

Research Notes:

- Advisor does seem to tell you immediately if you researched a thing, unless queue is backed up
- 4 level 1 and 1 level 2 researchers took about 24 days to research idol smash at 80% (did not check motivation or tiredness)
- 4 level 1 and 1 level 2 researchers took about 17 days to research idol smash at 100%
- 5 level 5 researchers took about 11 days to research idol smash at 80%
- researching tick appears to happen not at a daily interval?
- 5 level 5 researchers took about 5 days to research idol smash at 100%
- Sometimes rides get researched really fast?
- Research time definitely has a random element to it
- Aztec Bounce takes on average about 25% longer than Sun God
- Chac Attack takes a much longer time still
- tend to research idol smash faster than rides, but when researching in parallel, tend to finish ride first
- Dino Karts takes around 12 days?

General notes:

2nd lost kingdom park has 3 playable sideshows, others have 2

Floating tickets:

- 1 for upgrading a certain percentage(?) of rides
- 1 for trash cans near food shops
 - minimum 4?
 - shops can share trash cans
 - yes you can have 4 shops share the same can and it counts



- 1 for features (can get with staff room, trash cans, and bathrooms)
- 1 for thorough security
 - can get from evenly spacing cameras in an empty park
 - 16 cameras, each about 5 spaces apart works
- 1 for the Path Award

-after placing last available ride, something about “visitors not having to walk far to get to rides”

Lost Kingdom 1:

- Idol Smash
- Dino Karts
- 100 visitors in park
- \$2000 in a year
- Stay in business 1 year
- Tutorial ticket
 - two rides
 - one sideshow
 - one shop
- Dino Racing

Lost Kingdom 2:

- Sun Shooter (available immediately)
- Strength Bird (available immediately)
- Giant Puzzle (1st level sideshow research)
- 200 visitors
- \$3000 in a year
- Stay in business 2 years

Wonder Land 1:

- Fruit shy (available immediately)
- Giant Puzzle (1st level sideshow research)
- Aqua Sprawl (2nd level sideshow research) - no gold ticket
- 150 visitors
- \$2500 in a year
- Stay in business 1 year

Wonder Land 2:

- Worm Bash (available immediately)
- Arcade (1st level sideshow research) - no gold ticket
- Strength Flower (2nd level sideshow research)
- Bumble Buggies (3rd level ride research)
- 500 visitors
- \$5000 in a year
- Stay in business 5 years

Halloween World 1:

- Arcade (available immediately) - no gold ticket
- Bone Crusher (1st level sideshow research)
- Pumpkin Shy (1st level sideshow research)
- 150 visitors
- \$2500 in a year
- Stay in business 1 year

Halloween World 2:

- 250 visitors in park
- \$3000 in a year
- Stay in business 2 years
- Giant Puzzle (available immediately)
- Shooter (available immediately) - no gold ticket
- Fortune Teller (1st level sideshow research) - no gold ticket
- Crypt Karts (3rd level ride research)

Space Zone 1:

- UFO Blaster (available immediately) - no gold ticket
- Strength Rocket (1st level sideshow research)
- Giant Puzzle (2nd level sideshow research)
- The Blobulator (4th level ride research) - no gold ticket, just the coolest name
- 250 visitors
- \$3000 in a year
- Stay in business 2 years

Space Zone 2:

- Martian Mash (1st level sideshow research)