User admin" menu will then appear in which you can create a new user *("Create new user" button)*, delete a user *("Delete user" button)* or change the user. To do this, select an available user and click "OK".

4.2 Continue the game

If you have already played WILDLIFE PARK 3 on your computer, you can use this option to resume play where you left off. Click the "Continue game" button **3** and you will return to the last mission or the last game you were playing in Freeplay mode.

4.3 Campaign

Click the "Campaign" **4** button to call up a list of adventures. Some tutorial missions will help you on your way to becoming a successful WILDLIFE PARK 3 manager, but we won't give too much away just yet...
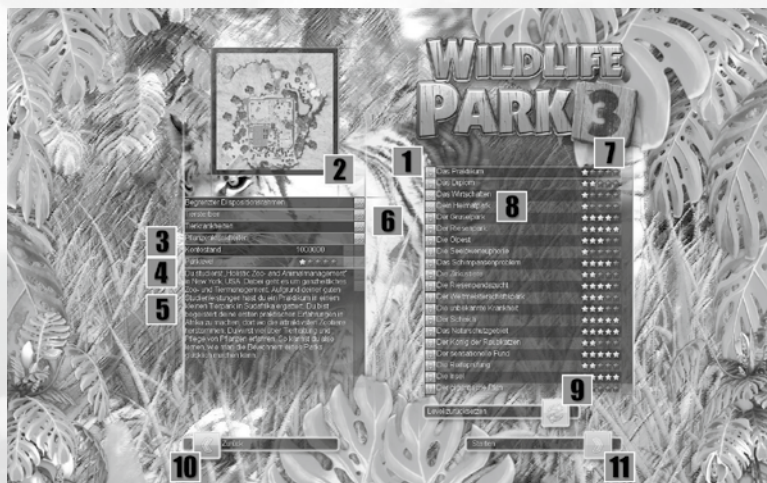
Use the left mouse button to click on the first campaign **1** "The Internship" to select this mission.

In the left part of the screen you will now see an overview of the terrain **2** in the form of a map, details of your available capital "Bank balance" **3**, the "Park level" in stars **4** and a short campaign briefing **5**.

You can also find out which difficulty level settings **6** are available for this campaign. The following difficulty level settings may be turned on *(gray tick)* or off *(gray cross)*:

Difficulty level settings

Limited overdraft facility: You cannot have unlimited credit; if your credit exceeds a certain limit your park will be progressively shut down, e.g. staff will cease their work activities, facilities will be forced to close and a ban on expenditure will be imposed.

Animal death: If this feature is activated, you must handle your animals with particular care as they could, for example, die of illness, exhaustion, lack of food, cold, heatstroke or old age.

Animal diseases: This setting determines if the animals can fall sick.

Plant diseases: Plants can also succumb to diseases if this setting is activated.

Bank balance: This shows the amount of credit you have available at the start of the game.

Park level: This shows the park level at the start of the game. A higher park level will encourage visitors with higher demands to visit the park. As the park level increases, more and improved construction options, upgrades and of course more attractive animals will be available to you to ensure these visitors are satisfied accordingly.

Only the first four tutorial missions will be unlocked initially, and these are marked with the open green padlock icon **1**; subsequent missions will be unlocked once you have successfully completed a mission. If you really don't like a mission, you can simply skip it. Missions that you have completed are marked with a green tick and missions that have not yet been unlocked are marked with a closed padlock icon.

The yellow stars on the right behind the campaign name **7** indicate the current park level that was achieved in the relevant campaign.

The park in the fourth campaign, "Your Own Park" **8**, as the name suggests, becomes your own personal park in the future and you will begin your further adventures from here. You can keep returning to your park after completing subsequent campaigns and can upgrade and extend it. You will sometimes be handed "Rewards" for puzzles and missions that you have completed successfully and you will find these in the game menu using the "Achievements" button *(on the top right)*. You can only use these in your own park. Heimatpark einsetzen.

You can also reset particular missions in Campaign mode once you have played them. To do this, click the "Restart level" button **9** on the bottom right of the map list, and the mission will be reset to its original state. **Warning! In so doing, all your game progress in this mission will be lost!**

Click "Back" **10** to return to the main menu if you change your mind and don't want to play a mission.

Click "Start" **11** to play the mission you have selected.

Let's go!

4.4 Freeplay mode

Here *(Page 6, no.* **5** *)* you can seek out preset environments around the globe with different climatic and terrain conditions where you can design your own wildlife park!
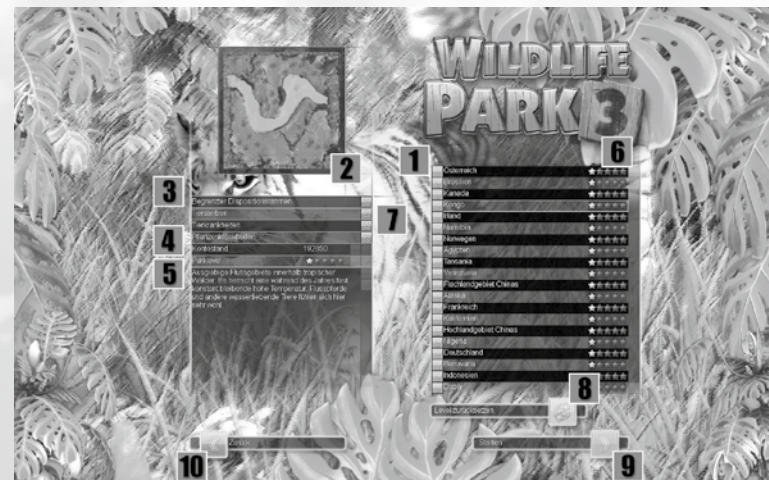
Select a map in the list **1**. Here you will also see next to the park overview that will change depending on your game progress on this map, a short description of the map **2** and in "Campaign" you will see the difficulty settings **3** for:

Limited overdraft facility, Animal death, Animal diseases and **Plant diseases**.

In Freeplay mode you can set your initial bank balance **4** and the initial park level **5** .

Remember: Once you have "configured" the map and have played on it for the first time, the settings and the game progress for this map will be saved. You can see this next to the change on the overview map [2] and from the increasing park level [6] *(No more changes can be made subsequently (gray buttons [7]))*, but you can however reset maps. To do this, click the "Restart level" button [8] on the right under the list of maps.

There is also a park level in Freeplay mode; the current Park level for the maps you have already played is displayed to the right next to the map name. The lowest park level is always 1 star.

If you are happy with the map you have selected, press "Start" [10] and off you go! If you want to return the main menu, use the "Back" button [11].

4.5 Photo album

Here *(Page 6, no.* [6] *)* you will find your personal digital WILDLIFE PARK 3 photo album. All the photos you have taken during the game will be stored and displayed here. The images are displayed side by side and you can click on an image to show it in full screen. In this view you can also delete any pictures you don't like.

4.6 Settings

If you want to adjust the settings of the graphics and sound/music or the controls, you're at just the right place *(Page 6, no.* [7] *)* to for example modify the game at one stroke to match your computer's performance level without having to make lots of changes.

If your PC is slightly older and you don't think the game is running smoothly *(e.g. jerky image)*, select "medium" in the graphic quality section. If the problems persist in subsequent games, select "low". The game looks best in the "highest quality setting" of course!

You can also set the screen resolution for your monitor, which will also affect the speed of the game display. Here too, it is better to select a lower resolution when playing on older computers *(e.g.1280x1024)*.

Once you have made the adjustments yourself, the setting option "Graphic quality" will default to "User defined" and will be saved specifically for you and you can now compile your own configuration.

You can use the three buttons on the top left *(screen, speakers, mouse)* to access the sub-menus for the graphic, audio and user interface settings and can adjust the various settings as required. Use the horizontal slider bar, the arrow keys or the red or green boxes *(green indicates "on", red indicates "off")*.

If you click "Cancel", the changes to the settings will not be applied and you will return to the main menu, so click "OK" to apply the modified settings.

NOTE: Some changes will not be applied until after you restart the game.

4.6.1 Graphic settings

Generally: the more graphic settings are turned on, the more realistic individual game elements will appear, which however places heavier demands on your graphics card.

Screen resolution: Here you can set the number of pixels used to display the screen on the monitor; the higher the number of pixels, the sharper the image.

Texture quality: Adjusts the resolution of the surfaces of objects in the game world.

Anisotropic filter: Provides a sharper texture display on sloping surfaces *(e.g. ground, mountainsides)*. Without the filter, the textures will become very indistinct and blurred. The higher the setting on this filter, the sharper the textures, even viewed at a distance.

Antialiasing: A specific method of displaying the edges and outlines of objects in a softer and more realistic way.

Distance detail: The further the slider is moved to the left, the lower the object resolution will be when viewed from further away *(e.g. zooming out)*.

Range of vision: The further the slider is moved to the left, the more objects will become blurred and disappear when viewed from further away *(e.g. zooming out)*.

Shadows: Turns the shadows of animals, buildings, etc. on/off.

Grass: Turns the blades of grass on ground textures on/off.

Volumetric light: Turns the beams of light effect on/off

Depth of field: Turns the depth of field effect on/off.

Bloom filter: Turns bloom effects on/off.

Normal mapping: Turns normal mapping on/off.

Water reflections: Turns the reflections on water surfaces on/off.

Coat: Turns the display of the animals' coats on/off.

Ground resolution: Sets the resolution of the animals' coats.

Ground resolution: Sets the resolution of the ground.

4.6.2 Audio settings

Music volume: Adjusts the volume of the background music in the menus and in the game.

Speech volume: Adjusts the volume of the ambient sounds *(e.g. animals, weather effects, etc.)*.

Speech volume: Adjusts the volume of the speech *(e.g. in the tutorial missions)*.

4.6.3 User interface settings

Tooltips: Displays text fields when the mouse pointer is moved over a button.

Tooltip delay: The further the slider is set to the left, the slower it will take for text boxes to appear when the mouse pointer is moved over a button or icon.

Animated background: Menus *(e.g. the main menu)* may sometimes have an animated scene instead of an image in the background when this setting is turned on.

4.7 Quit the game

Click the "Quit" button *(Page 6, no. 8)*, to quit **WILDLIFE PARK 3** and to return to the desktop.

5. Controls and user interface

To familiarize yourself with the individual game functions and areas, click the "Freeplay mode" button in the main menu and click on any map in the list to select it and then press "Start".

Welcome to the game world of **WILDLIFE PARK 3**!

5.1 Controls

A few actions using the mouse or keyboard are all it takes to look and move around the game world.

Move the mouse pointer to the edge or corner of the screen to move the view to the corresponding direction. Alternately, you can also use the arrow keys or the W, A, S and D keys of your keyboard. If you move the mouse pointer to the left edge of the screen for example, the view will move to the left. Try it out!

You can also scroll the image detail without moving the mouse pointer to the edges or corners of the screen. Simply hold the left mouse button down and move the mouse a little way in the direction required.

To rotate the view, hold the mouse wheel or the center mouse button down and move the mouse to the left or right.

You can zoom in or out of the game events to view them more closely. Simply turn the mouse wheel to do this.

In **WILDLIFE PARK 3** you can experience your park from a visitor's perspective! To do this, zoom in as close as possible with the

mouse wheel and the view will change to "1st person perspective". To move forward or backward in 1st person perspective, move the mouse pointer to the top or bottom edge of your screen or use your keyboard *("Up" and "Down" arrow keys or the W and S keys)*. To turn around, move the mouse pointer to the right or left edge of the screen or use the relevant keyboard keys *("Right" and "Left" arrow keys or the Q and E keys)*.

If you want to place an item on the map *(e.g. buildings or decorative items)*, hold down the left mouse button and move the mouse up or down to rotate the object before placing it on the map. When you then release the mouse button, the alignment of the item is maintained and you can then click the mouse again to locate it on the intended spot.

> **HINT:**
> You will find all the available keyboard commands in "Hotkeys" on the back of this manual.

5.2 User interface

First, a little tip: You can use the "Tab" key to hide/show the entire WILDLIFE PARK 3 user interface. So you can occasionally enjoy looking at an unobstructed view of your park. The user interface will automatically be hidden on the photos you take of your park.

Let's first have a look at the generic buttons at the top of the screen:

5.2.1 Animal shop, applicants, construction options and credit

1 The first to appear on the top left is the important button for "Animal trading". Click this button to open the Animal trading menu, where you can double-click to buy different animals and access information on the animals.

2 Click on the second button to open the "Applicant" menu. Here you will find the various applicants for the range of jobs in your park, depending on the park level. You will see gardeners, garbage men, keepers and medical staff with different skills and salary expectations.

3 We now come to the button for "Ground and terrain tools". Here you will find tools you can use to design and treat the ground *(e.g. raise and lower it)* and the ground covering *(e.g. grass, soil, mud, etc.)*. You will also find the "bulldozer" here which you can use to delete any superfluous objects from the map.

4 Next up is the "Foliage" button. You may wonder what you'll find here: all kinds of plant varieties *(click on the small green gearwheel on the relevant plant button)* and prices with their varying attractiveness level.

5 We move on to "Enclosure facilities"; where you can find the essential elements that will keep the animals in the park happy and satisfied: climate control units, feed, play facilities shelters and lastly fences to keep the humans and animals separate and partly to protect them from each other.

6 The next button "Visitor facilities" offers us all the vital components to satisfy visitors with different demands: closed animal houses such as aquariums and aviaries, track and flight facilities and a wide range of food, drink, recreation and cleanliness.

7 The last, but very important construction options are under the button "Decorative item"; here you will find lots of beautiful objects and features you can use to design and adorn your park.

8 The "Profit and loss" button takes you to the statistics which you can use to check and control the profitability of your park. The resulting bank balance is shown next to it **9** .

HINT: When building you can select between grid-free and grid-based construction. To do this, find and select this button in the Construction options section!

On the right we see the menu for the:

5.2.2 Park level, overview lists and achievements

1 The "Visitor book" button opens the visitor book where visitors can comment on and rate the park.

2 This indicates your current park level. The small bar below shows how near you are to achieving the next star.

3 The "Tasks" button: Here you will find a list of your outstanding tasks and the progress in the various tasks.

4 The "Facilities" button opens a list of the facilities you have purchased for and built in your park. You can filter and sort the individual facilities. It is important to monitor the income and attractiveness levels closely. Click an entry to access a facility direct. Use the list of facilities to open, close and sell "selected" facilities.

5 The "Animals" button opens a list of the animals you have purchased and who live in your park. You can filter and sort the individual animal entries. It is important to monitor the satisfaction and attractiveness of the animals closely. Click an entry to access an animal direct.

The red or green bar shows the overall satisfaction of your animals and the value shown underneath is the satisfaction level as a percentage. Use the animal list to sell "selected" animals or all the animals of this type, and enter the names.

6 The "Visitor" button opens a list of all the visitors that are in your park at present. You can filter and sort the individual visitor entries. Monitor the satisfaction and demand levels of the visitors closely. Click an entry to access a visitor direct.

The red or green bar shows the overall satisfaction of the visitors, and the value shown underneath is the satisfaction level as a percentage. You can also use the visitor list to send "selected" visitors home.

7 The "Plants" button opens an overview list of all the plants in your park (excluding those in the outer zone). You can filter and sort the individual plant entries. Monitor the satisfaction and attractiveness of your plants closely. Click an entry to access a plant direct.

The red or green bar shows the overall satisfaction of your plants and the value shown underneath is the satisfaction level as a percentage. Use the plant list to sell "selected" plants or all the plants of this type.

8 The "Personnel" button opens a list of all the staff in your park. You can filter and sort the individual personnel entries. Monitor the work capacity of your staff closely. Click an entry to access a staff member direct. Use the personnel list to sell "selected" staff or all the personnel for that particular task or profession.

9 The "Achievements" button: Here you will find the achievements you have earned and won during the game, which you can use in your own park or in Freeplay mode.

Now let's focus on the control options at the bottom of the screen:

5.2.3 Overview map and generic buttons

First let's have a look on the individual buttons on the overview map menu on the bottom left of the screen:

The small land map *(= mini-map **1**)* shows an overview of the terrain.

Small triangles **2** indicate where your animals are and the "line" triangle **3** displays your current camera view. **Useful tip:** click anywhere on this "mini-map" to focus the main view immediately on this spot!

The blue and purple buttons **4** with the rotation arrows and plus and minus below the map are for navigation, which you have already learned how to do using the mouse and the keyboard keys. You can use the green buttons **5** to set the game speed or pause the game.

The two blue squares **6** indicate the current weather conditions or the prevailing temperature.

You can take photos using the button with the camera icon **7** and your snaps will be stored in the photo album.

On the top right **8** you will see your current game month and year displayed. The two arrow buttons below **9** undo actions *(e.g. building)* or restore actions that you have "undone".

The button with the monitor icon **10** calls a menu up in which you can restart the game, return to the main menu or quit the game immediately. If you don't want any of these, just click the "Continue game" button.

The larger button on the bottom left **11** with the crossed out icon is used to show/hide the indications that appear above different items. These indications appear for example when all is not well with your visitors, animals or plants.

5.2.4 Message window

The latest news will always be shown in the message window. Use the "Show all messages" button to open the list of messages and on the bottom right of the menu you will obtain an overview of all the messages you have received to date. You can either select individual messages to delete them, or delete the entire message list.

5.2.5 Object info and control panel when selected

You can click the mouse to select all the objects in your park *(even the terrain!)*. Depending on the type of item *(e.g. animal, plant, visitor, facilities, decorative item, etc.)* you will have two menus for each:

5.2.5.1 Object control panel (animal)

The icon above the animal **1** immediately shows you what the animal is missing most (exercise in this example) and if the animal is feeling well and happy or not. If you see a similar sign above animal anywhere in your park, it means something isn't right.

The bar **2** indicates the animal's level of satisfaction; a full, green bar corresponds to total satisfaction, whereas an almost empty red bar shows that the animal is having to live in bad conditions and could even die! Therefore, always ensure the complete wellbeing of your animals and that no over-zealous animal protection officials are urgently called to your map!
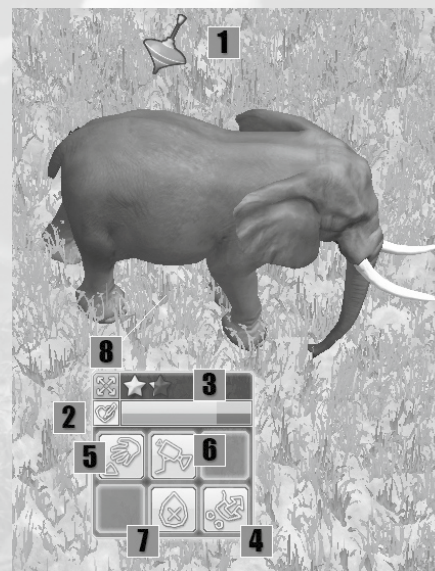
The yellow stars **3** show the maximum attractiveness of the selected animals. The more stars that are completely yellow, the more interested your visitors will be in this animal, and the higher its current sale price will be (if you can really find it in your heart to be separated from your animal).

A click on the "Sell" button **4** sells the animal and credits your account accordingly. Use the "Take" button **5**, to move an

animal to another position on the map. **Tip:** Should an animal be unable to move because you have maybe built too many objects around it, or owing to work on your terrain, you can simply pick the animal up and position it where it can move around freely again and is more satisfied.

Click the "Follow" button 6 to view the animal selected in the center of the screen and the view will remain on this animal until you carry out another action.

If you want to prevent your animals from producing unwanted off-spring, e.g. to save additional running and maintenance costs, you can also "Sterilize" the animals 7 .

You can also move this control panel if you want to place it else-where on the screen. To do this, click 8 and hold the mouse button down and move it anywhere you want on the screen.

TIP: This works in exactly the same way for all the other objects, and may sometimes provide identical or additional functionalities. You can therefore use this menu to apply upgrades and goods or simply to customize the look of your item. Just try it out and click on different objects!

5.2.5.2 Info window (animal)

Depending on the item you have selected, important information on the item will appear on the bottom right of the screen. Here we will use the most important information on an animal as an example to study this feature more closely:
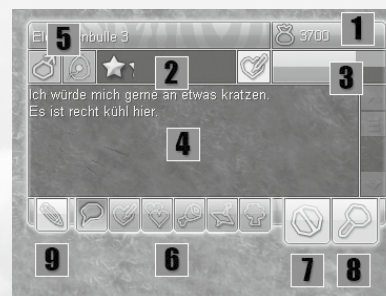
1 shows the current sale price of the animal.

2 Here you see the current attractiveness of your animal.

3 is the familiar satisfaction bar from the animal control panel.

The info area 4 may look slightly different. E.g. here you see a list of messages, and what this particular animal is feeling most urgently is shown above. If this list displays no messages, then everything is satisfactory for this item *(an animal in this case)*.

For example the icons 5 show if the animal is sexually mature yet or sterilized and of course if the animal is male or female. With plants, here you will find information such as if the plant is in bloom or if it bears fruit. If you are unsure of what an icon means, then move the mouse over it and the tooltip will provide more details.

You can use the buttons 6 in the lower section of the menu to call up more detailed information on the satisfaction and status of the animal in the various areas. You can see here that the "Thoughts" button has been selected at present. As previously explained, the animal is telling you what he feels; good and bad! You can use this information to control the game and to keep the animals *(or other items)* satisfied.

If you want to have more detailed information on everything, use the extra buttons *(e.g. here on an animal):*

Status: Here you will find information on age, energy and diseases

Behaviour: This provides details on the demands regarding herd size and mating.

Food: The types of food required for each animal are shown here, e.g. water, grasses, leaves, fruit, etc.

Exercise and hygiene: Here you will find information on the satisfaction relating to the animal's exercise and hygiene requirements, e.g. scratching, wallowing, etc.

Environment: Here the animal rates its environment based on various demands such as cleanliness, ground hardness, temperature and foliage.

7 closes the window, and under "Details" **8** you will find more precise information on the animal's daily needs.

TIP: The information fields for all the other items work in exactly the same way and may sometimes provide identical or additional functionalities. You can therefore use this menu to apply upgrades and goods or simply to customize the look of your item. Just try it out and click on various objects and read the info window!

6. Credits

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9. Technical Support

Send your request to:

support@bit-composer.com

Hotkeys (shortcut keys)

Right mouse button	Deselect item chosen / Cancel purchase of item
Mouse button	Zoom in/out
Center mouse button	Rotate view
Double-click	Build object / Buy animal / Hire personnel *(Construction menus)*
Pause	Pause game
ESC	Open menu
Tab	Show/hide buttons *(interface)* and info bar
+ (num pad)	Increase building or tool radius *(ground, terrain work, bulldozer, etc.)*
- (num pad)	Reduce building or tool radius *(ground, terrain work, bulldozer, etc.)*
Ctrl + Z	Undo action*(s)*
Ctrl + Y	Restore undone action*(s)*
Arrow keys	Scroll view *(bird's eye view)*
W, A, S, D	Scroll view *(bird's eye view)*
Image up	Angle view to north
Image down	Angle view to south
Up arrow key / W	Go forward *(1st person perspective)*
Down arrow key / S	Go backward *(1st person perspective)*
Left arrow key	Rotate left *(1st person perspective)*
Right arrow key	Rotate right *(1st person perspective)*
A, D	Go left/right *(1st person perspective)*