

SimSafari Demo for Windows 95

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Readme Text File

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SimSafari Features

We hope you enjoy the SimSafari demo. Although it's missing many of the features of the full SimSafari product, it will give you a feel for what it's like to balance the plants and animals in your safari park. Balancing the species in the *demo* is sort of like playing with one arm tied behind your back, because you really don't have all the information that tells you how to help animals succeed. But you'll have all the species information you can possibly use in the full version. Plus:

- More plants and animals (over 50 exotic species in all)
- Close-up views of animals and plants
- An ecologist who gives you specific advice to keep you on track
- A Safari Smarts trivia game
 - Challenging missions where you put your expertise to the test

By the way, the park is only one of three main areas in SimSafari. You also build a safari camp for your park visitors to help you raise income to keep your safari in operation. In the camp you have:

- The ability to place a wide range of tourist amenities like tents, lodges, animal blinds, and 4-wheel drive vehicles
- A business manager who helps you make smart decisions with your money
 - Tourists (the number of them depends on how well you run your camp) who wander the camp and use the amenities you provide

There's also a local African village. In the village you'll find:

- The village elder who will tell you how the people are feeling, who is willing to work in your camp, and whether there's any danger of animal poaching.
- A working, playing population that's different every time you visit. As you become a successful safari director, your profit sharing money helps the village add things will contribute to their quality of life.

Keeping these three areas under control will keep you hopping. Add sudden disasters (like droughts, fires, and locust invasions), and you've got a howling good time on your hands.

Product Specifications

Format: Windows 95/Macintosh
ISBN: 0-7845-1345-7

System Requirements:

Windows 95...

IBM or 100% compatible 486 DX4/100 or faster. REQUIRES Windows 95; 16MB RAM; Double-speed CD-ROM drive (recommend quad-speed); 20MB free hard disk space; Microsoft compatible mouse; SVGA 256 colors. SUPPORTS Windows compatible sound card and printer.

Macintosh...

REQUIRES PowerPC; System 7.5 or above; 16MB RAM; Double-speed CD-ROM drive (recommend quad-speed); 20MB free hard disk space; 640x480 color monitor with 8-bit (256 color) graphics. SUPPORTS Macintosh sound and printer.

Installation Notes

The procedure for installing and running the SimSafari demo is quite simple. All files for the demo are contained in a self-extracting executable. To install the files, simply double-click on the SAFDEMO.EXE file, and it will unwrap the archive into a series of program files in a single folder.

Here's a packing list of all the files needed for the demo:

```
Demo.spd  
Demosnd.spd  
Dsw32.dll  
Smsafari.dll  
Smsafari.exe  
Safdemo.ini  
Strings.spd  
Readme.txt
```

Starting the SimSafari Demo

To start the SimSafari demo, find open the folder that contains the SimSafari demo program and double-click on SMSAFARI.EXE. To stop the demo, choose *Exit* from the *Safari* menu.

FAQ (Frequently Asked Questions)

This FAQ will provide you with answers to commonly asked questions about the demo version of SimSafari. **Since there is no users manual available for the demo, use this FAQ as a rough guide in exploring the demo's features.**

Q: *Why do some animals appear on the screen but not in my toolbar?*

Certain animals and plants attract different species of animals. The full version of SimSafari has more plants and animals than the demo version, which will allow you to place all animals you see. See how many different kinds of animals you can attract!

Q: *What are the village and camp?*

The village and camp are portions of SimSafari which are not available in the demo version. In the full game, you build up a camp in order to attract visitors to your park. You can hire villagers from the village in order to accommodate your guests. By balancing the needs of the village, camp, and park, you will have a thriving safari adventure!

Q: *Since I only have usage of the park, what can I do with it?*

You can place some selected animals and plants in your park, as well as modify the terrain with the bulldozer and water tools. Note that adding water costs money! (It's expensive to establish water in the African Savanna!)

Animals need food, so make sure grass-eating animals have grasses and shrubs. Carnivores will require other animals to eat for food. The full version of SimSafari comes with a complete field guide and Food Web which explains what food the animals eat. For now, you may want to experiment.

Q: *What is a mission?*

A mission is a SimSafari game which has a specific objective. You may have to help an endangered species thrive, rebuild a fire-damaged park camp, control an exploding animal population, or stop poaching! Missions test your true skill of managing a park safari. Missions are only available in the full version of SimSafari.

Q: *What do the binoculars do?*

In the full version of SimSafari, you can use this "Close-up" tool to gather more information about a specific animal or plant you encounter in your park. See animals in action with animations and multimedia sound. Bring up advanced information about the eating habits of your animals and find out which plants will keep your animals alive. The Close-up tool is only available in the full version of SimSafari.

Q: *What purpose do roads serve?*

Roads allow visitors from the camp to drive around in your park. Since the camp is only available in the full version of SimSafari, the road tool in the demo version isn't very useful, but you may use it to help decorate your park.

Q: *What is that building in the middle of the park?*

Why that's your park headquarters, of course!

Q: *What are disasters? How do I use them?*

Disasters add an element of danger and skill to your park. You can start fires, launch a locust invasion, or invoke a drought condition. By coping with various disasters, you test your skills as an experienced park ranger. To start a disaster, choose one from the Disasters menu. Or, turn disasters on and wait for a random disaster to occur!

Q: *What is the Ecologist?*

The Ecologist provides you with information about your park. You can find out your animal and plant populations (and graph or print them!), use the Field Guide to find out detailed information about animals and plants, or test your safari knowledge with the Safari Smarts trivia game. The Ecologist also gives you hints to help make your park thrive. Sorry, the Ecologist is only available in the full version of SimSafari.

Other advisors are also present in the full version of SimSafari. The village elder will help you hire labor for your camp. And the business advisor in the camp will show you how successful your park is.

Q: *I'm not hearing much sound. Is this a problem?*

The demo version of SimSafari contains only animal sounds. The full version of SimSafari has various jingles and background sounds that occur throughout the game. This is also why you cannot modify the *Background Sounds Off* option in the *Options* menu.

Q: *Wow, this game is really neat! How can I get the full version?*

Read the *Obtaining the Full Version* section below for more information on obtaining SimSafari.

Q: *I'm having problems installing or using the demo. Can I get technical support for it?*

Technical support is not available for the demo version of SimSafari. The demo is distributed freely and technical support is not included in the package. The full version of SimSafari is a full-featured product, complete with technical support and informative documentation.

Obtaining the Full Version

To obtain the full version of SimSafari for your PC, go to the nearest store or vendor where software is sold. If you can't find SimSafari locally, you can order it directly from us. We can ship products worldwide. To purchase SimSafari, or for more information, contact us at:

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