

Copyright (c) 2002-2003 Bostjan Cigan.
All rights reserved.

=====

LATEST UPDATES

- Version 1.6
added some new strategies for scenarios
-- changes / - electric fields
 - factory capers
 - dusty greens
 - gravity gardens
 - alpine adventures
new news in news section (mostly Wacky Worlds)
added rct2 features in addon section
added rct2 wacky worlds features in addon section
some grammar fixes
changed something in news section
-- changes / - added [NEW] to news that are new
divided the walkthrough in presection and main section
the presection has walkthrough news
added new cheat in easter egg section (I think you'll like it)
! sorry I couldn't update the PSE2 search engine keywords, coming in
version 1.7!!

EASY TO USE PSE 2 (PHRASE SEARCH ENGINE 2)

Step 1: Scroll down until section III (PSE 2)
Step 2: RCT2 Encyclopaedia is before you.
Step 3: Find a phrase you're looking for. Listing is in alphabetical order.
Step 4: Note the code number next to the phrase you found.
Step 5: Press CTRL + F at same time, then type in code number.
Step 6: Press 'Enter' two times.
Step 7: Voila! What you've looked for is found.

IMPORTANT NOTE

I AM NOT GIVING PERMISSIONS ANYMORE TO PUBLISH THIS GUIDE. THE WALKTHROUGH IS ONLY ALLOWED TO BE PUBLISHED ON SITES THAT ARE LISTED FURTHER DOWN BELLOW IN THIS WALKTHROUGH. THE SITES LIST WAS UPDATED, THREE SITES WERE ADDED; [HTTP://DLH.NET](http://DLH.NET) & WWW.CHEATCC.COM. NO SITES WILL BE ADDED IN FURTHER VERSIONS SO PLEASE DON'T EVEN BOTHER TO ASK FOR PERMISSION.

ALL SITES THAT HAVE PERMISSION TO PUBLISH THE GUIDE MUST APPLY TO THE SITE LICENSE AGREEMENT LISTED FURTHER DOWN IN THIS FAQ.

-----====ROLLERCOASTER TYCOON 2 NEWS SECTION====-----

In this section, the most recent news on Rollercoaster Tycoon 2 will be published.

---NEW!!!---

Infogrames Ships Rollercoaster Tycoon 2 Wacky Worlds!!!

RollerCoaster Tycoon 2: Wacky Worlds Ships!

By Steven Wong -- PC Editor
Published 1:58 PM CDT May 6, 2003

It's time for coasters to get whacky!

Infogrames has shipped RollerCoaster Tycoon 2: Whacky Worlds, an expansion to RollerCoaster Tycoon 2 in North America. The game retails for \$29.99 US.

---NEW!!!---

Rollercoaster Tycoon 2 Wacky Worlds Released!!!

Build Incredible Amusement Parks Around the World!

Find your passport and pack your bags! RollerCoaster Tycoon(R) 2 is taking gamers on the ultimate trip around the globe in the all-new expansion pack, RollerCoaster Tycoon(R) 2: Wacky Worlds!

Travel the globe to create high-flying roller coasters and exciting theme parks. Include exotic rides, profitable concessions and the most famous landmarks known to man including the Eiffel Tower, Big Ben, Statue of Liberty, Great Wall of China and more! Each location is packed with opportunities for success, fun and unique challenges.

Game Features:

All new rides, scenery and attractions based on the Earth's seven continents:

- Africa, Antarctica, Asia, Australia, Europe, North America and South America
- Fill your parks with famous and exotic landmarks including the Eiffel Tower, Big Ben, Great Wall of China and more!
- Over 50 new rides types from around the world to thrill your park guests.
- 17 new scenarios based on real-world locations.
- Over 200 new game elements that integrate into RollerCoaster Tycoon(r) 2.

Rollercoaster Tycoon 2 Water Patch

Chris Sawyer has made a new water patch to make the water look different (a kind of purple/pink style).

Download the patch from: www.rollercoastertycoon2.com

RCT2 new maps from original RCT!

Some new old maps from RCT have been converted into the RCT2 game format.

Download the maps from: www.rollercoastertycoon2.com

This is all for now ...

=====
CONTENTS
=====

NOTE: Sections highlighted with (*) are new in this version.

PRESECTION

I. WALKTHROUGH NEWS

MAIN SECTION

- I. AUTHOR & COPYRIGHT NOTICE
 - [1] Document license agreement
 - [2] Site license agreement
- II. WALKTHROUGH INFO & CONTACT INFO
 - [1] Walkthrough info
 - [2] Font check
 - [3] Walkthrough stats
 - [4] Walkthrough history
 - [5] Contact info
- III. PSE 2 (PHRASE SEARCH ENGINE 2)
 - [1] What is PSE 2
 - [2] How to use PSE 2
 - [3] FAQ on PSE 2
 - [4] PSE 2 Version History
 - [4] RCT2 Encyclopaedia
- IV. PREINTRO
- V. WALKTHROUGH

HOW TO PLAY/BEGINNER WALKTHROUGH

=====

- Chapter I: Getting started
 - [1] Keyboard commands
 - [2] Saving and loading a game
 - [3] Main menu
 - [4] Game elements
 - [4.1] Common window elements
 - [4.2] Main view screen
 - [4.3] Finances and park rating
 - [4.4] Date, weather messaging
 - [END] End of Chapter I
- Chapter II: Building the park of your dreams
 - [1] Park information
 - [2] Reshaping your land
 - [2.1] Scenery shaping tool
 - [2.2] Land and water windows
 - [2.2.1] Rising and lowering land
 - [2.2.2] Sloping landscape
 - [3] Scenery
 - [3.1] How to place scenery
 - [3.2] How to place elevated scenery
 - [4] Paths
 - [4.1] Foothpaths and quee lines
 - [4.2] Building paths
 - [5] Ride construction
 - [5.1] Constructing rides
 - [5.2] Building a ride
 - [5.3] Ride construction window
 - [5.4] Carring for your new ride
 - [6] Running a park
 - [6.1] Staff

- [6.1.1] Hiring staff
- [6.1.2] Managing staff
- [6.2] Managing rides and facilities
- [6.3] Caring for guests
 - [6.3.1] Individual guest window
 - [6.3.2] Guests summary window
 - [6.3.3] Other guest information
- [6.4] Finances
 - [6.4.1] Fiscal reports
- [END] End of Chapter II
- Chapter III: Using Rollercoaster Designer
 - [1] Rollercoaster Designer
 - [2] Coaster checklist
 - [3] Managing your track design
 - [END] End of Chapter III
- Chapter IV: Designing a scenario & using the scenario editor
 - [1] Tips on using the scenario editor
 - [2] Scenario editor elements
 - [2.1] Select objects
 - [2.2] Landscape editor
 - [2.3] Inventions list setup
 - [2.4] Options selection
 - [2.5] Objective selection
 - [2.6] Save scenario
 - [3] Converting a saved game to a scenario
 - [END] End of Chapter IV
- Chapter V: Final notes

GAME WALKTHROUGH

=====

- Chapter I: Rides available
 - [1] Transport rides
 - [2] Gentle rides
 - [3] Rollercoasters
- Chapter II: Ten easy steps on creating the perfect park
- Chapter III: Scenario walkthroughs
 - [1] Walkthroughs for beginner parks
 - [1.1] Crazy Castle
 - [1.2] Electric Fields
 - [1.3] Factory Capers
 - [2] Walkthroughs for challenging parks
 - [2.1] Amity Airfield
 - [2.2] Botany Breakers
 - [2.3] Bumbly Bazaar
 - [2.4] Dusty Greens
 - [2.5] Fungus Woods
 - [2.6] Gravity Gardens
 - [2.7] Infernal Views
 - [3] Walkthroughs for expert parks
 - [3.1] Alpine Adventures
 - [3.2] Extreme Heights
 - [3.3] Ghost Town
 - [3.4] Lucky Lake
 - [3.5] Rainbow Summit
 - [4] Walkthroughs for real parks
 - [4.1] Six Flags Belgium
 - [4.2] Six Flags Adventure
 - [4.3] Six Flags Holland
 - [4.4] Six Flags Magic Mountain
 - [4.5] Six Flags Over Texas

[5] Walktroughs for other parks
Chapter IV: Money chart
Chapter V: Final notes

ADVANCED TECHNIQUES

=====

Chapter I: Introduction
Chapter II: Designing rollercoasters
 [1] Coaster Types
 [2] Ride Characteristics
 [2.1] Excitement rating
 [2.2] Intensity rating
 [2.3] Nausea Factor
 [3] Starting to build a rollercoaster
 [3.1] The Station
 [3.2] The Lift Hill
 [3.3] Hills and Loops
 [3.4] Ride Length
 [3.4.1] Double Rollercoaster Strategy
 [4] Coaster example
 [5] Rollercoaster Crashes
 [6] Hints and tips on building coasters
 [7] Final notes
Chapter III: Designing a 4D rollercoaster
 [1] Getting Started
 [2] Rotations
 [3] Incorporating the rotations
 [4] Hints and tips on building a 4D coaster
 [5] Final notes
Chapter IV: Price Walkthrough
 [1] Getting Started
 [2] Recommended Prices
 [2.1] Prices for transportation rides
 [2.2] Prices on gentle rides
 [2.3] Park Entrance Price
 [2.4] Shops and stalls prices
 [2.5] Thrill rides prices
 [2.6] Water rides prices
 [2.7] Rollercoaster prices
 [3] Final notes
Chapter V: Price list
Chapter VI: Queues
 [1] Queues
 [2] Queues tips
 [3] Final notes
Chapter VII: Custom Rides Creation
 [1] Boat Hire
 [2] Log Flume
 [3] Water Slide
 [4] Transport rides
 [5] Towers
 [6] Go Karts
 [7] Hedge Maze
 [8] Chair Lift
 [9] Monorail/Railroad
 [10] Final notes
Chapter VIII: Advanced Coaster Building
 [1] Elevated Rollercoaster
 [2] Transport Rollercoaster
 [3] Single Dueling Rollercoaster

[4] Underground Rollercoaster
[5] Final Notes
Chapter IX: Final notes

ADDON
=====

Rollercoaster History

- [1] Intro
- [2] The Ice Age
- [3] Runaway Train
- [4] Upside Down Side
- [5] Getting Real
- [6] Back On Track

The Most Famous Rollercoasters

- [1] Rollercoaster Deja Vu
- [2] Rollercoaster Medusa
- [3] Rollercoaster Chang
- [4] Rollercoaster V2 - Verical Velocity
- [5] Rollercoaster X
- [6] Rollercoaster Titan
- [7] Rollercoaster Texas Giant

Rollercoaster Tycoon 2 Hints

- [1] Rollercoaster Tycoon 2 Personal Tips
- [2] Rollercoaster Tycoon 2 Manual Tips

Rollercoaster Tycoon 2 Easter Eggs

Rollercoaster Tycoon 2 Cheats

Rollercoaster Tycoon 2 Web Pages

Other Rollercoaster Tycoon 2 Walkthroughs

*Rollercoaster Tycoon 2 Features

*Rollercoaster Tycoon 2 Wacky Worlds Features

FAQ SECTION/USER SECTION

=====

Rollercoaster Tycoon 2 FAQ (usely asked questions)

Rollercoaster Tycoon 2 FAQ (user asked questions)

- VI. FINAL NOTES
- VII. CREDITS SECTION
- VIII. OTHER WALKTHROUGHS

P R E S E C T I O N

I. WALKTHROUGH NEWS

Well, it's been a long time since I've updated this walkthrough. A lot has happened until this day of time. The biggest news is probably that Infogrames and Chris Sawyer finally released Rollercoaster Tycoon 2(R) Wacky Worlds. You can keep in mind that I will give my best to buy it and complete this walkthrough with Wacky Worlds Faqs and sections. As you can see the walkthrough has been divided into the presection and main section of the walkthrough. I also have reasons that I haven't updated the walkthrough so soon. I've been writing Ring II Twilight of the Gods walkthrough and I've also been buisy with the [Civilization] Call To Power II walkthrough. You probably already know what will folow in version 1.7. I

still have to finish the PSE2 section with E-Z keywords. This will probably take a long time to complete. So until then, see you and read the walkthrough!

-- Sincerely, Bostjan

M A I N S E C T I O N

I. A U T H O R & C O P Y R I G H T N O T I C E
=====

Author of this walkthrough is Bostjan Cigan. This walkthrough may only be published on sites that are listed further down in this FAQ.

DOCUMENT LICENSE AGREEMENT

If you want to use this document, you must agree to the terms of this license agreement.

- a) You are allowed to look, copy (single-user copy only) this walkthrough on your computer
- b) None of this walkthrough may be copied, reproduced, changed, SOLD or maintained in any way without the explicit permission of the author.
- c) This walkthrough may only be published on sites, that are listed further down in this section; if your site is not listed but you have asked for permission and have it, don't worry. The FAQ probably isn't updated yet.
- D) IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE AGREEMENT YOU ARE NOT ALLOWED TO COPY THIS DOCUMENT ON YOUR COMPUTER OR USE IT IN ANY WAY.

ONLY THESE SITES MAY PUBLISH THE GUIDE:

Gamefaqs	(www.gamefaqs.com)
Xcheater	(www.xcheater.com)
IGN	(www.ign.com)
Cheatcc	(www.cheatcc.com)
DLH	(http://dlh.net)

SITES LICENSE AGREEMENT

This agreement is for all sites that have permission to post this guide.

- a) All the terms of the document license agreement must also must be oblied.
- b) This walkthrough is not allowed to be published by sites that sell walkthroughs for their own purpose. If the walkthrough is allowed to be published on that site that is selling walkthroughs, that site must immediately remove the walkthrough as they are violating the site license agreement and the document license agreement.
- C) IF THE SITE HAS THE PERMISSION TO PUBLISH THE WALKTHROUGH, THE WALKTHROUGH HAS TO BE UPDATED CONSTANTLY.
- D) IF A SITE THAT WAS ALLOWED TO PUBLISH THE WALKTHROUGH BUT HAS NOW CHANGED TO A PAYING SYSTEM THAT SITE MUST REMOVE THE WALKTHROUGH FROM

THE SITE.
E) IF ANY SITE DOES NOT AGREE WITH THE DOCUMENT LICENSE AGREEMENT AND TO
THE SITES LICENSE AGREEMENT IT IS NOT ALLOWED TO PUBLISH THE
WALKTHROUGH.

II. CONTACT & WALKTHROUGH INFO
=====

WALKTHROUGH INFO

This walkthrough is intended to be useful for everyone. It has a beginner
walkthrough (teaches new tycooners how to play) and also an advanced
walkthrough (available from version 1.1 on). It also contains specific
tycoon techniques which might come in handy (from version 1.2 on).

FONT CHECK

Before you read this guide, make sure you have a compatible font. You must
have the COURIER NEW font installed. Check these numbers and dots bellow
and if they align, you have a compatible font installed.

123456789
.....

WALKTHROUGH STATS

Pages	:	96
Words	:	34.399
Letters (without space)	:	173.913
Letters (with space)	:	238.875
Paragraphs	:	3.823
Lines	:	5.817
Walkthrough size	:	511KB

WALKTHROUGH HISTORY

- Version 1.6
added some new strategies for scenarios
-- changes / - electric fields
 - factory capers
 - dusty greens
 - gravity gardens
 - alpine adventures
new news in news section (mostly Wacky Worlds)
added rct2 features in addon section
added rct2 wacky worlds features in addon section
some grammar fixes
changed something in news section
-- changes / - added [NEW] to news that are new
divided the walkthrough in presection and main section
the presection has walkthrough news
added new cheat in easter egg section (I think you'll like it)
! sorry I couldn't update the PSE2 search engine keywords, coming in
version 1.7!!

- Version 1.5
ADDED PSE 2 (Phrase Search Engine 2)
added some more tips in tips section
some user asked FAQ added
added more easter eggs/cheats (thanks to David Ellis)
main title a little different

- Version 1.4
ADDON ssection changes
-- changes/ - added advanced coaster building section
- added queues section
- added custom rides creation
- designing rollercoasters changes
-- changes/ - completed starting to build a rollercoaster
section
- added rollercoaster crashes section
RCT manual hints added (they weren't there in the previous version)
RCT easter eggs finally done
/as usual/ grammar fixes
added walkthrough information
changed legal notices
-- changes/ - added site license agreement
- I've only stated sites that may publish the walkthrough but
I will not give permissions anymore
added RCT2 other walkthroughs in addon section
still to come in history section removed
little changes in other walkthroughs section
new sections in versions now marked with *

- Version 1.3
changed license agreement
deleted some sites that can publish walkthrough without asking from
publish list
added more tips in the 'Ten Steps On Creating the Perfect Park' section
added price list for rides, shops and so on
changed the ASCII dragon a little bit; fixed some mistakes
added ADVANCED TECHNIQUES section
-- advanced techniques/ - 4D coaster walkthrough
- rollercoaster building walktrough
- price list
fixed some grammar mistakes, changed the license agreement
added some more hints
changed the table of contnents
-- changes/ - made a more detailed list in BEGINNER walkthrough
addon new sections:
-- changes: - added rct2 manual tips
- added rollercoaster history
- added description of the most famous rollercoasters

- Version 1.2
added news section in the beginning of the walkthrough
divided the walkthrough in 4 BIG sections (check the Contnents)
changed the scrupture of the walkthrough
added ascii logo in front

```
# added ascii dragon by -jog-
# added scenario walkthroughs /only few, not all
# added addon section
  -- addon/ - game cheats
             - game easter eggs
             - game webpages
             - game hints
# FAQ section added
  -- faq/ - added user FAQ
          - added the mostly asked questions
# grammar fixes
```

```
- Version 1.1
# added FAQ section
# added credits section -- to all those who helped me!
# changed some ASCIIIs
# some grammar fixes
```

```
- Version 1.0
# first walkthrough version
```

CONTACT INFO

If you have any questions about this walkthrough or Rollercoaster Tycoon 2 or if you have anything to add, e-mail me on:

rct2walkc@yahoo.com

I will try to publish them in this walkthrough and reply back to you too.

NOTE: YOU CAN ONLY E-MAIL ME QUESTIONS THAT ARE NOT LISTED IN THIS GUIDE. IF I SEE A QUESTION THAT IS ALREADY LISTED IN THIS GUIDE, I WILL AUTOMATICLY DELETE IT WITH NO REPLY. TRY THE CTRL+F BUTTON TO SEARCH THIS DOCUMENT FOR THE THINGS YOU NEED.

SOME RULES YOU MUST APPLY OTHERWISE I WON'T REPLY:

- don't send me requests to mail you the latest version of the guide
- as a subject please write RCT2 or Rollercoaster Tycoon 2
- you can send me mails in english, slovenian or croatian language, replies can only be possible in english and slovenian
- please make your e-mails readable
- include your name or nickname so that I can thank you in the user section

III. P S E 2 (P H R A S E S E A R C H E N G I N E 2)

=====

I. WHAT IS PSE 2

=====

PSE 2 (shorter for Phrase Search Engine) is a very good idea based on Split Infinity (author of Final Fantasy X Walkthrough). As you can see this walkthrough is growing bigger and bigger every minute so it is very hard for you to find the thing you want. So this is where PSE comes in. You can

simply find anything you want in ten seconds.

II. HOW TO USE PSE 2

=====

- Step 1: Scroll down until section III (PSE)
- Step 2: RCT2 Encyclopaedia is before you.
- Step 3: Find a phrase you're looking for. Listing is in alphabetical order.
- Step 4: Note the code number next to the phrase you found.
- Step 5: Press CTRL + F at same time, then type in code number.
- Step 6: Press 'Enter' two times.
- Step 7: Voila! What you've looked for is found.

Here is a pic also to show you ([means that this is just an example not real text):

[BUILDING A ROLLERCOASTER ---> B787]

Now you only press CTRL+F, type in this keyword and press enter twice and you are in that section.

III. FAQ ON PSE

=====

THIS FAQ BASED ON SPLIT INFINITY (check <http://splitinfinity.50megs.com>)

Q1 - What is this encyclopaedia? Why would I even need it?

A1 - As you can see, this guide grows bigger with each update. And finding what you're looking for becomes harder. This inspired me to create this section - a unique and fast search engine.

Q2 - Okay, sounds good. What am I going to find in it?

A2 - What you will find here is an alphabetical list of every little thing in this walkthrough.

Q3 - Nothing special. I can make one of my own, if I wish...

A3 - What will be so special about this alphabetical list, you ask? Let me tell you then. Each entry shall be given a specific code number. I may break up a single entry into more sub-entries, in which case more code numbers will be necessary.

Q4 - Sounds good enough to me to try it.

A4 - Sounds excellent to me. And I'm going to work on it.

Q5 - What is the difference between PSE and PSE 2?

A5 - PSE2 does not only use the letter A to express but all letters (for example: A001 for Amity Breakers and B001 for building rollercoasters).

IV. PSE 2 HISTORY

=====

- Version 0.1

created encyclopaedia listings for letters A-E

MORE TO COME!!!

V. RCT2 ENYCLOPAEDIA

=====

-----[LETTER A]-----

Amity Airfield ---> A001
Advanced Techniques ---> A002
Advanced coaster building ---> A003
Addon ---> A004
Alpine Adventures ---> A005

-----[LETTER B]-----

Bulldoze ---> B001
Build Footpaths ---> B002
Build New Ride/Attraction ---> B003
Building the park of your dreams ---> B004
Buy construction rights ---> B005
Building Paths ---> B006
Building a ride ---> B007
Botany Breakers ---> B008
Bumbly Bazaar ---> B009
Boat Hire ---> B010

-----[LETTER C]-----

Conform to Ground ---> C001
Caring for your new ride ---> C002
Construct ---> C003
Colour Button ---> C004
Caring for guests ---> C005
Coaster Checklist ---> C006
Climate ---> C007
Converting a saved game to a scenario ---> C008
Crazy castle ---> C009
Coaster Types ---> C010
Coaster Example ---> C011
Chair Lift ---> C012
Cheats ---> C013
Constructing rides ---> C014
Custom Rides Creation ---> C015

-----[LETTER D]-----

Date, weather messages ---> D002
Demolish ---> D003
Designing a scenario and using the scenario editor ---> D005
Designing rollercoasters ---> D007
Designing a 4D rollercoaster ---> D009
Disc and game options ---> D004
Distance and Speed ---> D001
Double Rollercoaster Strategy ---> D008
Dusty Greens ---> D006

-----[LETTER E]-----

Electric fields ---> E003
Elevated Rollercoaster ---> E006
Entertainer ---> E002
Exit ---> E001
Excitement rating ---> E005

Extreme Heights ---> E004

-----[LETTER F]-----

IV. P R E I N T R O
=====

Well, here we are again as I told you. Rollercoaster Tycoon 2 is here and it is better than ever. As sorry I am going to say but I got to say it. Rollercoaster Tycoon 2 hasn't changed that much as I first saw it.

Here are the things that are new:

- 5 New Scenario Categories - Play scenarios in any order!
- Roller Coaster Designer - Design the ultimate ride without distraction!
- Scenario Editor - Create your own games to share with friends!

You see now where I'm going? As you can see, nothing has changed. But the game still rocks. Building your own park is something great and exciting so I appreciate the game.

This walkthrough will learn new tycooners how to play and will also cover a walkthrough for all scenarios in the game (from version 1.1 on) and advanced techniques (e.g. building 4D coasters --from version 1.2 on).

V. W A L K T H R O U G H
=====

H O W T O P L A Y / B E G I N N E R W A L K T H R O U G H
=====

I. GETTING STARTED
=====

In this section we will check what all those signs mean and how can you play the game. We will also see how the interface works.

1. KEYBOARD COMMANDS

First, we'll do the keyboard shortcuts. As much as it is possible to control the game using only your mouse, there are some keyboard types that can speed things up.

Usage	Command
Close topmost window	Backspace
Close all floating windows	Shift + Bsp.
Cancel construction mode	Esc
Pause game	Pause
Zoom out Page	Up
Zoom in Page	Down
Rotate View	Enter

Rotate construction object	Z	
Underground view toggle	1	
Remove base land toggle	H	
Remove vertical land toggle	V	
See-through ride	3	
See-through scenery	4	
Invisible supports	5	
Invisible guests	6	
Height marks on land	8	
Height marks on ride tracks	9	
Height marks on paths	0	
Adjust land	F1	
Adjust water	F2	
Build scenery	F3	
Build paths	F4	
Build new ride	F5	
Financial information	F	
Research information	D	
Rides / Attractions list	R	
Park information	P	
Guest list	G	
Staff list	S	
Recent messages	M	
Show map	Tab	
Screenshot	Ctrl + S	

2. SAVING AND LOADING A GAME

The saving and loading is very important in Rollercoaster Tycoon 2. For example if you are not shure if you want to place a rollercoaster, save the game and then place it. You can always return to the original park.

You can save your game in Rollercoaster Tycoon at any time. Here is how to do it:

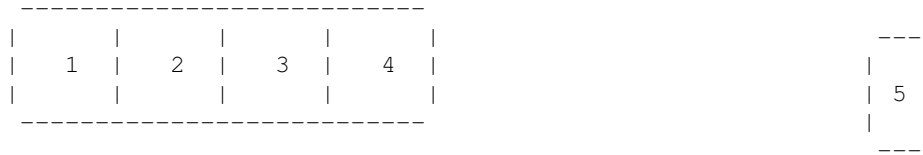
- Step 1: Click on the options icon (diskette button)
- Step 2: Click on the save tab
- Step 3: Save your game

Similarly, clicking on the Options button (diskette icon) while in the Scenario Editor will save the landscape you are currently tinkering with. To save a scenario, click the double-arrow button in the lower right corner that takes you through the steps of creating a scenario. The final step saves the scenario.

To save a track design, click the Save button (diskette icon) in the Ride Statistics tab of any Ride window. Note: The Save button only appears after you have successfully tested the ride. Each track that you save is automatically put in the Tracks folder on your hard drive. You can find the Tracks folder in the location where RollerCoaster Tycoon 2 was installed (usually C:\Program Files\Infogrames Interactive\RollerCoaster Tycoon 2\Tracks). If you manually place a track design file in the Tracks folder, it will automatically show up in your New Rides window in the proper category. To install a new track from within the game that is not in the Tracks folder, click on the Install New Track Design button while you are in the Track Designs Manager. To load a game while playing, or a landscape while creating a scenario, click the Options button in the Main View. To load a game from the Main Menu, click the Load button.

3. MAIN MENU

Here is a scetch picture to tell you how to use the main menu.



1. Start a new game

This is where your fun begins. But you're not building your park yet, first you have to select from a number of scenarios that are divided into five categories. If you want to select a scenario, click on a category and then you are playing. If you are holding your mouse on the scenario for some time information on the scenario displays. If you do not want to select a scenario and want to return to the main menu click on the [x] tab located in the upper corner of the screen.

Scenarios are divided into the following categories:

Beginner Parks - These entry-level scenarios will help you get a feel for how the game works, and introduce you to the tools and techniques you'll need to become a full-fledged tycoon.

Challenging Parks - These scenarios are the next step in your quest to be a tycoon, and will introduce you to further fine-points of park management.

Expert Parks - Want a real challenge? Expert Parks pull out all the stops. If you successfully make it through these thorny trials, you can confidently call yourself a tycoon!

Real Parks - These parks were designed from actual real-life parks from around the world. If you have visited any, see if you can find your way around them and, most importantly, keep them running and out of the red.

Other Parks - These scenarios include special parks that fall outside the above definitions.

Note: When you create a scenario, you can assign it to any of the above categories. It will then show up with the other scenarios listed when you start a new game.

2. Load a saved game

Click here if you want to continue where you left/saved your game.

3. Tutorials

If you have never ever played Rollercoaster Tycoon yet, these tutorial scenarios will show you how to. These are animated step-by-step scenarios that show you the building tactics and info on building your own park. If you click on the tutorial buttons section, a list of choices appears:

Custom Rides - Includes tips on making rides and a sneak peek at some new features. Start here if you have played RollerCoaster Tycoon before and feel confident in your park-building abilities.

Roller Coaster Building - Whether you're an old pro or a newcomer, you can always learn something from the Roller Coaster Building tutorial.

Beginners - If you have never played Rollercoaster Tycoon before, here is where you can start.

4. Tools button

This is new in Rollercoaster Tycoon 2. Clicking on the tools section will show you a list of choices.

Scenario editor - This fantastic new feature lets you build your own scenarios and share them with friends

Convert Saved Game to Scenario - This lets you load a saved game, create new objectives for it, and save it as a scenario. If you have already started a game, you can use this tool to create a scenario that includes a park already in full swing, or an aged park in need of help.

Roller Coaster Designer - This tool lets you design a ride in peace with no scenario objectives, money constraints, or guests to distract you. Build rides, test them and fine tune them until they are perfect, and then save the track design to share with other players or use in one of your own parks.

Track Design Manager - After you have designed or downloaded several new rides, this tool will help you keep them organized.

5. Exit ---> E001

This is the button that nobody likes. Click on it to exit Rollercoaster Tycoon 2.

4. GAME ELEMENTS

If you want to succeed in being a tycoon you must understand all those buttons above when you are playing a scenario. You must see what your guests are thinking and what they want etc.

4.1 Common window elements

Most of the windows have these common elements:

- a) TABS - Many windows contain a row of tabs, which organize the statistics, feedback and options you will need to access while playing the game. Click on a tab to display the information it contains.
- b) DROP DOWN MENUS - Many of the menus have also drop down menus. To select these menus just click on them.
- c) BUTTONS - Buttons activate a specific element in the game.
- d) CLOSE - With the [x] button you close the window.
- e) SCROLL BARS - Some windows contain scroll bars that contain hidden information. Scroll down by your mouse to see them.
- f) RESIZE - You can always resize your window.

4.2 Main view screen

The main view contains lots of elements of the game that are very important to control, build and manage your park.

[||] PAUSE BUTTON - With the pause button you can pause your game

[|*|] OPTIONS BUTTON - With the options button you can save game etc.
Here is the list what the options button contains:

Options - Opens the Options window, which includes a number of game settings you can change to customize the way RollerCoaster Tycoon 2 works.

Here is what the options menu contains:

- Sound - This drop-down menu lets you pick the sound card driver the game will use.
- Music - Toggle music ON or OFF.
- Sound Quality - Choose between LOW, MEDIUM and HIGH.
- Forced Software Buffer Mixing - This setting should automatically be adjusted when you install the game. However, if the game stalls regularly or the sound crackles, then toggling this setting ON or OFF might improve those problems.
- Currency - This drop-down menu lets you set the type of currency used in your park.
- Distance and Speed - Choose between Imperial and Metric systems of measurement. ---> D001
- Temperature - Choose between Fahrenheit and Celsius.
- Height Labels - Choose between Real Values (5 feet or 1.5 meters per elevation block) or Units (one unit per elevation block).
- Display Mode - Choose among various screen resolutions. Higherresolution settings might slow the game down.
- Landscape Smoothing - Toggle ON to smooth angled edges on landscape.
- Gridlines on Landscape - Turn landscape gridlines ON or OFF.
- Construction Marker - Set construction markers to White or Translucent.
- Scroll View - When ON, the Main View will scroll when you move the mouse cursor to the edge of the screen.
- Shortcut Keys - Click here to see a list of keyboard shortcuts. Click on a command in the list to assign a new shortcut to it.
- Show Real Names of Guests - When ON, guests are assigned real names; when OFF they are assigned numbers, such as Guest 234.

Screenshot - Takes a snapshot of the current screen and saves it in a file in the directory where you installed RollerCoaster Tycoon 2. The default keyboard shortcut for this command is Ctrl + S.

Quit Game - Ends your current game (you have the option to save it) and exits to the Main Menu.

[-] ZOOM OUT - This button zooms the view out

[+] ZOOM IN - This button zooms the view in

[>] ROTATE BUTTON - Rotate the view

[(*)] VIEW OPTIONS - Sometimes when you are building you need to build underground and there you don't see much. The view options button contains several sub-options. Here is a brief description of them.

Here is what the view button contains:

- Underground/Inside View - Makes the land surface transparent and provides an underground view. Use this when building underground. The game automatically switches to the underground view when a path or

- ride you are building goes below the surface.
- Remove Base Land - Completely removes the land graphics, allowing you to see underground rides and scenery more easily.
- Remove Vertical Faces - Completely removes the vertical cliff faces on landscapes.
- See-Through Rides - All of your attractions (including shops and stalls) become invisible.
- See-Through Scenery - The scenery (trees, bushes, walls, and so on) becomes invisible.
- Invisible Supports - The structural supports of your rides become invisible, offering a clearer view of the areas beneath them.
- Invisible People - All guests and staff are removed from sight. This is quite helpful when your visitors are roaming your park like swarms of bees, obscuring everything.
- Height Marks - There are three options for displaying height marks: on Land, on Ride Tracks, and on Paths. This marks every square of land, path or ride track with its height level relative to the elevation of your park gates. This is handy when you're trying to match up sections of footpaths or track, and for making the most efficient use of your landscape.

[|-|] MINI MAP - Click on this button to show you a mini map of the park. Click anywhere on this minimap to show a center view of the park.

[!!!] SCENERY TOOL - Use this tool to place scenery like trees, benches.

[<--] BULLDOZE - Use this tool to remove scenery ----> B001

[-_-] WATER TOOL - Use this tool to place water

[**_] LAND TOOL - Use this tool to edit land, make hills etc.

[___] BUILD FOOTHPATS - Use this tool to build foothpats or quee lines ----> B002

[===] BUILD NEW RIDE/ATTRACTION - Use this button to build a ride or attraction ----> B003

[!,!] RIDES/ATTRACTIONS IN PARK - Use this tool to manage your parks rides

[_*!] STAFF - Use the staff window to hire staff and control their work

[*_!] GUESTS - Use this button to monitor guests thoughts, actions etc.

[/\-] PARK INFORMATION - Use this button to see your park information, entrance fee, guests monitoring, park rating, awards etc.

4.3 Finances and park rating

```

-----
|   $10000   | - A
|  500 guests | - B
| <-----> | - C
-----

```

- A) PARKS FINANCES - This monitors how much money you have
- B) GUESTS - Monitors how many guests are in your park
- C) PARK RATING - The longer the line, the higher your park rating is

4.4 Date, weather messages ---> D002

```
-----
| May, year 2 |
| 30 oC **?  |
-----
```

DATE - Some scenarios are date times so be carefull that you don't miss the deadline

WEATHER - Keep an eye on the weather monitor to see what weather will come to predict if your guests will need umbrellas etc.

RECENT MESSAGES - Click anywhere on the date to display recent messages on the park etc.

End of CHAPTER I

After the end of this chapter you should know:

- To use the interface of Rollercoaster Tycoon 2
- What all those buttons mean
- How to start a scenario, play a new game, understand the main menu

II. BUILDING THE PARK OF YOUR DREAMES

---> B004

=====

In this section we will learn how to build a park and how to maintain it. We will also learn you how to build the park of your dreams.

1. PARK INFORMATION

The park information window is the first windows that opens when you first start the scenario. You can open this window at any time by pressing on the park button or on the park boundaries. Here is a scetch to tell you how to work with this main window.



A - VIEW PARK ENTRANCE

Take a look at the entrance of your park and crop those lost guests here

1 - OPEN/CLOSE

Use this button to open or close your park.

2 - BUY LAND

Sometimes when you don't have enough land to build the park of your dreams you can use this to buy the land around your park.

3 - BUY CONSTRUCTION RIGHTS - Sometimes a landowner won't let you buy his piece of land but has no mind if a set of a ride or a coaster is hanging on it. For that you must buy construction rights. ---> B005

4 - SNAP TO/LOCATE - Use this button to locate your park on the main view

5 - RENAME - Click here to rename your park

B - PARK RATING - Some scenarios (if you want to win) require you to achieve a certain park rating. This button shows you a graph showing your park rating from the opening of your park.

C - GUESTS - Click on this tab to see how many guests are in your park and how do guests increase or decrease through the months

D - ADMISSION - Here you set the price to enter your park. The minimum entrance fee is free, the maximum is 100\$. It also displays how much money you earn on admissions.

E - PARK STATISTICS - This displays overall statistics on your park, how much rides you have, how much land does the park have etc.

F - OBJECTIVES - Click here to view what you have to do to win the scenario.

G - AWARDS - Click here to see if you have won any awards.

2. RESHAPING YOUR LAND

When you first start to play the land is just how it was set. But moving on you'll see that you need more land. Elevated cliffs may help you sometimes but at some point (maybe) you'll find it difficult to place a ride because you have no space left. For example if you have a bunch of water and you have only rollercoasters in your disposal you must make land out of water. Here is where the reshaping tools come in handy.

2.1 Scenery shaping tool

The scenery shaping tool is very useful when you need more land but there are lots of trees or other objects in the way. The scenery tool works just like a landscaping tool but it has more advantages; it clears the screen of waste; when you need more space you use this tool and gain more land. Here are some tips on how to use this tool.

Step 1: Click on the bulldoze tool

Step 2: Select a how much piece of land you must clear

Step 3: Use the tool on different landscapes

2.2 Land and water windows

The land tools allows you to shape hills, make holes and change the colour

of your land while the water tool lets you make water that certain rides request.

Clicking on the land or the water shaping tool makes a windows appear and with this window you can shape the land or make water (note that the colour changing tool is available only at landscaping but not at water making).

2.2.1 Rising and lowering land

When you select the land tool an icon with a shovel appears. Clicking on a certain part of land while holding the mouse and moving it a result appears. You can lower or make landscapes higher with the help of this tool.

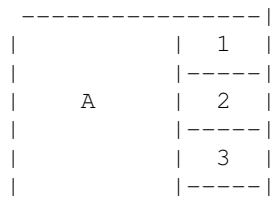
2.2.2 Sloping landscape

You will notice that when you hold your shovel at a part of a land a part is highlighted. When you move your mouse button up (while holding the left mouse button) only a part of this land is shaped up. With the help of this you can shape hills or make elevated paths.

3. SCENERY

Thrill rides and food isn't the only thing that makes a park great. If a park doesn't have any trees, benches, litter bins etc. it is very boring. With the help of scenering you make your park more attractive and more fun as the guests are happier and your park rating gets higher each hour. When you click on the scenery windows a bunch of windows appear. Here is how the scenery window is divided (a scetch is also present so that you can see which windows belongs to it)

- a) TREES - Trees take one square of a land and make the beauty of a park
- b) SHRUBS & ORNAMENTS - You will find exotic plants, statues. Not all shrubs and ornaments take a full square of a place, some may take only a half of it. Once shrubs are in place you must pay to remove them.
- c) GARDENS - The beauty of a park are flowers. This section contains all the flowers you need to make your park more attractive.
- d) FENCES & WALLS - Fences and walls are very good when you need to close up your paths or make them look more attractive.
- e) WALLS & ROOFS - Use these to design roofs to be put above walls
- f) FOOTHPATH ACCESSORIES - This section has benches, litter bins, etc.
- f1) SIGNS - Also found under the foothpath accessories tab are signs. Here is what a sign looks like when placed in a window:



- A - This is where the banner is placed (just like watching a TV)
- 1 - You can use this tool to name your bar
- 2 - With this tool you can turn this sign into a no-entry marker
- 3 - Use this tool to delete your banner

Paths are a very important element of Rollercoaster Tycoon 2.

4.1 Footpaths and queue lines

Footpaths are also a very important thing about the game. If you don't place footpaths your peeps won't go anywhere near your ride.

Placing basic paths is as simple as clicking a connected line of squares on your landscape. Raised paths and tunnels are somewhat trickier, but not that difficult once you get the hang of it. Click the Footpaths and Queue Lines button to open the Footpaths window.

4.2 Path Types

The top two buttons in the Footpaths window let you choose the type of path to build.

A. Footpaths - These give your guests a way to move between areas of your park. Use them to connect virtually everything in your park.

B. Queue Lines - These are used to connect a ride Entrance to the main path. You should not use a queue line for any other purpose, as it might confuse your guests. Every ride must have at least one section of queue line attached to its Entrance. The more popular the ride, the longer its queue line should be. The first section of queue that you place adjacent to an existing path becomes the entry to the queue line.

Clicking and holding either the Footpath button or Queue Line button displays your current choices of path styles. Depending on the scenery you have researched, more path types may be available. Click on the path type, then move your cursor over the style you want and release the mouse button to select that style. land surface. Click to place the object at the desired location and height.

4.3 Building paths ---> B006

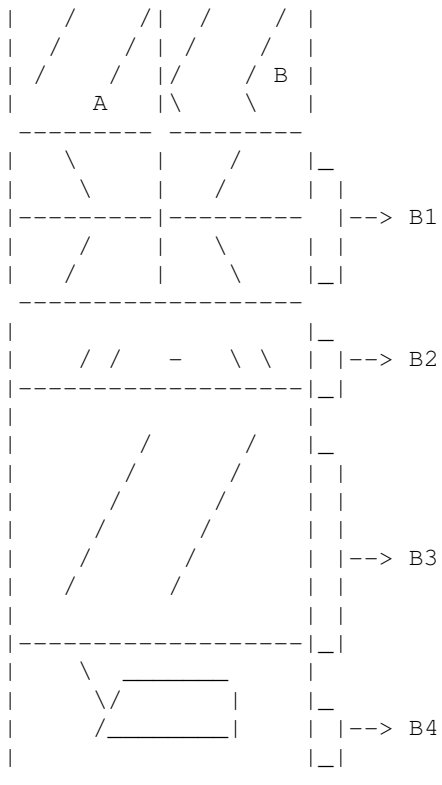
At the footpath window you can select a part of two footpaths. Here is a scetch to show you:



---> C001

A - CONFORM TO GROUND - This is the default path-building mode. With the help of this mode you can build paths in a continuous circuit mode
B - FREE PATH - This form of path building allows you to build elevated paths and paths above the ground

Once you click on the B button several new buttons appear. Here is a scetch to help you.



B1 - DIRECTION - These arrows allow you to move your path in any direction you want. To change the paths direction just click on the arrow you want to go.

B2 - SLOPE - These three slope buttons allow you to build up, down or forward your paths.

B3 - BUILD THIS - This button builds the next path section. Before building try to check how much it costs. The more supports it needs the more expensive it is to build.

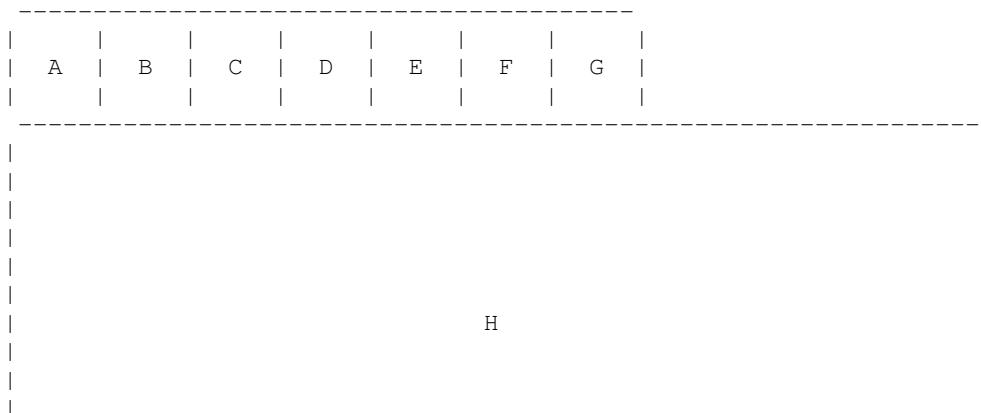
B4 - DEMOLISH - With the help of this button you demolish one step of the path. The more times you press the button more of the path that you've build is deleted.

5. RIDE CONSTRUCTION

It goes without saying that the main reason of your guests to visit the park are rides. Without them an amusement park would be nothing. But remember that variety is the key to success. After all you wouldn't go to the park with 15 bumper cars, would you?

5.1 Constructing rides ---> C014

Constructing rides is easier than pie. You just click on the build rides button and select from a variety of rides. You can select from various types of rides. Here is a scetch to help you with.



-
- A - TRANSPORT RIDES - These rides are mostly ment for transportation and viewing the park. These are mostly monorails, trains etc. You can build multiple stations and transport your guests from one side of the park to another.
 - B - GENTLE RIDES - These rides are mostly easy rides that are suitable for all guests, mostly for children. These rides take less space than normal rides.
 - C - ROLLER COASTERS - Probably the most important thing of an amusement park are rollercoasters. There are many rollercoasters like wooden, blue tornados and so on. These provide an excitement rating and are mostly suitable for older children.
 - D - THRILL RIDES - These rides have a rating between rollercoasters and gentle rides. These include bumpers cars, space vertigos and so on.
 - E - WATER RIDES - Especialy popular in the summer days are water rides. These rides cool your guests in hot weather coditions and provide a high excitment rating.
 - F - SHOPS AND STALLS - Only rides aren't the only deal for a park. Guest have to have something to eat, drink and buy to remember your park from. Create from a variety of stalls like frie, hot-dog, hamburger, coca-cola stalls and souvenir stalls.
 - G - RESEARCH - In this part you see what kinds of rides are being researched and what rides you will get on new. The more funding you get them, the faster they will research.
 - H - RIDES TAB - Here the rides are placed.

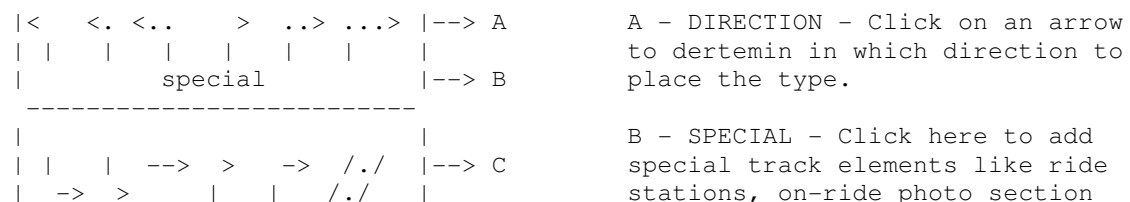
5.2 Building a ride --> B007

To see a more detailed scenario on building rides go to the tutorial section. Here are some basic instructions. To build a ride you must follow these steps:

- Step 1: Click the new ride button to open the ride selection window
- Step 2: Using the tabs choose a type of ride.
- Step 3: Select the ride you want to build.
- Step 4: Determine the location and orientation the ride would be best placed on.
- Step 5: Place the entrance and the exit to the ride.
- Step 6: Create a queeing line and connect the paths between the exit and the entrance.
- Step 7: Test the ride, set the price, give it the name and determine the ride charateristics.
- Step 8: Open the ride.

5.3 Ride construction window

The buttons in the ride construction window depend on the type of ride you are developing. Here is a scetch to help you.



3 - NAME - Give your ride a name (limited to 30 characters).
4 - SNAP-TO - Snap to the main view of your ride (if you can't see it).
5 - DEMOLISH - WARNING! This will destroy your ride. Do this if you want to build something new or if you want to have your money back (you don't get all the money back). ---> D003

A - VIEW - This window displays various views of your ride.
B - DESCRIPTION - This tab contains the ride description and capacity. In here you can change (on some rides) how many coasters are there on the ride.
C - MECHANICS - In this tab you can set a number of mechanical options depending on the ride. Options include a minimum and maximum waiting time etc.
D - MAINTENANCE RECORD - This is the tab where you can check the rides reability and down time. You can also set time intervals when the mechanics expect your rides.
E - COLOR/STYLE - In this tab you can change your rides color and style, just select the three colours and apply.
F - MUSIC - In this tab you can select your rides music. Select from different music types depending on the rides focus. Music also attracts guests and adds a certain life to a ride.
G - RIDE STATISTICS - In here you can check your rides statistics (like speed, nurseia factor etc.). Here is what the ride statistic window contains:

- EXCITEMENT - How much fun a guest will have.
- INTENSITY - How strung are the gravital forces on the ride
- NAUSEA - How much nausea a ride causes (how much your guest will puke)
- MAXIMUM SPEED - The maximum speed of your ride
- AVERAGE SPEED - The average speed of your ride
- RIDE TIME - How much time a ride lasts
- RIDE LENGHT - The lenght of the ride
- MAXIMUM POSITIVE VERTICAL G'S - The maximum gravitational force presented on the rider
- MAXIMUM NEGATIVE VERTICAL G'S - The maximum negative gravitational force presented on the rider
- TOTAL AIR TIME - The maximum time your rider is in the air
- INVERSIONS - How many time a rider sees upside down

The ride statistics also contains a save button, here is where you can save your track design to a disk to use it in other scenarios.

H - DATA LOG - When you test a ride a number of tests are made; these tests include velocity, altitude, vertical g's and lateral g's. It is very useful on rollercoasters to see where are the above levels of a ride.
I - FINANCIAL DATA - This is where you set your ride's admission price, see the incoming price etc.
J - GUESTS DATA - This is where you see how much popular is your ride, how many guests visit your ride and what do guests think about the ride.

6. RUNNING A PARK

Building rides isn't the only objective of you managing the park. You also have to hire staff to clean, entertain the guests and make guests feel safe.

6.1 Staff

The park is useless if it is unsafe, isn't cleaned and if the guests are being robbed. This is where all the staff comes.

6.1.1 Hiring staff

There are four types of staff you can hire by clicking on the staff button. Here is a scetch to help you.

```
-----
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|  A |  B |  C |  D |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|-----|
| Uniform color : |__|  --> F           |   G |   H |
|-----|
|
|
|
|
|
|
|
|
|-----|
```

- A - HANDYMAN - These guys are very useful. They empty litter bins, clean the paths, water gardens. A handyman costs 50\$ a month.
- B - MECHANIC - Hire a mechanic to fix rides, inspect them and keep them from breaking down. A mechanic costs 80\$ a month.
- C - SECURITY GUARDS - Hire security guards to keep your park safe from hooligans. Security guards cost 60\$ a month.
- D - ENTERTAINER - If a guest waits in a line for a long time, there's nothing better than an entertainer to cheer him up. Hire entertainers to keep your guests happy. An entertainer costs 55\$ a month. ---> E002
- E - HIRE BUTTON - Click this to hire your employee.
- F - COLOUR BUTTON - This button lets you change the colours of uniforms of your workers. ---> C004
- G - PATH BUTTON - This button helps you keep track of where your employees are working.
- H - MINI-MAP - Use this button to see where all your employees are. Employees are presented by dots in the map.

6.1.2 Managing staff

Use worker windows to control them or set them a path where to work. You can even fire a worker.

```
-----
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|  A |  B |  C |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|-----|
|           |  1 |  2 - PATROL - Click on this button to assign your
|           |----| worker to work in a specific place of the park.
|           |  2 |  3 - RENAME - Click here to give the worker a name.
|           |----|  4 - SNAP TO - This button centers you to the main view
|           |  3 | of the worker.
|           |----|  5 - SACK - Click here to fire your worker and
|           |  4 | terminate his working agreement.
|           |----|
|           |  5 |
|-----|
```



```
|
|
|-----|
| Loan: 10.000$  |--> G |
|-----|
```

- A - FINANCIAL ACCOUNTS - This window includes a detailed report of your finances. Here you can see where your money is going and if you are earning any.
- B - CASH GRAPH - This graph shows you how much money you have minus the loan you are borrowing from your bank.
- C - PARK VALUE - Click here to see a graph of your parks value.
- D - WEEKLY PROFIT - This tab shows you your weekly profit.
- E - MARKETING - Marketing is a very important thing for advertising your park and inviting new guests. Here you can advertise your park, advertise a particular ride, give free tickets for rides and the park etc.
- F - RESEARCH - See how much money is spend on research.

End of CHAPTER II

Well, I hope you've learned how to build the park of your dreams. But you know we aren't finished yet. This is what you have suppost to learned from this chapter:

- Hire staff
- Build rides
- Control your guests thoughts and feelings
- Control your financial reports
- Build paths

III. USING ROLLERCOASTER DESIGNER =====

Coaster building isn't something that will happen through night. You need to learn how to build an agressive and fun ride but a ride without nausea factor. It isn't so easy to build a coaster but in this chapter you will learn how to build the best coaster ever build!

1. ROLLERCOASTER DESIGNER -----

To create a ride without distraction you must use the Rollercoaster Designer (this is a new thing in Rollercoaster Tycoon 2).

Step 1: Go to the options menu (allocated in the main menu) and choose Rollercoaster Designer. Your first step is to choose a ride from the Select ride Types and vehicles window. You can select to four ride types (for example if you are building several rides together). Select the rides and click on the next button located in the lover right corner of the screen.

Step 2: Click the picture or type of coaster you want to build. Click on an existing design or click on the build custom design.

Step 3: Start building your new rollercoaster!

Step 4: When you are finished save and test your ride.

2. COASTER CHECKLIST ---> C006 -----

design or load it from a different file.

End of CHAPTER III

So what have we learned in this chapter? We have learned how to build rollercoasters with the Rollercoaster Designer.

Here is what you should know at the end of this chapter:

- Building Rollercoasters
- Saving Rollercoasters
- Managing your track designs

IV. DESIGNING A SCENARIO & USING THE SCENARIO EDITOR ----> D005
=====

In this chapter we will learn on how to use a totally new feature in Rollercoaster Tycoon 2 - the Scenario Editor.

1. TIPS ON USING THE SCENARIO EDITOR

The scenario editor is a powerful tool that lets you build your own scenarios and share them with the world. This is the tool that we have all missed in the original version of Rollercoaster Tycoon. Here are a few tips on using this powerful tool.

- THINK SIMPLE - Never build a whole park from the start. Give users a chance to build their own park. So build only the land and a specific entrance.
- THINK SMALL - When first using the tool just create a small park and a gate nothing more.
- CREATE THE ENTRANCE PATH - Create a path that leads from the edge of the park to the main entrance. Also select the point from where the guests will keep walking.
- ESTABLISH PLAYER OWNED LAND - Don't give all the land away to the player. Let the player expand the park rapidly.
- DON'T GIVE IT ALL AWAY - Don't give all away to the player! Let the player examine all the features that the park has to offer.
- SAVE OFTEN - Unfortunately there is no redo button, so save your scenario projects often.
- TEST YOUR SCENARIO - Test your scenario occasionally so that you can see if it all fits and works.

2. SCENARIO EDITOR ELEMENTS

You will see that the scenario editor has much to offer and that the interface is look a like to the one you are playing in the game. There are six keys to building your first scenario.

1. Select objects
2. Edit landscape
3. Invention list setup
4. Options selection
5. Objectives selection
6. Save your scenario

2.1 Select objects

In this menu you select the objects that will be available when the player is playing Rollercoaster Tycoon 2. Unfortunately there is a limit. You can select 128 ride types but only 19 types of scenery and only 1 type of water. The more items you use the longer the scenario takes to load.

2.2 Landscape editor

Here is where you edit your land and create the land that the player will play on. To move to the next step of editing you must have (at least) these things:

- A path from the edge of the map to an Entrance gate
- A set Guest Appearance marker(s) on that path
- Land designated as owned by the player that doesn't incorporate the path or Park Entrance, but leads to it

2.3 Invention list setup

Once you are done with editing the scenario you must select which rides are already available and which rides the player must research. You can do that very easily by dragging objects from the pre-invented window to the invent window.

2.4 Options selection

Here is where you decide the financial options and so on.

- FINANCIAL OPTIONS - Here you set the maximum loan that is allowed, with how much money the player starts with and forbid certain campaigns.
- GUESTS - Define how much money guests have when they first enter the park, what rides do they prefer etc.
- PARK - Set the cost of buying land and construction rides, decide whether do guests pay at the entrance or only at rides and set special elements such as forbidding to demolish trees, scenery, build high etc.

2.5 Objective selection

Each scenario needs a goal that players have to do in a limited amount of time. The objective selection window is where these settings take place.

You can select from these things:

- 1 - OBJECTIVE - This drop down menu lets you select the scenario objective a player must complete to win the game.
- 2 - CLIMATE - Select from four climate types in which the park will take set. ---> C007
- 3 - PARK NAME - Give the park a name.
- 4 - SCENARIO NAME - This is the name that appears in the scenario selection window. Click on change to change the name.
- 5 - SCENARIO GROUP - Select in which group should the scenario be (in the main window).
- 6 - PARK/SCENARIO DETAILS - Enter a few sentences for the players to see what can they expect from the park

2.6 Save scenario

Click on the save scenario button to save the scenario. Then go and play it and see where it needs adjustments. Rebuild it and see to your satisfaction.

3. CONVERTING A SAVED GAME TO A SCENARIO ---> C008

In most things you see that a saved game could make a good scenario. You can easily convert this by using the utility in the utility window that can be selected from the main menu. Click on the Convert Saved Game to Scenario in the tools menu. Choose a saved game, change the objectives and click on the save scenario button.

End of CHAPTER IV

Here is what you should have learned from chapter IV:

- Building your own scenarios
- Converting saved games to scenarios

G A M E W A L K T H R O U G H
=====

I. RIDES AVAILABLE

=====

In Rollercoaster Tycoon 2 you will be able to choose from series of rides, entertainers and so on. Here is a list of them:

-Legend explanation-

N/A = the cost depends on the lenght of the ride
// (only in rollercoasters) = there are no specific techniques, the rides guests will go if the excitement raiting and the nausea factor are in limit

1. TRANSPORT RIDES

Ride name/Modes/Cost	Ride techniques
Ride: Chairlift Approx. Cost: N/A Running Cost p/h: N/A Modes: Continuous Circuit, Shuttle	A chairlift is a very useful ride to entertain your guests or to ride them from one place to another.
Ride: Elevator Approx. Cost: N/A Running Cost p/h: N/A Modes: Shuttle	An elevator can only be useful for one thing; transporting guests.
Ride: Minituare Railway	A miniature railroad can be used as

Approx. Cost: N/A	an attraction or it can be used as
Running Cost p/h: N/A	a transport ride (but not advisable
Modes: Continuous Circuit	for adults).

Ride: Monorail	A monorail can be used to transport
Approx. Cost: N/A	your guests.
Running Cost p/h: N/A	
Modes: Continuous Circuit, Shuttle	

Ride: Suspended Monorail	A suspended monorail is used to
Approx. Cost: N/A	transport your guests.
Modes: Continuous Circuit, Shuttle	

Ride: Tram Ride	Can be used as an attraction to the
Approx. Cost: N/A	guests or a transport ride.
Modes: Continuous Circuit, Shuttle	
Avail. Trains: Trams	

2. GENTLE RIDES

Ride name/Modes/Cost	Ride techniques
Ride: Bumper Cars Approx. Cost: \$440 Running Cost p/h: \$108.80 Modes: Bumper Car Mode	Bumper cars are very useful as an indoor ride (when it is raining, your guests will like to go to indoor rides).
Ride: Chesire Cats Approx. Cost: \$540+ Running Cost p/h: \$155.20+ Modes: Continuous Circuit	A gentle ride for most of your guests, used as an attraction.
Ride: Double-Deck Observation Tower Approx. Cost: \$592+ Running Cost p/h: \$60.80 Modes: Continuous Circuit	An observation tower is very useful for your guests to see all the rides in the park before entering it.
Ride: Ferris Wheel Approx. Cost: \$450 Running Cost p/h: \$49.60 Modes: Continuous Circuit	The ferris wheel is a very gentle ride and it can attract many guests, this is probably the first ride you will build.
Ride: Haunted House Approx. Cost: \$340 Running Cost p/h: \$49.60 Modes: Continuous Circuit	The haunted house is also a very useful ride and it is very well when it is raining.
Ride: Haunted Mansion Approx. Cost: N/A Running Cost p/h: N/A Modes: Continuous Circuit	Hunted mansion is also good because it can be used in the rain; it is an indoor ride.
Ride: Hedge Maze Approx. Cost: \$216+ Running Cost p/h: \$49.60 Modes: Maze Mode	The hedge maze is a gentle ride and it is suitable for all guests.

Ride: Merry-Go-Round Approx. Cost: \$460 Running Cost p/h: \$49.60 Modes: Continuous Circuit	The merry-go-round is probably the first ride you will build and the first ride you will get money out.
Ride: Mini Helicopters Approx. Cost: \$540+ Running Cost p/h: N/A Modes: Continuous Circuit	A ride suitable for all guests.
Ride: Observation Tower Approx. Cost: \$592+ Running Cost p/h: \$60.80 Modes: Continuous Circuit	The observation tower is useful for your guests to see the park before going to any rides.
Ride: Spiral Slide Approx. Cost: \$330 Running Cost p/h: \$49.60 Modes: One Ride, Unlimited Rides	The spiral ride is very useful for children of 5+ age.
Ride: Space Rings Approx. Cost: \$288 Running Cost p/h: \$49.60 Modes: Continuous Circuit	Space rings is a gentle ride and is suitable for all guests.
Ride: Circus Show Approx. Cost: \$500 Running Cost p/h: \$49.60 Modes: Circus Show Mode	The circus show can entertain all guests as well as it can be very good when it is raining; most of my guests were going to the circus.
Ride: Crooked House Approx. Cost: \$250 Running Cost p/h: \$28.80 Modes: Crooked House Mode	Crooked house is a gentle ride and it is very useful when it is raining.
Ride: Cycle Railway Approx. Cost: \$450+ Running Cost p/h: N/A Mode: Continuous Circuit	Cycle railway is a ride suitable mostly for children.
Ride: Mini Cars Approx. Cost: \$540+ Running Cost p/h: \$155.20+ Mode: Continuous Circuit	Mini cars is a ride suitable for children.
Ride: Mini Golf Approx. Cost: \$740+ Running Cost p/h: N/A Mode: Continuous Circuit	Mini golf is suitable for all guests in the park.
Ride: Monster Trucks Approx. Cost: N/A Running Cost p/h: N/A Mode: Continuous Circuit	A ride suitable for children 15+.
Ride: Flying Saucers Approx. Cost: \$560 Running Cost p/h: \$148.80 Mode: Bumper Car Mode	Flying saucers is a gentle ride.
Ride: Ghost Train	Ghost train is very useful when it is

Approx. Cost: \$570+ | raining.
 Running Cost p/h: N/A |
 Mode: Continuous Circuit |

 Ride: Snow Cups | Snow cups are a gentle ride, but you
 Approx. Cost: N/A | can easily get sick.
 Running Cost p/h: N/A |
 Mode: Continuous Circuit |

=====
 3. ROLLER COASTERS

Ride name/Modes/Cost	Ride techniques
Ride: Air Powered Vertical Roller Coaster Approx. Base Cost: \$6,750+ Running Cost p/h: N/A Approx. Maximum Height: 200 ft. Mode: Continuous Circuit	//
Ride: Bobsled Roller Coaster Approx. Base Cost: \$2,700+ Running Cost p/h: N/A Approx. Maximum Height: 78 ft. Mode: Continuous Circuit	//
Ride: Compact Inverted Roller Coaster Approx. Base Cost: N/A Running Cost p/h: N/A Approx. Maximum Height: N/A Mode: Continuous Circuit	//
Ride: Corkscrew Roller Coaster Approx. Base Cost: N/A Running Cost p/h: N/A Approx. Maximum Height: 190 ft. Mode: Continuous Circuit, Reverse Inclined Shuttle	//
Ride: Floorless Roller Coaster Approx. Base Cost: N/A Running Cost p/h: N/A Approx. Maximum Height: 210 ft. Mode: Continuous Circuit	//
Ride: Flying Roller Coaster Approx. Base Cost: N/A Running Cost p/h: N/A Approx. Maximum Height: 190 ft. Mode: Continuous Circuit	//
Ride: Flying Turns Approx. Base Cost: \$2,700+ Running Cost p/h: N/A Approx. Maximum Height: 78 ft. Mode: Continuous Circuit	//
Ride: Giga Coaster Approx. Base Cost: \$6,750	

Running Cost p/h: N/A		//
Approx. Maximum Height: 320 ft.		
Mode: Continuous Circuit		

Ride: Heartline Twister Roller Coaster		
Approx. Base Cost: N/A		
Running Cost p/h: N/A		//
Approx. Maximum Height: 95 ft.		
Mode: Continuous Circuit		

Ride: Heartline Twister Roller Coaster (Reversed Trains)		
Approx. Base Cost: N/A		
Running Cost p/h: N/A		//
Approx. Maximum Height: 95 ft.		
Mode: Continuous Circuit		

Ride: Hypercoaster		
Approx. Base Cost: N/A		
Running Cost: N/A		
Approx. Maximum Height: 210 ft.		//
Mode: Continuous Circuit		

Ride: Hyper-Twist Roller Coaster		
Approx. Base Cost: N/A		
Running Cost p/h: N/A		//
Approx. Maximum Height: 250 ft.		
Mode: Continuous Circuit		

Ride: Hyper-Twist Roller Coaster (Wide Trains)		
Approx. Base Cost: N/A		
Running Cost p/h: N/A		//
Approx. Maximum Height: 250 ft.		
Mode: Continuous Circuit		

Ride: Inverted Roller Coaster		
Approx. Base Cost: N/A		
Running Cost p/h: N/A		//
Approx. Maximum Height: 180 ft.		
Mode: Continuous Circuit		

Ride: Inverted Hairpin Roller Coaster		
Mode: Continuous Circuit		//

Ride: Inverted Impulse Roller Coaster		
Mode: Powered Launch		//

Ride: Inverted Shuttle Roller Coaster		
Mode: Reverse Inclined Shuttle		//

Ride: Inverted Vertical Shuttle Roller Coaster		//
Mode: Reverse Inclined Shuttle		

Ride: Junior Roller Coaster		//
Mode: Continuous Circuit		

Ride: Lay-Down Roller Coaster		
Approx. Base Cost: \$5500		
Running Cost p/h: N/A		

Approx. Maximum Height: 190 ft.		//
Mode: Continuous Circuit		

Ride: LIM Roller Coaster		
Approx. Base Cost: \$4000-4500		
Running Cost p/h: N/A		//
Approx. Maximum Height: N/A		
Mode: Powered Launch		

Ride: Multi-Dimension Roller Coaster (4D Coaster)		
Approx. Base Cost: \$6000-7000		
Running Cost p/h: N/A		//
Approx. Maximum Height: 195 ft.		
Mode: Continuous Circuit		
=====		

II. TEN EASY STEPS ON CREATING THE PERFECT PARK
=====

STEP		TIPS
------	--	------

=====

1. UNDERSTAND YOUR OBJECTIVE

In Rollercoaster Tycoon there is an objective in each scenario. Each scenario in Rollercoaster Tycoon has its unique challenge and possessive land. In some scenarios you can even expand your borders by buying land. There are different types of objectives in Rollercoaster Tycoon. Here is a list of some of them:

| To finish a |
| scenario it |
| is very |
| important to |
| understand the |
objectives.

- you must have a park rating (amounts are from 500 to 800) of 500
- your park rate must not fall under 600
- you have an unlimited amount of money but you mustn't let the park rating drop bellow 600 at all times
- you have to finish a scenario with the park value atleast 15.000 pounds (or dollars-quids)

In Rollercoaster Tycoon (in most scenarios) you have 3 game years to complete the scenario. 1 game year is about 90 minutes in real time.

When you complete several easy scenarios, more challenging are unlocked and you play on until you complete all the scenarios.

2. ALWAYS MAKE A PLAN BEFORE STARTING TO BUILD THE PERFECT PARK

Yes, yes. You will probably say that this is not so important. But it is. An example: Your

| Check and see |
| how much land |

objective is to keep your guests happy and your available land to build a park is very small. You build a rollercoaster that fits the whole park but how are you going to build food, resorts and so on? Well that what is planning all about, to strategize and to predict how much land you can use for a particular ride or if you just need to build food resorts and plant flowers to keep the guests happy.

| you have |
| available and |
| how much can |
you buy it.

In Rollercoaster Tycoon you have to consider which type of land you have. Is it a forest or a flat desert or is it elevation? Make rides on the types of land you have. If you are starting to build on an already existing park always check the state of affairs. What kind of pats are possitioned and so on. Always build kiosks because they sell the park maps and might be very useful for your guests.

| Build kiosks |
| so that guests |
| can buy maps |
of the park.

Always check the weather conditions, Especially in the last months when you need more money. When it rains, guests won't go on rollercoasters, they will mostly go on inner rides, so try to build rides on the types of weather conditions.

| Always be on |
| the lookout |
| for weather |
conditions.

3. NEVER FORGET GOOD FOOTHPATS

Foothpats can't be forgetable. Never forget to build a foothpath to a certain ride. Never build to complicated paths or the guests might get starting to get stuck or can't find their way out of your park. Remember, that you can also build elevated paths, paths that go above the water, so that you can build rides on water and rollercoasters on water. But as we all know, paths can also get dirty if nobody cleans them. That is why you have to hire a handymen. The more paths you have, more handymen you got to hire. Paths might also get boring at times, so try to build flowers, benches, trash bins (so that guests don't throw litter everywhere they disier). You may also need to build lamps.

| Always build |
| simple and |
| short paths so |
| that the |
| guests can't |
| get lost or |
stuck.

| Hire handymen |
| to clean |
| your |
foothpaths.

| Plant some |
| flowers, build |
| some benches, |
| litter bins to |
| make paths |
| more |
interesting.

4. BUILD GREAT RIDES ---> B007

Well, this is probably the most important part of the game. You have to build great rides in order to get more guests.

Ride Charateristics

In Rollercoaster Tycoon your guests will judge the rides by characteristics like excitement, intensity, and nausea factor. Each characteristic is rated on a scale of one to ten.

| Always take a |
| note on your |
| rides |
ratings.

The excitement rating is probably the most important factor. Your guest will pay more to go on more thrilling rides. Surely a guest will pay more to go on a rollercoaster than on a merry go round. A high excitement rating can be caused by multiple things. For example you can create a rollercoaster that goes through a tunnel, that will increase the excitement rating.

The intensity rating tells you the forces that your guests will experience on rides. speed alone won't make a high intensity, but high curves, sudden leaps etc. Will make intensity increase.

| Always take a |
| note on your |
| rides |
ratings.

The nausea factor, well this one speaks for itself. If your guests get sick after a certain ride, this means that the ride is too intense, it's got too many vertical G's or it has got high curves, sudden elevations etc. To prevent these see the rollercoaster section on how to build the perfect rollercoaster. Vomiting will keep your employees working but it is nice to create benches so that guests may sit down after an intense ride.

Give your guests a choice

If you want your guests not to get bored, you must place several rides in several places. Build multiple rides, double rollercoasters etc. Also build gentle rides for kids and other people.

| Make sure you |
| always give |
| your guests |
a choice.

Be on a note that guests will not want to go on rollercoasters when it is raining. So build rides depending on the weather conditions.

Custom rides vs. Pre-created rides

Sometimes you may don't have the space to place rides that are already present. So use these only when first playing the game to learn how to make a good ride.

Building a custom ride --> B007

You can build pre-made presets of rollercoasters but that ain't so much fun. You need to learn to make your own rollercoasters. Here are a few tips:

- keep these three in mind when building a specific ride: nurse factor, intensity rating and excitement
- avoid sudden drops, shaped curves etc.
- use the terrain wisely to make your ride even more exciting
- when the intensity level or nurse factor is too high use brakes
- if the option is available, use the on-ride photo section, which will encourage the guests to buy photos of their excitement and fun

5. HIRE STAFF

In rollercoaster tycoon you must hire staff to keep your park clean and tidy, clear off vandalism and working and fun all at the same time. In RollerCoaster Tycoon you can hire a mechanic, handyman, security guard and an entertainer. Here is a brief description of them:

Handymen

Handymen clean your park, empty litter boxes, mow the lawn, clean bathrooms and all such stuff. If possible hire as many as you can and receive a clean park award.

Mechanics

Hire mechanics so they can repair rides and control them if anything can go wrong. The more rides you have, more mechanics you got to hire. One mechanic is enough for three rides.

Security Guards

Hire these men to keep your park clean of vandalism. The more security guards you have, the safer your guests will feel and you might even receive the safest park award.

Entertainer

Entertainers are people that keep the guests laughing and come them down when they are angry or are waiting in a queue line. You can choose a

| Always build |
| custom rides |
| as they have a |
| higher rating |
| and can be |
much more fun.

| Never forget |
| to hire your |
staff.

| Hire security |
| as they |
| prevent |
vandalism.

variety of entertainers costumes like a tiger, elephant, roman soldier, panda bear, snowman etc.

6. TAKE CARE OF YOUR GUESTS NEEDS

To make your guests happy you have to take care of their needs. You can also check on their wishes list to see what they miss or want. Build shops, suvenier stalls, food stalls and the most important toilets. Always take a note to not charge for the toilets because most of your guests might take it on the grass.

The more rides, shops, stalls etc. you have, the more guests will be happy and will be willing to spend their money.

7. USE THE LAND FOR YOUR ADVANTAGE

Before playing a scenario always check on what type of a land is it placed.

Before changing the elevation of hills always check if you aren't missing an opportunity to build the best rides.

Always use your imagination. If necessary, but not always clear the land, plant trees etc.

8. MANAGE YOUR FINANCES VISELY

The most important thing in building a park is probably money. Money makes the world go round. Always check how much money you have.

Never overcharge your rides and never make the prices too low. If the prices are too high, guests won't visit your rides, if the prices are low you will have tremendous losses. Always make a mid price.

Remember that you start building the park with a bank loan (usually 15000). So try to return that loan to the bank.

Another wise tip is to see how much money a month will you spend on Researching of new rides. Try to Set that point on a mid one.

9. LISTEN TO YOUR GUESTS

Always listen to your guests. They test the park and make a good commercial for you. For example if a guest enjoys his time in the park, he will return back again and might even double your visits; he will recommend other people to visit your park.

10. DEAL WITH PROBLEMS FAST

Try to deal with a problem very fast when encountering it. For example if you will see a guest that will be lost, help him otherwise more guests will get lost in your park.

III. SCENARIO WALKTHROUGHS

=====

In this section there will be a detailed walkthrough for each scenario in Rollercoaster Tycoon 2. Note, that these are only the possible chances for winning as there exist probably a milion.

1. WALKTHROUGHS FOR BEGINNER PARKS

```
-----
| Park name: Crazy castle | Level: Beginner | --> C009
-----
| Park description:      |
-----
| You have in inherited a large castle - |
| your job is to convert it into a small |
| theme park.            |
-----
| Objectives:           |
| - to have at least 1,500 guests in your |
| park till the end of October, Year 4   |
| - achieve a park rating of 600         |
-----
```

Park specifics:

Guests in Park: 2
Rating: 500
Park Size: 690,800 sq.ft
Cash: \$10,000
Debt: \$10,000 at 5% per year
Company Value: \$14
Park Value: \$14
Buy Land: Yes, at \$75 per square
Buy Construction Rights: No
Profit Method: Free to enter, Pay for Rides
Rides Already Built: None

Crazy Castle Walkthrough

This is probably one of the easiest parks in the game. This park is suitable for beginners as it does not depend so much on what landscape you build. You should have finish this scenario by yourself, but here are some tips on how to complete the scenario.

You can build (at first) some gentle rides to get the park starting, but don't build too much of them (2 or 3 would be enough) and charge from 1.50-2.50\$ for the entrance

When you gain enough money, start building rollercoasters; charge from 4-6\$, the price depends on the quality of the coaster

This landscape is very suitable for thrill rides. Make shure, when you get enough money, then build them as much as possible (the advisable price would be depending on the quality of the ride, make shure it isn't too expensive and that it isn't too cheap from 4-6\$ would be enough).

If you are building rollercoasters, make shure you make an on-ride photo section. The photos should cover your rides expenses for an hour.

Use all the themes available. I personally have sectioned the park to four themes and build different rides in each one of them (for example in a pirate theme you should have build rollercoasters) but as this is a castle I would advise you a castle style.

Also, don't forget about the shops. Shops can also bring you a lot of profit. Make shure you have a kiosk and charge the umbrellas for about 5-7\$ when it is raining and you should gain a lot of money only by that.

Try to replace some rides from time to time (when a year or a year and a half passes try to build a new ride and demolish the old one).

That's all that it is to it. You should just do fine.

```
-----  
| Park name: Electric fields | Level: Beginner | ---> E003  
-----  
| Park description: |  
-----  
| You have inherited a small farm and your |  
| challenge is to build it into a small theme |  
| park amongst the fields and farm buildings. |  
-----  
| Objectives: |  
| - to have at least 700 guests in your |  
| park till the end of October, Year 2 |  
| - achieve a park rating of 600 |  
-----
```

Park specifics:

```
-----  
Guests in Park: 40  
Rating: 434  
Park Size: 485,650 sq.ft  
Cash: $10,000  
Debt: $10,000 at 5% per year  
Company Value: $7,930  
Park Value: $7,930  
Buy Land: No  
Buy Construction Rights: No
```

Rides Already Built:

Rowing Boats 1

- * Excitement Rating: 2.21 (Low)
- * Intensity Rating: 0.80 (Low)
- * Nausea Rating: 0.90 (Low)
- * Profit: \$54 per hour
- * Customers: 120 per hour
- * Admission: \$1.00

Electric Fields Walkthrough

The first thing you must watch out in this scenario is the time. You only have two years but that should be just enough to win it.

You have plenty of space in this park, so make shure you use it all. Don't build rides too much together.

Watch out for the paths as guests can get lost and get hungry and mad because of the long paths (spread your rides, shops and everything else very constantly and make short paths).

You can earn here much on map sales. As this park is big, people will need maps to navigate through it. Make shure you use this advantage.

This is a very big park so make shure you use the miniature railroad as it can transport guests to another place at the park (mostly I charge them 1\$, but if you plan on transporting guests, try to make the price free; reduce it back to 1\$ if you gain too many losses).

If you plan on building rollercoasters, make shure you use the space and the elevation. Also build first aid rooms and bathrooms.

You should do just fine from now on.

Electric Fields Walkthrough 2

This park is pretty simple. But you do eventually run out of space and the guests will get mad. When you first start the park it's a good idea to make simple and small rides.

If you have enough cash to build a rollercoaster go ahead and build a small one but leave the big stuff in the back.

Like I said you do run out of space. So when you start building coasters in the back I suggest you delete as much scenery as possible because the park is pretty much flat except the little river that runs through it. Then start building your coasters in the back. The one coaster I suggest is Glow-Worm. It's is over 8.00. That's how you beat Electric Fields.

-- Walkthrough by RCTBUM

Park name: Factory capers Level: Beginner

Park description:

An abandoned factory complex is an
opportunity to build a mechanical-themed
amusement park.

```
-----
| Objectives:                               |
| - to have at least 1,100 guests in your  |
|   park till the end of October, Year 3  |
| - achieve a park rating of 600         |
|-----
```

Park specifics:

```
-----
Guests in Park: 0
Rating: 0
Park Size: 527,890 sq.ft
Cash: $10,000
Debt: $10,000 at 5% per year
Company Value: $0
Park Value: $0
Buy Land: No
Buy Construction Rights: No
Profit Method: Pay to enter, Free rides
Rides Already Built: None
```

Factory Capers walkthrough

This park is different than the previous two parks. In this park you can't charge your rides, only stalls. So the entrance ticket must be very carefully planned.

To make money, you need a higher park rating than marked above as you will only receive money when guests enter the park.

Make shure you hire lots of handymen, entertainers and all the other staff. If you receive an award for the safest park, your park rating will increase.

This park is very big, so you need to organize it into sections. My advice is to build a set of stalls in each section to earn more money.

Start off with gentle rides and then build rollercoasters. Make shure you always include an on-ride photo section.

For the entrance to the park, I advise you the following prices:

- If you have 1-5 rides charge \$11 for the entrance
- If you have 6-12 rides, charge 19\$
- If you have 13-19 rides, charge 30\$
- If you have 20-26 rides, 40\$ should be enough
- If you have 27-33 rides, 45\$ should do it
- 33-40 rides, 50\$
- 41 rides and more I suggest a price +2\$ for each ride build

If you follow these prices you should make a profit of each 2nd month for a new rollercoaster.

Factory Capers Walkthrough 2

This park is a lot easier than Electric Fields. Once you get your park rating up to 999 it practically freezes! But it's hard work to get a park rating of 999 if your a beginner.

So try to make your guests as happy as possible and then you've got it

made. I built all my coasters in the owned construction rights and in the back of the park.

At the beginning you should build a woodie and a Information Kiosk. Then take out a loan of \$15000. Build the Steel Squeak coaster in the steel wild mouse coaster it's cheap and has a good excitement rating then start to fill in the rest of the park.

The only hard thing is that it's small and easily runs out of space and that can really bite. Once you get over 50 rides then you can charge \$50 for the entry and earn some extra cash.

-- Walkthrough by RCTBUM

2. WALKTHROUGHS FOR CHALLENGING PARKS

NOTE: I won't bore you with the beginning specifics anymore. The specifics in the beginner scenarios were only there so that new players could see how to act in different conditions. I will also cut the park description as it is in no use. Maybe I will add it later.

| Park name: Amity Airfield | Level: Challenging | ---> A001

| Objectives: |
| - to have at least 3,000 guests in your park |
| at the end of October, Year 4 |
- park rating must be at least 600

Quick park report

Park admissions: No
Ride admissions: Yes

Amity Airfield walkthrough

This park shouldn't be a tough one. If you have managed to work on the previous one you can do the same with this one.

My personal hint is to divide the park into different ride specifics. I always give this choice to the guests (for example: in one part of the park there are only gentle rides; NOTE that this won't work on small themed parks).

Also try to build some transport rides (I personally charge them free but when my finances were down I were charging 0.5-1\$).

If you have plenty of money, try advertising the park to gain even more guests.

| Park name: Botany Breakers | Level: Challenging | ---> B008

| Objectives: |
| - to achieve a ticket income of \$10.000 per |
month.

Quick park report

Park admissions: No
Ride admissions: Yes

Botany Breakers Walkthrough

Take note that you have plenty of time (infinite) to finish this scenario, so you can easily achieve a ticket income of 10.000\$.

Now, my strategy for this scenario is completely different. You must build as a most bigger rollercoaster available and charge it 10-20\$.

You can also build a lot of gentle rides (but not advisable; 1-2 same rides; you can gain more tickets that way).

Focus on the rollercoasters and you should do just fine.

| Park name: Bumbly Bazaar | Level: Challenging | ---> B009

| Objectives: |
| - to achieve a stall income of \$1000 per |
month.

Quick park report

Park admissions: No
Ride admissions: Yes

Bumbly Bazaar Walkthrough

A reather weird objective, don't you think. Well let's get started.

The first thing you should notice are two entrances. So make shure you make double stalls.

My tactic for this scenario is completely odd (I've made a sort of a shopping mall and made all kinds of shopps in one place and also made a great scenery around it; don't make too many; try to divide them into several places around the park and build rides nearby).

Try to make as many stalls as possible, but don't forget the rides and you should do just fine.

| Park name: Dusty Greens | Level: Challenging | ---> D006

| Objectives: |
| - to achieve a ticket income of \$5.000 per |
month.

Quick park report

Park admissions: No
Ride admissions: Yes

Dusty Greens Walkthrough

The first thing you should do is to start buying land and construction rights right away.

Now build as much rollercoasters as possible and multiple gentle and water rides, shop stalls can also help but don't rely on them so much.

You can also build golf courses if you want; this boring sport attracts many of your guests.

Use these advises and you should do just fine.

Dusty Greens Walkthrough 2

This park is really easy and it will take a maximum of a year to complete. You will need to spend some money on a few big rides, probably a woodie, and then some sort of steel coaster. You will also need a few water rides and other thrill rides, like Top Spin. You should be able to charge a fair bit for these rides. Obviously build a lot of shops and try and keep your guests happy by making sure the paths are clean etc. Chuck on a load of advertising campaigns and take out as much loan as you need, because

- a) You won't lose a lot of money through interest as the scenario shouldn't take very long, and
- b) You should be making a fair amount from ride tickets.

With a load of guests coming in through advertising campaigns/new rides, you will just have to place shops and stalls on main paths or popular rides' exits!

-- Walkthrough by eyeamthul

```
-----  
| Park name: Fungus Woods | Level: Challenging |  
-----  
| Objectives: |  
| - to have atleast 2,500 guest in your park |  
|   at the end of October, Year 4 |  
| - to achieve a park rating of atleast 600 |  
-----
```

Quick park report

Park admissions: Yes

Ride admissions: No

Fungus Woods Walkthrough

At the beginning it seemed to me that this is a hard scenario but it isn't. The key to success here is to build and maintain your rides.

For starters build thrill and gentle rides and when you have enough money, build a rollercoaster.

From this point on just maintain and add rides to your park.

```
| Park name: Gravity Gardens | Level: Challenging |
-----
| Objectives: |
| - to repay your loan |
| - achieve a park value of 500,000$ |
-----
```

Quick park report

Park admissions: Yes
Ride admissions: No

Gravity Gardens Walkthrough

This scenario was very difficult for me, atleast from the start as I didn't know where to begin (there are two goals).

The best way to settle this is to build a few gentle/thrill/cheap rides first, then charge for them, repay a part of your loan and continue on.

When you earn enough money to build a rollercoaster, build it and then go on with the same patern above.

Also advertise your park a lot to get more guests.

Gravity Gardens Walkthrough 2

Take your time over this one. Make sure that you charge a load for your rides and DON'T just build coasters. Build flat rides, water rides and shops and you should be able to get some money. Take out some loan if necessary but don't go over the top. As I said take your time, build coasters when you have the time, money and a good park rating. And don't worry if you build a coaster that isn't the required exciteness. To get a good exciteness rating, make coasters come close to other rides, pathways, the ground, theming and build underground. Make sure you research roller coasters too!

-- Walkthrough by eyeamthul

```
-----
| Park name: Infernal Views | Level: Challenging |
-----
| Objectives: |
| - to have adleast 10 different rollercoasters |
| with an excitement raiting adleast 6.00 |
-----
```

Quick park report

Park admissions: No
Ride admissions: Yes

Infernal Views Walkthrough

The real funy thing is that you don't even have to open your park. But you need the money, don't you. So let's get started.

First we'll give our funds on research to maximum and click only on

rollercoaster research.

Build a few gentle/cheap rides and charge them with 1-3\$.

Now start building your rollercoasters but be careful as your excitement rating must be 6.00 for each rollercoaster.

3. WALKTHROUGHS FOR EXPERT PARKS

Now we are in the expert section where scenarios aren't as easy anymore and there are very challenging. But every scenario can be easily conquered if you can only stick to the objective and have a tactic.

| Park name: Alpine Adventures | Level: Expert | ---> A005

| Objectives: |
| - to achieve a ticket income of \$7.000 per |
month.

Quick park report

Park admissions: No
Ride admissions: Yes

Alpine Adventures Walkthrough

Immediately begin to expand your chairlift because this is the main type of transportation.

Rollercoasters are something very important to win this scenario. So start building them immediately when you have enough money.

I wouldn't advise you any gentle rides except for transport rides.

Just build as many as rollercoasters you can and this scenario should be simple.

Alpine Adventures Walkthrough 2

This park looks hard because of the hilly terrain. It isn't as bad as it looks. Keep the park small at first, and build some flat rides near the entrance. Soon you will have to expand. Thankfully RCT2 has a new feature which allows whole rides to be built underground. Hold Shift and drag the ride underground. Build a path on the flat ground between the hills and build the rides off to the sides, in the hills. Make sure you build signature rides, e.g. Log Flume and a coaster, and then shops/stalls. Remember if you have rides, guests will come, and they will buy your food/merchandise, so the more rides you build, the more guests you will have, the closer you will be to your objective. Again, take your time!

-- Walkthrough by eyeamthul

| Park name: Extreme Heights | Level: Expert | ---> E004

| Objectives: |

```
| - to have atleast 4,500 guest in your      |
| park                                         |
| - the park rating mustn't drop below 700  |
| 700                                         |
```

Quick park report

Park admissions: No
Ride admissions: No

Extreme Heights Walkthrough

At first, close out any unused paths as guests can easily get lost in this huge park.

Because guests prefer thrill rides in this scenario, build only them and rollercoasters also.

Build information kiosks so guests can't lost in your park.

Hire many handymen, security guards and other staff to receive park awards and keep the guests happy.

Don't forget to build toilets and shops.

| Park name: Ghost Town | Level: Expert |

| Objectives: |
| - to have 10 different types of |
| rollercoasters |
| - rollercoasters must have a lenght |
| of 3,937 feet (minimum) |
| - the excitement raiting must be 7 |

Quick park report

Park admissions: No
Ride admissions: Yes

Ghost Town Walkthrough

This park is freaking hard but it has a resemblance to Alpine Adventures. Use the same walkthrough.

| Park name: Lucky Lake | Level: Expert |

| Objectives: |
| - to have 2,100 guests |
| - park rating mustn't drop below 700 |

Quick park report

Park admissions: No
Ride admissions: No

Lucky Lake Walkthrough

Almost the same as Extreme Heights. Use the same walkthrough.

Park name: Rainbow Summit Level: Expert
Objectives:
- to have atleast 2,500 guest in your
park at the end of October, Year 4
- the park rating must be atleast 600

Quick park report

Park admissions: Yes
Ride admissions: No

Rainbow Summit Walkthrough

The height restriction bothered me at the start. But suddenly I noticed the coaster and the mountain. The coaster is sloping down the mountain.

As usual, build coasters as the same as the one on the mountain.

Build shops, stalls and other rides (but try focusing on rollercoasters).

4. WALKTHROUGHS FOR REAL PARKS

Park name: Six Flags Belgium Level: /
Objectives:
- to have atleast 3,500 guest in your
park at the end of October, Year 4
- the park rating must be 600

Quick park report

Park admissions: Yes
Ride admissions: No

Six Flags Belgium Walkthrough

First build more restroom, build more foothpaths and expand the transports.

Continue to build rides, improve them and maintain them.

Once you have maintained your rides, just advertise the park and everything should be just fine.

Park name: Six Flags Great Adventure Level: /
Objectives:

```
| - to have 3,000 guest in your park |
| - you mustn't let your park rating drop below |
| 700 |
-----
```

Quick park report

Park admissions: Yes
Ride admissions: No

Six Flags Great Adventure Walkthrough

Demolish the monorail and build more restrooms and rides. That is all that it is to it.

Maintain your park constantly.

```
-----
| Park name: Six Flags Holland | Level: / |
-----
| Objectives: |
| - to have atleast 3,500 guest in your |
| park at the end of October, Year 4 |
| - the park rating must be 600 |
-----
```

Quick park report

Park admissions: Yes
Ride admissions: No

Six Flags Holland Walkthrough

Do the same as in Six Flags Belgium.

```
-----
| Park name: Six Flags Magic Mountain | Level: / |
-----
| Objectives: |
| - repay your loan |
| - park value must be 700,000$ |
-----
```

Quick park report

Park admissions: Yes
Ride admissions: No

Six Flags Magic Mountain Walkthrough

This scenario is one of the most hardest scenarios in the game. So you must be quick.

First you must be quick and speed your attendance. At the same time research new rides and build them as soon as possible.

** I must say that the most important key is to be fast. I was just doing everything fast and managed to win the scenario.

Save this game often!

```
-----  
| Park name: Six Flags Texas | Level: / |  
-----  
| Objectives:                |  
| - to have 3,500 guests in your park |  
| - you mustn't let your park rating |  
|   drop below 700           |  
-----
```

Quick park report

```
-----  
Park admissions: Yes  
Ride admissions: No
```

Six Flags Texas Walkthrough

```
-----  
This park isn't so big, so I advise you to build small rides/gentle rides  
and not rollercoasters.
```

Hire more staff often as this increases your park rating and build shops.

Do this and you should be just fine.

5. WALKTHROUGHS FOR OTHER PARKS

```
-----  
Maybe I will write them but other parks are just the same as those parks  
above except they have different winning conditions.
```

IV. MONEY CHART

=====

As you can select your currency in RCT2, here is the money chart available for you:

```
-----  
-----|EURO|POUND|DOLLAR|FRANCS|DEUTSCHM|KRONA|GUILDER|LIRA|YEN|PEASTAS|  
|EURO   | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 100 |100| 100 |  
|POUND  | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 100 |100| 100 |  
|DOLLER | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 100 |100| 100 |  
|FRANCS | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 100 |100| 100 |  
|DEUTSCH| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 100 |100| 100 |  
|KRONA  | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 100 |100| 100 |  
|GUILDER| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 100 |100| 100 |  
|LIRA   |100 |100 | 100 | 100 | 100 | 100 | 100 | 1 | 1 | 1 |  
|YEN    |100 |100 | 100 | 100 | 100 | 100 | 100 | 1 | 1 | 1 |  
|PESATAS|100 |100 | 100 | 100 | 100 | 100 | 100 | 1 | 1 | 1 |  
|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|_____|
```

V. FINAL NOTES

=====

This walkthrough isn't over yet. I still have much to add like more detailed walkthroughs for scenarios and everything you might add. More hints and tips are to come soon and if you like me to add anything more, e-

Ride: Flying Roller Coaster		
Approx. Base Cost: N/A		
Running Cost p/h: N/A		//
Approx. Maximum Height: 190 ft.		
Mode: Continuous Circuit		

Ride: Flying Turns		
Approx. Base Cost: \$2,700+		//
Running Cost p/h: N/A		
Approx. Maximum Height: 78 ft.		
Mode: Continuous Circuit		

Ride: Giga Coaster		
Approx. Base Cost: \$6,750		
Running Cost p/h: N/A		//
Approx. Maximum Height: 320 ft.		
Mode: Continuous Circuit		

Ride: Heartline Twister Roller Coaster		
Approx. Base Cost: N/A		
Running Cost p/h: N/A		//
Approx. Maximum Height: 95 ft.		
Mode: Continuous Circuit		

Ride: Heartline Twister Roller Coaster (Reversed Trains)		
Approx. Base Cost: N/A		
Running Cost p/h: N/A		//
Approx. Maximum Height: 95 ft.		
Mode: Continuous Circuit		

Ride: Hypercoaster		
Approx. Base Cost: N/A		
Running Cost: N/A		
Approx. Maximum Height: 210 ft.		//
Mode: Continuous Circuit		

Ride: Hyper-Twist Roller Coaster		
Approx. Base Cost: N/A		
Running Cost p/h: N/A		//
Approx. Maximum Height: 250 ft.		
Mode: Continuous Circuit		

Ride: Hyper-Twist Roller Coaster (Wide Trains)		
Approx. Base Cost: N/A		
Running Cost p/h: N/A		//
Approx. Maximum Height: 250 ft.		
Mode: Continuous Circuit		

Ride: Inverted Roller Coaster		
Approx. Base Cost: N/A		
Running Cost p/h: N/A		//
Approx. Maximum Height: 180 ft.		
Mode: Continuous Circuit		

Ride: Inverted Hairpin Roller Coaster		
Mode: Continuous Circuit		//

Ride: Inverted Impulse Roller Coaster		
Mode: Powered Launch		//

Ride: Inverted Shuttle Roller Coaster		
Mode: Reverse Inclined Shuttle		//

Ride: Inverted Vertical Shuttle Roller Coaster		
Mode: Reverse Inclined Shuttle		//

Ride: Junior Roller Coaster		//
Mode: Continuous Circuit		

Ride: Lay-Down Roller Coaster		
Approx. Base Cost: \$5500		
Running Cost p/h: N/A		
Approx. Maximum Height: 190 ft.		//
Mode: Continuous Circuit		

Ride: LIM Roller Coaster		
Approx. Base Cost: \$4000-4500		
Running Cost p/h: N/A		//
Approx. Maximum Height: N/A		
Mode: Powered Launch		

Ride: Multi-Dimension Roller Coaster (4D Coaster)		
Approx. Base Cost: \$6000-7000		
Running Cost p/h: N/A		//
Approx. Maximum Height: 195 ft.		
Mode: Continuous Circuit		
=====		

2. RIDE CHARACTERISTICS

Ride characteristics are probably the measure of success. Your guests will judge your rides by three characteristics: excitement, nausea factor and intensity. Each one is rated from one to ten.

2.1 Excitement raiting ---> E005

The excitement raiting is the most important thing at a successful ride. Your guests will be willing to pay more money to go on exciting rides (but won't go if you overcharge them - 1-8\$ should be a limit). A high excitement raiting comes with surprises like (for example) a dark tunnel or great theming. Of course, the rides type also effects the excitement raiting (no doubt that a rollercoaster has a higher rating than a merry-go-round).

2.2 Intensity raiting

The intensity raiting reflects the forces that your guests will experuebce while on your ride. Speed won't make a ride intense, but heights, sharp turnes and curves will make it. The intensity raiting will prevent or accept your guests to go on your ride. For example, if an intensity raiting for a rollercoaster is a full 10 your ride won't make any money. I recommend an intensity raiting of 1-7 (above is nausea).

2.3 Nausea factor

The nausea factor isn't such a good thing. Your guests won't go on rides that have a high nausea factor. A guest that goes on a ride with a high nausea factor will definitely vomit. Then you will have to make more bathrooms, benches and definitely hire more staff to clean the vomits.

3. STARTING TO BUILD A ROLLERCOASTER

I won't be writing this again. Check the BEGINNER walkthrough if you are new to this.

3.1 The Station

Make shure you have plenty of room before starting to build a rollercoaster. You must have at least 5 squares from your station to the path where you will connect the entrance to. On almost every coaster you will build make as many stations as you can; until the computer says [You can't build more stations].

Note: Speed does not create excitement and intensity, the accekeration does that. Acceleration can be produced by a change in velocity, either speed, up/down or change directions. A turn made to left/right is called a lateral acceleration, while a change going up/down is called a vertical acceleration.

3.2 The Lift Hill

Now we need to build a lift hill. Large rides requier a large (25+ units) hill while small ones can settle with less. Also mind the distance from your track to the ground (it gets more expensive when you build up and also you are limited how high you can build the track). If you need to go higher than allowed, simply raise the ground under the track.

3.3 Hills and Loops

Remember that you can't go as high up the next hill as you went down the first. This means if you went down 15 units the first hill, you can only go up 12 or so on the next. The same are the loops. Loops are great to increase the excitement and intensity but if you build them the coaster can only pass them if it has enough speed before the pass. This means that you have to build the loops lower than the previous track (unless you've created a booster track and brakes). If you've tested the ride but it didn't make it through the loop then replace a track or two before it with some boosters. If the ride then gets to intense you can create brakes after the boosts. Some fun alternatives to loops are:

- put down one corkscrew, then do another of the same direction so that it is like a U-turn
- put down a half-loop then a corkscrew for an odd way to turn a direction or if you want you can reverse it and do a corkscrew then the half-loop

3.4 Ride Lenght

Probably one of the biggest problems is how to predict the lenght of the ride. Remember when you started to build a rollercoaster but at the end

everything got screwed up because you couldn't connect the pieces wright. Well I remember and then I've had to rebuild it and that took ages. Remember that you can have more than one lift hill if you need it so if you can build the ride longer than you think it can handle.

- Another way to change the direction is with corkscrews and half-loops (build a half corkscrew, half loop down, half loop up again and then another half corkscrew; then you can make the train to go to the opposite direction next to the incoming track, or the same direction shifted one square left or right - same effect as s-bend). (note: adapted from Dam Simpson's and Jim Chamberlin's Rollercoaster Tycoon 1 walkthrough) -- text by Ake Malmgren
- if you've build a great rollercoaster but you think it is lame try to increase the speed by making the first lift higher. Ake shifted the lift hill end on a huge wooden rollercoaster one level up and the excitement raiting doubled. (note: adapted from Dam Simpson's and Jim Chamberlin's Rollercoaster Tycoon 1 walkthrough) -- text by Ake Malmgren

3.4.1 Double Rollercoaster Strategy ---> D008

--> Note: Haven't checked if it works in RCT2, try it and let me now!

Strategy by TWITCH; adapted from RCT walkthrough by Dam Simpson and Jim Chamberlin

KEY

: = To/Then
" " = Repeat
> = Next
i.e. = That is

The Basics: First of all, rollercoasters cost a lot of money and as you should know two cost more. Duh! So if you don't got the cash (Ranging from \$30,000-\$100,000, depending on the type of coaster) you've got better things to do. Like meeting your objectives. A carbon copy of the same rollercoaster isn't really going to boost your excitement, i.e., if you decide to build a duplicate of a ride next to the original it isn't going to help for jack. No interaction = No extra excitement. But you knew that already, didn't you? A dueling rollercoaster is called a dueling rollercoaster for a reason. It crosses paths repetitively from start to finish and should look alike. Not because it has two stations. So if you think you've made a dueling rollercoaster here's how to tell if it is. If the stations are touching each other, not a square away or more from each other, then you've got the first step right. If the first half of the ride, or most of the first half, are identical and have lots of interaction, i.e., it has twists and stuff intertwining each other, then you've got step two right. Finally if each train gets to the station within 20 seconds of each other then you've got step three rite. If it's more than 20 seconds it just doesn't seem like a race anymore.

The Real Coaster:

Here you will find how to make an ideal dueling rollercoaster. Follow these steps, master them and you'll be making these bad boys in no time. After doing this for a while it almost gets mechanical, an instinct if you will. My last dueling coaster had an 8.83 excitement and just over 9 in intensity and it only took me 5-10 minutes to make, with outside interruptions! For wooden rollercoasters making them into dueling rollercoasters isn't hard at all. The basic steps you should take are as follows:

- Lift to top of drop: Drop: Rise (just more than half of the drop): Banked

helix down (in different directions until they reach each other, i.e., one goes left and the other goes right): Drop#2: banked helix [in same direction this time but make the outside track longer than inside track, (the outside track is the one opposite to the direction of the turn, i.e., if the turn is to the left than the track on the right side is the outside track and vise versa) as to make it possible for the two tracks go the same direction]: Now something to even the tracks to the same speed (an extra little hill and drop to the inside track usually does the trick or lacking that a small brake): " " step 3,4,5,6 (if you want): Freestyle (anything you want to do, helixes, drops, just make sure that each track separates from each other): Rejoin (have the two tracks intertwined again, as to add more excitement, " " steps 3,4,5,6 (if you want): Freestyle: " " Rejoin step: " " Rejoin and Freestyle as many times as you want: Return to station (AT A MODERATE SPEED)

These steps also apply to any other track with the banking helix ability. One thing to remember is that if the type of coaster you're making doesn't have the banking helix ability it's probably not worth making into a dueling rollercoaster as banking helixes are the heart of the dueling rollercoaster.

When it comes to steel coasters the same steps apply to the track design as wooden tracks. The only extra would be the vertical loops or half loops. These can simply be added between either the Drop: Rise step, Banked helix down: Drop or Freestyle: Rejoin steps. It's actually less complicated than it sounds. Just read over the steps again and add Drop: Loop: Helix or Drop: Half Loop: Helix where necessary and map it out in your head as you go along.

I hope this has helped you on your quest to building a dueling rollercoaster. There are just a few things you should remember at all times while building these machines. First, keep speed moderate. It isn't going to help any if you have a super fast dueling rollercoaster. What's the point of being on a dueling rollercoaster if it's too intense? Intensity is a huge factor in dueling rollercoasters. I should know. My local themepark has a dueling rollercoaster and even though I've never been on it while they were running both stations I have seen it in action, and just looking at it was more intense than being ON most rides. Second, these things take practice. If you don't get it the first time just keep trying. Do you think I got an 8.83 on my first dueling rollercoaster? No! And neither will you. Half of my first dueling rollercoasters didn't even make it back to the station. Third, if you haven't read it yet, dueling coasters need long stations if you want them to have more than one train.

4. COASTER EXAMPLE ---> C011

NOTE: Adapted from AlaxaFox's and CGorman's Rollercoaster builder walkthrough (used with permission/stated the source so I am not violating the license agreement).

Coaster type: Virginia Reel
Coaster name: Spun
Author : CGorman (cgorman02@hotmail.com)

Cost: 2,435		
Station Level: 6	Highest: 10	Lowest: 6
Excitement: 4.69	Intensity: 5.06	Nausea: 5.44
Max Speed: 26mph	Average Speed: 9mph	Ride Time: 0min 56secs
Ride Length: 1,036 ft	Max Pos. Vert G: 2.53	Max Neg. Vert G: 0.51
Max Lat. G: 2.10	Drops: 5	Highest Drop Ht: 16ft

.:Instructions:.

Station, Station, Station, Station, Station, Station, Station, Station, Station, Station, Station, Station(11 in all), Climb Hill, Climb Hill, Climb Hill, Climb Hill(4 in all), Climb Hill Flat, Down, Down, Down, Down (4 in all), Flat, Small Left, Small Left, Climb Hill, Climb Hill, Climb Hill, Climb Hill, (4 in all), Climb Hill Flat, Down, Down, Down, Down (4 in all), Flat, Climb Hill, Climb Hill, Climb Hill, Climb Hill (4 in all), Climb Hill Flat, Small Left, Small Left, Down, Down, Down, Down, Flat, Climb Hill, Climb Hill, Climb Hill, Climb Hill(4 in all), Climb Hill Flat, Down, Down, Down, Down (4 in all), Flat, Flat, Small Left.

5. ROLLERCOASTER CRASHES

If you are lucky you might won't have to deal with a crash. However it is likely that you will encounter it at least once in a scenario.

--> Tips on preventing crashes

- > Contact park maintenance (mechanics)
- > On old rides decrease the inspection time to 10 minutes (especially rollercoasters)

The most common crash is that of Station Brakes Failure on a Roller Coaster. To prevent this common malady you need to slow the coaster before it gets to the track. There are several ways to do this:

- Have a lift hill right before you go back into the station, this is a separate system from the brakes and won't fail in the same explosive way (having other brakes, i.e. track brakes, does not work because all brakes tend to fail at the same time)
- Use up all the speed in the ride. This entails a lot of good ride design as you have to get its speed down before it enters the station yet still avoid stalled out trains, and trains going backwards. Coasters that come into the station at 5 MPH tend to not crash as much as coasters coming in at 90 MPH. Other ideas to try are to have a Mechanic on permanent patrol near your rides, or you could finally remove all the other trains completely. (if you do that make sure that the train has the maximum amount of cars allowed)

The other main way to crash a ride is through bad design. So avoid bad designs! (easier said than done, eh?) Typical bad designs are when you build a hill that is higher than your train can get up. It will then slide back down and hit the next train coming down the track. The easiest way to fix that is to change the hill to a lift hill. Also on your test modes, have only one train go through the ride at a time to avoid any on ride collisions. (an alternative to switching to one train, is to watch to see if it will crash, then to quickly hit the Close button, which will somehow magically remove the trains)

Note: If you crash something in the "Test" mode, guests will still fear the ride ("I'm not going on that, it isn't safe!").

Note: When two vehicles are racing to each other, the faster moving one is the "lucky" one to explode. (Ake Malmgren)

| Recovering from crashes |

To recover from a crash you must simply to demolish the ride and build a

new ride. But that isn't always possible. You can trick the computer and your guests by right clicking on the ride and making the curve again and the guests will think that the ride is brand new.

--> Possible crashes

-> If a ride is going to water your guests will drown

-> If the ride is not complete the coaster will crash

6. HINTS AND TIPS ON BUILDING COASTERS

Well, here are some hints and tips on building the best coaster:

- o Never let the nausea factor be above 7 (my advice)
- o Make shure you avoid sharp curves
- o Always plan your design before starting to build
- o give your guests a choice: there are many coasters types available
- o maximum speed should never be lover than 25 miles and higher than 40
- o avoid making long lines for coasters, here are some tips on avoiding that:
 - make short lines (about 10 blocks)
 - always hire entertainers to entertain your guests
 - make good themery around lines; themery keep guests buisy
- o when possible, always include an on-ride photo section
- o never be low on your money; you must accept the fact, that rollercoasters are expensive machines, some of them will cost even more than 15,000\$, depends on the ride lenght and the complexity (a 4D coaster)
- o use your space; there is much space for you to build a coaster so don't save it
- o drops into tunnels are always special, so make shure to make atleast one
- o to build a rollercoaster with big raitings, make it big with lots of drops
- o if you build two or more rollercoasters beside other, that will increase your excitement raiting
- o it is must cheaper to build over land than over water (but water adds more excitement to your rides)
- o the way you paint your cars and coaster will efect the popularity
- o if the speed gets to bigger, make shure you add a breake section
- o try to use the RCT coaster designer to learn how to build coasters
- o if you want to save time, but have enough money build already themed coasters
- o before building coasters always start with gentle rides and when you get enough money, then build a coaster
- o always look at ride characteristics
- o never overcharge coasters or photos (coaster price 1-15\$, photo price 1-4\$)

FOR MORE TIPS check AlaxaFox's and CGorman's RCT Coaster Designer walkthrough at www.gamefaqs.com

7. FINAL NOTES

Well this is the end of the walkthrough for coaster designing.

III. DESIGNING A 4D ROLLERCOASTER

=====

---> D009

1. GETTING STARTED

The 4D coaster is (adleast in my oppinion) the best rollercoaster in RCT2. But it has some flaws like it is also the most expensive one and the hardest one to build. So tap in my walkthrough and see how to build it.

2. ROTATIONS

Key rotations are the ones that make use problems. So let's see what these degrees mean:

Degree	Action
90	Trains face straight down (only when track is horizontal)
0	Trains face forwards or backwards
180	Trains face backward or forward
360	Trains do a complete turn and return to the last used degree.
495	Trains do a complete turn and move 90 degrees past last degree.

3. INCORPORATING THE ROTATIONS

Well I can tell you this for start; The 4D coaster is probably one of the most strange coasters available. You will soon see why.

The key rotations are most commonly used so we'll just ignore the others. As I understand this system you have to put degrees together (for example if you count together 90 and 45 degrees you get 135 degrees, a different rotation that puts coasters vertically to the tracks). So if you know this, it is easy to get the rotation you want (for example if you want to set the trains from 180 degrees to 45 you have to set it to 225 degrees).

The higher that is the rotation, the higher is the trains movement. For example if the train is at 135 degrees and you want it to face backwards you won't move it to 180 degrees but you will have to make the next rotation 45 degrees because you are adding 45 degrees to 135 and not changing it not 180 degrees). As much as it seems complicated it isn't so. Read it five times to understand it.

4. HINTS AND TIPS ON BUILDING A 4D COASTER

- o always predict your ride before starting to build it; it will save you a lot of complications further on
- o tip: make the track piece before the brakes rotate 495 degrees; your guests will do a full circle and then rotate to 0 degrees
- o before you start to build a 4D coaster make shure you have atleast 10,000+\$ of money
- o study the rotations good before starting to build a 4D coaster

5. FINAL NOTES

Well, I hope you understand the purpose of the 4D coaster. But if you still don't, e-mail me.

IV. PRICE WALKTROUGH

=====

1. GETTING STARTED

Prices are very important in your park. Money gives you a chance to progress but if you charge too much, guests won't go on your rides on the other hand if you charge less there won't be no profit. You always have to pick the middle way.

2. RECOMMENDED PRICES

In this section I will give you my recommendations on prices for rides.

2.1 Prices for transportation rides

- o transportation rides will be visited but never overcharge them
- o the price should never be lower than 0.5\$ and higher than 5\$
- o tip: my personal tip is to not charge for these rides (if these rides are a mean of transportation to rides higher --etc. If you have a ride above the mountains no one will walk there, right?)
- o I recommend you don't build more than 2 transport rides (an exception is if you have a big park and 2,500+ guests)

2.2 Prices on gentle rides

- o personally I charge these rides from 0\$-1.50\$
- o I charge 0\$ for a ride when I need to increase the guest happiness
- o if you overcharge these rides, your customers might not go to rollercoasters

2.3 Park Entrance Price

- o if you charge other rides, charge your park from 0-10\$
- o always start from lower prices (when a window appears that guests think that your park entrance is cheap increase the entrance fee)
- o charge the park entrance 40-50\$ (depends on the number of rides you have) then don't charge any of your rides (if the entrance fee would be 35\$ charge your rides from 10-20 cents)
- o don't forget guest happiness (if guest happiness is zero, more guests won't be arriving to your park, this means you won't earn anything on admissions)

2.4 Shops and Stalls Prices

- o well again I'll start with: personally I don't increase the prices for drinks and so on (only 10-20 cents when the parks monthly income is decreasing)
- o tip: when it is raining make shure you increase the umbrella price at the information kiosk

2.5 Thrill Rides Prices

- o the price shouldn't be higher than 1.50\$
- o the recommended price is 0.40-0.80\$

2.6 Water Rides Prices

- o the price here depends on the ratings (if the excitement rating is big charge from 1-2\$ and if it is low charge 0.8-1\$)
- o the boat hire's price shouldn't be higher than 50 cents

2.7 Rollercoaster Prices

- o this depends on ratings
- o if there is a big excitement rating and the line is always full charge +0.50\$
- o if the coaster's price was about 15,000\$ start charging 1.50\$ and then if more and more guests are coming charge +0.50\$ every month
- o you shouldn't charge lower than 0.90\$ and higher than 10\$

3. FINAL NOTES

This walkthrough is probably at its end. Maybe I'll add more hints on prices but it is over.

V. PRICE LIST

=====

As asked from the readers, here is the price list for rides, shops, stalls and so on.

Mark Explanation:

TR - Transportation Rides
TH - Thrill Rides
RC - Rollercoasters
GE - Gentle Rides
SS - Shops and Stalls
WA - Water Rides

Ride/Shop/Stall	Ride Type	Price
Miniature Railroad	TR	1,300\$+
Monorail	TR	1,550\$+
Suspended Monorail	TR	2,400\$+
Chairlift	TR	1,440\$+
Cycle Railway	GE	400\$+
Crooked House	GE	260\$
Haunted House	GE	340\$

Ferris Wheel	GE	450\$
Hedge Maze	GE	216\$+
Merry-Go-Round	GE	460\$
Miniature Golf	GE	740\$+
Observation Tower	GE	592\$
Car Ride	GE	540\$+
Cycle Monorail	GE	540\$+
Spiral Slide	GE	330\$
Bumber Cars	GE	440\$
Space Rings	GE	288\$
Circus Show	GE	500\$
Ghost Train	GE	570\$+
Flying Saucers	GE	560\$
Wooden Side-Friction	RC	1,517\$+
Virignia Reel	RC	975\$+
Wooden Reverser	RC	1,517\$+
Wooden	RC	2,800\$+
Wooden Twister	RC	2,800\$+
Wooden Crazy Rodent	RC	1,480\$+
Stell Wide Mouse	RC	1,640\$+
Inverted Wild Mouse	RC	2,000\$+
Steel Mini	RC	1,320\$+
Mine Train	RC	3,050\$+
Steel	RC	3,350\$+
Stand Up	RC	3,750\$
Steel Corkscrew	RC	3,900\$+
Steel Twister	RC	4,950\$
Suspended	RC	4,100\$+
Suspended Looping	RC	3,750\$+
Suspended Single-Rail	RC	1,800\$+
Bobsled	RC	2,700\$+

Heartline Twister	RC	3,030\$+
Flying	RC	4,000\$+
Reverse Whoa-Belly	RC	6,750\$+
Vertical	RC	3,780\$+
Air Powered Vertical	RC	6,750\$+
Scrambled Eggs	TH	360\$
Whoa Belly	TH	800\$
Swinging Ship	TH	387\$
Go Karts	TH	920\$+
Swinging Inverted Ship	TH	424\$
Motion Simulator	TH	440\$
3D Cinema	TH	560\$
Gravitron	TH	580\$
Roto Drop	TH	880\$+
Enterprise	TH	800\$+
Water Slide	WA	1,200\$+
Jet Skis	WA	205\$+
Log Flume	WA	1,320\$+
River Rapids	WA	1,840\$+
River Ride	WA	1,260\$+
Boat Hire	WA	205\$+
Raft Ride	WA	900\$+
Water Coaster	WA	1,640\$+
Ice Cream Stall	SS	250\$
Fries Stall	SS	300\$
Pizza Stall	SS	275\$
Hot Dog Stall	SS	290\$
Burger Bar	SS	300\$
Fried Chicken Stall	SS	260\$
Exotic Sea Food Stall	SS	325\$

Coffee Shop	SS	250\$
Drink Shop	SS	225\$
Lemonade Stall	SS	210\$
Cotton Candy Stall	SS	250\$
Popcorn Stall	SS	250\$
Donut Shop	SS	262\$
Candy Apple Shop	SS	245\$
Balloon Stall	SS	200\$
Souvenir Stall	SS	210\$
T-Shirt Stall	SS	255\$
Hat Stall	SS	250\$
Information Kiosk	SS	250\$
Bathroom	SS	200\$

VI. QUEUES

1. QUEUES

In this section we will discuss everything about queues. The first thing to building the ultimate queue is to know how to place the ride themselves. The ride should be placed at least three squares away from the nearest path. Then start building the queue and don't connect it with the main path until you are fully satisfied with it. When you have build the entrance to the ride, then you can start with the exit and the path leading from it. (Tip: don't try buidling too long paths from the exit as that causes a bigger amount of lost guests; keep these lines short; about 5-6 squares should do enough).

The queue lenght depends on the ride. For example; rollercoasters as the biggest rides in your park won't have small queues. The queue for a popular rollercoaster should be to 20 squares, while a queue for a normal coaster 10-15 squares. If the guests wait too long in these lines they will get depressed; when this happens, cut the line down for 1-5 squares.

--> My advice on queues for different rides:

- >Rollercoasters - 10 to 20 squares
- >Exciting rides - 6 to 15 squares
- >Gentle Rides - 5 to 9 squares
- >Log Flume - 6 to 9 squares
- >Boat Hire - 3 to 5 squares
- >Transport Rides - 5 to 15 rides (depending on the transport type)

Even if your line is full, never extend it as your guests will only get longer on waiting. Let me place a drawing for this one.

The best place to put a ride exit is on an already existed path rather than building a new one. You can build an exit if you have no path; but try to keep the path as smaller as possible (this will prevent messages like: guest 909 is lost). This means that you need to place the ride at least one square away from the path.

| Saving Space Tip |

-> Adapted from Red Phoenix's and Dan Simpson's RCT original walkthrough

Now Incorporating all of the Queue ideas, we'll now do a little trick, that seems to me, to save a little space. First build a Merry-Go-Round 1 square away from a path. Build the entrance on the far side away from the path, and build the exit right next to the path. Now build the queue so that it goes immediately back to the path. This method has several advantages, the first being that the Exit is always on a normal path, so you don't have to create new dead-end paths; second, it saves space.

2. QUEUES TIPS

- > Never build to big queues; try to keep them as small as possible (for gentle rides for example; but big for rolercoasters; use the above section to see exactly)
- > You can colour your queues differently (just hold your mouse on the queue and a set of colours will appear)
- > Always have some entertainers near long queues
- > Place scenery like trees, fountains near paths to keep the guests happy

3. FINAL NOTES

Well, this is the end of the queues section. If you have any more tips, suggestions, e-mail me (see contact section) -> you will receive full credit.

VII. CUSTOM RIDES CREATION

----> C015

=====

1. BOAT HIRE ----> B010

A station platform is all you need for this ride. You can build "Guide Rails" if you want to control where your guests go, but you don't have to. If guests get lost or stuck then you might consider to build guide rails. Also build the guide rail when you want to limit the amount of guests; note that the guide rails don't have to make a full circle.

2. LOG FLUME

Keep this ride short with only 3 or 4 drops. 3 minutes for the time is plenty, any more than that people start to get unhappy or impatient (they become hungry). Also you can make your Log Flume to show your other rides (for example: if a log flume goes through a rollercoaster, this will increase the guest line for the rollercoaster).

The Log Flume gets a new track piece, the 'turntable', which turns the log around but only if the log is going slow enough; if the log is too fast, it

-> Note: This one copied from Dam Simpson's and Red Phoenix's Rollercoaster Tycoon walkthrough

This isn't so hard to produce. Simply build one coaster as normal, except that when you get to finish the ride, move the track 1 square left or right and make a new station that would be identical in length to the first one. Now build a second coaster. Try to keep it the same size as the first section. To finish the ride off, have the track go back into the first station. Now you'll probably want to get half the Trains to each station, so push the "Test Ride" button until half the trains have left, then click the Red "Close Ride" button once. To get the 2 stations to synchronize, click the "Synchronize with Adjacent Station" buttons (you have to do this for each station!) Now you just need to place 2 entrances, 2 exits, and you're done!

--> Tip

-> Do not simply link 2 separate coasters together to make one, that doesn't work!

--> answer from alt.games.rctycoon, Michael Kerr

4. UNDERGROUND ROLLERCOASTER

If you've played the Katie's World Scenario in the original RCT, you know that it is possible to have an underground rollercoaster. How to do that? It is quite simple. Just simply cut some land down to the level that you want to build the rollercoaster. Then build one station platform above ground in the hole, with the next station platform going underground. Then remove the first station platform and raise the land back to where it was. You are now free to build that underground coaster.

--> Note

-> The underground coaster costs much more to build than a normal rollercoaster

5. FINAL NOTES

This concludes the advanced coaster building section. If you have anything more to add, e-mail me (you'll receive full credit of course) --> see contact section for more details.

IX. FINAL NOTES

=====

Well, the advanced techniques section now totally depends on your ideas from now on. I'm out of them. Everything you want to add, change or ask e-mail me (see contact section) and I will post it with full credit to you.

A D D O N

----> A004

=====

ROLLERCOASTER HISTORY

NOTE: This section is copied from the Rollercoaster Tycoon 2 Manual.

1. INTRO

It's difficult to trace the origins of the thrill ride - for all we know, Stonehenge is just the ruined supports for an early roller coaster. But we do know one thing: that mind-clearing adrenaline buzz you only get from being scared out of your wits is a timeless human endeavor.

2. THE ICE AGE

Most coaster historians consider Russian ice slides the forerunners of rollercoasters. These large wooden structures, up to 70-feet tall, were popular throughout Russia in the 16th and 17th centuries. Riders would use a wooden sled or block of ice to slide at up to 50 miles-per-hour (mph) down giant ice-covered wooden hills and crash-land into a sand pile at the bottom. Somewhere along the line, a French businessman brought the ice slide idea back to France, perhaps forgetting that Russian-like winters might be a pre-requisite for their success. Undeterred, he or someone else developed an all-season solution by waxing the sled runners. Eventually, someone swapped wheels for runners, and more ambitious and thrilling tracks were created. In 1817 someone attached the carts to the tracks and dubbed the ride the Russian Mountains of Belleville. It had two tracks that ran next to each other, so riders could race (and onlookers could bet on the outcome).

3. RUNAWAY TRAIN

The ultimate American thrill ride - past or present - may well have been the Mauch Chunk Switchback Gravity Railroad, in Mauch Chunk, Penn. (now called Jim Thorpe, Penn.). It was the second railroad ever built (1827) in the United States, and was originally used to haul coal from mountaintop mines down to the Lehigh River. The track was built so that miners could load mine cars with coal, shove them over the hillside, and let gravity do the rest. Mules, whose job was to pull the cars back up the hill, and a brave, solitary brakeman were apparently the first participants in this nine-mile, hair-raising tear down the mountain. Thrill-seekers soon took notice, and the track was converted to a thrill ride in the afternoons. Eventually, the mules were replaced by a steam engine that hauled the empty cars up a longer, more gradual track. People would pay \$1 to ride up the gradual incline, then the steam engine was removed, and the cars were pushed back down the hill, with speeds apparently reaching nearly 100 mph. Now that's a roller coaster! In 1872, a new tunnel was constructed, which made the track obsolete for coal-hauling. Eventually a restaurant and hotel were built at the top, and the ride attracted more than 35,000 passengers a year. It continued to operate, with an amazing safety record, until it was closed in 1933.

4. UPSIDE DOWN SIDE

Way back in 1846, an Englishman apparently sold a loop-the-loop coaster ride to the French. This Paris attraction, called the Centrifuge Railway (Chemin du Centrifuge), featured a 43-foot high hill leading into a 13-foot wide loop. The rider would sit in a wheeled cart, pray to the physics gods, and hang on as the car whipped down the hill and through the loop with only centrifugal force keeping the cart and rider on course. Nearly 50 years later, in 1895, Lina Beecher revived the idea with the Flip-Flap Railway, a 25-foot circular loop at Coney Island. The circular design was very

unforgiving in the g-force department, and whiplash complaints were no doubt part of the reason why it only lasted a few seasons. In 1901 a man named Edward Prescott built a new looping coaster, also at Coney Island. This ride, called Loop The Loop, was oval-shaped to reduce g forces. Its low seating-capacity, perhaps, was why it only lasted six years.

5. GETTING REAL

The first 'roller coaster tycoon' was probably La Marcus Thompson, the man who created the Gravity Pleasure Switchback Railway, which opened at Coney Island in 1884. His ride was a 650-foot long wooden structure shaped like the Russian ice slides. Riders would climb a platform, board cars and be pushed down a hill and over a few bumps. At the other end, workers would hoist the car to the top of a second station, riders would board again and coast back in the other direction. The early ride focused more on sightseeing than excitement, so the bench-like coaster cars faced sideways and the ride traveled at a mere 6 mph. But people loved it: Thompson charged just a nickel a ride, and made more than \$600 a week. Thompson's success was an inspiration. In late 1884, a man named Charles Alcoke created a U-shape version of the Switchback ride that did not require riders to unload and reload mid-way. In 1885 Phillip Hinkle added a cable hoisting mechanism. Soon, track-mounted brakes were developed, track designs improved, and the rides began to look and act like modern-day roller coasters. In 1912, coaster designer John Miller, who got his start as LaMarcus Thompson's chief engineer, patented a design for the under-friction roller coaster. This revolutionary safety advancement made steeper drops and faster speeds possible by holding the cars to the tracks and reducing drag. Miller, a complete coaster tycoon, held over 100 patents on roller coaster devices, and designed more than 100 roller coasters. Miller's safety advances apparently inspired inventors to push design limits even further. Take the infamous Cyclone of Crystal Beach, Ontario, Canada. This ride, designed by Harry Traver in 1927, topped out in the intensity department - often leaving riders with broken ribs or snapped collar bones. (An on-staff nurse was always present.) It failed to profit and was eventually shut down, apparently because more people came to watch others ride it rather than 'enjoy' the ride themselves. The Cyclone was not the only roller coaster from this era that didn't last. The Great Depression and World War II saw the decay and destruction of more than 1,500 roller coasters in the United States, and at least that many overseas.

6. BACK ON THE TRACK

The amusement park industry was given a shot in the arm in 1955 with the opening of the first successful theme park: Disneyland. Disney's contribution to coaster history was Matterhorn Mountain, the first tubular steel coaster. Steel construction allowed for much faster and more thrilling rides, including the Corkscrew at Knott's Berry Farm (Buena Park, Calif.), in 1975, and Magic Mountain California's Great Revolution, built in 1976. Both rides revived the centuries-old novelty of going upside down (this time with proper safety restraints). These led to rides with double loops, triple loops, and combinations of corkscrews, loops and other elements - the race was on! Since then we've seen inverted coasters (cars travel beneath the tracks), linear induction motor coasters (power-launched), 'giga-coasters,' (over 300 feet tall), multi-dimensional coasters (free-spinning cars), vertical coasters, air-powered coasters, and more. No one knows what the future will bring, but it's safe to predict that - whatever it is - it will be faster, taller, longer, scarier, and, best of all, more fun.

THE MOST FAMOUS ROLLERCOASTERS

NOTE: This section is copied from the Rollercoaster Tycoon 2 Manual.

1. ROLLERCOASTER DEJA VU

.:RCT2 Coaster Type:.
Inverted Vertical Shuttle

.:Specs:.
196 feet tall; 1,203 feet long; 65 mph max

.:Special Features:.
Riders dangle face-down up the first tower, then drop 178 feet straight down, through a 102-foot vertical loop, 110-foot butterfly and up the second 178-foot tower. Then they ride it again - backwards!

.:Location:.
Six Flags Magic Mountain, Los Angeles; Six Flags Over Georgia - Atlanta;
Six Flags Great America - Chicago

2. ROLLERCOASTER MEDUSA

.:RCT2 Coaster Type:.
Floorless

.:Stats:.
142 feet tall; 3,985 feet long; 61 mph max speed

.:Special Features:.
Riders sit on open-air pedestal-like seats - with legs dangling - through 7 inversions, including 114-foot vertical loop, 96-foot dive loop, heartline cambelback (zero-gravity roll), cobra roll, and two interlock-ing corckscrews

.:Locations:.
Six Flags Great Adventure - New Jersey
Six Flags Marine World - San Francisco

3. ROLLERCOASTER CHANG

.:RCT2 Coaster Type:.
Stand-up Twister Coaster

Coaster Specs:
154 feet high; 4,155 feet long; 63 mph max

Special Features:
World's longest, fastest, tallest stand-up coaster contains world's biggest vertical loop (121.6 feet), plus 104-foot dive loop, 72-foot inclined loop, and 2 corkscrews.

.:Location:.
Six Flags Kentucky Kingdom - Louisville

4. ROLLERCOASTER V2 - VERTICAL VELOCITY

.:RCT2 Coaster Type:.
Inverted Impulse Coaster

.:Specs:.
Twin 185-foot towers; 630 feet long; 70 mph max

.:Special Features:.
Electromagnetic propulsion system launches train 70 mph in less than 4 seconds - straight up and straight back down two vertical towers. First tower features spiraling corkscrew near top.

.:Location:.
Six Flags Marine World - San Francisco

5. ROLLERCOASTER X

.:RCT2 Coaster Type:.
Multi-Dimensional Coaster

.:Coaster Specs:.
200 feet tall; 3,610 feet long; 76 mph max

.:Special Features:.
Unique design allows vehicles to spin independently 360-degrees head-over heels on a separate axis - first drop is 200 feet and 89 degrees.

.:Location:.
Six Flags Magic Mountain - Los Angeles

6. ROLLERCOASTER TITAN

.:RCT2 Coaster Type:.
Hyper-Twister Coaster

.:Stats:.
255-foot initial drop; 5,312 feet long; 85 mph max speed

.:Special Features:.
Three-and-a-half minute ride through spirals, camelback hill, carousel curve, 120-foot dark tunnel, and more - long and FAST!

.:Location:.
Six Flags Over Texas - Dallas

7. ROLLERCOASTER TEXAS GIANT

.:RCT2 Coaster Type:.
Wooden

.:Stats:.
143 feet high; 4,920 feet long; 62 mph max

.:Special Features:.
One of the tallest and fastest wooden coasters in world. Initial drop of 137 feet at 53-degree angle is followed by banked curves and 21 drops.

.:Location:.
Six Flags Over Texas - Dallas

ROLLERCOASTER TYCOON 2 HINTS

1. ROLLERCOASTER TYCOON 2 PERSONAL HINTS

NOTE: Some hints are from my own knowledge while others are copied from sources listed down below in the credits section.

Increase guest happiness

Enter Melanie Warn as a guest name. You can rename the guest to another name and repeat this on another guest as needed. Keep doing this to also increase your park's rating.

Multiple names

You can have more than one person with the same name (which works well when using the cheats) by changing the capitalization of various letters. For example Chris Sawyer can be used on another person by making all letters lower or upper case (chris sawyer and CHRIS SAWYER).

Guests never leave

Put a "No Entry" sign by the entrance, facing away from the entrance. Guests can still come in, but will not leave. Note: This may cause your park rating to decrease, because many guests will be "lost" and want to go home.

Extra building space

Build a ride or attraction such as a maze. You can now build on top of that with smaller rides (for example, bumper cars).

2. ROLLERCOASTER TYCOON 2 MANUAL HINTS

TIP 1

It's a good idea to save your game before you spend a bunch of money creating a new custom ride or an ambitious landscaping project. Saving your park at the beginning of each year is also helpful.

TIP 2

You don't have to just sit and watch the tutorials. While a tutorial is running, you can click on any mouse button or press any key to take over control. The only caveat is that you can't give control back to the tutorial

once you interrupt it. To restart the tutorial you must go back to the Main Menu and run it again.

TIP 3

When it rains, all of your guests will want umbrellas, and the only place they can get them is at your Information Kiosks and Souvenir Stands. Make sure you're not under-charging for them.

TIP 4

Keep an eye on your guests' thoughts. If lots of them are thinking about what a great value your park is, maybe you should raise the admission price.

TIP 5

While playing the game, you are always charged for altering land and water squares.

TIP 6

You can only fill an area with water from the ground up. If you want water at or below ground level, you must lower the land first.

TIP 7

There is a special land-scape brush available in the Scenario Editor. When you decrease the size of the brush below one-grid square, your brush becomes a 5-by-5 grid with a highlighted square at its center. This brush lets you create evenly sloped land formations that raise or lower from the center when you click and drag the mouse up or down.

TIP 8

You can click the right mouse button to remove scenery or paths while using any of the construction tools.

TIP 9

Many guests prefer to sit when they eat. Provide a good supply of benches conveniently located near any collection of food stalls.

TIP 10

Scenery and theme items placed near the track can add to the excitement of a ride, especially when you create the illusion of an impending collision. Tracks that cross over or under other parts of your park - footpaths, terrain, other rides and such - are also more exciting.

TIP 11

Keep an eye on stacked items. When using the Shift command in stacking land objects, rotate the map frequently and look at your work from all angles. Sometimes you may be placing a piece in the wrong spot.

TIP 12

Provide transport rides from point to point (every point near a ride) around the park. This will lighten the traffic load on your path system and give tired guests an alternative to walking.

TIP 13

Keep the distance between attractions short, so that no guest has the opportunity to become bored or overly tired while walking from one attraction to another. When a long walk is inevitable, provide benches along the way, especially at the top of hills.

TIP 14

Elevated rides allow your guests to see other rides and areas of the park, which can spark interest in visiting them.

TIP 15

Covered rides are more popular when it's raining.

TIP 16

Riding less intense rides near a coaster can often help guests get up the nerve to ride the more extreme attractions. Consider surrounding a roller coaster with less intense rides.

TIP 17

Start small. Time ticks by at an easy pace in RollerCoaster Tycoon 2. Don't spend too much cash on a big, fancy ride before you know your park can draw a crowd.

TIP 18

You can quickly select any track segment by right-clicking on it. A ride must be closed before you can work on it.

TIP 19

The Save button on some rides will allow you to save the track design plus any additional theme objects or scenery around the ride. Click on the objects around the ride that you want saved. You must test a ride and generate statistics before you can save it.

TIP 20

When vandalism does occur, the best course of action is simply to replace the damaged elements of the park. The longer you leave vandalized objects around, the more it will upset your guests.

TIP 21

If you are going to assign paths to your workers (and you should!), be sure you don't leave any areas completely unpatrolled. It's amazing how disgusting a path can get if no handy-man ever bothers to sweep it.

TIP 22

The Grab button is the fastest way to get a handy-man to the scene of a mess, but it is not helpful for getting a mechanic to fix a broken ride. When you pick up and move a mechanic, you cancel his current assignment. To make your mechanics more efficient, assign organized patrols to them. Keep in mind, however, that a mechanic will not leave an assigned patrol area to fix a broken ride.

TIP 23

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

TIP 24

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

TIP 25

Don't let guests stay lost - a visitor who wanders away from the main attractions is not having fun. Maps of the park can prevent this, and a sharp-eyed park manager (you) can spot and retrieve lost guests.

TIP 26

It can pay to monitor the weather and make adjust-ments to what you are selling, like raising prices or building a coffee stand when the temperature dips, or erecting more drink stands if the climate is hot.

TIP 27

Marketing entices more guests to visit your park, but be careful. If you lure them in with a campaign, make sure you meet your end if the deal. For instance, if people come to the park because you run a 'Half off the admission price' campaign and you don't have any admission price, they may feel cheated!

TIP 28

Novelty is king. A ride that is newly built and opened attracts more guests than one that has been running and available for a couple of years. Old rides just don't excite your guests as much as something fresh.

TIP 29

Use height markers on track supports to ensure that loops and hills are successively lower, so that your coaster trains have enough speed to make it over the bumps and around the track.

TIP 30

When choosing scenario parameters, you can make things more interesting by tying together the various elements. For example, you could design a 'desert' scenario that has a hot and dry climate, and set it so that very thirsty guests enter the park with a lot of money. You could then set it so that players must research drink stands and water rides before they are available.

ROLLERCOASTER TYCOON 2 EASTER EGGS -----

Easter Egg 1: Trainers -----

Trainers are specially designed tools to help you in your game. They give you (for example) infinite money, all rides and so on. As much as trainers are useful, they can freeze your game. If you need one, go to this website: www.xcheater.com.

Easter Egg 2: Negative money -----

As good as RCT2 is, it does have its share of great glitches. One of them gives you free money! To do it, you will need to have the Mechanical Style scenery available. Once it is, make a 4x4 platform of metal blocks. Then, stack it so it is 4x4 high. Then, build a Gentle or Thrill ride. You may notice it will cost you negative money to build. Well, this negative money goes directly into your COH, which means you make money. The more expensive the ride is, more money you make.

Easter Egg 3: Ultra-Extreme Excitement -----

The more excitement a ride has, the more popular it will be. So, naturally, any tactics to get a ride exciting is well invited, right? Well, if it is, you'll be glad to know there is a simple way to get the Inverted Impulse Roller Coaster ultra-extreme in the excitement department! (650.00 to be exact!) Here's how you do it:

1. After building the station platform, build the first vertical incline about 170 ft. tall. After that, drop it back down.
2. Go back to the station platform, and begin to build the other way. However, make the first vertical incline 175 ft. tall.
3. Now, add a second vertical incline on each side to its maximum height.

4. If done correctly, the coaster should have a 'M' shape. Set the launch speed to 74 MPH, and make the number of circuits 7. Test the ride.
5. When the results come in, the excitement should be 650.00! (Or higher!)
6. Open the ride!

Easter Egg 4: The Money cheat

 -- This cheat adapted from <http://www.rcteden.com/cheats.html>

The Money Cheat Step 1

Select the Base Block (circled) from the Scenery Menu. Start to construct a stack of base blocks.

The Money Cheat Step 2

Build the stack as shown... 5 blocks wide, by 5 blocks long, by 10 blocks high.

The Money Cheat Step 3

Build a ride underneath, it can be any ride, but the cheaper ones are better...The Enterprise works well for me (Twist shown). You will see that the cost to build the ride will be something like -5000 instead of +650 etc

The Money Cheat Step 4

At this stage, you can either go back to step 1 and reconstruct the stack to gain more money, or you can simply delete the ride and scenery. You will most definitely end up with more money than when you started!

ROLLERCOASTER TYCOON 2 CHEATS ----> C013

 Name a guest to one of the names listed below for the desired effect:

- | | |
|--------------------|----------------------------------|
| Brayshaw | - Waving guests |
| Tony Day | - Hungry guest |
| John Wardley | - "Wow!" thinking |
| John Mace | - Guest pays double entrance fee |
| Damon Hill | - Faster Go-Karts |
| Michael Schumacher | - Even faster Go-Karts |
| Mr Bean | - Slower Go-Karts |

----> Next cheats/easters are from David Ellis

- | | |
|--------------|--|
| Andy Hine | - thinks 'Nice ride but not as good as the Phoenix' |
| Elissa White | - loves coasters designed by Intamin (such as the Giga Coaster, Impulse Coaster, etc) - thinks 'brilliant ...it's an Intamin Ride' |
| David Ellis | - thinks 'and here we are on the...' followed by the |

name of the coaster. (Note - this is actually me...I provided some of the sounds for RCT2 and you will find me listed in the credits to the game).

There is a 4th name, but I do not know what this is yet. Chris Sawyer is keeping it a secret, unless the person agrees to have their name go public.

The original RCT easter egg names will still work in RCT2:

Katie Brayshaw	- Waves to guests
John Wardley	- thinks "Wow!"
Damon Hill	- Drives faster on Go-Karts
Michael Schumacher	- Also drives faster on Go-Karts
Mr Bean	- Drives slower on Go-Karts
Simon Foster	- Paints pictures of rides
Chris Sawyer	- Takes photos of rides

---> End of user submission

ROLLERCOASTER TYCOON 2 WEBPAGES

| www.rollercoastertycoon2.com |
The official Rollercoaster Tycoon 2 web page!
-Here you will find: patches, updates, news

| <http://rct.ogresnet.com> |
In my personal oppinion one of the best RCT sites available!
-Here you will find: patches, updates, news, walkthroughs ...

| www.rct-2.com |
All the downloads for RCT2!
-All available downloads for RCT2!

More webpages comming soon, if you would like something to add, e-mail me, see contact section for more information.

OTHER ROLLERCOASTER TYCOON 2 WALKTHROUGHS

1. ROLLERCOASTER TYCOON ORIGINAL WALKTHROUGHS

| AlaxaFox and CGorman |
-Coaster Designing walkthrough + hints & tips (www.gamefaqs.com)

| Shark404 |
-Rides FAQ + hints & tips (www.gamefaqs.com)

| Shark404 |
-Pricing guide (much more detailed) (www.gamefaqs.com)

2. ROLLERCOASTER TYCOON 2 WALKTHROUGHS

| Gallavant |
-The best hints and tips for Rollercoaster Tycoon 2 (www.gamefaqs.com)

| ShadowDragon99 |

-A very detailed RCT2 walkthrough + 4D coaster (www.gamefaqs.com)

ROLLERCOASTER TYCOON 2 FEATURES

MORE GAMEPLAY OPTIONS

New gameplay options in RollerCoaster Tycoon 2 allow you to PLAY YOUR WAY and focus on the aspects of the game you love the most!

Six Flags(R) Parks and Rides - For the first time, RollerCoaster Tycoon 2 includes 25 coaster designs and 5 Six Flags(R) parks. Take over the management of a pre-built Six Flags(R) park or build your own custom Six Flags park from scratch!

RollerCoaster Tycoon 2 includes:

- Six Flags Magic Mountain, California
- Six Flags Over Texas, Arlington
- Six Flags Great Adventure, New Jersey
- Six Flags Belgium
- Six Flags Holland

Challenging Scenarios - Take on all-new challenging scenarios and balance all aspects of park and ride design and management.

Roller Coaster Designer - Now you can focus on designing the ultimate coaster without having to worry about cost constraints, park guests, ride maintenance and all the other challenges that come with the responsibility of running the ultimate theme park.

Scenario Editor - Design your own challenging scenarios tailored to your individual gameplay preferences. Choose to play with or without money constraints, set your park in the location of your own design, set your own goals and more!

MORE DEPTH, DETAIL AND CREATIVE FREEDOM

Those of you that think you have mastered the previous 'Tycoon' games and created the most nauseating coaster, designed the ultimate theme park or managed the finances like a top CEO, can think again. RollerCoaster Tycoon 2 provides a new dimension of creative freedom that allows you to take your parks and rides to an unprecedented level of fun.

Bigger Parks - Offers park maps that are 4X the area of the original game, allowing you to build parks on a scale that was previously not possible.

Vertical Scenery Construction - Provides a whole new dimension of building options by allowing you to build an unlimited variety of in-park buildings, enhance coaster designs with thrilling scenery and hair-raising tunnels or combine scenery to create new and unique park decorations.

All-New Rides and Attractions - Push the limits with new roller coaster types, including Multi-Dimension Coaster, Giga Coaster, Inverted Impulse Coaster and more. Discover new ways to entertain guests with new and unique themes, including Giant Garden, Wild West and Pirates.

Increased Customization Options for Rides and Attractions - Allows coasters

to be customized right down to the color of each individual car and the type of music that plays at the ride entrance. This level of customization ensures that the parks you create in the game fully realize the potential of your imagination.

EASIER TO BUILD RIDES AND PARKS

The same basic game interface has been preserved to enable the millions of RollerCoaster Tycoon fans to jump right in and begin building. New enhancements to the building tools make creating the ultimate ride and park easier than ever. Examples of new design enhancements include automatic tree removal, 'ghost' object construction markers and instant track designs complete with scenery.

The combined result of the myriad of design and building enhancements is that park and ride designs can leap from the imagination into the game with greater ease, speed and accuracy than ever before!

ROLLERCOASTER TYCOON 2 WACKY WORLDS FEATURES

Build Incredible Amusement Parks Around the World!

Find your passport and pack your bags! RollerCoaster Tycoon(R) 2 is taking gamers on the ultimate trip around the globe in the all-new expansion pack, RollerCoaster Tycoon(R) 2: Wacky Worlds!

Travel the globe to create high-flying roller coasters and exciting theme parks. Include exotic rides, profitable concessions and the most famous landmarks known to man including the Eiffel Tower, Big Ben, Statue of Liberty, Great Wall of China and more! Each location is packed with opportunities for success, fun and unique challenges.

Game Features:

All new rides, scenery and attractions based on the Earth's seven continents:

- Africa, Antarctica, Asia, Australia, Europe, North America and South America
- Fill your parks with famous and exotic landmarks including the Eiffel Tower, Big Ben, Great Wall of China and more!
- Over 50 new rides types from around the world to thrill your park guests.
- 17 new scenarios based on real-world locations.
- Over 200 new game elements that integrate into RollerCoaster Tycoon(r) 2.

F A Q S E C T I O N

ROLLERCOASTER TYCOON 2 USER ASKED QUESTIONS

This FAQ section is contributed to all you readers out there that are bursting me with e-mails and questions about the game, hints, tips and would like to contribute anything to this guide.

Qestion (Q from now on): The game sometimes just flips out. Why?

Answer (A from now on): Well the first thing is that you don't have

a compatible computer with RCT2. Check the system specifications.
Second is Direct X. Install the newest version.
Third, you might have a 'pirated' version of RCT2.

Q: The game sometimes isn't as fast as it was. What do I do?

A: Again the same answer. System specifications. You must have atleast a Pentium 350mhz processor or AMD and 64MB ram highly recommended.

Q: The RCT scenario editor can't save my scenario. Why not?

A: Possible case is that the disk is full. Try to free some space.

Q: The game won't run and it gives me this message: DDRAW.dll has comited a ...

A: The problem is with Direct-X. Try reinstalling it or if you have an older version that requiered install the newest one.

Q: When I create stalls (drink stall, food stall etc.) none of the guests buy anything. What shall I do?

---> Question submitted by Anthony Ormesher

A1: There are multiple answers availble for this question. Here is the first option. You are probably overcharging drinks and food or whatever it is that you are selling. Try to lower your price.

A2: The shop isn't open. You must open your shop to allow guests to shop there.

A3: The entrance fee for the park is 40-60\$. You are charging a large amount of entrance fee and keeping the rides free. Guests won't bother to buy drinks, food etc. Try to lower your price to 35,40, maximum 50\$.

A4: It could be a bug in the game //Not so certain.

A5: Guests just aren't thirsty or hungry.

A6: You have too many shops build. If you have four or more shops at the same location of the same type, guests won't buy from all of them. Try to fix this problem by demolishing all except one.

ROLLERCOASTER TYCOON 2 USELY ASKED QUESTIONS

No questions were aked usely.

If you would like to ask anything or contribute to this walkthrough, e-mail me (see contact section).

VI. FINAL NOTES

I think the game is great for those who haven't played Rollercoaster Tycoon yet. But for old tycooners it has almost nothing new to offer except for the scenario editor and some new buildings. From me it deserves a fully 80% and I think it is worth your own money.

=====

W A L K T H R O U G H
E N D

=====

VII. C R E D I T S S E C T I O N
=====

I would like to thank first to all of you readers out there that are reading my faqs! Thanks for all of your support and your constant e-mails are giving me the energy to still update this walkthrough.

I would also like to thank CjayC for making the best FAQ site for all us FAQ writers and constantly updating it.

I would also like to thank to jgs for letting me publish his ASCII dragon. (see down bellow for his webpage).

SPECIAL THANKS TO MAYOR CONTRIBUTORS:

- | Cheatbook.de/Cheatcontainer.de |
For the hints and cheat codes on Rollercoaster Tycoon 2.
- | Gamefaqs.com |
Mostly CjayC and all the other people constantly publishing and updating our guides.
- | All readers |
All readers for supporting me and reading this guide!
- | RCTStation.com |
For the motivation and inspiration! -- you own a great RCT site!
- | RCT2 Manual |
Probably for the start -- I would have never been able to start this walkthrough without it, used its sections for starters, used its rollercoaster famous section and so on!
- | jgs |
For letting me publish his ASCII dragon!
-See his webpage: <http://www.geocities.com/SoHo/7373/>
- | AlaxaFox & CGorman |
For giving me the idea for creating the Rollercoaster Tycoon 2 Coaster building section
-See their much more detailed walktrough on www.gamefaqs.com
- | Shark404 |
For giving me the idea for adding a Rollercoaster Tycoon 2 Price section
-See his much more detailed walkthrough on www.gamefaqs.com

- | CGorman |
For letting me publish his rollercoaster design example (the source was stated so I'm not violating your license agreement)
- | ShadowDragon99 |
Idea of an easter section; some easters copied from his walkthrough; I am not violating any agreement though because I found these easters on the net
- | Nobuo Uematsu |
His music is just so inspiring. If you don't know from who I am talking about, maybe this will help: Final Fantasy series. His music also gives me the energy to continue writing this walkthrough and all my other walkthroughs
- | Linkin Park - Reanimation |
Also inspiring music. When I get bored with writing I run their cd and quickly return to write more.
- | Dan Simpson & Red Phoenix |
Copied some sections from their original RCT walkthrough; I haven't seen a license agreement on copying but I've stated the source so I am not violating anything.
- | Split Infinity |
Original PSE search engine and the author of FFX walkthrough (probably the biggest --> 2MB OF INFORMATION!!!, 887 PAGES!)
- | David Ellis |
For adding more easter eggs/cheats
- | eyeamthul |
For additional walkthrough strategies -- Dusty Greens, Gravity Gardens, Alpine Adventures
- | RCTBUM |
For additional walkthrough strategies -- Electric Fields, Factory Capers

VIII. O T H E R W A L K T H R O U G H S
=====

If you are interested, I have also written these walktroughs (walkthroughs are written from the newest one to the oldest)

- Ring II Twilight Of The Gods (www.gamefaqs.com) - PC section
 - Full guide + ascii pictures to help
- [Civilization]: Call To Power II (www.gamefaqs.com) - PC section
 - Full strategy guide for beginners and a walkthrough on beating the game
- Ring The Legend of the Nibelungen (www.gamefaqs.com) - PC section
 - Full walkthrough + ascii pictures to help
- Rollercoaster Tycoon 2 (www.gamefaqs.com) - PC section
 - Full walkthrough for beginners, scenario walkthroughs, advanced section, tips, easter eggs + ascii pictures to assist and more!
- Moorhuhn 3 Es Gibt Huhn! (www.gamefaqs.com) - PC section
 - Strategy tips, daisy explainer, how to gain 2000, 3000 points etc.
- Sheep (www.gamefaqs.com) - PC section
 - Tips and strategies on winning the game.