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Game Introduction

Welcome to the newest edition of the best-selling park sim RollerCoaster Tycoon World™. RCTW gives you ultimate control and allows you to build mind bending realistic coasters. Immerse yourself in the stunning new 3D engine that will give you total freedom to create, ride, and share the amusement parks of your dreams. Whether you are pushing the limits of design or trying to create a monster park with maximum profits, you will always be challenged. Now with a social hub function, you can share content including coasters and maps. Experience the thrill of a lifetime!

Four Theme Categories

You can decorate your amusement park using four diverse and comprehensive themes:
- **Generic** – For all your amusement park needs
- **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 World allows you to play all of the scenarios at three difficulty levels: Apprentice, Entrepreneur and Tycoon. When you first start RollerCoaster Tycoon World, only a third of the scenarios are available. The remaining are locked and become unlocked as you complete scenarios at Apprentice level.

How to get started

1. Start Windows.

2. Next you will need to install Steam which can be downloaded from **http://store.steampowered.com/**. If you already have Steam installed and have a Steam account, skip to **Step 5**.

3. If you are installing Steam for the first time you must accept the SSA to proceed. Once you agree to the SSA follow the onscreen directions to install the Steam client.

4. Upon completion of the Steam Client installation, you will need to create a Steam account. Launch the client, click **Create A New Account**, and follow the onscreen directions to complete your account creation.

5. Launch the Steam client and Login to your Steam account. If you purchased your product directly through Steam skip to **Step 7**.

6. If you purchased your game with a retailer other than Steam you will first need to activate your product with Steam (**this includes users who purchased a physical disc**). To do this Click the Games menu in Steam. Choose Activate your Product on Steam. Follow the onscreen instructions to complete the process.

7. Click on the Library menu and find "RollerCoaster Tycoon World". **Click Install**.

8. To play the game once it is installed simply run the Steam client and find RollerCoaster Tycoon World in your games library then click Play.

9. Visit **rollercoastertycoon.com** for the latest information about the game.

IMPORTANT ANTIVIRUS INFORMATION: We encourage protecting your PC from viruses, spyware and other forms of malicious software. Anti-virus applications often interfere with Steam and can cause a range of problems from connection issues to games not launching correctly. Please set your anti-virus to **Game Mode** or disable it before launching Steam if you are experiencing issues with your Steam games.

STEAM - ONLINE ACTIVATION

You will be required to install and activate your game through Steam.
Once activated you can play whilst offline as allowed via Steam.
REQUIRES INTERNET CONNECTION AND FREE STEAM ACCOUNT TO ACTIVATE
NOTICE: Products offered subject to your acceptance of the Steam Subscriber Agreement ("SSA")
You must activate this product via the internet by registering for a Steam account and accepting the SSA.
This is a live game and will be continuously updated. Your purchase includes the Early Access Edition of the game and all free updates. You must connect to Steam for regular game updates and latest information.

Saving and Loading

Save your progress at any time by clicking on the **SAVE** button (found directly in the **Pause Menu**). When the **SAVE** dialog box appears, confirm the name of your game save 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. Load functionality is also available in the **Main Menu** and the **Pause Menu**. When the **LOAD** dialog box appears, select a game from the list and then click the LOAD button. Save Files are displayed as Campaign, Scenarios, and Sandbox. To load a saved game while playing, click the LOAD button (found under the Files and Settings button) and follow the same steps. Games may also be saved and loaded from your STEAM account through STEAM Cloud saves.

Main Menu

Load
This button will only appear after a game has been saved. Use this button to load a previous game.

Campaign
Choose from three environments available (**Island, Canyon, and Forest**).

Scenario
If the scenario is locked or grayed out, it is not available. Complete scenario conditions to earn different medals (**Bronze, Silver, Gold**). If gold medal is earned in each scenario, it unlocks a new "Elite" scenario which is harder to achieve than gold.

Sandbox
Choose from three environments available (**Island, Canyon, and Forest**).

Content Manager
Players can share content with friends or community. Share (screen shots & video), blueprints, maps, user generated content (UGC), downloads.

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

Quit
Quit RollerCoaster Tycoon World.

Game Controls

PLEASE NOTE: These default controls represent the way the user controls the camera outside of any special editing mode. Editing modes may change some of these controls, as described in each section below. Any controls that are not specifically changed by an editing mode remain as described in the default controls.

Default Controls : Keyboard

W or (**arrow up ↑**) = Move camera forward

S or (**arrow down ↓**) = Move camera backward

A or (**arrow left ←**) = Move camera left (strafe)

D or (**arrow right →**) = Move camera right (strafe)

Q = Rotate camera left around a center point in the view

E = Rotate camera right around a center point in the view

Z = Zoom in camera

X = Zoom out camera

- and / = (and or number pad - +) = During Object Placement: Increase / decrease elevation or rotate object clockwise / counter clockwise. During the Coaster Builder: increase / decrease node elevation (Manipulation Mode 1) or rotate clockwise / counter clockwise the node on the current axis (Manipulation Mode 2/3/4). If placing an object: Increase / decrease height / rotate object clockwise / counter clockwise. If placing a Coaster node: increase / decrease its Y position (Manipulation Mode 1) or rotate clockwise / counter clockwise the node on the current axis (Manipulation Mode 2/3/4) Hold the key to continuously add / remove increments

Page up = Tilt camera up. **NOTE:** On most Windows and Mac laptops this key is **Fn + (arrow up)**

Page down = Tilt camera down. **NOTE:** On most Windows and Mac laptops this key is **Fn + (arrow down)**

ESC = Cancel the current action / **Exit** out of the current menu or tool / triggers **Pause Menu**

B = Toggle the Bulldoze tool on / off. **NOTE:** This also resets the UI to previous tab. The key is a toggle

H = Toggle the Heat Map tool on / off

M = Toggle the Move tool on / off **NOTE:** This also resets the UI to previous tab. The key is a toggle

G = Toggle the Grid Snapping on / off

N = Toggle the Object Snapping on / off

F12 = Steam Screenshot

Space Bar = Pause / Resume game speed

Tab and Shift-Tab = Cycle through the game speeds

1/2/3/4 = Change the current Manipulation Mode. During the Coaster Builder, change between elevation / twist / yaw / pitch. During Coaster Track Color selection: change between track / frame / supports. During object placement: change between rotation and elevation

Hold Ctrl + drag finger = When playing with a trackpad, hold Ctrl and drag finger to rotate the camera (simulates a Mouse Middle Click)

Default Controls: Mouse

Left Mouse Click = Use / Place / Select object or node

Right Mouse Click = Cancel the current action

Move Mouse Cursor to the screen edges = Move camera forward, backward, left strafe and right strafe respectively for the top, bottom, left and right screen edges

Hold Middle Mouse Button + Move Mouse Cursor = Rotate camera around a center point in the view

Mouse Scroll Wheel Up / Down = Zoom in and out

Shift + Mouse Scroll Wheel Up / Down = During Object Placement: Increase / decrease elevation or rotate object clockwise / counter clockwise during the Coaster Builder: increase / decrease node elevation (Manipulation Mode 1) or rotate clockwise / counter clockwise the node on the current axis (Manipulation Mode 2/3/4)

Trackpad:

Tap or normal Click = Select (left mouse button)

Drag finger = Move cursor

2-finger tap or Right Click = Cancel (right-mouse button)

2-finger drag up and down = Camera zoom in and out (Mouse Scroll Wheel)

Hold CTRL + drag finger = When playing with a trackpad, holding **Ctrl** and drag finger to rotate the camera (simulates a Mouse Middle Click)

Coaster Builder Controls: Keyboard & Mouse Inputs:

Mouse Inputs:

Left Mouse Click = Select a node / segment or place the already selected node

Right Mouse Click = Cancel current node selection or segment selection

Shift + Mouse Scroll Wheel Up / Down (or - / =) : increase / decrease node elevation (Manipulation Mode 1) or rotate clockwise / counter clockwise the node on the current axis (Manipulation Mode 2/3/4)

Keyboard Inputs:

1 = Change the Manipulation Mode to node **elevation** (Manipulation Mode 1)

2 = Change the Manipulation Mode to node **twist** rotation (Manipulation Mode 2)

3 = Change the Manipulation Mode to node **pitch** rotation (Manipulation Mode 3)

4 = Change the Manipulation Mode to node **yaw** rotation (Manipulation Mode 4)

Delete = delete the selected node or segment

Coaster Track Color selection:

1 = Select the track

2 = Select the frame

3 = Select the supports

Object Placement Controls: Keyboard & Mouse Inputs

Keyboard Inputs

1 = Change the Manipulation Mode to object rotation

2 = Change the Manipulation Mode to object elevation

Mouse Inputs

Shift + Mouse Scroll Wheel Up / Down (or - / =) : rotate clockwise / counter clockwise the node on the current axis (Manipulation Mode 1) or increase / decrease node elevation (Manipulation Mode 1)
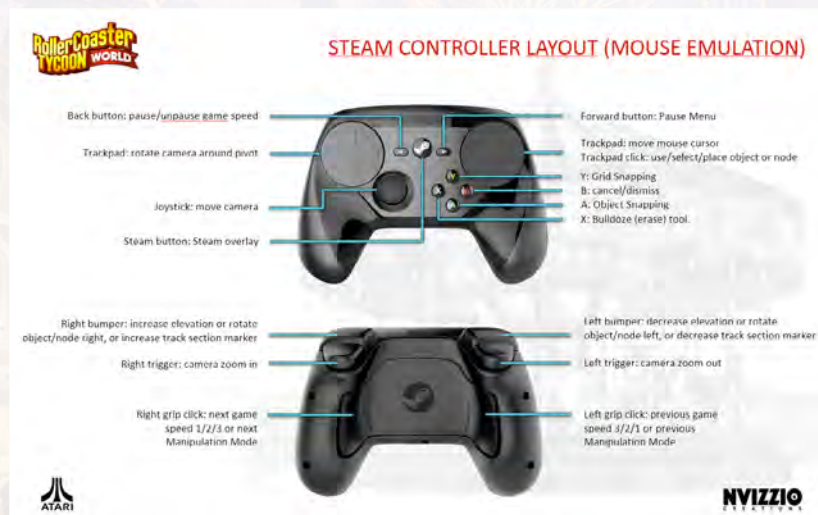
Path Construction Controls: Keyboard & Mouse Inputs

Mouse Inputs

Shift + Mouse Scroll Wheel Up / Down (or - / =) : increase / decrease the path elevation.

NOTE: The 1 and 2 keys do **NOT** change the behavior of the Shift + Mouse Wheel. At all times during Path Construction the Shift + Mouse Wheel increases/decreases the current elevation of the path.

Steam Controls:

Cameras

Park Camera
The Park Camera is the default camera. This view gives the player an overview of the entire park with very smooth articulation.

Free Camera
The Free Camera can be accessed at anytime in the game by clicking on the Free Camera button.

Ride Camera
The Ride Camera is available on any one of the Coaster and Flat rides. The player experiences the rides that they create throughout the park. The camera will even shake with the effects of G-force on the ride when inside a RollerCoaster.

Peeps Camera
This is the complete view from the peep's perspective.

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.

Campaign and Scenario mode

Campaign mode

If a player has picked "Campaign" to start a new game he / she will be prompted to choose one of **3** available environments - Island, Canyon, or Forest.

The player can edit the park name at this stage (**optional**) and click "**Start Campaign**"!

The campaign is where the player learns everything necessary to know about how to build and manage a park. Players will start with nothing and the goal is to build and manage a successful park. As the player progresses through the campaign, the player unlocks new content by raising his/her park value, peep population, or peep happiness. Players earn a cosmetic item (i.e. a special statue) that can be placed anywhere in the park.
Player Objectives - A panel will appear with different objectives as a progress icon is displayed. As players complete objectives a checked icon will be displayed and then disappear as a new objective will become available. Try to keep your park earning money and make your customers happy!

The larger the park, the more peeps to satisfy and the more rides to inspect.

Player Objectives - A panel will appear with different objectives (up to 3 - TBD) as a progress icon is displayed. As players complete objectives a checked icon will be displayed and then disappear as a new objective will become available. Try to keep your park earning money and make your customers happy!

The larger the park, the more peeps to satisfy and the more rides to inspect.

Campaign Game Over – This occurs when the park goes bankrupt. Before you go back to the **Main Menu, Load**, or **New Campaign** take a look at your stats. A recap of the park is displayed: Park Name, Duration of Operation, Best Rating, Largest Amount of Attendees, and Best Ride.

Scenario Mode

The Scenario Mode is a pre-designed park where players must complete the primary objectives to fulfill the scenario. When each scenario is completed, players are awarded a Bronze, Silver, or Gold level. As players complete scenarios, new scenarios become available.

Tutorials

The tutorials are in place to help show players step by step the following sections. To welcome both newcomers and veteran players, all tutorials have a skip function, available any time with the skip button:

- Park Camera Tutorial
- Ride Placement Tutorial (1 & 2)
- Path Placement Tutorial (1 & 2)
- Scenery Objects Tutorial
- Grid Snapping Tutorial
- Object Snapping Tutorial
- Peeps Informational Tutorial
- Peeps Thirst & Shops Tutorial
- Peeps Hunger & Shops Tutorial
- Peeps Bathroom & Shops Tutorial
- Coaster Builder (1, 2 & 3)
- Terrain & Land Expansion Tutorial
- Themed Scenery Objects Tutorial
- Loans & Marketing Tutorial
- Ride Operations Tutorial
- Friends Hub Tutorial
- Coaster Builder - Advanced
- Free Camera Tutorial

## Building your park

Scenery

Plants and decorations can be placed throughout the park to help embellish the park and enhance the park goers' experience.

There are **3** kinds of sceneries in the RollerCoaster Tycoon World game:

- Decorations - Statues, trees, flowers, bushes, and placed objects.
- Path Assets - Benches, picnic tables, lamp posts, signs, trash cans, and other objects placed on the edge of the path.
- Borders - Fences, hedges, and other objects.

The sceneries are equipped with 4 themes:

- Generic
- Adventure
- Sci-Fi
- Western
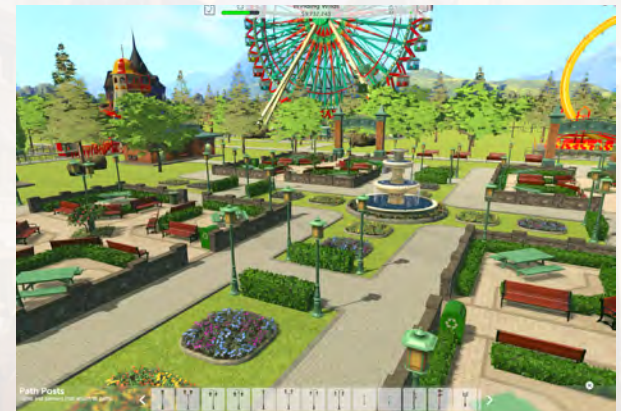
An item will glow "red" if the player is unable to place the scenery asset for any reason. The player will be charged for the item's cost immediately after it is placed.

When a player places multiple pieces of scenery close together, they aggregate their stats in a Garden. When a peep admires any individual piece of scenery in a Garden, they will receive the impact from all of the aggregated stats in the Garden combined. This encourages the players to build clusters of scenery for better results.

Scenery pieces that are placed close to rides will increase that ride's excitement. Themed scenery pieces will also contribute their theme to the ride, making it more attractive to peeps who like that theme! Scenery Stats only affect rides if the scenery is placed within the Scenery Radius of the ride.

Shop Systems

Keep your peeps happy in RollerCoaster Tycoon World with **Food Shops, Souvenir Shops, Bathrooms,** and **Information Kiosks**. Restaurants come in **7** main varieties, serving different kinds of cuisine:

- All American
- Asian
- Italian
- Healthy
- Sweets & Candy
- Mexican
- Drinks & Snacks

The Shop Finances and Customer Satisfaction is provided through a stats menu where the player can see the shop's profit and loss as well as customer opinions. The stats include:

- Income / Hour
- Running Cost / Hour
- Profit / Hour
- Total Profit
- Customers / Hour
- Popularity %
- Satisfaction%
- Total Customers
- How many peeps have this shop marked as their favorite.
- Build Date
- Customer Thoughts

Terrain Deformation

Players can deform the terrain to create hills, mountains, canyons or any topographical feature they desire. Textures can also be applied to give the park surroundings an authentic look. RollerCoaster Tycoon World includes **3** environments: **Canyon, Island,** and **Forest** with **4** types of textures: **Rocks, Grass, Sand,** and **Mud.**

Just select the Terrain tab to begin shaping the landscape.

Finance Systems

In RollerCoaster Tycoon World one of the measures of success for the park is the amount of money it makes. A complex system is in place to track Revenues, Expenses, and Loans. This system can be viewed and tracked through Activity, Theme, and Rides.

Loans exist to allow a cash-strapped player some immediate cash flow at the expense of a repayment over time. The game provides 3 loan amounts: $10,000, $50,000, and $100,000. Market your park to boost Park Appeal and Attractiveness, increasing the overall rate of guests that attend.

Heat Maps

Heat Maps are a 3D visualization of the Park and the Coasters data that is best displayed spatially to understand certain measurements. This feature is easier to understand than a traditional graph, chart, and game statistics. The following park data is displayed in Heat Map form:

Park Income	**Happiness***
Peep Density*	**Theme Concentration**
Average Spend/Peep*	

*Filtered by Peep Demographics

This information can be viewed in real-time with park updates regularly through the course of the game.

This feature can also be found with **Coaster Data Heat Maps** measuring the following:

Excitement	**Velocity**
Intensity	**Vertical G's**
Nausea	**Lateral G's**
Safety	

Park Services

Build each Park Service building to provide staff for the park. Players can upgrade their smaller less efficient buildings, replacing them with larger ones, providing a larger staff.

There are **4** types of service buildings a park should have:
- **Medical** - Healing injured peeps
- **Janitorial** - Waste removal from paths, emptying trash bins and cleaning lavatories
- **Mechanical** - Inspecting Rides and Fixing Ride Breakdowns
- **Entertainment** - When Peeps get bored, they need to be entertained

Paths

Agents traverse the park on paths. This is the "road system" for your RollerCoaster Tycoon World. All shops, coaster queues / exits, and service buildings must be placed adjacent or connected directly to a path.

Scenery objects snap to the exterior and interior of paths if the snapping toggle is disabled (**N key**)

There are **3** path sizes: **1x wide, 2x wide, 4x wide,** and **Queues**.

Players can create: Straight Paths, Curved Paths, Freeform Paths. Creating paths will cost the player money depending on the type and size of path that's picked.

NOTE: A path cannot be added over an object and on too steep of a slope. If a path cannot be added it displays in red and a visual will appear to help the player understand why.

NOTE: A player cannot edit terrain where a path is. If the Terrain tool is used over the path, only the terrain surrounding the path will be affected.

Tools for paths:
- **Straight** - Draw sections of paths in straight lines by choosing the start and end points
- **Curved** - Left mouse click makes a point which is used as a tangent for a curve in the road and the second click will build the road
- **Enlarge Path** - Change the width of the path using the presets (1 to 4)
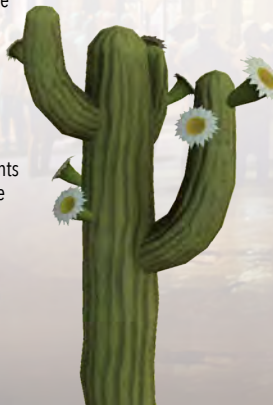
Ride Systems

Ride systems fall into two primary categories:

Flat Rides - Flat Rides are pre-built attractions with pre-made animations. All flat rides operate similarly, though their wide range of stats can cause them to affect peeps in very different ways. Flat rides range in intensity from the gentlest options available to moderately high intensity. There are 3 classifications for flat rides: Junior, Family, and Thrill.

Coasters - Coasters are fast moving rides with cars that follow steel or wooden tracks. All coasters operate similarly, though their stats can cause them to affect peeps in different ways. Coasters range in intensity from moderate to very high.

Each ride features **4** basic stats that define how peeps experience the ride:
- **Excitement** - The higher the better.
- **Intensity** - This is measured through coaster speed, inversions, lateral G's, and high vertical.
- **Nausea** - Drops, quick changes in direction, lateral G's affect nausea.
- **Safety** - Peep will avoid rides with lower safety ratings.

NOTE: Scenery can increase a ride's Excitement. When a player places scenery in their park, each ride has a visual display showing the Scenery Radius for that particular ride. This tool helps the player make a decision about the optimal placement of scenery items.

Each ride falls under one of four themes:
- **Generic** – No theme. Generic flat rides can accept theming from scenery placed within their Scenery Radius.
- **Adventure** – Central American cultures, and Adventurers. Adventure rides can have their Theme boosted by the placement of Adventure themed scenery within their Scenery Radius.
- **Sci-Fi** – Space ships, robots, and lasers. Sci-Fi rides can have their Theme boosted by the placement of Sci-Fi themed scenery within their Scenery Radius.
- **Western** – Cowboys, cattle, and gold rushes. Western rides can have their Theme boosted by the placement of Western themed scenery within their Scenery Radius.

Every ride is measured by the following financial stats:
- **Ticket Price** – The cost for a ticket to this ride.
- **Build Cost** – The cost to build this ride.
- **Running Cost** – How much it costs to run this ride on a per month basis.

RollerCoaster Builder
Introduction / Architect Mode

In this mode the player is allowed to create roller coasters free from the restrictions of the financial simulation. This allows players to push the creativity of their designs. The following steps are in place for Coaster Creation:

Set Station Position	Set numbers of Trains and Cars
Draw Tracks	Launch test (Or Open to the public)
Add Chains, Boosters, and Brakes	Watch Result / Adjust settings
Or Add Specialty Track Piece	Quit Mode
Customize Colors	

Architect Mode is merged with **Sandbox Mode**. The cost of the coaster will be tracked and saved in the blue print. The player will only be charged for the coaster when it is placed in the park.

NOTE: You can change the units of measurements and type of currency in the **Options Menu**.

Once a station is set, the player begins coaster design by drafting the track trajectory. Once a track starting location is selected, the player can drag from that point to another location on the terrain to start laying down track. Using the active node that is blinking at the head of the station gives a visual reference for beginning the build process.

Once the track trajectory is established the player can add: Chains, Boosters, and Brakes. Players can customize colors to the tracks, supports and different coaster cars.

Specialty Track Segments can also be added to certain parts of the roller coaster. Simply select a certain segment of the track and choose from the tracks that are provided to make the switch. The player can adjust the height, length, or twist the section of track during placement. To remove the specialty track piece as any object in game, use **Bulldozer Icon**.

Now it's time to choose the Train and Car configuration that works best for your design. The Train is the head or lead and the car is defined by the number of seats or rows. There are **4** different themes for the cars of the roller coaster: **Generic, Western, Adventure,** and **Sci-Fi**. For more Info:
http://depot/Projects/RCTW/Production/Production Tracking Documents/RCTWAsset_Tracker.xlsx

Players have the option to use multiple trains for a single RollerCoaster, thanks to the use of **Block Brakes**. The Block Brakes function to slow the train down to a precise Safe Speed (e.g. 5 km/h), then stay at this constant speed until it reaches the end of the Block Brakes, called the Stop Point. If the train is below the Safe Speed (e.g. 1 km/h) when entering the Block Brakes, the train speeds up to reach the Safe Speed (5 km/h). When all trains are stopped at a Stop Point, all trains start moving again gradually to the Safe Speed to exit out of the Block Brakes.

The Coaster is now ready to test! If the player is happy with the results of the design simply hit **SAVE** to keep the coaster as a blueprint. At this point, the player has to open the roller coaster to the public. If not, **DELETE** the coaster and start again.

The player can review the results of the test run (Excitement, Intensity, Nausea, Safety, Velocity, Vertical G's, Lateral G's) and fine tune the track for better results.

Sandbox mode

Sandbox mode uses the same progression flow as campaign mode as assets will be unlocked in a sequence, depending on which stage of the game the player is currently at.

Use the "**Create Game**" screen to fully customize the options the player desires.

User-Generated Content

RollerCoaster Tycoon World allows players to upload content to the Steam Workshop, where other players may download whatever content they want at any time. An in-game "Content Manager" lets users apply or remove UGC from saved files when a new map or an existing map is loaded.

Team RCTW is implementing robust User-Generated Content tools for use in RollerCoaster Tycoon World. These tools will allow you, our most creative tycoons, to build your very own custom scenery and peeps and import them directly into the game. The process is simple:

1) Get yourself a graphics program! You can create UGC using any Unity 5-compatible 3D modeling tool, including Max, Maya, Blender, Cinema4D, Modo, Lightwave and Cheetah3D. Simply export as a .MAX, .MB, or .MA file. The full list of compatible programs can be found here:
http://docs.unity3d.com/Manual/3D-formats.html.

2) Make something awesome! Use the references below for Path, Snack Bar, Bench, and Peep sizes. Any 'non-animated' model will be importable into the game. These objects will be listed as scenery or peeps respectively. Support for other in-game objects will be added soon!

3) Load the model in Unity 5. Any version of Unity 5 (Free or Professional) will work. Simply load your new piece of scenery in Unity 5. Make sure it conforms to the above standards!

4) Import it into the game! At launch, we will release a plugin for easy import into RCTW. In no time, you'll be able to see your glorious creations side-by-side with the ones our artists have cooked up. This plugin connects directly with Unity 5 and validates that the model meets all specifications required to work within

the game. It will convert it into a format readable by RCTW.
Set numbers of Trains and Cars
Launch test (Or Open to the public)
Watch Result / Adjust settings

Quit Mode
Assets can be generated from external programs such as Maya 3D or 3D Studio Max. Once the item is validated through a Unity 3D tool it is ready to use in the RollerCoaster Tycoon World game.

Steam Workshop is a content location for the RollerCoaster Tycoon World community to share generated content

Players can visit the **Steam Workshop** to browse and download any mods or content (blueprint) add-ons they desire for free! Social Hub / User Generated Content

RollerCoaster Tycoon World offers a single player experience, a shared experience with just selected friends or an experience sharing with friends and the RollerCoaster Tycoon World community.

> **Single Player** - I play alone, I build, I create, I decorate. I create screenshots, and videos
> **Friends** - Notify my friends, chat while playing, view their KPI and achievements
> **Friends and Community** - Use social tools such as Steam and Steam Workshop to share your RCTW experiences including screenshots and more advanced UGC. Using Steam UX is good, but in game integration is preferred when possible.

Players can share: Screen shots, videos, coaster blueprints, saved game files & KPI, custom maps, and scenery items. If shared, the content will be stored on the Steam Cloud and it will be accessible to Friends (sharing with the community requires uploading to **Steam Workshop**)

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> **c/o CT Corporation**
> **1209 Orange Street**
> **Wilmington, DE 19801**

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