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http://www.replacementdocs.com

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

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

● **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

● 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 tasks, 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)

FIRST THINGS FIRST

THE READ ME FILE

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

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

SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP.

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

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

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

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

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

Installation of DirectX®

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

Microsoft Photo Story® 3

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

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

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

NOTE: To install Microsoft *Photo Story 3 for Windows*, your computer must be running the Microsoft Windows XP operating system, and Windows Media Player 10 must be installed. The Windows Media Player 10 Installer is available in a folder named "Windows Media Player 10" in the game disc. For a complete list of system requirements, see the Microsoft *Photo Story 3 for Windows* Web site (**http://www.microsoft.com/photostory**).

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

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

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

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

INTRODUCTION

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

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

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

3D Camera Controls

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

Ride The Rides – CoasterCam™

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

All New Peeps

Peeps (RollerCoaster Tycoon® park guests and employees) now come in many shapes, colour and sizes. Peeps also now behave as families, couples or groups of friends. And occasionally, a VIPeep celebrity will show up to wow their fans. You can even customise the look of your peeps with the all new Peep Designer.

Day and Night

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

Improved Coaster Construction and Game Controls

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

Fireworks MixMaster™

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

PhotoStory 3 and Photo Spots

You can now place photo spots throughout your park near your favourite scenery creations, allowing the peeps to stop and pose while the group leader takes a snapshot. If you created a group in the Peep Designer, their snapshots are saved to the My Pictures folder, (found within your My Documents folder.) Where you can create a multimedia presentation using *Photo Story 3* which comes bundled with *RollerCoaster Tycoon® 3*.

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

Coasters From RCT and RCT2

RollerCoaster Tycoon® 3 is backward compatible with the user created coasters from *RollerCoaster Tycoon®* and *RollerCoaster Tycoon® 2*. So any coaster you created in the previous games can be loaded and enjoyed in your new parks. You no longer have to imagine what it would be like to ride the favourite coasters you created.

Note: Some coasters may not work properly due to differences in how coasters are represented in 2D and how they are constructed in 3D.

Five Theme Categories

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

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

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

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

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

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

Game Difficulty

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

Sandbox

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

USING THIS MANUAL

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

The first part, "Menu and Interface Reference" (pages 9-55), provides a thorough explanation of each menu and panel you'll encounter in the game. The second part, "A Tycoon's Guide To …" (pages 56-75) provides advice and hints about how to succeed in virtually any aspect of the game.

We also encourage you to take advantage of the in-game tutorials, which provide step-by-step animated instructions about how to get started on your *RollerCoaster Tycoon® 3* career.

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

MENU AND INTERFACE REFERENCE

LAUNCHER SCREEN

The Launcher screen is displayed when you insert the *RollerCoaster Tycoon® 3* game disc into your CD–ROM drive. You can also display the Launcher screen by double-clicking on the Autorun.exe program on the CD–ROM game disc.

VIEW INSTALL GUIDE – Opens the Install Guide that offers instructions for installing the game (after the game is installed, this is replaced by the PLAY button).

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

README – Displays the game's README file.

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

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

PHOTO STORY 3 – Installs Microsoft *Photo Story 3 for Windows*. (This button is greyed out if *Photo Story 3* is already installed.)

NOTE: If your computer is not running on the Microsoft Windows XP operating system, this button is greyed out.

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

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

CONTROLS

MOUSE COMMANDS

Camera Movement – Normal

CONTROLS	ACTION
Right mouse button (hold) and move mouse	Strafe camera
Mouse wheel	Zoom in and out
Mouse wheel (hold) + move mouse side-to-side	Rotate camera
Right mouse button + left mouse button (hold) + move mouse side-to-side	Rotate camera
Mouse wheel (hold) + move mouse forward / backward	Tilt camera
Right mouse button + left mouse button (hold) + move mouse forward / backward	Tilt camera

Camera Movement – Freelook View

CONTROLS	ACTION
Right mouse button (hold) + move mouse side to side	Rotate camera around camera position
Right mouse button (hold) + move mouse forward/backward)	Tilt camera up and down over camera position
Mouse wheel (hold) + move mouse side-to-side	Strafe camera
Right mouse button + left mouse button (hold) + move mouse side-to-side	Strafe camera
Mouse wheel (hold) + move mouse forward / backward	Zoom in and out
Right mouse button + left mouse button (hold) + move mouse forward / backward	Zoom in and out

Camera Movement – Isometric View

CONTROLS	ACTION
Right mouse button (hold) + move mouse	Strafe camera
Mouse wheel	Zoom in and out
Mouse wheel (hold) + move mouse	Rotate camera 90 degrees right and left
Right mouse button + left mouse button (hold) + move mouse	Rotate camera 90 degrees right and left

Keyboard Controls

Camera Movement

CONTROLS	ACTION
Ctrl–C	Toggle CoasterCam™ ON / OFF
A	Pan left
D	Pan right
W	Pan forward
S	Pan backward
Q	Rotate left
E	Rotate right
R	Reset Camera
Home	Tilt up
End	Tilt down
Page Up	Zoom in
Page Down	Zoom out
Shift (while placing an object)	Raises and lowers the elevation of the object by moving the mouse
Ctrl (while placing an object)	Modifies the land around an object by moving the mouse
Alt (while placing an object)	Cuts the land around an object by moving the mouse

Isometric View Controls

CONTROLS	ACTION
Enter	Rotate isometric view 90° counter–clockwise
Shift–Enter	Rotate isometric view 90° clockwise

Miscellaneous

CONTROLS	ACTION
Esc	Cancel current action
F10	Capture a screen shot (file saved to My Pictures directory)
Shift-L	Toggles "pointer light" ON / OFF
Z (while placing an item)	Rotate item 90° counter–clockwise

SAVING AND LOADING

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

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

MAIN MENU

Play

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

Tools

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

Options

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

Exit

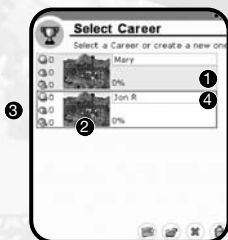Quit RollerCoaster Tycoon® 3.

PLAY MENU

Tutorial mode

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

Career mode

The classic RollerCoaster Tycoon® gameplay, where you face the challenges offered in scenarios.

1. **Saved Profile –** When selected, the profile is highlighted with a blue outline.

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

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

4. **Profile Name –** Click to edit.

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

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

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

8. **Return to Previous Menu**

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

Sandbox

Load or start a new sandbox game, in which you can play without the constraints of time or money.

Custom scenario

Here is where you get to match your park building skills against the custom scenario designs of others, or even your own.

TOOLS MENU

Peep Designer

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

Scenario Editor

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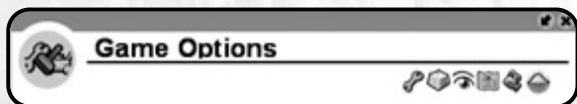
Building Designer

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

Coaster Designer

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

OPTIONS

Game Options

Game Settings

- **Currency –** Select your favourite currency

- **Distance and Speed –** Choose metric (kilometres, meters and kilograms) or imperial (miles, feet and gallons)

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

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

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

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

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

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

Graphic Settings

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

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

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

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

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

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

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

- **Compress Textures –** When checked, displays simpler textures that require less memory.

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

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

- **Visibility Alpha –** This slider controls the level of translucency when the View Scenery, View Peeps or View Ride Supports option is turned off (see "View Options" section on page 25).

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

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

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

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

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

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

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

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

  Camera Controls – A setting of 0, 1 or 2 changes the mouse buttons that control camera movements.

  Ignore Scenery – When checked, the camera will rotate around a spot on the ground; when unchecked, the camera will rotate on a spot on the scenery.

  Focus on Screen Middle – When checked, the camera will rotate around a spot in the middle of the screen; when unchecked, the camera will rotate around the position of the mouse pointer.

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

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

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

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

Scenic Settings

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

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

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

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

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

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

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

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

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

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

CAREER MENU
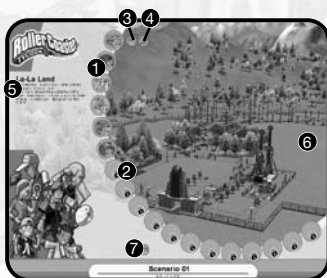
1. Unlocked Scenarios

2. Locked Scenarios

3. Load Game – Load the previously saved game of this scenario.

4. Restart Scenario – Play selected scenario from the beginning.

5. Scenario Description

6. Screenshot of Selected Scenario

7. Return to the Main Menu

COMMON INTERFACE ELEMENTS

Maps

Markers

Files and Options

Exit

Park Administration

Ride Placement

Shop and Facilities Placement

Scenery Placement

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

General

Found on all control panels:

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

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

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

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

Coaster and Track Ride Browser

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

Ride Browser shows all the different coaster types you may place in your park. Double-click a coaster type to open the Construction Panel

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

2. **Build Saved Ride –** Opens the Track Browser where you can see all the coasters of a particular category along with all the themes they are designed with.

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

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

Attraction List Browser

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

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

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

Shop/Ride/Scenery Construction Panel

Found on construction panels for shops, rides and scenery:

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

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

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

4. **Colour –** Displays the colour options for that object.

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

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

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

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

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

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

4. **Close Up –** If the selected object is a ride, double-clicking on the close-up allows you to ride the ride.

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

Ride Control Panel
Found on control panels for rides:

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

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

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

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

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

6. **Ride Cam -** Click to ride this ride.

Track Ride Construction Panel

Found on control panels for track rides:

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

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

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

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

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

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

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

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

9. **Remove –** Removes the selected track piece.

10. **Autocomplete –** Automatically places the remaining tracks for the coaster being edited.

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

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

Park Management Control Panel

Found on control panels for administration:

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

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

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

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

DASHBOARD

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

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

Indicates you are playing at Apprentice level

Indicates you are playing at Entrepreneur level

Indicates you are playing at Tycoon level

When you complete all the Apprentice objectives, this indicator changes to the Entrepreneur icon. The Tycoon icon appears after the Entrepreneur objectives have been accomplished.

A checkmark next to an objective indicates you have completed that objective. If a VIP objective is listed, click the Setup Route button to prepare for a visit from the VIP. See the section "Tycoon's Guide for Hosting A VIP" for instructions on how to use the "Setup Route" feature.

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

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

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

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

6. Park Rating – Shows your park's current approval rating. Double-click to open the Opinions window. Move the mouse cursor over this icon to see the numeric rating value.

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

8. Weather – Shows current temperature and weather conditions.

9. Date and Time – The present date and time. Hold the pointer over the date and time to show the day of the month.

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

11. Fireworks Camera - Switch to camera ideal for viewing fireworks.

MAPS

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

VIEW OPTIONS

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

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

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

Peeps – Displays or greys out peeps.

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

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

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

Scenery – Displays or greys out scenery.

FILES & OPTIONS

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

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

Game Options – Displays the Game Options control panel. See "Game Settings" on page 14 for details.

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

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

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

PARK ADMINISTRATION

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

Park Operations

Finances

Staff

Objectives

Research

Attractions

Park Operations
Land and Status

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

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

3. **Centre on Park Entrance –** Click to move the view to the park entrance.

4. **Park Entrance Thumbnail –** Shows what your park entrance looks like.

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

6. **Land Management –** These buttons allow you to buy and sell land or the construction rights to land. Land must be owned if you want to build or shape terrain.

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

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

- **Land with for sale Signs –** Land you may purchase.

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

- **Land with barricade signs –** Land construction rights you may lease

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

- **Solid Blue Grid –** May be owned or leased after you meet a scenario objective.

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

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

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

Graphs and Stats

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

Marketing

The top half of the window lists marketing campaigns that you are currently running. To start a new marketing campaign, click on one of the three buttons in the lower half of the window.
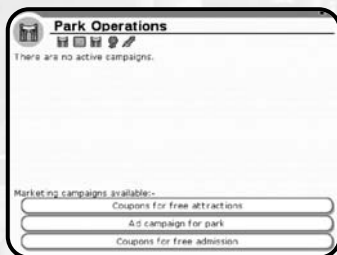
- **Coupon for Free Ride –** Choose a ride and have tickets for free admission to the ride inserted in major newspapers or magazines for a number of weeks and watch park attendance go up.

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

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

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

Awards

Shows the awards your park has won.

Fireworks

Open this window to set up your fireworks displays using the Fireworks MixMaster™. See the section "Tycoon's Guide for Creating a Fireworks Show" for instructions on how to use the Fireworks MixMaster™.
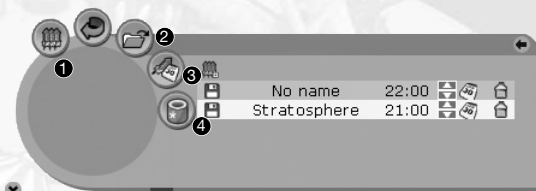
1. **Open Fireworks MixMaster Editor -** Opens the current show in the Fireworks MixMaster show editor

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

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

4. **Fireworks -** Opens a selection window containing the choices of fireworks launchers that you may add to your park.

Financial Management

See a summary of your park's net worth broken down into various categories.
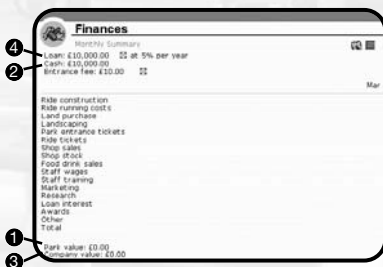
1. **Park Value –** Current value of the land and the amusement park

2. **Cash –** Total cash on hand

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

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

Monthly Summary

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

Graphs and Stats

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

Staff

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

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

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

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

4. **Assigned Task –** Jobs that are assigned to this employee. Click to unassign. Patrol areas of other employees of the same category are displayed with a purple grid. Patrol areas may overlap.

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

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

7. **Employee's Current Activity**

8. **Employee's Start Date**

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

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

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

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

13. **Happiness Level**

14. **Warn or Fire Employee**

15. **Train the Employee –** Click to change.

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

17. **Show Staff –** Click on an icon to display staff members in the central list. Icons from left to right are: Janitors, Mechanics, Security Guards, Entertainers, Shop Vendors and Park Inspector.

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

Scenario Objectives

Performs the same function as the Objectives button found in the Dashboard. See the Dashboard section above.

Research and Marketing

Click on the arrows to set the amount of money that you wish to spend researching a particular category. Enter the amount of money you want to spend each month on research. If present, also click on the icon that represents the category you wish to research. Research may be conducted to gain new Rides, Shops, Extras for Shops, and Scenery Items. When research is complete, the message console will notify you that a new item may be purchased for your park. When all the research of a particular category is completed, your research funds will be automatically redistributed among the other categories. When all possible items have been researched, funding will stop. Keep in mind, not every scenario contains the same items available to research.

John Wardley: Research/Technology

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

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

Attractions Management

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

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

Click on an attraction to open its individual control panel.

RIDES

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

Roller Coasters

Junior Rides

Thrill Rides

Water Rides

Gentle Rides

Transport Rides

Other Rides

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

SHOPS

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

SCENERY

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

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

Trees and Plants

Fences

Walls and Roofs – See "Designing and Construction Buildings" on page 70 for tips on custom structures.

Path Extras – Lamps, benches, trash bins

Props, Statues

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

Fireworks – All the fireworks launch points may be found here.

PATHS

Click to display the kinds of paths that can be placed in your amusement park. Paths are organized into walkways and queues, and is further organized by path texture, ramps stairs and platforms.
After you select the path button, the path building construction control panel appears where you may either draw or build footpaths. Path "drawing" works much like that of RollerCoaster Tycoon® 2. Path "toolbox" mode uses a similar interface used for building track rides. Both methods of placing pathways are fully described in the section, "Tycoon's Guide to Creating Paths" on page 66.

TERRAIN TOOLS

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

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

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

Tweak Terrain Tools

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

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

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

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

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

Terrain-Editing Mode

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

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

Smooth Terrain

A toolset for smoothing terrain for various situations.

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

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

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

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

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

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

Lower Terrain Tools

Through – Drag the mouse button over terrain to lower it to a narrow and shallow through.

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

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

Raise Terrain Tools

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

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

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

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

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

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

DEMOLISH
Allows you remove scenery and structures from the park.

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

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

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

CONTROL PANELS

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

Rides
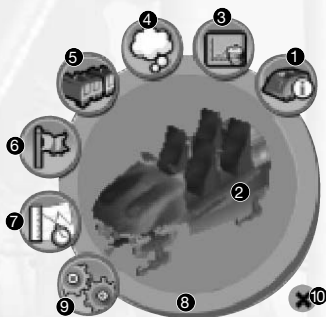
1. **Show/Hide Details panel**
2. **Ride Close-up**
3. **Ride Finances panel**
4. **Ride Opinion panel**
5. **Ride Characteristics panel**
6. **Ride Status –** Click to select Open, Test or Close.
7. **Test Results panel**
8. **Ride Launch Conditions panel**
9. **Construction panel –** Roller coasters only.
10. **Close Ride Control panel –** Clicking this also deselects the ride.

Each of these panels is described on the following pages.

Ride Control Panel
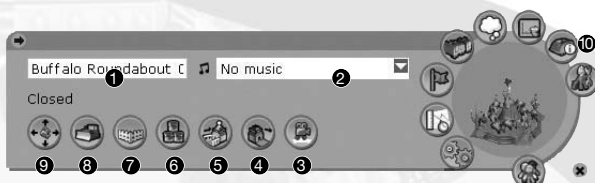
1. **Name –** Click to edit.

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

3. **Coaster Cam -** Click to ride the ride.

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

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

6. **Colour Details –** Click to change the colours of various parts of the ride

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

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

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

10. **Ride Status**

Ride Finance Panel
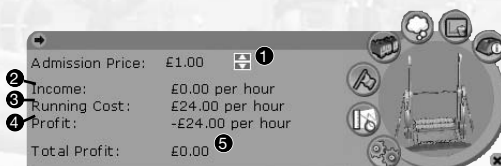
1. **Admission Price –** Click the arrows to adjust.

2. **Hourly Income –** Show income in real-world hours.

3. **Hourly Costs**

4. **Hourly Profit**

5. **Lifetime Profit**

Ride Characteristics Panel
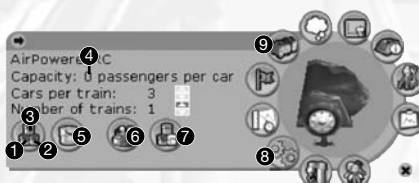
1. **Colour Selector for Beam.**
2. **Colour Selector for supports.**
3. **Colour Selector for Track.**
4. **Ride Capacity –** Can be adjusted on some rides; click the arrows (if present) to adjust.
5. **Recolour track to a single colour -** Allows the user to reset all the track colour choices to a single colour.
6. **Car Type:** Allows the user to select the design of the ride's car.
7. **Colour Selector for Car Exterior.**
8. **Colour Selector for Car Trim.**
9. **Colour Selector for Seats.**

Ride Test Results Panel
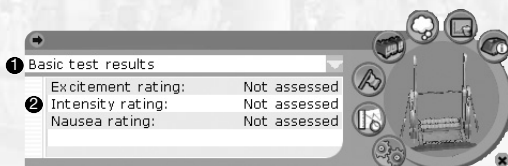
1. **Test Results Category –** Click arrow to select Basic or Advanced (not available on all rides).
2. **Rating Results List –** Shows rating categories for the ride (these values remain blank if the ride has not undergone testing).

Ride Launch Conditions Panel

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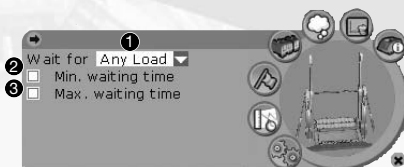
1. **Wait For setting –** Click arrow to adjust. Shows how much of the ride must be loaded before it will launch (this setting will be overridden if you select a minimum or maximum waiting time).

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

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

CoasterCam™ Controls

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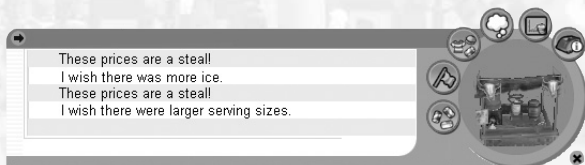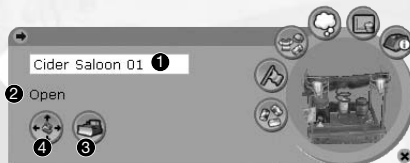
Shops and Facilities

1. **Shop Close-up**
2. **Shop Control panel**
3. **Shop Finances panel**
4. **Shop Opinion panel**
5. **Shop Inventory Selection panel**
6. **Shop Status –** Click to select Open or Close.
7. **Shop Inventory Sales panel**
8. **Close Shop Management interface –** This also deselects the shop.

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

These prices are a steal!
I wish there was more ice.
These prices are a steal!
I wish there were larger serving sizes.

Shop Control Panel
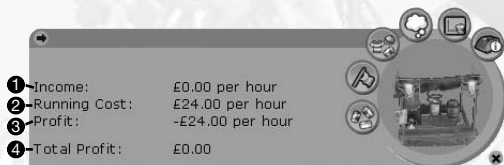

Cider Saloon 01

Open

1. **Name –** Click to edit.
2. **Shop Status**
3. **Demolish –** Click to remove the entire ride.

4. View – Click to centre the view on the ride.

Break Shop on Next Cycle – Click to force the shop to break down after the current cycle is completed. (Not pictured. Only available in the Scenario editor.)

Shop Finances Panel

1. **Hourly Income –** Shows income in real-world hours.
2. **Hourly Costs**
3. **Hourly Profit**
4. **Lifetime Profit**

Shop Inventory Panel
Open this panel to see a list of inventory sold by the shop. Drag an icon to the list to add it to sales inventory. Drag an item from the list to the trash can to delete it from inventory.
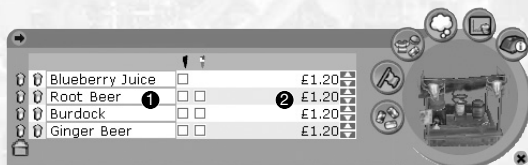
1. **Inventory items**   2. **Price of each inventory item**

Shop Inventory Extra Panel
Shows what extras can be added to your inventory.

1. **Type of Extra**   2. **Quantity of Extra**

PEEPS (STAFF, VIPS AND GUESTS)

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

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

Each of these panels are described below.

Peep Control Panel
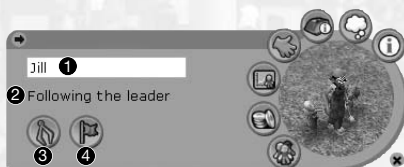
1. **Peep Name –** Click to edit.

2. **Current Peep Activity**

3. **Pick Up Peep –** Click to grab the peep, then move the mouse and click again to drop the peep.

4. **Monitor Peep Thoughts –** Click to send this peep's thoughts to the dashboard's message pulldown.

Peep Thoughts Panel

This panel lists the selected peep's most recent thoughts.

I wish there were larger serving sizes.
This park is real tidy.
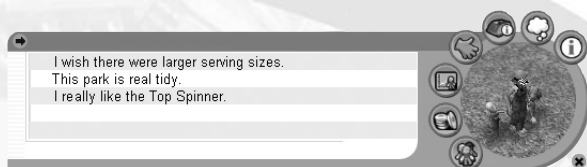I really like the Top Spinner.

Peep Ride History Panel

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

Top Spinner
Chair Swing

Favorite ride: Chair Swing
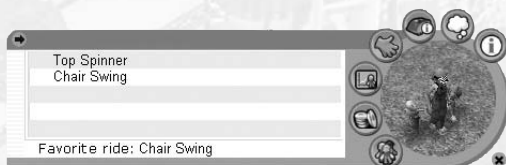
Peep Pockets Panel

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

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

Peep Status Panel

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

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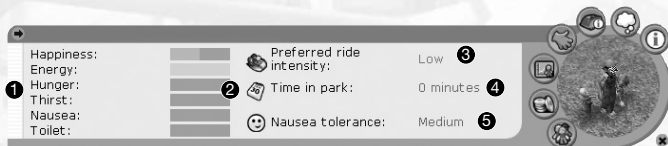
1. **List of status categories**
2. **Status ratings for each category**
3. **Ride intensity preference**

4. **Duration in the park**
5. **Nausea tolerance**

Peep Cash Panel

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

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

Peep's Group Panel

Jonny
Jill
Jessica
Jasmine

Avatar : Watts
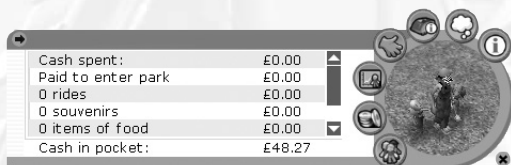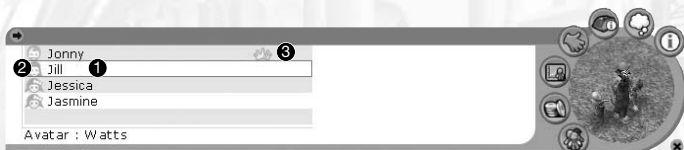
1. **Group names –** Click on a name to switch to that peep.

2. **Gender and age**

3. **Peep group leader**

Scenery Management

Sign
☐ No Entry

1. **Delete item**

2. **Collapse Control Panel***

3. **Open Control Panel***

4. **Colour options***

5. **Name –** Click to edit*

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

*Not on all scenery items.

COASTER BUILDING TOOLBOX

Coaster Information Panel

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

1. **Coaster Information panel**
2. **Rotate –** Turn the selected coaster or track piece 90° counter-clockwise
3. **Construction panel**
4. **Ride Status –** Click to change to Closed, Test or Open
5. **Colour options –** For currently selected track-piece.

Coaster Track Pieces

1. **Curved Tracks***
2. **Track Inclines and Drops***
3. **Toggle Pull Chain or Launcher*** (straight flat and inclined pieces only).
4. **Toggle Loading Station*** (straight flat pieces only).
5. **Toggle Block Brakes*** (straight flat pieces only).

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

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

8. **Adjust Bank Angle***

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

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

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

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

*Pieces that are greyed out cannot be added.

FIREWORKS MIXMASTER™

The following section outlines the Fireworks MixMaster™ building interface. (See "Creating Fireworks Shows" on page 71 for more information.)
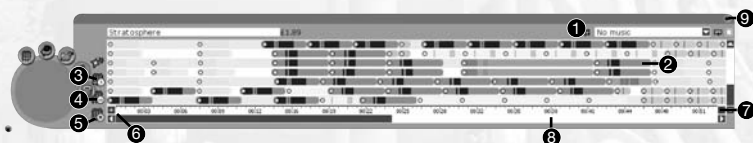
1. **Music Selector Panel**
2. **Fireworks tracks**
3. **Play the fireworks show**
4. **Pause playback**
5. **Stop playback and rewind**
6. **Zoom in time scale**
7. **Zoom out time scale**
8. **Time scale**
9. **Collapse Fireworks MixMaster™**

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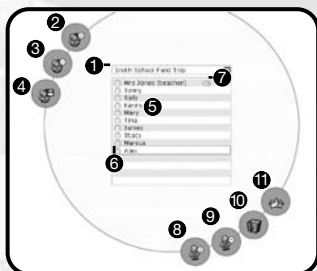
1. **Peep group name –** Click arrow to reveal list of all peep groups.

2. **Add new group**

3. **Delete current group**

4. **Save current group**

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

6. **Gender and Age**

7. **Group Leader**

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

9. **Delete highlighted peep**

10. **Peep Designer panel**

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

Peep Designer
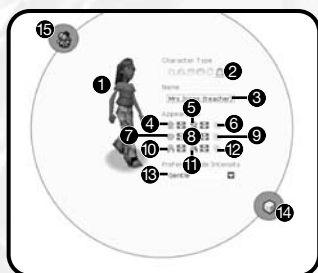
1. **Current Look.**
2. **Gender and Age Selector.**
3. **Peep Name –** Click to edit.
4. **Body and Hair Type –** Click arrows to cycle through options.
5. **Body and Hair Colour –** Click arrows to cycle through options.
6. **Add Head Accessory –** Check to add (not available for every selection).
7. **Upper Clothing Type –** Click arrows to cycle through options.
8. **Upper Clothing Colour –** Click arrows to cycle through options.
9. **Add Body Accessory –** Check to add (not available for every selection).
10. **Lower Clothing Type –** Click arrows to cycle through options.
11. **Lower Clothing Colour –** Click arrows to cycle through options.
12. **Add Lower Body Accessory –** Check to add (not available for every selection).
13. **Ride Intensity Preference –** Click arrow to select intensity preference.
14. **Randomise Appearance.**
15. **Return to Peep Group Page.**

SCENARIO EDITOR

1. **Inventions and Research Panel**
2. **Park Land Panel**
3. **Financial Options Panel**
4. **Guest Settings Panel**
5. **Other Park Options Panel**
6. **Objectives Panel**
7. **Save/Load Panel**
8. **Exit Scenario Editor**

➊ Setup inventions ☐
➋ Set park land ☐
➌ Choose finances ☐
➍ Setup guest statistics ☐
➎ Set park options ☐
➏ Choose objectives ☐
➐ Save the scenario ☑
➑ Quit scenario editor
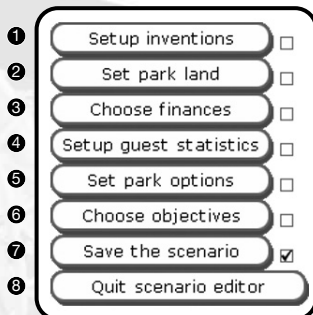
The checkbox indicates you have edited that category.

Inventions and Research Panel
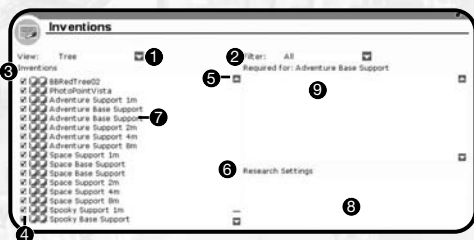
1. **Change View –** Toggle between List and Tree.
2. **Filter –** Filter the list or tree to show All Inventions, Researchable Inventions, Inventions Already Researched; Inventions that are ready to be placed.
3. **Inventions –** List of inventions that meet the filtering criteria; click invention name to edit.
4. **Make Available –** Check to make the invention available.
5. **Show Dependencies**
6. **Change Research Level**
7. **Name of Invention**
8. **Editable Settings**
9. **Editable Research Criteria**

Park Land Panel

1. **Scenario name –** Click to edit.

2. **Open/Closed –** Start scenario with park open or closed.

3. **Land at Start –** Select land owned by the park at start (blue outline grid).

4. **Land Available –** Select land that may be purchased or leased (For Sale signs).

5. **Lease Only Land –** Select land that may only be leased (Barricade signs).

6. **Unavailable Land –** Select land that may never be owned (no grid).

7. **Starting Entrance Fee**

8. **Land Selection Brush Size –** Drag the mouse button right to enlarge, left to reduce.

9. **Leased Land -** Select land for which the construction rights have already been leased.

10. **Park Hours -** Click to edit the opening and closing times.

11. **Land Prices -** Click to edit the cost per square.

12. **Unlockable Land -** Land available after an objective has been completed.

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

Financial Options Panel

1. **Starting Loan Amount –** Click arrows to adjust.

2. **Loan Interest Rate –** Click arrows to adjust.

3. **Starting Cash or Debt –** Click arrows to adjust.

4. **Starting Entrance Fee –** Click arrows to adjust.

5. **Starting Park Value**

6. **Starting Company Value**

7. **Ignore Money –** Check to set money as being ignored.

8. **Fixed Entry Fee –** Check to set the entrance fee to a fixed fee so it may not be adjusted by the player.

9. **Rides Free –** Check to set all rides to be free so they may not be adjusted by the player.

10. **Maximum Loan -** Click to adjust the highest amount the player may borrow.

Guest Settings Panel
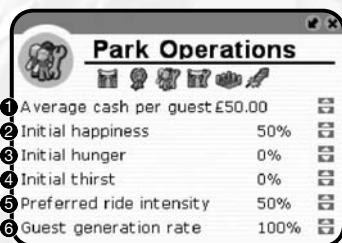
1. **Average Cash Per Guest –** Click up or down arrows to adjust.

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

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

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

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

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

Other Park Options Panel

1. **Forbid Marketing –** Check to forbid the user from using marketing campaigns.

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

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

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

5. **Rating Difficulty –** Check to increase the difficulty in getting positive rating from peeps and inspector.

Objectives Panel

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

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

3. **Objective Reward–** Choose a reward from the list for the currently selected objective.

4. **Briefing Text -** Type a briefing for your objective here.

5. **Objective List -** Shows list of objectives already selected for this difficulty level

6. **Delete Selected Objective**

Scenario Objectives
Apprentice

<Insert Objective Description Here>

<Add an objective>
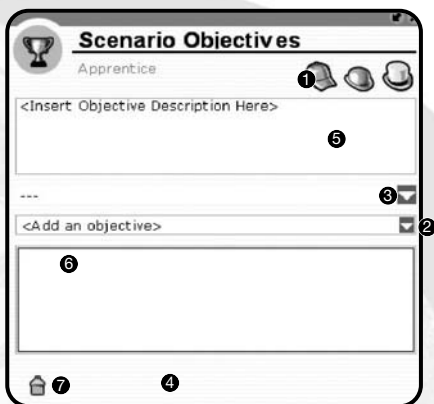
Save Panel

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

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

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

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

5. **Delete Highlighted Scenario**

Save game

ANationalTreasure.dat
A National Treasure
Mar, Year 1, 12:00am
0 guests

BlankLandscape.dat
Coaster Park
Mar, Year 1, 12:00am
0 guests

BroomLake.dat
Broom Lake
Mar, Year 1, 12:00am

MyGame.dat
Scanning files 20 of 20...

A TYCOON'S GUIDE TO …

MANAGING A PARK

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

Attract Visitors With Marketing

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

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

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

Pleasing the Peeps

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

Coordinating Themed Décor

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

Clean and Secure

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

Build What The Peeps Want

You can check the opinions of individual peeps and even what they think of individual attractions. You can see what the guests think of your rides by opening the Attraction Management dialog box and sorting the lists by popularity, favorites and satisfaction. This will give you a good idea what the peeps think of objects in your park.

Once you've sampled the peep's opinions, install only the rides or attractions you know the peeps want. If you install rides that are too intense or too bland, peeps will leave your park early. And don't forget — peeps LOVE fireworks!

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

Sufficient Staffing

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

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

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

Manage Finances and Generate Profits

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

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

BECOMING A TYCOON

Scenarios

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

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

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

Park Inspector

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

Awards

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

Park Rating

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

Key Strategies

Generate a positive cash flow as soon as possible

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

Make sure the basics are covered

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

Don't do too much too soon

Take your time! Building an amusement park is like caring for a house plant. A little trimming here… a little nourishing there… let the processes have their intended effects. Then, add a few things at a time. Success in some scenarios requires you to expand the park to grand degrees, but if you try to do this too soon, you'll spend all your cash and most certainly fail.

Pause the game when building complex structures

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

SHARING YOUR CREATIONS

Nearly everything you can create in *RollerCoaster Tycoon® 3* can be saved and loaded in other scenarios and even saved and shared with other players. If *RollerCoaster Tycoon® 3* was installed to the default location, the saved files are located as follows:

Peeps

Create your group and turn them loose in other players' parks.
filename.txt where filename is the name you assigned to the peep group you saved. Saved in the **RCT3\Peeps** folder within the **My Documents** Folder.

Coasters*

Let other players ride your coasters and test their nausea tolerance.
filename.trk where filename is the name you assigned to the coaster you saved. Saved in the **RCT3\Coasters** folder within the **My Documents** Folder.

Structures

Express the architectural genius within.
filename.dat where filename is the name you assigned to a structure you saved. Saved in the **RCT3\Structures** folder within the **My Documents** Folder.

Fireworks Shows

Playing with fire has never been as fun as it is in other players' parks.

filename.fws where filename is the name you assigned to the fireworks show you saved.
Saved in the **RCT3\Fireworks** folder within the **My Documents** Folder.

Scenarios
Are you a game design mastermind? Share your masterworks.
filename.dat where filename is the name you assigned to the park name
Saved in the **RCT3\Scenarios** folder within the **My Documents** Folder.

Amusement Parks
Your sandbox creations will make others green with envy.
filename.dat where filename is the name you assigned to the park name.
Saved in the **RCT3\Parks** folder within the **My Documents** Folder.
If you assigned a song file from your library, the game will expect to find it in the
My Music folder found within the **My Documents** folder of your PC.

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

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

From time to time, we'll post links to web sites where you can post your creations
online. Visit **www.rollercoastertycoon.com** for links to these web sites.

Loading Creations of Others
First, copy the file containing the data for the Peep Group, Coaster, Structure,
Fireworks, Scenario or Amusement Park to the directory indicated above in the
Sharing Your Creations section. If music linked to the item is not from the game,
make sure the file is located in the My Music/RCT3 folder found within the My
Documents folder.

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

Loading Rides from *RCT* and *RCT2*
Do you have coasters you created for RollerCoaster Tycoon® or RollerCoaster
Tycoon® 2? Copy the **.TD4** or **.TD6** file to the **C:\Program
Files\Atari\RollerCoaster Tycoon 3\Coaster Designs** directory. Next start
RollerCoaster Tycoon® 3 and go to the Coaster Designer. Then load up the *RCT* or
RCT2 coaster and save it. This will convert the coaster so it is compatible with
RollerCoaster Tycoon® 3.

BUILDING A ROLLERCOASTER

The Coaster Builder Toolbox

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

John Wardley: Construction

Where are components made, what type of crew generally installs a coaster, and how long does it take to build a new coaster?

Although the chosen manufacturer will operate from one base, frequently the components – track, support structure, cars, brakes, lifts, control systems etc. etc. – will be fabricated in many different locations around the world, and only come together for the first time on site. Civil engineers will prepare the foundation, steel erectors will put up the structure and track, and mechanical and systems engineers will install and commission the ride. From initial concept to opening day can take up to three years.

Coaster Building Checklist — the Essentials

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

Prepare the terrain

Use the Flatten Terrain tool to prepare the land around where you plan to put the ride entrance and exit. This will insure that you'll be able to build a path to the ride. If the auto-flatten option is enabled, the game will do this automatically.

Make your boarding station long enough

If you increase the number of cars per train, the boarding station must be longer than a single track length.

Start out with a lift chain or launcher

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

Test while building

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

Note: Coasters may not be opened until the ride has been tested and the results are displayed.

Change the banking setting for curved track pieces

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

Manage excessive speed

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

Use special track sections

Special track pieces like loops and corkscrews add excitement.

Add camera triggers to the most exciting point in your ride

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

Auto Complete

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

Think Theme

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

Test

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

Take it for a spin

Ride the ride to see what your peeps will experience.

Testing

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

The Track-Building Interface

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

Adding tracks works like this:

1. Click to select a new track piece
2. Click it again to add it
3. Click the same icon again to add another.

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

John Wardley: Testing

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

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

Saving and Loading

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

Managing Your Coaster

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

CREATING PATHS

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

The paths you may place are:

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

- **Ramps –** Sloping walkways that ascend or descend one meter or yard (depending on your game option settings)

- **Stairs –** Ascend or descend two meters or yards (depending on your game option settings)

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

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

There are two ways to build paths, with the path building toolbox; or in the classic "mouse dragging" mode. Each of these is described on the following pages.

The Path Building Toolbox

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

Classic Path Building

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

Simple Paths

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

Stairs and Ramps

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

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

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

Platforms

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

Elevators

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

Lights, Benches and Trash Bins

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

MANAGING LAND AND SHAPING TERRAIN

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

Buying Land

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

Construction Rights

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

John Wardley: Breaking Ground
What does a new, big coaster cost these days?

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

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

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

Basic Terrain Shaping

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

Simulating Tunnels

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

Preparing Land for Rides

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

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

Preparing Land for Bodies of Water

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

Decorating and Texturing Land

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

DESIGNING AND CONSTRUCTING BUILDINGS

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

Simple Construction

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

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

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

Saving and Loading Buildings

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

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

AWARDS FOR PARK APPEARANCE

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

CREATING FIREWORKS SHOWS

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

The Fireworks MixMaster™

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

Fireworks Show Checklist

Launch Points

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

Music

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

Make The Show

Open a blank show by clicking on the Fireworks Shows button (the one with the 3 rockets) and then in the details panel, click the Add Fireworks Display button, which will open the timeline. With the Fireworks MixMaster timeline open, click on one of the tracks to pop-up a list of fireworks. Click on one and it will appear in the track. You can drag the firework to any place in the timeline where it does not overlap another firework on the same track. Next, move the pointer over a launch point that you placed in your park (you'll know it's a launch point because it glows when the pointer is over it). Click on the launch point and the firework is now assigned to a launch point. The direction in which the firework will be launched is indicated by a small line protruding from the launcher.

Repeat these steps until your fireworks show is complete. Delete a firework from the timeline by right-clicking on it. Double check each firework has a launch point, by clicking on each in the time-line; if one of the launch points is glowing white, the selected firework is ready to launch! Test the show by clicking on PLAY.

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

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

PUTTING YOUR GROUP IN THE PARK
Relive the vacations of your youth by recreating your group with the Peep Designer and watch how they react to your amusement park.

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

How to Create and Customise a Peep Group

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

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

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

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

CREATE YOUR OWN SCENARIOS

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

The Scenario Editor

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

Scenario Creation Checklist

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

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

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

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

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

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

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

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

SANDBOX MODE

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

ABOUT THE VIPEEPS

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

Here are the bios of each VIPeep.

Joe Sluggerball – Sports Celebrity

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

Clint Bushton – Politician

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

Kari Oki – Teen Idol

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

Cami O – Star of Stage and Screen

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

Mr. Jobsworth – Park Inspector

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

Hosting A VIPeep

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

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

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

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

The stack of pulsating circles is a "waypoint." The trail of footsteps is the path the VIP will follow.

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

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

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Achtung: Länderspezifische Unterschiede können vorkommen!

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LES DROGUES
DROGAS
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