

AMUSEMENT PARK SIMULATION REPORT

30-Day Simulation

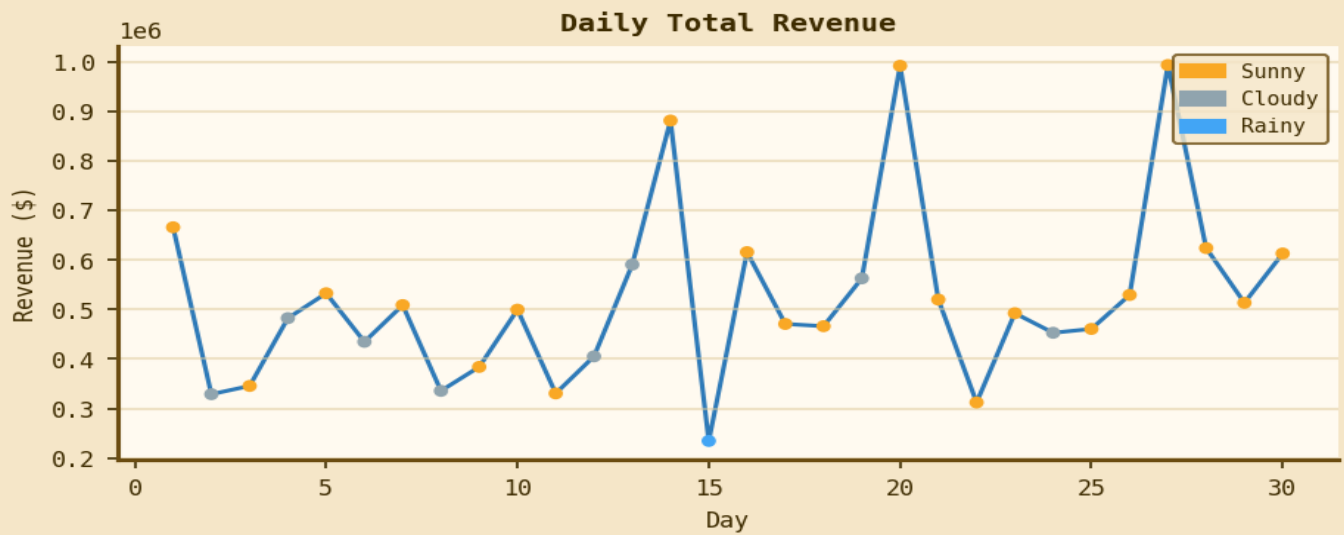
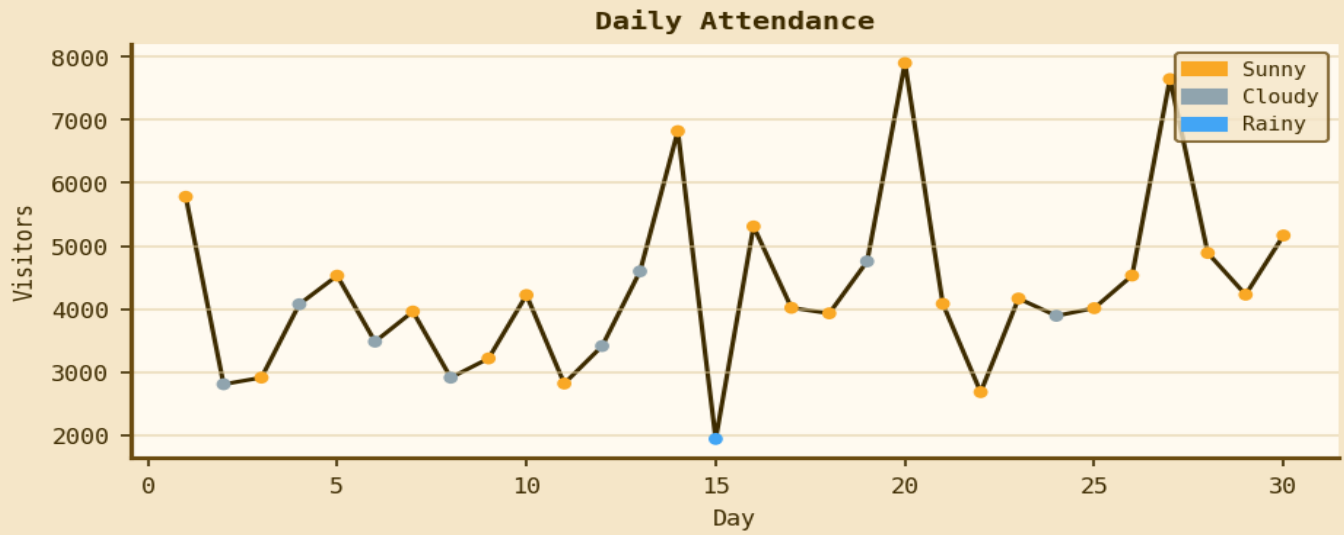
Section 1: Executive Summary

Period	Total Attendance	Total Revenue	Ticket Rev	Food & Bev Rev	Retail Rev
30 days	128,769	\$15,574,748.13	\$9,343,290.00	\$1,984,404.96	\$4,247,053.17

	Day	Day of Week	Weather	Attendance	Revenue
BEST DAY	27	Saturday	Sunny	7,646	\$993,296.49
WORST DAY	15	Monday	Rainy	1,944	\$234,369.17

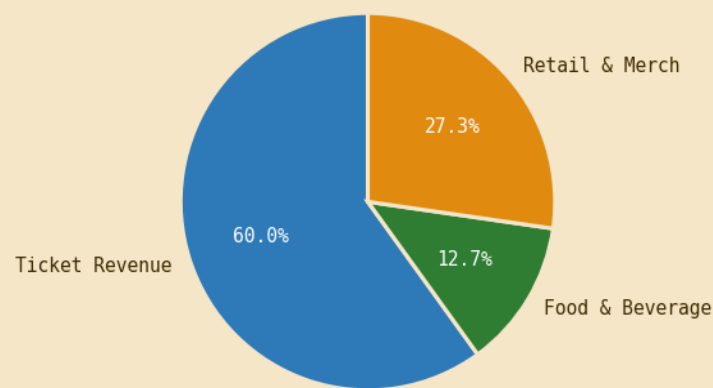
Most Popular Ride	Top Grossing Store
Bumper Cars	Apparel Store

Section 2: Daily Attendance & Revenue Trends

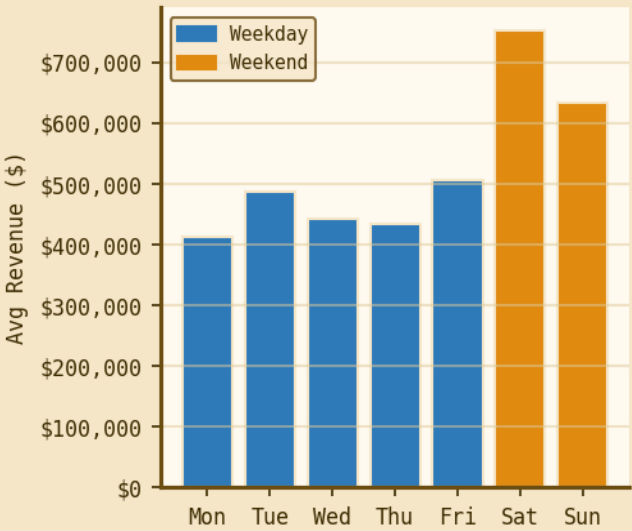


Section 3: Revenue Breakdown

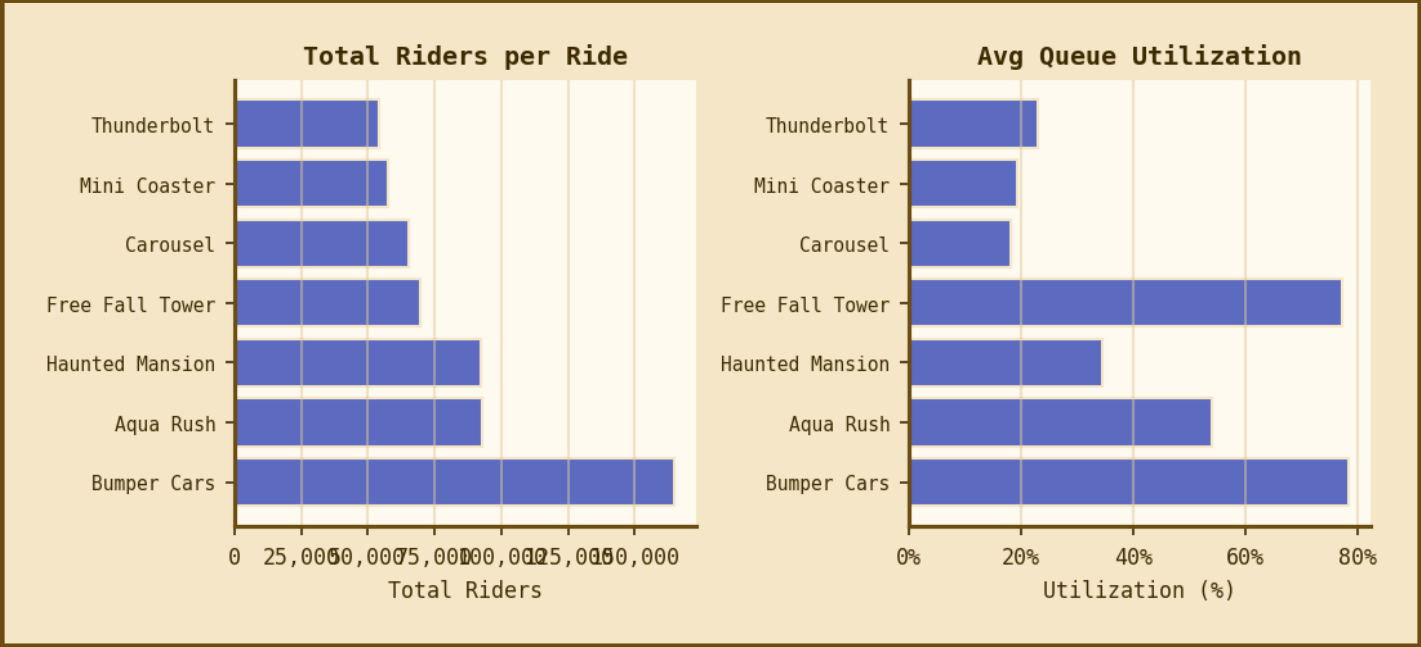
Revenue Mix



Avg Revenue by Day of Week

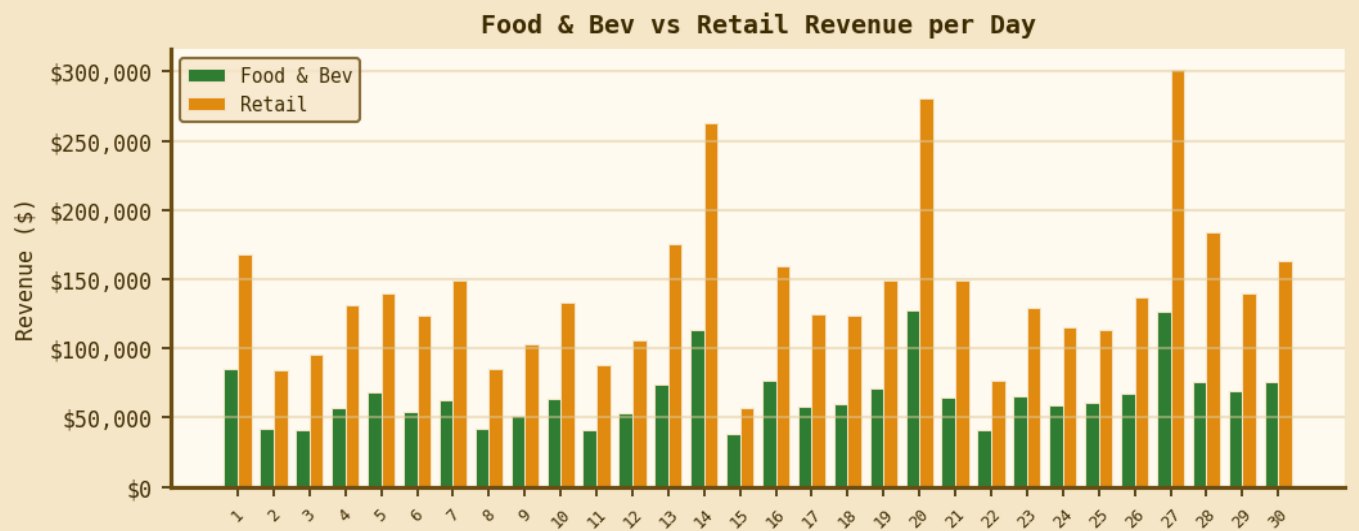
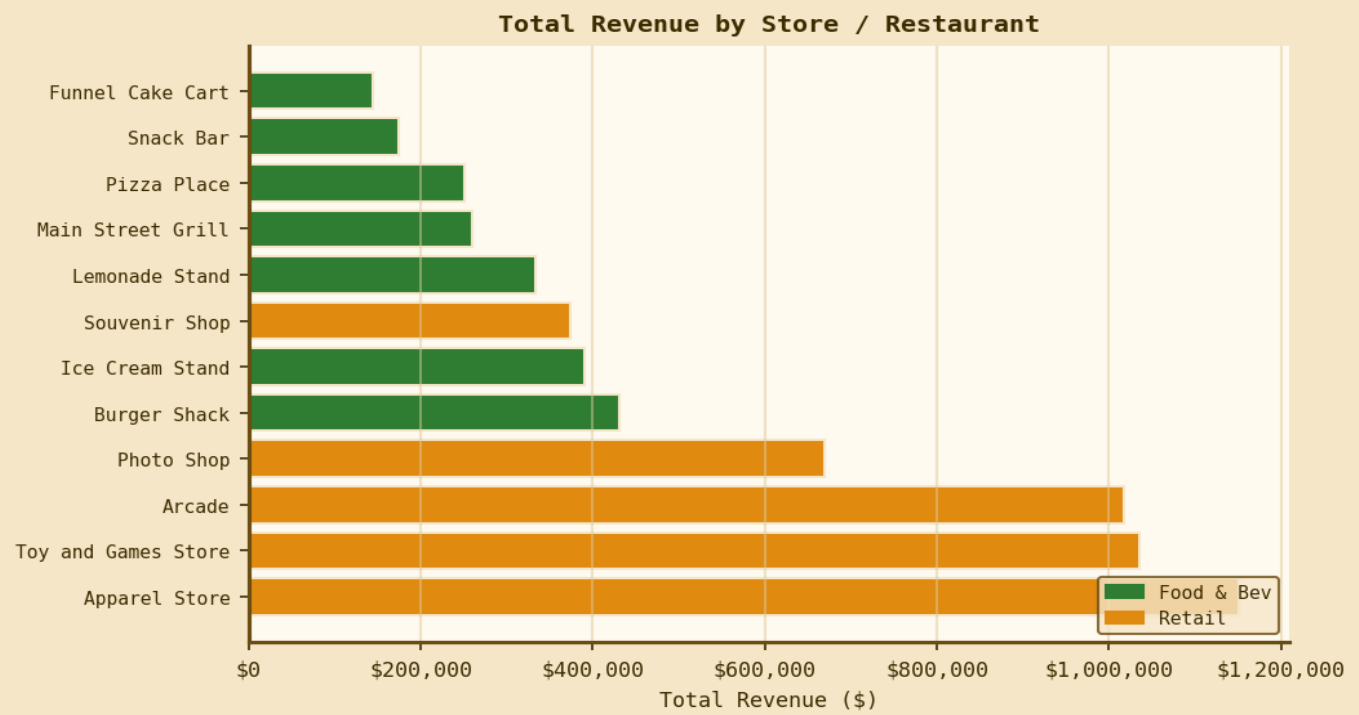


Section 4: Ride Analytics



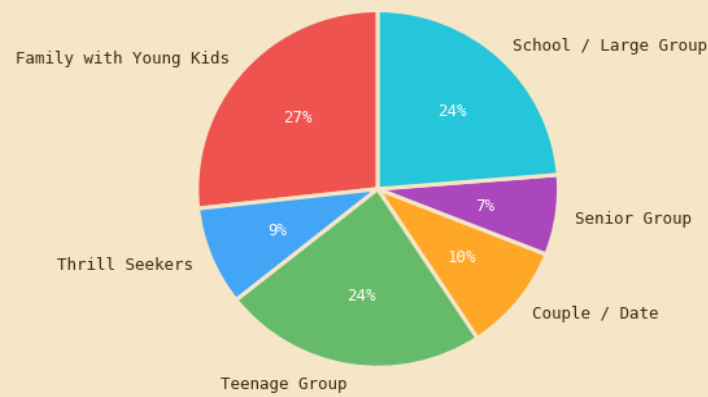
Day	Ride	Hours Down
2	Aqua Rush	4
8	Thunderbolt	2
8	Haunted Mansion	3
12	Thunderbolt	3
15	Carousel	1
23	Thunderbolt	1
25	Mini Coaster	3

Section 5: Store & Restaurant Analytics

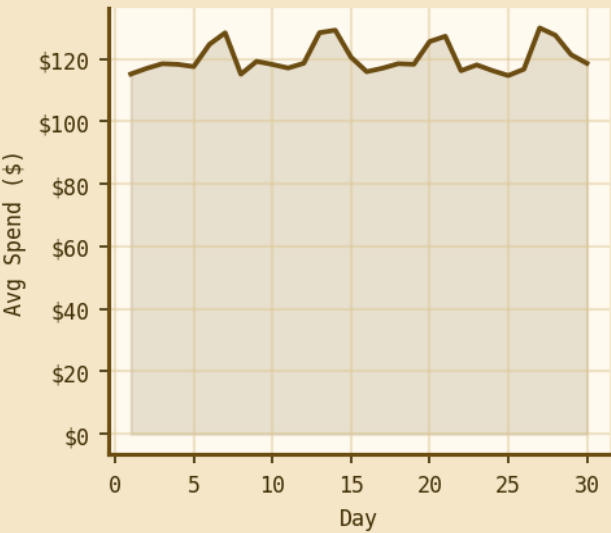


Section 6: Visitor Demographics

Archetype Distribution



Avg Spend per Visitor per Day



Ticket Type	Count	Revenue
Adult	71,293	\$6,059,905.00
Child	40,481	\$2,631,265.00
Toddler	7,679	\$0.00
Senior	9,316	\$652,120.00
TOTAL	128,769	\$9,343,290.00

Section 7: Weather Impact

Weather	Days	Avg Attendance	Avg Revenue
Sunny	21	4,612	\$559,442.76
Cloudy	8	3,744	\$449,010.13
Rainy	1	1,944	\$234,369.17

Section 8: Incidents Log

Day	Ride	Hours Affected
2	Aqua Rush	4
8	Thunderbolt	2
8	Haunted Mansion	3
12	Thunderbolt	3
15	Carousel	1
23	Thunderbolt	1
25	Mini Coaster	3