

Genre: Sim
Publisher: JoWood Productions (formerly Fishtank Interactive)
Developer: NovaTrix
Release Date: Summer/Fall 2002
Platform: PC
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Description

The player must build a *Wildlife Park* from the ground up, continually tweaking it so that the visitors will happily spend their money. He starts out with only the park area, a ticket booth and a decent amount of money. From there the player has to acquire animals for his park, build their surroundings, stock souvenir and snack stands, add a few employees, and then opens the gates and let the visitors flow in.

Wildlife Park features more than 50 different animals with individual behavior patterns and needs. They come young and old—aging visually over time—and in genders, possibly breeding and rearing their offspring. The player's job through all of this is to satisfy the animals' needs, allowing them to thrive, so that the park will be constantly full of visitors.

In order to progress in the game, players must prove that they can handle the growing and challenging demands of “delicate” animals such as Pandas. All of which must be managed in various climates (tropical, temperate...), with limited space. Last but not least, players may be required to build a zoo with no fences, using only natural resources to separate the animals from each other and the visitors.

The game consists of several different terrains in different areas around the globe on which the player can start up his new *Wildlife Park* business.

System Requirements

- ✎ Microsoft® Windows® 95/98/ME/2000/NT/XP
- ✎ Intel® Pentium® II 300MHz or better
- ✎ 64 MB RAM
- ✎ 2 MB Graphics card
- ✎ 8X CD-Rom