NOW Ride the Rides!

Roller Coaster
TYCOON 3

PC
CD-ROM
SOFTWARE

EVERYONE
E
CONTENT RATED BY
ESRB

ATARI

TABLE OF CONTENTS

FIRST THINGS FIRST
THE README FILE

The *RollerCoaster Tycoon® 3* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *RollerCoaster Tycoon® 3* directory found on your hard drive (usually C:\Program Files\Atari\RollerCoaster Tycoon 3). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on *RollerCoaster Tycoon® 3*, and then on the ReadMe file.

System Requirements

Operating System	Windows® 98/Me/2000/XP (Windows® XP recommended)
Processor	Pentium® III 733 MHz or compatible (Pentium® 4 1.3 GHz or compatible recommended)
Memory	128 MB RAM; 256 MB for XP (256 MB; 384 MB for XP recommended)
Hard Disk Space	600 MB Free
CD–ROM Drive	4X Speed or faster (8X Speed or faster recommended)
Video	32 MB or greater Hardware Transform & Lighting capable video card, including ATI Radeon™ or GeForce™ 2 or higher. (64 MB Hardware T&L capable video card recommended)
Sound	Windows® 98/Me/2000/XP-compatible 16-bit sound card (PC audio solution containing Dolby Digital Live required for Dolby Digital audio)
DirectX®	DirectX® version 9.0 (included) or higher

If your PC does not meet the video hardware requirements above, this game will not run.

SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP.

2. Insert the *RollerCoaster Tycoon® 3* CD–ROM game disc into your CD–ROM drive.

3. If AutoPlay is enabled, the *RollerCoaster Tycoon® 3* launcher screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\StartMe.exe and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.

4. On the *RollerCoaster Tycoon® 3* launcher screen, click the **Install RCT3** button and follow the on–screen instructions to finish installing the *RollerCoaster Tycoon® 3* CD-ROM game.

5. After installing the game, we strongly recommend that you check for updates. Re-insert the game disc into your CD-ROM drive and click on the Updates button on the launcher screen.

6. After *RollerCoaster Tycoon® 3* is installed, you may launch the game either from the launcher screen by clicking **Play RCT3**, or by clicking on the Start button, then **Programs > Atari > RollerCoaster Tycoon 3 > Play RollerCoaster Tycoon 3** (for XP users, click on the Start button, then on **All Programs > Atari > RollerCoaster Tycoon 3 > Play RollerCoaster Tycoon 3**).

7. Visit **atari.com/rollercoastertycoon** for the latest information about the game.

Note: You must have the *RollerCoaster Tycoon® 3* game disc in your CD-ROM drive to play.

Installation of DirectX®

RollerCoaster Tycoon® 3 requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click "Yes" to accept the DirectX® 9.0 License Agreement. This will then launch the DirectX® 9.0 Installer.

Microsoft Photo Story® 3

Microsoft Photo Story 3 for Windows lets you create fun and exciting video stories from your pictures. By using *Photo Story 3*, you can touch-up, add motion, effects, music, and more to your pictures and save them as a video story that you and others can watch in a media player that supports playback of Windows Media® Video (WMV) files, such as Windows Media Player 10.

Photo Story 3 is included with *RollerCoaster Tycoon® 3* so you can share the screenshots and the peep photos you take in *RollerCoaster Tycoon® 3* with your friends and family in a fun and exciting way.

When you are installing *RollerCoaster Tycoon® 3*, the setup program will ask you if you want to install *Photo Story 3*. To install *Photo Story 3 for Windows*, click OK, and then follow the instructions on the screen. If *Photo Story 3 for Windows* is already installed on your computer, or if your computer is not running the Microsoft Windows XP operating system, the game setup program will skip this step.

Note: To install *Microsoft Photo Story 3 for Windows*, your computer must be running the Microsoft Windows XP operating system, and Windows Media Player 10 must be installed. For a complete list of system requirements, see the *Microsoft Photo Story 3 for Windows* Web site (**www.microsoft.com/photostory**).

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If you do not choose to install *Photo Story 3* when you are first installing *RollerCoaster Tycoon® 3*, you can choose to install *Photo Story 3* at any time by doing one of the following:

Click the Install Photo Story 3 button on the *RollerCoaster Tycoon® 3* launcher screen.

Insert the *RollerCoaster Tycoon® 3* CD in your CD-ROM drive. In Windows Explorer, locate the *Photo Story 3 for Windows* folder on the game CD-ROM, and then double-click the *Photo Story 3* Setup file named PStory.msi file to begin installing *Photo Story 3*.

For complete information about using *Photo Story 3*, see *Photo Story 3 for Windows* Help.

INTRODUCTION

Welcome to *RollerCoaster Tycoon® 3*, the third installment of the world's greatest tycoon game. *RollerCoaster Tycoon® 3* is completely new and redesigned to take the series to all-new heights. Featuring incredible 3D graphics and the exclusive new *CoasterCam™*, you can now see your park from any angle and ride what you build. From street level to blimp, feel your park pulse with fun and excitement like never before.

If you've played *RollerCoaster Tycoon®* or *RollerCoaster Tycoon® 2*, you are in for a treat; all the features that made those games great are the foundation for *RollerCoaster Tycoon® 3,* including coaster construction, park creation, retail management, staff supervision, scenario design, ride exchange and more.

We've also designed *RollerCoaster Tycoon® 3* to appeal to new players. More than ever, you can play *RollerCoaster Tycoon® 3* any way you want; whether you want to drop down a few rides and shops to see how the peeps react, micromanage prices and wages, tinker with landscaping and park layout, or build and ride the most awesome roller coasters ever imagined. You can look forward to the following features in the game:

3D Camera Controls

Fluid camera movement, unrestricted zoom controls and 4 camera control pre-sets allow you to see your park from virtually any vantage point — from a wide angle shot of your whole park to extreme close-up on the expressions of the peeps.

Ride The Rides – CoasterCam™

With the new *CoasterCam™* you can now ride any ride in your amusement park. Experience first hand the gut-wrenching white-knuckle spine-tingling blackout-inducing g-forces of loops, spirals and towering drops; or a gentle trip through the park on a monorail or chairlift; or the dizzying delights of the carousel and ferris wheel.

All New Peeps

Peeps (*RollerCoaster Tycoon®* park guests and employees) now come in many shapes, colors and sizes. Peeps also now appear in groups, such as families, couples or circle of friends. And occasionally, a VIPeep celebrity will show up to wow their fans. You can even customize the look of your peeps with the all new Peep Designer. **Note:** Peeps behave differently than in previous RCT games. For more details regarding peep behavior, see the FAQ section of the ReadMe file.

Day and Night

Things are different after the sun goes down — the stars come out, the lights come on and the coasters get scary. At night the park needs to be teen-friendly, but during the day, your park needs to appeal to families. The challenge is finding a happy balance.

Improved Coaster Construction and Game Controls

RollerCoaster Tycoon® 3 offers new ease-of-use features, such as coaster construction *auto–complete*, and improved game controls including a new dashboard interface to maximize the information available to you while maintaining an unobstructed view of your amusement park.

Fireworks MixMaster™

Tantalize your guests with a dazzling fireworks show. And not just any show, but one you've created using the new Fireworks MixMaster™, an easy to use editing tool that allows you choreograph dazzling pyrotechnic wonders synchronized to your own music library.

PhotoStory 3 and Photo Spots

You can now place Photo Spots near your favorite scenery creations, allowing the peeps to stop and pose while the group leader takes a snapshot. If you created a group in the Peep Designer, their snapshots are saved to your My Pictures folder (found within your my Documents folder) where you can create a multimedia presentation using *PhotoStory 3*, which comes bundled with *RollerCoaster Tycoon® 3*. (For complete information about using *Photo Story 3*, see *Photo Story 3 for Windows* Help.)

Coasters From *RollerCoaster Tycoon®* and *RollerCoaster Tycoon® 2*

RollerCoaster Tycoon® 3 is backward compatible with the user-created coasters from *RollerCoaster Tycoon®* and *RollerCoaster Tycoon® 2*. So any coaster you created in the previous games can be loaded and enjoyed in your new parks. You no longer have to imagine what it would be like to ride the favorite coasters you created. **Note:** Some coasters may not work properly due to differences in how costers are represented in 2D and how they are constructed in 3D. See page 83 for more information.

Five Theme Categories

You can decorate your amusement park using five diverse and comprehensive themes:

- **Generic** – For all your amusement park needs

- **Spooky** – Frighten you park guests silly

- **Sci-Fi** – To inspire guests with visions of tomorrow

- **Western** – For transporting peeps to the early American frontier

- **Adventure** – Give your visitors a taste of Arabian nights or Caribbean escapades

Game Difficulty

In previous versions of *RollerCoaster Tycoon®*, the game offered easy, medium and hard scenarios. *RollerCoaster Tycoon® 3* allows you to play all of the scenarios at three difficulty levels: Apprentice, Entrepreneur and Tycoon. When you first begin *RollerCoaster Tycoon® 3,* only a third of the scenarios are available, the remaining are locked and become unlocked as you complete scenarios at Apprentice level.

Sandbox

Throw caution to the wind and cast off all the constraints of ordinary scenario play. Now you can create the crowning achievement of amusement parks without worrying about money, time or other restrictions. Experiment to your heart's content with any aspect of the game.

USING THIS MANUAL

With all the freedom and flexibility offered in *RollerCoaster Tycoon® 3*, there is also an added layer of complexity. The game's interface has been designed to be easy to navigate once you get the hang of it, but there is a lot to absorb. For that reason, we've broken the manual into two sections.

The first part, "Menu and Interface Reference" (pages 9–73), provides a thorough explanation of each menu and panel you'll encounter in the game. The second part, "A Tycoon's Guide To …" (pages 74–101) provides advice and hints about how to succeed in virtually any aspect of the game. We also encourage you to take advantage of the in-game tutorials, which provide step-by-step animated instructions about how to get started on your *RollerCoaster Tycoon® 3* career.

Throughout the manual you will find an interview with the real-world roller coaster designer John Wardley. For more information about John and his creations visit **www.john-wardley.demon.co.uk**.

MENU AND INTERFACE REFERENCE

LAUNCHER SCREEN

The Launcher screen is displayed when you insert the *RollerCoaster Tycoon® 3* game disc into your CD–ROM drive. You can also display the Launcher screen by double-clicking on the **StartMe.exe** program on the CD–ROM game disc.
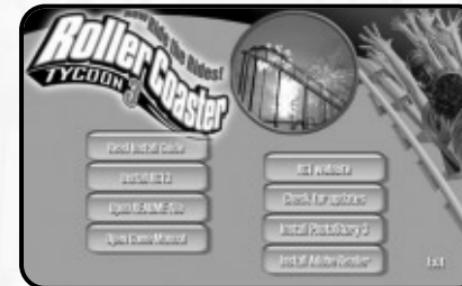
READ INSTALL GUIDE – Opens the Install Guide that offers instructions for installing the game (after the game is installed, this is replaced by the **PLAY** button).

INSTALL – Installs the *RollerCoaster Tycoon® 3* CD–ROM game (after the game is installed, this is replaced by the **REPAIR or UNINSTALL** button).

README – Displays the game's ReadMe file.

MANUAL – Opens the PDF file version of this game manual. If Acrobat Reader is not installed on your computer, you will be prompted first to install it.

ACROBAT READER – Installs *Adobe® Acrobat Reader* version 5.0.5 (if *Acrobat Reader 5.0.5* or newer is already installed, this button is grayed out).

PHOTO STORY 3 – Installs *Microsoft Photo Story 3 for Windows.* (If *Photo Story 3* is already installed, this button is replaced by one that reads RUN PHOTO STORY 3.) **Note:** If your computer is not running on the Microsoft Windows XP operating system, this button is grayed out.

UPDATES – Checks the Internet for any patches or other updates and if found, prompts you to download and install the update. An Internet connection and separate account is required for this feature to work properly. (If the game is not installed, this button is grayed out.)

RCT3 WEBPAGE – Opens your web browser to the *RollerCoaster Tycoon®* website.

SAVING AND LOADING

Save your progress at any time by click on the SAVE button (found under the Tools and Options button). When the SAVE dialog box appears, confirm the name of your save game and click the SAVE button.

Load a previously saved game from the career screen by clicking on a scenario button and then on the LOAD button. When the LOAD dialog box appears, select a game from the list and then click the LOAD button. To load a saved game while playing, click the LOAD button (found under the Files and Settings button) and follow the same steps.

MAIN MENU

Play

Play a Sandbox game, Career game (classic scenario-based gameplay), custom scenario (a scenario you added) or Tutorial scenarios.

Tools

Gives you access to the Peep Designer, Scenario Editor, Building Designer and Coaster Designer.

Options

Adjust various game options and settings. You can also access the Game Options window while playing the game.

Exit

Quit *RollerCoaster Tycoon® 3.*

PLAY MENU

Tutorial mode

Gives you access to the lesson scenarios where you can master the various features before encountering them in a scenario.

Career mode

The classic *RollerCoaster Tycoon®* gameplay, where you face the challenges offered in scenarios.
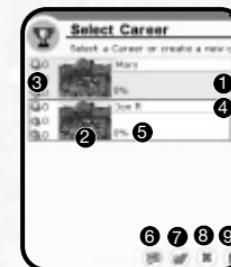
1. **Saved Profile** – When selected, the profile is highlighted with a blue outline.

2. **Thumbnail View** – Provides a glimpse of the park in the selected profile.

3. **Scenario Completion Level** – Shows the number of scenarios that have been completed at each difficulty setting.

4. **Profile Name** – Click to edit.

5. **Game Completion Level** – Percentage of the entire game that has been completed.

6. **New Career** – Create a new career.

7. **Load Career** – Load the selected career.

8. **Return to Previous Menu**

9. **Delete Profile** – Delete selected profile (cannot be undone).

Sandbox

Load or start a new sandbox game, in which you can play without the constraints of time or money. See page 81 for information about where these files are stored.

Custom Scenario

Here is where you get to match your park building skills against the custom scenario designs of others, or even your own. See page 81 for information about where these files are stored.

TOOLS MENU
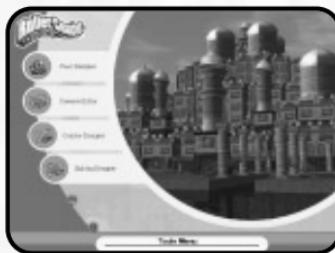
Peep Designer

Allows you to customize peeps and create groups, such as couples, families or other small parties.

Scenario Editor

Create your own scenarios, which you can trade with your friends and other players.

Building Designer

Construct awesome castles, palaces, mansions and more with the Building Designer tool, then use them in your parks.

Coaster Designer

Take your time and design your ultimate ride right. Any coaster you create can be added to your game or traded with other players.

OPTIONS
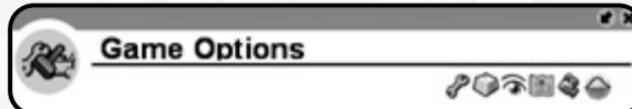
Game Settings

- **Currency** – Select your favorite currency.

- **Distance and Speed** – Choose metric (kilometers, meters and kilograms) or imperial (miles, feet and pounds).

- **Temperature** – Set to Celsius or Fahrenheit.

- **Game Volume** – Slider adjusts the audio level of in-game sounds.

- **Music Volume** – Slider adjusts the audio level of in-game music.

- **GUI Volume** – Slider adjusts the audio level of clicks and other game system sounds.

- **Import My Music** – Allows you to use your .mp3, .wma and .wav files as soundtracks to rides and fireworks shows. Create a folder in the My Music folder (within the My Documents folder of your PC), and name it RCT3. Then, put your favorite music files there. When you click the song selection field in the attraction's control panel, the game will look in the RCT3 folder and include your song files in the list of songs that may be assigned to that ride.

Keyboard Bindings

Click on an assigned keyboard shortcut and type a new key to change that shortcut setting.

Graphic Settings

(**Note:** When you first run *RollerCoaster Tycoon® 3*, the game automatically sets these for optimum performance on your PC. Of course, you are free to change them but bear in mind when experimenting that higher graphical settings can degrade performance on some computers. Use the 'reset defaults' button to restore the auto-configured settings at any time.)

- **Screen Resolution** – Click the drop-down list to select one of the four screen resolutions supported by the game.

- **Anti-Aliasing Quality** – Open the drop-down list to select what level of anti-aliasing will be used.

- **32-bit Color** – Enable this checkbox to use high color graphics.

- **Full Screen** – When checked, causes the game to run full-screen.

- **Detail Level and Draw Distance** – Adjust the slider to set amount of detail that will be drawn as well as the draw distances for each item listed.

- **Blend** – When checked, various blending techniques (such as shadow blending and texture blending) are employed to display your park in a more visually pleasing manner.

- **Compress Textures** – When checked, textures are compressed to save memory. This results in a barely discernable loss of visual quality.

- **Textures** – This slider controls the maximum level of detail for displaying textures.

- **Geometry Imposter Distance** – The distance an object is from the camera before some 3D objects will be replaced with 2D graphic.

- **Visibility Alpha** – This slider controls the level of translucency when the View Scenery, View Peeps or View Ride Supports option is turned off (see "View Options" on page 30).

- **Graphics Detail Button** – (Button with tools-shaped icon) Click this icon to have the game auto-detect your hardware and adjust the graphical settings best suited for your system.

- **Bloom** – When checked, the game uses advanced features of your video hardware (if present) to display certain objects with a flaring shine effect. This technology is not available on all video hardware.

- **Aggressive Z-Bias** – When checked, the game uses advanced features of your video hardware (if present) to reduce flickering. Use at your own risk!

Camera Settings

Allows you to change how the game camera behaves, as well as the cameras carried by peeps and those used on rides.

- **Allow All Photos** – When checked, the peep group you created will take pictures of each other and save them to disc. These are stored in the My Pictures folder (within the My Documents folder of your PC).

- **Allow Photo Spot Photos** – When checked, your peep group will take pictures of each other at the places where you inserted Photo Spot objects. These are saved to the My Pictures folder (within the My Documents folder of your PC).

- **Allow Rollercoaster Camera Photos** – When checked, roller coaster camera points take pictures of your peep family and save them to the My Pictures folder (within the My Documents folder of your PC).

- **Auto Scroll** – When checked, causes the screen to be nudged when the pointer touches the edge of the screen.

- **Control Mode** – A drop-down list allows you to select from the following camera modes and settings:

  1. **Normal** – Default camera for the game provides ease of use and flexibility.

  2. **Advanced** – An alternate to Normal with slightly different button assignments.

     Camera Controls – A setting of 0, 1 or 2 changes the mouse buttons that control camera movements.
     Ignore Scenery – When checked, the camera will rotate around a spot on the ground; when unchecked, the camera will rotate on a spot on the scenery.
     Focus on Screen Middle – When checked, the camera will rotate around a spot in the middle of the screen; when unchecked, the camera will rotate around the position of the mouse pointer.

  3. **Freelook** – Camera controls designed to assist you in looking up.

     Sensitivity Flying – This setting determines how the camera moves in response to mouse movement; the higher the number, the more sensitive the camera is to mouse movement.

  4. **Isometric** – Restricts movement of the camera to 90° angles (useful for veterans of *RCT* and *RCT2* who want to experience *RollerCoaster Tycoon® 3* in the same manner).

     Isometric Rotation Sensitivity – This setting determines how the camera moves in response to mouse movement while in isometric mode; the higher the number, the more responsive the camera.

Scenic Settings

- **3D Trees and Plants** – When checked, causes trees and plants to be displayed using 3D models. Uncheck this setting to cause trees and plants to be displayed with 2D "sprites."

- **Simple Terrain Textures** – When checked, causes the game to use lower-detailed textures for the terrain to save on memory.

- **Use Reflective Water*** – When checked, causes water to reflect the surrounding environment.

- **Reflect Background*** – When checked, causes the water to reflect the background.

- **Reflect Terrain*** – When checked, causes the water to reflect the nearby terrain.

- **Reflect Scenery*** – When checked, causes the water to reflect nearby scenery.

- **Reflect People*** – When checked, causes the water to reflect nearby peeps.

- **Clouds** – When checked, clouds are displayed in the overhead sky.

- **Sky** – When checked, the sky includes gradients, the sun, stars and the moon.

- **Background** – When checked, a background far beyond the edges of the amusement park is displayed.

* May not be present when *RollerCoaster Tycoon® 3* is played on some lower-end graphics cards.

CAREER MENU
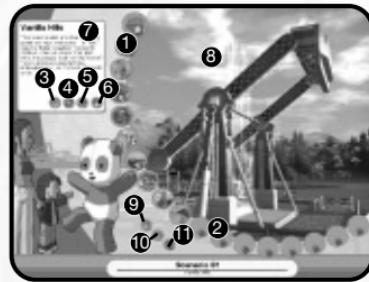
1. **Unlocked Scenarios**

2. **Locked Scenarios**

3. **Start Game** – Play selected scenario from the beginning.

4. **Resume Game** – Load the last saved game of this scenario.

5. **Load Game** – Load any previously saved game of this scenario.

6. **Save Game** – Save the current game (if a game is in progress).

7. **Scenario Description**

8. **Screenshot of Selected Scenario**

9. **Return to Game** – Continue playing the current game (if a game is in progress).

10. **Return to the Main Menu**

11. **Quit Game** – Exit RCT3 and return to Windows.

COMMON INTERFACE ELEMENTS

Maps

View Options

Files and Options

Exit

Park Administration

Ride Placement

Shop and Facilities Placement

Scenery Placement

Paths Placement

Terrain Tools

Delete
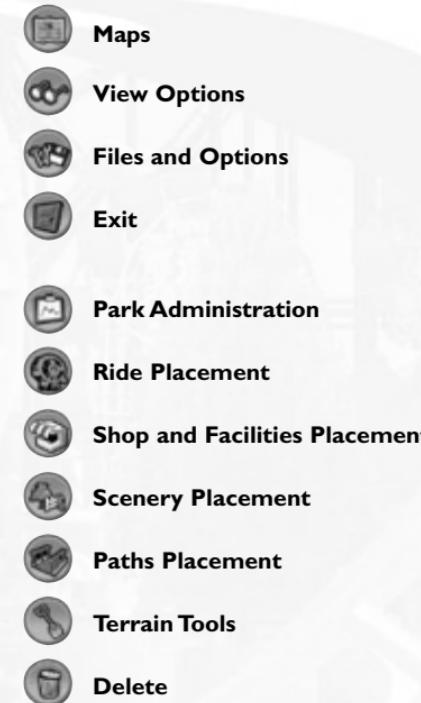
You can manage any object in the park (shops, rides, peeps or scenery) by clicking on it. This reveals that object's control panel, where you can view statistics and adjust settings. When you select an object in the park, its control panel appears in the lower-right corner of the screen. When you select an object from a list browser to place in the park, its construction panel will appear in the lower-left corner of the screen.

General

Found on all control panels:

1. **Close** – Closes the control panel and cancels any pending action with the item.

2. **Camera** – Centers the screen on the object.

3. **Close-up** – Close–up view of the item; double–click to move the view so the selected object is in the center of the screen.

4. **Retract Panel** – Hides the detail panel.

Coaster and Track Ride Browser

This toolbox is used for all track rides, including coasters, transport rides, auto rides and water rides.

Ride Browser shows all of the different coaster types you may place in your park. Double-click a coaster type to see additional details.

1. **Build Custom Design** – Click to build a custom-designed coaster using the coaster construction toolbox.

2. **Build Saved Ride** – Opens the Track Browser, where you can choose from a list of pre-designed track layouts.

3. **Expand / Contract All** – Causes the list to expand to show the large thumbnail picture and object details OR contract to show a simple list.

4. **Filter Type** – Causes the list to include only the categories that are NOT grayed-out. Click to turn the filter on or off.

Attraction List Browser

This toolbox is used for placing all shops, facilities and all non-track rides, including junior rides, thrill rides and gentle rides.

1. **Object Placement** – Click to attach this object to your pointer so you may place it in the park.

2. **Theme Category** – Click to filter the list with this category. When the icon is grayed out, items from that category are removed from the list.

Shop/Ride/Scenery Construction Panel

Found on construction panels for shops, rides and most scenery:

1. **Rotate** – Turn the selected item 90° counter–clockwise

2. **Collapse** – Hides the detail portion of control panel.

3. **Information** – Expands the control panel to display details, statistics and settings for the object.

4. **Color** – Displays the color options for that object.

5. **Conform Land** – When clicked, and as you place an object in the park, causes the land around the object to flatten.

6. **Cut Land** – When clicked, and as you place an object in the park, causes the land around the object to be cut.

Shop/Ride Control Panel
Found on control panels for shops and rides:

1. **Open Indicator** – Allows you to open or close the attraction.

2. **Inventory** – Adjust price(s) and (for shops) the inventory selection.

3. **Statistics** – View the sales history of the attraction.

4. **Close-up** – If the selected object is a ride, double-clicking on the close-up allows you to ride the ride. For all other objects, double-clicking centers the game screen on the object.

5. **Demolish** – Deletes this object from the park and adds the resale price to your cash.

Ride Control Panel
Found on control panels for rides:

1. **Fence** – Select the type of fence that will border the ride.

2. **Entrance** – Select the type of entrance that will be used.

3. **Exit** – Select the type of exit that will be used.

4. **Launch Condition** – Adjust when the ride will start the next cycle.

5. **Test Results** – View the results of the ride's test run.

6. **CoasterCam** – Click to ride this ride.

Track Ride Construction Panel
Found on control panels for track rides:

1. **Construction Options** – Expands the track options portion of the object control window, allowing you to build or change track pieces for the ride.

2. **Track Pieces** – Shows the tracks you can place next.

3. **Lift** – Adds or removes the chain drive for the highlighted track piece.

4. **Loading Station** – Toggles whether or not a boarding station is added to the highlighted track piece.

5. **Block Brake** – Toggles whether or not a block brake is added to the highlighted track piece. (For track rides with more than one train.)

6. **Straight Brake** – Toggles whether or not straight brakes are added to the highlighted track piece. (To reduce the speed of trains on a track ride.)

7. **Photo Trigger** – Toggles whether or not a photo trigger is added to the high-lighted track piece.

8. **Bank** – Adjusts the banking options for the highlighted track piece.

9. **Remove** – Removes the selected (or previous) track piece.

10. **Autocomplete** – Automatically places the remaining tracks for the coaster being edited. After an autocomplete solution is found, click the icon again to accept the autocomplete solution, or click on another track piece to cancel.

11. **Height markers** – Click to turn the height markers on or off for this ride.

12. **Special Tracks** – Shows what special tracks may be added next. This selection changes depending on what piece has last been placed.

Park Management Control Panel
Found on control panels for administration:

1. **Pin** – Minimizes the current window or toolbox and pins it to the edge of the screen

2. **Scroll** – Scrolls the list up and down.

3. **Sort** – Sorts the list by the selected criteria.

4. **Dropdown** – Causes a list to be displayed.

DASHBOARD

The dashboard can be found at the top edge of the screen and gives you quick access to critical information.

1. **Scenario Objectives** – Click to reveal the scenario briefing and the goals you need to reach to complete the scenario. These are grouped by difficulty level, Apprentice (easy), Entrepreneur (hard) and Tycoon (expert).

   Indicates you are playing at Apprentice level

   Indicates you are playing at Entrepreneur level

   Indicates you are playing at Tycoon level

   When you complete all of the Apprentice objectives, this indicator changes to the Entrepreneur icon. The Tycoon icon appears after the Entrepreneur objectives have been accomplished. A checkmark next to an objective indicates you have completed that objective.

   If a VIPeep objective is listed, click the Setup Route button to prepare for a visit from the VIPeep.

   See "Tycoon's Guide for Hosting A VIPeep" for instructions on how to use the "Setup Route" feature.

2. **Day/Night Settings** – Allows you to restrict the game's time of day to Day, Night or Day and Night, giving you the ability to edit your park for a particular time of day. (Present only in Sandbox mode and the Scenario Editor.)

3. **Game–time Speed** – Select the speed at which time runs: Paused, Normal, Fast or Speedy.

4. **Cash** – Shows your current cash levels. Double-click to open your Finances window.

5. **Park Attendance** – Shows the total number of peeps in your park.

6. **Park Rating** – Shows your park's current approval rating. Hold the pointer over this icon to see the numeric rating value and a breakdown of how this value was calculated. **Note:** The park rating is recalculated once per game week.

7. **Game Message Console** – Important messages appear in this pull-down. You can even elect to have additional messages appear here, such as thoughts from various peeps. Click the open list to close it. Click the icon next to a message to move the camera to the item mentioned by the message. If a message is longer than the width of the console, hold the mouse cursor over the message to display the full text.

8. **Weather** – Shows current temperature and weather conditions.

9. **Date and Time** – The present date and time.

10. **Toggle Group Marker** – Turns the peep group indicator on or off. When on, the peep families you created with the Peep Designer will be labeled with bubbles, each containing the name of that peep.

11. **Fireworks Camera** – Switch to camera ideal for viewing fireworks.

MAPS

Displays various thumbnail maps of your park as well as checkboxes to display or hide the location of assorted objects or peeps, the ownership status of land in and around the park, and the types of themed elements used.

VIEW OPTIONS

These options allow you to display or hide various terrain indicators and park scenery as you build your park.

Terrain Grid – Displays or hides a grid that reveals how the terrain undulates tile-by-tile.

Terrain Contours – Displays or hides topographical contour lines. The difference in elevation between one contour line and the next is 2 meters (if you selected the "metric" setting in the game options panel) or about 2 yards (for the "imperial" setting).

Peeps – Displays or grays out peeps.

Supports – Displays or grays out the pilings for tracks and walkways.

Ride Height – Displays or hides markers that show the height of your rides.

Path Height – Displays or hides markers that show the height of your paths.

Scenery – Displays or grays out scenery.

FILES & OPTIONS

Allows you to load or save games and gives you access to various options and settings.

About – Displays the About box, showing version number, legal notice and game credits.

Game Options – Displays the Game Options control panel. See "Options" on page 13 for details.

Save Game – Saves your current progress. In the Save Game dialog box, click on the game-name field and type in a name of your choosing, and then click the Save button. If the name you typed is the same as one already saved, the game will ask you if you want to overwrite it.

Load Game – Opens a dialog box where you may load a previously saved game.

Return to Career Screen – Exits your current game and returns to the Career Screen, where you may play any of the other unlocked scenarios. **Note:** Save your game before returning to the Career Screen, or your progress will be lost.

PARK ADMINISTRATION

The Administration tools give you access to financial and staff management. There are seven buttons that appear when you click on the Park Administration button.

**Park Operations**   **Finances**   **Staff**   **Objectives**

Research   **Attractions**   **Guests**

Park Operations
Land and Status
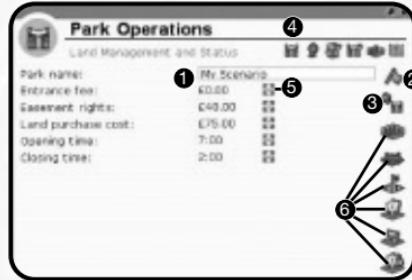
1. **Park Name** – The name of your amusement park; click to edit.

2. **Park Status** – Shows if the park is open or closed; click to change.

3. **Center on Park Entrance** – Click to center the view on the park entrance.

4. **Park Detail**

5. **Entrance Fee** – Shows the current entrance fee; click the up or down arrows to change the price. In some scenarios, the entrance fee cannot be adjusted.

6. **Land Management** – These buttons allow you to buy land or the construction rights to land. You must own land before you can build on it or shape the terrain.

Construction rights may be leased if you only want to place track pieces over the land. Land-ownership status is indicated by the following grids:

- **Outlined Blue Grid** – Land you own.

- **Land with For Sale Signs** – Land you may purchase.

- **Dashed Blue Grid** – Land for which you have construction rights.

- **Land with Barricade Signs** – Land construction rights you may lease.

- **Land with No Grid** – Land you may never own.

- **Solid Blue Grid** – Land that you may own or lease after you meet a scenario objective.

Purchase Land – Drag the mouse button over the outlined blue grid to purchase it. When finished, click the Purchase Land button again.

Construction Rights Easement – Drag the mouse button over the outlined yellow grid to lease it. When finished, click the Construction Rights Easement button again.

Land Selection Brush Size – The size of the brush for selecting land. Enlarge the brush size by place the mouse over the brush size button and dragging the mouse button to the right. Reduce the brush size by dragging the mouse button to the left.

Graphs and Stats
Click on a checkbox at the bottom to display the relative data in the line graph. The labels at the left edge of the graph change to match the box you last checked.

Marketing

The top half of the window lists marketing campaigns that you are currently running. To start a new marketing campaign, click on one of the three buttons in the lower half of the window.

- **Coupon for Free Ride** – Choose a ride and have tickets for free admission to the ride inserted in major newspapers or magazines for a number of weeks. This will increase park attendance.

- **Ad Campaign for Park** – Buy advertising in major magazines and newspapers and see the profits rise as more guests flock to your park.

- **Vouchers for Free Park Admission** – Prepare for droves of peeps as free admission to the park is offered to readers of the major newspapers and magazines you've selected.

After setting the options, click Start This Marketing Campaign and the cost of the campaign will be deducted from your cash.

Awards

Shows the awards your park has won.

Fireworks

Open this window to set up your fireworks displays using the Fireworks MixMaster™. See the section "Tycoon's Guide for Creating a Fireworks Show" for instructions on how to use the Fireworks MixMaster™.

1. **Open Fireworks MixMaster Editor** – Opens the current show in the Fireworks MixMaster show editor.

2. **Load a Show** – Opens the Load Fireworks dialog box, where you may add a fireworks show to your park.

3. **Fireworks Displays** – Opens the Fireworks MixMaster show list, where you may create a new show, save the show currently being edited, and change the time the show is launched and the months in which it plays.

4. **Fireworks** – Opens a window containing a selection of of fireworks bases that you may add to your park.

Financial Management

See a summary of your park's net worth broken down into various categories.

1. **Park Value** – Current value of the land and the amusement park.

2. **Cash** – Total cash on hand.

3. **Company Value** – Value of the land, the amusement park and the cash on hand.

4. **Outstanding Loan** – Amount of debt.

Monthly Summary

This window shows monthly summaries in a variety of categories for the past five months.
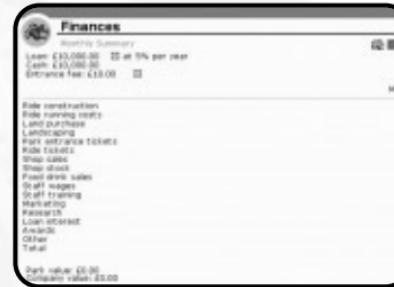
Graphs and Stats

Click on a checkbox at the bottom to display the relative data in the line graph. **Note:** The labels along the left edge of the graph change to the most recently clicked category.

Staff

This window lets you examine the activities of all of your staff members and hire new ones.

1. **Sort** – Reorder the list by Job, Employee Name, Patrol Area, Tasks, Uniform Type, Wage, Current Activity, Happiness, Warnings issued to Employee, Training level, Start Date, Laziness.

2. **Employee Name** – Click to edit the name.

3. **View Employee Location** – Click to center the view on that employee.

4. **Assigned Task** – Jobs that are assigned to this employee. Click to unassign.

5. **Unassigned Task** – Jobs the employee can do but is not currently assigned. Click to assign the task to the employee.

6. **Edit Patrol Area** – Define the area the employee will work. Click this icon and drag the mouse button over the area of the park to set patrol area. The employee's patrol area will show up as a blue grid. Drag the mouse button on the blue grid to erase it from the employee's patrol area.

7. **Employee's Current Activity**

8. **Employee's Start Date**

9. **Weekly Wage** – Click the arrow buttons to change.

10. **Training Level** – Click the training icon to change (the cost of training is removed from your cash).

11. **Uniform Top** – Click to change.

12. **Uniform Bottom** – Click to change.

13. **Happiness Level**

14. **Warn or Fire Employee**

15. **Happiness Level** – Increase training or pay to raise happiness.

16. **Hire Staff** – Click on an icon to hire a new staff member. Icons from left to right are: Janitor, Mechanic, Security Guard and Entertainer.

17. **Show Staff** – Click on an icon to display staff members in the central list. Icons from left to right are: Janitors, Mechanics, Security Guards, Entertainers, Shop Vendors and Park Inspector. **Note:** By default, vendors are not displayed.

18. **Expand Staff Panels** – Click on the [+] icon to show expanded staff information in the list. Click on the [-] icon to show abbreviated staff information in the list.

Scenario Objectives

Performs the same function as the Objectives button found in the Dashboard. See the Dashboard section on page 28.

Research

The list shows categories that you can research. Click on the arrows to set the amount of money you wish to spend on research. Move sliders to adjust how much of the total research budget that category will receive. Research must be conducted to gain new Rides, Shops, Extras for Shops, and Scenery Items. When research is complete, the message console will notify you that a new item may be purchased for your park. When all the research of a particular category is completed, your research funds will be automatically redistributed among the other categories. When all possible items have been researched, funding will stop. Keep in mind, not every scenario contains the same items available to research.

John Wardley: Research/Technology

Where do ideas for new coaster technologies come from and what type of new technologies can we expect to see?

We are constantly scanning all industries (particularly the aerospace industry) for new technology that we can apply to roller coasters. New methods of propulsion, such as linear induction motors (LIMs), linear synchronous motors (LSMs) and pressurized fluidics are making considerable in-roads into coaster design at the present. In addition, new plastic materials for applications in coaster wheels and bearings are also under test.

Attractions Management
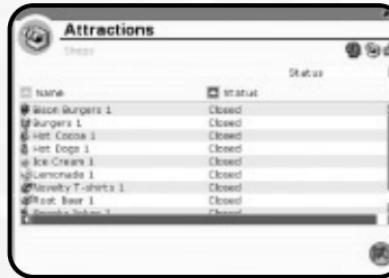
The Attractions Management window gives you summary information about all the rides, shops and facilities in your park. Click on one of the icons at the top of the window to switch between Rides, Shops and Facilities.

To sort the listed attractions by name, click on the Name button. The button on the right lets you sort the listed attractions by a number of other criteria. To change the sort criteria, click on the drop-down menu on the right. Click on the button below it to re-sort.

Click on an attraction to open its individual control panel.

RIDES
This button opens a section of buttons allowing you to select and place rides in the park

Roller Coasters **Junior Rides** **Thrill Rides** **Water Rides**

Gentle Rides **Transport Rides** **Other Rides**

Clicking one of these buttons opens a list browser that shows the rides for that category that you can place in your park. Not all rides are available for all scenarios. You may add other rides to a list browser after you've completed some research.

GUESTS
Use the Guests dialog box to see lists of Individual Guests, or lists of Guest Summarized Details. You may sort each of these lists by "thoughts" or "status."

SHOPS

Clicking on this button reveals a list browser with a vast selection of shops and facilities you may add to your park. Not all shops are available for all scenarios. You can increase the variety of shop inventory or add new shops to the list browser after you've completed some research.

SCENERY

Click to display all the scenery that can be placed in your amusement park. Scenery is organized in the following categories. Many scenery items are also sorted by theme (Generic, Spooky, Sci–fi, Adventure, Western).

Each of these buttons opens a toolbox that contains all of the selections in that category that are available for decorating your park. Not all scenery items are available in all scenarios, and some scenery items will be added to the toolboxes after you've researched them.

Trees and Plants

Fences

Walls and Roofs – See "Designing and Constructing Buildings" on page 95 for tips on custom structures.

Path Extras – Lamps, benches, trash bins

Props, Statues

Ride Events – Animated elements triggered by track rides. To use a Ride Event, click in the toolbox on an element and place it next to the track of a coaster or other track ride. Next, click the trigger-point button in that ride event's control panel. Notice one of the track pieces near the ride event is highlighted; this is where the ride must be before the ride event will animate. To change which track piece triggers the ride event, click the trigger-point button in that ride event's control panel and move the pointer over the track where you want the trigger to occur – when the track piece turns blue, click on the track.

Fireworks – All the fireworks launch points may be found here (see page 35).

PATHS

Click to display the kinds of paths that can be placed in your amusement park. Paths are organized into walkways and queues and are further organized by path texture, ramps, stairs and platforms.

After you select the path button, the path building construction panel, where you may either draw or build footpaths. Path "drawing" works much like that of *RollerCoaster Tycoon® 2*. Path "toolbox" mode uses a similar interface used for building track rides. Both methods of placing pathways are fully described in the section, "Tycoon's Guide to Creating Paths" on page 89.

TERRAIN TOOLS

This section of tools gives you the ability to shape terrain, to prepare land for rides and scenery, to change the texture of the ground cover and to place bodies of water. In many cases, the pointer will change shape to match the function you are performing.

Terrain Brush Size – Changes the "brush" size used for painting new textures on the terrain, or the size of the area affected when altering landscape. To change the brush size, click on the up and down arrows.

Terrain Shaping Tools – Several tools can be found here for changing how the terrain is shaped.

Tweak Terrain Tools

Each of the tools in this section works pretty much the same way; first make sure the tool is the size you want, next position the pointer on the terrain you want to affect, and then drag the mouse button up or down. When brush size is one square, you may also adjust the edge or corner of a terrain tile by dragging the mouse button up or down over the tile's edge or corner.

Freeform Corner-Pulling – A tool for raising or lowering a highlighted grid area.

Snap Corners To Neighboring Corners – Helps smooth the terrain that you previously shaped with the freeform corner-pulling tool.

Corner Snapping to Scenery – Raises or lowers a highlighted area of terrain so that it snaps to the height of scenery found in the grid.

Corner Snapping to Coasters – Raises or lowers a highlighted area of terrain so it snaps to the height of ride entrances found in the grid.

Terrain-Editing Mode

Spray – Raises or lowers the terrain more and more the longer you hold down the mouse button. Change the speed at which spray mode affects terrain by clicking on the arrows to change the value.

Pulling – Raises or lowers the terrain as you hold down the mouse button and drag the pointer up and down.

Smooth Terrain

A toolset for smoothing terrain for various situations.

Remove Cliffs – Drag the mouse button over the area around cube-shaped edges to make the terrain flow smoothly.

Create Cliffs – Drag the mouse button over a hilly area to make it terraced with cube-shaped edges.

Flatten Terrain – Drag the mouse button over undulating terrain to flatten it to the height where you first began dragging.

Flatten for Scenery and Rides – Drag the mouse button over an area of terrain to make it suitable for paths, scenery or rides. The terrain is flattened to a height where you first began dragging. This is particularly important if you plan to build elevators, ramps or stairs to or from this area.

Flatten Dynamically – Drag the mouse button over terrain to flatten an area to the height of the grid square under the mouse pointer.

Averager – Drag the mouse button over terrain to make its shape more moderate between extremes found in the area.

Lower Terrain Tools

Trough – Drag the mouse button over terrain to lower it to a narrow and shallow trough.

Crater – Drag the mouse button over terrain to lower it to a crater-sized depression with sloping edges.

Canyon – Drag the mouse button over terrain to lower it to a deep and wide depression with steep edges.

Raise Terrain Tools

Hill – Drag the mouse button over terrain to raise it with rounded peaks and slopes.

Mountain – Drag the mouse button over terrain to raise it, producing sharp peaks.

Mesa – Drag the mouse button over terrain to raise it with a flat top.

Ridge – Drag the mouse button over terrain to create a raised formation with a rounded top.

Terrain Texture – Opens the toolbox to give you a selection of textures to paint the terrain or the exposed surfaces of cliffs (or raised cubic-shaped areas).

Water – With this button enabled, simply click on the land anywhere in your park to add water. The level of the water will be the same as the part of the land where you clicked. Remove water by clicking on it again.

DELETE OBJECTS

Allows you remove scenery and structures from the park.

One-Click Delete – Causes clicking to delete one item at a time. If you click on a ride, shop or facility, the game will prompt you to confirm its deletion.

Area Select – Allows you to mark an entire area for demolition by dragging the mouse button over it. Only scenery and structures are deleted with this tool.

Note: Rides, attractions, shops and facilities can only be removed by clicking on that element to open its control panel and clicking on the Demolish button found there or by using the One-Click Delete button.

CONTROL PANELS

In this section are the descriptions of all the control panels for each element that may be placed in your park.

Rides
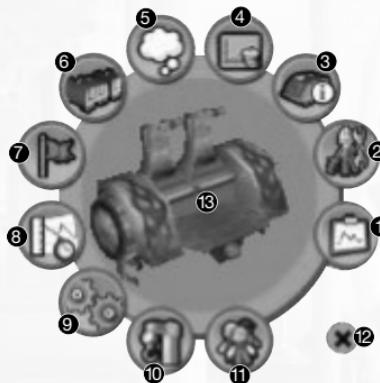
1.   **Graphs**

2.   **Maintenance**

3.   **Ride Details**

4.   **Finances**

5.   **Guest Opinions**

6.   **Ride Vehicles**

7.   **Ride Status** – Click to select Open, Test or Close.

8.   **Test Results**

9.   **Ride Operating Mode**

10. **Construction**

11. **Customers**

12. **Close Ride Control Panel**

13. **Ride Close-up**

Each of these panels is described on the following pages.

Ride Details Panel

1.   **Name** – Click to edit.

2.   **Music** – Click to show a list of available music (entries from game music directory and the Windows® My Music directory found in My Documents), click on a song to assign it to the ride.

3.   **CoasterCam™** – Click to ride the ride.

4.   **Choose Exit** – Click to choose the ride's exit.

5.   **Choose Entrance** – Click to choose the ride's entrance.

6.   **Color Details** – Click to change the colors of various parts of the ride

7.   **Choose Fence** – Click to choose what fence will surround the ride.

8.   **Demolish** – Click to remove the entire ride.

9.   **View** – Click to center the view on the ride.

Ride Finance Panel
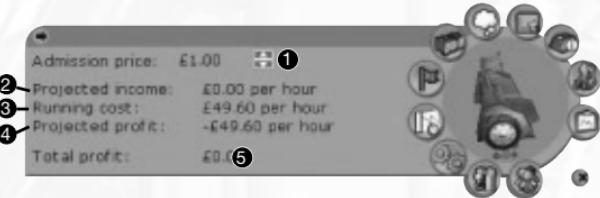
1. **Admission Price** – Click the arrows to adjust. **Note:** Some scenarios do not permit ticket prices to be adjusted.

2. **Projected Hourly Income** – Shows potential income per real-world hour.

3. **Hourly Costs** – Shows cost per real-world hour.

4. **Projected Profit** – Shows projected profit per real-world hour.

5. **Lifetime Profit**

Ride Vehicles Panel

1. **Color Selector for Beam**
2. **Color Selector for Supports**
3. **Color Selector for Track**
4. **Ride Capacity**
5. **Recolor Track to a Single Color** – Reset all track color choices to a single color.

6. **Car Type** – Allows the user to select the design of the ride's car.
7. **Color Selector for Car Exterior**
8. **Color Selector for Car Trim**
9. **Color Selector for Seats**

Ride Test Results Panel
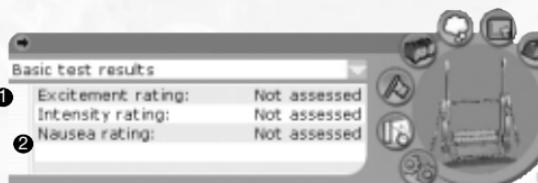
1. **Test Results Category** – Click arrow to select Basic or Advanced (not available on all rides).

2. **Rating Results List** – Shows rating categories for the ride (these values remain blank if the ride has not undergone testing).

Ride Operating Mode

Shows the conditions that must be satisfied before the ride will launch.

1. **Wait For setting** – Click arrow to adjust. Shows how much of the ride must be loaded before it will launch (this setting will be overridden if you select a minimum or maximum waiting time).

2. **Minimum Waiting Time** – When checked, causes the ride to wait before checking if the ride-load conditions have been met. Adjust the waiting time by clicking the arrows.

3. **Maximum Waiting Time** – When checked, causes the ride to launch without regard to the ride load. Adjust the waiting time by clicking the arrows.

CoasterCam™ Controls
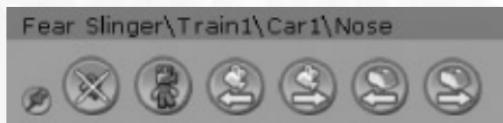
Double-click in the ride's thumbnail picture located in the ride's control panel to activate the CoasterCam. While you are riding a coaster or other attraction, you will see controls for the CoasterCam appear in the lower-right corner of the screen. These buttons allow you to move the camera from the hood of the ride to a position near the head of a peep or to any of the other positions on that ride. Click the arrow buttons to switch to another coaster! If you want to keep the buttons on the screen, click the "tack" icon.

Shops and Facilities
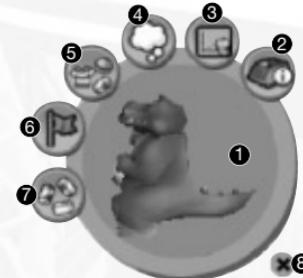
1. **Shop Close-up**

2. **Shop Control panel**

3. **Shop Finances panel**

4. **Shop Opinion panel**

5. **Shop Inventory Selection panel**

6. **Shop Status** – Click to select Open or Close.

7. **Shop Inventory Sales panel**

8. **Close Shop Management interface** – This also deselects the shop.

Shop Opinion Panel

Open this panel to see a list of peeps' recent thoughts about the shop.
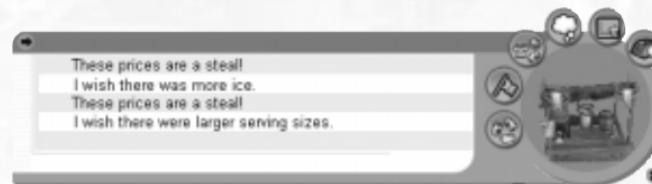
Shop Control Panel

1. **Name** – Click to edit.

2. **Shop Status**

3. **Demolish** – Click to remove the entire ride.

4. **View** – Click to center the view on the ride.

Shop Finances Panel
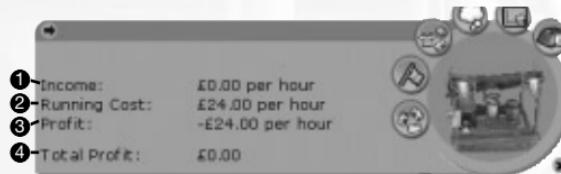
1. **Hourly Income** – Shows income in real-world hours.

2. **Hourly Costs**

3. **Hourly Profit**

4. **Lifetime Profit**

Shop Inventory Panel

Open this panel to see a list of inventory sold by the shop. Drag an icon to the list to add it to sales inventory. Drag an item from the list to the trash can to delete it from inventory.
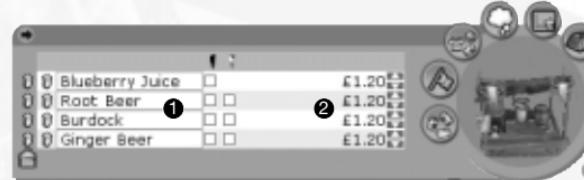
1. **Inventory items**

2. **Price of each inventory item**

Shop Inventory Extra Panel

Shows what extras can be added to your inventory.
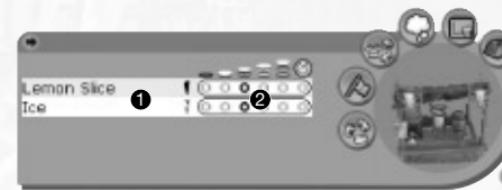
1. **Type of Extra**

2. **Quantity of Extra**

PEEPS (STAFF, VIPS AND GUESTS)

To open a peep control panel for a guest or staff member, click on that character in the park.

1. **Peep Close-up**
2. **Peep Control panel**
3. **Peep Thoughts panel**
4. **Peep Ride History panel**
5. **Peep Pockets panel**
6. **Peep Status panel**
7. **Peep Cash panel**
8. **Peep's Group panel**

Each of these panels is described on the following pages.

Peep Control Panel
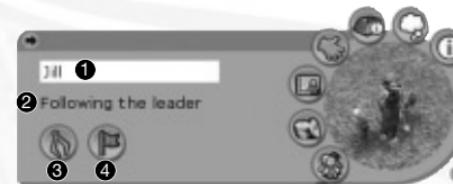
1. **Peep Name** – Click to edit.
2. **Current Peep Activity**
3. **Pick Up Peep** – Click to grab the peep, then move the mouse and click again to drop the peep.
4. **Monitor Peep Thoughts** – Click to send this peep's thoughts to the dashboard's message pull-down.

Peep Thoughts Panel

This panel lists the selected peep's most recent thoughts.
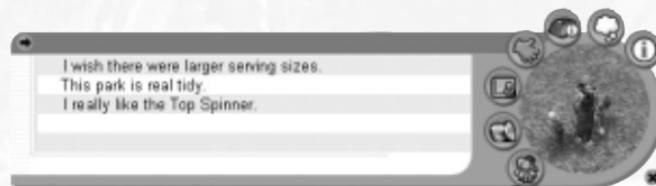
Peep Ride History Panel

Open this panel to view a list of this peep's recently visited rides and attractions, as well as his or her favorite ride.

Top Spinner
Chair Swing

Favorite ride: Chair Swing

Peep Pockets Panel

This panel shows a list of items that the peep is carrying.

Head: Nothing
Left Hand: Nothing
Right Hand: Nothing
Left Pocket: Nothing
Right Pocket: Nothing

Peep Status Panel

Happiness:
Energy:
Hunger:
Thirst:
Nausea:
Toilet:

Preferred ride intensity: Low ❸
Time in park: 0 minutes ❹
Nausea tolerance: Medium ❺
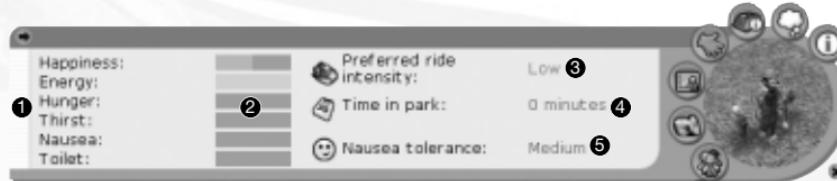
1. **List of status categories**
2. **Status ratings for each category**
3. **Ride intensity preference**
4. **Duration in the park**
5. **Nausea tolerance**

Peep Cash Panel

This panel shows how much money the peep has spent on various items, as well as the amount of cash he or she has left.

Cash spent: £0.00
Paid to enter park   £0.00
0 rides   £0.00
0 souvenirs   £0.00
0 items of food   £0.00
Cash in pocket: £48.27

Peep's Group Panel

1. **Group Names** – Click on a name to switch to that peep.

2. **Gender and Age**

3. **Peep Group Leader**

Scenery Management

1. **Delete Item**

2. **Collapse Control Panel***

3. **Open Control Panel***

4. **Color Options***

5. **Name** – Click to edit.*

6. **Properties, Status or Options***

* Not on all scenery items.

COASTER BUILDING TOOLBOX
Coaster Information Panel

Click on the ride name to edit it. To change the ride's music, click on the music button. Click on the arrow to close the Coaster Information panel.
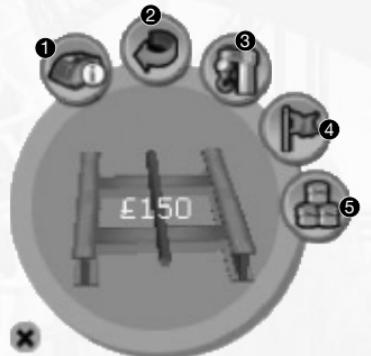
1. **Coaster Information Panel**

2. **Rotate** – Turn the selected coaster or track piece 90° counter-clockwise.

3. **Construction Panel**

4. **Ride Status** – Click to change to Closed, Test or Open.

5. **Color Options** – Recolor currently selected track pieces.

Coaster Track Pieces

Straight track

1. **Curved Tracks***

2. **Track Inclines and Drops***

3. **Toggle Pull Chain or Launcher***
   (straight flat and inclined pieces only).

4. **Toggle Loading Station***
   (straight flat pieces only).

5. **Toggle Block Brakes***
   (straight flat pieces only).

6. **Toggle Straight Brakes***
   (straight flat pieces only).

7. **Camera Trigger***
   (straight flat pieces only).

8. **Adjust Bank Angle***

9. **AutoComplete** – Click to finish
   construction of the coaster automatically.

10. **Delete** – Click to delete selected
    track piece.

11. **Height Indicators** – Click to toggle
    display of track piece height indicators.

12. **Specialty Tracks** – Specialty track
    options vary from coaster to coaster and
    are available only in conjunction with
    certain track pieces.

* Pieces that are grayed out cannot be added.

FIREWORKS MIXMASTER™

The following section outlines the Fireworks MixMaster™ building interface. (See "Creating Fireworks Shows" on page 96 for more information.)
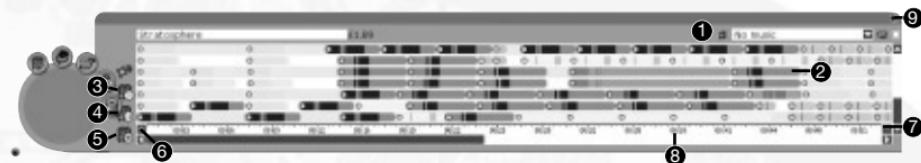
1. **Music Selector Panel**

2. **Fireworks tracks**

3. **Play the fireworks show**

4. **Pause playback**

5. **Stop playback and rewind**

6. **Zoom in time scale**

7. **Zoom out time scale**

8. **Time scale**

9. **Collapse Fireworks MixMaster™**

PEEP GROUP EDITOR
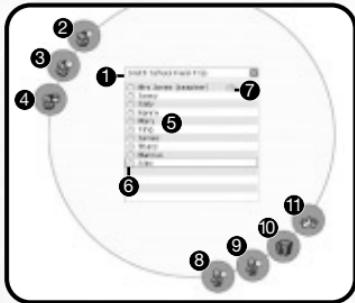
1. **Peep group name** – Click arrow to reveal list of all peep groups.

2. **Add new group**

3. **Delete current group**

4. **Save current group**

5. **Member List** – Click on a peep name to highlight, double-click to change peep name.

6. **Gender and Age**

7. **Group Leader**

8. **Add-a-Peep panel**

9. **Delete highlighted peep**

10. **Peep Designer panel**

11. **Select Leader** – Click to designate highlighted peep as group leader

Peep Designer

1. **Current Look**

2. **Gender and Age Selector**

3. **Peep Name** – Click to edit.

4. **Body and Hair Type** – Click arrows to cycle through options.

5. **Body and Hair Color** – Click arrows to cycle through options.

6. **Add Head Accessory** – Check to add (not available for every selection).

7. **Upper Clothing Type** – Click arrows to cycle through options.

8. **Upper Clothing Color** – Click arrows to cycle through options.

9. **Add Body Accessory** – Check to add (not available for every selection).

10. **Lower Clothing Type** – Click arrows to cycle through options.

11. **Lower Clothing Color** – Click arrows to cycle through options.

12. **Add Lower Body Accessory** – Check to add (not available for every selection).

13. **Ride Intensity Preference** – Click arrow to select intensity preference.

14. **Randomize Appearance**

15. **Return to Peep Group Page**

SCENARIO EDITOR
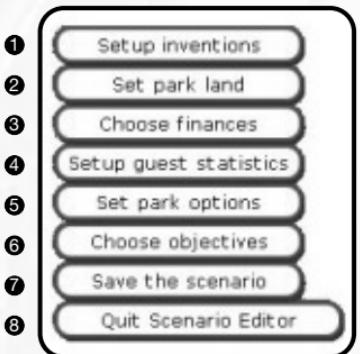
1. **Inventions and Research Panel**
2. **Park Land Panel**
3. **Financial Options Panel**
4. **Guest Settings Panel**
5. **Other Park Options Panel**

6. **Objectives Panel**
7. **Save/Load Panel**
8. **Exit Scenario Editor**

Inventions and Research Panel
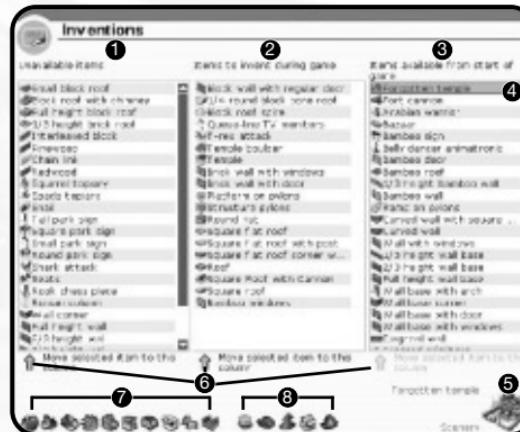
1. **Excluded Items Column** – Items that will not be available in this scenario.

2. **Researchable Items Column** – Items that will be researched in this scenario.

3. **Available Items Column** – Items that are available in this scenario.

4. **Highlighted Item** – Click to select. Press the **CTRL** key and click to highlight multiple items. Press the **SHIFT** key and click to highlight a list.

5. **Close-up** – Close-up of selected item.

6. **Add Button** – Click to move selected items to this column.

7. **Category List Filters** – Click to show or hide items from each category.

8. **Theme List Filters** – Click to show or hide items from each theme.

Park Land Panel

Park Operations
Land Management and Status

Park name:	❶ Mr Scenario
Entrance fee:	£0.00 ❼
Easement rights:	£40.00 ❿
Land purchase cost:	£75.00 ❸
Opening time:	7:00 ❾
Closing time:	2:00

(markers: ❷ ❸ ❻ ❽ ❹ ❺ ⓫)

1. **Scenario Name** – Click to edit.
2. **Open/Closed** – Start scenario with park open or closed.
3. **Land at Start** – Select land owned by the park at start (blue outline grid).
4. **Land Available** – Select land that may be purchased (For Sale signs).
5. **Lease Only Land** – Select land that may be leased for construction rights (barricade signs).
6. **Unavailable Land** – Select land that may never be owned (no grid).
7. **Starting Entrance Fee**
8. **Leased Land** – Select land for which the construction rights have already been leased.
9. **Park Hours** – Click to edit the opening and closing times.
10. **Land Prices** – Click to edit the cost per square.
11. **Unlockable Land** – Land available after an objective has been completed.

The park entrance and guest spawn-point can be found under the scenery selections. Create a path before placing the entrance or spawn point and then put these on the path.

Financial Options Panel

Finances
Monthly Summary

Maximum loan: £20,000.00 ❿
Loan: £10,000.00 ❶ at 5% ❷ per year
Cash: £10,000.00 ❸
Entrance fee: £10.00 ❹ ❷

Ride construction
Ride running costs
Land purchase
Landscaping
Park entrance tickets   money is ignored ❼
Ride tickets   entrance fee fixed ❽
Shop sales
Shop stock   free rides ❾
Food & drink sales
Food & drink stock
Staff wages
Staff training
Marketing
Research
Loan interest
Awards
Other
Total

Park value: £0.00 ❺
Company value: £0.00 ❻

1. **Starting Loan Amount** – Click arrows to adjust.
2. **Loan Interest Rate** – Click arrows to adjust.
3. **Starting Cash or Debt** – Click arrows to adjust.
4. **Starting Entrance Fee** – Click arrows to adjust.
5. **Starting Park Value**
6. **Starting Company Value**
7. **Ignore Money** – Check to set money as being ignored.
8. **Fixed Entry Fee** – Check to set the entrance fee to a fixed fee so it may not be adjusted by the player.
9. **Rides Free** – Check to set all rides to be free so they may not be adjusted by the player.
10. **Maximum Loan** – Click to adjust the highest amount the player may borrow.

Guest Settings Panel

Park Operations

1 Average cash per guest £50.00
2 Initial happiness 50%
3 Initial hunger 0%
4 Initial thirst 0%
5 Preferred ride intensity 50%
6 Guest generation rate 100%
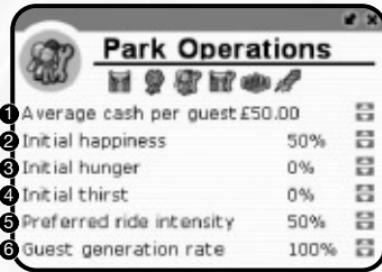
1. **Average Cash Per Guest** – Click up or down arrows to adjust.

2. **Initial Peep Happiness** – Click up or down arrows to adjust.

3. **Initial Peep Hunger** – Click up or down arrows to adjust.

4. **Initial Peep Thirst** – Click up or down arrows to adjust.

5. **Initial Peep Ride Intensity Preference Average** – Click up or down arrows to adjust.

6. **Default Guest Generation Rate** – Click up or down arrows to adjust (park price and marketing campaigns also affect generation rate).

Other Park Options Panel

Park Operations

1 ☐ Forbid marketing campaigns
2 ☐ Forbid tree removal
3 ☐ Forbid landscaping
4 ☐ Forbid high construction
5 ☐ Higher rating difficulty
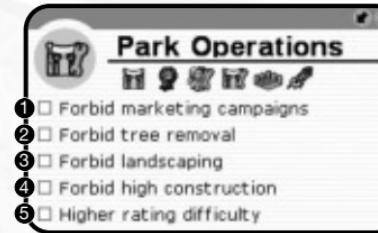
1. **Forbid Marketing** – Check to forbid the user from using marketing campaigns.

2. **Forbid Tree Removal** – Check to forbid the user from removing trees.

3. **Forbid Terrain Adjustment** – Check to forbid the user from adjusting terrain.

4. **Forbid Tall Buildings** – Check to forbid the user from building above 50 meters (or yards).

5. **Rating Difficulty** – Check to make it more difficult to achieve a high park rating.

Objectives Panel

1. **Difficulty Level** – Click to select which difficulty level is being edited.

2. **Select Objective** – Choose an objective for the currently selected difficulty level.

3. **Reward** – Choose a reward from the list for the currently selected difficulty level.

4. **Change Objective Settings** – Details for the selected objective appear here. Adjust the settings of the selected objective.

5. **Briefing Text** – Type a briefing for your scenario here.

6. **Objective List** – Shows list of objectives already selected for this difficulty level.

7. **Delete Selected Objective**

8. **Scenario Name** – Enter the name for your scenario.

Save Panel

1. **Scenario List** – List of scenarios that can be loaded; click to highlight.

2. **Scenario Name** – Name of scenario currently being edited; click to edit.

3. **Save** – Save scenario currently being edited.

4. **Cancel** – Return to Scenario Editor.

5. **Delete Highlighted Scenario**

A TYCOON'S GUIDE TO …
MANAGING A PARK

As you strive to meet the objectives in each scenario, there are some basics that you must master no matter what you are trying to achieve. Fortunately, the basics of effectively managing a *RollerCoaster Tycoon® 3* park are pretty straightforward.

Attract Visitors With Marketing

Most scenarios begin with visitors (or peeps) already in the park. But it's always good to attract more. Within the Budget & Finances dialog box, you'll find a section devoted to Marketing. You can target each marketing campaign toward various age groups. Just make sure your park can handle the crowds, or the peeps are likely to leave unsatisfied. **Note:** Different marketing campaigns attract peeps with different ride preferences.

John Wardley: Design

What sort of tests must a coaster design pass before it can move from paper to park?

As well as the design calculations being checked throughout the design process, the actual fabrication is constantly monitored by independent inspectors in the fabrication factories, to ensure that the welding and componentry conforms to the specifications set out in the design. Throughout the erection on site, the installation is constantly checked, and many tests are carried out during the commissioning process using instrumentation to monitor performance under loads considerably higher than those which would be imposed on the structures during normal operation.

Pleasing the Peeps

Once you have peeps in the park, you'll want to keep them there and give them a reason to spend money. Here are some strategies:

Coordinating Themed Décor

When you build an area of your amusement park, make sure the surrounding area is part of the same theme; Spooky plants go with Spooky buildings; Western lamps go with Western benches, and so on.

Clean and Secure

Peeps hate messy paths, so make sure you have enough janitors and trash bins. Breakdowns also drive peeps away, so hire enough mechanics and assign them the task of inspecting as well as repairing attractions. Employ enough security to keep the vandals and litter in check.

Build What The Peeps Want

You can check the opinions of individual peeps and even what they think of individual attractions. You can see what the guests think of your rides by opening the Attraction Management dialog box and sorting the lists by popularity, favorites and satisfaction. This will give you a good idea what the peeps think of objects in your park. Also check out the guest button found under the park management buttons to see all the thoughts of guests in your park.

Once you've sampled the peep's opinions, install only the rides or attractions you know the peeps want. It's always good to have a variety of rides that appeal to peeps with varying preferences. And don't forget — peeps LOVE fireworks!

It also goes without saying that your park should have plenty of toilets and food and drink shops. You should also install cash machines here and there. If peeps really like your park, they'll pull more funds from the cash machines after they've spent all their pocket money.

See the ReadMe file for FAQs regarding peep behavior.

Sufficient Staffing

Janitors keep the park clean. Mechanics inspect and fix rides. Security Guards keep mischief at a minimum, and Entertainers attract and amuse peeps. Hire too many employees, and you may not be able pay them. Hire too few, and some areas of your park may fall into disrepair. Also consider investing in training to make your staff better at their jobs.

John Wardley: Maintenance

Who takes care of a coaster once it's up and what does a coaster cost to maintain?

The park's maintenance and operations crews are trained by the manufacturers in operating and maintaining the ride, and detailed manuals are provided to document all aspects of this. Coasters require daily checks and maintenance, which costs the park many hundreds of thousands of dollars a year. But this ensures that the coaster will operate safely and reliably during the operating periods.

Manage Finances and Generate Profits

RCT3 contains plenty of tools to help you manage your finances, including access to loans and the ability to sell objects if you need to raise cash. You should regularly consult the graphs and monthly summaries to detect any trends early.

Also, be aware that time-of-day and time-of-year has an effect on what is in demand. Tinker with staff salaries, shop prices and the variety of inventory you sell. Stay aware of all your running costs and be ready to take steps to stop recurring losses.

BECOMING A TYCOON
Scenarios

Each scenario has three sets of objectives; Apprentice (easy), Entrepreneur (hard) and Tycoon (expert). Each objective has its own reward, such as a cash bonus, reduced loan interest, real estate opportunities, new rides, and so on.

RollerCoaster Tycoon® 3 offers 18 scenarios for you to test your tycoon skills. Six scenarios are unlocked at the beginning of the game. As you solve a scenario's Apprentice objectives, one of the locked scenarios on the Career screen will be unlocked. In addition, Scenario 17 can only be unlocked after you've solved the first sixteen scenarios' Entrepreneur objectives and Scenario 18 only after you solve all the other scenarios' Tycoon objectives.

Your progress is saved with your career settings, so when you load a career from the main menu, you can see your overall performance summarized there.

Park Inspector

If you've already played *RollerCoaster Tycoon® 3* a bit, you may have noticed park inspector, Mr Jobsworth, roving the park. He's there to help you with many of the details or give you hints, such as informing you that peeps cannot get to a ride you've built or letting you know your employees are slacking off. Mr. Jobsworth's messages appear in the message console.

Awards

Awards are granted when you maintain certain standards, such as park safety, family friendliness, beautification, thrill factor, sales goals or employee satisfaction. In most cases, the awards are accompanied by a cash bonus or other reward.

Park Rating

Your present park rating is the average evaluation given by all the peeps who have visited your park. Some scenario objectives require you to maintain a certain park rating for a certain number of months. But in all cases, a positive park rating creates good word-of-mouth and generates higher park attendance. Park rating is also shown on one of the financial graphs, so you can track your progress over time.

Key Strategies
Generate a positive cash flow as soon as possible
Evaluate everything in your park right from the beginning and make sure it is open and can generate income. Assign janitors to high traffic areas and put trash bins throughout the park. Give mechanics a patrol area that includes rides or attractions that may already be broken down — and make sure mechanics also inspect attractions. And don't be afraid to sell what you don't need.

Make sure the basics are covered
Be sure to offer your guests the necessities: food, drink and (of course) toilets. Moderately thrilling attractions appeal to a wider group of peeps. Your park may also be rewarded for good use of shade trees (for arid climates) and shelter (for rainy climates). Plants and entertainers boost the spirits. Adequate lighting is a must to satisfy nighttime visitors.

Don't do too much too soon
Take your time! Building an amusement park is like caring for a house plant. A little trimming here… a little nourishing there… let the processes have their intended effects. Then, add a few things at a time. Success in some scenarios requires you to expand the park to grand degrees, but if you try to do this too soon, you'll spend all your cash and almost certainly fail.

Pause the game when building complex structures
By default, *RollerCoaster Tycoon® 3* automatically pauses when you are constructing a track ride. But the clock keeps running as you place scenery, paths and build customized structures. Pause the game and you can take your time to perfect your creations.

SHARING YOUR CREATIONS
Nearly everything you can create in *RollerCoaster Tycoon® 3* can be saved and loaded in other scenarios and even saved and shared with other players. If *RollerCoaster Tycoon® 3* was installed to the default location, the saved files can be found in the following directories:

Peeps
Create your group and turn them loose in other players' parks.

filename.txt where *filename* is the name you assigned to the peep group you saved. Saved in the **RCT3/Peeps** folder within the **My Documents** Folder.

Coasters*
Let other players ride your coasters and test their nausea tolerance.

filename.trk where *filename* is the name you assigned to the coaster you saved. Saved in the **RCT3/Coasters** folder within the **My Documents** folder.

Structures
Express the architectural genius within.

filename.dat where *filename* is the name you assigned to a structure you saved. Saved in the **RCT3/Structures** folder within the **My Documents** folder.

Fireworks Shows

Playing with fire has never been as fun as it is in other players' parks.
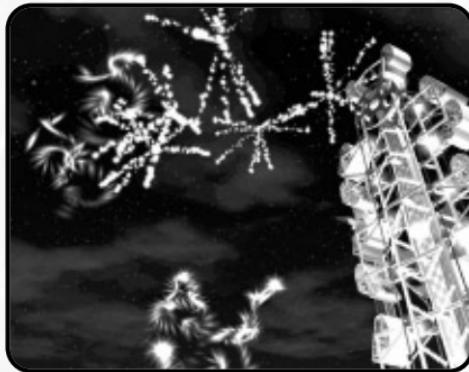
filename.fws where *filename* is the name you assigned to the fireworks show you saved. Saved in the **RCT3/Fireworks** folder within the **My Documents** folder.

Scenarios

Are you a game design mastermind? Share your masterworks.

filename.dat where *filename* is the name you assigned to the park name. Saved in the **RCT3/Scenarios** folder within the **My Documents** folder.

Amusement Parks

Your sandbox creations will make others green with envy.

filename.dat where *filename* is the name you assigned to the park name. Saved in the **RCT3/Parks** folder within the **My Documents** folder.

* If you assigned a song file from your library, the game will expect to find it in the **My Music/RCT3** folder found within the **My Documents** folder of your PC.

Trading with Others

Note: Song files are NOT saved with any saved game, coaster, park, scenario or any other saved element in *RollerCoaster® Tycoon 3.* The game only plays game music or other music found in the **My Music/RCT3** folder of your PC.

While we hope you'll want to share your *RollerCoaster Tycoon® 3* creations with other players, we strongly encourage you to respect the copyright owners of your music files. Please do not make illegal copies of copyrighted music. We support copyright laws all over the world and the rights of artists to profit from their compositions. Piracy is wrong and hurts artists.

From time to time, we'll post links to web sites where you can post your creations online.

Visit **rollercoastertycoon.com** or **atari.com/rollercoastertycoon** for links to these web sites.

Loading Creations of Others

First, copy the file containing the data for the Peep Group, Coaster, Structure, Fireworks, Scenario or Amusement Park to the directory indicated on the previous page in the Sharing Your Creations section. If music linked to the item is not from the game, make sure the file is located in the My Music folder found within the My Documents folder.

When you start the game, the creations will appear in the list of Peeps, Coasters, Structures or Fireworks. Scenarios and Amusement Parks can be loaded from the Sandbox screen.

Loading Rides from *RCT* and *RCT2*

Do you have coasters you created for *RollerCoaster Tycoon®* or *RollerCoaster Tycoon® 2*? Copy the **.TD4** or **.TD6** file to the **My Documents\RCT3\Coasters** directory. Next, start RCT3 and either enter a scenario, the sandbox or the coaster designer. Notice when you click on the rides button, a new button is present at the bottom of the stack. Click this button to show a list of RCT and RCT2 coasters present in the directory. Click one of the coasters from the list to add it to your park, then save the old coaster in the RCT3 format by clicking the SAVE icon found in the coaster's control panel. The search button found on the import window also searches the selected hard drive for any other .TD4 or .TD6 files and then adds them to this list.

BUILDING A ROLLER COASTER

The Coaster Builder Toolbox

Open the Coaster Builder Toolbox by clicking on the Construction Button of the Ride Control Panel. You'll notice a good selection of track pieces are available for constructing your coaster or other track ride. These vary from ride to ride. The grayed-out pieces cannot be used at the present time.

Coaster Building Checklist — the Essentials

Here are a few tips to get you started on the right path to building a successful coaster.

Prepare the Terrain

Use the tool that Flattens Terrain In Increments For Rides And Scenery to prepare the land around where you plan to put the ride entrance and exit. This will ensure that you'll be able to build a path to the ride. If the auto-flatten option is enabled, the game will do this automatically.

Make Your Boarding Station Long Enough

If you increase the number of cars per train, the boarding station must be longer than a single track length. As a rule of thumb, your boarding station should be at least three track-lengths long.

Start with a Lift Chain

Most rides require you to add a lift chain to the entire incline at the beginning of the ride. As a precaution, extend the lift chain to the first level track-piece after the incline as well.

Test While Building

After you've created your first incline, change the ride status from Closed to Test. This will cause the ride to run as you build it so you can see the results of each new section of the track you build as you build it, and will help you identify ride failures quickly.

Change the Banking Setting for Curved Track Pieces

You'll manage the g-forces and intensity better this way. Properly banked turns also help keep the ride from breaking down frequently.

Manage Excessive Speed

Don't forget to use brakes when necessary to control speed.

Use Special Track Sections

Special track pieces like loops and corkscrews add excitement.

Add Camera Triggers to the Most Exciting Points in your Ride

Pictures of your peep group on the ride will be saved to the game directory.

Auto Complete

When your coaster is nearly complete, click on Auto Complete to finish it off. When you click the Auto Complete button, you'll notice the game draws the track on the screen as it calculates the last few tracks. If you notice this taking too long, click on the Auto Complete button again to interrupt the Auto Complete process and return to editing your track manually. If the Auto Complete button finds a solution, it will draw the solution with highlighted track pieces. If you are satisfied with the solution, click on the Auto Complete button again to confirm. If you don't want the offered solution, just click on the Delete Track Piece button next to the Auto Complete button.

Think Theme

When the last track piece has been laid, choose an entrance and exit that matches the nearby scenery theme.

Test

Activate the Test setting to generate a test results report. Most peeps will not ride an untested coaster.

Take it for a spin

Ride the ride to see what your peeps will experience.

Testing

After you finish coaster construction (or the contruction of any other powered ride), you should give it a test run. Most peeps will not ride your coaster until the test results have been completed. After your rides have completed a test run, peeps who prefer that ride's excitement, nausea and intensity settings will be drawn to it.

The Track-Building Interface

The track-building interface colors the track pieces that you can add in yellow, unavailable track pieces are shown as white with a slightly visible outline. Specialty pieces appear in the right portion of the toolbox only when they may be added, and this may change depending on what piece you just placed.

Adding tracks works like this:

1.   Click to select a new track piece

2.   Click it again to add it

3.   Click the same icon again to add another.

When you want to add a different track piece, click to select it, click again to add it, click the same icon again to add another, and so on.

John Wardley: Testing

How is a new ride tested once it's constructed? What considerations are made before it can be opened to the public?

Once erected, the ride will be tested first component by component (running the motors and chain lifts, operating the brakes, checking the control systems etc.). Once the track gauge and clearance envelope has been checked, a train will be run round the track, normally containing a load to simulate the weight of the passengers (we used to use sandbags, but now we use special water-filled dummies). Once this has gone round the track, accelerometers and other measuring devices are attached to the train and structure, whilst the ride is run many hundreds of laps with a heavily overloaded payload. All sorts of situations are then simulated to prove the safety systems before the ride can be given its certificate and opened to the public.

Saving and Loading

Click anywhere on a coaster to reveal the Ride Control panel, then click on the Information button. Next, click on the Save button and follow the on-screen instructions for saving your coaster. After the coaster has been saved to your hard drive, you can share it with other players and use it in other scenarios or sandbox games.

Managing Your Coaster

After the test run is complete, you can make adjustments to the intensity or nausea ratings by adding or removing banking, straight brakes or lifts where needed. In some cases you may need to reconstruct parts of the track, and when you've worked out the kinks, you can click the on the Auto Complete button to finish it off. After the ride is open for business, you should assign a mechanic to regularly inspect it.

CREATING PATHS

Peeps and employees ordinarily wander throughout your amusement park on the paths you've laid out for them. Make sure the terrain where you want build a path is mostly level. **Note:** The instructions for this section assume you are using the path building tools and have selected a path texture design.

The paths you may place are:

• **Paths** – Ground-level walkways that conform to the shape of the terrain.

• **Ramps** – Sloping walkways that ascend or descend one meter or about three feet (depending on your game option settings).

• **Stairs** – Ascend or descend two meters or about six feet (depending on your game option settings).

• **Platforms** – Elevated walkways that are level and do not conform to the shape of the terrain below.

• **Queue Paths** – Peeps will only use these to queue up for rides and attractions. Queue paths can be ground paths, ramps, stairs or platforms.

There are two ways to build paths: With the path-building toolbox; or in the classic "mouse-dragging" mode. Each of these is described on the following page.

The Path-Building Toolbox

The path-building toolbox works much the same way as the coaster-building toolbox. Click on the "flat path" icon to lay a straight walkway. Click on a "turn" icon to change the direction of the path. Click on a "ramp" or "stair" icon to build ascending or descending pieces.

Classic Path Building

Players of the previous *RollerCoaster Tycoon®* games can still create paths, ramps and footbridges the same way. Instructions for use the classic path building method are below. It takes a little practice to get the hang of classic path building, but once you master it, you may find path building a breeze.

Simple Paths

Go to the path building tool and select a surface texture, and then drag the mouse button on the ground or click single tiles where you want the path to be drawn.

Stairs and Ramps

Peeps often need to get to elevated areas, platforms or ride entrances in your park.

To build a stairway or ramp up from the ground or a platform, carefully move the pointer to the edge of an existing path tile or platform until an arrow appears and an outline of the next tile appears. Next, hold down the mouse button and drag the mouse *up* a little until the outline changes to a ramp; drag the mouse button a little further until the outline changes to stairs. Release the mouse button to place that piece. Additional sections of the same ramp or stair piece can be placed simply by clicking on the arrow of the segment.

To level off the next outlined segment of a stairway or ramp, hold down the mouse button while dragging the mouse *down* a little – the outline of the next segment will change. Release the mouse button to place that piece.

Platforms

After you've built a ramp or stairway and leveled off the top piece, you can quickly place an entire platform area by moving the pointer to the edge of an existing platform tile and clicking on the red arrow that appears there.

Elevators

Sometimes space will not permit building a staircase. In these instances, an elevator may be better suited. Elevators can be found under Transport Rides. Click on the elevator ride and then move the pointer to the position on the ground where the lowermost portion of the elevator will reside (make sure a path can lead to it). Next, without moving the pointer, hold the shift key to make an outline of the next higher elevator section to be displayed, and then click the mouse button to put the segment in place. Repeat until the elevator is the desired height. The elevator is managed like other rides, so make sure it is tested and open.

Lights, Benches and Trash Bins

Paths are ideal places to install benches, trash bins and lamp posts. See the Path Extras browser list for all the items available. Click on an item in the browser list and then move the pointer to the edge of the path tile where you want to place the item and then click to place it. You may repeat this as needed until you close the browser list.

MANAGING LAND AND SHAPING TERRAIN

You can buy land adjacent to your park and even lease construction rights. When you own land, you can also shape much of the terrain to the limits of your imagination and budget.

Buying Land

After your park is running smoothly and you've built up some cash reserves, expand your park by buying more land. **Note:** Your park must own land to build attractions, shops, paths or scenery on it, or to shape its terrain.

Construction Rights

Some of the land near your park cannot be purchased, but you may lease construction rights. This grants you an easement over the land so you can build track sections of coasters, trams or other track rides.

John Wardley: Breaking Ground

What does a new, big coaster cost these days?

A coaster today can cost upwards of $15 million — many are costing more than twice that.

Who makes the decision to build a new ride and what is the first step in the design process?

It is a collaboration between the park and the designers. Sometimes manufacturers lead the process with a new type of coaster product. Sometimes the park's marketing people lead by identifying a need to entertain a specific segment of their market. Occasionally, the physical layout of the park throws up a need to fill a gap in the park's developed area (i.e. a vacant lot). Frequently, the designers have an idea for a storyline within a themed development that needs a coaster as the transit system to take riders through an adventure. But more often than not, it is a combination of all these factors, and some!

Basic Terrain Shaping

Use the terrain shaping tools described earlier in this manual to alter the topography of the terrain. Some areas may not be altered if the scenario restricts it. In some cases you'll want to smooth terrain for paths or rides, and sometimes you will want to create a body of water for the water rides you want to add. Or you can even shape the terrain just to suit your fancy.

Simulating Tunnels

Technically, *RollerCoaster Tycoon® 3* does not permit you to build tunnels, but you can dig a trench, lay your track pieces and then cover the trench with walkway platforms or structural rooftops. It's up to you.

Preparing Land for Rides

You can pretty much place a ride nearly anywhere in your park, but the most important element to keep in mind is the ride entrances and exits — these must be accessible to your paths, which can be a complex process if the terrain is quite irregular.

The best way to ensure success in connecting your ride entrances and exits to pathways is to use the Prepare Terrain For Rides tool, which smoothes the land and snaps the elevation to increments accessible by ramps and stairs.

Preparing Land for Bodies of Water

Use the Lower Land tools to shape the terrain for ponds and lakes.

Decorating and Texturing Land

Peeps love plush landscaping and varying ground cover. Place foliage around the park by accessing the Scenery section of the Item Placement menu. Remember to use foliage of the same theme as the surrounding structures and attractions. Change the ground cover using the Color Terrain tool in the Terrain Shaping toolset.

DESIGNING AND CONSTRUCTING BUILDINGS

One of the most powerful features in *RollerCoaster Tycoon® 3* is the ability to construct almost any kind of edifice from the vast variety of structural pieces in the game; be it a castle, palace, mansion, ghost town, shanty village or skyscraper.

Simple Construction

Open a construction set browser list and click on one of the pieces in the set — this causes a grayed-out image of the piece to connect to your pointer. Press **Z** to turn the piece at 90° increments. Position the piece where you want to place it and click the mouse button. Voila! The piece has been placed at ground level. Continue to place pieces in the park this way until you close the browser list.

To place pieces or rooftops above or below the ground-floor level, move the piece to the spot over the ground where you want to place it, and then hold **SHIFT** and move the pointer up or down. This causes the grayed-out piece to slide up and down (even below the ground). When your piece is in the desired position, click to place it there. This is also useful when you want put up a wall piece next to another but the shape of the land prevents the wall tops from aligning precisely; just hold down **SHIFT** and move the pointer until the tops align.

You can also hold down **CTRL** to force the terrain to flatten around the building piece. Hold down **ALT** to cut the land around the building piece.

Saving and Loading Buildings

Save your building to use in later scenarios or to trade with other players. Open the Custom Structures menu and click the Select Objects button. Then, drag the mouse button over the ground to mark the area under the building you want to save (taking care that the base of your structure and a one-square margin around the structure is highlighted), name the object and click on the Save button.

Load buildings created by other by copying the file to the directory indicated in the Sharing Your Creations section of this manual. The next time you play *RCT3*, the new building will appear in the list of Saved Selections.

AWARDS FOR PARK APPEARANCE

Use scenery and foliage all from the same theme and you'll be more likely to win awards (as well as a fat bonus) for park appearance and beauty. Some generic scenery items may also be used, but sparingly.

CREATING FIREWORKS SHOWS

One of the most exciting innovations in *RollerCoaster Tycoon® 3* is fireworks! With the Fireworks MixMaster™, you be able to choreograph pyrotechnical wonders synchronized to your favorite tunes. Fireworks are a sure way to increase your park rating.

The Fireworks MixMaster™

When you open the scenery buttons and click on the Fireworks MixMaster button (at the bottom of the list), the Fireworks MixMaster controls will be displayed.

Fireworks Show Checklist

Launch Points

Before you do anything else, you'll need to add a few fireworks launch points to your park. Click on the Fireworks button to open the interface to the selection of launch points available. Click one and add a launch point to your park. You can place launch points anywhere.

Music

If you're going to create a show that uses music from your library, make sure the song file is in the **My Music/RCT3** folder found within the **My Documents** folder.

Make the Show

Open a blank show by clicking on the button Fireworks Shows button (the one with the three rockets) and then in the details panel, click the Add Fireworks Display button, which will open the timeline. With the Fireworks MixMaster timeline open, click on one of the tracks to display a list of fireworks. Click on one and it will appear in the track. You can drag the firework to any place in the timeline where it does not overlap another firework on the same track. Next, move the pointer over a launch point that you placed in your park (you'll know it's a launch point because it glows when the pointer is over it). Click on the launch point and the firework is now assigned to a launch point. The direction in which the firework will be launched is indicated by a small line protruding from the launcher. Repeat these steps until your fireworks show is complete.

Delete a firework from the timeline by right-clicking on it. Double-check that each firework has a launch point by clicking on each firework in the timeline; if a launch point is glowing white, the selected firework is ready to launch! Test the show by clicking on PLAY.

Save for Later

Click on the Fireworks Displays button (the one with a rocket and calendar) to open the list of fireworks; the highlighted item in the list is the current show you are editing. Click the Save button and the game will store the show for later use. Change the time of day and time of year the show will run in this panel, too.

Fireworks Show Tutorial

You may practice using the Fireworks MixMaster by running the fireworks tutorial.

PUTTING YOUR GROUP IN THE PARK

Create a group of your friends or family with the Peep Designer and watch how they react to your amusement park.

The Peep Designer

The Peep Designer can be accessed from the Tools button found on the Main Menu.

How to Create and Customize a Peep Group

First, click the Add Peep Group button. This creates a new peep group.

Next, click Add Group Member, and then highlight the peep name and click Edit This Peep.

On the Peep Designer, change the age, gender, skin tone and clothing to suit your tastes; or, click the randomize button to let the computer do the picking. When done, click the Save This Peep button and return to the group window.

Repeat these steps until you have added and edited all the group members you want and click the Save This Group button. The Peep Designer automatically assigns who is the group leader, but you can choose the group leader by highlighting a peep in the list and clicking the Designate Group Leader button.

CREATE YOUR OWN SCENARIOS

Free the *RollerCoaster Tycoon®* within by using the Scenario Editor to challenge other players. Who knows, maybe you'll become the ultimate roller coaster tycoon.

The Scenario Editor

From the Main Menu, click the Tools button and select Scenario Editor. The editor gives you access to all the nuts and bolts of what goes into creating a scenario.

Scenario Creation Checklist

Keep your early creations small and simple. If you're new to creating *RollerCoaster Tycoon®* scenarios, start out with small scenarios that are simple to complete. (Don't forget to save often.)

Start with an entrance path that runs through a park gate and then place a peep spawning point on the path outside the park.

Designate what land is owned by the park, what area can be purchased, what area will offer construction rights and what area is off limits.

Use the terrain shaping and coloring tools as well as selecting the background to create the stage for your scenario.

Populate the land with foliage, scenery, paths and a few rides.

Edit the peep options; such as average cash, ride preference and other settings.

Next, select what items can be researched, the amount of player starting cash, what awards may be won, restrictions and financial options.

Finally, define the objectives for each of the difficulty settings. If you are including a VIPeep in the scenario, select the VIPeep and the parameters affecting that VIPeep by clicking on the VIPeep icon found at the bottom of the Scenario Objectives dialog box that appears after you add "VIP" to the list of objectives.

Save the scenario. Click the Normal Time Speed button in the dashboard to play your scenario.

SANDBOX MODE

Want to play *RollerCoaster Tycoon® 3* without any restrictions. Click the Sandbox button and load a pre-existing game or start a new one. All the controls are the same, but money is no object and you have no objectives to reach. Enjoy!

ABOUT THE VIPEEPS

New to *RollerCoaster Tycoon® 3* are a collection of very important peeps who may visit your parks from time to time. These VIPeeps have their own requirements, demands and needs. And if they enjoy themselves during their visit to your park, you'll be rewarded with a special bonus.

Here are the bios of each VIPeep.

Joe Sluggerball – Sports Celebrity

Joe is a famous baseball player and is a big hit with the peeps — only problem is, he's a bit skittish with crowds and shies away from autograph hunters!

Clint Bushton – Politician

As presidential candidate, Mr. Bushton expects to be given the red carpet treatment, and has a roving eye for the ladies.

Kara Oki – Teen Idol

Earnest and pretty Kara Oki is a favorite teen pop-star, and the more intense the ride the better she likes it.

Cami O – Star of Stage and Screen

Beautiful young movie star secretly yearns for life to be the way it was before she was famous; she shuns bodyguards and being told what to do.

Mr. Jobsworth – Park Inspector

Mr. Jobsworth is picky and intolerant of any flaws in your park. But underneath it all, he has a heart of gold and acts as the *RCT3* hint agent. He informs you about park areas that need improving, and when he finds exceptional accomplishments he'll reward you with a trophy and a bonus.

Hosting A VIPeep

When a scenario objective requires you to host a VIPeep, you must carefully follow specific steps to accomplish the objective.

At the beginning of a scenario, pause the game and read the scenario objectives regarding the VIP. Beneath the VIPeep's name you will see that celebrity's arrival date and preferences.

Immediately add the elements the VIPeep wants to see, then click on the Setup Route button (the icon shaped like little footprints found in the Scenario Objectives dialog box to the right of the VIP objective) which causes the VIP Options dialog box to appear.

Click on a path somewhere in the park and you'll notice three things, a little trail of footsteps appears, a stack of pulsating circles appears where you clicked, and a location appears in the VIP Options dialog box. The stack of pulsating circles is a "waypoint." The trail of footsteps is the path the VIP will follow.

Repeat this process until you get to an attraction that the VIPeep wanted to see, and then click a "waypoint" on that attraction's ticket booth. Continue until you've created a trail to all objectives, and then all the way back out of the park. You may remove or reorder the waypoints by using the buttons in the VIP Options dialog box.

Un-pause and wait for the celebrity to show. If all goes according to plan, you will have completed the objective and successfully hosted the VIPeep!

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atari.com/rollercoastertycoon

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• System Make and Model

• Processor Type

• Operating System, including version number if possible (such as Windows® 98; Windows® Me)

• RAM (Memory)

• Video and sound card data and drivers

• Any screen or error messages you've encountered (and where)

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CONTROLS
MOUSE

Camera Movement – Normal	
CONTROLS	**ACTION**
Right mouse button (hold) and move mouse	Strafe camera
Mouse wheel	Zoom in and out
Mouse wheel (hold) + move mouse side-to-side	Rotate camera
Right mouse button + left mouse button (hold) + move mouse side-to-side	Rotate camera
Mouse wheel (hold) + move mouse forward / backward	Tilt camera
Right mouse button + left mouse button (hold) + move mouse forward / backward	Tilt camera
Camera Movement – Freelook View	
Right mouse button (hold) + move mouse side to side	Rotate camera around camera position
Right mouse button (hold) + move mouse forward/backward)	Tilt camera up and down over camera position
Mouse wheel (hold) + move mouse side-to-side	Strafe camera
Right mouse button + left mouse button (hold) + move mouse side-to-side	Strafe camera
Mouse wheel (hold) + move mouse forward / backward	Zoom in and out
Right mouse button + left mouse button (hold) + move mouse forward / backward	Zoom in and out
Camera Movement – Isometric View	
Right mouse button (hold) + move mouse	Strafe camera
Mouse wheel	Zoom in and out
Mouse wheel (hold) + move mouse	Rotate camera 90 degrees right and left
Right mouse button + left mouse button (hold) + move mouse	Rotate camera 90 degrees right and left

KEYBOARD

Camera Movement	
CONTROL	**ACTION**
Ctrl–C	Toggle CoasterCam™ ON / OFF
A	Pan left
D	Pan right
W	Pan forward
S	Pan backward
Q	Rotate left
E	Rotate right
R	Reset Camera
Home	Tilt up
End	Tilt down
Page Up	Zoom in
Page Down	Zoom out
Shift (while placing an object) + move mouse	Raises and lowers the elevation of the object
Ctrl (while placing an object)	Modifies the land around an object by moving the mouse
Alt (while placing an object)	Cuts the land around an object by moving the mouse
Isometric View Controls	
Enter	Rotate isometric view 90° counter-clockwise
Shift–Enter	Rotate isometric view 90° clockwise
Miscellaneous	
Esc	Exit current game
F10	Capture a screen shot (file saved to My Pictures directory)
T	Toggles between displaying the game full-screen or in a window
Shift-L	Toggles "pointer light" ON / OFF
Z (while placing an item)	Rotate 90° counter-clockwise

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FIRST THINGS FIRST

The ReadMe File

The *RollerCoaster Tycoon® 3: Soaked!*™ CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *RollerCoaster Tycoon 3: Soaked!* directory found on your hard drive (usually C:\Program Files\Atari\RollerCoaster Tycoon 3 Soaked!). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on RollerCoaster Tycoon 3, and then on the ReadMe file.

System Requirements

Software	*RollerCoaster Tycoon® 3* must be installed
Operating System	Windows® 98SE/Me/2000/XP (Windows® XP recommended)
Processor	Pentium® III 933 MHz or compatible (Pentium® 4 1.3 GHz or compatible recommended)
Memory	256 MB RAM, 384 MB for XP (384 MB recommended, 512 MB for XP recommended)
Hard Disk Space	800 MB Free (assumes *RollerCoaster Tycoon 3* is already installed)
CD–ROM Drive	8X Speed or faster
Video	64 MB Hardware T&L-compatible video card*
Sound	Windows® 98SE/Me/2000/XP-compatible 16-bit sound card (PC audio solution containing Dolby Digital Live required for Dolby Digital audio)
DirectX®	DirectX® version 9.0c (included)

* *Systems with GeForce 2 GTS/MX, GeForce 4 MX or the Intel Extreme chipset family may exhibit performance degradation or graphical irregularities and are not recommended.*

If your PC does not meet the video hardware requirements above, this game will not run.

Setup and Installation

Note: You must have the original *RollerCoaster Tycoon® 3* CD-ROM game installed on your computer in order to install and play *RollerCoaster Tycoon 3: Soaked!* We also recommend you install all updates for *RollerCoaster Tycoon 3* before starting the installation of this expansion pack. Consult the manual for *RollerCoaster Tycoon 3* for instructions on how to install updates.

1. Start Windows® 98SE/Me/2000/XP.

2. Insert the *RollerCoaster Tycoon 3: Soaked!* CD–ROM game disc into your CD–ROM drive.

3. If AutoPlay is enabled, the *RollerCoaster Tycoon 3: Soaked!* launcher screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Autorun.exe in the space provided and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.

4. On the *RollerCoaster Tycoon 3: Soaked!* launcher screen, click the Install button and follow the on–screen instructions to finish installing the *RollerCoaster Tycoon 3: Soaked!* CD-ROM game.

5. After installing the game, we strongly recommend that you check for updates. Re-insert the game disc into your CD-ROM drive and click on the Updates button on the launcher screen.

6. After *RollerCoaster Tycoon 3: Soaked!* is installed, you may launch the game either from the launcher screen by clicking Play or by clicking on the Start button, then Programs > Atari > RollerCoaster Tycoon 3 Soaked!> Play RollerCoaster Tycoon 3 Soaked! (for XP users, click on the Start button, then on All Programs > Atari > RollerCoaster Tycoon 3 Soaked! > Play RollerCoaster Tycoon 3 Soaked!).

Visit atari.com/rollercoastertycoon for the latest information about the game.

Note: You must have either the *RollerCoaster Tycoon 3* game disc or the *RollerCoaster Tycoon 3: Soaked!* game disc in your CD-ROM drive to play.

Installation of DirectX®

RollerCoaster Tycoon 3: Soaked! requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed on your computer, click "Yes" to accept the DirectX® 9.0c License Agreement. This will then launch the DirectX® 9.0c Installer.

PREPARE TO GET SOAKED!

Careen down a gigantic water slide to a thrilling splashdown in an Olympic size pool; or hang ten in a halfpipe as you surf through the wave simulator. Choreograph your very own laser light and dancing water shows; or add performing killer whales to entertain your park guests. Treat your guests (and yourself!) to the latest rides and coasters, including the wet and wild RollerSoaker! Now you can add a water park to your current *RollerCoaster Tycoon 3* amusement parks, but be prepared! You will get wet on this ride!

RollerCoaster Tycoon 3: Soaked! also includes eight original drenching scenarios, two aquatic design themes, a pool-building toolset, and an expanded version of the RCT3 MixMaster™ that allows you to create your own laser light shows, customize dolphin and killer whale performances, and choreograph dancing water shows. In addition, the scenarios feature added challenges to give you more ways to play the game.

Finally, *RollerCoaster Tycoon 3: Soaked!* allows you to create tunnels for both footpaths and trackrides. See "Creating Tunnels" on page 16.

Playing Rollercoaster Tycoon® 3: Soaked!

RollerCoaster Tycoon 3: Soaked! uses the same controls as those for *RollerCoaster Tycoon 3*. Please refer to the *RollerCoaster Tycoon 3* player's guide for instructions on how to use the features of the core game.

MENUS AND LOADING BOXES

After you've installed *RollerCoaster Tycoon 3: Soaked!* the game's menu screens will also include a shark icon located in the lower-right corner of the screen.

After you select Career Mode, the game will display a menu allowing you to choose to play scenarios from either *RollerCoaster Tycoon 3*, or *RollerCoaster Tycoon 3: Soaked!*

Finally, any time you open a load screen, saved games from *RollerCoaster Tycoon 3: Soaked!* will be marked by a "soaked" graphic, indicating that the expansion pack is required in order to load that game.

CHANGES TO THE IN-GAME INTERFACE

This section describes added features and changes to the game interface.

Mouse Wheel Support

You can now scroll all menus, lists and dialog boxes that include a vertical slider by using the mouse wheel.

Shift Key Support for Building Structures

You can now use the **Shift** key to construct elevated elements while building structures. See "Using the Control Key to Build Elevated Scenery and Structures" on page 11.

Game Options

Warning: Only make adjustments to game options if you know that your computer is capable of running optimally with the settings you have selected. If, after adjusting some of the settings, your computer begins to show performance degradation, open Game Options > Graphic Settings and click the Graphics Detail Level icon to reset the game back to its default settings for your PC.

Graphic Settings

Two controls have been added:

Refraction – When checked, all views through water will be affected by light refraction.

Laser Occlusion by Terrain and Scenery – When checked, laser shows will allow terrain and scenery to block light beams.

Scenic Settings

One option has been added:

Use Environment Map On Flowing Water – When checked, adds additional properties to bodies of flowing water so that the environment is reflected on the surface of flowing water.

Park Management

Staff

After you place an entertainer in your park, one of the uniforms available is a shark costume.
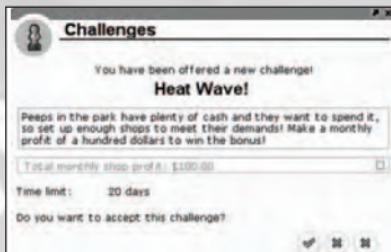
Challenges

Among the buttons under Park Management, is a button for displaying Challenges. The challenges window displays a special opportunity to take advantage of a temporary condition that affects your park and its guests. If you meet the challenge, you'll receive a special bonus.

Themes

Most of the object placement windows (such as rides, shops, and scenery) now include selections for two themes, Atlantis and Paradise Island.

Pool Slides and Rides

A selection has been added to the Rides menu for selecting pool slides and rides. Waterslides are assembled much the same way as track rides, except you should place the ride entrance at an elevated platform, and the end of the ride must empty into a swimming pool.

Scenery

Two scenery options have been added to the Scenery buttons.

Terrain Surfaces

The Terrain Surfaces button allows you to add raised terrain in blocks, as well as larger structures for marking the entrance to a themed area.

Swimming Pools

The Swimming Pools button opens a suite of tools allowing you to create swimming pools of any shape and size. See "Using the Swimming Pool Editor" on page 13.

RCT3 MixMaster™

The RCT3 MixMaster™ has been expanded to include lasers, dancing water jets and performing dolphin and killer whale shows as well as fireworks. See "Using the Improved RCT3 MixMaster™" on page 11 for more details.

Speaker Objects

Loud Speakers have been added to both the list of Path Extras and to the list of Scenery Items. Speaker Objects can be used just like any other scenery element, except you may also assign a sound file to the object, adjust the volume of the speaker, and turn it off or on. Adding speakers throughout the length of a track ride, or along the path of a themed area allows you to give your park a more immersive feel.

Passport Stations

Listed among the Path Extras is an element called Passport Stations. Peeps are given a passport booklet as they enter the park. If peeps have their passport booklet stamped by the required number of stations, they win a prize! You can specify how many stations are required by using the Passport Station control panel. The ideal strategy for using Passport Stations is to place them far apart at the far reaches of your park, giving peeps a reason to visit all areas of your amusement park.

Terrain Tools
Waterfalls

Added to the Terrain Tools buttons is a selection for creating waterfalls. See "Creating Waterfalls" on page 14.

USING THE ADDED FEATURES
Tutorials

RollerCoaster Tycoon 3: Soaked! provides tutorials for several of the added features. Tutorials include how to construct Waterfalls, Basic Pools, and Advanced Pools; how to customize pool facilities; how to create laser shows and whale shows; how to customize-design laser effects and laser images. The tutorials can be found in the main menus of the game.

Using the Control Key to Build Elevated Scenery and Structures

An improved method for building elevated portions buildings and scenery (such as roofs) can now be accomplished using the **Control** key. Use the following steps to learn how to do this.

After you've built the walls of a structure, build the roofline attached to the top of the wall. This is accomplished in the same way as with *RollerCoaster Tycoon 3,* where you first select a roof piece from the Scenery Structures menu, and then position the pointer where you want to place the roof piece, hold the **Shift** key and nudge the mouse up until the piece is positioned correctly, and, finally, click to place it there. Now click to place it there. To add *another* roof piece at the *same* height, move the pointer so it touches the previously placed roof-piece, and then press the **Control** key. This action assigns that height to the **Control** key so when you are placing any additional scenery items in your park and hold down the **Control** key, it will be placed at that height. This is particularly useful for building large expanses of roof and platforms.

Creating Shows with the Improved RCT3 MixMaster™

The Fireworks MixMaster™ from the original *RollerCoaster Tycoon 3* has been expanded to allow you to create water and laser shows among other things. The improved RCT3 MixMaster™ allows you to add not just fireworks, but now also add water jets and lasers to the

mix! You can also preview each effect now. In addition, you can customize the laser displays and the water displays using the Advanced Designer, and then save these creations to be used later or shared with the on-line *RollerCoaster Tycoon* community.

As with the fireworks shows, you'll first need to add the kind of launchers to your park for the type of effects (fireworks, water jet, laser) you want to use in your show, and then open a show timeline to add these elements.
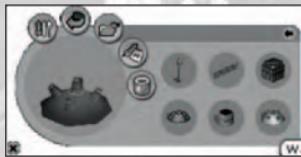
To add launchers, click the Scenery button, and then click RCT3 MixMaster™ button to display the RCT3 MixMaster™ console. Next, click the MixMaster Bases button to see the launcher bases for water jets and lasers as well as fireworks – click one of these to choose it and then click the place in the park where you want that launcher to reside. At any time, you can click on a launcher located in your park to open the RCT3 MixMaster™ interface.

Next, click the MixMaster Displays button to open a sequence timeline. In the same way fireworks shows were created, click the timeline where you want to add a show event, and choose an event from the pop-up window to add it to the timeline.

Using the Swimming Pool Editor.

Click the Scenery button, and then click the Swimming Pools button at the bottom of the list. This will open the Swimming Pool Construction toolbox.

First take a look at the interface and notice you can add the following:

• Pool paths (to add footbridges and to create elevated areas)
• Pool extras (to add ladders, lights, showers, and diving boards)
• Pools (swimming areas)
• Pool changing rooms (where peeps in your park enter and exit the pool area)
• Save (to save your pool designs). This option is present when the pool changing room window is open.

Select the Pools button and then choose a pool edge-type, and then draw the pool over a flat area in your park to add the pool. If you want an elevated pool, click the toggle-snap icon and then adjust the number to indicate how high the pool will be constructed.

Next, select the Place Tiles button to construct decking around the pool. As with pool construction, you can add raised decking by clicking on the toggle-snap icon and adjusting the height value and then drawing in the park to construct decking.

Add plenty of decking around a pool so you can add lounge chairs, showers, diving boards and waterslides.
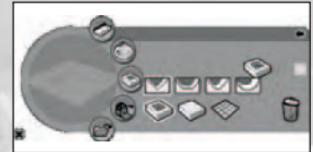
To add a tall diving board, select the highdiving board from the Pool Extras, move the pointer to the area where the diving board will be constructed, and then hold the mouse button as you nudge the mouse upward.

To add a wave machine, choose the wave-machine item, move the pointer to the edge of the pool and then click to add it to the pool edge.

To add a water slide that empties into your pool, build the water slide so the slide's end-piece connects to the edge of the pool decking, and then make sure pool parts have been built around the water slide's end-piece to provide a splash zone.

To adjust the price of a pool area, and to perform other tasks like maintenance, click the changing room for that pool and make adjustment in the control panel that appears there.

Creating Waterfalls

Waterfalls can only be constructed between two adjacent bodies of water where one is higher than the other.

First, modify the terrain to create a raised area — for best results, use the tool to create a mesa. Next, create a pit on the mesa and then add water (consult the *RollerCoaster Tycoon 3* manual for instructions on adding water bodies). This higher water body must have a flat, straight edge over which the water can flow. Then, create a pit at the base of the raised area and add water there, too, ensuring that there is at least some water in the lower body that is roughly underneath the edge over which you want the water the flow.

Finally, click the Waterfalls button (as seen on page 10) to activate the waterfall function, then click the raised water body to select it, and then click the lower water body to select it. If the terrain has been formed properly, a waterfall will be created automatically. The width of the waterfall is selected based on the narrower of i) the length of the flat, straight edge on the

raised water body; and ii) the width of the lower water body underneath this edge into which the waterfall will discharge. Use this information to create waterfalls of whatever height and width you choose.

Using the RollerSoaker

One of the rides in *RollerCoaster Tycoon 3: Soaked!* is the RollerSoaker, which features controls for riders to release several gallons of water, soaking the guests walking below. While riding the RollerSoaker, find the button labeled "release water" located in the coaster cam interface, and click the button to dump gallons of the wet stuff. To get an optimal view of the RollerSoaker releasing water, position the Coaster Cam to look backwards and then zoom out.

Creating Dolphin and killer whale Shows

Before you add a dolphin or killer whale show, you must first create a water body using the terrain tools, and one that is deep enough to accept the show "object." See the *RollerCoaster Tycoon 3* manual for instruction on creating bodies of water.

After you've finished building the water body, select either dolphin or killer whale show from the Gentle Rides, position the ride in the water, and then click to add the attraction. If the water is too shallow, the color of the attraction will remain red. The fastest way to adjust the water body to the proper depth is to hold down the **Alt** key while the show is positioned over the water – when the color of the attraction turns blue, click to add it there.

Finally, add an entrance and exit, connect them to your park's path system and open the show just like other attractions.

After you've placed the show, you can customize the contents of the show by clicking the Aquatics MixMaster button found in the attraction's control panel.

When clicked, the RCT3 MixMaster™ sequencer interface will be displayed where you can add any of the choreo-

graphed moves in any order you want by clicking in the timeline. In order to easily preview the show while choreographing it, you can move the mouse backwards and forwards to "scrub" through the show. **Note:** Dolphin and killer whale shows cannot be added to swimming pools.

Creating Tunnels

Now you can create tunnels for footpaths and track rides! The best way to learn how to do this is to launch the Extras tutorial from the Tutorials Menu and follow the tutorial directions.

To create a tunnel, you must first raise a section of terrain so that vertical surfaces are exposed. To do this, click the Terrain Shaping button under the Terrain Tools, and then click Adjust Terrain Tiles in the construction toolbox. Click the button for Free-form Terrain Tile Shaping, and then point to an area of the terrain, hold down the mouse button and drag the mouse up until the terrain is raised to the height you want.

Now, create a footpath leading toward the vertical surface of the raised terrain. When the path encounters the vertical surface, a tunnel will automatically be created and the terrain will become translucent, allowing you to see through into the interior of the raised terrain where your path is being created.

That's all there is to it! Placing path-extras on paths within tunnels is the same as before. In addition, you can also create tunnels using any track ride, with one extra option; you can select the color of the headlight by clicking on the Headlight button found on the Vehicles page of the ride's control panel.

OTHER SURPRISES

As with *RollerCoaster Tycoon 3,* this expansion pack has many wonderful elements waiting to be discovered. We recommend you play *Soaked!* and uncover these yourself.

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SETUP AND INSTALLATION

Warning: If you install the *RollerCoaster Tycoon® 3: Soaked!®* expansion pack after you have installed this product, you must re-install *RollerCoaster Tycoon® 3: Wild!™* None of your save games or files will be lost.

The ReadMe File

RollerCoaster Tycoon 3: Wild! has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print. README.TXT is located in the root directory of the game CD-ROM disc. .

System Requirements

Software	*RollerCoaster Tycoon® 3* must be installed.
Operating System	Windows® 98/Me/2000/XP (Windows® XP recommended)
Processor	Pentium® III 933 MHz or compatible (Pentium® 4 1.3 GHz or compatible recommended)
Memory	256 MB RAM (512 MB recommended) (512 MB for XP)
Hard Disk Space	600 MB Free (assumes *RollerCoaster Tycoon® 3* is installed)
CD–ROM Drive	8X Speed or faster
Video	64 MB or greater Hardware T&L-compatible video card* (128 MB Hardware T&L-compatible video card* recommended)
Sound	Windows® 98/Me/2000/XP-compatible 16-bit sound card (PC audio solution containing Dolby Digital Live required for Dolby Digital audio)
DirectX®	DirectX® version 9.0c (included) or higher

* Hardware T&L video cards that do not support shaders, such as the Geforce 4 MX or Intel Extreme Graphics family, are not supported.

If your PC does not meet the video hardware requirements above, this game will not run.

Note: An internet connection is required for using the Check For Updates feature and for using ad-serving technology that updates billboards and the brands for certain shops that may be added to *RollerCoaster Tycoon 3* amusement parks.

If a software firewall is installed on your computer, you may be notified that *RollerCoaster Tycoon 3* is trying to communicate to the internet. We recommend you allow the game to make this connection.

Installation

Note: You must have the original *RollerCoaster Tycoon 3* CD-ROM game installed on your computer in order to install *RollerCoaster Tycoon 3: Wild!* We also recommend you install all updates for *RollerCoaster Tycoon 3* before starting the installation of this expansion pack. Consult the *RollerCoaster Tycoon® 3* manual for instructions on how to install updates.

1. Start Windows® 98/Me/2000/XP.
2. Insert the *RollerCoaster Tycoon 3: Wild!* CD–ROM game disc into your CD–ROM drive.
3. If AutoPlay is enabled, the *RollerCoaster Tycoon 3: Wild!* installer should begin. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type **D:\Autorun.exe** in the space provided and click on OK. **Note**: If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the on–screen instructions to finish installing *RollerCoaster Tycoon 3: Wild!*.
5. After *RollerCoaster Tycoon 3: Wild!* is installed, you may check for updates. This short process requires an Internet connection. Click the **Check For Updates** icon located in the Start menu where *RollerCoaster Tycoon 3* is installed. If you do not have access to an internet connection from the PC on which your game is installed, use an alternative means of internet access to visit **atari.com/rollercoastertycoon** regularly to keep informed of the latest developments and to access any updates as downloadable files.

6.   After *RollerCoaster Tycoon 3: Wild!* is installed, you may launch the game by clicking on the Start button, then Programs ┈┈> Atari ┈┈> RollerCoaster Tycoon 3┈┈> Play RollerCoaster Tycoon 3.

Visit **atari.com/rollercoastertycoon** for the latest information about the game.

Note: You must have the *RollerCoaster Tycoon 3* game disc in your CD-ROM drive to play.

Installation of DirectX®

RollerCoaster Tycoon 3: Wild! requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed on your computer, click "Yes" to accept the DirectX® 9.0c License Agreement. This will then launch the DirectX® 9.0c Installer.

Playing Rollercoaster Tycoon® 3: Wild!

RollerCoaster Tycoon 3: Wild! uses the same controls as those for *RollerCoaster Tycoon 3*. Please refer to the *RollerCoaster Tycoon 3* player's guide for instructions on how to use the features of the core game.

Firewall Software

Billboards and some shops use textures that change when you are playing *RCT3: Wild!* while connected to the internet. If you have a software firewall running, you may see a notice from time to time indicating *RollerCoaster Tycoon 3* is trying to connect to the internet. We recommend you *allow* the game to make this connection.

GET READY TO GO *WILD!*

RollerCoaster Tycoon 3: Wild! gives you the ability to add animal exhibitions, enclosures and animal viewing galleries to your *RollerCoaster Tycoon 3* amusement parks. Train your lions and tigers to perform in choreographed shows. Pamper your animal pairs and they might breed! Be sure to maintain your animal enclosures to prevent escapes, and whatever you do, please don't mix the predators with the prey!

RollerCoaster Tycoon 3: Wild! also contains twelve *Wild!*-themed scenarios, two new wild design themes, dozens of additional rides and coasters, and the ability to create safari expeditions to make your guests roar with delight. In addition, we have added challenges to the scenarios and several novel scenery elements to give you more ways to play *RollerCoaster Tycoon 3*.

MENUS AND LOADING BOXES

After you've installed *RollerCoaster Tycoon 3: Wild!*, the game's menu screens will also include a tiger icon in the lower-right corner of the menu screens.

When you select Career Mode, the game will display a menu allowing you to choose to play scenarios from either *RollerCoaster Tycoon 3*, or *RollerCoaster Tycoon 3: Wild!*

Finally, anytime you open a load screen, saved games from *RollerCoaster Tycoon 3: Wild!* will be marked by the same "Wild" tiger icon, indicating that the expansion pack is required in order to play that saved game.

CHANGES TO THE IN-GAME INTERFACE

This section describes the changes to the game interface where new features may be accessed or adjusted.

Mouse Wheel Support

All menus, lists and dialog boxes that also include a vertical slider that can now be scrolled using the mouse wheel.

Control Key Support for Building Structures

Players who build structures will now be able to use the **Control** key to construct elevated elements. See "Using the **Control** key to Build Elevated Scenery and Structures" on page 18.

Game Options

Warning: Only make adjustments to game options if you know your computer is capable of running optimally with the settings you have selected. If, after adjusting some of the settings, your computer begins to show performance degradation, open Game Options ····⟩ Graphic Settings and click the Graphics Detail Level icon to reset the game back to its default settings for your PC.

Game Settings

Enable Live Content – This check box tells the game to connect to the internet and get updated ads for billboards and brands for custom stalls.

Graphic Settings

The following new options have been added:

Refraction – When checked, all views through water will be affected by light refraction.

Laser Occlusion by Terrain and Scenery – When checked, laser shows will allow terrain and scenery to block light beams. (To build laser shows, you must have the *RollerCoaster Tycoon 3: Soaked®!* expansion pack installed.)

Anti-Aliasing Quality – This drop-down list allows you to select the amount of anti-aliasing that will be performed on the in-game scenes. Level 3 provides the highest degree of anti-aliasing.

Use Environment Map On Flowing Water – When checked, adds additional properties to bodies of flowing water, including the reflection of the environment on the surface.

Park Management

Staff

After you place an entertainer in your park, one of the uniforms available is a Tiger costume. In addition, you can hire an Animal Keeper to look after the animals you've added to your amusement park. **Note:** Animal Keepers are not required for Lion Show, Tiger Show or the Elephant Transport Ride.

Attractions

Within the Attractions window, two additional options are available: Viewing Galleries and Animals. Click on these icons to display the list of each, giving you easier access to managing these attractions.

Challenges

Among the buttons under Park Management, is a button for displaying Challenges. The challenges window displays a special opportunity to take advantage of a temporary condition that affects your park and its guests. If you meet the challenge, you'll receive a special bonus.
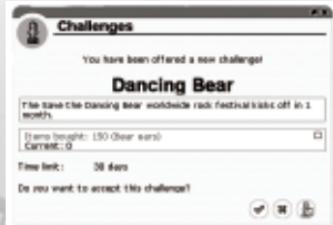
Additional Themes

Some of the object placement windows (such as rides, shops, and scenery) now include selections for two added themes, Prehistoric and Safari.

Additional Rides
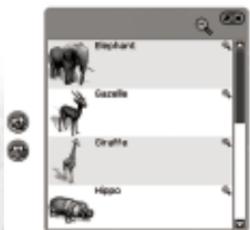
Animals and Enclosures

Several rides have been added to the various categories under the Rides button. In addition, two buttons have been added to the Rides menu, one for purchasing animals and another for building animal enclosures. Animal enclosures should be built before purchasing any animals. See the tutorials for Building Animal Enclosures and for Performing Animal Care for more information.

Additional Scenery

Four scenery options have been added to the scenery buttons.

Terrain Surfaces

The Terrain Surfaces button allows you to add raised terrain in blocks, as well as larger structures for marking the entrance to a new themed area. This allows you to quickly add blocks of terrain to create terraced landscapes and elevated scenery. **Note:** Tunnels and waterfalls may only be created using actual terrain and not these terrain surfaces.

Speaker Objects

Loud speakers have been added to both the selection of Path Extras, and to the selection of Scenery Items. Speaker objects can be used just like any other scenery element, except you may also assign a sound file to the object, adjust the volume of the speaker, and turn it off or on. Adding speakers throughout the length of a track ride, or along the path of a themed area allows you to give your park a more immersive feel, and a higher park rating.

Passport Stations

Listed among the Path Extras is an element called Passport Stations. Peeps are given a passport booklet as they enter the park. If peeps have their passport booklet stamped by the required number of stations, they win a prize! You can specify how many stations are required by clicking on a Passport Station and using the Passport Station control panel. The ideal strategy for using Passport Stations is to place them far apart at the far reaches of your park, giving peeps a reason to visit all areas of your amusement park.

Billboards

Real-world sponsors may now advertise in your amusement parks! Within the list of Scenery buttons is a button for adding billboards. These billboards may be updated with new advertisers while connected to the Internet. Income for your amusement park can be generated by adding these billboards. You may also add your own images to billboards, by using the "Custom Images" option.

Additions to the Dashboard

Escaped Animal Indicator

From time to time, an animal may escape from its enclosure causing some park guests to flee and stop spending money. Click the indicator to enter the DartCam and right-click to toggle Sniper mode. After shooting and hitting an animal with a tranquilizer dart, it will lay down and a crate will appear around it indicating it may be picked up and placed in an animal enclosure. **Note:** Escaped animals may not be sold until they have been recaptured and placed in an animal enclosure.

Additional Terrain Tools

Waterfalls

Added to the terrain tools buttons is a new selection for creating waterfalls. See "Creating Waterfalls" on page 19.

Tunnel Enhancement

You can now tunnel coasters into any angle of terrain including vertical, rather than just through horizontal surfaces.

Customizable Shops

The selection of stalls now includes Custom Stalls. After placing one of these shops, you can choose the type of item which will be sold from them. For example, if you want your Custom Stall to sell the same set of items that are normally sold at the Wild Toys shop, just select "Wild Toys" from the drop-down list in the shop's Sold Items window. Also available are Custom Stalls with various types of billboards attached, which can have custom images or real-world ads assigned to them.

Placing Assets Underground

You can now place scenery items, rides and shops underground by holding the **Shift** key and dragging the mouse down. This is useful for adding elements to the underground tunnels you've constructed

Animals

One of the most exciting new features in *RollerCoaster Tycoon 3: Wild!* is the ability to add animal exhibits and safaris to your amusement parks. To add an animal exhibit, you must first build a fenced enclosure to keep the animals (and your guests!) safe.

Create Enclosures

Click on the Rides button and then click on the Enclosures button to open the Enclosure construction panel. This changes your cursor to a ghosted 1x1 enclosure square. Click on an open space, hold the mouse button and drag to create an enclosure. Release the mouse button once you've dragged an appropriately sized enclosure.

To add to an existing enclosure, just click inside or adjacent to it, hold the mouse button, drag to expand the area, and release.

You can select different types of enclosure fencing by selecting an enclosure fence type in the Enclosure construction panel.

To delete an enclosure fence, click on the Trash button in the Enclosure construction menu, hold the mouse button and drag over the part of the enclosure you want to erase.

For best results, flatten the terrain for your animal enclosures before constructing any enclosure fences. This will allow you to add Animal Houses where both animals and animal keepers may more easily use them.

Purchase Animals

Once you've built an enclosure, you can add animals. To do this, click on the Rides button and then click on the Purchase an Animal button. This displays a selection of available

animal types. Click on the small "plus" sign next to an animal type to display male and female, adult and infant purchase prices.

Click on an animal and an animal crate will be attached to your pointer. Move the crate over the spot where you want the animal delivered and click to drop the crate and deliver the animal.

Animal Houses

In order to keep your animals happy, you need to build them an animal house, where they can feed and find a bit of privacy away from the adoring park guests. To add an animal house, click the Animal House button on the Enclosure panel. This will display icons for different types of animal houses. Hover your mouse over each icon in the Animal House construction panel to see a list of all the animals for which each animal house may be used. Click on the appropriate type attach an Animal House to your cursor. Click inside of any existing enclosure to place it there.

Viewing Galleries

Viewing galleries are structures where you can charge your park guests to get a close-up view of the animal exhibits in your parks. To create a viewing gallery, select the Viewing Gallery button in the Enclosure construction panel, and then select the desired size of the viewing gallery you want to add. A ghost image of the viewing gallery will appear. Move the pointer over the fence of the enclosure and click the mouse button to place it there.

You can add as many viewing galleries as will fit on the fences of an enclosure. Viewing galleries must be connected to the main path and opened like other attractions and shops.

Animal Window

Click on an animal to bring up the Animal control panel associated with it. Click on the Animal Details button to rename the animal, center the camera on it, activate the AnimalCam, sell the animal, release it, or pick it up.

Click on the Animal Stats button to see important information about the animal, including the animal's current health level, its satisfaction with its habitat, hunger and thirst levels, its current social satisfaction levels, and the animal's level of cleanliness. Keep hunger and thirst low and all the other levels as high as possible to keep park guest enjoyment high and to prevent the Animal Protection League from confiscating the animal.

To affect these levels, add enough animal houses to allow all the animals in the enclosure to feed at will, and add enough highly trained Animal Keepers to refill the food troughs and clean up after the animals.

Click on the Thoughts button to see what the park guests think about this particular animal.

Click the Animal Info button to display a panel with details that will help you decide what scenery, terrain types, enclosure size and vegetation to add to the animal's enclosure. In this panel you'll also find information indicating gestation period and average size of litter, as well as the animal's rarity factor (which will determine the sale price of the animal or its offspring).

Animals have an Adoption Fee button, which allows you to raise funds from park guests for food and healthcare of that animal. Each time a guest sees an animal, there is a chance that they will decide to adopt it. Make sure you take very good care of an animal that has adopters – if the animal's health decreases too much or you raise the adoption

fee too high, the guest may stop his or her payments. Income obtained through adoption fees is added to your cash amount. Park guests who adopt animals will also experience an increase in their happiness levels.

AnimalCam

Once you have animals in the park, you can see the world from their perspective using the AnimalCam. The AnimalCam works just like the CoasterCam. To activate it, double-click an animal to bring up its Animal control panel and then double-click on the mini-view of the animal to open the AnimalCam. To turn off the animal's camera, or switch to another camera, move the cursor to the bottom right of the screen and click on that option.

Enrichment

You can purchase enrichment objects from the Enclosure construction panel that will help your animals have a happier, healthier existence. Select an enrichment object and drop it into the enclosure. The animal will play with the object and become happier. The enrichment object will slowly degrade as the animals use it, so you'll need to replace the objects periodically.

Predator/Prey

Predators will attack prey. For example, if you drop a lion in an enclosure with several zebras, it may get hungry and decide to have one of the zebras for a snack. You will lose any investment in animals that fall victim to a predator, including all adoption income.

It's best to keep carnivores of the same species in an animal enclosure reserved just for them. Herbivores may be mixed together in the same enclosure provided you have enough room and enough of the appropriate types of animal houses for each animal.

Breeding

To allow breeding, an adult male and female animal of the same species must be in the same enclosure, must be very healthy and must have not recently bred. The enclosure must also have space for another animal. When one of your animal pairs breeds, you will be notified via the dashboard.

Dart Cam

If an animal escapes – either through fence breakdown or deliberate placement, you must use DartCam to capture it. Click on the escaped animal and then click on the Dart button, or click on the flashing icon in the dashboard. This enters the DartCam. Move the camera by holding down the left mouse button, cycle through escaped animals, or exit DartCam, by dragging the cursor over the panel in the bottom-right of the screen.

Toggle the crosshair by pressing the right mouse button. When the crosshair is displayed, fire the rifle by clicking the left mouse button. Once the animal is tranquilized it will be crated up. Exit DartCam and click the crated animal to attach it to your pointer and drop it back into its enclosure by clicking there.

Prevent further escapes by clicking on a viewing gallery for the animal enclosure with the damaged fence, clicking the Maintenance button, and then clicking the Call For Repairs button. **Note:** A damaged fence for an animal enclosure cannot be repaired until at least one viewing gallery has been added to it.

Creating Lion and Tiger Shows

When you add a lion or tiger show, it will come with a default show. You may customize the show by clicking on the attraction, and clicking the MixMaster button (found in the lower-right corner of the attraction control panel). You may also add music and other show elements (such as fireworks) to a lion and tiger show.

Finally, add an entrance and exit, connect a path to exit and entrance and 'open' the show just like other attractions.

After you've placed the show, you can customize the show by clicking the RCT3 MixMaster button found in the Show control panel.

The RCT3 MixMaster sequencer interface allows you to choreograph moves in any order you want by clicking in the timeline. To preview the show, move the mouse backwards and forwards to 'scrub' through the sequence you've created or click the Play button. Save your show just like you save a firework shows.

RIDES WITH EXTRA FEATURES

The following are some of the coasters included in *RollerCoaster Tycoon: Wild!* that include extra features:

Splitting Coaster

The Splitting Coaster is designed as two sets of connected track, each of which supports its own independent vehicle or train of vehicles. The track is designed to split and reconnect throughout the ride, and the seats can be fixed or rotating. See the Tutorials for instructions on how to build a Splitting Coaster.

Towering Coaster

The Tower Coaster track is based around a main tower structure, which incorporates a vertical lift hill and overhanging drop. The drop itself is so extreme that magnetic break-ing systems in the tower are used to prevent the car from inducing forces of more than 6 Gs in its passengers.

Robotic Coaster

This coaster uses a robotic arm with seats on the end, modified to run along a heavy Wild Mouse-style track. The robotic arm's parameters may be set for each track piece. After building the track, select a track piece, and then click the Edit Robot Arm Angles button to show the settings selections panel of the Coaster construction panel.

Tick the Enable box and then choose the values for each of the four settings. The four settings are:

1. Seating Compartment Roll
2. Forearm Pitch
3. Upper-arm Pitch
4. Coaster Car Yaw

Modify the arm's settings by clicking on the various spinners. The Robotic Arm will change position to reflect the settings. Along the right edge of the panel are buttons that allow you to copy the values from the previous track piece, the next track piece or the reset the values to zero.

A blue ghost version of the arm will appear on the track pieces where the roll, pitch and yaw values are enabled and whose settings are different from the previous track piece.

As the arm travels along the track, it will move smoothly between the settings of one track piece and the next.

Dizzy Dropper Coaster

The Dizzy Dropper coaster runs on a specially constructed 'sideways' track, giving the riders an unobstructed view out over the park. The cars are flown by autopilot.

OTHER *WILD!* FEATURES

Tutorials

RollerCoaster Tycoon 3: Wild! includes tutorials for several of the new features, including how to construct Animal Enclosures, Wild Coasters, and Safari Transports; how to conduct Animal Care; and how to customize Lion and Tiger Shows. The tutorials can be found in the main menus of the game.

Hiring the Animal Keeper

The Animal Keeper is an employee added to the list of staff members available in *Wild!* and has employee options similar to other staff members and is needed for looking after the care and feeding of animals in your park. When an animal house is added, one keeper is automatically hired. But as the population for an animal enclosure grows, additional animal keepers may be required to keep the animals healthy.

Note: Animal Keepers are not required for the lion show, the tiger show, the elephant transport ride, the insect, reptile, or nocturnal animal houses or any animals appearing in your park from other expansion packs.

## Using the Control Key to Build Elevated Scenery and Structures

A new and improved method for building elevated portions buildings and scenery (such as roofs) can now be accomplished using the **Control** key. Use the following steps to learn how to do this.

After you've built the walls of a structure, build the roofline attached to the top of the wall. This is accomplished in the same way as with *RollerCoaster Tycoon 3,* where you first select a roof piece from the scenery structures menu, and then position the pointer where you want to place the roof piece, hold the **Shift** key and nudge the mouse up until the piece is positioned correctly. Now click to place it there. To add *another* roof piece at the *same* height, move the pointer so it touches the previously placed roof-piece, and then press the **Control** key. This action assigns that height to the **Control** key so when

you are placing any additional scenery items in your park and hold down the **Control** key, it will be placed at that height. This is particularly useful for building large expanses of roof and platforms.

Creating Waterfalls
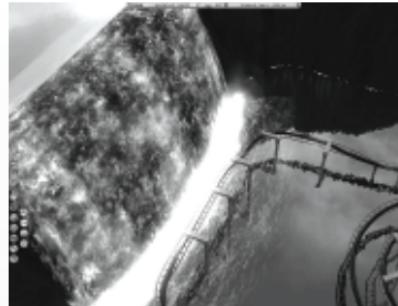
Waterfalls can only be constructed between two adjacent bodies of water where one is higher than the other.

First, modify the terrain to create a raised area — for best results, use the "Multi-tile freeform terrain shaping" tool. Next, create a pit on the raised area and then add water (consult the *RollerCoaster Tycoon® 3* manual for instructions on adding water bodies). This higher water body must have a flat / straight edge over which you want the water to flow. Then, create a pit at the base of the raised area and add water there, too, ensuring that there is at least some water in the lower body that is roughly underneath the flat / straight edge over which you want the water to flow.

Finally, click the Waterfalls button to activate the waterfall function, then first click the raised water body to select it, and then click the lower water body to select it. If the terrain has been formed properly, a waterfall will be created automatically. The width of the waterfall is selected based on the narrower of a) the length of the flat / straight edge on the raised water body; and b) the width of the lower water body underneath this edge into which the waterfall will discharge. Use this information to create waterfalls of whatever height and width you choose.

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ATARI WEB SITES

To get the most out of your new game, visit us at:

atari.com/rollercoastertycoon

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

ataricommunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

atari.com/us/tos

TECHNICAL SUPPORT (U.S. & Canada)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints**/**Cheat Codes** if they're available, and an **Email** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

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You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

If this is a PC product, when you install the Software you will be asked to review and either accept or not accept the terms of the EULA by clicking the "I Accept" button. By clicking the "I Accept" button you acknowledge that you have read the EULA, understand it and agree to be bound by its terms and conditions.

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