

# RollerCoaster TYCOON™

CD-ROM GAME

## A WORD FROM JOHN WARDLEY

*The world of theme parks is one of the most exciting businesses to be in. Now, you too can be a roller coaster tycoon and make your fortune by designing, building, and operating some of the biggest and most sensational theme parks in the world.*

*There's much more to a theme park than roller coasters, height, speed — and making people feel sick! You are about to become a real-estate developer, an engineer, an accountant, a landscape architect, a manager of people, and an **entertainer**.*

*Your park must provide a fun day out for everybody, at a price they can afford. They must be kept comfortable and happy, well fed and amused — but you have bills to pay, advertising costs, wages and big problems ahead of you. You will need to use all your skills to be successful.*

*Here are some tips. As a ride designer, think of yourself as an entertainer; you can make your riders laugh or cry, you can amaze them, mystify them, scare them, amuse them, or terrify them — it's all under your control. Just think of the power you have!*

*But entertainers need to understand their audience. Who are you trying to entertain? . . . families with young children? . . . teenagers who want the ultimate in white-knuckle terror? . . . or everyone who comes to your theme park, including grannies and little kids?*

*Think of a ride on a roller coaster as a journey through an adventure. It must have variation — not just its ups and downs, but also its surprises and shocks, its gentle scenic sections to lull you into a false sense of security, and its wild mean parts to scare the pants off you.*

*A ride should be impressive, yet fun to watch, and it should fit into the layout and landscape of the park. Your guests must be able to see some of it from the walkways, but keep some bits hidden so they come as a complete surprise during the ride. An adventure journey must take your riders through an exciting, disorientating, and spectacular environment. Position trees, tunnels, and other obstructions so as to enhance*



*the thrills. Use water for effect, and create hills and valleys through which your ride will race. All these elements are at your fingertips, so use them.*

*Remember, any fool can build a roller coaster with an impressive first drop, but can you keep the fun and action going right through to the end of the ride? When I designed Nemesis at Alton Towers, I wanted to ensure that there was speed and exhilaration even right up to the last section of track before the station, so I dug a hole just in front of the station brakes and dropped the ride down through a corkscrew below ground level. It comes as quite a shock when you ride it. If the riders get off feeling that the ride has dulled-out halfway through, they will be disappointed, but if they get off on an emotional high, they'll come back for more — and they'll be more likely to buy an on-ride photo of themselves. (Position the camera in the best place for good expressions on riders' faces to maximize sales.)*

*Locate your big spectaculars towards the back of the park, to draw the guests right through the park past as many "spending opportunities" (food kiosks, etc.) as possible.*

*Once you've designed your coaster, you've got to operate it at maximum efficiency. Should you wait till the train is full before you send it out of the station? Keeping riders waiting is boring, and the more frequently the guests walking around the park can see the ride running, the more attracted they'll be to ride it, but a full train is the most efficient way of running the machine. Even the best-designed roller coaster won't make money unless it is operated and maintained efficiently.*

*It has taken me 25 years of hard work to gain my experience in the theme park industry. With **RollerCoaster Tycoon**, you can get there in 25 minutes!*

*A plot of land is out there waiting . . . rides are available for you to design and build . . . and guests are ready to visit you and spend lots of money.*

*Good luck, and have fun.*

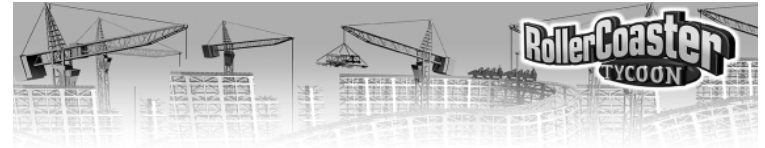
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**John Wardley's** official job title is "Consultant Director, The Tussauds Group, Ltd." but he doesn't mind being called simply a "Ride Designer". He has been involved with the design of many of the best European roller coasters, including *Nemesis* and *Oblivion* at Alton Towers (England), *Megafobia* at Oakwood (Wales), *The Vampire* at Chessington (England), *Dragon Khan* at Port Aventura (Spain), and many others.



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# HOW TO GET HERE

No matter where you're coming from, there's only one way to get to **RollerCoaster Tycoon**. First, let's make sure you have what you need to enjoy your visit. After that are complete directions for reaching the park safely.

## SYSTEM REQUIREMENTS

### Minimum System Requirements:

Operating System:	Windows® 95/98
Processor:	Pentium® 90 CPU
Memory:	16 MB RAM
Hard Disk Space:	50 MB free
CD-ROM Drive:	4X CD-ROM Drive
Video:	1 MB SVGA card
Sound:	Windows® 95/98-compatible sound card
DirectX®:	DirectX® version 5.0 (included) or higher

### Recommended System Requirements:

Operating System:	Windows® 95/98
Processor:	Pentium® 200 MMX CPU
Memory:	32 MB RAM
Hard Disk Space:	50 MB free
Video Memory:	2 MB accelerated SVGA card
CD-ROM Drive:	8X CD-ROM Drive
Video:	Windows® 95/98-compatible video card
Sound:	Windows® 95/98-compatible sound card
DirectX®:	DirectX® version 5.0 (included) or higher

### Ideal System Requirements:

Operating System:	Windows® 95/98
Processor:	Pentium® II 350 CPU
Memory:	64 MB RAM
Hard Disk Space:	180 MB free
Video Memory:	4 MB accelerated SVGA card
CD-ROM Drive:	8X CD-ROM Drive
Video:	Windows® 95/98 compatible video card
Sound:	Windows® 95/98 compatible sound card
DirectX®:	DirectX® version 5.0 (included) or higher



## INSTALLATION

If you have all of the required equipment, then it's time to install the game. To do so, follow these instructions:

◆ Open the CD-ROM drive, place the **RollerCoaster Tycoon** CD in it, and close the drive.

◆ **RollerCoaster Tycoon** is a Windows "AutoPlay" CD-ROM. That means that just putting the disc in the drive for the first time starts up the installation program.

◆ As is usual in installation procedures, there are two decisions you need to make before the process can begin. The first is to what directory you want to install the game. You can accept the default, type in a directory path, or use the **Browse** button to seek out a directory.

◆ The second decision is what sort of installation you want to do. Pick one of the options presented:

**Minimum** installs all of the files required to play the game, but leaves some of the larger files on the CD. This strikes a balance between the needs of game speed (more files copied) versus conserving hard disk space (less files copied).

**Full** installs the entire game, including all of the larger files. If you have the hard disk space to spare, doing a Full installation can make the game run faster.

◆ Click **Install** to continue. (If you change your mind at this point, click Exit.)

◆ **RollerCoaster Tycoon** will now copy the files you selected to your hard drive from the CD-ROM.

◆ After the game itself has been copied over, **RollerCoaster Tycoon** installs Microsoft's DirectX drivers (version 5.0). Note that the space these take up was not included in the total noted when you selected what type of installation to do.

## If AutoPlay Doesn't Work

If, for whatever reason, the AutoPlay feature does not work when you put the CD in the drive, here's how to start the installation program yourself:

- ◆ Double-click your "My Computer" desktop icon.
- ◆ In the window that opens, double-click your CD-ROM drive (it's usually the D drive).
- ◆ In the list that appears, find a file named setup.exe and double-click it.



Once the installation is complete, the game is ready to go.

To start playing now:

- ◆ Leave the **RollerCoaster Tycoon** CD-ROM in the drive.
- ◆ Click the **Play** button.

To play later:

- ◆ Make sure that the **RollerCoaster Tycoon** CD-ROM is in its drive.
- ◆ Open the Windows **Start** menu, then open the **Atari** menu, then open the **RollerCoaster Tycoon** sub-menu, and then click the **RollerCoaster Tycoon** option – OR –
- ◆ When you put the CD in, you can wait for the AutoPlay screen to pop up, then click the **Play** button.

Have fun!

## ENTERING THE PARK

When **RollerCoaster Tycoon** begins (after the title sequence, that is), you're left looking at a screen with four big buttons:



**Start New Game** lets you begin a fresh game — a scenario of your choosing.



**Load Saved Game** is what you use to continue a game that you saved previously.



**Show Tutorial** runs the beginner's tutorial.



**Exit** shuts down the game and returns you to Windows.

Those of you who think you can figure it out for yourself, go ahead and click **Start New Game**. For the rest of us, here's a walk through the tutorial.



## THE TUTORIAL

The tutorial is a brief guide to how *RollerCoaster Tycoon* works. When you click the **Show Tutorial** button, the game runs itself for a while. It starts one of the game scenarios, then goes through the motions, step by step, of setting up a few rides and performing a few other important park management tasks. You can learn a lot by watching this.

As you watch the tutorial, you can follow along in this text; it's written in the form of instructions and their results, as if you were actually going to do the work yourself. If something the game does in the tutorial is not clear, the chances are good that it's explained here. Let's begin.



Click **Start New Game**. The tutorial skips the menu of scenarios (different parks in different situations) and goes directly into the first scenario.

The first window shows what you need to do to succeed in this scenario. Always read this carefully. In the tutorial, you have until October of Year 1 to attract 250 guests into the park and build the park's rating (a measure of reputation) to at least 600.



Click the window close button to close this window.



Click the **New Ride** button. The **Ride Selection** window opens.



Select the sleepy looking face tab (**Gentle Rides**) to see the available gentle rides.

- ◆ Select the Merry-Go-Round by clicking on the picture.
  - ◆ Click the **Build This** button at the bottom right. The **Ride Selection** window closes and the Merry-Go-Round Construction window opens.
- At this point, the mouse pointer (when held over the landscape) controls where the ride will be built. The landscape area needed to construct the ride is marked, and a yellow arrow indicates the orientation of the ride (which is irrelevant for a Merry-Go-Round, but quite important for many rides).

### Note This!

You don't have to just sit and watch if you don't want to. While the tutorial is running, you can click any mouse button or press any key on the keyboard to take over control. The only caveat is that you can't give control back to the tutorial. Once you take the reins, it's your park.



- ◆ Position the cursor between the existing path and the park border fence, then click to build the Merry-Go-Round. The cost of construction is deducted from your treasury, which is tracked in a box at the bottom left of the screen. (It's wise to remain aware of how much money you have to spend.)

Now, you must build the Entrance and Exit for the ride. You use the mouse pointer to choose positions for both. This is a very important step, because every ride must have an Entrance and an Exit, and both must be positioned so that you can build paths to and from the ride, or else your customers will never get there. Every Entrance and every Exit takes up one landscape square. (Note that the Entrance and Exit are free; they come as a package with construction of the ride itself.)

- ◆ Position the Entrance square adjacent to the ride (leaving room for the Exit) and click to build it.
- ◆ Construct the Exit in the same way as you did the Entrance.

You now have a completed, but closed, Merry-Go-Round with the required Entrance and Exit, and the **Merry-Go-Round 1** window is open. Next, you must build a Queuing Line from the Entrance to the existing path (otherwise, no one will be able to wait in line to board the ride, and that cuts down on business). You also need a path from the Exit to the main *Forest Frontiers* path.



Click the **Footpaths** button. The **Path Construction** window opens.



Click the **Queuing Line** button (the blue one with people).

- ◆ Move the mouse pointer to the landscape square in front of the Entrance and click once. The first stage of the Queuing Line is built, and the cost is deducted from your treasury. Move the pointer one square further away, and click again to add another piece.

You now need to connect the Exit and the Queuing Line to the existing path.



Click the **Tarmac Footpath** button (the grey one).

- ◆ Using the mouse pointer just as you did when building the Queuing Line, build a path from the Exit to the main path. (Notice the money leaving your account each time.)



- ◆ Now, extend the main path to reach the Queuing Line.

Now, you have a completed Merry-Go-Round with paths and a waiting area, but it is still closed (as you can see by the sign flashing on the Entrance).

- ◆ To open the ride, click the green light on the right side of the **Merry-Go-Round 1** window. (If the window isn't open, click on the Entrance or the ride itself to open the window.)

Now you have an open ride, but the park is still closed.

- ◆ Hold the right mouse button down and move your cursor to “drag” the landscape until the park entrance is in view. You see that the main park entrance sign is still flashing a *Closed* message.
- ◆ Click on the entrance to open the **Forest Frontiers** window.
- ◆ Click the green light (just like the one that was in the ride window), and the park is open for business.
- ◆ Close the **Forest Frontiers** window.
- ◆ Close the **Merry-Go-Round 1** window.

You now have one ride working and the park open. It's time to build something a bit more ambitious.



Click the **New Ride** button again.



Select the **Rollercoasters** tab (the face flying downhill).

- ◆ Select the Steel Mini Roller Coaster picture, then click the **Build This** button. The **Select Track Design** window opens.

At this point, you can choose to construct one of the pre-designed track layouts, or you can choose to build a custom coaster. We're being ambitious, so let's go with the latter.

- ◆ Select Build Custom Design, and the **Roller Coaster Construction** window opens.

## Remember

If you make a mistake and build something in the wrong place, you can right-click on what you built to remove it. You will not get all of the construction cost back, but there is usually a refund of some sort. (Removing natural objects such as trees does not count as undoing construction; for removal, there is a separate cost, no refund.)



The *Station Platform* is pre-selected as the first item to be built. That's because on the completed ride, the Entrance and Exit must be adjacent to the station platform. Positioning the station first is good planning.

- ◆ Move the mouse pointer over the landscape. The cursor is a white box with a yellow arrow in it (like the Entrance cursor). The box marks where the first piece of Station Platform will be built, and the arrow shows the direction the cars will travel.
- ◆ Click once to build the first piece of Station Platform.
- ◆ Now, move the mouse pointer back to the construction window and click on the Station Platform picture *in the window* three times to build the remainder of the platform. The cursor moves forward each time and continues flashing.

Next, we're going to create the starting rise, the length of track in which a motorized chain pulls the cars up an incline to set up the rest of the ride.



First, we determine the direction of the next piece of track. Near the top of the construction window, select the center arrow (the **Straight** button).



Second, we set the grade (rise or drop) of the next piece of track. Below the direction buttons, find and click on the **Mild Incline** button (just to the right of center).



Lastly, we add the pulling chain to this section of track. Click on the **Chain** button (to the right of the incline buttons).

You probably noticed that as you made your selections, some of the choices in the other areas changed from available to unavailable or vice versa. What you can do at any point in the design of a roller coaster depends on the structural and functional limits — and the safety regulations — appropriate to the type of track you're designing.

- ◆ Click on the picture of the track piece (as you did for the Station Platform) to add it to the design.

If you understand how you built that straight, inclined, chained section of track, then the rest of the design and construction process should be clear to you. Curves, drops, and everything else are built using exactly the same process — choose a direction, choose a grade, then build the section. As we build this particular design, however, we run into a few of the limits on what we can do. (This is not a complete list, but it covers the issues we run into during the tutorial.)



- ◆ In order to switch from a rising track to a dropping track, you must have at least one piece of straight track in the middle.
- ◆ There is a limit to how high above the land you can safely raise track using supports.
- ◆ You cannot build track underground unless you prepare the land for it.
- ◆ Track can be run under or over existing track, provided there is enough room (vertical clearance) for the cars to pass through. However, it is a violation of the safety code to build intersections, so you cannot have the track cross itself at the same level.



If you build yourself into a corner or decide to make a change, you can use the **Demolish** button (the bulldozer) to remove the previous section of track.

- ◆ The last piece of track must connect to the first piece (the Station Platform) to create a closed loop. The height marks visible on every section of track help you to line things up.

Now that the track itself is complete, you must position and build an **Entrance** and an **Exit** for Roller Coaster 1. Only you can decide when the design is done, so the Entrance button is not activated for you (as it was when you built the Merry-Go-Round).

- ◆ Click on the **Entrance** button in the Roller Coaster Construction window.
- ◆ Position the Entrance square adjacent to the Station Platform (leaving room for the Exit) and click to build it.
- ◆ The **Exit** button is selected for you when the Entrance is complete. Position the Exit square adjacent to the Station Platform and click to build it. (The **Roller Coaster 1** window opens.)

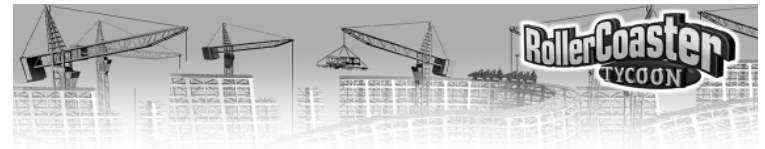
The design and construction of your RollerCoaster are complete, but you can't be sure how well it will work unless you test it. Testing also helps you determine how much to charge for it and how popular the ride should be.

- ◆ In the **Roller Coaster 1** window, click the amber light between the red (Close) and green (Open) lights. The ride begins its test run.



Select the tab with the pocket watch. This shows you the **Measurements and Test Data** display.

At first, there is no information in this display. When the first test run is complete, much of the missing data is filled in. We explain what all this



means later in the manual. For now, what's important is that the ride runs smoothly.



Select the **View** tab (the video camera).

- ◆ Click the red light to shut the roller coaster down (stop the test runs).
- ◆ Close the **Roller Coaster 1** window.

When you know the coaster works, it's time to create the associated Queuing Line and other paths. When that's done you have a completed, tested roller coaster with paths and a waiting area, but it's still closed.

- ◆ Click on the Entrance to open the Roller Coaster 1 window.
- ◆ Click the green light to open the ride.

Now that the new ride is open and functional, you need to set an admission price. This is perhaps the most important decision you make for each ride. Not only does the price influence how much money you make, it also affects the popularity of the ride and, therefore, the attitudes of your guests.



Return to the **Roller Coaster 1** window, and click the **Income and Costs** tab (the coin and ticket).

- ◆ Click the small up arrow several times to adjust the Admission Price to \$3.00.

Lastly, let's make sure that the roller coaster is operating in the most efficient manner. After all, you don't want your guests waiting too long for the ride to start.



Select the **Operation Options** tab (the gears).

- ◆ Click the down arrow to open the Wait For box.
- ◆ Choose **Wait For Any Load**. Leave the **Minimum Wait** and **Maximum Wait** times as they are.

This sets the ride to begin when one of two things happens — either the ride has a load of passengers or the cars have been sitting at the Station Platform for the Maximum Wait time. (Even if the ride has a full load, the cars will not leave the station until the Minimum Wait time has elapsed.)



Go to the **View** tab and close the **Roller Coaster 1** window.

Finally, we must consider the long term operation of the park and the safety of the guests. Every ride is a mechanical device, and machines have a tendency to become worn and break down. We need a *Mechanic* to perform regular inspections of each ride and repair those that do stop working.



Click the **Staff** button. The **Staff** window opens.



Select the **Mechanics** tab (the man in the blue work uniform).

- ◆ Click the **Hire New Mechanic** button.

Now you have a Mechanic in your employ, but you need to get him into the park.

- ◆ Move the mouse pointer over the landscape and position the Mechanic (hanging from the pincers) directly over one of the paths.
- ◆ Click to drop the Mechanic into the park.

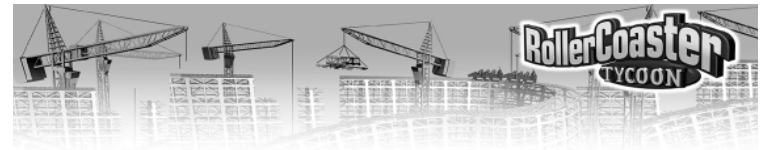
Your new employee will wander the park, inspecting every ride on a set schedule (a schedule you can control for each ride using an option on the **Operation Options** display). When any ride breaks down, a radio call goes out to the nearest Mechanic, and he hurries to fix the ride.

That's the tutorial! Now that you've watched it through, get in there and try a few things yourself. Once you've got some practice under your belt, let's move on to some more possibilities.

## THE SCENARIOS

As soon as you click the **Start New Game** button, you're on your way — but you're not inside the park yet. *RollerCoaster Tycoon* includes quite a number of park scenarios. What you see is the **Scenario Selection** window.

The name of each available scenario is listed in black letters. (Those you cannot yet reach are grayed out.) Take a look at the list, and pass the mouse pointer over each name, pausing long enough for the **Tips** box to pop up. This gives you some information about the situation in the park. When you know which scenario you want to enter, just click on the name. (If you change your mind and want to go back to the four buttons, use the



**Close Window** button in the upper right corner.)

When you have completed a scenario, your success and your score are noted along with the name in the selection window. After you have succeeded at a few of the early scenarios, you can move on to attempt more advanced (and more difficult) scenarios.

## THE RIDES

It goes without saying that the main attraction in any park is the rides themselves. Scenery and gardens, shops and stalls, and everything else are necessary to keep guests happy while they're in the park, but the rides are the reason they come. *Variety* is the keyword in building rides in your park. After all, would you visit a park that had fifteen Merry-Go-Rounds and nothing else? Probably not.

The entire procedure for constructing a new ride is covered in great detail in the tutorial. Briefly, let's review the necessary steps:



Click the **New Ride** button to open the **Ride Selection** window.

- ◆ Using the tabs, choose a type of ride.
- ◆ Select the specific ride by clicking the picture, then click the **Build This** button.
- ◆ Determine the location and direction of the ride, then build it. (For some rides, this is a very simple process; for others, like custom designed roller coasters, it can take some time.)
- ◆ Place the Entrance and Exit for the ride.
- ◆ Create a queuing line to attach the Entrance to a path, and make sure that the Exit is connected to a path.
- ◆ Test the ride, set an admission price, give it a name, and determine its operating characteristics.
- ◆ Open the ride.



## Removing Rides

After you've built an attraction, you can choose to demolish it (using the **Construction** button in the **Ride** window). When you do so with a newly built ride or shop, you normally get a full refund of the cost of building.

However, once you've opened the ride (or shop) and your guests have begun patronizing it, you can no longer recoup your entire investment. If you demolish a "used" attraction, your refund is considerably less.

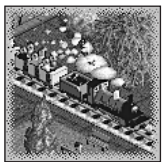
watch the scenery go by. Often, the decisions whether to visit a ride is driven by price considerations. Even the distance between rides can matter; a guest who is tired from walking is less likely to want to do anything, but if your rides are too close together, the park might seem crowded. There are many things to think about when deciding what type of ride to build.

## Design Tips

- ◆ A transport ride is a great way to ferry guests to and from a newly opened area of the park to which you want to draw interest. As an added benefit, you can charge them to get there!
- ◆ Don't be too ambitious too soon. A giant transport network connecting the entire park will be expensive to build. Build it in sections, and let the completed sections run while you save up funds to build the next one and, eventually, connect them all.
- ◆ Transport rides with covered cars are popular when it's raining.

The rides are organized into several types, and each type includes many different rides. (Some of these are not available for construction until your research staff have come up with a safe design.) Each has its own benefits and drawbacks, and each appeals to a certain type of park guest — its specific *target audience*. What draws a person to a ride depends on the proclivities of that person. Some guests want an intense, thrilling, gut-wrenching experience, while others want to relax and

## TRANSPORT RIDES



These are the mildest of the mild. (In fact, in some people's eyes, they're not rides at all.)

Transport rides carry guests along a fixed track through scenic areas, and they provide a low-thrill experience suitable for even the most squeamish guests. They also act as an alternative to walking. Any transport ride can have multiple stations, and guests use the ride to travel from one station to the other — and from one area of the park to another.

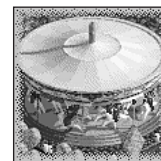


When you build a transport ride, it's always a custom design. (Please refer to the **Building a Custom Ride** section for the details on constructing one of these.) Make sure to read the specifications of the ride in the **Ride Selection** window before you begin construction. For example, some transport rides (like trains) run in only one direction and must travel a circuit, while others (like a monorail) can move back and forth on a single line of track.

## Design Tips

- ◆ Elevated rides allow your guests to see other rides and areas of the park, which can spark interest in visiting them.
- ◆ Covered rides are more popular when it's raining.
- ◆ Rides that provide music often add to the atmosphere of the park, cheering nearby guests.

## MILD RIDES



Low-thrill attractions are the bread and butter of traveling carnivals, but in a park like yours, they often play second fiddle to the giant roller coasters. That doesn't mean you won't see a profit from these. Many guests have little tolerance for intense rides, and prefer something more calm.

Most mild rides do not involve custom design, and they tend to take up less space than the more intense attractions. They rarely make guests sick, so you can build them near food service stalls without worry.

## ROLLER COASTERS



It will come as no surprise to you that the roller coasters are the primary attraction in most parks. Coasters come in many types, starting with the old-style wooden tracks and progressing through steel to the newer inverted, hanging, standing, corkscrew, single rail, and many other bizarre permutations. What all of them have in common is that they strive to provide a hair-raising experience, but also walk that fine line between exhilaration and discomfort (or terror). A ride that is too intense gets no riders.

For every different type of roller coaster, there is at least one standard design. You can also, of course, create a custom coaster. (Please refer to the





Building a Custom Ride section for the details on constructing one of these.) Whichever you choose, be prepared to use quite a lot of space and spend a significant amount of your funds constructing the track. Each roller coaster is a big draw and will likely bring you profit in time, but you pay up front for the opportunity to add it to your park. When using a standard design, you can watch the information in the Construction window as you position the ride; the price of construction is constantly updated to reflect the cost of building the coaster exactly where the footprint marker stands. (If there is no price listed, you cannot build the ride at the present location.)

Because roller coasters are such popular rides, you should be prepared for crowds — especially when you first open a new track. Build a longer queuing line than you would for a less thrilling ride; it will fill up faster than you think.

Roller coasters are also complex pieces of machinery, and the more complex a ride is, the more often it will break down. Make sure that you have Mechanics in your employ to inspect and repair your coasters. If a ride begins to break down more often than you like, you can schedule inspections more frequently. That usually prevents problems, but as a roller coaster ages, it will deteriorate gradually until it is no longer safe to operate.

## Design Tips

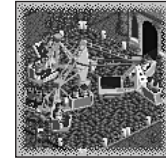
- ◆ Roller coasters are very expensive, but provide good profit over a long period. Price them high when new, then gradually decrease the admission over time to keep the ride reasonably popular and profitable.
- ◆ Coasters are high-intensity, sometimes nausea-inducing rides. It's not wise to build them too near the food stalls, and providing benches and bathrooms near the Exit is always a good idea.
- ◆ Riding less intense rides near a coaster can often help guests get up the nerve to ride the more extreme attraction. Consider surrounding a roller coaster with less exciting rides.
- ◆ Scenery and theme items placed near the track can add to the excitement of a ride, especially when you create the illusion of an impending collision. Tracks that cross over or under other parts of your park — footpaths, terrain, other rides, and such, are also more exciting.
- ◆ Dropped food is not the only threat to the tidiness of your park. Handymen also deal with the after-effects of ride-induced nausea. Keep enough on staff, or your park paths could become quite disgusting.
- ◆ Most roller coasters are not popular when it's raining.



## Design Tips

- ◆ Guests sometimes need to sit down somewhere after an exciting ride. Consider providing benches on the path near the Exit from a thrill ride.
- ◆ Some of these rides have a significant nausea factor. Take that into consideration when placing food stalls and bathrooms.

## THRILL RIDES



In the excitement department, this is next step up from mild rides. Despite their name, “thrill”

rides are generally far less intense than even the tamest roller coasters. Still, these attractions offer a good

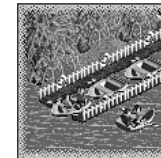
medium point — exhilarating enough for most guests without being extreme enough to scare them.

Thrill rides generally do not involve custom design, and most of them take up relatively little space in your park. On the down side, many thrill rides seem to lose their novelty more quickly than other types.

## Design Tips

- ◆ Most water rides have a theme. You can increase your guests' satisfaction by providing scenery near the ride that matches or compliments that theme.
- ◆ Like transport rides, well-designed mild water rides give guests a good view of the park, which can increase their interest in visiting other rides.
- ◆ Be aware of a ride's nausea factor, specially for those with spinning rafts and whirlpools. That way, you know when to provide benches and bathrooms near the Exit.

## WATER RIDES



The thrill of riding on fast moving water pre-dates even the earliest amusement parks.

Confined and controlled, rushing water can provide your guests with a spine tingling, yet totally safe experience. In hot weather, they also get a welcome chance to cool off.

Water rides come in all types, from the mildest paddle-boats to flume rides that rival roller coasters in intensity and excitement. Almost all

of them allow — and some require — custom design. In addition, you can often specify the design of the water craft used in the ride. Make sure to read the ride information in the Ride Selection window before you begin construction.



## SHOPS AND STALLS

Even though your guests all came to the park for the rides and other amusements, once they're inside, they expect to be kept comfortable, too. That means that you should supply drinks, a variety of food, bathrooms, and other amenities. Of course, your guests expect to pay for most of these things. That's where shops and stalls come into the picture.

Building shops and stalls is even easier than building simple rides. Unlike a ride, a little shop doesn't need an Entrance or Exit, and a queuing line is also unnecessary. The only absolute necessity is this: almost all shops have a predetermined front side with a built in access window, and that front side must be positioned next to a path in order for the guests to be able to use it. The only exception is the Information Kiosk, which has access windows on all sides.

Let's briefly review the necessary steps for building a shop or a stall:



Click the **New Ride** button to open the **Ride Selection** window.



Select the last tab (the eating face).

- ◆ Select the specific type of shop by clicking the picture, then click the **Build This** button.

The yellow arrow in the location pointer indicates the direction the shop will face (the front). Use the **Rotate** button in the **Construction** window (the curved red arrow) to spin the shop until it's facing the right way.

- ◆ Determine the location of the shop, making sure that the front side is connected to a path (or a place where you intend a path to be), then click to build it.

- ◆ In the **Shop** window, set the price for each thing the shop sells (or the admission price, in the case of a bathroom) and give the shop a name.

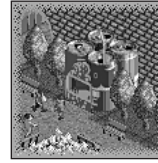
- ◆ Open the shop.

What types of shops and stalls you can build depends on the successes your researchers have had. Each shop attracts guests according to the person's needs. For example, if a guest is hungry, he or she will keep an eye out for a food stall. That's a clue to the method of success with shops and stalls — spread them around the park so that your guests do not need



to go far to fulfill a particular urge. The wants that these facilities serve are the kind that can make a guest physically uncomfortable, and that can seriously detract from their park experience.

## FOOD AND DRINK



The majority of the shops and stalls you can add to your park serve food — and because there is no other food supply, the park makes quite a profit from hungry visitors. As with rides, the key to success in the park food business is variety. Different guests have different tastes, and you make the most people happy when you provide for everyone.

The main drawback to providing food and drinks to your guests is the end result — trash. Discarded drink cups, food wrappers, and the occasional fumbled meal add up pretty quickly to a disgusting, messy park. Once you begin serving food, you must provide trash bins for your guests to use and hire a Handyman or three to help keep the park tidy. Here are a few tips to keep in mind when building food service areas:

- ◆ Drink stands are more popular when placed near food stalls that sell thirst-inducing products — salty things like popcorn, for example.
  - ◆ Many guests prefer to sit when they eat. Provide a good supply of benches conveniently located near any collection of food stalls.
  - ◆ Guests tend to eat near where they purchased the food. Trash bins positioned near food service stalls are a good idea.
  - ◆ Very few guests come off of an intense ride looking for a meal. There are better places for your food stalls than near the exit from a roller coaster with a high nausea factor.
  - ◆ The combination of food and thrilling rides is the primary cause of guests feeling sick. If you have a problem with this in your park, consider moving the food stalls farther from the more intense rides — much farther.
- It doesn't much matter whether you cluster all the food together in "food courts" (with plenty of benches and trash bins) or spread the stalls liberally throughout the park — as long as no hungry guest has a long walk to satisfy his or her need for a meal.



## INFO AND SOUVENIRS



As you get more proficient in building rides, stalls, the paths that connect them, and the scenery that decorates those paths, even the most intelligently laid-out park will become large and complex. That's when your guests start to want a map of the park. That's when you need to build an Information Kiosk. (Hopefully, your researchers have developed one by the time you need it.) Supplying park maps helps to greatly decrease the number of guests who get lost, too.

Another important function of the Information Kiosk is the sale of umbrellas. Rain is a serious problem for most parks, and yours is probably no exception. Though guests will not simply abandon the park when it starts to rain (especially if they paid a significant price to get in), they will avoid certain types of rides (roller coasters, for example) and be drawn to other types (covered ones, specifically). If umbrellas are available for sale, your guests become much less uncomfortable — and therefore less unhappy — in the rain. You also reap a tidy profit selling an item that, while the weather lasts, everyone wants.

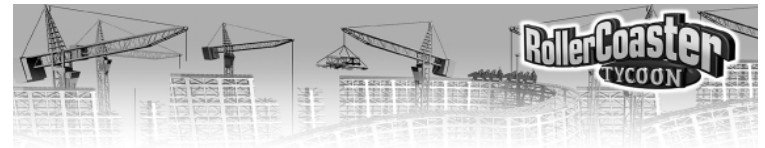
## BATHROOMS



Even if your park does not yet include any food or drink vendors, your guests will need toilet facilities and places to wash their hands, change children's diapers, and that sort of thing. When your park does sell food and drinks, these little buildings become even more vital to preserving the happiness of your guests.

You build a Bathroom just like you would any other shop or stall. Here are a few important considerations to keep in mind:

- ◆ Make sure that the building is facing the right way. The doorway must be directly adjacent to a footpath for guests to be able to enter (and leave).
- ◆ It's a good idea to locate the rest rooms close to food service areas. You want them convenient, visible, and easy to find.
- ◆ Sometimes, guests will need a bathroom after a particularly intense ride. Consider the ride's nausea factor, too.
- ◆ Unless your park is quite centralized, spread these facilities out around the grounds. The idea is to prevent a guest from having to walk too far to



relieve any condition that could cause dissatisfaction with your park.

Just like any other ride or service in the park, you can charge admission for use of the rest room. As always, this is a trade off between making enough income to cover the maintenance costs of the facility and keeping your guests satisfied that your park is a good value for their money.

## FOOTPATHS

A park filled with rides, shops, beautiful gardens, and other entertainments is utterly useless if the guests cannot reach any of the attractions. To be successful, your park absolutely must have a system of footpaths to guide visitors through the grounds. This is especially true of larger parks; the more real estate there is to tour, the more vital it is that you provide an efficient, well-designed layout of trails.

The footpaths in your park should be more than just a random assemblage of trails that provide access to every attraction. An intelligent park design incorporates a system that keeps your guests moving smoothly from one ride to another (herds them along, if you will). You should design your paths to do all this while, concurrently, leading your guests to remain in the park and spending money for as long as possible. (A park, after all, is first and foremost a business enterprise.)

Before we get into the step-by-step guide to laying down footpaths, here are a few pointers toward building an effective park-wide path system. Be forewarned that some of them are a bit manipulative:

- ◆ Keep the distance between attractions short, so that no guest has the opportunity to become bored or overly tired while walking from one to another. When a long walk is inevitable, provide benches along the way, especially at the tops of hills.
- ◆ Provide transport rides from point to point (every point near a ride) around the park. This will lighten the traffic load on your path system and give tired guests an alternative to walking.
- ◆ Make sure that all of your attractions are visible from the footpaths. A guest will not think to patronize a ride he or she does not know exists.
- ◆ To prevent crowding, provide alternate routes through the busiest areas.

There are two surfaces on which you can lay a normal path (one that conforms to the surface of the land): horizontal, flat ground, and simple hills,



those with no irregularities in slope. To build ground-hugging footpaths:



Click the **Footpath** button (on the **Toolbar**). This opens the **Path Construction** window, and the mouse pointer changes to include a footpath icon.

- ◆ Next, select the type of paving you want to use. There are four options:
  - Tarmac** is simple paving.
  - Stone** is a fitted layer of cobblestone.
  - Dirt** is a tamped dirt footpath.
  - Tiled** is a patterned path built of decorative bricks in odd shapes (“crazy brick”).
- ◆ Position the mouse pointer over the land square where you want to begin paving.
- ◆ Left click to pave the square. To pave over long trails in one fell swoop, you can hold down the mouse button and move the mouse along the path you desire. Every square you pass over is paved.
- ◆ If you need to remove a section of path, right click on it. You get a partial refund of the cost of paving.

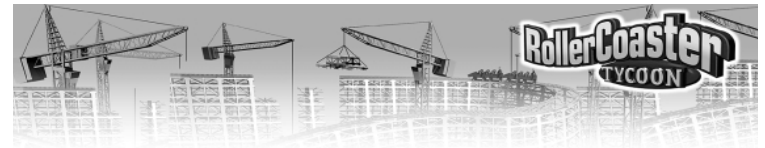
## QUEUING LINES

Queuing Lines are special footpaths that lead guests from the main path to a ride Entrance. These lanes are also the area where guests who are patiently waiting their turn to get on a ride do their waiting. Without a queuing line, a ride draws much less custom, because those guests who cannot board when they reach the Entrance simply turn away. These paths include distinctive blue and white paving tiles, along with convenient hand rails to make their purpose quite clear to your guests.

To build a Queuing Line, you follow exactly the same process as you do when paving footpaths. (In effect, the Queue Line is simply a fifth type of paving.) There are a few concerns you might want to keep in mind when creating your queues. Some of these might seem obvious, but others are not quite so self-evident.

### Working the Line

If the wait for a particular ride is excessively long and there isn't much you can do to relieve the situation, your guests can become restless and unhappy in line. You can hire an Entertainer and assign that person to “work the line”—patrol the queuing area regularly. This tactic relieves some of the tedium of standing in the queue, and can mollify stranded guests.



- ◆ No matter how attractive you find the blue and white tiles, Queuing Line should not be placed anywhere except as a passage to connect a ride Entrance to a footpath. The distinctive appearance of queue paving alerts your guests to its function, and you do not profit from confusing visitors.
- ◆ Be very careful how you place the sections of Queuing Line. The first one that you place adjacent to an existing path becomes the entry spot for the queue, and it's easy to accidentally connect before you intend to. It's often best to create the queue first, before you run a footpath to meet it (and the ride).
- ◆ Build the queue for an attraction longer or shorter depending on the popularity, the load size, and the wait time you expect for the ride. For example, a roller coaster will require a longer queue area than a slide, because the more exciting ride is more popular, each train load carries far more passengers than the slide's maximum capacity, and the ride on the coaster takes longer to complete.
- ◆ You do not need to build a queue for any shops or stalls, only for rides.

## RAISED PATHS AND TUNNELS

Footpaths that follow the contours of the land are nice, but unless you make major alterations to the land in your park, you're going to need raised paths — to cross over water, build docks and piers, travel along the sides of hills, reach elevated ride Entrances and Exits, and many other uses. You might also like to construct tunnels for your guests to walk through. With a little imagination, you can make the footpaths through your park almost as entertaining as one of the rides.

Building raised footpaths and subterranean passages is a bit more complicated than placing paths on flat land, but it's less complex than designing track for a custom ride. We'll get to the step-by-step instructions in a moment, but first, there are a few general rules you should understand.

- ◆ Paths that do not conform to the land can rise (and fall) only on a certain slope. This is a safety regulation meant to assure the maximum structural strength of your guest-carrying platforms. What it means to you is that you should always plan ahead and know how many sections — and

### Crossing Paths

A raised footpath can cross over another path, but only if the clearance (the vertical distance) between the two paths is enough that a guest can comfortably walk along both paths.



therefore how much horizontal distance — it will take to reach as high (or as low) as you want the path to go.

- ◆ When two paths meet, they must be at the same height to connect and allow guests to walk between the two. The height marks are quite helpful for this; you can make them visible using the **Height Marks on Paths** option on the **View Options** menu (the eye button on the **Toolbar**).

- ◆ Horizontally, raised paths and tunnels can extend indefinitely, but the same is not true of the vertical plane. There are limits to the height and depth (distance from ground level) that the available support structures can safely bear. Safety regulations prohibit any construction beyond what is reasonable.

A footpath, like a track, can only lead underground through a vertical land face that is at least two levels high. This rule applies to both the path section tunneling into the ground and the one emerging out of the ground.

Once you begin building underground, the landscape switches into the Underground View. (If you need to get into this view later, use the **Underground View** option on the **View Options** menu — the eye button on the **Toolbar**.) Except for the sections where the footpath enters and exits the subterranean world, you build underground paths in the same way as you do bridges and piers.

To build sections of these special types of footpaths:



Click the **Footpath** button to open the **Path Construction** window.

- ◆ Select the type of paving you want to use. All four types *and* queuing line will work.



Click the **Free Path** button (near the bottom of the window). When you return it to the landscape area, the mouse cursor appears as a land square highlight with an arrow inside.

- ◆ Position the mouse pointer over the land square *from which* you want to build — not the place you want the raised path built, but the square you want that path to lead away from.

## Crossing Paths II

A footpath in a tunnel can cross under any path that is at or above ground level.

A tunnel path can cross over or under another underground path, too, but only if the clearance (the vertical distance) between the two paths is enough that a guest can comfortably walk along both the upper and lower paths.



- ◆ Carefully move the mouse until the arrow in the highlight points in the direction in which you intend to build, then click to approve the setting. The next section of footpath to be built (the potential next section) begins blinking.



Use the directional **Arrows** to choose which way the section you intend to build will go. You cannot build diagonally; safety regulations allow only right-angle turns.



Next, click one of the **Slope** buttons to set the incline of the section. There are only three options: flat, uphill, and downhill.

- ◆ At this point, if you do not see a blinking next section of path (you see only the pointer arrow), that means that you cannot build the section with the settings you have selected — that slope, direction, and location. Change something.

When you're satisfied with the blinking (potential) next section of footpath, click the **Add This** button to actually build it. Before you build, you might want to check the cost of the section; it's listed at the bottom of the **Add This** button. In general, the more support a section needs (the higher a bridge or the lower a tunnel), the more expensive it is to build.

- ◆ You can continue building from the section you've just built (without selecting a new starting point), just like you do when building custom tracks. When you're done, click the **Conform to Ground** button to go back to making normal, ground-hugging paths — or just close the **Footpath** window.



If you've made a mistake or change your mind, you can remove the section of bridge you just built — not the blinking section (which isn't built yet) by clicking the **Demolish** button. You can also use the right mouse button to remove sections of any type of path, as well as any objects in your way.

## PARK MAINTENANCE

Building a park is undeniably the part of the job that allows you to flex your creative muscles, but it's the day-to-day operations necessary to keep the park running smoothly that really challenge your foresight and competence. You are responsible for the maintenance of quite a few complex pieces of machinery that — if something goes terribly wrong — could



maintain or even kill dozens of people. The park is overrun every day by hundreds of guests, and it's your duty to prevent the less civilized among them from making a mess, breaking things, and ruining the park experience for the rest. It seems like quite a task, and it is, but with a little preparation and some help, you'll find it's not as difficult as you might expect.

## SAFETY AND REPAIRS

Safety is perhaps the single most important concern in any park. Let's face cold reality for a moment; if one of your rides has an accident, it is entirely possible that some of your guests could be hurt or even killed. You can imagine the effect on the popularity of your park (the Park Rating), not to mention that no one in their right mind will pay to get on that ride again — ever.

There is no way to completely eliminate the threat of an accident, but there are steps you can take to minimize the risk. As a bonus, the same procedure also ensures that your rides will break down less often. *That* cuts ride down-time, thereby increasing your profits.

What is this magical procedure? Regular inspections by a trained Mechanic, that's what. In the ride window for every ride, there is a tab for **Operation Options** (the gears). One of the options on this display is *Inspection*. Using this, you can determine how often one of your park Mechanics takes a good look into the machinery of this attraction. The less time between inspections, the better for your safety record — especially on the bigger, more complicated, more *dangerous* rides.

Of course, you must have Mechanics to perform the inspections. If you have none, here's how to get them:



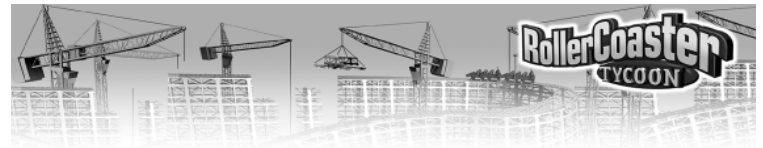
Click the **Staff** button to open the **Staff** window.



Select the **Mechanic** tab.

◆ Click the **Hire New Mechanic** button once for each Mechanic you think you need.

For every Mechanic you hire, a **Worker** window opens. Using the features in this little window, you control that particular employee.



To determine where the Mechanic starts his rounds, use the **Pincers** button. Move the mouse pointer over the landscape and position the Mechanic (hanging from the pincers) directly over one of the paths, then click to drop him there.



If you want to limit this Mechanic to a certain area, you can do so using the **Patrol Area** button. While this button is depressed, you can click on the landscape to mark the area (in blocks of a predetermined size) the Mechanic should patrol. Make sure that a Mechanic's area includes the Exits from all the rides you expect him to serve; the Exit is the route he uses to gain access to the mechanical works. Your new employee will wander the park, inspecting rides as their schedules demand.

The other benefit of having Mechanics in your park is that they — and they alone — can repair a ride that has broken down. When any ride stops working, a radio call goes out to the nearest Mechanic, and he hurries to fix the ride. (Do not use the **Pincers** button to move a Mechanic to a broken ride; using the pincers cancels a Mechanic's current job order, which would delay or prevent him from repairing the ride.)



Use the **Orders** tab to make sure that a Mechanic is assigned to the jobs you want him doing. You can have a Mechanic perform inspections only, spend all his time on repairs, or work as a generalist, doing both.

One last thing — you must pay your Mechanics for their services. Each one you hire takes a certain salary every month. Employee paydays are one of the standard, ongoing operating costs of the park, and you are not notified when they occur. The wise park manager keeps an eye on the finances and is aware of it.

## CLEANLINESS

A dirty park is an empty park. The most successful attractions in history have been, by and large, the best maintained and the cleanest. Your guests expect and deserve a pleasant time at your park, but they won't get it if the paths are a sticky mess awash in debris. Most of the trash problem stems from discarded food containers and the occasional dropped meal, but even if you have not yet begun serving food, intense rides sometimes generate their own special form of detritus.



One way to cut down on the food service debris is the strategic placement of Litter Bins. Where should bins be? The best places are the logical ones — near food service areas, outside bathrooms, and at the exits from the rides with the highest nausea factors. However, there is no wrong place to put a trash receptacle. Spread them liberally around the park (they're inexpensive); they seem to work especially well at intersections. To place a bin:



Click the **Scenery** button.



Select the Path Accessories tab.

- ◆ Click on the picture of the Litter Bin to select it.
- ◆ Position the mouse pointer on the section of footpath where you want to place bins, then click. Bins are placed at every appropriate point on that section of path.

Of course, not everyone bothers to find a bin for their litter, and sooner or later, the bins are full and begin to overflow onto your footpaths. That's when you need clean-up staff — Handymen. These sometimes under-appreciated workers carry out the all-important everyday maintenance of the park grounds. Handy men sweep the messes from your footpaths, empty the Litter Bins, mow the grass between and around your rides, and water the gardens and ornamental plants that make your park so attractive to the eye. What's better is that it only takes a few well-placed men to keep the park clean and tidy.

Here's how to hire and assign a Handyman:



Click the **Staff** button to open the **Staff** window.



Select the **Handyman** tab.

- ◆ Click the **Hire New Handyman** button once for each Handyman you think you need.

For every new staffer you hire, a **Worker** window opens. Using the features in this little window, you control that particular employee.



To determine where the Handyman starts his wanderings, use the **Pincers** button. Move the mouse pointer over the landscape and



position the man (hanging from the pincers) directly over one of the paths, then click to drop him there.



If you want to confine this Handyman's attention to a certain area (a good idea, as they do tend to wander off), you can do so using the **Patrol Area** button. While this button is depressed, click on the landscape to mark the area (in blocks of a predetermined size) this Handyman should patrol.

## Employee Relations

The cleaning staff you employ will make an honest effort to keep the park in good condition, but if you don't check up on them now and again, they'll do a poor job at best. Without guidance (or a set patrol area), a Handyman simply wanders the park and does any job he happens to bump into. It's your responsibility, as park manager, to be on the lookout for trouble spots and direct your clean-up crew to them. Managing Handy men, you'll make frequent use of the **Pincers** button.

Your new employee will wander the park (or his patrol area), performing whatever clean-up tasks he comes across. What jobs he looks for is under your control (in the **Worker** window, naturally).



Use the **Orders** tab to make sure that a Handyman is assigned to the jobs you want him doing. You can give each one any mix of the four basic duties: sweep-

ing, emptying, watering, and mowing. The worker will ignore any task, no matter how badly needed, which is not his responsibility.

Of course, you must pay your Handy men for their services. Each one you hire takes a certain salary every month. Employee paydays are one of the standard, ongoing operating costs of the park, and you are not notified when they occur. A wise park manager keeps an eye on the finances and is aware of it.

## SECURITY

It seems that a certain small amount of bad behavior is endemic to public places. Your park is no exception — misfits might break benches, kick over litter bins, and wreak other sorts of nuisance. Of course, you can take steps to prevent such vandalism. Patrolling Security Guards keep the wrongdoers at bay! Without a few guards, the willful destruction done by a few can get out of control, spoiling the park experience for other guests. A committed security staff can predict and prevent the majority of the damage.



Here's how to get Security Guards:



Click the **Staff** button to open the **Staff** window.



Select the **Security Guard** tab.

◆ Click the **Hire New Security Guard** button once for each patroller you think you need.

For every man you hire, a **Worker** window opens. Using the features in this little window, you control that particular employee.



To determine where the Security Guard begins his rounds, use the **Pincers** button. Move the mouse pointer over the landscape and position the guard (hanging from the pincers) directly over one of the paths, then click to drop him there.



If you want to limit this guard to patrolling a certain area, you can do so using the **Patrol Area** button. While this button is depressed, you can click on the landscape to mark the area (in blocks of a predetermined size) the Security Guard should patrol.

As is true of Mechanics and Handymen, you must pay the Security Guards for their time. Each one you employ takes a paycheck once a month. Paydays are one of the standard, ongoing operating costs of the park, and you are not notified when they occur. Keep an eye on your treasury, and you'll see it happen.

## LOST GUESTS

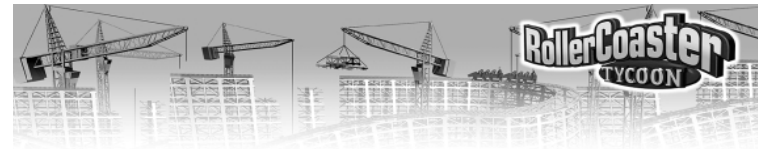
It is possible that none of your park guests will ever get lost. In fact, if you design your park well and manage it carefully, you should never need to retrieve a visitor who has strayed away from the music and fun of the attractions you've built. However, until you get to be that competent at park management, your guests might wander off the beaten path from time to time. Here's what you can do about it:

◆ Find your lost guests. One of the best ways to do this is to scan the **Summary** display of the **Guest Info** window. When you find the "I'm Lost" entry, click on it.

◆ Click on a specific lost guest to open his or her the **Guest** window.

## Undoing Vandalism

When vandalism does occur, the best course of action is simply to remove and replace the damaged elements of the park. You should do this as soon as possible. That way, you keep your guests' visit as pleasant as it is in your power to make it.



◆ Select the **Pincers** button.

◆ Move the mouse pointer across the landscape until the visitor you've retrieved is over a central footpath (preferably near rides).

◆ Click to drop the guest (gently) on the path.

How often guests become lost depends entirely on the system of footpaths in your park. Try to avoid dead ends, complex routes, and long trails to nowhere. Your footpaths should be designed to lead the visitors past the

entrances to as many rides as possible (though without making the rides seem like they're crowded together too closely). In a well-thought-out park, there are few if any paths that do not lead to attractions.

## Park Maps



One of the benefits of the Information Kiosk is that it provides maps of the park to your guests (at a price you control). If you can build these stalls, do so. Having a map handy significantly reduces a guest's chances of getting lost.

## PARK MANAGEMENT

By now you know that *building* the park is only the beginning. To be really successful in this sort of endeavor, you must both *maintain* what you've built and *manage* the business of the park. We've discussed maintenance already; this section is all about managing. Your responsibilities and concerns as a park manager can be grouped into four broad categories: Finances, Handling Guests, Marketing, and Trouble. Let's take them one at a time.

## KEEPING YOUR GUESTS HAPPY

As we've said before, the satisfaction of your park guests is probably your most vital concern. Happy visitors stay in the park, spend more of their money, and (through reputation and word of mouth) draw other guests to your site. Unhappy guests leave.

How do you know what your visitors are thinking and feeling? As manager, you have access to powerful polling and reporting tools that let you monitor the thoughts and actions of every guest in your park. Here are a few of the most useful:





◆ *Guest Info* — The **Guest Info** window tracks the thoughts and actions of every visitor to your park. (To open this window, click on the **Toolbar** button with the crowd of faces on it.) There are two display tabs in this window: the first lists the current thought and action of each guest in the park; this can be useful for getting an intuitive “feel” for their attitudes. The second tab summarizes for you the actions and thoughts of every guest, and presents them in descending order of frequency. This is perhaps the most useful report for finding incipient problems; if there’s a negative comment near the top of this listing, it’s a call to arms for you to do something about the situation.

◆ *Guest Windows* — For a more detailed (but less complete) survey of visitor opinions, you can click on any guest to open a **Guest** window. In it, you can see what the guest is doing, what he or she has spent since entering the park (and on what), and the items that visitor is carrying. More important, this window shows you how the guest is feeling and what he or she is thinking about your park and the attractions in it.

◆ *Ride Info* — If you open the **Ride Info** window (using the button on the **Toolbar**), the default display is the current status of every ride. However, that’s not the only information in this window. Using the **Data Selector**, you can see how your rides rate with your guests for satisfaction, popularity, and other helpful measurements.

◆ *Park Rating* — Watch the **Rating** bar in the **Status Box** (in the lower left-hand corner). Position the mouse pointer over the bar to see the actual rating. This number (between 0 and 1000) reflects your guests’ overall impression — of ride design, park layout, tidiness, value, efficiency, etc. This is a great barometer of your park’s success or failure, although the rating will never tell you *what* a problem is, only that there is a problem.

The guiding principles to guest happiness are twofold, and both can be traced back at least as far as the legendary Mr. Barnum. First, give the customers what they want. If they’re hungry, supply food; if they’re tired, give them a place to rest. Second, always leave them wanting more. Every guest should stay until he or she has no money left, and then leave happy. More to the point, here are some specific ways you can keep the general level of guest happiness high.

◆ *Keep the park tidy* — No one enjoys walking in trash. Keep your park from becoming messy, and you prevent your guests from being disgusted by it. (This is covered in more detail earlier, under **Cleanliness**.)



◆ *Foresee and fill visitor’s needs* — A little preparation goes a long way toward preventing unhappiness. For example: If you serve food, your visitors will need bathrooms and trash bins; provide them *before* there’s a problem. Salty foods make guests thirsty, so build drink stalls. Think about causes and their effects, and you’ll be ahead of the game.

◆ *Don’t let guests stay lost* — A visitor who wanders away from the main attractions is not having fun. Maps of the park can prevent this, and a sharp-eyed park manager (you) can spot and retrieve lost guests. (This is covered in more detail earlier, under **Lost Guests**.)

Provide something for everyone. Yes, roller coasters are the focus of the park, but not everyone enjoys riding them — and even those who do want to ride something else now and again. Maintain a balance of rides running the gamut from mild to intense, and you will maximize the number of people you satisfy. Variety is the key if you want to appeal to a wide spectrum of customers — and you do.

◆ *Keep the rides running* — An attraction that is idle brings in no income and satisfies no guests. Try to minimize the amount of time each ride sits waiting for repair — down time. (This is covered in more detail earlier, under **Safety and Repairs**.)

◆ *Novelty is king* — A ride that is newly built and opened attracts more customers than one that has been running and available for a couple of years. Old rides just don’t excite your guests as much as something fresh. Keep this in mind, and use human nature to your advantage. As time goes on, you can generate business by opening a new ride every now and then. Pace yourself well, and your park will never seem “stale” to your visitors. Be aware that you might be forced to dismantle an aging attraction that no one visits any longer.

◆ *Charge reasonable prices* — There is no strict rule for pricing your rides and the park entrance fee, but you should take into account that your guests have limited resources. They will not pay insane amounts to enter the park, nor will they patronize over-priced attractions. In the long run, a moderately priced ride that gets twice the business makes more profit than a premium attraction that gets fewer riders. Here are a couple of general rules that should guide you in the right direction: If the entrance fee is high, guests decide whether to enter based on the park rating. Once in, they expect low or nonexistent fees for the individual rides. Conversely, if there is no entrance fee, they’re willing to pay premium



prices for each attraction. Also, everyone is willing to pay more to experience a newly built ride than they are for an aging, “stale” attraction. As a ride ages, you might be forced to lower the price of admission to maintain the same level of popularity.

◆ *Avoid excess nausea* — Everyone comes to your park hoping to enjoy themselves. If they’re feeling sick, they are not having fun. Though most guests will avoid rides that exceed their personal capacity for motion sickness, some overestimate themselves. Try to keep the nausea factor of your rides to reasonable levels. Provide plenty of benches on which disoriented visitors can sit and regain their equilibrium. Consider placing food stalls far from the more intense attractions.

◆ *Prevent crowding* — When the paths and other public areas of your park become overcrowded, your guests cannot avoid jostling each other, and they can become annoyed. It’s your duty to prevent the situation from degrading into fisticuffs. Try to alleviate congestion by providing alternate routes for greater freedom of movement throughout the park.

## Profit Tip

When it rains, all your guests want umbrellas, and the only place they can get them is at your Information Kiosks and Souvenir Stands.

worthy accounting firm — none of whom take salaries or fees from your working capital. Having all that expertise at your disposal does not, however, mean that you can just sit back and let the money take care of itself. If you’re not watching the store, no one else will do it for you.

Here’s the set-up. In each scenario, the park comes “as is” — you need not purchase the existing land and attractions, but you must pay upkeep where appropriate. You have borrowed a certain amount from the bank to make improvements to the park under your management. This loan constitutes your working capital, also called cash-on-hand (COH). That and whatever income you derive from guest spending in the park are your only sources of funding. What you spend on improvements, plus salaries and upkeep, are your expenditures.

## FINANCES

Managing the park’s funds is much simpler than you’re likely to suspect. Most of the detail work is done by reliable lower-level managers in your park and by an entirely trust-



## Fiscal Reports

Park finances are not tricky — as long as you pay attention to where your money is going. Luckily for you, there are a number of reports to help you do so. Let’s start with the most informative — those in the **Finances** window.



Click this button (on the **Toolbar**) to open the **Finances** window. There are five tabs in this window, each of which calls up a different display. All but the rightmost (the **Marketing** tab, discussed later) provide financial reports.

◆ The first report is a detailed listing of your expenditures and income on a month-by-month basis. This is the most in-depth of these reports; use it to track exactly where your money has come from and where it has gone.

◆ The **Cash** report is second in line. This is a graph of your cash on hand (COH), minus the total amount of your loan from the bank, over time. The current total is noted at the top. Unless your COH exceeds the amount of your loan, this number is red to indicate that it is negative.

◆ The third tab calls up your **Park Value** graph. This is a somewhat elusive number, calculated by expert assessors to reflect what the park is worth in terms of the value of the land and equipment owned, the quality and profitability of the rides and the park as a whole, and the park’s overall public reputation, as determined by the Park Rating.

◆ Lastly, the **Weekly Profit** report graphs your financial history on a weekly basis. This is the most volatile of all the statistics presented here, because each data point reflects such a short time period. The important datum here is the Current Profit, listed at the top. If this is a negative number, you’re losing money *right now*, and chances are good that you need to change something.

## Sources of Income

How you create and maintain a safe, attractive park in which the rides are popular and the guests stay happy are subjects that are covered elsewhere. What we have not yet discussed, except in asides and brief notes, is the method of making sure that each ride is *profitable*. First of all, you need a way to get information on which of your attractions are making money, which are not, and why.

To survey your park’s financial health on a ride-by-ride basis:

◆ Click on an attraction to open its associated **Ride** window.



In that window, select the **Income and Costs** tab to see a breakdown of this particular attraction's financial status.

For a summary of all your rides and shops:



Click the **Rides Info** button (on the **Toolbar**).

- ◆ In the window that opens, use the small arrow button to open the list of **Ride Data** options.
- ◆ Select **Profit** from the list
- ◆ Click the nearby **Sort** button. The least profitable attractions fall to the bottom of the list.

Once you've identified the places where you need to make adjustments, you should use these same techniques to find out what's wrong and what sort of changes you need to effect. Check on the popularity of each attraction, the level of guest satisfaction, and the thoughts of your visitors about each problem ride.

- ◆ If customers complain that the ride is not a good value or that they can't afford to go on it (or won't pay that much), consider lowering the price of admission.
- ◆ Plenty of riders, but you're still not making a profit? Maybe you should *raise* the price.
- ◆ If a ride is very old and breaks down frequently, you should decrease the time between inspections and consider demolishing it and building a new one.
- ◆ Perhaps the wait for a ride is too long. Check the way this ride operates (number of trains, cars per train, wait times, and so on). Maximize the efficiency of the attraction, and the lines will flow more smoothly. If that's not the source of the trouble, you can also consider building a longer queue and raising the price (so that there are less people in line).
- ◆ If the price of an older ride is very low, but still no one will patronize it, then the ride has probably lost its novelty. Consider a marketing campaign — or demolition.
- ◆ A brand new ride has no customers, and none of the guests in the park has any thoughts about it. What's wrong? Chances are your visitors can't find it or get to it. Check your system of footpaths and make absolutely sure that the ride is accessible. Next, make sure that the ride is *open*.



## Need Money?

If you need extra money, you can often (not always — the bank has certain rules) increase the amount of your loan. To do this:



Click the **Finances** button to open the **Finances** window.



Your loan is listed at the bottom of the default display (the first tab). Click the up arrow next to the amount to borrow more, in increments of one thousand per click.

Some park managers are uncomfortable with the idea of being in debt to the bank. At any time when you have enough cash on hand, you can *pay off* a portion of your loan. Follow the instructions above, but use the down-arrow instead of the up-arrow.

## Desperate Measures

You're out of cash and the bank won't give you any more funds. The end of the month is approaching, and you can't meet your payroll. What's there to do?

- ◆ Wait. You can go into the red for a short time, and your park keeps running. As long as your rides are generating income, you should eventually rise out of debt.
- ◆ Dismantle attractions, especially the less profitable ones. This generates immediate income, though not as much as you might expect. It also relieves you of concern for the demolished ride, and of whatever long term profit it might have brought.
- ◆ Remove footpaths. At a few dollars a pop, this isn't the most lucrative operation, but most parks have pathways that they can run smoothly without.
- ◆ Raise prices. This works in the short term, but it might eventually cause dissatisfaction in your guests. Of all the options, however, this is probably the safest overall.

## MARKETING

Word of mouth is the best advertising (so the rubric goes), and a high Park Rating is certain to attract guests to your gate. However, reputation is not the only form of marketing, and you should seriously consider making use of every public relations tool at your disposal.



First, click the **Finances** button to open the **Finances** window.



Next, select the **Marketing** tab.

The options in this display allow you to launch professional campaigns

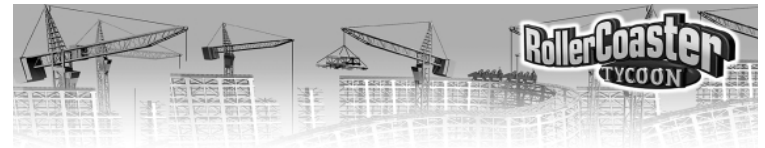


with the intended result of drawing greater numbers of visitors to your park. All you need to do is:

- ◆ Select one of the campaigns.
- ◆ If necessary, choose which of your attractions will be affected by the campaign.
- ◆ Use the tiny up and down arrows to adjust the length of time you want the marketing effort to run. The marketing agency charges by the week, so be careful of escalating fees.
- ◆ Click the **Begin This Campaign** button that appears near the bottom of the display.

Here's how the various campaigns are supposed to work:

- ◆ *Vouchers for free entry to the park* allow guests to forego paying the park admission fee. Obviously, this is of no benefit to them if you don't charge for entry into the park, and thus it is of no value to you. You do not collect the money for admission from guests bearing vouchers, but those individuals are a little more willing to spend for attractions once inside the park.
- ◆ *Vouchers for free rides on a particular ride* draw visitors by making one of your rides free (you select which ride). You lose some income due to guests not paying to get on that ride, but you're sure to make up the difference (and then some) through increased admissions to the park and the other money the guests are likely to spend. This is also an effective way to raise the popularity of a particular ride or to get some benefit out of an older, less profitable attraction.
- ◆ *Vouchers for half-price entry to the park* are similar to the free entry vouchers, except that these leave you some admissions income. (Less ethical park managers raise the price of admission to compensate.)
- ◆ *Vouchers for free food or drink* work in much the same way as those for free rides. Food and drink concessions are one of the mainstays of income in many parks.
- ◆ *Advertising the park*, though more expensive than any of the voucher efforts, is also more effective in attracting customers. Your marketing agency creates a media-based ad campaign (you can rely on their expertise) and pursues it for as long as you choose. This costs you nothing in terms of lost income, because you're giving away nothing for free.
- ◆ *Advertising a particular ride* works best when it's a new attraction you're touting. This campaign draws public attention to one ride — if you're wise, you'll advertise a big-ticket item, a "headliner" that you've



located near the back of the park (so that guests must pass all the other tempting attractions on the way to it). As with advertising the entire park, this is one of the more expensive campaigns, but you lose nothing in income — and the added business should far exceed the cost of advertising.

## TROUBLESHOOTING

Some potential problems don't easily fit into categories. That's what this little section is all about; it's a catch-all for management issues you're likely to run into sooner or later — and you want to be prepared for anything in this business.

### Ride Crashes

Old rides, intense rides, and those which are not inspected often enough have a tendency to break down. Even worse, however, is when one crashes with guests onboard. The usual call goes out, and a Mechanic comes to fix the problem. When he's done, double-click the red light in the **Ride** window to reset the ride, then click the green light to reopen it.

Assuming that you've done all that you can to prevent injuries, there is *still* the minute chance that a ride will crash, as an example of the sheer perversity of the universe. You cannot recompense the victims or their families, but you can repair the ride. Double-click on the red light in the **Ride** window to reset the ride, then click the green light. If the crash was the only problem, the ride reopens immediately. If there was also a breakdown, the usual radio call goes out, and a repairman comes to fix that problem. When he's done, the attraction reopens as usual.

Beyond the tragic loss of life and the grief of the families, there's also your ongoing profit to consider. You have quite a large investment in the attraction, but even after it's been repaired, inspected, and repainted, this ride is a pariah. Everyone who visits your park has heard about the wreck, and no one is willing to get on the ride. What do you do?

You have two options: cut your losses and tear down the ride, or — wait. The public has a short memory. Even a colossal tragedy in which *hundreds* of guests are sent to their reward will, eventually, be forgotten. Of course, lesser misfortunes are more quickly erased by time, and the wait could be several months. This is, perhaps, one of the less attractive aspects of human nature, but in this case, it works to your favor. If it makes you feel any better, you can rename the ride.



## Out of Space

When the time comes to build a new ride or expand an existing one, one of the first things you must do is find a place for it. What happens, however, when you can't fit a ride into the area where you want to put it? Worse, what can you do when the entire land area of your park is full? Assuming for the moment that you don't want to choose another location for the ride in question, you have two options, each of which is more appropriate in certain situations.

◆ *Enlarging the Park* — The more likely prospect when you wish to build outside the boundaries of your park is that you'll wish to simply extend those boundaries by purchasing parcels of the surrounding land. Among other reasons, this ensures that you can add footpaths and scenery items to the newly bought land (which you cannot do if you purchase only construction rights).

To buy an area of land outside your park:



Click the **Park Status** button or the Park Entrance to open the **Park** window.



Select the **Buy Land** button from that window.



For a better view, use the **Zoom Out** button. Any parcel of land (single square) that is offered for purchase is marked with a tiny "For Sale" sign.



Click on any parcel to buy the land outright.



When you're finished, click the button again (or simply close the **Park** window) to remove the signs and return to what you were doing.

◆ *Buying Construction Rights* — This is the more specialized of the two options, and it's the one you'll use less often. There's a certain problem you might run into while building a ride, especially a custom roller coaster. Let's say you're happily designing track, when you realize that you've built yourself into a corner — you can't continue without encroaching on land not owned by the park. You try to buy the land, but it's not for sale. If you're fortunate, the owner will allow you to purchase construction rights instead. In *RollerCoaster Tycoon*, owning "Construction Rights" to a piece of land means that you do not own the land, but you are allowed to build park attractions that extend under or over that land.



You could find yourself in a situation in which your park is bounded by a piece of land you cannot own — a public road, for example. If there is available land on the other side of that road, and you would like to buy and use that land, you have no other option but to purchase construction rights for the land on which the road sits.

Afterward, you can build foot-path bridges, tunnels, and even portions of rides that cross over and under the road. This tactic works any time two pieces of land you own are separated by a parcel you cannot purchase.

To gain the rights to build over or under an area of land outside your park:



Click the **Park Status** button or the Park Entrance to open the **Park** window.



Select the **Construction Rights** button from that window.



For a better view, use the **Zoom Out** button. Any parcel of land (single square) for which construction rights are available is marked with a tiny "For Sale" sign.



Click on any parcel to purchase the rights to build above or below that land.



When you're finished, click the button again (or simply close the **Park** window) to remove the signs and return to building your ride.

## Words to the Wise

When buying land or construction rights, there are two considerations that any smart park manager keeps uppermost in mind. Forget these at your own risk.

- ◆ Watch your funds. Land is expensive, and when you start buying parcels of it, you can run out of money faster than you might think.
- ◆ Whenever possible, always buy from the fence outward. That is, don't purchase land that is not immediately adjacent to land you already own. Why not? Well, if you run out of money part way through your intended purchase, any land that you can't reach is useless to you until you can buy the intervening property.

## BUILDING A BETTER PARK

There are little hints and bits of advice on ways to make your park better spread all throughout this guide, but we've not yet touched on three of the more effective tools you have. None of these is absolutely necessary for



creating a successful park, but they all can be useful — especially in the more difficult scenarios. If you choose to ignore these, you're making things tougher on yourself, and why would you want to do that?

## ENTERTAINERS

If you've ever been to an amusement park, you've probably seen giant animals walking about on two legs. Of course, these are park employees in costume, hired Entertainers. These hardy souls wander about the park in hot, stuffy, animal suits, spreading cheer and keeping the guests happy. Your park, too, can have its share of frolicking big animals with enormous heads. Here's how to get them:



Click the **Staff** button to open the **Staff** window.



Select the Entertainer tab.

◆ Click the **Hire New Entertainer** button once for each roving performer you think you need.

For every Entertainer you hire, a **Worker** window opens. Using the features in this little window, you control that particular employee.



Use the **Orders** tab to outfit the Entertainer in the animal suit of your choice. It's better to have a variety of costumes wandering your park; if they're all the same, the positive impact on your guests is less.



To determine where the performer starts his rounds, use the **Pincers** button. Move the mouse pointer over the landscape and position the Entertainer (hanging from the pincers) directly over one of the paths, then click to drop him there.



If you want to limit this giant happy animal to a certain area, you can do so using the **Patrol Area** button. While this button is depressed, you can click on the landscape to mark the area (in predetermined blocks) the Entertainer should patrol. Entertainers rarely stray from the footpaths.

One last thing — you must pay your Entertainers for their time and effort. Each one you hire takes a certain salary every month. Employee paydays are one of the standard, ongoing operating costs of the park, and you are not notified when they occur. A wise park manager keeps an eye on the finances and is aware of it.



## LANDSCAPING

You can build a park on the land as you find it, around the bodies of water already in place, using only the trees and other landscaping that nature and history have provided. You might even create a successful park in that way. Stranger things have happened. However, you'll find that your job is much easier if you see the terrain and flora as raw materials to be worked and molded to your needs. You can change the environment, and in most cases in **RollerCoaster Tycoon**, you would be wise to.

Landscaping includes not only planting decorative plants — flower beds, shrubbery, trees, and so on — but also modification of the land and water itself. Sometimes, you'll need to create flat land, or a lake, or even hills. You might decide that a giant pit in the ground fits the atmosphere you're creating in your park. Whatever the need, the landscaping tools at your disposal can handle it.

## Altering the Terrain

When you take over a park, you inherit the land formations that nature and history have supplied — hills, lakes, cliffs, and so on. Only in rare cases will the lay of the land be completely amenable to your intentions. You can use what's there to your advantage, especially if you're inventive, but the time will come when you decide that you must make substantial changes.

Changing the land is an expensive process, so why do it? The foremost reason is necessity. It's much less expensive to build most rides and footpaths on flat land. It's also easier. If your park does not provide enough flat areas, you might decide that it's best to make your own. The second, more interesting reason, is to add to the excitement and visibility of your rides. Let's let a few examples explain this concept:

- 1) What's easier to find and more exciting to ride, a Ferris Wheel in a valley or one on top of a high hill?
- 2) If you're racing on a Go-Kart track, does your heart beat faster rounding a hairpin turn at ground level, or one that skims the edge of a sheer cliff?
- 3) When a roller coaster roars downhill, is it more exhilarating to be hurtling toward open air or a rough stone wall before the car flashes into a tight turn at the last second?



Of course, in some cases, you can save money *and* make a ride interesting by building it to conform to the natural landscape, but those opportunities come few and far between.

You have two powerful tools for “managing” the land inside your park boundaries. Together, the **Land** and **Water** boxes give you the power to literally reshape the earth. Keep an eye on your spending, though, when you’re using these tools — moving the earth is an expensive proposition.



Click the **Land** button to open the **Land** box.

You’ll notice that your

mouse pointer changes to include a shovel icon. Pay attention to the shape of the highlight on the ground as you move it.

When a whole land square is highlighted, you can click and hold the mouse button down while you move the mouse up to raise that square or down to lower it. This does not introduce any incline to the square, but will flatten a sloped area.

When only a corner of the square is highlighted, you can click and hold the mouse button down while you move the mouse up to raise or down to lower *only that corner* of the land. The incline of the square changes to adapt to your modification.



You can use the **Area of Effect** controls to enlarge the area of land you’re working with. The buttons in the corners change the area, and the displayed grid adjusts to keep track. You cannot adjust corners when working with more than one land square.

## Sloping

You can grab a single land square, raise it or lower it, and drag all the adjoining land along with it. This is how you create sloped land formations — otherwise known as hills and valleys.

- ◆ When the **Land** box is open, click the **Minus** button to decrease the area of land you’re working with one step smaller than the default single square.
- ◆ Position the mouse cursor to choose a square, just as usual.
- ◆ Click and drag to raise or lower that square, as usual.
- ◆ As you change the height of that center square, the surrounding land is pulled along with it.



## More Information

The tools in the **Land** box are formidable, and we really only touch on their potential in this brief discussion.

For more details, please read the **Land** subsection of **The Toolbar**, in **Reference**.

There are two other groups of buttons in the **Land** box. Each of these buttons toggles on and off, but they are exclusive within each group — you can only activate one at a time. You use these to change the appearance of the land formations as you work with them. Whichever

of these you have active is applied to any land square you click on as long as the **Land** box remains open. That is, whenever you click on an area of land, you resurface it with the selected active textures, regardless of whether or not you change the height of the land.

- ◆ The upper group controls the appearance of the land surface.
- ◆ The lower group changes the appearance of the exposed vertical edges of land formations — the places where the slope of the land does not meet the surrounding ground.

If none of the appearance buttons is selected, whatever land you select and modify retains the appearance it has; there is no change other than any height adjustment you make.



The **Water** box is similar to the top portion of the **Land** box. It has the same **Area of Effect** controls, which work in essentially the same way. (One exception is that there is no slope feature for water.)

To create or modify water:

- ◆ Position the mouse pointer over the area you want to work with.
- ◆ Click and hold the mouse button down while you move the mouse up to raise or down to lower the level of the water. Note that you can only fill an area with water from the ground up. If you want water at or below ground level, you must lower the land first.
- ◆ Release the mouse button when you’re done.

When you’re working with water above sloped land, notice that the water fills in the lowest portion of each square first, following the slope. You can use this to your advantage to create natural-looking borders on your pools and lakes.



## Decoration

A park filled with attractions, paths, and all the things already covered in this guide is a good park. Your guests will be happy with that. However, if you want to build a great park, you'll have to do more. You need scenery — decorative trees, hedges, shrubs, fences, walls, lighting, and more. These are the final touches that make your park more than fun; they make it a pleasant place in which to have fun.

Do not underestimate the effect of scenery. To take just one example, a cool path lined with shady trees is much more pleasant on a summer day than a ribbon of melting asphalt baked under direct sun. Also remember the exciting effect that strategically placed items can have on your rides. You can drastically raise the excitement ratings of an attraction by judicious use of nearby trees.

Here's how to install scenery:



Click the Scenery button on the Toolbar to open the Scenery window. This contains everything you need to landscape your park.

Each of the tabs in this window covers a different type of scenery.

Research can often add whole new tabs, too!

◆ Once you've chosen the type of scenery you intend to install, click on the picture of the specific item you want to add to your landscape.

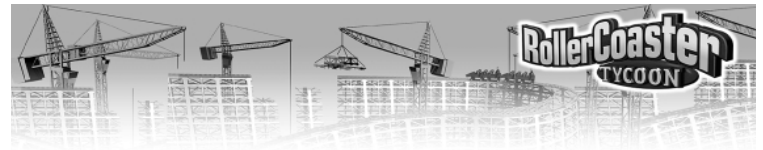


Use the **Rotate** button to orient the object exactly the way you want it. Note that for some things, there is neither need nor opportunity for rotation — fences and footpath accessories, for example.

◆ Move the mouse pointer to where you want the thing installed. You'll notice that the cursor, once it moves out of the **Scenery** window, reminds you what object you have selected. For example, if you're placing trees, the cursor includes a tree icon. Also, the highlight on the land reflects the space needed to install the item you've chosen. Most items require one *or more* complete squares, however, smaller items (like certain shrubs) need only a quarter of a land square, and border items (fences and such) take up only the edge of a land square.

◆ Click when you've found the right location, and the scenery is installed. Any cost is deducted from your treasury.

When you wish to remove an item, make sure that you're in one of the construction modes (any window that allows you to build something is open), place the cursor over the item, check the **Message Area** to be sure you're in the right place, and right-click. Your treasury is immediately modified by any fee or refund.



## RESEARCH

As we've mentioned a number of times already, novelty and variety are remarkably important to the continued success of your park. When you begin any scenario, your options in terms of rides and other attractions might seem rather limited. That's because they are. At the start, you have only the bare minimum needed to get underway. To discover more forms of guest entertainment, you must do *research*.

You have at your disposal a research and development (R&D) team composed of experienced designers and engineers — and a few safety experts. These highly-trained people will invent not only completely new rides, but also improvements to existing designs, ways of building scenery that fits a certain theme, and new shops and stalls for your guests' convenience. With their research successes in your hands, you can continually upgrade your park, thus keeping up the all-important levels of novelty and variety and attracting greater numbers of visitors.

### Research Limits

If a particular research category is grayed out, that means that no further developments are available in that area. Your expert team has exhausted the possibilities in that category.

The R&D prospects are different in each scenario — you cannot discover all the possible items and improvements in every one. It's up to your researchers to let you know what can and can't be discovered, then to invent it for you.

The only catch is that you must pay for the research efforts — every month. Let's look at how you control your researchers.



Click the **Research** button on the **Toolbar** to open the **Research** window. What you see is the **Current Research** display, which tells you what development your R&D team is currently working on and when they expect to complete it. Below that is a summary of their previous achievement (if any). This display is for information only.



Select the **Research Funding** tab to take control of your efforts at invention.

◆ The *Research Funding* setting is what you use to determine the level of support you want to give your researchers. The more you pay, the faster you'll get results.

◆ Below that are the *Research Priorities* boxes. Clicking any of these controls whether that particular category of research is included in your





team's efforts. (A check denotes an included item.) When the R&D folks finish a job and start fishing around for their next project, they will only look into the categories you've left open to them. Note that if you leave no items selected, no research goes on, but *you still pay for it*.

When your R&D team meets with success, a notice in the **Message Area** alerts you to their findings. You can use the new discovery immediately (provided you have the space and funding). Note that you cannot make improvements to an existing ride without first closing the ride.

## BUILDING A CUSTOM RIDE

The standard designs for tracked rides are good enough for a start, but the time will soon come when you want to design and build your own exciting rides. In fact, you must custom-build all transport rides, so it's likely you'll need this information in your very first park. The process is not as complex as you might think it would be, so let's get to it. (Those of you who have already gone through the tutorial will find most of this rather familiar.)

## THE STATIONS



First of all, click the **New Ride** button.

- ◆ Select the type of ride, then the specific ride you want to build.
- ◆ Click the **Build This** button.
- ◆ For most types of rides that you can customize, the **Select Track Design** window opens. Simply click the **Build Custom Design** button. (If you're building a transport ride, you skip this step.)
- ◆ The **Construction** window opens.

The *Station Platform* is pre-selected as the first item to be built. Every tracked ride must have at least one station; some types allow as many as four. The stations are where passengers board and disembark from the ride. On the completed ride, every station has an Entrance and Exit adjacent to it. Positioning the station first is not imperative, but it's certainly good planning.

- ◆ Move the mouse pointer over the landscape. The cursor is a one-square



highlight with a yellow arrow in it. The box marks where the first piece of Station Platform will be built, and the arrow determines both the direction in which the ride will run and the one in which the building process will proceed.



To change the orientation of this arrow (in quarter-turn increments), use the **Rotate** button in the **Construction** window (not the one on the **Toolbar**). Unless otherwise specified, all of the buttons you use during this process are in that window.

- ◆ When you're satisfied with the location and orientation, click the **Add This** button. Note the price you pay for adding this section of track. The first section is now built, and the potential next section is shown in place, flashing.
- ◆ Continue clicking **Add This** until you have as many sections of station as you want.



If you change your mind about a section, use the **Demolish** button to undo construction.

Station Platforms may only be built in a continuous, straight line. The length of your station places a limit on the length of the vehicle trains you can run on this ride — after all, if the passengers couldn't reach them to get on, the extra cars on the train would be useless. A station length of four to six sections suffices for most rides.

- ◆ At any time during the process of building the track, you can begin building another station (if the ride specifications allow it) simply by clicking the **Special** button and selecting **Station Platform** from the list. Remember that you must create an Entrance and Exit (and the associated Queuing Line and footpaths) for every station on the line.

## THE LINE

When your first station is complete, the logical next step is to start making tracks. You can proceed in either direction, forward or backward along

## Selecting a Section

If you have a particular section of track in mind for a change, and it's not the latest one you built, you can get to the section you want or,

- ◆ Use the Previous and Next buttons (the red arrows) to move along the track one section at a time until you reach the one you want to change.
- ◆ Right click on any section of track to make it the currently highlighted section.



the course of the ride, but the procedure is the same in either case. For the sake of clarity, this explanation assumes that you're building forward along the direction the cars will move.

For each section of track you build, there are a few decisions to make:



Use any one of the **Curve Arrows**, near the top of the **Construction** window, to determine the direction of the next piece of track. Your options might be limited depending on the situation. If you do not want any of the standard track curves, check under the **Special** button to see if what you want is there.

## Powered Launch

Most gravity rides use a pulling chain to give the train the initial propulsion that carries it along the rest of the track. Some types of ride also have a *Powered Launch* option (in the **Operating Options**). To achieve this effect, the train is either catapulted out of the station by hidden machinery or towed backward (via pulling chain) up an initial incline and then dropped.

Propelled Launch is not available for many rides, and you shouldn't use it unless it's the best option for what you want to achieve. This form of propulsion has much higher operating costs than the typical chain-gravity system, and is less reliable in the long run.



You set the slope of the next piece of track by choosing one of the **Incline** buttons. Once again, your options might be limited depending on the situation.



If you're placing the starting rise of a ride — the length of track in which a motorized chain pulls the cars up an incline to set up the rest of a gravity ride — click the **Chain** button to add the pulling chain to this section of track. Note that transport rides do not need and cannot have starting rises, and roller coasters and other rides can be designed not

to need one. This option is not always available, depending on the situation.



To give the next section of track a tilt to one side or the other, use the **Roll and Bank** buttons. A bank or roll must begin on a straight piece of track before the turn, so that the tilt is carried through the turn. Generally, you'll use banked turns to reduce the G forces and, therefore, the intensity of the ride. These options are not always available, depending on the ride and the situation.



When you're working on some types of water rides, there's more than one possible shape for the tubes your guests



ride through. Use the **Open** button or the **Enclosed** button to select the one you want for the next section of track.

You probably noticed that as you made your selections, some of the choices in the other areas changed from available to unavailable or vice versa. What you can do at any point in the design of a track depends on the structural limits — and the safety regulations — appropriate to the type of ride you're designing.

At this point, if you do not see a blinking next section (you see only the pointer arrow), that means that you cannot build the section with the settings you have selected. You must either change your settings or remove the obstacle to your progress — destroy a tree, raise or lower the land, or whatever is necessary.

◆ When you're satisfied with the blinking (potential) next section of track, click the **Add This** button to actually build it. Again, check the cost before you build. In general, the more complex a section is and the more support it needs, the more expensive it is to build.



If you change your mind about a section, use the **Demolish** button to undo construction.

Here are a few rules to keep in mind as you build your custom track. This is not a complete list, but it covers the most common issues.

- ◆ You can only add track to existing track. That is, you cannot build in mid-air.
- ◆ In order to switch from a rising track to a dropping track, you must level off in between.
- ◆ There is a limit to how high above the land you can safely raise track using supports.
- ◆ There is also a limit to how deep you can safely go underground.
- ◆ Track can be run under or over existing track, provided there is enough room (vertical clearance) for the cars to pass through. However, it is a

## Tunneling

You can build track that goes underground, and it's not too difficult to do. The key is to prepare the land ahead of time, because tracks, like footpaths, can only lead underground through a vertical land face that is at least two levels high. This rule applies to both the path section tunneling *into* the ground and the one emerging *out of* the ground.

When your track approaches a vertical face like this, simply continue building as if the wall were not in the way; tunneling takes place automatically.



violation of the safety code to build intersections, so you cannot have the track cross itself at the same level.

- ◆ With the exception of rides that have a shuttle mode (they go back and forth between end stations on a single line), every track must form a closed loop — the last section must connect to the first section. The height marks visible on every section of track help you to line things up. (If they're not visible, use the Height Marks on Ride Tracks option on the View Options menu to make them visible.)


## Entrances and Exits

Once the track itself is complete, you must position and build an Entrance and an Exit, just as for any other ride. Unlike other rides, however, only you can decide when a custom design is finished. Therefore, the **Entrance** button is not activated for you as it is for placed rides.

Position the Entrance and Exit adjacent to the Station Platform.

Remember that you must place both an Entrance and an Exit — and their associated paths — at every station on the track.

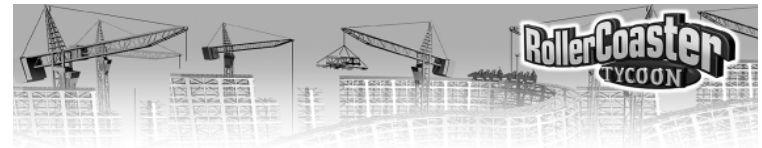
purpose for testing is to determine the important characteristics of the ride — excitement, intensity, and nausea factor. These are important clues that can tell you that you need to modify the design or lead to a correct price for admission to the attraction.

- ◆ When you've finished the track and placed all of the necessary Entrances and Exits, the **Ride** window for your custom ride opens.
- ◆ Click the amber light to begin the ride test run.
-  Select the tab with the pocket watch to see the **Measurements and Test Data** display.


At first, there is no information in this display. When the test run is complete (assuming the train makes it), the missing data is filled in. If the track design is functional and its running characteristics are reasonable,


## OPERATIONS


When the design and construction of your custom ride are done, it's time for the moment of truth — the test run. This “shakedown cruise” serves two purposes. First of all, it shows whether or not the ride runs as it should. This is not a foregone conclusion for gravity rides; if you don't provide enough downhills to compensate for your uphill, the train can stall part of the way through. The other




your next step is to determine the way you want this attraction to be run — the *operating procedure*. The features included under the various tabs in the **Ride** window give you complete control over your new ride. (Note that not all of the tabs listed here appear for every type of ride. You'll see only the relevant ones.)

 The **Vehicle Options** tab is where you control the “cars” (a general term that includes all ride vehicles) on the ride. What options you have depends on the characteristics of the specific ride, but you're likely to be able to change the type of car on the ride (if you have more than one option, that is), determine the number of cars or trains of cars, and set the number of cars per train.

 You determine exactly how the ride operates using the **Operation Options** tab. What options and information are provided depends on the type of ride you've built. Most of the functions are toggling checkboxes with which you simply turn features on and off. Others are pull-down boxes in which you make one selection from the available choices. One of the most important options controls how often the track is to be inspected.

 The **Color Scheme** tab provides tools that let you customize the colors of all the parts of the ride. As usual, the options depend on the characteristics of the specific ride.

 The **Income and Costs** tab is where you set the price of admission to the ride and view important financial data such as income, operating costs, and overall profit or loss. Of course, some of this data is not available until the ride has been open for a while.

- ◆ Click the green light (in the View tab of the Ride window) when you're ready to open the ride.

## CHARACTERISTICS OF THE RIDE

After you've run a successful test of your ride, you can get a complete report on the important characteristics of the experience. While most of these statistics are fairly clear and self-explanatory, there are a few that might seem a bit subjective. The ratings that need explication are among those with the greatest effect on your guests' decisions whether or not to ride, so let's get to them.

**Excitement** — The excitement factor of each ride is rated on a scale from



0 (the epitome of tedium) to 10 (knocks your socks clean off). The higher this number, the more you can successfully charge for admission to the ride, and the more popular the ride will be with your guests. You can generate excitement by several means. The type of ride sets the standard, and the design does the rest. The overall speed of the ride, its pacing, and the look of it from the outside can add to the excitement, as can nearby scenery (especially if it and the ride share a consistent theme), the view from the ride, and the nearness of external objects, including footpaths and other rides. The age of the ride is a factor, too; novelty adds excitement.

**Intensity** — Intensity appeals to some guests, but not all of them. This characteristic, too, is on a scale from 0 (walk in the park) to 10 (white-knuckled terror). The overall rating depends on all the forces, accelerations, changes of direction, inversions, and speed experienced by a rider over the course of the track. You can achieve intensity ratings over 10 through misguided design decisions, but don't be surprised when no one is willing to ride it, even for free!

**Nausea Factor** — As with the others, the scale for this rating starts at 0 (safe even after a feast) and proceeds up to 10 (don't even stand close). This has a strong influence on how your guests feel (physically) during and after the ride — and also on whether or not they'll choose to ride it in the first place. Spinning rides tend to have high nausea ratings, and the more turns (especially sharp ones) and inversions you include, the worse it gets.

## SAVING YOUR DESIGN

When your design is complete and the ride is built and running, you can pat yourself on the back. Not everyone has the know-how to build a successful roller coaster! To make your success even sweeter, you can add your exciting track design to the standard tracks for the type of ride you've built. (Note that you can only save a design if the track in question has been successfully tested — made a complete circuit without crashing or stalling.) Here's how:

- ◆ Open the **Ride** window for your custom-built attraction.



Click on the **Game Options** button on the **Toolbar**.

- ◆ Select the **Save Track Design** option.



- ◆ Give your design a name. The file name is the name that will appear in the **Select Track Design** window, so be sure to capitalize it as you see fit. You **absolutely must not** change the file extension (the part after the period).
- ◆ Click the **OK** button.

The next time you choose to build a ride of that type and the **Select Track Design** window opens, your design will be listed right up there with all the other standards. The only caveat is that there will not be a picture of your track available through the **View Track** button.

## REFERENCE

This section is a brief rundown of the most important screens, buttons, menus, windows, and options in **RollerCoaster Tycoon**. It should be helpful when you've momentarily forgotten what a certain thing is used for, or when you want to explore the game in a little more depth. Please keep in mind that the explanations in this section do not always tell you *why* or in what circumstances you might want to use a particular feature, only how to use it.

## THE LANDSCAPE

What you see when you're running a park in one of the scenarios is called the *Landscape*.

The largest area of the screen is taken up by the **Landscape Display**. This is where you see your park and everything in it. It's also where you'll do most of your work, using the mouse. Position your cursor over anything in the landscape, and a message (in the **Message Area**) tells you what you can do with it.

If you want to see an area of the park that is not in the Landscape Display, simply move the view by holding down the right mouse button and moving the mouse. This is called "dragging the landscape" and is very quick. If you are playing in full-screen mode, you can also move the mouse cursor to the edge of the screen, and the entire view scrolls in the direction you specify. As a third option, the arrow keys also shift the landscape around.

What happens when you right or left click on something depends entirely on the situation. When none of the park building features is active (you're not in the middle of any task), clicking on a thing opens a window that



gives you information about the item and some control over it (even guests). Whenever you have a work window open, it is superimposed on the landscape. Right-clicking is used most often for removing things, but its function depends on the situation. Whenever it's relevant, the explanation of a feature includes the functions of the left and right mouse buttons.

The **Toolbar** runs across the top of the landscape screen. There's a lot to this, so it's explained in the next section, called (oddly enough) **The Toolbar**.

The **Status Box** keeps track of the most important information on the overall status of your park:

- 1) The money you currently have in your treasury. (You can click this to open the Finances window.)
- 2) The number of guests presently inside your park.
- 3) A graph of your park's rating. (Click this to open the **Park Rating** display of the **Park** window.)

Keep an eye on the **Message Area** for important notices about what's happening in your park. Rides breaking down, guest complaints, research completion, and other announcements appear in this area as soon as you need to know about them. The notes are color coded according to content.

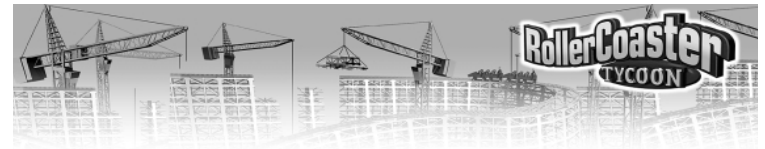
Note that any icons included with a message are buttons you can click to take a more detailed look at the source of the notice. If you miss a message, you can use the **Messages** button (on the toolbar) to review past notices.

The **Situation Box** appraises you of the state of the natural world. It is updated constantly by your friends in the local weather bureau, and double-checked by a small weather station installed inside the park entrance. This box lists:

- 1) The current month and year. Note that a "year" in **RollerCoaster Tycoon** is measured as one park season; that's the eight months from March through October.
- 2) The present temperature in your park.
- 3) The weather at your park.

## THE TOOLBAR

The Toolbar is a group of buttons positioned across the top of the landscape



screen. These provide all of the functions you should need for building and running your park — and for managing your game.



**Pause** stops time — pauses the game — until you click this button again to restart time. Nothing happens in the park and you cannot build anything while the game is paused.



**Game Options** opens a menu of basic functions for things like saving a game and quitting. (There's more detail later in this section.)



**Sound toggles** the game sound on and off.



**Zoom Out** enlarges the amount of the park you see in the landscape view. This means that you see less detail.



**Zoom In** increases the amount of detail you see in the landscape view. This means that you see less area of the park.



**Rotate** turns the landscape a quarter turn (90 degrees) clockwise. The result is as if you moved 90 degrees to your right (counterclockwise) around the park.



**View Options** opens a menu of visual functions — things like making trees or rides temporarily transparent. (There's more detail later in this section.)



**Map** opens a map of the entire park area; this is a large scale map with very little detail. Paths, rides, and guests are marked on it, and land owned by the park is a lighter shade than other land. Click anywhere on this map to center the landscape view there.



**Land** is the feature you use to adjust the height and slope of any landscape tile (square) in the park. (There's more detail later in this section.)



**Water** allows you to create areas of water and adjust the depth and bottom slope of any existing water tile (square) in the park. (There's more detail later in this section.)



**Scenery** is what you use to place gardens, statuary, benches, shrubs, and other useful or decorative non-ride items in your park. (There's more detail later in this section.)



**Footpaths** is one you'll use often. This button opens the feature with which you create (and tear up) walking paths, queuing lines, ramps, and bridges. (There's more detail later in this section.)



**New Ride** opens the **Ride Selection** window. (There's more detail later in this section.)



**Finances** opens the **Finances** window, in which you can study and control (to some extent) your income, outlays, and other financial matters. (There's more detail later in this section.)



**Research** takes you to the R&D feature that allows you to determine how much you spend on developing new rides and what you're developing. (There's more detail later in this section.)



**Rides Info** presents a number of useful overall reports on every ride in the park. (There's more detail later in this section.)



**Park Status** does the same thing as clicking on the Park Entrance; it opens the **Park Status** window.



**Guest Info** is a great source of information on every guest in the park as an individual and on all of your guests taken as a group. (There's more detail later in this section.)



**Staff** opens the window in which you hire, sack, and control your park employees. (There's more detail later in this section.)



**Messages** shows you several of the most recent messages. Note that any icons included with a message are buttons you can click to take a more detailed look at the source of the notice.

Some of these buttons need no more explanation than that, but let's take a closer look at the more complicated features.

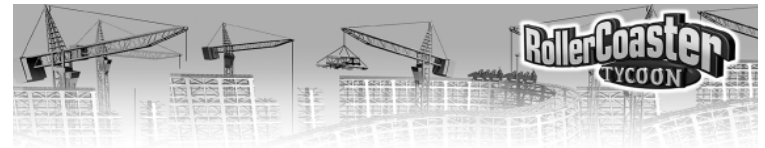
## Game Options

The **Game Options** menu provides both essential game functions like saving and quitting and also some convenient customization features.

**Load Game** — Opens a list of saved games so that you can load one and resume playing it.

**Save Game** — Saves your current game in a file so that you can reload it later.

**New Game** — Ends your current game (you have the option to save it) and takes you to the first screen.



**Screenshot** — Takes a snapshot of your screen and saves it in a file in the directory where you installed **RollerCoaster Tycoon**.

**Save Track Design** — Copies the design of an existing track into the list of standard designs for that type of ride. You must supply a name for the design when you save it. This option is only available when the ride window is open for a tracked ride that has been successfully tested.

**Options** — Opens the Options window, which includes a number of game settings you can change to customize the way **RollerCoaster Tycoon** works for you. Simply click on the arrow next to any setting to display a list of the possibilities, then click on the one you want.

**Note:** The game is designed to provide optimum performance in full screen 640x480 mode. Only high-end systems can run the game effectively in a window or in the higher resolutions without degradation in game speed or display quality.

**Quit Game** Ends your current game (you have the option to save it) and shuts down **RollerCoaster Tycoon** entirely.

## View Options

The **View Options** menu includes several features you'll find helpful for viewing the landscape. Use these to get a better look at the terrain while building structures. All of these options are toggles — a click turns each one on or off (a check marks an activated option). You can have any combination of these — or even all of them — activated at the same time.

View options fall into two groups. The first group includes those that make certain objects see-through (mostly transparent) or temporarily invisible, thus providing a clearer view of other objects and land formations.

**Underground View** — Makes the land surface translucent and provides a view of the volume beneath your park. This is necessary when building tunnels.

**Underwater View** — Removes the water in lakes from view, giving you clearer sight of the land contours on the bottom.

**See-through Rides** — All your attractions (including shops and stalls) become invisible.

**See-through Scenery** — The scenery (trees, bushes, walls, and so on) is put out of sight.



**Invisible Supports** — The structural supports of your rides become invisible for a clearer view of the areas beneath the ride.

**Invisible People** — All guests and staff are removed from sight, which is quite helpful when your visitors are roaming your park like swarms of bees, obscuring everything.

The second group of options is helpful for determining the heights and positions of objects and land formations. (These, too, are toggles.) The information these options provide comes in handy when you're trying to match up sections of footpaths or of track on complicated rides, and for making the most efficient use of your landscape.

**Gridlines on Land** — Gridlines mark the borders of every land square, and are especially helpful for positioning rides and walkways. (By default, this option is on when the game starts.)

**Height Marks on Land** — Marks every parcel of land (square) with its height level relative to the lowest point in the park.

**Height Marks on Ride Tracks** — Shows the height level of each section of ride track, relative to the lowest point in the park.

**Height Marks on Paths** — Displays the height level of every section of footpath and queuing line, relative to the lowest point in the park.

## Land

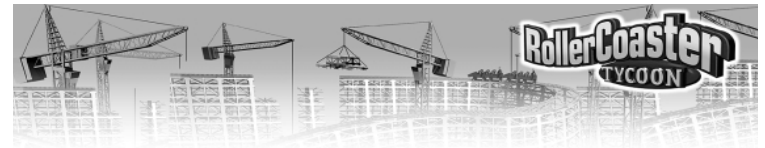
It's inevitable; you *will* need to adjust land formations to better suit the rides and attractions you want to build. The tools in the **Land** box allow you to do just that — modify both the height and slope of the land in your park.

When you're using the land adjustment features, the mouse cursor becomes a source of information.

When you see the shovel cursor, you're able to raise and lower areas of land.

If you hold the cursor near the center of the area you want to modify, the entire border of the square is highlighted. When this is the case, you can click and hold the mouse button down while you move the mouse up to raise or down to lower the entire area. Release the mouse button when you're done.

When you're working with a single land square, you can adjust each corner of the land separately. (This is how you affect slope.) If you position



the mouse pointer near a corner of the square, that corner is highlighted. At this point, you can click and hold the mouse button down while you move the mouse up to raise or down to lower only that corner of the land. The slope of the square changes to adapt to your modification. Release the mouse button when you're done.

If you tire of adjusting land squares one at a time, you can use the **Area of Effect** controls at the top of the **Land** box to enlarge the area of land you're working with. The size you're presently working with is indicated by the span of the grid in this little window. The buttons in the corners change this area, and the grid adjusts to keep track.

There's one exception; if you decrease the size below the default one-grid square, you get a 5x5 dotted grid with a highlighted square at its center. This special feature allows you to create *sloped* land formations.

Note that when you raise or lower a large area, the lowest parcels rise (and the highest drop) first, until every square is on the same level. Then, the area moves as a whole. Also keep in mind that when you're working with more than one land square at a time, you cannot adjust corners.

There are two groups of buttons in the **Land** box. You use these to change the appearance of the top surfaces and exposed vertical edges of the land formations you select. Each of these buttons toggles on and off, but they are exclusive within each group — you can only activate one at a time for each group. If none of the appearance buttons is selected, whatever land you select and modify retains the appearance it has; there is no change other than any height adjustment you make.

The upper group controls the appearance of the land surface. Whichever of these textures you have active is the "default" texture as long as the **Land** box remains open. Whenever you click on an area of land, you resurface it with the active texture. This occurs whether or not you change the height of the land.



**Grass** has your workmen place grassy sod on the selected land.



**Sand** orders the land covered with light sand.



**Dirt** leaves the dark brown dirt beneath the land showing.



**Rock** covers the surface with low, irregular, grey rock formations.

The lower group changes the appearance of the exposed vertical edges of land formations — the places where the slope of the land does not meet the surrounding ground. These function in the same way as the surface texture buttons.



**Rock Edges** produce chiseled brown rock bulwarks.



**Brick Edge** covers the gaps with brick-like dry stone barriers.



**Rusty Iron Edge** edges resemble aged iron breast-wall.



**Wooden Edge** builds wooden retaining walls.

The vertical edge buttons are also useful for changing the vertical edge textures around pools of water.

## Water

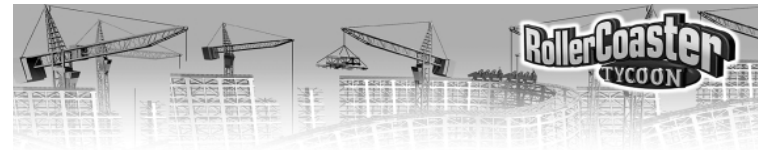
You will find that, in many cases, lakes must be adjusted to better suit your needs and those of the attractions you build. The tools in the Water box give you the power both to create water where none exists and to adjust the height (or depth, if you prefer) of existing bodies of water. Keep in mind that building and adjusting water money costs money. You are always charged for altering water squares, even if changing them back to their original form.



When you open the **Water** box, the mouse pointer changes to the flowing water cursor.

This box resembles a smaller version of the **Land** box. It includes the same **Area of Effect** controls, and the area of water you're presently working with is indicated by the span of the grid in the inner window. The buttons in the corners change this area, and the grid adjusts to keep track.

Just as is the case for land, when you raise or lower a large area that includes water at different levels, the lowest parcels rise (and the highest drop) first, until every square is on the same level. Then, the area moves as a whole.



To create or modify water:

- ◆ Position the mouse pointer over the area you want to work with.
- ◆ Click and hold the mouse button down while you move the mouse up to raise or down to lower the level of the water. Note that you can only fill an area with water from the ground up. If you want water at or below ground level, you must lower the land first.

## Scenery

Exciting rides and other attractions aren't the only things that make an amusement park great. Atmosphere is also tremendously important; you must provide carefully planned landscaping and scenery to make your park guests happy. By creating a more appealing environment, you significantly add to the enjoyment your guests derive from the park, and you can also add intensity — raising the excitement ratings of your rides.

The **Scenery** window includes everything you need to do so. This window has a number of tabs, each of which calls up a different selection of scenery items. Which tabs you have available to you at any time depends entirely on what you can currently build. If you're not satisfied with your choices, research new ones. Click each tab to view and use the items in the corresponding display. (When not all of the items fit in the window, you can use the slider bar at the bottom to move through and see the rest of them.)

You can only place scenery items on land, and then only in empty spaces. The types most commonly available for you to build include:



A diversity of **Trees** are available to spruce up your landscape. Once these are in place, you must pay to have them removed.



**Shrubs & Bushes** come in many varieties, including topiary — bushes trimmed to resemble animals and fanciful objects. How many you can place in each land square depends on the size of the shrub; you might fit up to four. Once these are in place, you must pay to have them removed.



**Tropical Plants** — palms, cacti, and so forth — are a must for certain decorative themes. As with shrubs, depending on the size of the plant, you might fit up to four on a single land square. Once these are in place, you must pay to have them removed.





Rock-bordered **Gardens** filled with flowers come in a variety of colors and combinations. Each takes up one entire land square. Once these are in place, you must pay to have them removed.



**Footpath Accessories** include such necessary things as benches, litter bins, and street lamps. These are vital to your park's efficiency and cleanliness, and to the comfort of your guests. Accessories can only be built on footpaths — benches only on the flat sections. You get no refund when you dismantle these objects, but neither do you pay a fee.



**Borders** include walls, fences, and hedges with which you can produce pleasant decorative boundaries. You have a variety to choose from, and they're perfect for edging paths, rides, and scenic gardens. These are always placed on the *edge* of a land square, and you can create double walls (or fences) in adjacent squares. Note also that these do not fill the square, so you can often place another item of scenery quite close to a border. You get no refund when you remove these objects, but neither do you pay a fee.



The available **Statuary**, including many types with built-in fountains, adds greatly to the beauty of your park and, when strategically placed, to the excitement of nearby rides. When you remove statuary, you sell it off so as to recoup part of what you paid for it.

To build scenery, you simply:

- ◆ Click on the picture of the item you want to add to your landscape.



Use the **Rotate** button to orient the object exactly the way you want it. (There is neither need nor opportunity to rotate some items — fences, walls, and footpath accessories, for example.)

- ◆ Move the mouse pointer to where you want it installed. You'll notice that the cursor, once it moves out of the **Scenery** window, reminds you what object you have selected. For example, if you're placing trees, the cursor includes a tree icon. Also, the highlight on the land reflects the space needed to install the item you've chosen. Most items require one or more complete squares, however:

Smaller items, like certain shrubs, need only a quarter of a land square. You can place up to four of these into a single parcel of land.

## Remember

This list is not all-inclusive. Research can reward you with entirely new classes of scenery — classical Roman architecture, for example, or Egyptian-theme.



(This can be helpful if you'd like to create words or pictures with your scenery.)

Border items (fences, walls, hedges, and so on) take up only the edge of a land square. This means that you can build up to four per square, one on each side.

- ◆ Click when you've found the right location, and the scenery is installed. Any cost is deducted from your treasury.

When you wish to remove an item, you place the cursor over it, check the **Message Area** to be sure you're in the right place, and right-click. Any fee is taken from your funds forthwith.

## Footpaths

The **Footpath** button opens the **Path Construction** window, and changes the mouse pointer to include a footpath icon. (This default cursor denotes the **Conform to Ground** footpath setting.) The options in this window allow you to create several different types of path, including Queuing Lines, bridges, tunnels, and piers. The buttons in the upper part of the window control the type of path surface you're creating.



**Queuing Line** is used to connect a ride Entrance to the main path. You should not use this for any other purpose, as it might confuse your guests. The first section of queue that you place adjacent to an existing path becomes the entry to the Queuing Line.



**Tarmac** is a simple, flat, paved pathway.



**Stone** creates paths of hard cobblestone.



**Dirt** is a tamped dirt footpath.



**Tiled** lays down patterned paths made of decorative "crazy" bricks.

There are two different methods of footpath construction, reflected in the buttons near the bottom of the window.



**Conform to Ground** is the default method. When this is active, you can build footpaths on flat and diagonally sloped land, but not on any irregular surface. Position the mouse cursor where you want a new (or differently paved) path, then click. Right click to remove existing sections of footpath. For longer paths or large sections of pavement, you can hold the mouse button and drag the cursor over the terrain. Release the mouse button when you're finished.



The **Free Path** button allows you to construct supported paths that defy the slope of the land. This is what you use for making raised paths, bridges, tunnels, and piers. This is a bit more complicated than placing paths that conform to the land. (For step-by-step instructions, please read the **Footpaths** section.)

While you are building a free, supported path, there are a number of buttons available for your use that are not relevant for conforming footpaths.



The directional **Arrows** determine which way the next section you build will go. To change the direction of a path segment, click the appropriate arrow button.



The three **Slope** buttons control the inclination of the next section of path. To change the slope, click the button you prefer. Note that if no next section of path appears (you see only the pointer arrow), that means that you cannot build the section with the slope you have selected in that location.

♦ **Add This** builds the next section of the footpath. Before you build, check the cost of the section; it's listed at the bottom of the **Add This** button. The more support a section needs (the higher a bridge or the lower a tunnel), the more expensive it is to build.



**Demolish** removes the section of bridge you have just built — not the blinking section (which isn't built yet). You can also use the right mouse button to remove sections of any type of path, as well as any objects in your way.

## New Ride

As we've explained elsewhere, new rides are the cornerstone of any park's popularity. When you decide to build a new ride, you click the **New Ride** button. This opens the **Ride Selection** window, which holds the tools you use to construct everything from bathrooms to roller coasters.



The tabs at the top of this window correspond to the various categories of rides and other attractions. Click on a tab to see the specific possibilities in each category. (If they don't all fit in the display at once, use the slider bar at the bottom to see the rest.) Note that as you complete research projects, new and different choices might be added to those already in each category.



**Transport Rides** include miniature trains, monorails, cable cars, and the like. Multiple stations are allowed (and sometimes required) as destination points.



**Mild Rides** consist of low- and no-thrill rides suitable for all guests (especially children). The Ferris Wheel and Merry-Go-Round are good examples of mild rides.



**Roller Coasters** are the big draws. Depending on the scenario and your research, you could have access to any of several types of roller coaster technologies designed to twist the lunch from your brave guests' bellies — wooden and steel coasters are only the beginning.



**Thrill Rides** fill the intermediate range in intensity between the mild rides and the coasters. This category can include attractions like Swinging Ships, Dodgems (bumper cars), and Go-Karts.



**Water Rides** includes anything that threatens to get your guests all wet — everything from rented rowboats to water slides to H<sub>2</sub>O roller coasters.



**Shops and Stalls** covers all types of vendors and facilities — food, drink, information, and even bathrooms.

Within each category, you can click on the picture of each type of ride to get more information. All the pertinent details on the attraction you select appear in the lower half of the **Ride Selection** window. Among other important data, this readout always includes the approximate cost of construction.

Once you've chosen what you wish to build, click the **Build This** button (in the bottom right-hand corner). The **Ride Selection** window closes, and you proceed immediately to the **Construction** window, which is described in detail in **The Construction Window**.



## Finances

In this respect the park business is no different from any other enterprise — finances are vitally important. Success is a matter of meeting your goals, and that means sensibly disbursing your funds. The **Finances** window helps you do just that.

This window embodies five categories of key information and options that allow you to both track and modify (within limits) your pecuniary position. Using the reports under these tabs, you can find out where your money is going and coming from and how it's working for you. You can also adjust the amount of your bank loan and give orders to your marketing agency.



The **Expenditures and Income** tab tracks your outgoing and incoming monies on a month-by-month basis. This chart provides the most in-depth report of exactly where your money has come from and where it has gone. Look to the bottom of this category for the following information:

- 1) The amount of your *Loan*. You can use the up and down arrows to borrow more or less money, in increments of one thousand. Increase your debt in tight situations, and pay it off when you're swimming in profit. Remember, though, that the bank is not a wellspring of infinite funding — you can only borrow so much.
- 2) Your *Cash-on-Hand* or operating capital (COH). This figure increases as guests spend money (or you demolish attractions and footpaths), and decreases when you pay expenses. COH also increases and decreases as you borrow from or pay off the bank.
- 3) Your *Park Value*, shows, obviously, how much money your park is worth. This value is relative to the rides and attractions you've built, in addition to amassed revenue.
- 4) Your *Company Value* is equal to the total of your Park Value added to your COH, minus the amount of your loan.



Click the **Cash** tab to see a line graph of how your COH, minus the total amount of your bank loan, has increased and decreased over time. The current total is noted at the top, and unless your COH exceeds the amount of your loan, this number is red to indicate that it is negative.



The third tab calls up a graph of your **Park Value**. This is a somewhat elusive number, calculated by expert assessors to reflect what the park is worth in terms of land value and equipment owned, the quality and profitability of the rides and the park as a whole, and the park's overall public reputation (as determined by the Park Rating).



The **Weekly Profit** graph tracks your financial history on a weekly basis. This is the most volatile of all the statistics presented here, because each data point reflects such a short time period. The important datum here is the Current Profit, listed at the top. If this is a negative number, you're losing money right now, and chances are good that you need to change something.



**Marketing** features a number of professional campaigns you can undertake, each with the intended result of drawing greater numbers of visitors to your park. The marketing campaigns you currently have in operation appear at the top of this category, and a list of the available marketing campaigns follows. For details on the different campaigns and instructions on how to get one underway, please refer to the Marketing section.

## Research

In order to develop new rides, shops, and scenery, and to improve on existing rides, you need to devote time and money to research. Researching new amusement technologies will expand your options, enabling you to build different rides and improve on your existing rides, and novelty attracts more guests.

The **Research** window contains only two tabs.



**Current Research** shows what new project your team is currently researching, when it's due to be completed, and (below all that) the most recently finished development. Click the button in the bottom left-hand corner to see details on the latest novelty and to have the opportunity to build it into your park.



**Research Funding** is where you determine which types of projects take priority and the amount of capital funneled each month to your R&D team.

- ◆ Click the small arrow beside the *Research Funding* setting to adjust the level of expenditure you want to go toward research.



The larger the monthly stipend you apportion to research, the more quickly you'll get results.

- ◆ Each of the *Research Priorities* has a check-box associated with it. Clicking any of these boxes toggles inclusion of that particular category in the research effort. (A check denotes an included item.) You may include as few or as many as you wish — even all or none. If you leave no items selected, no research goes on, but *you still pay for it*.
- ◆ If no further developments are available in a particular research category, it is grayed out. The research possibilities are different for each scenario; not all items are available in every one. It's up to your R&D team to find out what can and can't be discovered, then to invent it for you.

## Rides Info

The **Rides Info** window allows quick and easy access to an abundance of data on all the rides, attractions, shops, and stalls in your park. The busier and more crowded your park becomes, the more important and useful this window becomes, as it provides a speedy overview of park operations at one glance.

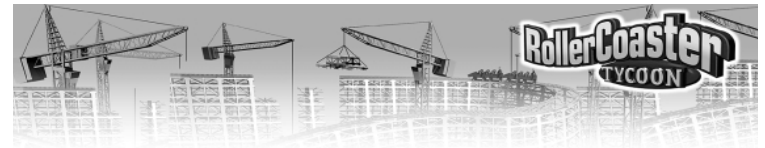
When you open this window, all the structures you've built are listed, along with their current status. To view other information, simply click the small arrow to find what you want to know.

- ◆ In most of the information listings, you can use the **Sort** button to arrange the list. How they are sorted, of course, depends on the type of information currently displayed.
- ◆ You can open or close *all* the rides and attractions in your park by clicking on the green or red lights in the upper left corner of the window.

Clicking on any attraction in the list opens the corresponding **Ride** or **Shop** window.

## Guest Info

The **Guest Info** window is a tool most park managers would love to have. With a simple click, you can find out what your guests are thinking, where they've been, what they've done, and where they're going, and how each one is feeling. Your guests came to your park to have fun and spend



money. Heed their needs; use this information to adjust your park in order to keep them happy.

This window tracks the thoughts and actions of all your guests, both individually and as a group.



The **All Guests** tab offers a constantly updated snapshot of each guest's thoughts and actions. You can switch between the two using the small arrow. The total number of guests in your park appears below the tab. You can tell at a glance how a guest feels by looking at his or her face icon. For example, happy guests smile, but sick guests look green. Use the scroll bars to move up and down the list and to read the ends of long messages. Click on any guest in the list to open the **Guest** window for that person.



The **Summarized** tab collects all the guests into a constantly updated display of trends in their thoughts and actions. (Again, the small arrow lets you switch between the two.) This is often more useful than the listing for individual guests, as it tells you what most of your guests are thinking, and allows you to pinpoint the most troublesome problems. Click on any group in this roster to return to the **All Guests** display, with only the guests in that group listed.

## Staff

Park staff must be monitored. No matter how specific the orders you've given each one, they have a tendency to not do their jobs exactly as you had in mind. Just as you monitor your guests, you should also oversee your park staff. One convenient way to do this is in the **Staff** window.

This window has four tabs, one for each type of worker you can hire. Each display catalogs your employees of that particular type, providing easy access to every staff member. The four displays are different, but all of them include a **Hire New** button (with the worker's monthly salary listed below it). Click this button to add a worker of that type to your staff.



**Handymen** have four possible jobs: sweeping footpaths, watering gardens and ornamental plants, emptying litter bins, and mowing grass. Use the small arrow to select a uniform color.



A **Mechanic** both inspects and repairs rides, as needed, unless you choose to limit him to one or the other duty. Use the small arrow to change the vest color of all mechanics.



The job of a **Security Guard** is to ward off trouble makers and keep order in the park. His job is so simple that you need not and cannot give him any orders. Use the small arrow to select a badge and belt color for your Security Guards.



Hire an **Entertainer** to amuse park guests. You can assign one of three costumes to each.

Simply click on any staff member in any of these lists to open the Worker window for that employee. You can also use the **Patrol Areas** button to see what areas of your park are already covered by the selected type of employee.

## THE CONSTRUCTION WINDOW

No matter what type of ride you decide to build, you always use the **Construction** window to do so. This window includes only the relevant features for the type of ride you're constructing, but whatever features you have at your disposal always work in the same way. With these tools, you can build or adjust any ride, shop, or stall in your park, as well as produce custom designs for any tracked ride.



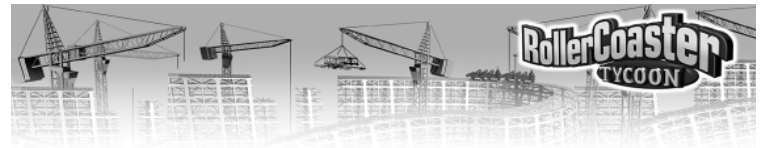
The **Construction** window opens whenever you choose to build a new ride or click the **Construction** button in a **Ride** window. However, if you're building a new attraction and it's the sort for which you can create a custom design (transport rides, roller coasters, some water rides, and basically any ride with a track), you must first decide whether to use one of the existing designs or generate your own. You do this in the **Select Track Design** window, which is really just the **Construction** window in disguise.

In this window, you have the option to build a pre-designed track or your own custom track. If you select **Build Custom Design**, you go immediately to the full

**Construction** window. If, instead, you click on an existing design, two new buttons appear near the bottom of the box.



**Show Track** gives you a preview of a standard track design (there are no preview pictures for your saved designs). This is useful for



examining an unfamiliar track layout — especially when deciding how to orient it in relation to your existing paths.



Use the **Rotate** button to establish in which direction the ride will move.

Once you've selected one of the existing track designs, you can immediately place the ride on the landscape just like any other. After you do so, the **Construction** window reverts to its typical format.

Following are brief descriptions of the function of the most common tools in the Construction window. Which of these buttons is available to you at a given time depends entirely on which are relevant to the type of ride you're working on and what stage of the process you're in. It's also important to note one other thing. The availability of a specific feature is sometimes limited by the structural and functional limits of what you're building. So, if the option you want has faded out, it means that what you wish to do is beyond the limits of what is possible.

### Saved Designs

If you have created and saved your own designs for the type of ride you selected, those designs are included in the list of pre-designed tracks.



The **Curve Arrows** determine the basic shape of the next section of track.

♦ The **Special** button, immediately below the curves, offers an assortment of track pieces with specific functions, including Station Platforms, brakes, bends, helixes, and boosters. Only those special track types appropriate to the ride you're working on are available.



The **Incline** buttons control the slope of the next section of track.




Occasionally, your cars will need a **lift uphill** — at the start of most roller coasters, for example. The **Chain** button adds a chain lift device to the next section of track. Note that including more than one chain lift on a roller coaster adds significantly to the operating costs of that ride.





The **Roll and Bank** tools let you tilt the next section of track. (Generally, the idea of a bank is to reduce the G forces experienced in a tight turn.) You use this on a straight piece of track before a turn, and the bank (or roll) carries through the curve.





 When you're working on some types of water rides, there's more than one possible shape for the tubes your guests ride through. Use the **Open** or **Enclosed** button to select the one you want for the next section of track.

◆ The **Add This** button keeps track of all your choices and displays a picture of the next section of track you've selected to add. The cost of what you've chosen is noted just beneath the picture. Click on this button to actually go ahead and build the designed section of track.

 If an existing section of track is selected, the **Demolish** button removes it. If you're designing the next section, this button removes the *previous* section — the one you just built. When you're working with simple (non-custom) attractions, this button destroys the entire structure, including any Entrance and Exit.

 Click this button to move the highlight to the **Previous** section of track. Continue clicking until you reach the section you want to change. (You can also right-click on any section of track to instantly move the highlight there.)

 Use this arrow to move the highlight to the **Next** section of track. Continue clicking until you reach the section you want to change. (You can also right-click on any section of track to instantly move the highlight there.)

 The **Rotate** button establishes one of two things. For simple and pre-designed structures, it controls in which direction the ride will face. (You must set this direction before you place the thing on the landscape.) When you're starting construction on a custom designed ride, however, the Rotate button determines the orientation of the first section of track, which sets the direction in which the ride will move and the direction in which the building process will proceed.

◆ At the bottom is the **Entrance** button. Use this to position the Entrance to the attraction. While this button is depressed, move the mouse pointer to an appropriate spot (adjacent to the ride), and click to build there. All rides must have an Entrance and an Exit, but shops and stalls do not need them and cannot have them.

◆ Also at the bottom of the window is the **Exit** button. Not surprisingly, this allows you to position the Exit from the attraction. While this button is depressed, move the mouse pointer to an appropriate spot (adjacent to the ride), and click to build there. All rides must have an Entrance and an

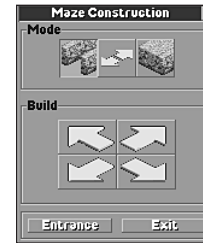


Exit, but shops and stalls do not need them and cannot have them.

If you would like more information, please look into *The Tutorial* and *Building Custom Rides*.

## Hedge Mazes

One of the mildest attractions you can build, and the one with the longest lineage, is the Hedge Maze. Folks have been building these labyrinths of shrubbery for hundreds of years, and the better known among them are popular tourist sites. The standard designs are quite nice, but if you prefer to build your own, you'll need to know how the tools work.



When you choose to design a custom hedge maze, the Hedge Construct window opens. It includes a small, but powerful group of features. At the top are the three mode controls, which determine what happens when you first click on the landscape (to place the first section of maze) and when you move the resulting hedge construction cursor.



When the hedge construction cursor is in **Open Mode**, you build paths through which your guests can walk.



**Move Mode** prevents the cursor from building. In this mode, the cursor simply travels across the landscape, leaving no paths or hedges in its wake.



Put the hedge construction cursor into **Fill Mode** to place impassable bushes to stymie your guests.

In place of the familiar **Add This** button, you have four directional arrow buttons.



The **Build Arrows** are what you use to move the cursor on the landscape and build the maze. Click on any one of these to move in that direction, building as you go (unless, of course, you are in Move Mode).

There are a few commonsense rules for constructing viable, enjoyable hedge mazes:

◆ There must be at least one unbroken path that leads from the Entrance to the Exit.



- ◆ If the maze is too complex, your guests *will* get lost or become discouraged (or both).

## INFORMATION WINDOWS

Every ride, stall, shop, staff member, guest, and even the park itself has a window associated with it. Collectively, these are referred to as the *information windows*, but they do more than just provide info. As you build and manage your parks, you'll use these windows almost constantly, so it pays to know how they work and what they can do for you.

### The Park Window

The **Park** window provides general information and an overall picture of your park's status and performance. Here, you can monitor things such as your Park Rating, total number of guests in the park, the number of attractions you've built, awards you've won, and — most important — your objectives for success in the scenario.

Click the **Park Status** button on the **Toolbar** or the Park Entrance (on the landscape) to open this window. Within, there are seven tabs — and thus seven displays — filled with data of substance and utility.



The **View** tab is the default display. This shows you the Park Entrance, and the red and green lights allow you to close and open your park as you please. You can click on this view to center the source of sound on the entrance. There are a few functional buttons to the side of the view.



Click the **Buy Land** button to purchase more land for your park. (For more details, please see *Enlarging Your Park* in the **Troubleshooting** section of *Park Management*.)



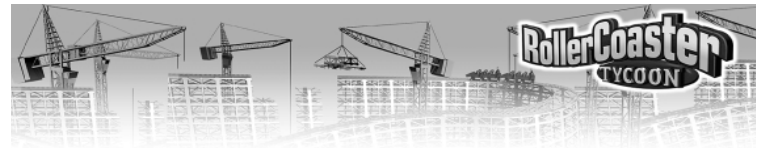
The **Buy Construction Rights** button allows you to buy the rights to build over or under land not owned by the park. (For more details, please see *Enlarging Your Park* in the **Troubleshooting** section of *Park Management*.)



The **Locate** button centers the landscape display on the Park Entrance.



To rename your Park, use the **Name Park** button.



The **Park Rating** tab graphs your park's approval rating on a month-by-month basis. This display is for information only; there's nothing you can do here.



**Number of Guests** tracks how many people are visiting your park each month. This display is for information only; there's nothing you can do here.



The **Admission Price** tab allows you to set the price each guest must pay to enter your park. Use the arrows to raise or lower the price. This display also monitors the total number of admission paid to date and the income you've derived from guests entering.



The display of **Park Statistics** provides a survey of the size of your park, the number of rides and attractions you have to manage, how many guests are currently in the park, and your staff headcount. This display is for information only.



The objectives you must meet to succeed in this scenario are listed under the **Objectives** tab. If this scenario has already run its course, but you opted to continue running the park, your success or failure is also noted.



Under **Awards**, you can see what, if any, Park Recognition Awards your park has won recently. (Winning awards is generally recognized as a sign of superior performance.)

### Ride Windows

Every ride has a corresponding **Ride** window, which you can open in several ways. The most convenient is normally to click on the Entrance to the ride itself. This window gives you control over the ride, and it includes a number of features for inspecting and enhancement.

When you build a new ride, the **Ride** window opens after you've placed the Entrance and Exit. You can also invoke this window by clicking on an attraction listed in the **Rides Info** window. Note that there are many possible combinations of display tabs in this window; what tabs you see depends entirely on the characteristics of the specific ride. The following list includes all of the most commonly encountered tabs.



The **View** tab is the default display. The viewing pane lets you monitor the ride, and the red, amber, and green lights allow you to



close, test, and open it as necessary. You can click on this tab to center the source of sound on the entrance, and double-clicking on the red light resets a crashed or stuck ride. There are a few functional buttons to the side of the view.



The **Construction** button lets you change both the location and orientation of simple rides, modify the design of tracked rides, and move the Entrance and Exit of any ride.



You rename a ride using the **Name** button.



The **Locate** button centers the landscape display on the selected attraction.



Use the **Demolish** button to instantly remove the entire ride from your park. You receive cash back when you do so; how much depends on whether the attraction is newly built or has been opened and patronized.



The **Vehicle Options** tab appears only for those rides which have passenger cars. This handy display gives you control over the “cars” (a general term that includes all ride vehicles) on the ride. What options you have depends on the characteristics of the specific ride, but you’re likely to be able to change the type of car on the ride (if you have more than one option, that is), determine the number of cars or trains of cars, and set the number of cars per train.



You determine how the ride operates using the **Operation Options** tab. What options and information are provided depends on the characteristics of the specific ride. Most of the functions are toggling check-boxes with which you simply turn ride features on and off. Others are pull-down boxes in which you make one selection from the available choices. One of the more important options here controls how often the ride is scheduled for inspection.



The **Color Scheme** tab provides tools that let you customize the colors of all the parts of the ride. Your painting options depend on the characteristics of the specific ride.



Select the **Measurements and Test Data** tab to see a run-down of the information culled from a ride’s test run, including the consequential excitement, intensity, and nausea ratings. Note that test results



only become available after the ride has run through a complete test sequence. (Use the amber light on the View tab to start a test run.)



The **Graphs** display gives you a second by second tracking of the velocity, altitude, vertical G’s and lateral G’s encountered during the ride’s most recent complete run. Use the buttons at the bottom of the window choose which graph you wish to see. The slider bar moves you along the graph horizontally.



The **Income and Costs** tab is where you set the price of admission to the ride and view important financial data such as income, operating costs, and overall profit or loss. For a few rides — the Slide is one example — there are other options here. (They’re all quite simple and clearly described.)



For an overview of riders’ reactions to this attraction, click the **Customers** tab. Here, you’ll find a run-down of how many guests have ridden, the ride’s overall popularity, the age of the structure, and other data. There are three buttons on this display that are useful for getting more information.



Select the **Thoughts** button to open the **Guest Info** window, with a listing in it of all the visitors who are currently thinking about this particular facility.



The **Riders** button also opens the **Guest Info** window, but with a listing of all the guests who are on the ride at this moment.



Lastly, the **Queuing** button opens the **Guest Info** window and lists all your park visitors who are currently waiting in line to board this attraction.


## Worker Windows


Just as you monitor and control each of your rides in a **Ride** window, you also oversee and direct your park staff — in **Worker** windows.


You can open a **Worker** window by clicking on one of your staff (in the landscape display) or selecting him from the list in the **Staff** window. The title bar shows the worker’s identification. There are three tabs, each of which opens a useful display.






 **View** is the most useful tab. This shows you the worker's activities and keeps you apprised of exactly what he's doing. This window also has four feature buttons.

 Click this to pick up the worker and move him to a specific place. This is the fastest way to get a Handyman to the scene of a mess, but it is *not* helpful for moving Mechanics to broken rides; when you move a Mechanic, you cancel his current assignment.


 You can confine an employee's duties to a certain area of the park using the **Patrol Area** button. While this button is depressed, click on the landscape to mark the area (in pre-determined blocks) the worker should stick to.

 This button centers the main landscape view on this worker's current location.

 The **Sack** button terminates the worker's contract and ends his employment with the park.

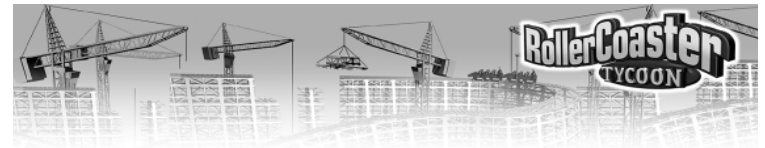
 **Orders** gives you control over what this staffer does:

- ◆ Handymen have four possible jobs: sweeping footpaths, watering gardens and ornamental plants, emptying litter bins, and mowing grass.
- ◆ A Mechanic both inspects and repairs rides, unless you choose to limit him to one or the other duty.
- ◆ You can assign a particular costume to each Entertainer.
- ◆ The Security Guard's job is so simple that you need not and cannot give him any orders.

 **Statistics** gives you useful information on the employee's monthly wage and what he's been doing since you hired him.

## Shop Windows


Shops and stalls, just like rides, require your occasional attention and adjustment to function smoothly and profitably. The operations of these facilities are less complex than those of the rides, so you'll find that they generally need less care. The window in which you care for a shop is a simplified version of the Ride window.





## Guest Windows

Knowledge of your guests' opinions — what they want and how they're reacting to your park and the things in it — is some of the best information you can have when making decisions. There are plenty of ways to get this data, and the Guest window associated with each of your visitors is one of them. This window is also handy for corralling the occasional stray guest.


The simplest way to open a **Guest** window is to click on any one of your park visitors (in the landscape display). The title bar shows the guest's identification number (unless you've given them names). There are six tabs, each of which opens a different informative display.


 **View** is the most useful display. This shows you the guest and keeps you apprised of exactly what he or she is doing. This window also has four useful buttons.


 Click this to pick up the visitor and move him or her to a specific place. This is the fastest way to retrieve a lost guest.

 You can name a guest with this button.


 This button centers the main landscape view on this guest's current location.

 You can have this particular guest's activities tracked and reported to you in the **Message Area**. This button turns that tracking feature on and off for each guest. (If you track several guests at once, you tend to get far too many messages.)

 **Condition** is a detailed analysis of the visitor's physical status and needs, plus information on his or her ride intensity preference and nausea tolerance.

 **Statistics** gives you interesting information on what this person has been doing since entering your park.

 **Funds** details the guest's spending while in the park.

 **Thoughts** lists this visitor's most recent few thoughts about your park.

 **Items** shows you everything the guest is currently carrying.



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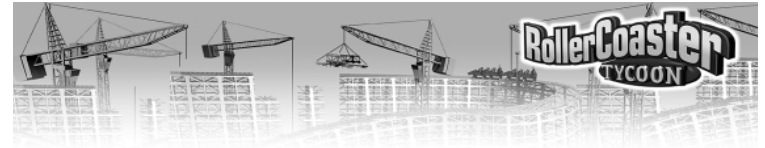
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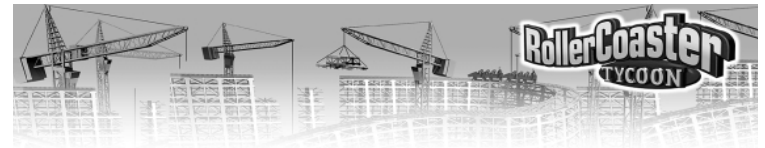
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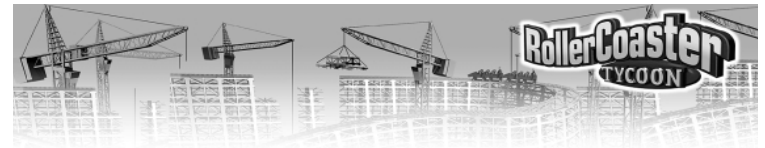
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