

Small Theme Park – Roleplay Information [EN]

Information: It is strongly recommended to create a private server. Up to 30 players maximum, 10 players recommended.

Activities/Jobs:

Operator: The attraction operator must run their attraction until the end of the day (according to the roleplay owner's preference).

Player (Visitor): The player, like the visitor, is the one who spends their day in the park.

Guide (optional): The guide directs the players to locations according to their wishes, as well as explaining how it works.

Operator Activity:

Wood Express:

- Dispatch (depart) a train that is in the station.
- Board players waiting behind the barriers.
- Check that the attraction is running properly.

[Warning: If after 2 minutes, one of the two trains does not arrive in the braking zone, the operator must [The operator must walk around the course. If the train stops in a dip or at the bottom of a bump in the middle of the ride, they must evacuate the rider and declare that the attraction is closed. However, you can go and help another operator at another attraction. Do not start a train if one of them is not in the braking zone.]

Suspended:

- Dispatch (start) a train that is in the station
- Board the players waiting behind the barriers
- Check that the attraction is working properly

[Warning: If after 2 minutes, the train does not arrive in the braking zone, the operator must walk around the course. If the train stops in a dip or at the bottom of a bump in the middle of the ride, they must evacuate the rider and declare that the attraction is closed. However, you can go and help another operator at another attraction. Do not start a train if one of them is not in the braking zone.]
brake]

Drop Tower:

- Start the attraction

- Board the players waiting behind the yellow line

- Check that the attraction is working properly

[Warning: In case of a problem, evacuate the attraction and then perform a dry run test. If the test is not perfect, the attraction will be closed, but you can go and help another operator on another attraction. The operator must also check that no players cross the yellow line.]

Flying Chairs:

- Start and stop the attraction

- Board the players waiting behind the yellow line

- Check that the attraction is working properly

[Warning: The operator must also check that no players cross the yellow line. If the rotation is locked, the operator must unlock it.]

Tea Cups:

- Start and stop the attraction
- Board the players waiting behind the yellow line Yellow
- Check that the attraction is operating properly

[Warning: The operator must also check that no player crosses the yellow line]

Guide (optional):

In a shop:

- Explain how the shop works
- Recommend products from those available
- Explain how to see the number of Tickets obtained by the player
- Answer the player's questions

[Warning: There are 2 shops]

In an Arcade:

- Welcome the player and then offer a choice between a speed game (Drop Zone), a concentration game (Ticket Wheel or Motorway), or a random game (Paths)
- Guide the player
- Explain how the game works
- Answer the player's questions

[Warning: There are 2 arcades]

Exterior Guide:

- Guide the player according to their request
- Answer the player's questions

In case of questions or requests for explanations or requests to be If you are trained, contact Wire Firey.

Small Theme Park – Roleplay Info [FR]

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Activities/Jobs:

Operator: The attraction operator must run their attraction until the end of the day

(according to the roleplay owner's preference).

Player (Visitor): The player, like the visitor, is the one who spends their day in the park.

Guide (optional): The guide directs the players to places according to what they want to do, as well as explaining how it works.

Operator Activity:

Wood Express:

- Dispatch (depart) a train that is in the station.
- Board players waiting behind the barriers.
- Check that the attraction is working properly.

[Warning: If after 2 minutes, one of the two trains does not arrive in the [When the train

stops in the brake zone, the operator must walk around the course. If they see that the train stops in the middle of the course in a dip or at the bottom of a bump, they will have to evacuate and declare that the attraction is closed. However, you can go and help another operator at another attraction. Do not dispatch a train if one of them is not in the brake zone.]

Suspended:

- Dispatch (depart) a train that is in the station
- Board players waiting behind the yellow line
- Check that the attraction is working properly

[Warning: The operator must also check that no player crosses the yellow line.]

Guide (optional):

In a shop:

- Explain how the shop works
- Recommend products from those available
- Explain how to see the number of Tickets obtained by the player
- Answer the player's questions

[Warning: There are 2 [Shops]

In an Arcade:

- Welcome the player and then offer a choice between a speed game [Drop Zone], a concentration game [Ticket Wheel], or a random game [Paths]
- Guide the player

- Explain how the game works
- Answer the player's questions

[Note: There are two arcades]

Exterior Guide:

- Guide the player through their request
- Answer the player's questions

If you have any questions, require explanations, or request how it works, contact Wire Firey