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RollerCoaster Tycoon 2

Chris Sawyer

EVERYONE

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CONTENT RATED BY
ESRB

INFOGRAMES™

Featuring Rides
and Parks from:

SixFlags

The Readme File

The *RollerCoaster Tycoon®* 2 CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

To read this file, double-click on the ReadMe.txt icon in the *RollerCoaster Tycoon* 2 directory found on your hard drive (usually C:\Program Files\Infogrames Interactive\RollerCoaster Tycoon 2). You can also view the ReadMe file by clicking on the Start button on your Windows® 98/Me/2000/XP taskbar, then selecting Programs, then Infogrames Interactive, then RollerCoaster Tycoon 2, and then the ReadMe file.

System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® II 300 MHz or equivalent
Memory:	64 MB RAM (128 MB recommended)
Hard Disk Space:	120 MB free (200 MB recommended)
CD-ROM Drive:	4X or higher (8X recommended)
Video:	Windows® 98/Me/2000/XP-compatible video card*
Sound:	Windows® 98/Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 8.1 (included) or higher

Indicates device should be compatible with DirectX® version 8.1 (included) or higher.

SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP. Exit all other programs before installing.

2. Insert the *RollerCoaster Tycoon* 2 CD-ROM game disc into your CD-ROM drive.

3. If AutoPlay is enabled, a title screen should appear. Click on the Install button. If AutoPlay is not enabled, double-click on the "My Computer" icon on your Windows® desktop. Next, double-click on your CD-ROM icon. If the install screen still does not appear at this point, double-click on the "My Computer" icon, then double-click on your CD-ROM icon, then double-click on the Setup icon.

4. Follow the on-screen instructions to finish installing the *RollerCoaster Tycoon* 2 CD-ROM game.

5. Once installation is complete, double-click on the *RollerCoaster Tycoon* 2 game icon to start the game.

Note: Minimum install copies all of the files required to play the game, but leaves some of the larger files on the CD. This option lets you conserve hard disk space. **Full install** copies more files to your hard disk. The main difference you may notice between Minimum and Full install is that with Full install you can play two musical themes at once if two rides close to each other both have music. Both Minimum and Full install require that the game disc be in your CD-ROM drive in order to play the game.

Installation of DirectX®

The *RollerCoaster Tycoon* 2 CD-ROM requires DirectX® 8.1 or higher in order to run. If you do not have DirectX® 8.1 or higher installed on your computer, click "Yes" when asked if you would like to install it.

WELCOME!

The world's most addictive game ramps up the FUN with America's favorite theme parks — Six Flags®! Break ground and start from scratch, open the gates to existing parks or just create the most gut-wrenching roller coaster ride ever — it's up to you! With wild new rides, new theme decorations and easy-to-use building tools, creating the ultimate amusement park is now more fun than ever!

WHAT'S NEW?

If you've played the original *RollerCoaster Tycoon* CD-ROM game, you can probably jump right in at the scenarios and start to discover the new features and enhancements for yourself. We recommend you play through the tutorial levels, however, to learn about some of the new enhancements.

Part of the fun of a new game is exploring and discovering. With that in mind, this manual won't give away everything about *RollerCoaster Tycoon 2*, but rather introduce the major features and describe when and where they appear. We'll leave the details for you to discover.

The most obvious change is how easy it is to PLAY YOUR WAY in *RollerCoaster Tycoon 2*. The following are the most obvious examples of this new freedom, available right from the Main Menu:

- **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!

Compatibility

RollerCoaster Tycoon 2 is all new. Under the hood of the game is new, more efficient program code and many new features. Because of this, saved games from previous versions of the game — *RollerCoaster Tycoon*, *Corkscrew Follies*, and *Loopy Landscapes* — are NOT compatible.

You can import landscapes from older saved games into your scenarios while in the Scenario Editor (see page 57). Most landscape files from previous versions of *Roller Coaster Tycoon* will load, but some scenery items might look different. It is possible that unpredictable results might arise from importing landscapes from these products. Technical Support cannot help you with these types of issues.

KEYBOARD SHORTCUTS

Though it's possible to control the game using only the mouse, there are a number of keyboard shortcuts that can speed things up. The following are the default key commands. You can reassign any command in the **Options** menu, while playing the game.

Command	Key
Close topmost window	Backspace
Close all floating windows	Shift + Backspace
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

Command	Key
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

SAVING AND LOADING

The commands for saving and loading game files, track designs, landscapes and scenarios vary slightly depending on where you are in the game, but it is self-explanatory once you understand the interface.

You can save your progress in a *RollerCoaster Tycoon 2* game at any time by clicking on the **Options** button (diskette icon) in the **Main View**, and selecting Save.

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.
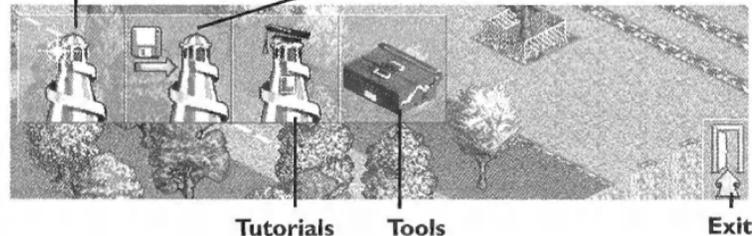
To load a game while playing, or a landscape while creating a scenario, click the **Options** button in the **Main View**. To load a game from the **Main Menu**, click the **Load** button.

MAIN MENU

Start a New Game   Load a Saved Game

Tutorials   Tools   Exit

Start A New Game

This is where your fun begins! Click on the **Start New Game** button and you're on your way — but you're not inside the park yet. *RollerCoaster Tycoon 2* includes a number of park scenarios. What you see is the **Scenario Selection** window.

The scenarios are divided into five categories, indicated by tabs. Click on a tab to see the scenarios listed under that category. When you move the mouse cursor over a scenario name, information about that scenario is displayed on the right side of the window, including a summary, objectives, and the name and rating of any player who has completed it before.

Choose a scenario and click on the name to play it. Click on the **Close Window** button [X] in the upper right corner of the window to go back to the Main Menu without choosing a scenario. When you have completed a scenario, your success and your score are noted in the **Scenario Selection** window. 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.

Load / Continue
Click here if you want to pick up where you left off in a saved game.

Tutorial
If you want to learn the basics of building and running your own park, or need a quick refresher, we recommend you click on **Tutorials** first. Tutorials are animated scenarios that feature step-by-step instructions and advice. Clicking on the **Tutorials** button displays a drop-down menu with the following choices:

Beginners – If you have never played *RollerCoaster Tycoon* or *RollerCoaster Tycoon 2* before, we recommend starting here. If you played the original game but want a refresher course, this should be your first stop.

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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.

Tools
Clicking on the **Tools** button opens the **Tools** menu, where you'll find the following:

Scenario Editor – This fantastic new feature lets you design and create your own scenarios, which you can share with other players. You decide the look and layout of the park, and even set the scenario's objective!

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.

Exit
Click here when you are done playing *RollerCoaster Tycoon 2*.

Manual
Click on **manual.pdf** for a complete user's manual.

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Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

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Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers

Any screen or error messages you've encountered (and where)

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Infogrames Interactive, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

Strategy Guide Available:

There is an Official Strategy Guide available for this game. Please refer to our Strategy Guide Availability List at **www.ina-support.com**, or find out how to place an order by telephone or mail after selecting the product RollerCoaster Tycoon 2 from the automated phone system menu at **(425) 951-7108**.

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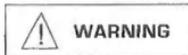
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A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

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- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

Repetitive Strain Statement

⚠ **CAUTION**
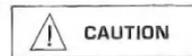
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