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 Spraw (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)