

PC CD-ROM

RollerCoaster TYCOON 3

Soaked!

3+

TM

www.pegi.info

<http://www.replacementdocs.com>

ATARI

PROBLEMS WITH YOUR SOFTWARE ?

The methods listed below solve most of the problems when running latest DirectX games.

Checking my system specification

Please take time to **ensure your system meets the configuration requirements**, detailed on the packaging.

The **DirectX Diagnostic Tool** can provide you with information about your system specification if you are unsure of your PC's current specifications. To run the DirectX Diagnostic Tool, click onto the **Start** button and select **RUN**. In the open box type **DXDIAG**. The DirectX Diagnostic Tool appears, giving you access to all details about your system or video and sound cards. It is possible to control if video display and sound are running properly, by clicking on the relevant buttons proposing you to test **DirectDraw**, **Direct3D** and **DirectSound**.

Note: unless you are an advanced user we do not recommend changing any of the **options** in the DirectX Diagnostic Tool.

Before starting your game

In some cases, programs that are running on your system can monopolise resources that the game needs in order to run properly. Not all of these programs are immediately visible, and many activate automatically on start up. There are a number of programs known as "**background tasks**", that are always running on your system. In some cases, these may cause the game to crash or lockup. As such, we recommend that you deactivate these "background tasks" prior to playing.

- If your system is running **Anti-Virus** or **Crash Guard** programs, we suggest you, if you are not advised to do so, to close or disable them before running the game. To do this, find the icon for the program on the Windows taskbar. Right-click the icon and select CLOSE, DISABLE or the relevant option.
- Once Anti-Virus and Crash Guard programs have been disabled, you should end general background tasks as these can sometimes cause problems when installing or running PC games. Consult "How to end all unnecessary general background tasks" section.

Cleaning up the system.

Before you install any software, it is critical that your hard disk be in optimum working order. We recommend that you get into the habit of performing regular "**house keeping**" on your PC. ScanDisk, Disk Defragmenter and Disk Cleanup are the tools that you need to use to keep everything running smoothly. Such good practise offers you the best chance of running today's game with minimum issues. As an added benefit, a clean system will operate more efficiently, and other software applications you use may run more quickly and stably. Consult the Windows Help Guides for information on running the **ScanDisk/Error-checking**, **Disk Defragmenter** and **Disk Cleanup** tools.

Using Windows help

- 1 Click onto the Start button and select Help (or Help and Support for Windows XP users) to bring up the Windows Help Guides.
- 2 Now, click the Search section and in keywords such as "ScanDisk" (Win 98/ME), "Error-checking" (Win 2000/XP), "Defrag" and "Disk Cleanup" to find the guides that help you to run these tools.

Game crashing or locking up?

When running games that use the latest version of DirectX, you must ensure your computer is running the very latest **driver** for your video card. Doing so can help solve crashes and lock-ups in games.

• **First of all**, try downloading the latest driver from the video card manufacturers website. Listed below are the most popular **video card manufacturers**:

Asus: <http://www.asus.com>
 ATI: <http://www.ati.com>
 Creative Labs: <http://www.europe.creative.com>
 Guillemot: <http://www.guillemot.com>
 Hercules: <http://www.hercules.com>

• **If there is no improvement**, try downloading the latest driver provided by the **video card chipset manufacturer**:

NVidia: <http://www.nvidia.com>
 ATI: <http://www.ati.com>
 Power VR: <http://www.powervr.com>
 Matrox: <http://www.matrox.com>
 S3: <http://www.s3graphics.com>
 Intel: <http://www.intel.com>
 SIS: <http://www.sis.com>

Creative Labs: <http://www.europe.creative.com>
 C-Media: <http://www.cmedia.com.tw>
 Diamond: <http://www.diamondmm.com>
 ESS: <http://www.esstech.com>
 Videologic: <http://www.videologic.com>
 Yamaha: <http://www.yamaha.com>

• Choppy or stuttering sound, or sound that cuts in and out? Try downloading and then installing the latest **driver for your sound card**:

How to end all unnecessary general background tasks.

Important note: Ensure that you re-enable background tasks after playing by restarting your computer, doing so will **reactivate automatically** all of the background tasks that you ended.

Windows 98/ME

- 1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The close program window appears with a list of all background tasks currently running on your system.
- 2 To end a background task, click on its name in the list, then click the End Task button. Note: It is important that you **DO NOT CLOSE** the background tasks named **Explorer** and **Systray** as these tasks are necessary for Windows to operate. All other background tasks may be closed.
- 3 The Close Program Window closes and the task is ended. Repeat the above steps to close down any/all other background tasks.

Windows 2000/XP Professional

- 1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The Windows Security window appears.
 - 2 Click Task Manager to open the Windows Task Manager. To end a background task, click on its name in the list under the Application tab, then click the End Task button.
- Note :** Depending on your settings, when pressing CTRL, ALT and DELETE some Windows 2000/XP Professional users may bypass the Windows Security window and go straight to the Windows Task Manager.

Windows XP Home

- 1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The Windows Task Manager window appears.
- 2 To end a background task, click on its name in the list under the Application tab, then click the End Task button.


If you finally decide to call the hotline:

Before making your call, we ask you to **sit at your computer**, have the following information available (see "Checking my system specification"), and be ready to take notes:

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



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FIRST THINGS FIRST

The ReadMe File

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

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

Setup and Installation

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

1. Start Windows® 98/ME/2000/XP.
2. Insert the *RollerCoaster Tycoon 3: Soaked!* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, the *RollerCoaster Tycoon 3: Soaked!* launcher screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Autorun.exe in the space provided and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. On the *RollerCoaster Tycoon 3: Soaked!* launcher screen, click the Install button and follow the on-screen instructions to finish installing the *RollerCoaster Tycoon® 3: Soaked!* CD-ROM game.

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

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

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



Installation of DirectX®

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

PREPARE TO GET SOAKED!

Careen down a gigantic water slide to a thrilling splashdown in an Olympic size pool; or hang ten in a half pipe as you surf through the wave simulator. Choreograph your very own laser light and dancing water shows; or add performing orcas to entertain your park guests. Build and ride any of several new rides and coasters, including the all new Roller Soaker. Now you can add a water park to your current *RollerCoaster Tycoon 3* amusement parks, but be prepared! You will get wet on this ride!

What's New

More coasters... more rides...more themes...more gameplay! *RollerCoaster Tycoon 3: Soaked!* gives you the ability to add water parks to your existing *RollerCoaster Tycoon 3* amusement parks, including 9 new drenching wet scenarios, 2 new aquatic design themes, many brand new rides and coasters, a new pool-building toolset, and an expanded version of the RCT3 MixMaster™ that allows you to create your own laser light shows, customise dolphin and killer whale performances, and choreograph dancing water shows. In addition, we have added new challenges to the scenarios to give you more ways to play the game.

Playing *Rollercoaster Tycoon® 3: Soaked!*

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

MENUS AND LOADING BOXES

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



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



Tip

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

CHANGES TO THE IN-GAME INTERFACE

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

Mouse Wheel Support

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

Control Key Support for Building Structures

Players who build structures will now be able to use the **Control** key to construct elevated elements. See the section below, Using the Control key to Build Elevated Scenery and Structures.

Game Options

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

Graphic Settings

Three new controls have been added:

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

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

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

Note: these settings are available only if the Advanced Settings tab is set to "Custom".

Park Management



Staff

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



Challenges

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

New Themes



Most of the object placement windows now include selections for two new themes, Atlantis and Paradise Island.

Rides



Pool Slides and Rides

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



Swimming Pools

The Swimming Pools button opens a suite of tools allowing you to create swimming pools of any shape and size. See the section later in this manual on Using the Swimming Pool Editor.

Scenery

Two new scenery options have been added to the scenery buttons.



Terrain Surfaces

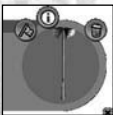
The Terrain Surfaces button allows you to add raised terrain in blocks, as well as larger structures for marking the entrance to a new themed area.



RCT3 MixMaster™

The RCT3 MixMaster has been expanded to include lasers, dancing water jets and performing dolphin and orca shows as well as fireworks. See the section later in this manual on Using the New and Improved RCT3 MixMaster™.

Speaker Objects



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

Passport Stations



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

Terrain Tools



Waterfalls

Added to the terrain tools buttons is a new selection for creating waterfalls. See the section later in this manual on Creating Waterfalls.

USING THE NEW FEATURES

Tutorials

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

Using the Control Key to Build Elevated Scenery and Structures



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

After you've built the walls of a structure, build the roofline attached to the top of the wall. This is accomplished in the same way as with

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

Creating Shows with the New and

Improved RCT3 MixMaster™

The Fireworks MixMaster from the original *RollerCoaster Tycoon 3* has been expanded to allow you to create water and laser shows among other things. The new and improved RCT3 MixMaster™ allows you to add fireworks, just like RCT3, but now you can also add water jets and lasers to the mix! The new interface also allows you to preview each effect.

In addition, you can customise both the laser displays and the water displays using the Advanced Designer, and then save these creations to be used later or shared with the on-line *RollerCoaster Tycoon* community.

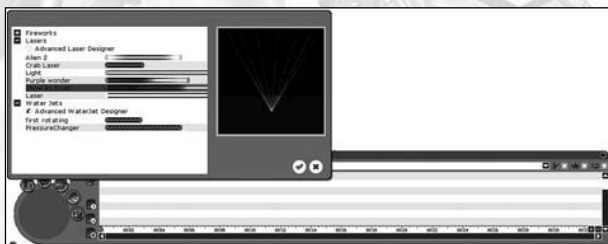
As with the fireworks shows, you'll first need to add the kind of launchers to your park for the type of effects (fireworks, water jet, laser) you want to use in your show, and then open a show timeline to add these elements.



To add launchers, click the Scenery button, and then click RCT3 MixMaster™ button to display the RCT3 MixMaster™ console. Next, click the MixMaster bases where you'll see the new launcher bases for water jets and lasers as well as fireworks –

click one of these to choose it and then click the place in the park where you want that launcher to reside. At any time, you can click on a launcher located in your park to open the RCT3 MixMaster interface.

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



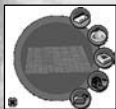
Finally, you use the new fireworks + dancing water + laser displays just like the original fireworks-only displays in RCT3.

Using the Swimming Pool Editor.

Click the Rides button, and then click the swimming pools button. This will open the Swimming Pool Construction window.

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

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



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



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

Add plenty of decking around a pool so you can add lounge chairs, showers, diving boards and waterslides.

To add a tall diving board, select the high-diving board from the pool extras, move the pointer to the area where the diving board will be constructed, and then hold the mouse button as you nudge the mouse upward.



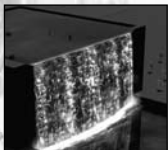
To add a wave machine, choose the wave-machine item, move the pointer to the edge of the pool and then click to add it to the pool edge.

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

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

Creating Waterfalls

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



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

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

Using the RollerSoaker



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

Creating Dolphin and Orca Shows



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

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

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



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

When clicked, the RCT3 MixMaster sequencer interface will be displayed where you can add any of the choreographed moves in any order you want by clicking in the timeline. In order to easily preview the show whilst choreographing it you can move the mouse backwards and forwards to 'scrub' through the show.

Note: Dolphin and orca shows cannot be added to swimming pools.

OTHER SURPRISES

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



PARA COMEÇAR

O Ficheiro ReadMe

O CD-ROM do jogo *RollerCoaster Tycoon® 3: Soaked!™* tem um ficheiro ReadMe onde podes consultar o Acordo de Utilização e informação actualizada sobre o jogo. Recomendamos vivamente que leias este ficheiro para poderes beneficiar das alterações efectuadas depois de o manual ter sido impresso.

Para veres este ficheiro, faz um duplo-clique na directoria *RollerCoaster Tycoon® 3: Soaked!™* que encontrarás no teu disco rígido (usualmente em C:\Programas Files\Atari\ RollerCoaster Tycoon 3). Também podes ver o ficheiro ReadMe clicando primeiro no botão Start na tua barra de tarefas do Windows®, depois em Programas, em seguida em Atari, depois em *RollerCoaster Tycoon 3 Soaked*, e finalmente no ficheiro ReadMe.

Configuração e Instalação

Nota: Terás que ter o CD-ROM original do jogo *RollerCoaster Tycoon® 3* instalado no teu computador para poderes instalar e jogar o *RollerCoaster Tycoon 3: Soaked!* Também recomendamos que instales todas as actualizações para o *RollerCoaster Tycoon 3* antes de começares a instalação deste módulo de expansão. Consulta o manual do *RollerCoaster Tycoon® 3* para obteres informações sobre a forma de instalar as actualizações.

1. Inicia o Windows® 98/Me/2000/XP.
2. Introduz o CD-ROM do jogo *RollerCoaster Tycoon 3: Soaked!* na tua unidade de CD-ROM.
3. Se o AutoPlay estiver activado, deverá aparecer o ecrã do programa de instalação do *RollerCoaster Tycoon 3: Soaked!*. Se o AutoPlay não estiver activado, ou se a instalação não começar automaticamente, clica no botão Start na tua barra de tarefas do Windows®, depois em Executar. Escreve D:\Autorun.exe no espaço adequado e clica em OK. **Nota:** Se a tua unidade de CD-ROM tiver atribuída uma letra diferente de D, substitui essa letra.
4. No ecrã do programa de instalação do *RollerCoaster Tycoon 3: Soaked!*, clica no botão Instalar e segue as instruções do ecrã para finalizares a instalação do CD-ROM do jogo *RollerCoaster Tycoon® 3: Soaked!*.

5. Depois de o *RollerCoaster Tycoon 3: Soaked!* ter sido instalado, poder iniciar o jogo quer a partir do ecrã do programa de instalação clicando em Jogar ou clicando no botão Start, depois em Programas > Atari > RollerCoaster Tycoon 3 Soaked!> Play RollerCoaster Tycoon 3 (para utilizadores do XP, clicar no botão Start, depois em Todos os Programas > Atari > RollerCoaster Tycoon 3 Soaked!> Play RollerCoaster Tycoon 3).
6. Visita o endereço atari.com/rollercoastertycoon para obteres as últimas informações sobre o jogo.

Nota: Terás que ter o disco do jogo RollerCoaster Tycoon 3 ou do RollerCoaster Tycoon 3: Soaked! na tua unidade de CD-ROM para poderes jogar.



Instalação do DirectX®

O *RollerCoaster Tycoon 3: Soaked!* necessita do DirectX® 9.0c ou superior para funcionar. Se não tens o DirectX® 9.0c ou superior instalado no teu computador, clica em "Sim" para aceites o Acordo de Utilização DirectX® 9.0c. Isto irá fazer iniciar o Programa de Instalação do DirectX® 9.0c

The background of the page is a grayscale image of a roller coaster track. A hand is visible in the lower-left corner, holding a game controller. The track winds through a landscape with palm trees and other vegetation. The overall scene is dynamic and action-oriented.

Jogar o Rollercoaster Tycoon® 3: Soaked!

O *RollerCoaster Tycoon 3: Soaked!* usa os mesmos comandos do *RollerCoaster Tycoon 3*. Por favor, consulta o guia do jogador do *RollerCoaster Tycoon 3* para obteres informações sobre a utilização das funcionalidades do jogo.

OUTRAS SURPRESAS

Tal como no *RollerCoaster Tycoon 3*, este módulo de expansão tem muitos elementos maravilhosos à espera de serem descobertos. Recomendamos-te que jorges o *Soaked!* e os descubras por ti próprio.

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SPECIAL THANKS TO :

RelQ + Hemanshu

Enzyme Testing lab + Kirsten Schrankel

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Petrol

KBP + Bruno Tarrade and Astrid Forstbauer

Synthesis + Mauro Bosseti and Emanuels Scichilone

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NOTES



NOTES

The PEGI age rating system:
Le système de classification PEGI
El sistema de clasificación por edad PEGI:
Il sistema di classificazione PEGI
Das PEGI Alterseinstufungssystem

Age Rating categories:

Les catégories de tranche d'âge:

Categorías de edad:

Categorie relative all'età:

Altersklassen:



Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Nota: ¡Variará en función del país!

Nota: Può variare a secondo del paese!

Achtung: Länderspezifische Unterschiede können vorkommen!

Content Descriptors:

Description du contenu:

Descripciones del contenido:

Descrizioni del contenuto:

Inhaltsbeschreibung:



BAD LANGUAGE
LA FAMILIARITÉ DE LANGAGE
LENGUAJE INAPROPIADO
CATTIVO LINGUAGGIO
VULGÄRE SPRACHE



DISCRIMINATION
LA DISCRIMINATION
DISCRIMINACIÓN
DISCRIMINAZIONE
DISKRIMINIERUNG



DRUGS
LES DROGUES
DROGAS
DROGHE
DROGEN



FEAR
LA PEUR
TERROR
PAURA
ANGST UND
SCHRECKEN



SEXUAL CONTENT
LE CONTENU SEXUEL
CONTENIDO SEXUAL
SESSO
SEXUELLER INHALT



VIOLENCE
LA VIOLENCE
VIOLENCIA
VIOLENZA
GEWALT

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>



Customer Service Numbers

Country	Telephone	Fax	Email/Websites
• Australia	1902 26 26 26 (\$2.48 Minute. Price subject to change without notice.)		support.australia@atari.com
• Österreich	Technische: 0900-400 654 Spielerische: 0900-400 655 (€1,35 Minute) Mo. - Sa. 14.00 - 19.00 Uhr		www.atari-support.de
• Belgique	PC: +32 (0)2 72 18 663 +31 (0)40 24 466 36		nl.helpdesk@atari.com
• Danmark	+44 (0)161 827 8060/1 09:30 to 17:00 Monday to Friday (except Bank Holidays)	-	uk.helpline@atari.com
• Suomi	+44 (0)161 827 8060/1 09:30 to 17:00 Monday to Friday (except Bank Holidays)	-	uk.helpline@atari.com
• New Zealand	0900 54263 (\$1.99 Minute. Price subject to change without notice.)		www.atari.com.au
• France	Soluces: 0892 68 30 20 Support Technique Atari (0,34 €/mn) (24h/24) BP 80003 3615 Infogrammes (0,34 €/mn) 33611 Cestas Cedex Technique: 0825 15 80 80 (0,15 €/mn du lundi au samedi de 10h-20h non stop)		fr.support@atari.com www.atari.fr
• Deutschland	Technische: 0190 771 882 Spielerische: 0190 771 883 (€1,24 pro Minute) Mo. - Sa. 14.00 - 19.00 Uhr		www.atari-support.de
• Greece	301 601 88 01	-	gr.info@atari.com
• Italia	-	-	it.info@atari.com www.atari.it
• Nederland	PC: +31 (0)40 23 93 580 +31 (0)40 24 466 36 (Open Maandag t/m Vrijdag 9.00 tot 17.30)		nl.helpdesk@atari.com
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• Sverige	08-6053611 17:00 till 20:00 helgfri måndag till fredag	-	rolf.segaklubben@bredband.net
• Schweiz	Technische: 0900 105 172 Spielerische: 0900 105 173 (2,50 CHF/Min) Mo. - Sa. 14.00 - 19.00 Uhr		www.gamecity-online.ch
• UK	Hints & Cheats: 09065 55 88 95* *24 hours a day / £1 /min / inside UK only *You need the bill payer's permission before calling.	Technical Support: 0161 827 8060/1 09:30 to 17:00 Monday to Friday (except Bank Holidays)	uk.helpline@atari.com www.uk.atari.com

Wrong number?

As some changes might have been done after this manual went to print, you can still access to all updated technical support numbers at:

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